

Socaler™



EVERYONE
®
E
CONTENT RATED BY
ESRB


A2M


GLOBAL STAR
SOFTWARE

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:

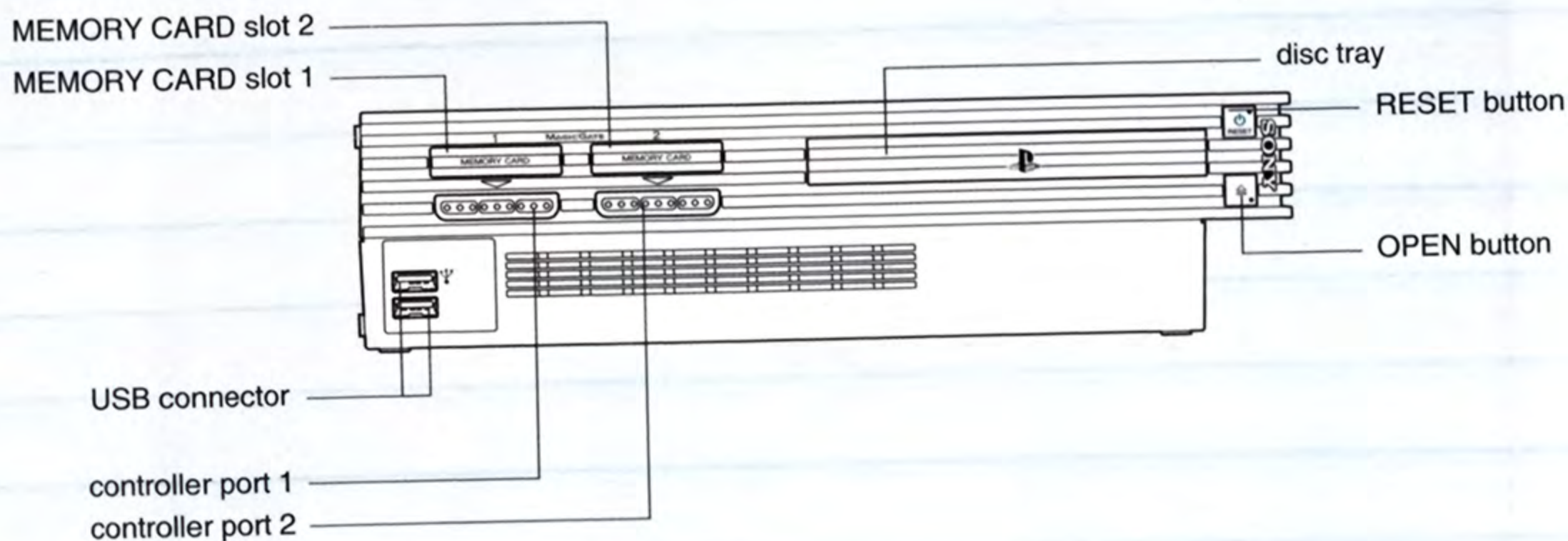
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.



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Getting Started



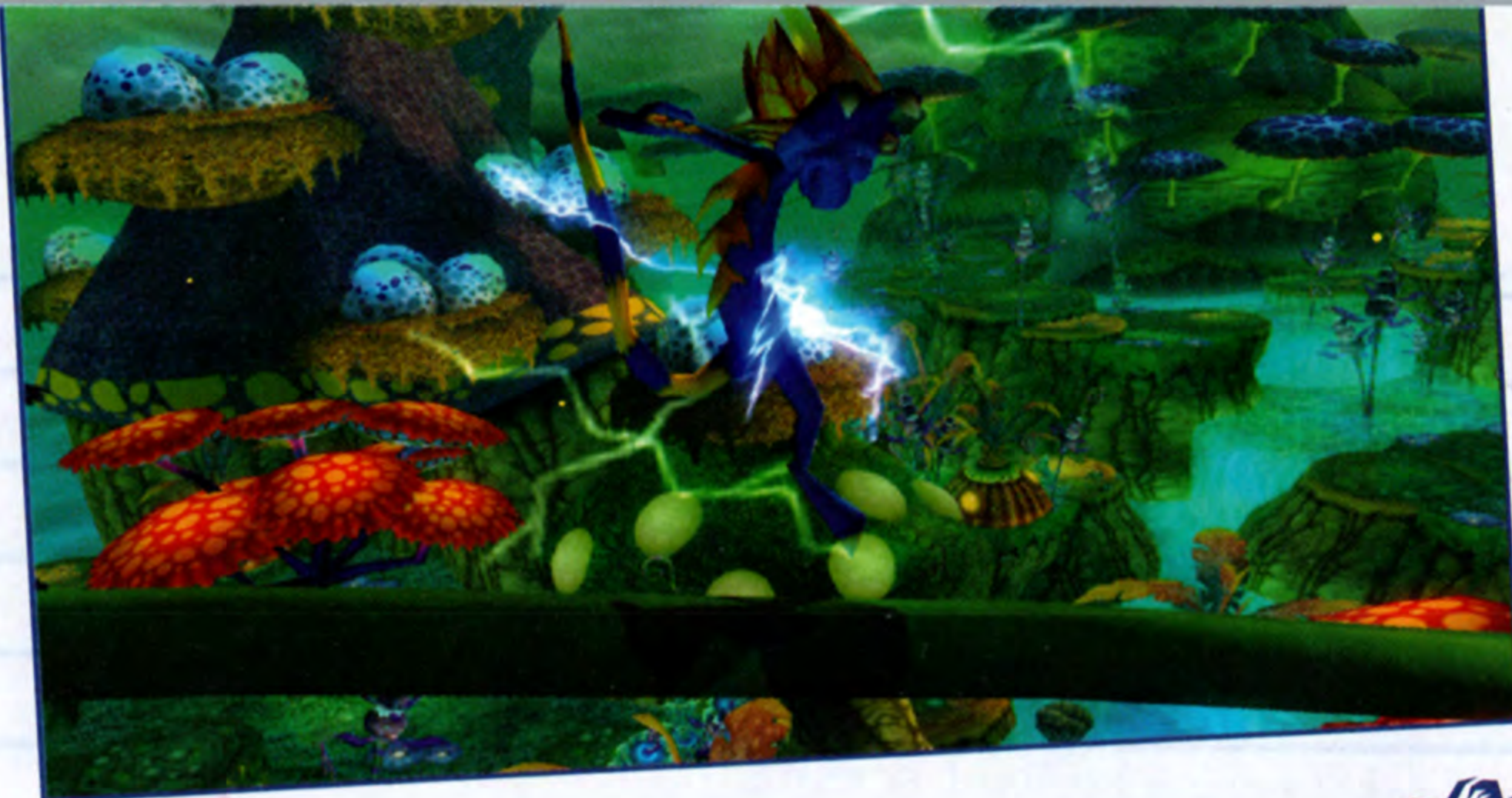
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Scaler disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Saving and Loading

Scaler prompts you to save data during a game with the use of a memory card (8MB) (for PlayStation®2). Insert a memory card into MEMORY CARD slot 1 of the PlayStation®2 system before starting a new game or loading a saved game. Scaler's file uses 74KB of memory and has room for three saved games.

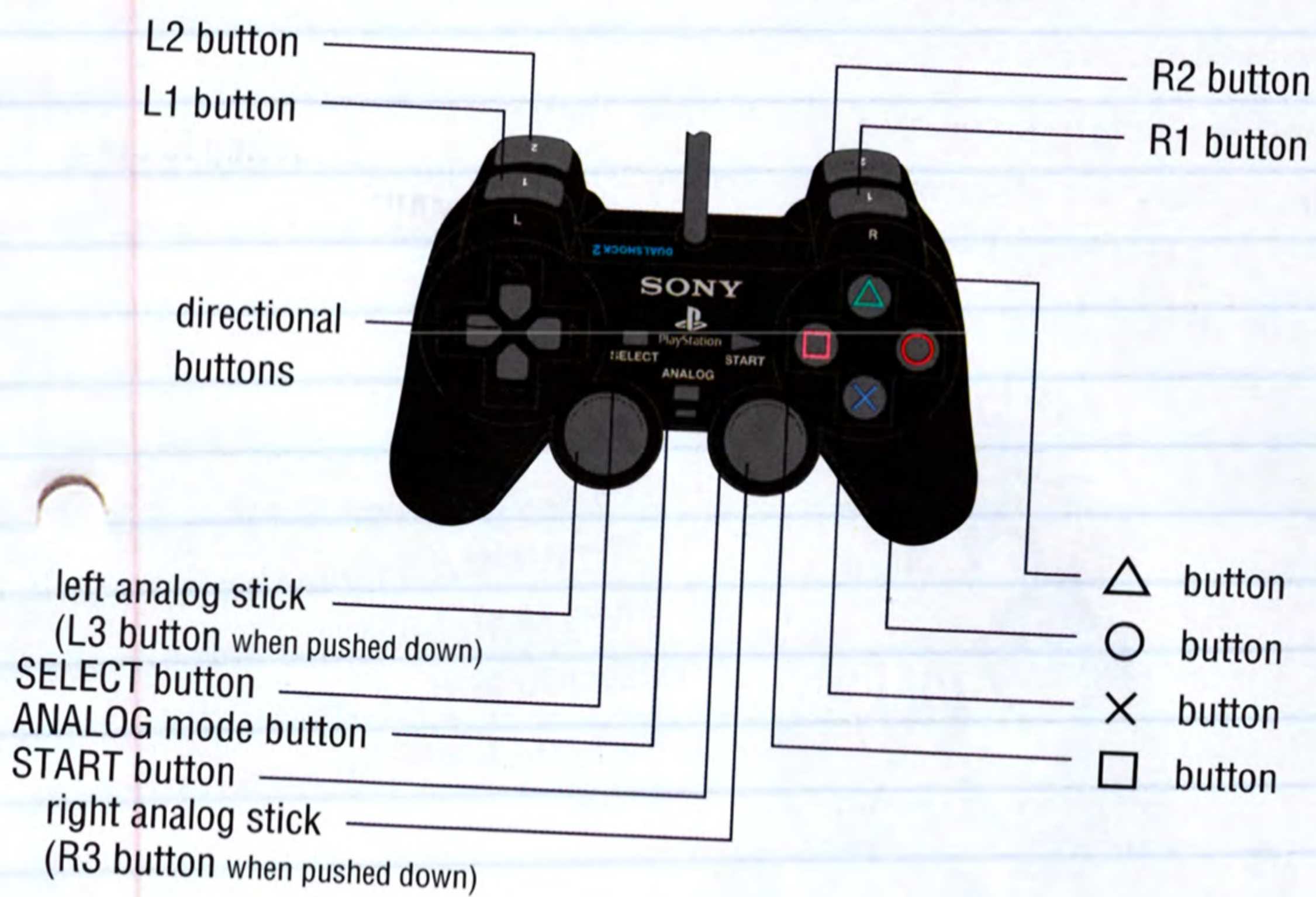
Load Game Menu

The Load Game menu can be accessed from the Main Menu. If you have previously saved a game, use the ← ⇒ directional buttons or left analog stick to select the saved game you want to play. Press the ⊗ button to confirm your selection.



controls

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Menu Controls

- START button Start / Pause / Return to gameplay
- Directional buttons or left analog stick Highlight selection / Adjust volume
- X button Confirm selection
- △ button Cancel selection / previous screen

Map Controls

- right analog stick Zoom in and out
- left analog stick Scroll around the map
- R1** and **L1** Move between levels on the map
- △ button Return to previous screen

The Multiverse

Our world is only one small planet in a vast universe. Our universe is one speck within the "Multiverse." The portals that connect the planets are unstable – they can spawn and die out in the blink of an eye. If anyone could stabilize and control these portals, he would wield immense power.

In a freak accident, Leon, a brilliant scientist in the process of developing just such a device, is sucked out of our world and into a bizarre dimension. There, the evil Looger and his cronies torture the scientist and steal this technology, perfecting it until it suits their own twisted purposes.

They break into our world, but before they can complete their fiendish plans, they are discovered by Bobby 'Scaler' Jenkins. They capture the boy and try to get him to talk, but he breaks free, and escapes through a portal into their world.



Bobby 'Scaler' Jenkins:
Bobby is an energetic boy whose quick wit is matched only by his swift reflexes. He loves skateboarding and lizards, not necessarily in that order, and will move Heaven and Earth to save his friends.

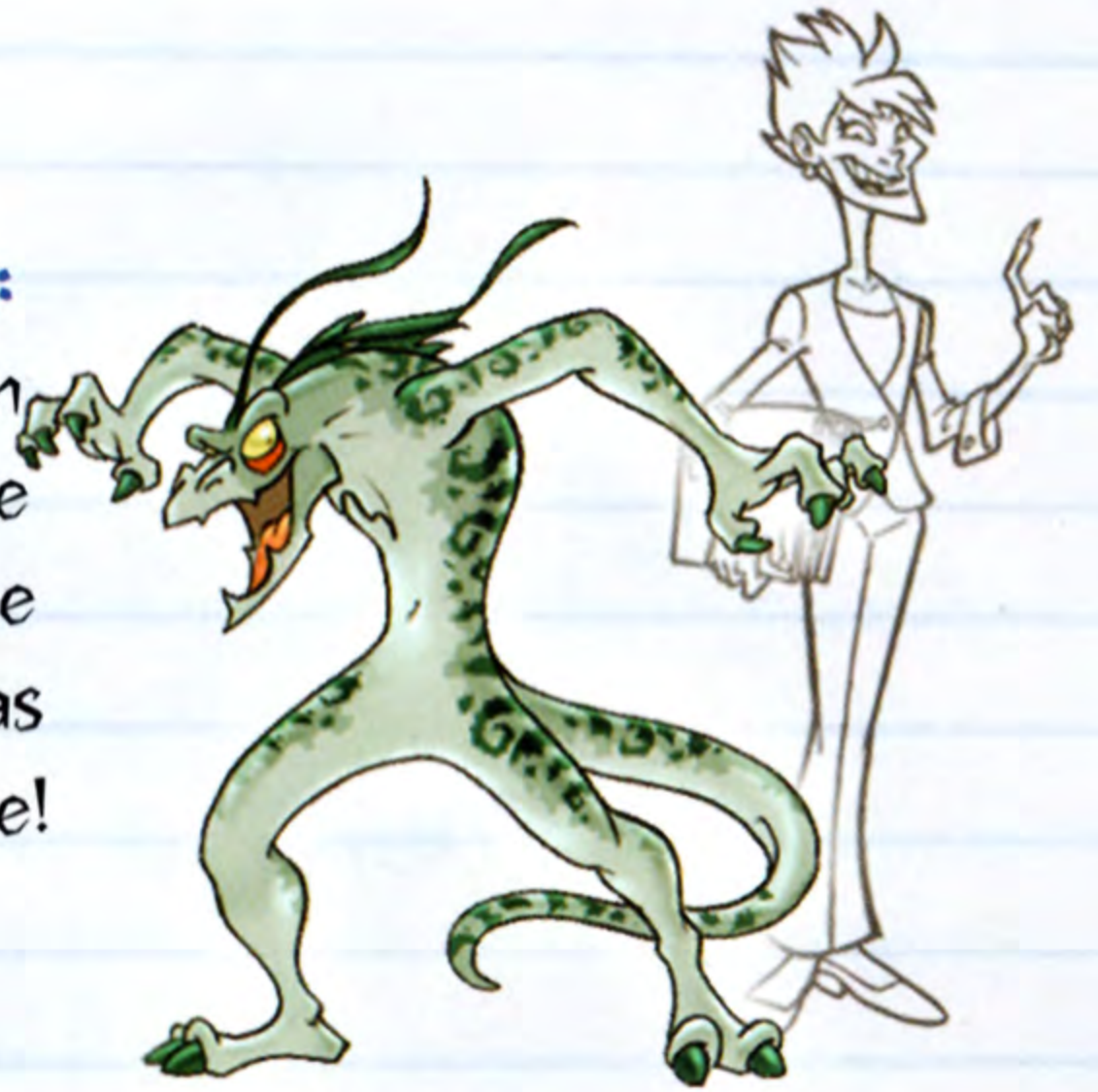
Leon:
This once heroic and brilliant scientist is now merely a surly survivor – but he hasn't quite realized that yet. He befriends Bobby, and gives the boy advice and guidance as he explores the strange world he's blundered into.





Bootcamp:
"Captain Bootcamp" is Looger's right hand lackey. He's taken on the persona of a drill sergeant in our world. He's really just a big lug, and Bobby's having none of his bullying tactics.

Jazzi:
She's on Looger's team too, but in our world, she's taken on the guise of a movie director. She is NOT one to be messed with, and Bobby has crossed the line!



Rhombus:
He's nabbed a job as a CEO in our world, but he is really another Looger compatriot. Hey, Rhombus! You're FIRED!

Turbine:
Turbine is Looger's "muscle" and is masquerading as a construction worker in our world. Scaler's too quick for this bad-breathed baddie!



World Map

Here you'll be able to select the destination for the next leg of your adventure. Some destinations will be locked. In order to unlock a destination you'll need to collect the number of lizard eggs indicated in the upper right hand corner of the screen. Use the directional buttons or left analog stick to select an unlocked destination. Press the **X** button to display the destination level's objective.



Chimerum



Bakuldo



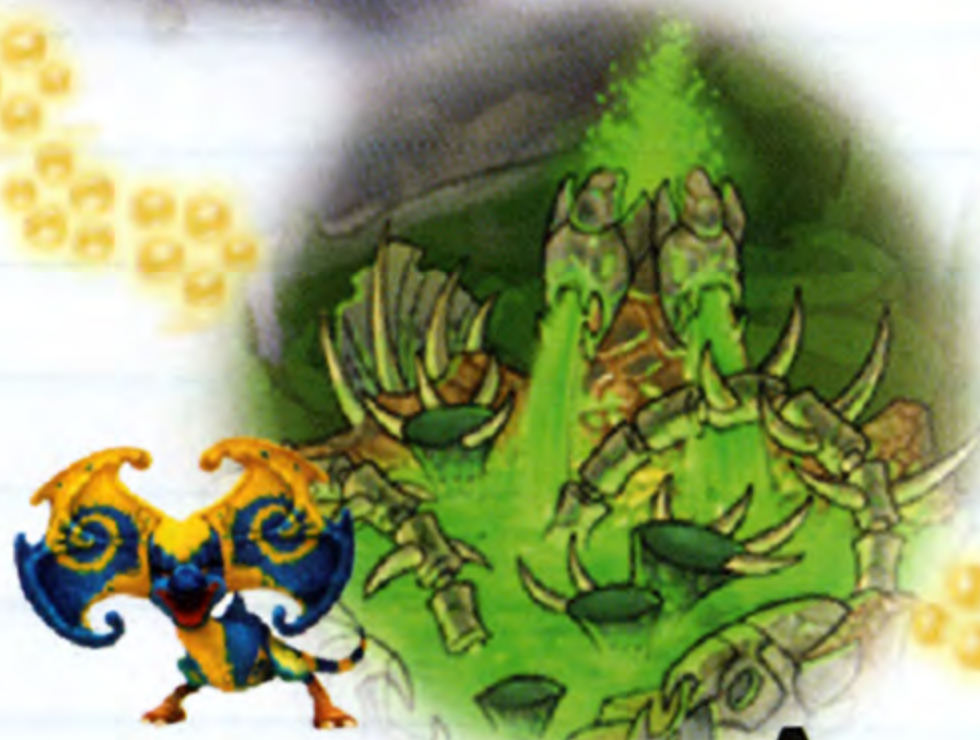
Koradus

Medoozum



Rattle Crab

Camp's
~~Boot Lick's~~ Lair



Iridium

Press the **X** button again to enter the level. You can also press the **R1** button while you are on the World Map to access the Gallery. As you collect more Crystal Gems, more pictures will become available.



New Born Monstrosity



Klonium



Altus



Desollem



Looger's Henchmen



Voidrem



Komoldo

Looger's Strong hold



Heads Up Display

You can see vital information on your current status by checking the heads up display.

Health Meter

Your current health level is indicated in blue.

Static

Electricity Bar

As you slide on a vine your static electricity charge increases. When the bar is completely full, you receive an Electric Bomb.

Electric Bomb Counter

Each Electric Bomb you gain will be indicated by a blue orb.



Mini-Map

This map is a smaller version of the level map. Use it to help keep you heading in the right direction. You can turn this map on or off through the panel menu. While in the off state, you can toggle this map on and off screen with the R3 button.

Crystal Gem Counter

There are 100 Crystal Gems in the entire world (10 per level). Besides being worth 500 Klokkies each, collecting them all unlocks a super cheesy alternate ending, the kind that Hollywood would have given you! Have a good chuckle.

Klokkies Counter

This is shown in the upper right hand corner at the top. The number adjacent to the klokkies icon indicates the total number of klokkies you've collected.

Transformation Indicator

In order to transform into a creature and take on his abilities, you need to defeat a certain number of the creatures. Keep count of the creatures you've defeated here vs. the number you'll need to transform.

First person mode

A red circle will highlight targets, while the target reticle will show where you are aiming.



How to Play

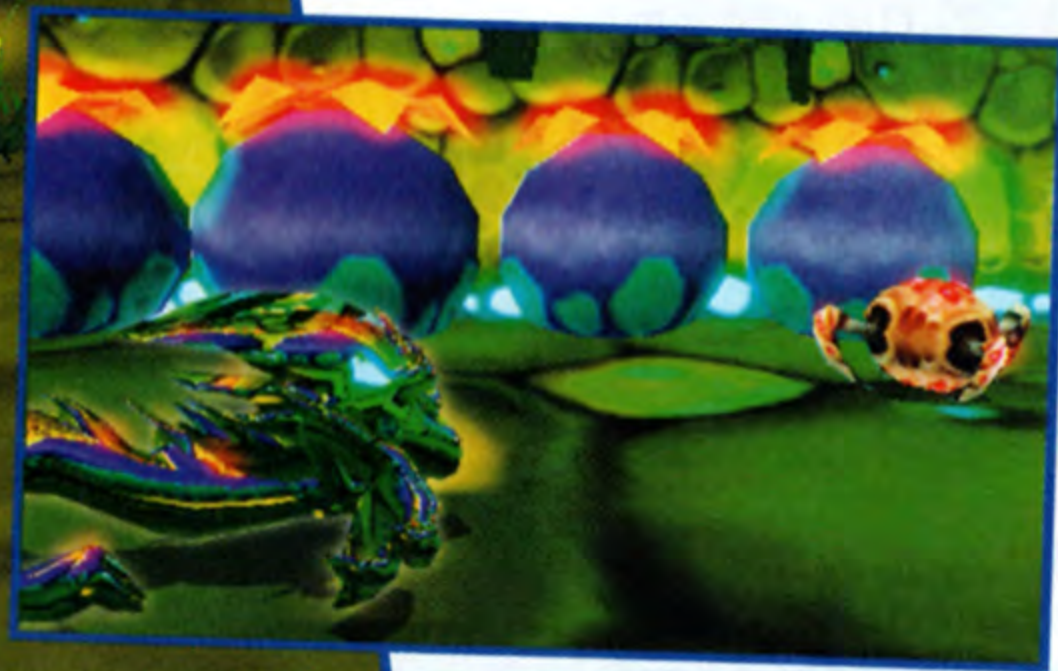
Scaler Abilities

Scaler has tons of cool abilities. Some he starts with, many he can upgrade, and one he needs to acquire.



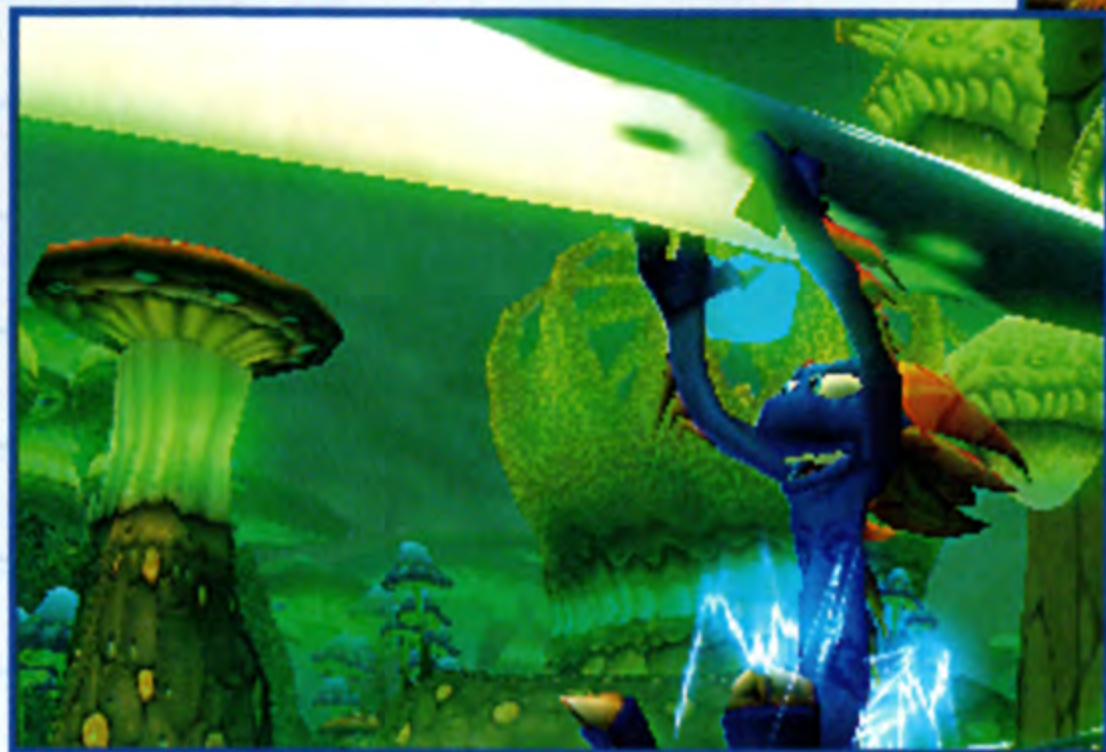
Climbing

Sink your claws into select vertical surfaces and climb to new areas.



Camouflage

Once you've acquired this ability, you can sneak by deadly traps and confuse your enemies.



Vine Riding

Surf the vines to gain access to new areas. You can also use the vines to charge up your electric bomb attack.



Tongue Attack

Use his tongue to take out minor enemies and to stun the stronger ones.



Claw Attack

Use his claws for heavy duty combat. Start with the simple claw attack, upgrade for more powerful claw attacks, and eventually master the ultimate claw attack. You can also combine this attack with a jump for the claw dash attack.






















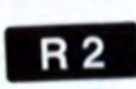
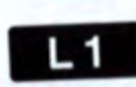

Electric Bomb Attack

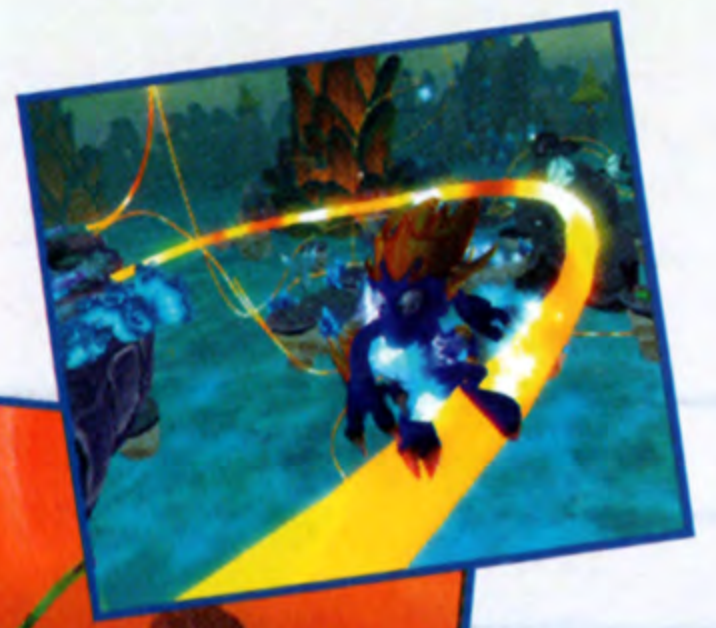
Use the electric bomb to break open cocoons, take out minor enemies, and stun the stronger ones. This attack explodes out from Splat and affects everything within its radius.

Gameplay Controls



Scaler in walking mode

-  button Pause / Pause menu
-  button Button assignments
- left analog stick/directional buttons Walk/Run
- right analog stick Move camera
-  button Jump
-  button +  button Double jump
-  button Claw attack
-  button +  button Double claw attack
-  button +  button +  button Triple claw attack
-  button +  button Jump attack
-  button +  button +  button Long jump attack
-  button Transform
-  button Tongue attack
-  button First person view
-  button Camouflage
-  button Center camera
-  button Electric Bomb



Scaler in vine riding mode

- START button Pause / Pause menu
- SELECT button Button Assignments
- X button Jump / Grab / Drop
- X button + X button Double jump
- X button + left analog stick/directional buttons Jump in given direction
- button Crouch / Hug vine



Scaler in climbing mode

- START button Pause / Pause menu
- SELECT button Button assignments
- left analog stick/directional buttons Climb
- right analog stick Move camera
- X button Jump / Fall
- button Tongue attack
- L1 button Center camera

Scaler Transformations

After defeating enough enemies of a certain type, Scaler can transform into them and use their unique abilities to his advantage:

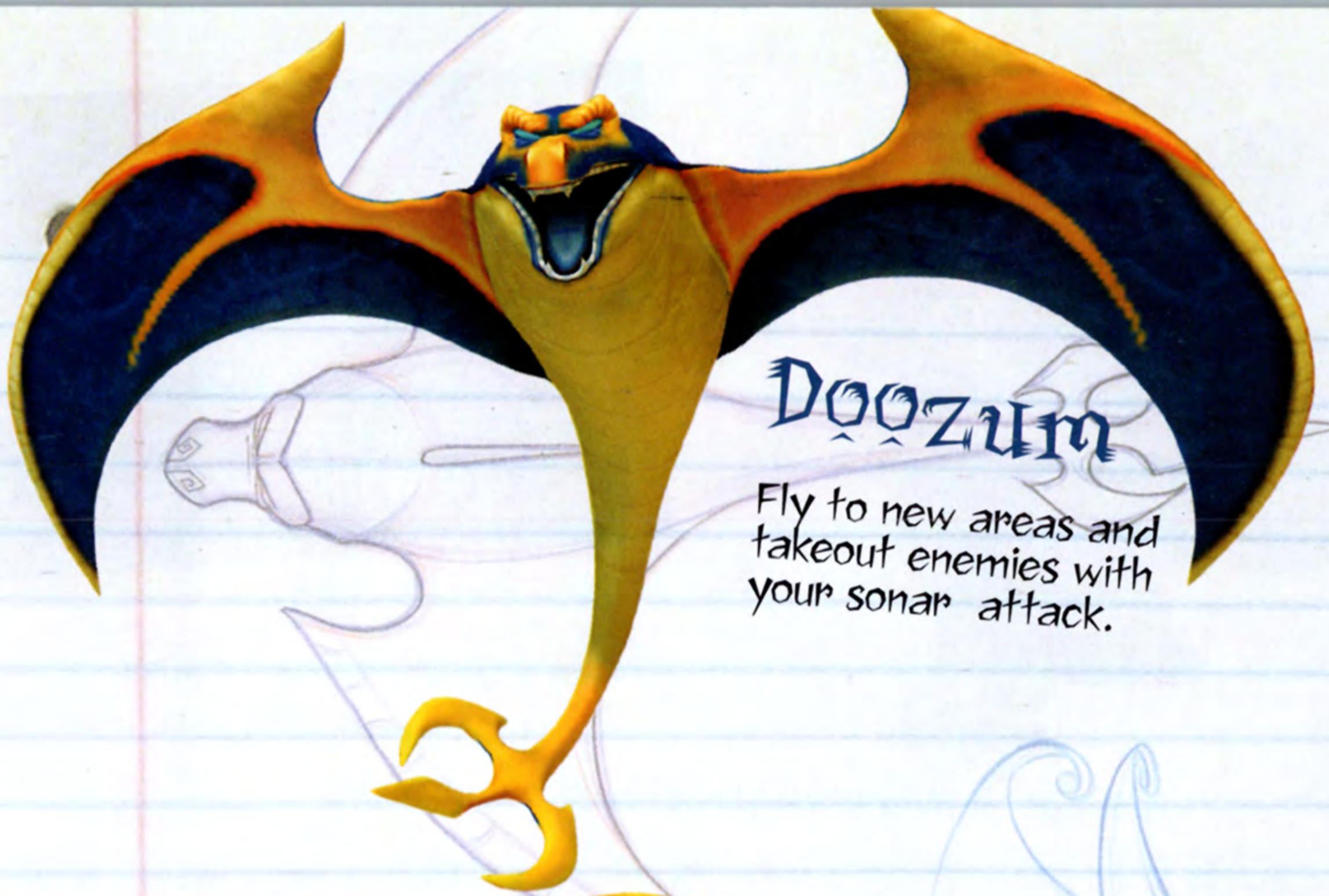
Bakudan

Use his bomb rolling attack to take out enemies from a safe distance and blast open barriers.



Krock

Use his rolling spike attack to crush enemies and break through barriers.



Doozum

Fly to new areas and takeout enemies with your sonar attack.



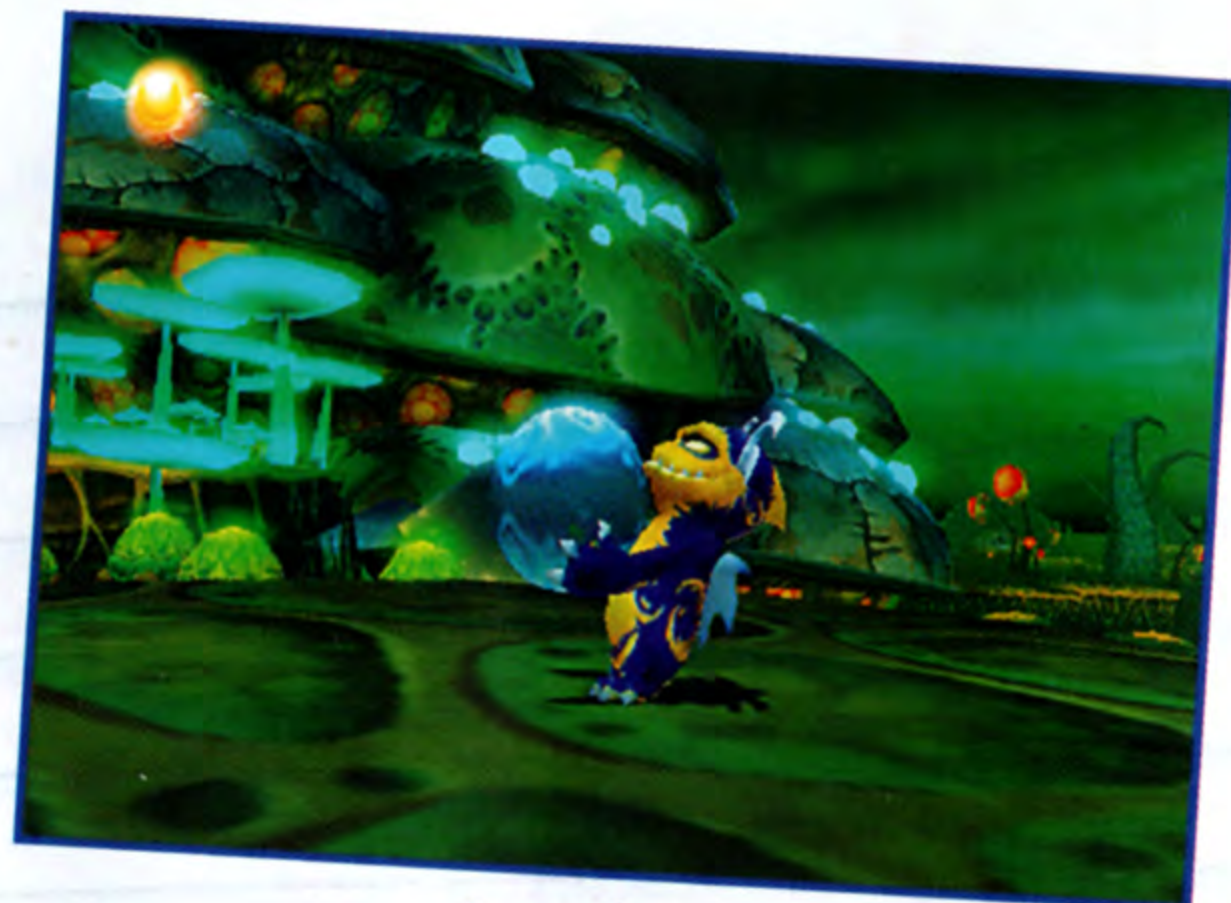
Fruzard

Shoot nearby enemies with a scatter gun effect or take careful aim and snipe distant targets.



Swoom

Swim to new areas and slam into enemies with your charge attack.



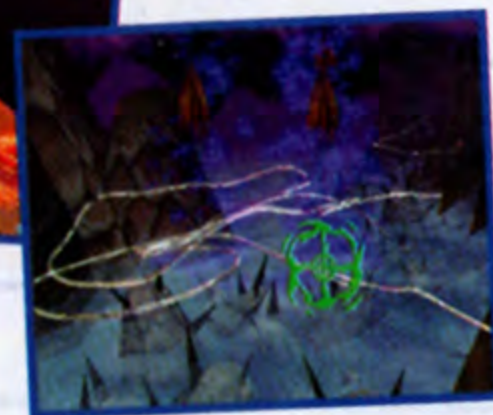
Scaler as Bakudan

- START button Pause / Pause menu
- SELECT button Button assignments
- left analog stick/directional buttons Walk / Run
- right analog stick Move camera
- X button Jump
- button while holding bomb Drop bomb
- button while holding bomb Bowl bomb
- or ○ button while bomb is away from you Detonates bomb
- △ button Transform
- R1 button First person view
- L1 button Center camera









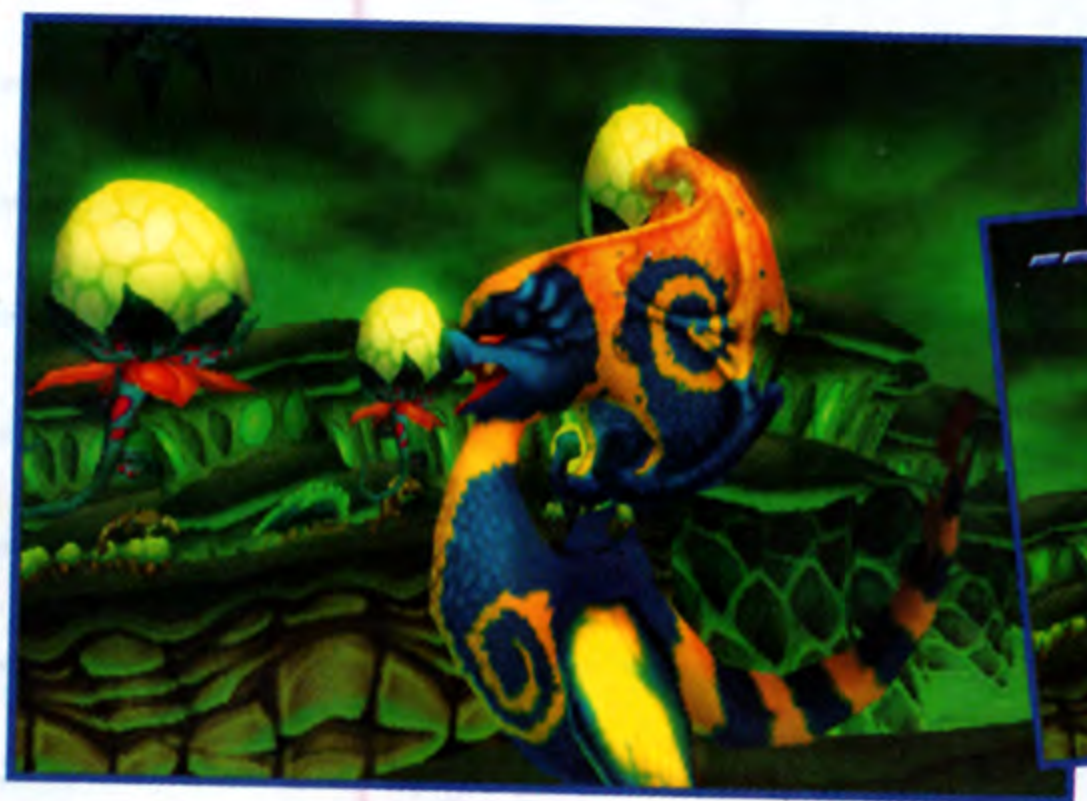
Scaler as Krock

- START button Pause / Pause menu
- SELECT button Button assignments
- left analog stick/directional buttons Roll
- right analog stick Move camera
- X button on land Jump
- button Speed boost
- △ button Transform
- R1 button Spike attack
- L1 button Center camera










Scaler as Doozum

-  button Pause / Pause menu
-  button Button assignments
- left analog stick/directional buttons Turn
- right analog stick Move camera
-  button Thrust
-  button Sonar attack
-  button Transform
-  button Speed boost
- R1** button + left analog stick Quick Turn
- L1** button Center camera



Scaler as Fruzard

-  button Pause / Pause menu
-  button Button assignments
- left analog stick/directional buttons Walk/Run
- right analog stick Move camera
-  button Jump
-  button Shoot
-  button Spin attack
-  button Transform
- R1** button First person sniper mode
- R1** +  button Shoot while in sniper mode
- L1** button Center camera

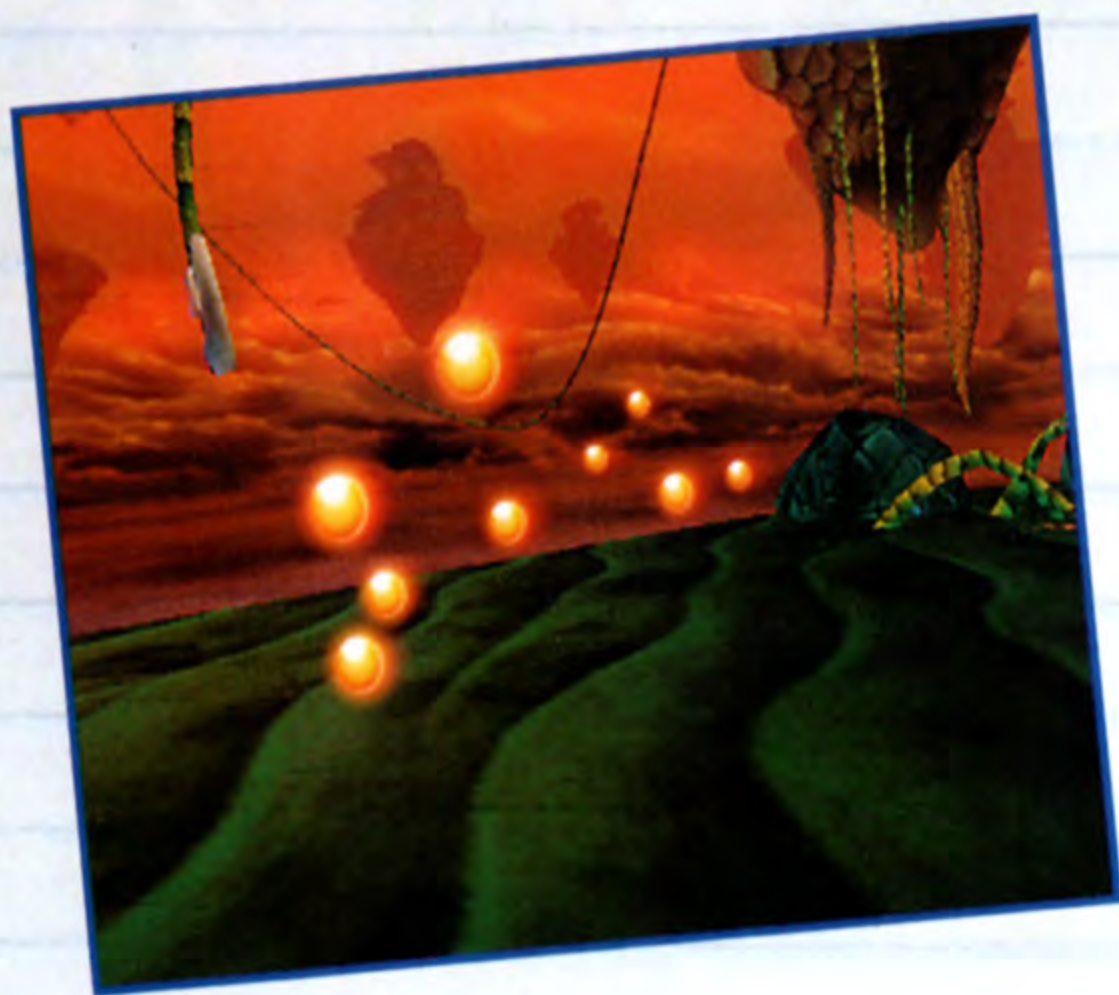


Scaler as Swoom

START button Pause / Pause menu
SELECT button Button assignments

- | | |
|--|----------------|
| left analog stick/directional buttons on land | Walk |
| left analog stick/directional buttons in the water | Turn |
| right analog stick | Move camera |
| X button on land | Jump |
| X button under the water | Swim |
| □ or ○ button on land | Slide charge |
| □ or ○ button under the water | Torpedo charge |
| △ button on land | Transform |
| L1 button | Center camera |

Containers and Collectables



Klokkies

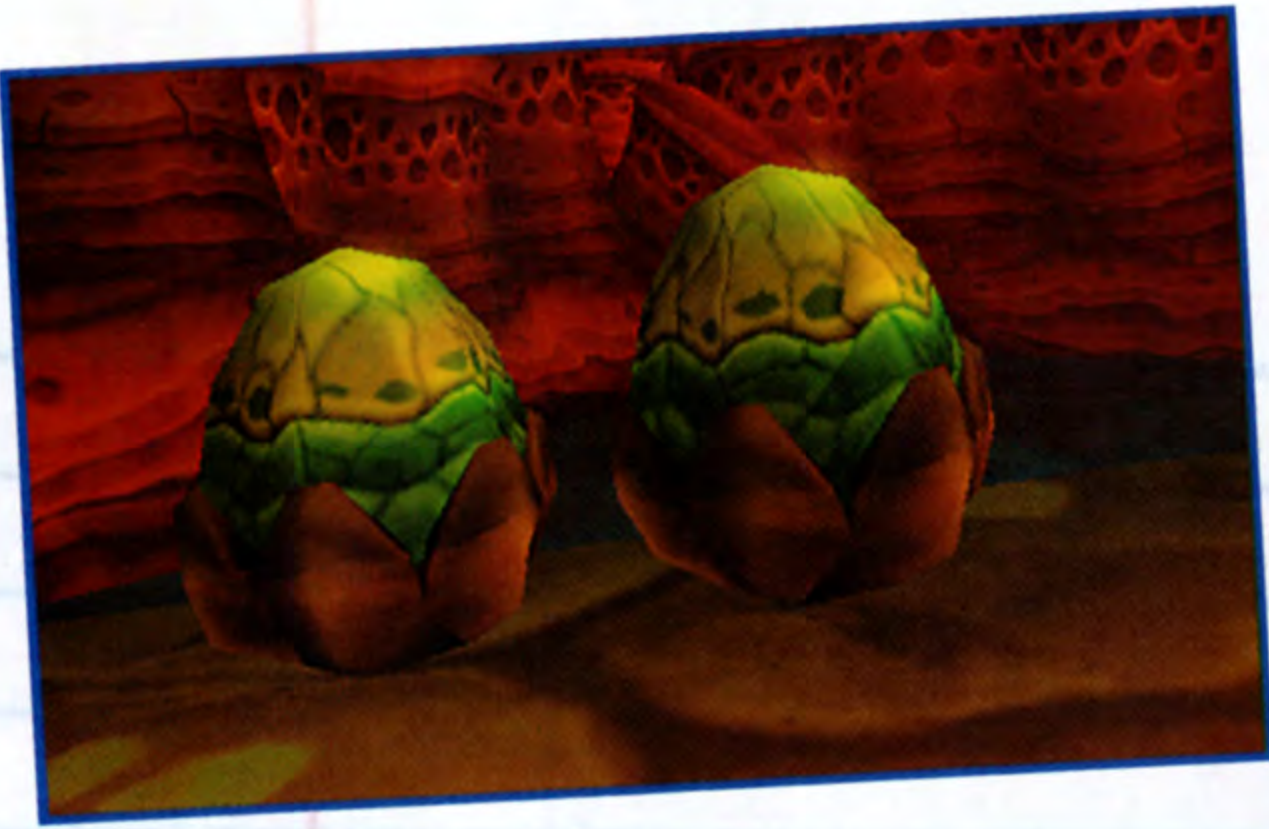
Collect these floating pollen particles, and Leon and his faithful Repbaldactile can help you convert them into new abilities and upgrades.



Crystal Gems

There are 100 Crystal Gems in the entire world (10 per level). Besides being worth 500 Klokkies each, collecting them all unlocks a super cheesy alternate ending, the kind that Hollywood would have given you! Have a good chuckle.

Containers and Collectables (con't...)



Cocoons

Most can be easily broken and many contain a collectable. Cocoons should be approached with caution as some are traps or monsters. .



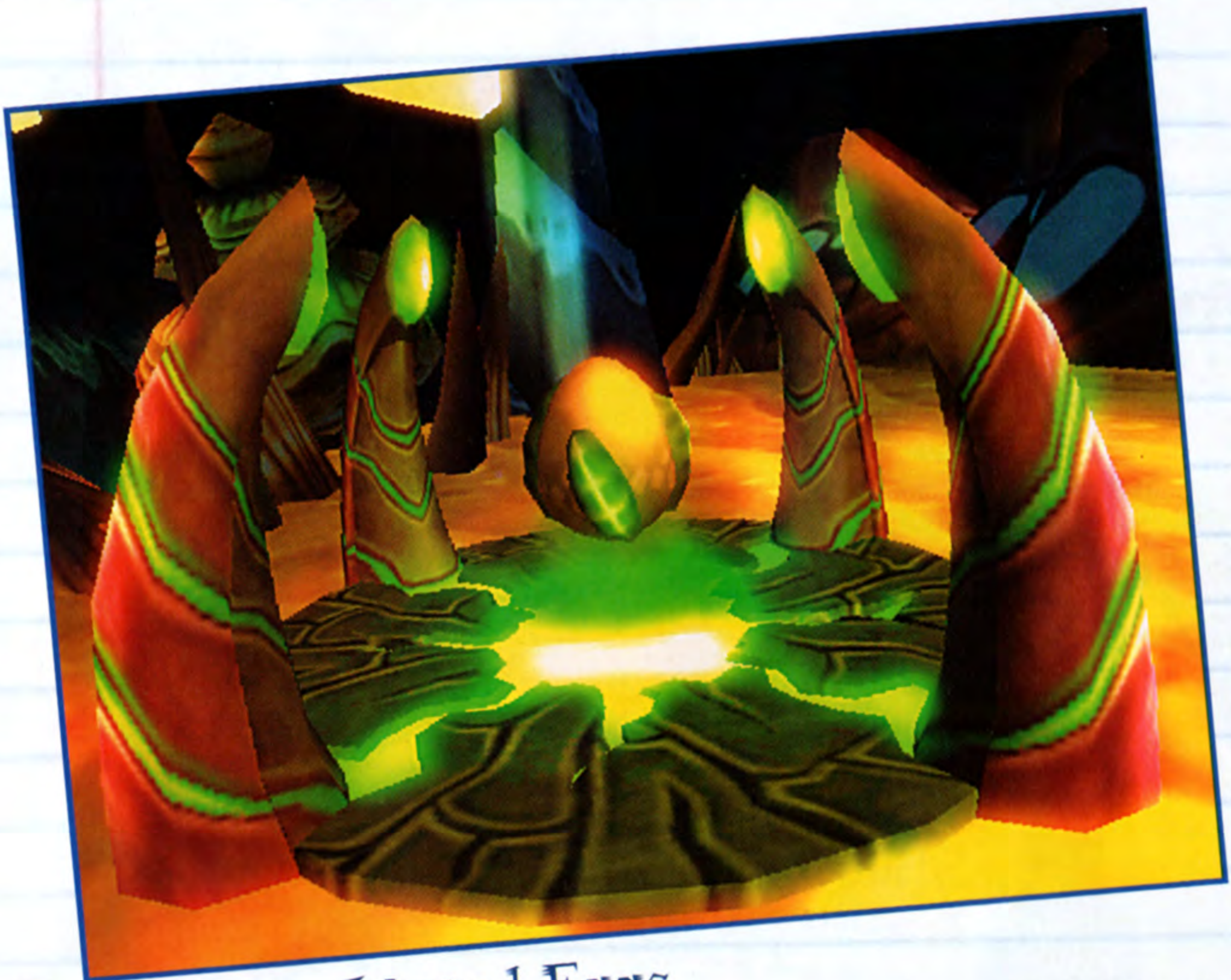
Shells

These are tough to break and require an Electric Bomb Attack or a Bakudan bomb to open. Shells usually contain a very valuable collectable.



Vitaloids

They help you recover your health when you're hurt.



Lizard Eggs

There are 20 Lizard Eggs in the entire world. The more eggs you collect, the more levels will become available to you. Collect all the eggs to keep Looger from mutating them into monsters.

Obstacles

You will run into all sorts of obstacles throughout the world. Study them carefully to determine the best strategy to eliminate or neutralize them.

Surprise Cocoons:
Easy to break. Good things inside.



Spiky Surprise Cocoons:
Sneak on by or blow it up.

Climb Detonator:
Touch it and then get back.



Cactus:

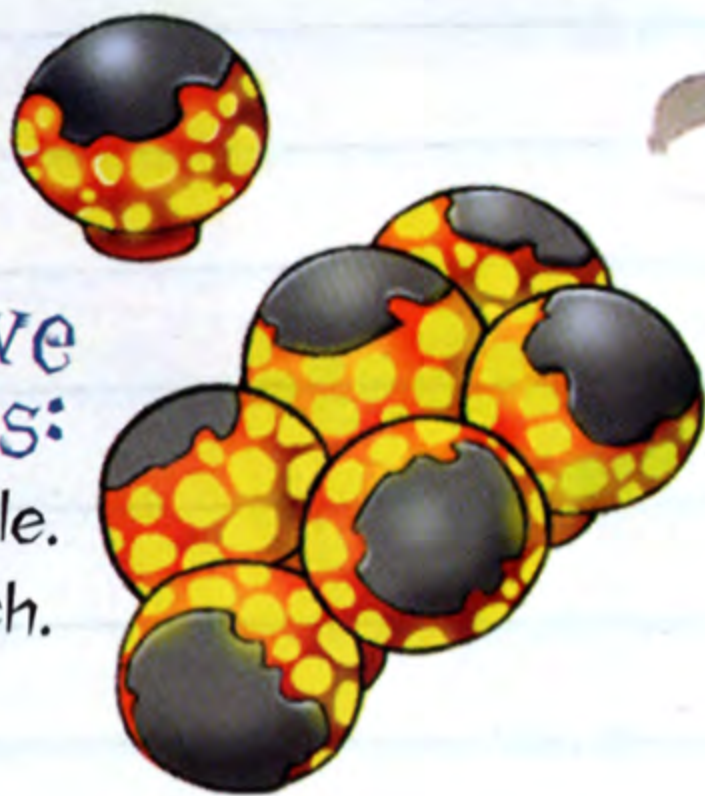
This stuff swells up when you get close. Sneak up on it to get by.



Slide Bombs:
Duck and jump them. Don't touch.



Explosive Mushrooms:
Very volatile. Don't touch.



Thistle and Giant Thistle:

Very sharp. Jump over them.

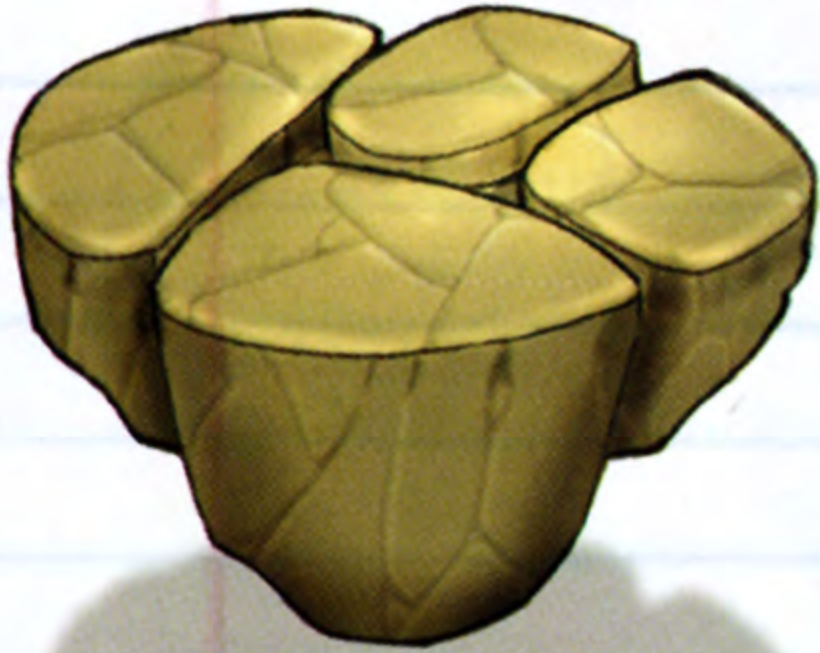


Slide Barrier:
Crouch or hug the vine to get past this obstacle.



Stepy:

Jump on, jump off.
Don't dilly-dally.



Floating Balloons:

Ready, aim, fire!



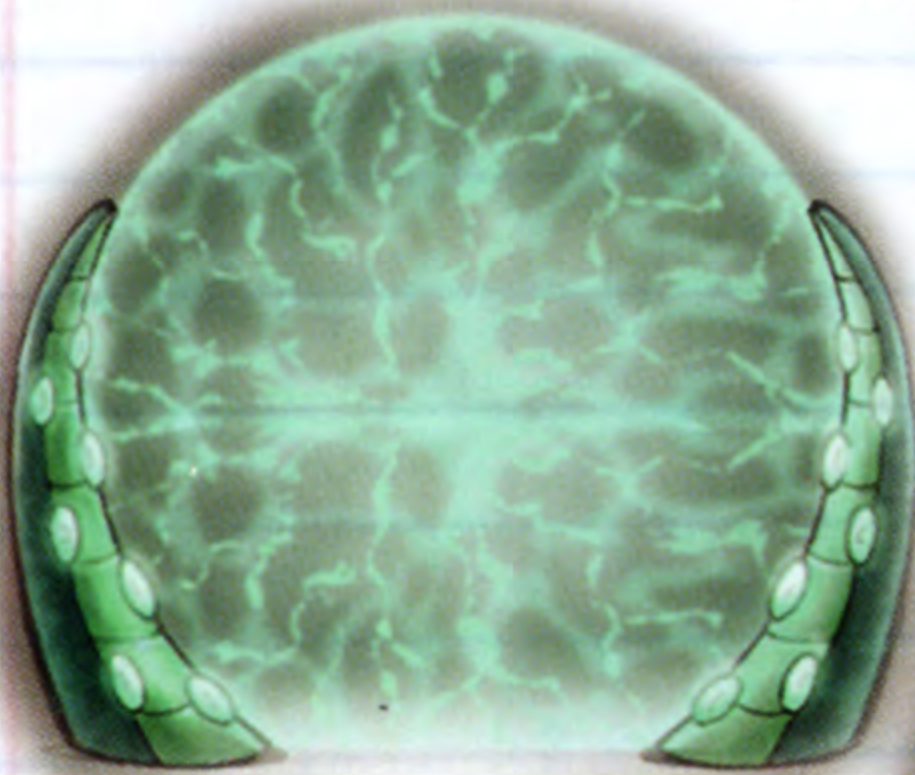
Floating Mines:

Swim by very carefully.



Cannon Flower:

Blastoff! Next
stop Eggsville!



Force Field and Emitter:

Blow up the emitter
to bring down the
force field.



Dizzy Root:

Machine gun
action. Time your
counter attack.



Fake Surprise Cocoon:

Beware! Be ready!



Monsters

Monsters come in all shapes and sizes. Get to know them all so you can be prepared to take them out.



Arachnos:

Use your tongue attack to take him out.



Screepies

Tongue attack works best.



Ratos

Travels in packs.
Use your claws.

Hidden Crab

Keep running. He won't be able to get a lock on you.



Dragon Shooter:

Stun him with your tongue. Finish him with your claws.



Zarpac:

Don't turn your back on this one. He has sharp quick claws.



Dragon Warrior:

Don't let him grab you.





Flying Yeti:
Avoid his breath.
It's icy cold.



Griffon:
Keep an eye out
for him. He's quick.

Rattlecrab:
Hit him where he's vulnerable.



Dragon War Beast:
Attack when his fist is stuck
in the ground.



Trapper:
Use camouflage
to get by him.



Iguana King:
Get in close and use
your claws on him.



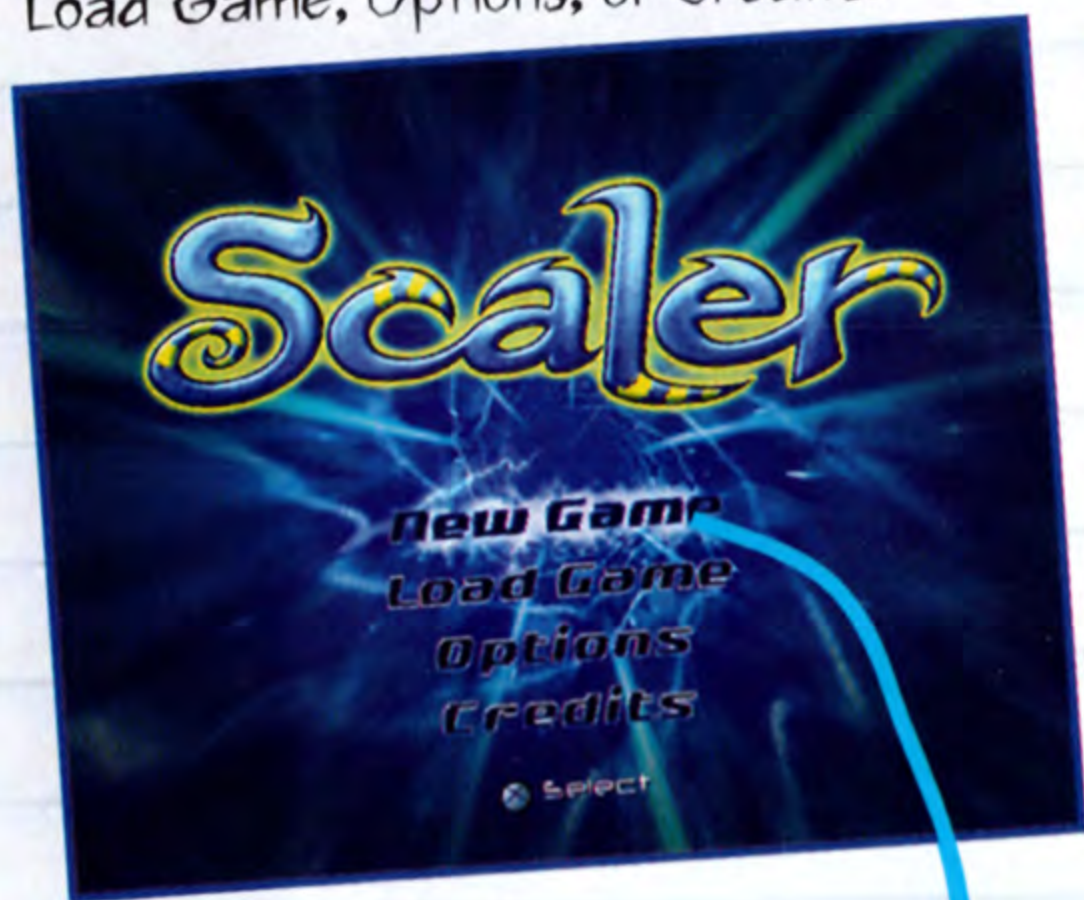
Menu Screens

IMPORTANT

Use the directional buttons or the left analog stick to highlight your selection. Press the **X** button to confirm. Press the **△** button to go back.

Main Menu

From the Main Menu, select New Game, Load Game, Options, or Credits.



New game

Lets you begin a new adventure!

Load Game

If you have previously saved a Scaler game onto a memory card (8mb) (for PlayStation®2), you can load it and continue on your adventure! See Saving and Loading on page 2 for more information.

Options Menu

Here you'll find all the settings you need to tailor Scaler to your own tastes. See the Options Menu section for more details.

Credits

Here you'll be able to view the game credits.

Options Menu

You can reach the Options Menu by selecting it from either the Main Menu or the Pause Menu.



Panel Menu

Here you can set the state of the panel and the mini-map. You can have the panel display when there is a significant change such as when you take damage or it can be up at all times. You can display the mini-map by toggling it on and off with the R3 Button or you can display it at all times.



Language Menu
 On the Language Menu, select the language you would like the game to display.



Audio Menu
 Select either Music or Sound FX. Once selected, use the left and right functionality of the directional buttons or left analog stick to adjust the volume.



Vibration Menu
 Select "On" or "Off" to turn the vibration function on or off.



Camera / first person Menu
 To control how the right analog stick moves the camera. Select either X axis or first person view. Once selected, this is selected use the left or right directional buttons or left analog stick to select "normal" or "flipped." When you are satisfied with your settings, press the **X** button to confirm.

Menu Screens Cont...

IMPORTANT

Use the directional buttons or the left analog stick to highlight your selection. Press the **X** button to confirm. Press the **△** button to go back.

Pause Menu



From the Pause Menu, select Status Screen, Objectives, Map, Save, or Options.

Status Screen



Here you can view the following information:

- Number of Klokies, Electric Bombs, Crystal Gems, and Eggs collected.
- Number of energy points earned.
- Number of transformable creatures you have defeated.
- Transformations you have mastered.
- Abilities you have learned.

Objectives



This displays your objectives for the level. When you complete an objective, the objective box will be checked.



Level Map

This displays a map of the current level. Your current position is indicated by a yellow arrow. Your current objective is indicated by a star. Use the right analog stick to zoom in and out on the map. Use **R1** and **L1** move to up and down between levels on the map.



Save

This displays the save game slots. Use the directional buttons or left analog stick to select a game slot. If the slot is open, the game will be saved. If there is an existing saved game in the slot, you will be asked to confirm your selection. "Yes" overwrites your existing save with your current save and then returns to the Pause Menu. "No" will return to the Pause Menu without saving.



Quit Game Option

This option is only available when you pause the game. You will be asked to confirm your selection.



Quit Level Option

This option is only available when you pause the game. You will be asked to confirm your selection. Quitting the level will take you back to the world map.



World map / Gallery

You can also press the **R1** button while you are on the World Map to access the Gallery. As you collect more Crystal Gems, more pictures will become available.

CREDITS

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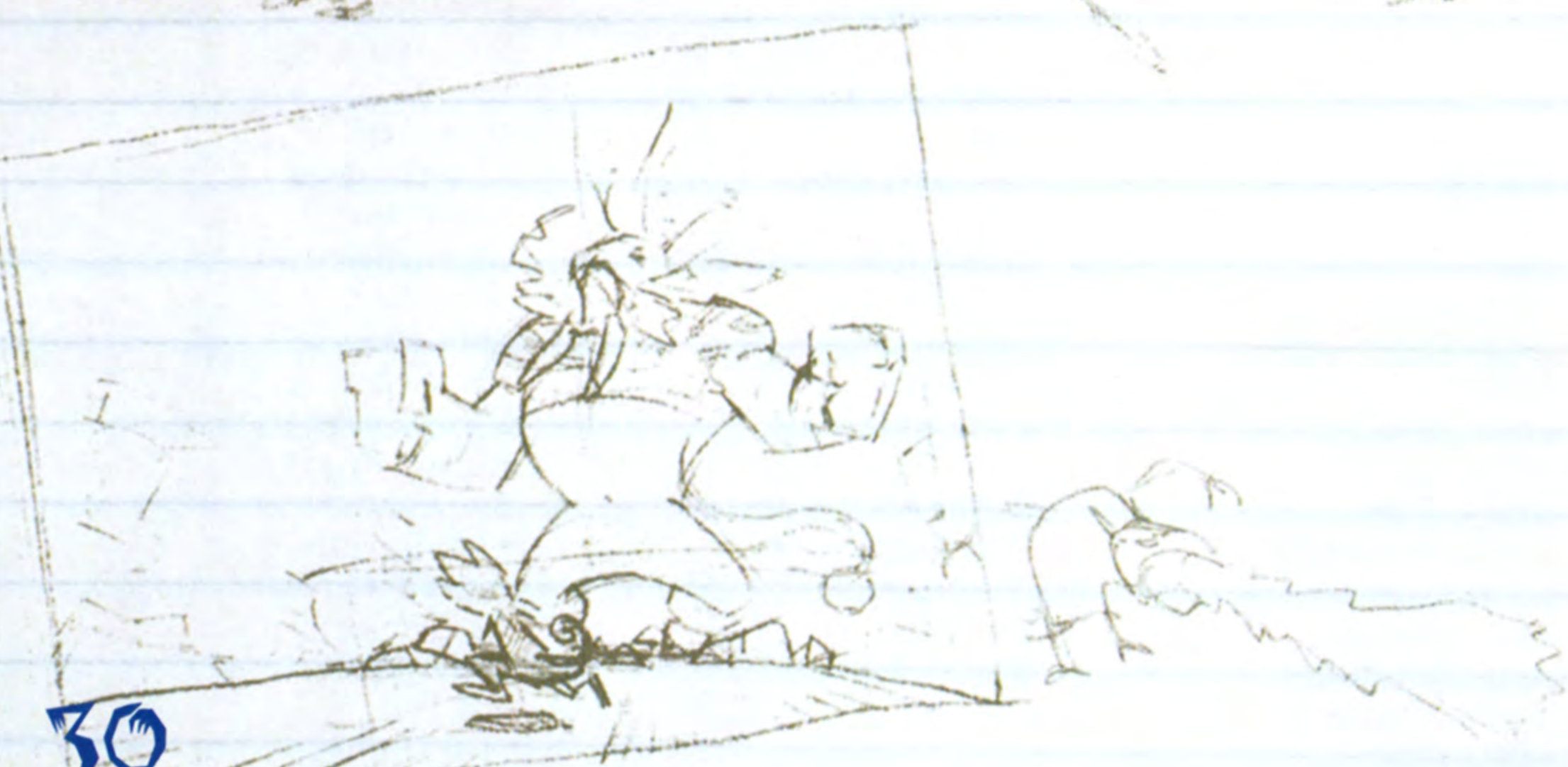
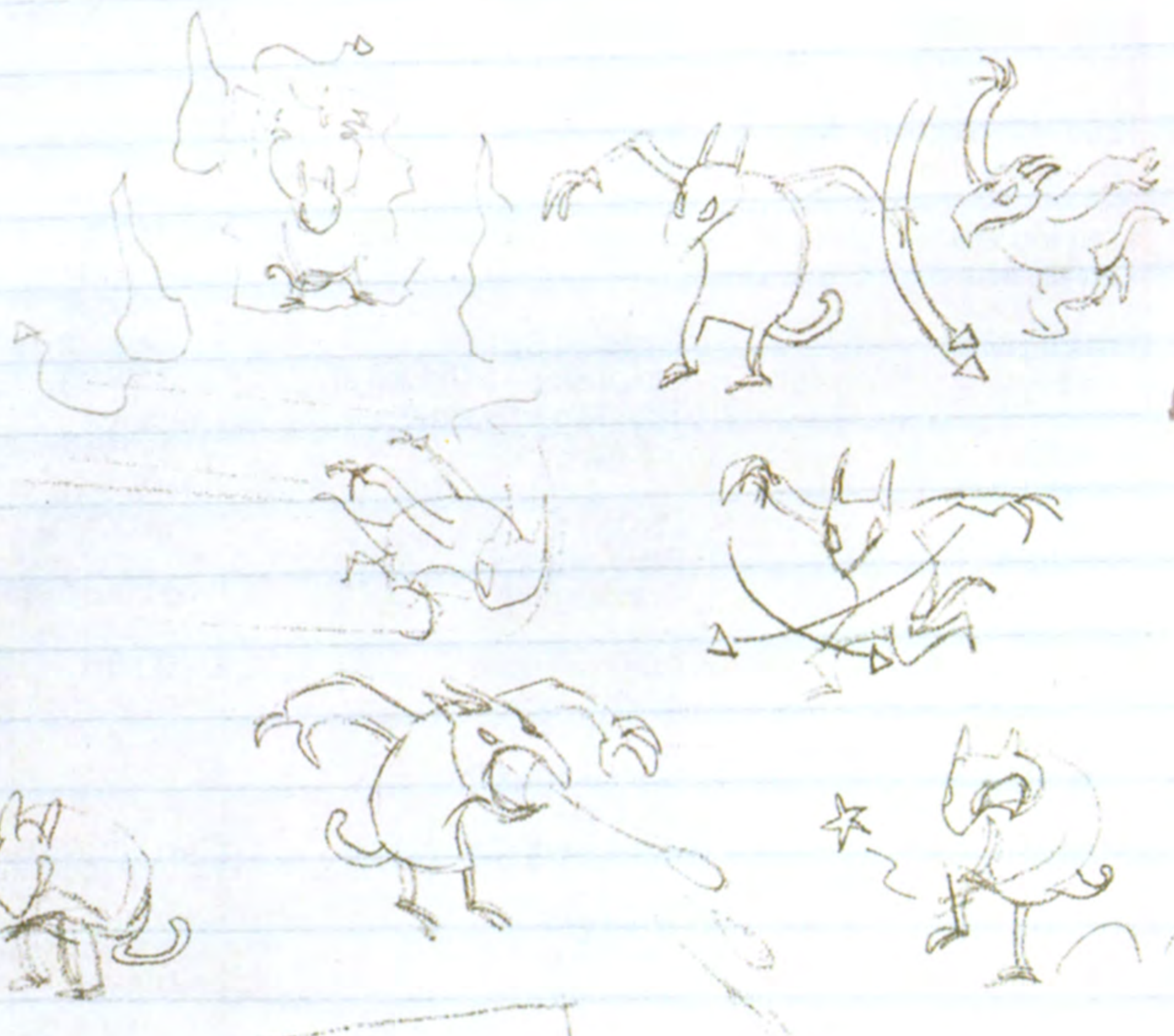
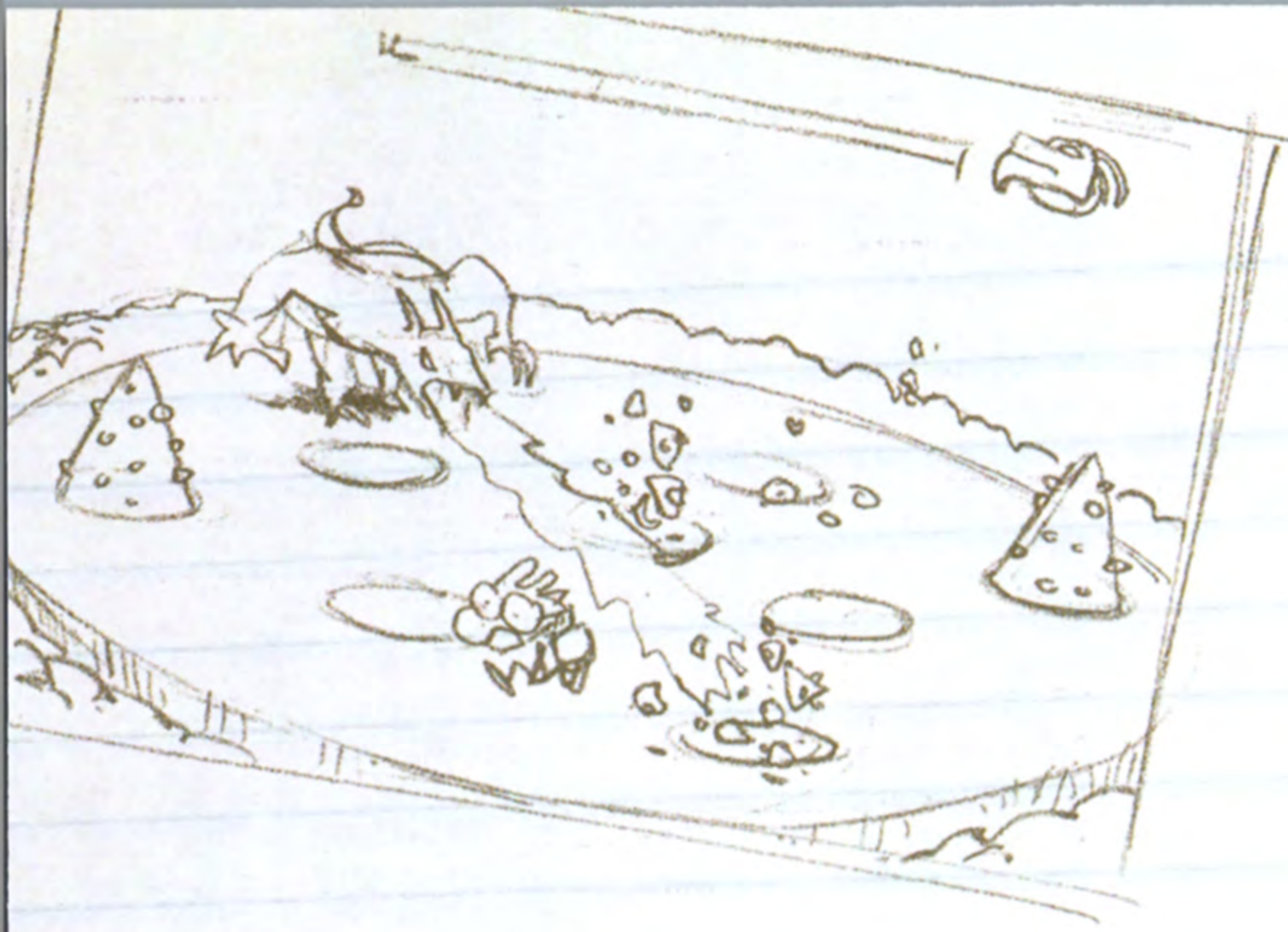
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