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 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.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.
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 JAWS™ Unleashed 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.

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.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

- L2 button
- L1 button
- R2 button
- R1 button
- Directional buttons
- Left analog stick (L3 button when pushed down)
- SELECT button
- ANALOG mode button
- START button
- Right analog stick (R3 button when pushed down)
- △ button
- ○ button
- × button
- □ button
CONTROLS

Tail Whip
Charge Attack
Stealth Attack
Bite
Shark Vision**
Dodge
Swim
Cycle Targets*
Movement
Target Lock
Camera Pan
Pause
Map

NOTE: There is an alternative control scheme you can select from the Options Menu.
*Press left/right on the directional pad to cycle through multiple targets one at a time in either direction. Press up/down to select different parts of your human target.
**Shark Vision is a special vision mode that allows you to detect your victims, blood trails and other objects undetectable via normal vision (such as security sensors).

THE STORY SO FAR...

UNDER THE LEADERSHIP OF MAYOR LARRY VAUGHN JR., AMITY ISLAND BECAME AN ECONOMICALLY BOOMING NEW ENGLAND ISLAND SINCE JAWS FIRST RAVAGED THE AREA MORE THAN 30 YEARS AGO. MAYOR VAUGHN’S NEW PARTNERSHIP WITH ENVIRONPLUS CEO STEVEN SHAW WILL CREATE ADDITIONAL JOBS THAT WILL TRIPLE THE ISLAND’S INCOME AND DRAMATICALLY INCREASE ITS POPULATION AND REAL ESTATE VALUES.

LOCAL MARINE BIOLOGIST MICHAEL BRODY HAS BEEN STUDYING THE WATERS AROUND AMITY ISLAND FOR DECADES AND IS WARY OF AMITY’S HISTORY. IGNOREN BRODY’S CONCERNS, MAYOR VAUGHN ALLOWS ENVIRONPLUS TO CONTINUE CONSTRUCTION WHILE HE PREPARES FOR THE GALA 4TH OF JULY CELEBRATION. AS JAWS, YOUR GOAL IS TO CAUSE MAYHEM AROUND THE ISLAND WHILE EVADING CAPTURE AND DEATH.
**Main Menu**

Navigate the Main Menu by using the following:
- Directional buttons to highlight selections; button to accept a choice and button to cancel/go back to a previous menu. The Main Menu contains the following choices: New Game, Load Game, Options and Extras.

- **New Game:** Select to start a new adventure.
- **Load Game:** Select to load a previously saved game.
- **Options:** Select to display the Options Menu where you can configure game controls, camera, audio and display.
- **Extras:** Select to display a variety of extras as detailed below.

**Extras Menu**

- **Movie:** Access bonus film clips from the JAWS movie.
- **Animal Bios:** View facts about all of the in-game creatures.
- **Credits:** Select to view the credits for JAWS Unleashed.
- **Trailers:** Check out other Majesco Entertainment products.

**Heads Up Display**

- **Health Meter:** Decreases as JAWS takes damage and refills as JAWS eats.
- **Hunger Meter:** Decreases as JAWS gets hungry. When the meter is empty, JAWS will starve and lose health.
- **Charge Meter:** Indicates the strength of JAWS' charge attack and headbutt.
- **Tail Whip Gauge:** The blue meter indicates the strength of JAWS' tail whip.
- **Radar:** Indicates JAWS' proximity to objects and creatures.
  - **Blue N:** North
  - **Red Dot:** Story Mission Objective(s)
  - **Yellow Dots:** Larger enemies including other sharks, divers and boats. Transparent yellow dots are not at the same depth as you. Larger transparent dots indicate an enemy above you while smaller transparent dots indicate an enemy below.
  - **White Triangles:** Side Challenge locations and objectives
  - **Green Squares:** Points of Interest
  - **Anchor:** Save Game Points (Open Ocean only)
Pressing the □ button pauses the game and displays the In-Game Menu. Use the directional button to scroll through your choices, then press the ◎ button to select an option or the ◎ button to return to the In-Game Menu.

The In-Game Menu contains the following: Continue, Abilities, Options, Restore Checkpoint and Quit Game.

Continue:
Select to exit the menu and return to game play.

Abilities:
You can improve JAWS' five main abilities by earning points and purchasing ability upgrades.

Accuracy: JAWS' ability to successfully hit a target near or far.

Power: JAWS' ability to inflict damage.

Speed: JAWS' swimming velocity.

Hunger: JAWS' ability to function over time without eating.

Health: JAWS' overall life.

Options:
Select to display the Options Menu where you can configure game controls, camera, audio and display.

Restore Checkpoint:
Select to restart the game from your last saved checkpoint.

Quit Game:
Select to exit game play and return to the Main Menu.

There are various points throughout the Open Ocean where you can save your game. A sunken anchor identifies these points. One game save will require 80 KB on your memory card (8 MB) (for PlayStation® 2). You can also save your game at the end of every Story Mission.

There are two different mission types in JAWS Unleashed—Story Missions and Side Challenges. Each mission has a distinctive map icon that identifies what type of mission it is.

Story Missions
Story Missions consist of 10 individual chapters that advance the JAWS plot. A cinematic will introduce the mission once you enter the map area where the next Story Mission is available.

Side Challenges
You can voluntarily choose to play Side Challenges that are scattered throughout Amity Island. To begin a Side Challenge, swim into the glowing buoy. When you enter the area, the objective appears and you are prompted to activate the challenge. To exit the Side Challenge, swim away from it. You can try Side Challenges as often as you like.

All Side Challenges have three levels of difficulty: easy, medium and hard. If you complete a challenge on easy or medium, the next time you enter the same type of Side Challenge it will automatically begin at the next difficulty level.
POINTS SYSTEM

As JAWS, you are awarded points for completing Story Missions and Side Challenges. You also earn points for eating, destroying and picking up collectibles. Destroying or collecting items earns minimal points, but higher totals are awarded when you complete a Story Mission or Side Challenge.

Mayhem Points:
Earned mayhem points can be used to upgrade shark abilities. To check your point total, press the button to bring up the Pause Menu.

Points for Collectibles:
You can collect license plates and treasure chests around the island and through Story Mission locations. If you collect all items, you receive bonus points.

NOTE: Bonus points are also awarded for finding rare items. Collect four tin cans within a level to unlock JAWS movies.

COMBAT

There are a range of moves you can connect to create deadly attack combinations as JAWS. Initially, you can only use basic attack moves and combos, however, once you gain points and increase JAWS’ abilities, you learn new devastating moves.

NOTE: All indicated controls are for the default configuration.

BASIC MOVES

Bite
The bite is JAWS’ most common attack. Move the left analog stick in any direction while pressing the button to bite in a desired direction.

Charge Attack
Tap the button to make JAWS dart forward at an accelerated speed and head butt whatever is in his way. Hold the button to charge the Charge Meter. The longer you hold it, the greater the strength of the charge and head butt. JAWS will also charge when you hold the button and then quickly slide the left analog stick down then up.

Tail Whip
Tap the button to make JAWS perform a tail whip. Hold the button to charge up the Tail Whip Meter; the longer you hold it, the greater the strength and velocity of the tail whip. Move the left analog stick left/right in conjunction with the button to tail whip in a particular direction.
Stealth Surface Attack
Press and hold the RT button when a victim is near the surface to make JAWS grab and hold it without being seen. After grabbing the victim, move the left analog stick left/right to drag the victim back and forth across the water. Once you release the RT button, JAWS pulls its victim down beneath the water's surface. This move can only be used on humans and dogs; it cannot be used on boats or other large objects.

NOTE: If performed correctly, this attack will incite terror amongst nearby humans.

Underwater Dodge
Press the C button in conjunction with a direction on the left analog stick to perform an evasive dodge in a particular direction.

Target Lock
Press the C button to lock onto a target. While locked, use the directional button left/right to switch between targets. While locked, use the directional button up/down to switch between specific parts of a human target.

ADVANCED MOVES
JAWS can also perform more advanced combo moves when basic moves are combined with additional buttons.

Hold
Press and hold the LT button to make JAWS hold any object he bites for an extended period of time. Use this move to torture enemies and carry objects from one place to another.

Chomping
Tap the LT button repeatedly to make JAWS tear whatever is in his mouth to shreds. Be advised that certain enemies can escape from a chomping combo between button presses.

Swallowing
While holding a victim in its mouth, JAWS can swallow it if you press and hold the LT button. Repeat until it is completely eaten. Note that certain enemies can escape from a swallow attempt between button presses.

Shake and Tear
JAWS can shake a victim so violently that it rips apart in its mouth. While holding a victim, move the left analog stick quickly and repeatedly to the left and right until it is torn apart.

Throw
Hold a victim in your mouth and press the LB button to throw it. Alternatively, use a Charge Attack with the LT button and during the attack release the bite. The more you charge, the Charge Meter, the farther you can throw your victim.
MOST ADVANCED MOVES
These are the most deadly and unique combos that JAWS can perform. These four moves are unlocked as you purchase ability upgrades.

Corkscrew Attack
Once the Charge Attack and Tail Whip Meters are fully charged, release the 1 button (charge) first and then the 2 button (tail whip) to perform a corkscrew attack. If JAWS hits an object or enemy, he inflicts severe damage.

Body Bomb
Charge out of the water then quickly move the left analog stick up. JAWS will spring out of the water and perform a half rotation leap. If timed correctly, JAWS can land on targets above the water and smash them apart.

Surface Throw and Catch
JAWS throws a victim into the air and then charges to catch it again in midair. While dragging a victim with the Stealth Surface Attack, press the 3 button.

Power Tail Whip
JAWS releases a victim and then smacks it far with its tail. Charge up your Tail Whip Meter to its maximum, grab and hold a victim in your mouth, then release the 1 and 2 buttons as you release your victim.

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Special thanks to
All our families
THEIR WORLD IS BEYOND PERFECTION. THEIR RACE IS NEAR EXTINCTION. THEIR HOPE IS IN YOUR HANDS. THE FUTURE IS IN FLUX.