

RAW DANGER!™



SURVIVAL GUIDE



agetec

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

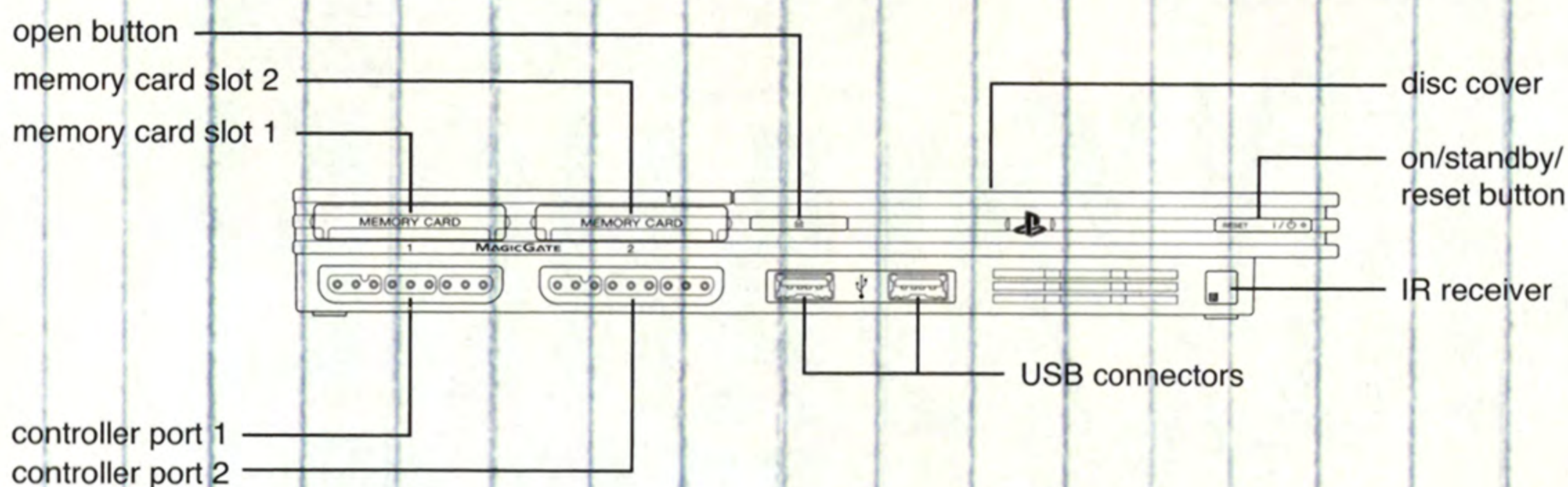
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

RAW DANGER!™

CONTENTS

2	Getting started
3	Controller Operations
4	Story
6	Map
8	Starting the Game
12	Game Screen
14	Game System
16	Menu Screen
20	Actions
22	Items

Getting STARTED



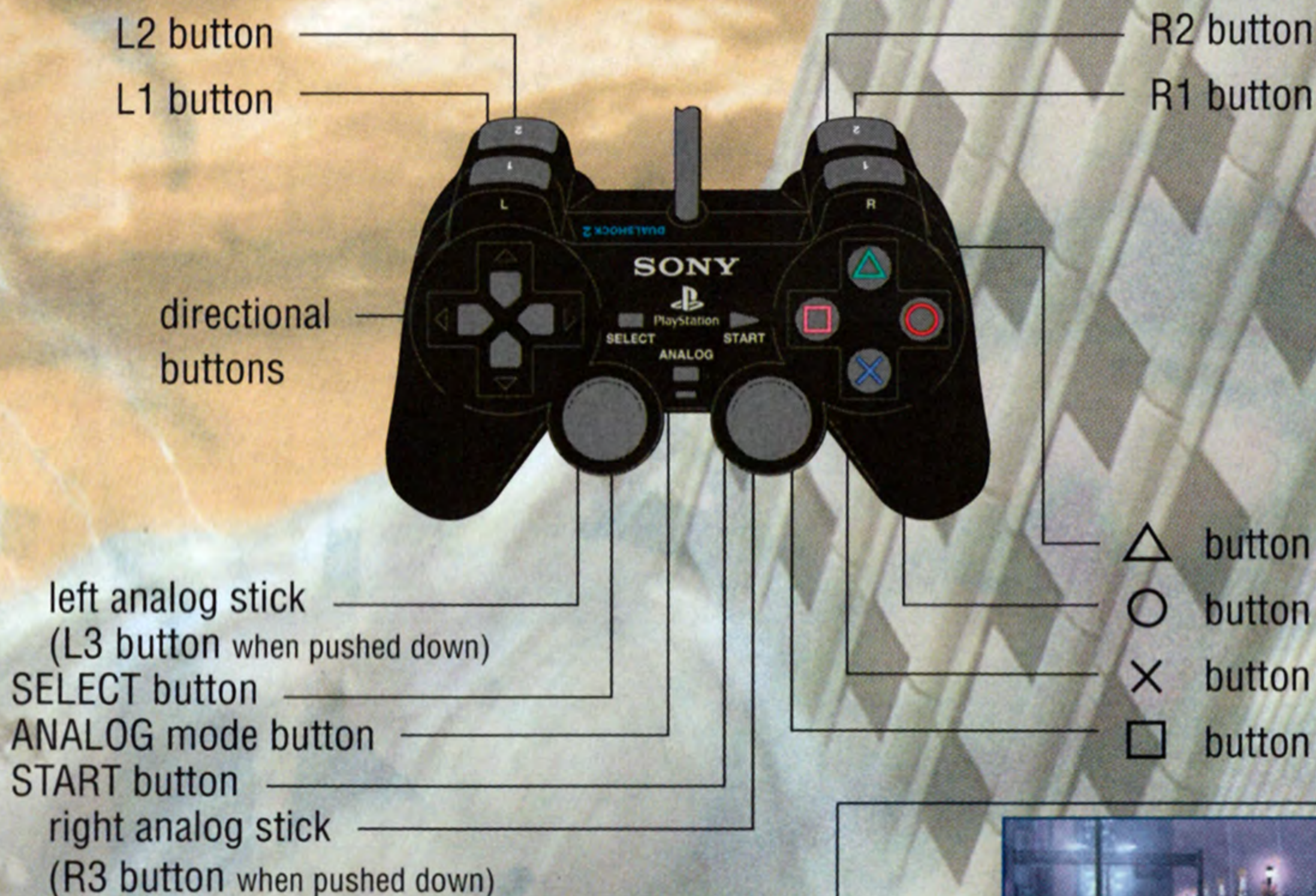
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Raw Danger™ disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Controller OPERATIONS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



*This title supports only analog controller (DUALSHOCK®2).

*This title supports only controller port 1.

*ANALOG mode button is always on.



TAXI driving is involved, depending on the story.

Configurations (Default setting)

Directional button: Make selection

Left analog stick: Move/make selection

Right analog stick: Camera operations

△ button: Move around first person view/cancel selection/return to previous screen

□ button: Item menu

○ button: Search/talk/actions

× button: Run/dash/confirm selection

L1 button: Shout

L2 button: Reset view

R1 button: Crawl/cling

R3 button: View map

START button: Start/pause

SELECT button: Skip event scenes

TAXI control configurations

Left analog stick: Steer

Right analog stick: Camera operations

△ button: View menu/inside view

□ button: Brake/reverse

○ button: Get in and out of vehicle

× button: Acceleration

L1 button: Open back left door

L2 button: Reset view

R1 button: Cockpit view

R2 button: Head light on and off

R3 button: View map

START button: Start/pause

Button configuration can be changed in the "OPTION" menu (see pg. 11).

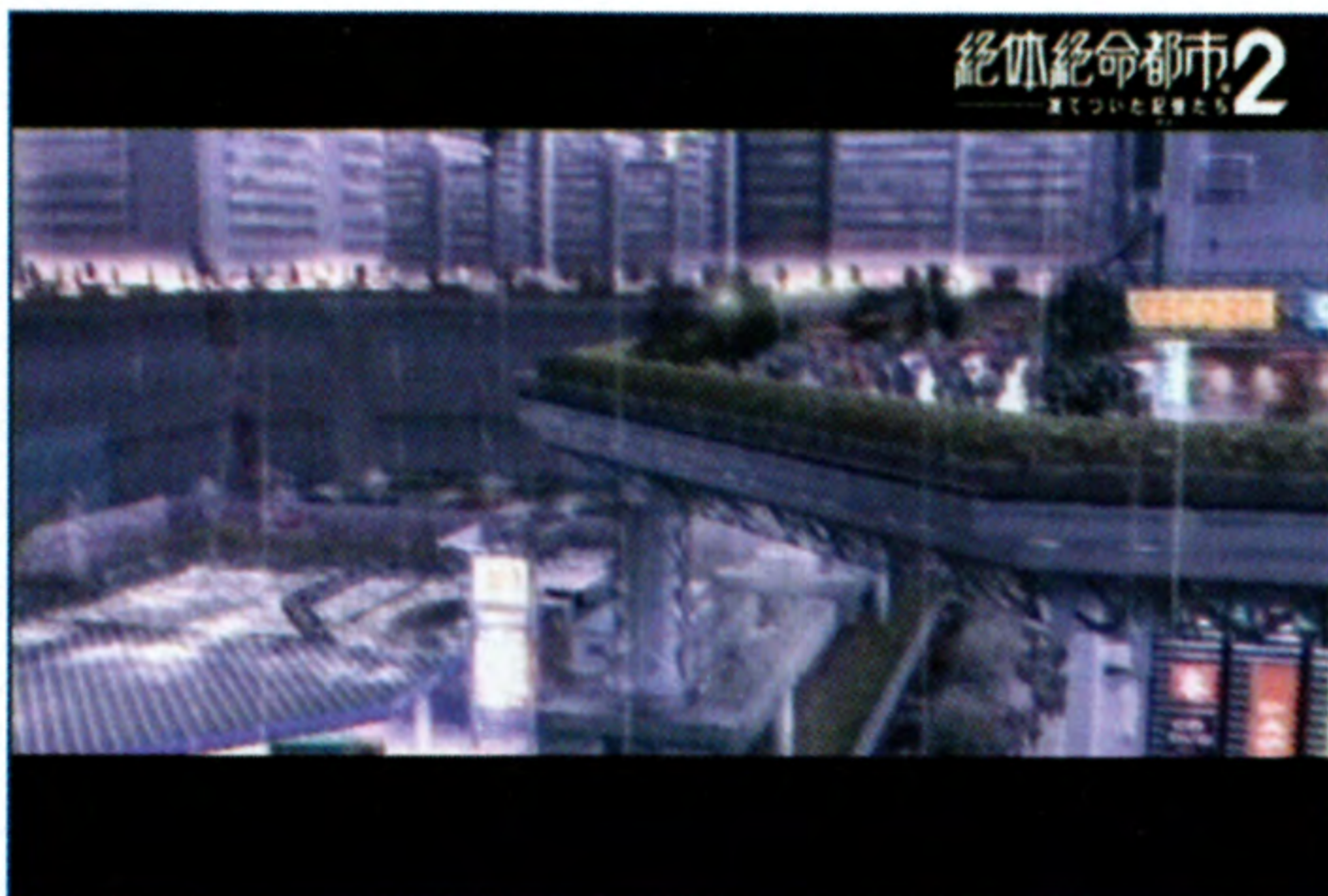
This manual is based on the default button configuration.

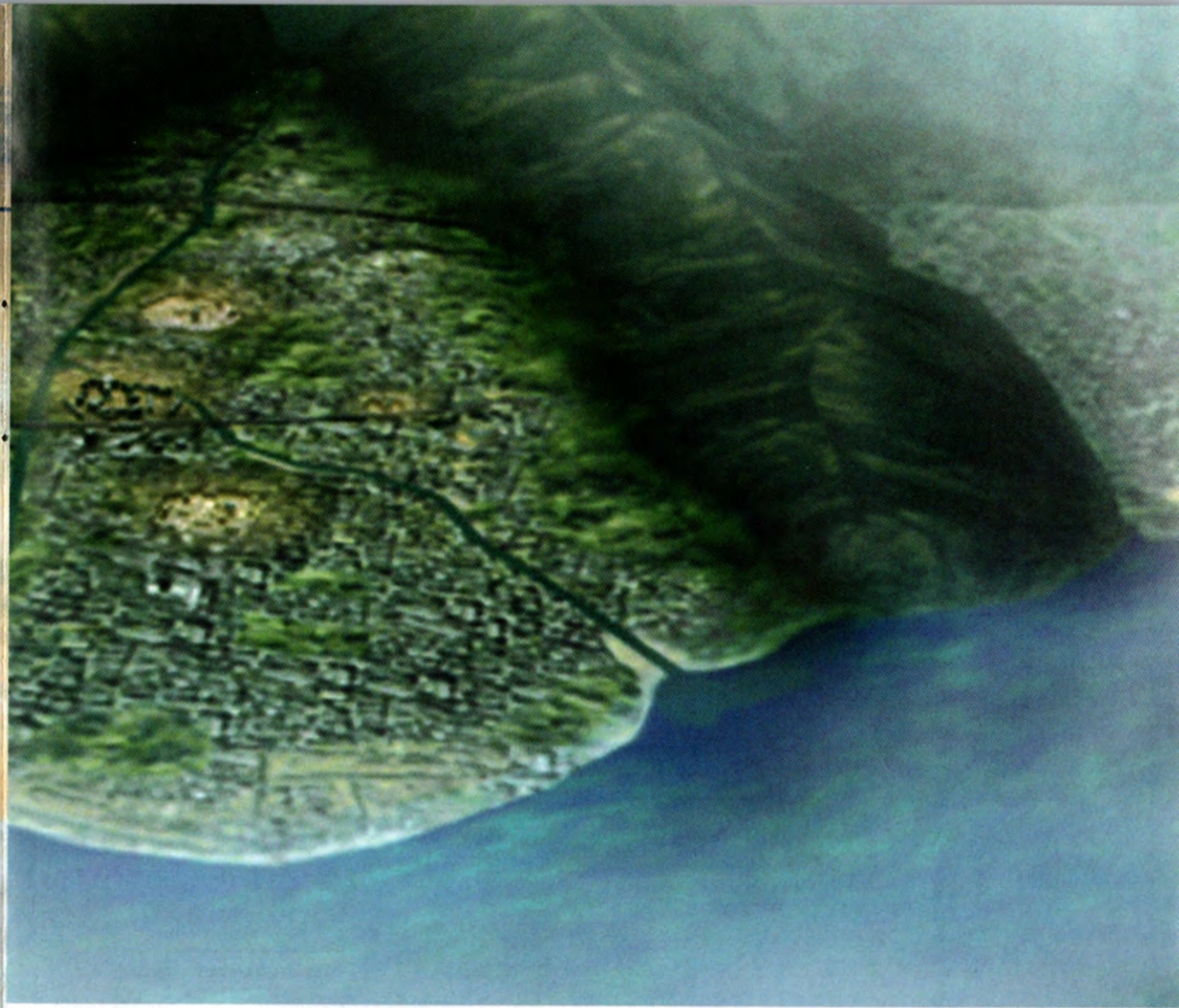
STORY



LAYING IN WAIT...

It's been several years since the Capital Island tragedy. The horrors of the incident have faded from memory and the development of large cities throughout the nation has hit an all-time high. The city of Del Ray is one of these cities.





Surrounded by the ocean, mountains and rivers, Del Ray's limited land space compelled its development projects to go underground. One such endeavor—named the Geo City Project—would change everything in the area.

The year is 2010. It's December, and the long awaited Geo City Project is complete. Its completion marks a new era for the city.

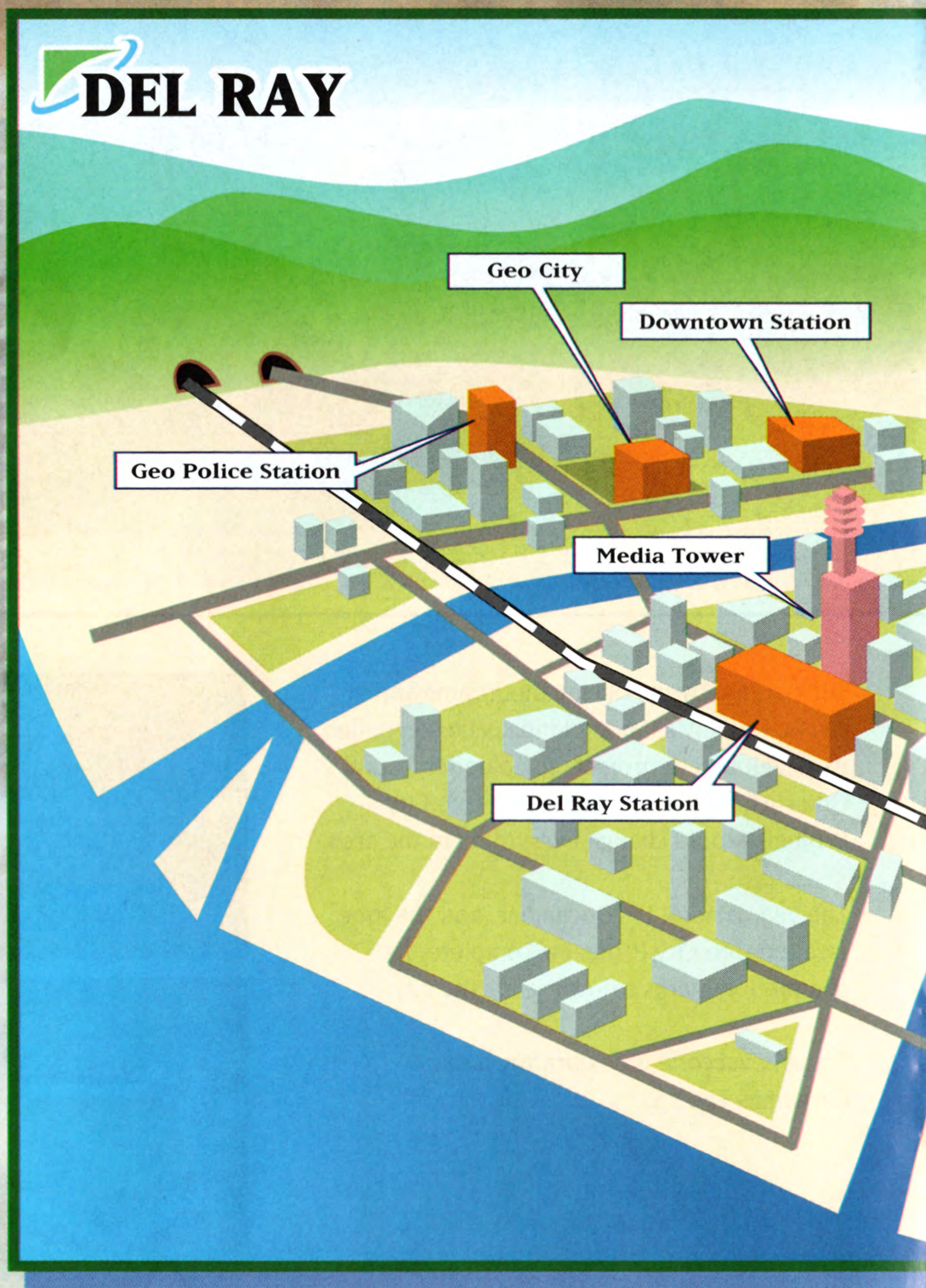
Today, everyone is celebrating a rainy Christmas Eve . . .

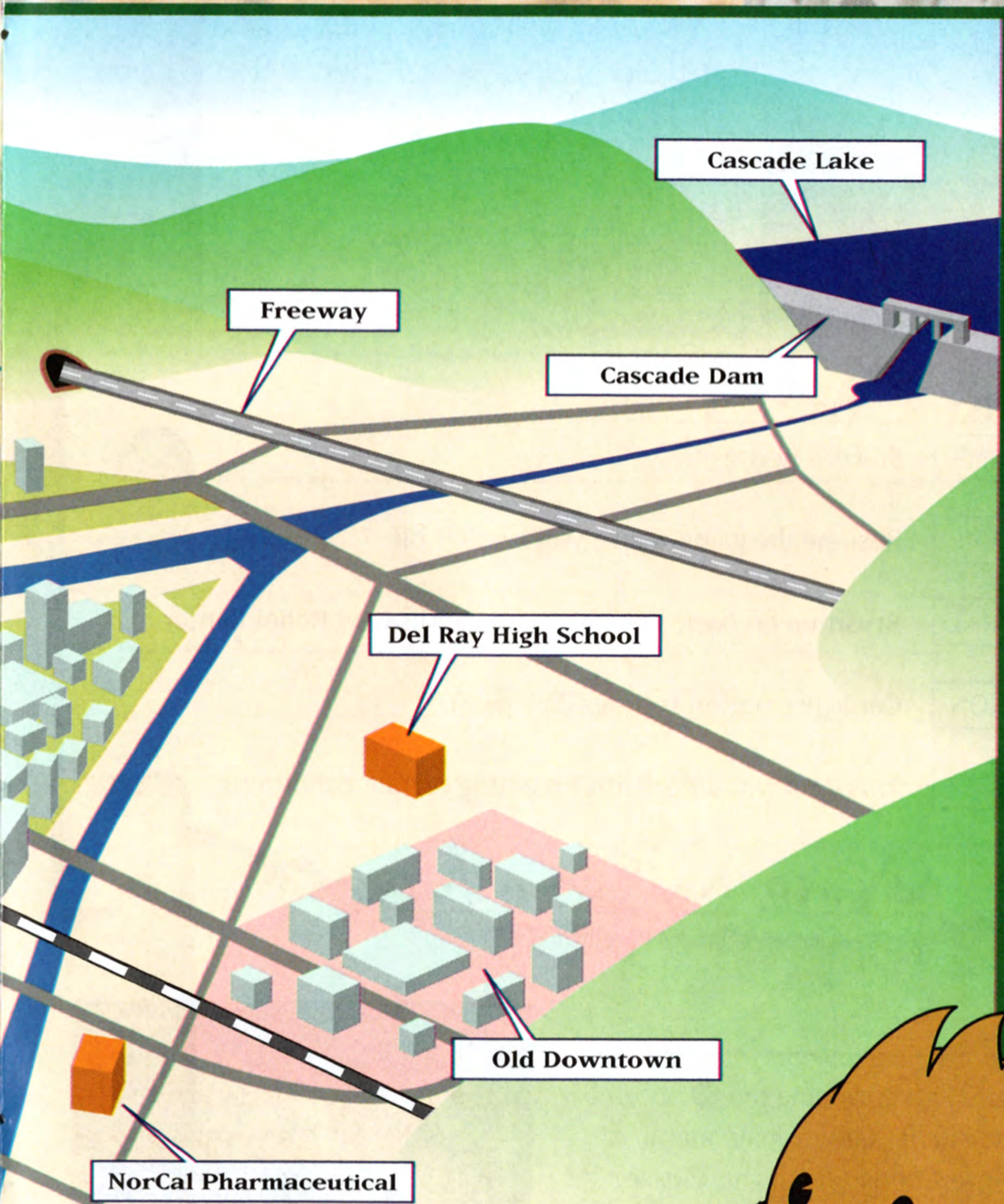


CITY MAP

The city of Del Ray promises to change the future of mankind with its rapidly-developed "Geo City Project." The city itself is surrounded by the ocean, mountains and rivers.

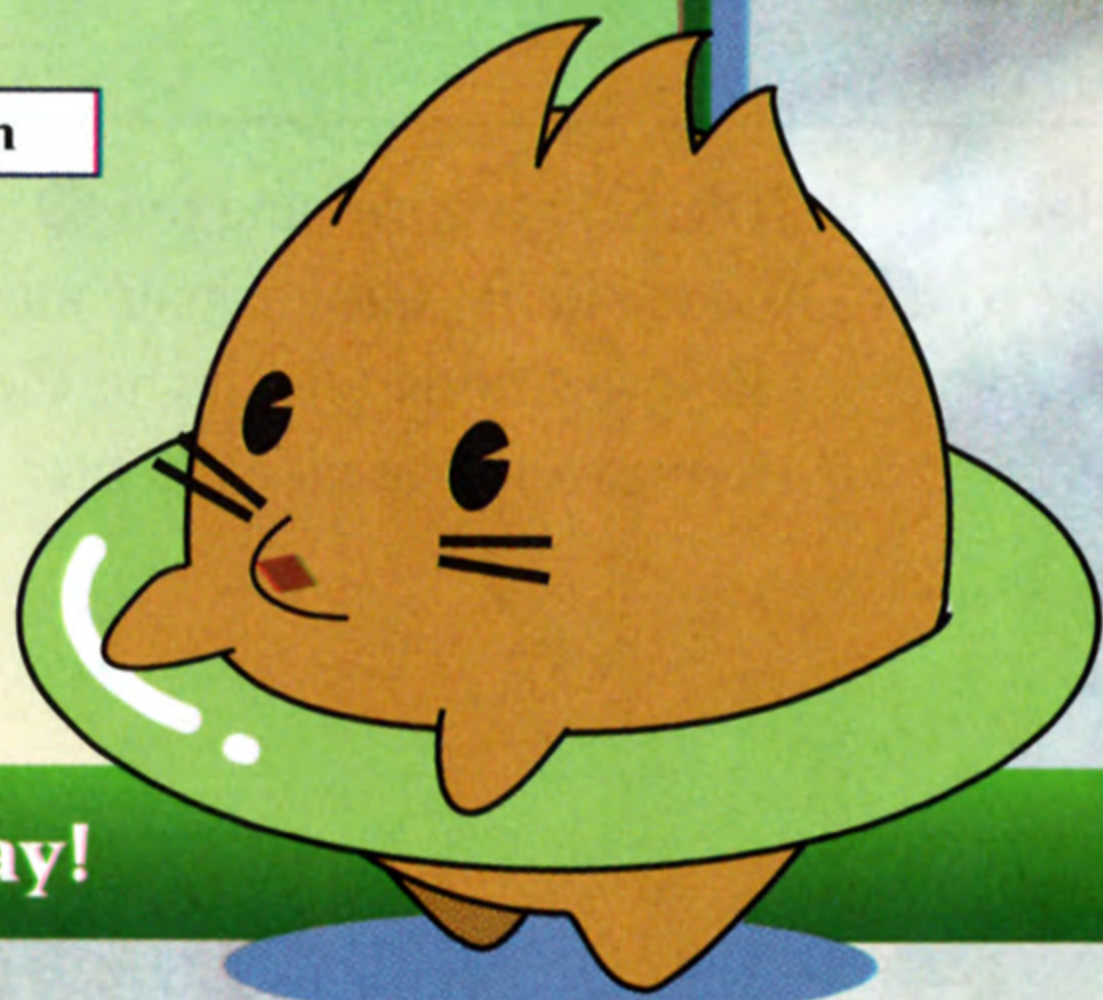
DEL RAY





Geo: Mascot of Geo City

Welcome to Del Ray!



Starting THE Game

TITLE SCREEN

After inserting the Raw Danger disc and turning the system ON, the title screen is displayed. Please press the START or ⓧ button to display the Start Menu.



Pressing the START or ⓧ button will display the Start Menu. Please select "START GAME" and press the ⓧ button to start a new game.

Start Here?

START GAME

Starts a new game

LOAD GAME

Resume the game where you last left off

TUTORIAL

Brush-up on basic operations at the Disaster Relief Center

OPTION

Configure option settings (See pg. 11)

???

This item will unlock after meeting certain conditions

Where do I go Now

TUTORIAL

Selecting "TUTORIAL" and pressing the ⓧ button goes to the Disaster Relief Center main menu. At the center, basic operations are taught. Please select "EXIT" to return to the main menu.



START GAME

Game difficulty can be set after selecting "START GAME" from the Start Menu, then the character select screen will appear. Please press the  button to proceed. The player will be prompted if wish to change the character name, please select "YES" if you wish to change the name or "NO" if you wish to use the default character name. After setting the character name, the opening movie will begin.



Name Entry

Please set the character name using Directional button or left analog stick. Press the  button to confirm selection,  button to backspace, or  button for character's default name. Please select "END" and press the  or START button to proceed.

About Main Characters

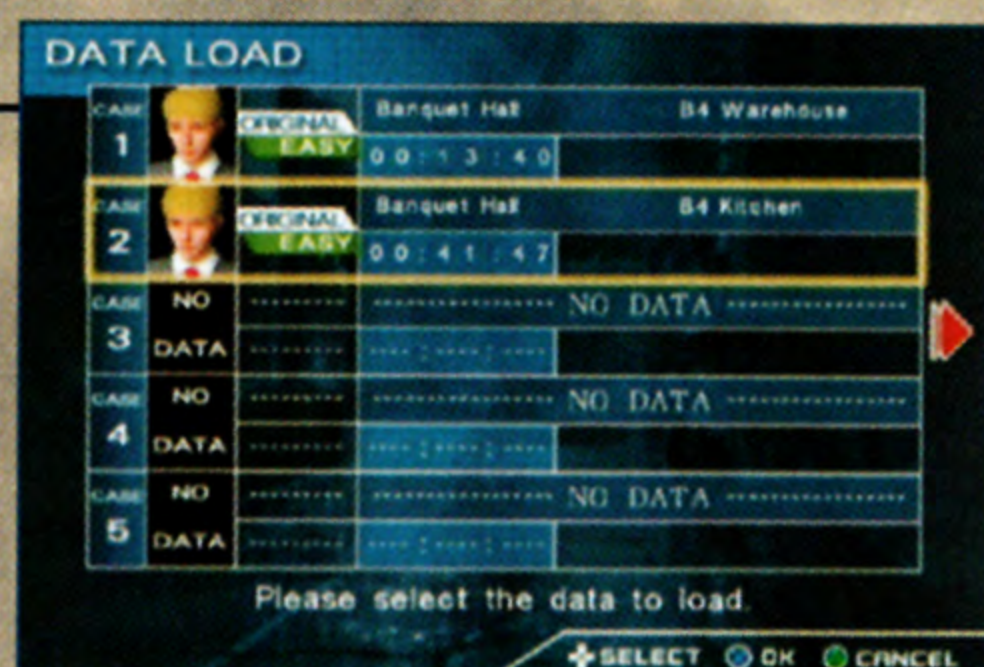
There are 5 stories in this title and the player will control 5 different main characters in each story. Story order cannot be changed. Each story must be completed to proceed to the next story.



Starting THE Game (cont.)

LOAD GAME

Please select "LOAD GAME" to resume the game where the game was last saved.



Save Data

Game data can be saved at Survival Points. A menu will be displayed at the Survival Point. Please select "SAVE" to save the game data. Saving game data requires a memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1 with at least 300KB of free space. A total of twenty different game files can be saved on a single memory card (8MB)(for PlayStation®2).





OPTION

Please select "OPTION" on the Start Menu to change game settings. Game settings can be set/changed during the game by selecting "OPTION" on the main menu.

What do these do?

VIBRATION

Turns ON/OFF controller vibration function

SOUND

Sets BGM and SE to MONO/STEREO

SCREEN POSITION

Adjusts screen position

COLOR/BRIGHTNESS

Adjust screen color and brightness

CONTROLLER CONFIGURATION

Configure button functions

DEFAULT

Sets all options to default settings

EXIT

Returns to Title Screen

Game SCREEN

IN-GAME SCREEN



Arrow

The color of arrow changes depending on the character's body temperature: orange indicates character's body temperature is warm and blue indicates body temperature is cold. Direction of arrow indicates the character's health condition; if it points up, the body temperature is rising, if it points down, the body temperature is decreasing.

Condition

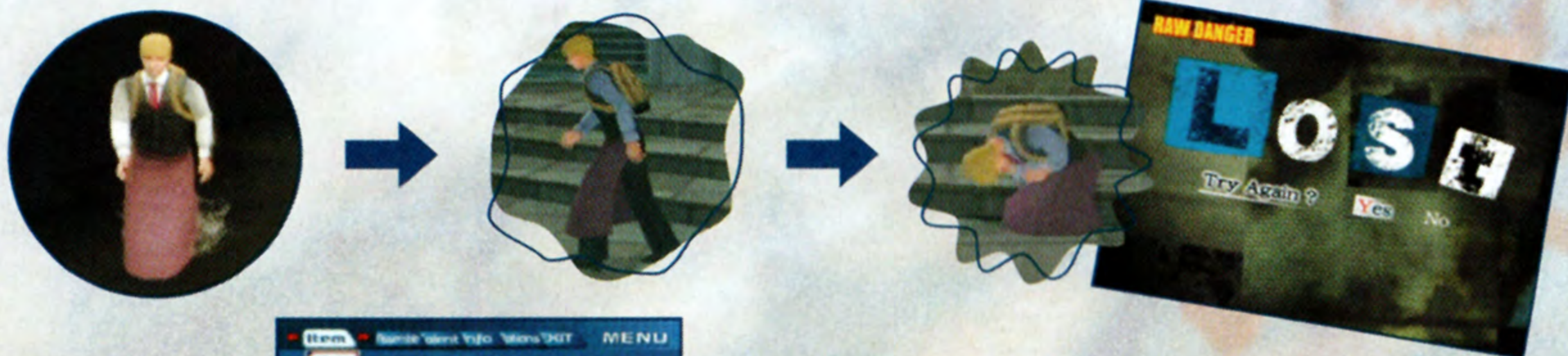
Indicates condition of the character. As the number of water drops increases, the character is in a more wet condition and body temperature lowers more rapidly.

Compass

Indicates the direction where the character is facing. Compass can be changed through the menu screen (see pg. 16).

CHARACTER'S CONDITION

Body temperature and health decrease when the character is wet or stays in cold weather. When it reaches a certain point, the character's moving speed decreases and visibility starts to blur and character collapses. When the character collapses, the game will be over.



Body temperature and condition can be viewed in the menu screen (see pg. 16).

First Person Camera View

Camera view switches to first person view when holding down the  button.



Use the left analog stick to look around in first person camera view.



Pause

Press the START button on main in-game screen to pause the game and press again to resume the game.

If the game is left without pausing, the character may freeze and the game may be over.

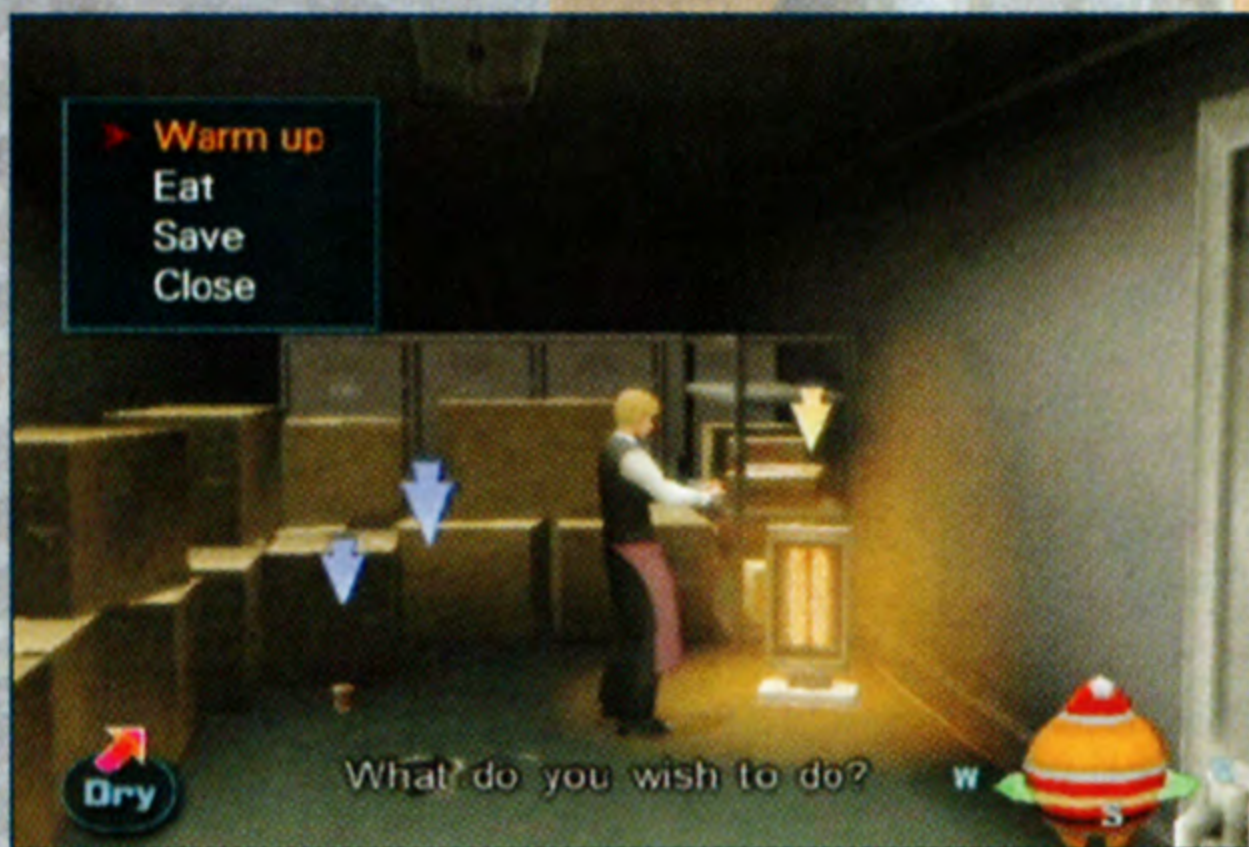
Game SYSTEM

CONDITIONING IS THE KEY

The purpose of this title is to survive in the flooded city. If the character collapses, gets washed away, or falls from the edge or from a building, the game will be over. Game may end under other conditions too, depending on the character.

SURVIVAL POINT

An orange arrow will appear on the screen when the character is around a stove, bonfire, and other specific places. It's called the Survival Point, where a meal can be prepared, wet clothes can be dried, and/or game data can be saved.



WARM UP

To warm up the body and dry clothes.
Body temperature will be restored.

EAT

A meal can be cooked if cooking ingredients and utensils are available. A player's character can share the meal with a person who/she he is traveling with.

SAVE

Save game data

EXIT

Return to main game screen

Remember!
Stay dry & warm!!!

GARBAGE CAN / JASPER

Items can be stored in a garbage box. Also, Jasper can take items from characters and store them. Stored items can be picked up by different characters within the story.



Garbage Can

There are garbage boxes around the city. Items can be stored in them and picked up later in the game.



Stored item(s) can be picked up from the garbage box where the items were stored.

Jasper

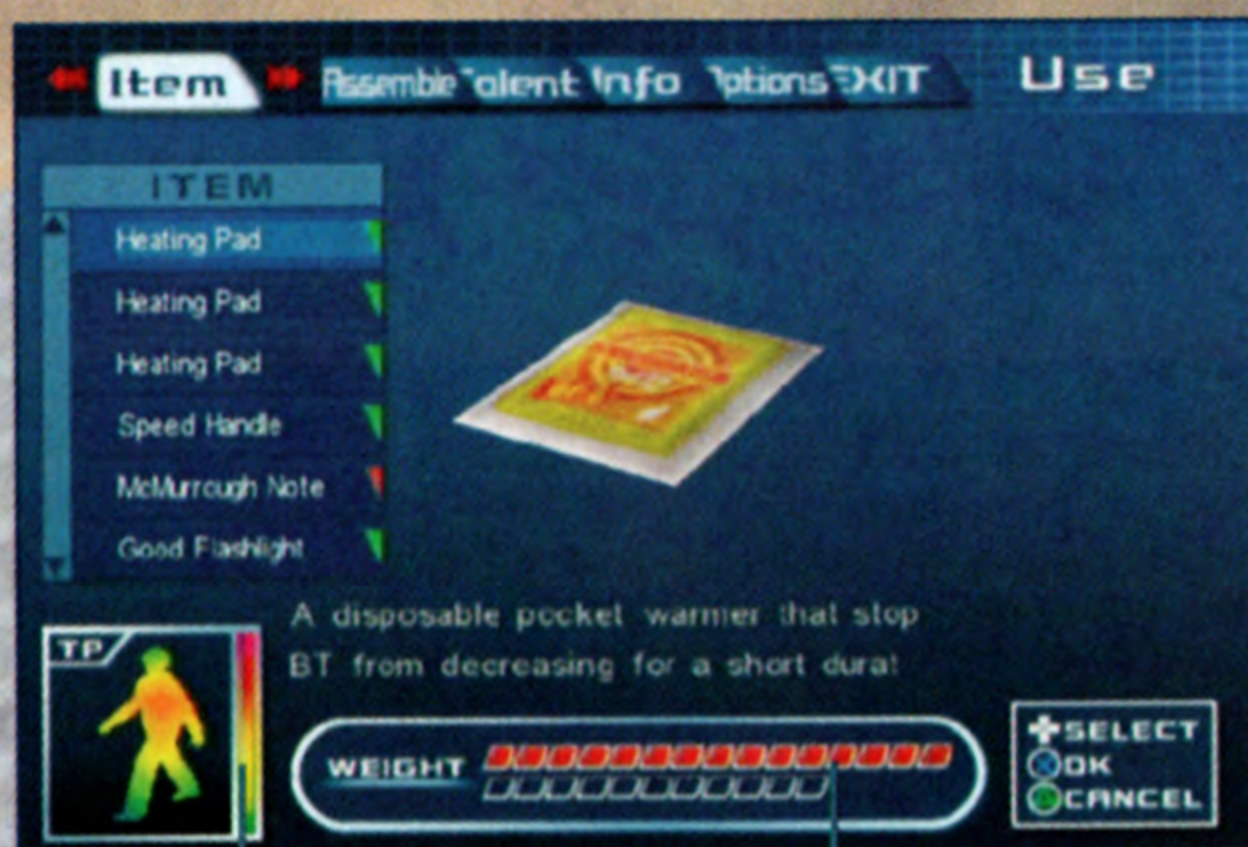
Jasper walks around town and he can store a character's items for later use. A different character can take items from Jasper if he/she runs into him.



Menu SCREEN

MENU

Press  button to open menu screen to use item(s), assemble an item, use special talents, view information/books, or change game settings. Press  button to exit.

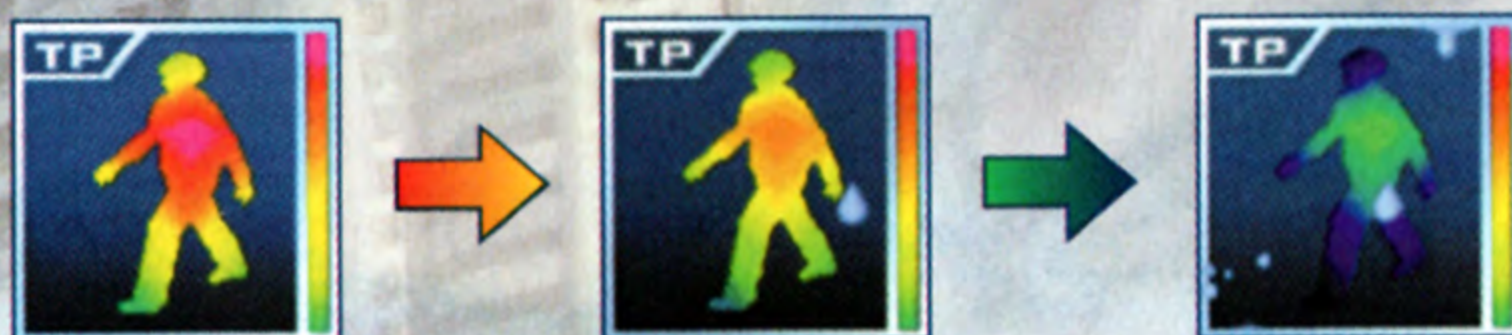


BT GAUGE

WEIGHT GAUGE

BT Gauge

Indicates character's body temperature and health condition. Staying in water or cold weather will have negative influence on BT and health condition and the color of gauge will change from red to green.



WEIGHT Gauge

Indicates total weight of items possessed. If the gauge is full, a new item cannot be picked up. Maximum weight load varies depending on the back pack/pouch equipped.

Two or more items can be assembled to build an item. On the other hand, some item can be disassembled into a few pieces that can be used separately.

ITEM

- Use:** Use an item
- Equip:** Equip/unequip items
- Give:** Give an item to a person around
- Destroy:** Destroy an item
- Compass:** Change equipped compass

ASSEMBLE

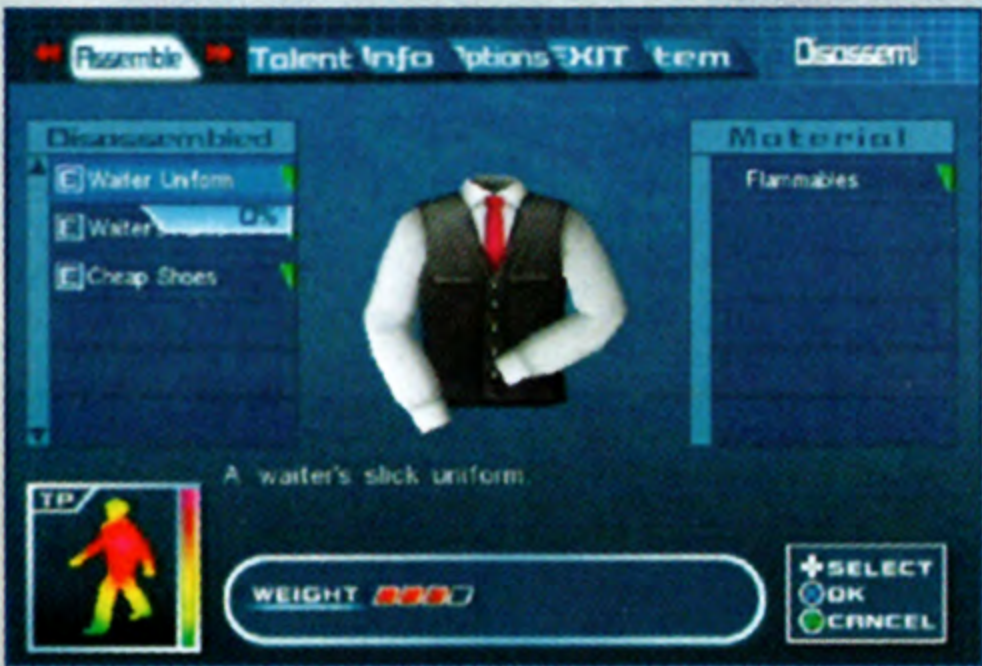
- Assemble:** Assemble an item using multiple items
- Disassemble:** Disassemble an item

Assemble

An item can be assembled. Items required are shown on the right side of the screen and finished item is shown on the left side. An items can be assembled if required items are available. Assemble can be used to decease the weight load.



Some items can be obtained through assemble.



Disassemble

Some items can be disassembled into multiple items. A currently equipped item cannot be disassembled.

Menu SCREEN (cont.)

SPECIAL TALENT

Main character of each story has own special talent. Special talent may not be used depending on the character's health condition.



Joshua Harwell's Special Talent: **HOLD**

Joshua can warm someone up by holding them.

Isaac Schiller's Special Talent: **RADIO**

Isaac can listen to the radio in the TAXI to obtain information.

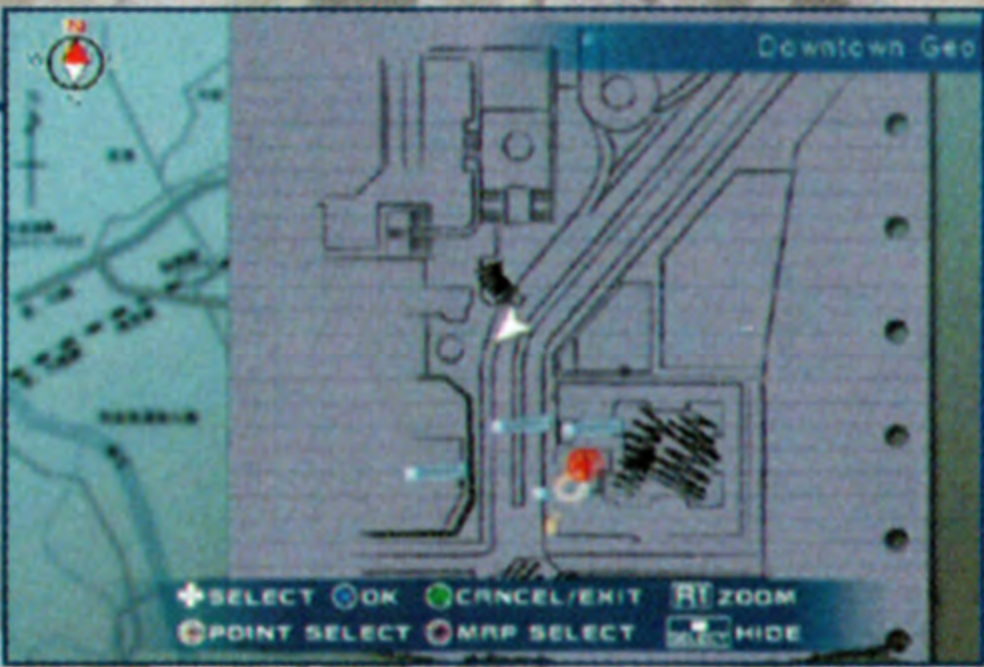


INFORMATION

- Map:** View map of the area
- Read:** Read books, newspaper, documents, letters, etc.
- Large Map:** View Del Ray map
- Relationship:** View people's relations

Map

A handwritten map taken on a note. It indicates the routes and actions.



Read

Read magazine, newspaper, book, letter, document, or recipe.



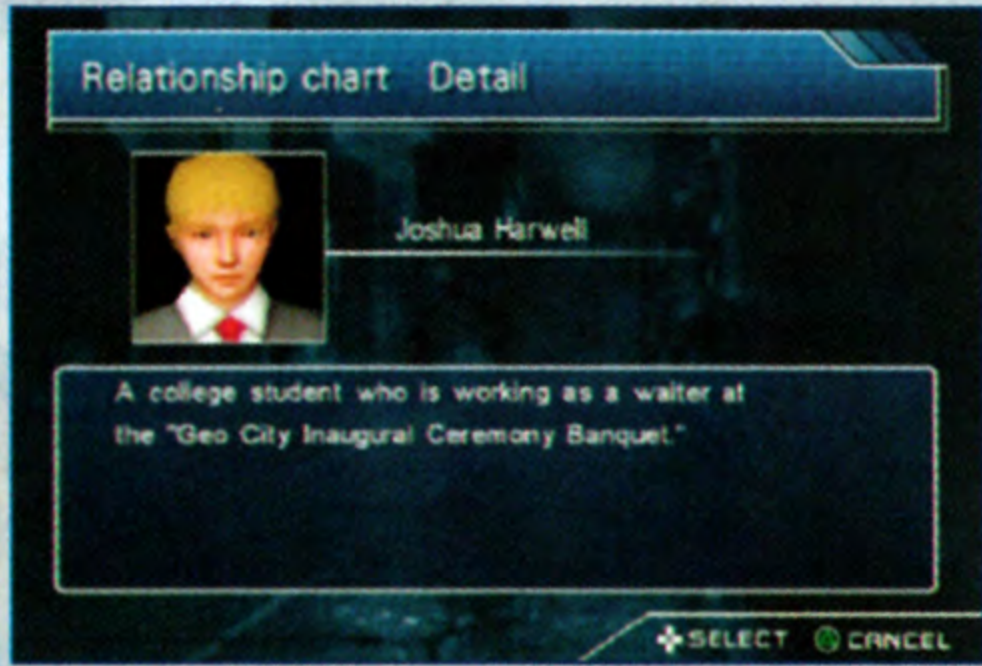
Del Ray Map

Indicates the play map and flood information.



Relationship

Characters' profiles can be viewed.



SETTING

(see pg. 11)

Option:

Button configuration and other settings can be set

EXIT

Return to game screen

CHARACTER ACTIONS

WALK



Use the left analog stick to walk.

RUN



DASH



Use the left analog stick while holding down the **X** button to run or dash.

JUMP



Run or dash toward a crack, or step, to jump over.

CLIMB

Use the left analog stick near steps or an object to climb up.

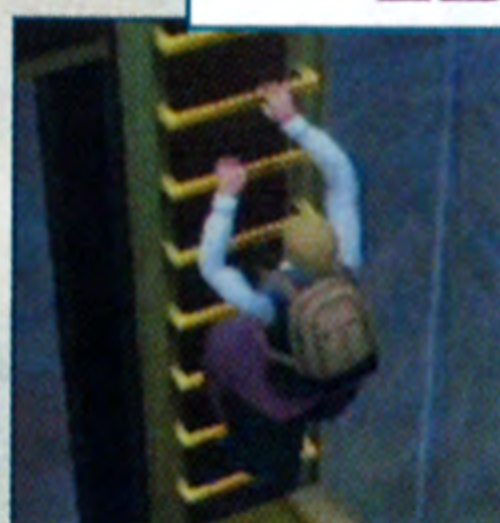


SHOUT



Use the **L1** button to shout, which calls attention.

LADDER



Press the **○** button to hold onto the ladder and use the left analog stick to go up and down the ladder.

CRAWL



Press the **R1** button to crawl, which avoids falling in the water and earthquakes.



CLING



CLING & MOVE

Press the **R1** button near a pillar or handrail to cling onto it. Use the left analog stick to move while clinging onto something.

CRAWL & MOVE



Use the left analog stick while holding down the **R1** button to go under something.

CARRY



Press the **○** button to grab an object, a cart for example, and use the left analog stick to carry or move the object.

GET IN/OUT OF TAXI



The TAXI can be parked only when there is a parking sign present. To get in and out of the vehicle, the TAXI must be parked inside the white lines.

Press the **■** button (brake) while turning, then press the **✕** button (acceleration) to drift.

TAXI ACTIONS

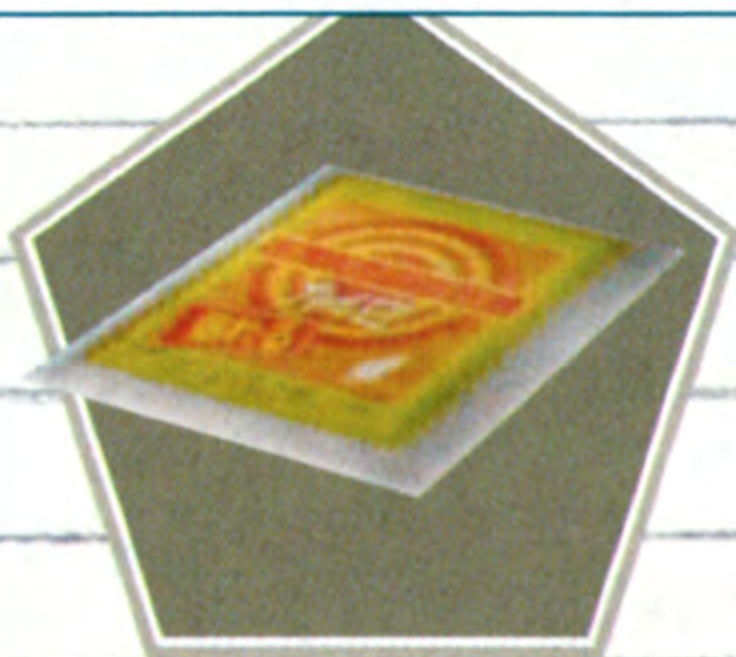


DRIFT

BASIC ITEMS

Health ✓

HEATING PAD



A disposable pocket warmer that stops BT from decreasing for a short duration.

FIRST AID KIT



A handy kit that fully restores BT. It's a real lifesaver.

GEO TREAT



A gift from the opening of Geo City. Recovers BT over time. Requires cooking.

POT



A handled pot that makes a great cooking utensil.

Food ✓

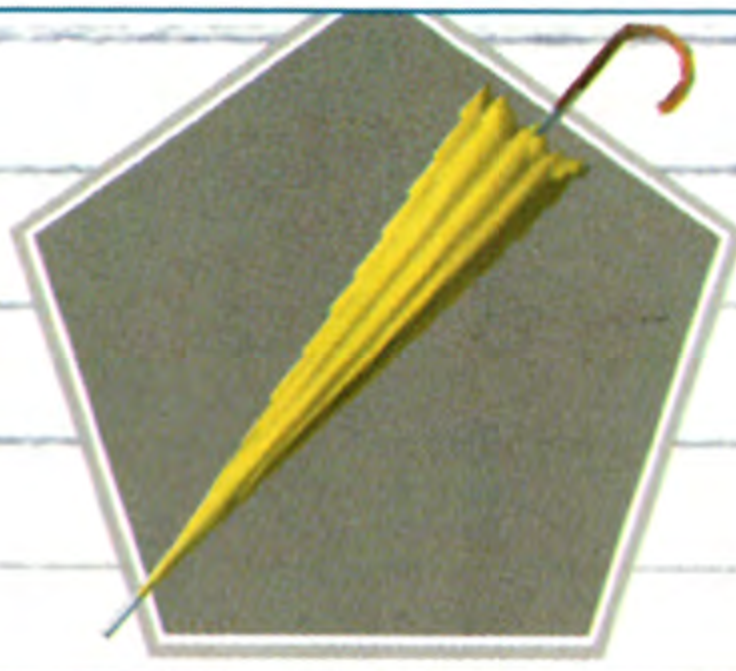
Inventory:

BACKPACK



A backpack that is capable of carrying a few heavy items.

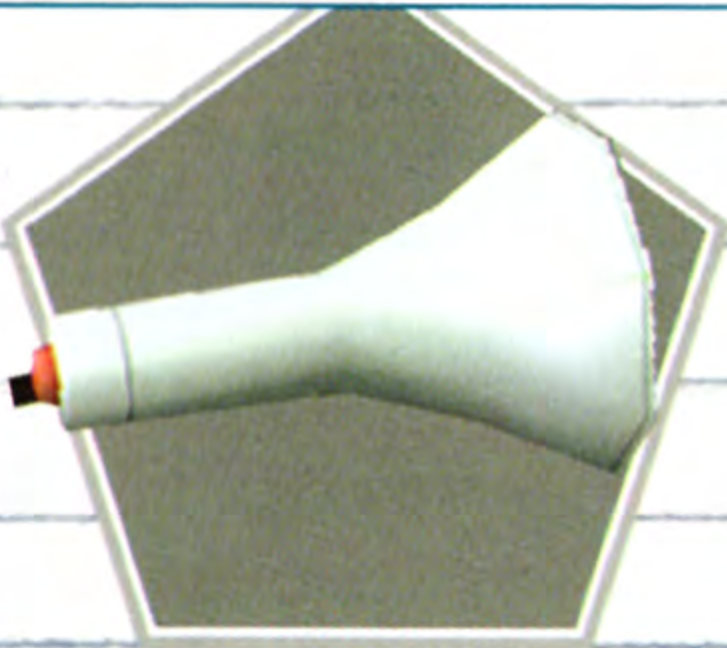
YELLOW UMBRELLA



A bright yellow umbrella.

useful stuff ✓

BULLHORN



A handheld device that contains a microphone and loudspeaker.

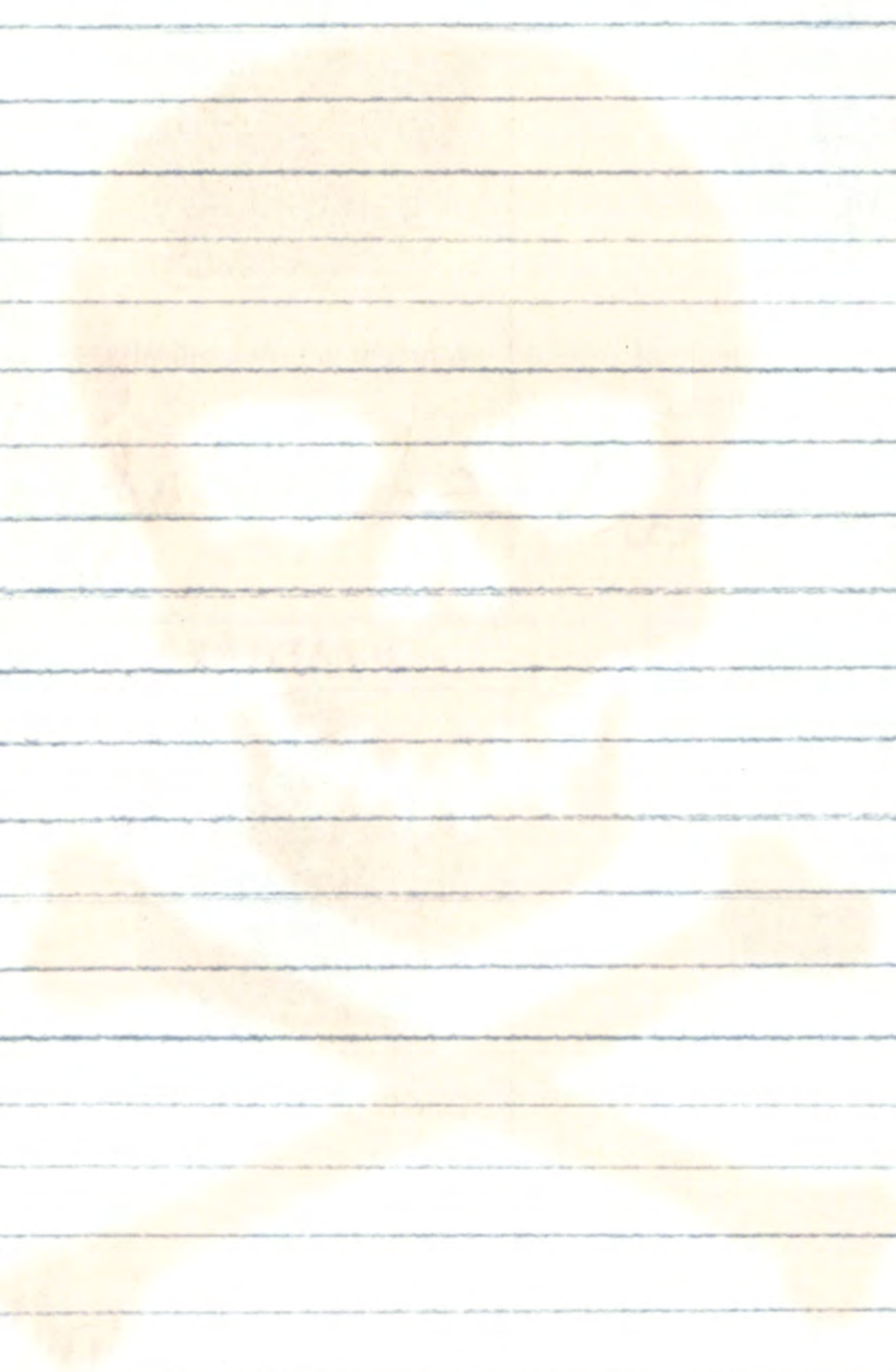
D BATTERY



One D size battery.

Note: I NEED TO FIND MORE!

Notes:



Agetec, Inc. Limited Warranty - Software

Agetec, Inc. warrants to the original purchaser of this Agetec, Inc. product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Agetec, Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, the Agetec, Inc. product. You must call (408) 736-8001 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect of the Agetec, Inc. product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE AGETEC, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THE SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL AGETEC, INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE AGETEC, INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Repair/ Service After Expiration of Warranty

If your game disc requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Agetec, Inc. Customer Service Department/Technical Support Line (408) 736-8001

Call this number for help in installing or operating our products and for general product questions. Representatives are available Monday-Friday, 8:30am-4:00pm Pacific Time.

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