

# JUST CAUSE 2

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## INTRODUCTION

On the island nation of Panau, three rival gangs wage war in the streets while the ruthless dictator Baby Panay exercises a system of oppression and corruption against his own people.

Somewhere on the island, your friend and mentor Tom Sheldon has disappeared with top-secret intel and millions in Agency cash.

As Rico Rodriguez, the Agency's most dangerous weapon, you must infiltrate the island and locate Sheldon, setting off a violent chain of events that will set Panau ablaze.



Just Cause 2 was designed and developed with the support of NVIDIA's world-class engineers to make sure it takes full advantage of NVIDIA GPU's and delivers the best possible playing experience.

## GETTING STARTED

Before you install the game, make sure that your computer has the latest hardware drivers installed. Out of date drivers can stop the game from working.

Please note that an internet connection is required for the initial installation.

### REGISTERING WITH STEAM

To install the game you must first register an account with Steam (<http://store.steampowered.com/>) and then install the Steam software.

Please follow the installation instructions below.

- Close all other applications before installing Just Cause 2. Insert the Just Cause 2 DVD into your DVD-ROM drive. If Autoplay is enabled, the installation process will begin automatically. Click on the **INSTALL** button and follow the on-screen instructions.
- If Autoplay is not enabled, double-click on "My Computer" and then double-click on your DVD drive icon to launch the game installer. Then follow the on-screen instructions.
- You must be connected to the internet when you register your account.

If you already have a registered Steam account, then proceed to the "Installation" section below.

### INSTALLATION

Once you have completed your Steam account creation, installation of the game will begin.

Please enter the product code (printed in the back of the manual or on a separate code card) when requested. Please be aware that after the product code has been entered you will be unable to re-register the same copy of the game to another Steam account.

Continue to follow the on-screen instructions to complete installation.

### STARTING THE GAME

To start the game, double click on the "Just Cause 2" icon on the desktop, which will have been created during the installation procedure.

You can also start the game by launching Steam, selecting the "My games" tab at the top of the screen and double clicking on "Just Cause 2".

### UPDATES AND PATCHES

Please note that updates may be automatically installed when you activate the game.

## THE MAIN MENU

These are the options available in the Main Menu of Just Cause 2:

### LOAD LATEST AUTOSAVE

Continue a game that you have already started at the last checkpoint.

### NEW GAME

Start a new game.

### LOAD GAME

Bring up the Load Game menu if a previously created saved game exists.

### SETTINGS

Open an options menu, which contains the following sub-menus:

- Display Settings
- Advanced Display Settings
- Audio Settings
- Keyboard / Mouse options
- Gamepad settings

### BENCHMARK

View your PC benchmark settings.

### EXIT TO WINDOWS

Close down the game and go back to your desktop.

### FAMILY SETTINGS

Family Settings in Games for Windows – LIVE and Windows Vista® parental controls work together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to [www.gamesforwindows.com/live/familysettings](http://www.gamesforwindows.com/live/familysettings).

# CONTROLS

## GENERAL

[MOUSE]	Crosshair and Camera control
[W]	Move forwards
[S]	Move backwards
[A]	Move left
[D]	Move right
[E]	Interact
[F]	Grappling Hook
[SPACE]	Jump / Parachute
[LALT]	Stunt Jump
[LSHIFT]	Sprint
[TAB]	Evade
[Q]	Melee attack
[LCONTROL]	Crouch
[F1]	PDA

## WEAPONS

[MOUSE1]	Fire weapon 1
[MOUSE2]	Fire weapon 2 / explosives
[C]	Fine aim/scope
[R]	Reload
[MWHEELDOWN]	Next Weapon
[MWHEELUP]	Previous Weapon
[G]	Toggle Explosive
[1]	Toggle One-handed Weapon
[2]	Dual-Wield
[3]	Equip Two-handed Weapon
[4]	Equip beacon

## SWIMMING

You will automatically start swimming when entering deep water.

[W] [A] [S] [D]	Swim backwards, forwards and sideways.
[MOUSE Up / Down]	Swim upwards or downwards.

## SKY DIVING

You will automatically enter skydiving mode when falling from a high enough altitude.

[W]	Dive
[S]	Slow down
[A] / [D]	Steer
[SPACE]	Open and close the parachute

## LAND & SEA VEHICLE CONTROLS

[W]	Accelerate
[S]	Brake/Reverse
[A]	Turn left
[D]	Turn right
[LSHIFT]	Bike Tilt Forward
[LCONTROL]	Bike Tilt Backward
[X]	Handbrake
[MOUSE1]	Fire Weapon 1
[MOUSE2]	Fire Weapon 2
[LALT]	Stunt Jump
[SPACE]	Open parachute
[E]	Enter / Exit
[C]	Look Back

## HELICOPTER CONTROLS

[W]	Move forward
[S]	Move Backward
[A]	Move Left
[D]	Move Right
[LSHIFT]	Increase Altitude
[LCONTROL]	Decrease Altitude
[MOUSE1]	Fire Primary Weapon (if equipped)
[MOUSE2]	Fire Secondary Weapon (if equipped)
[LALT]	Stunt Jump
[SPACE]	Open parachute
[E]	Enter Exit
[C]	Look Back

## PLANE CONTROLS

[W]	Pitch down
[S]	Pitch up
[A]	Tilt Left
[D]	Tilt Right
[LSHIFT]	Increase Throttle
[LCONTROL]	Decrease Throttle
[MOUSE1]	Fire Primary Weapon (if equipped)
[MOUSE2]	Fire Secondary Weapon (if equipped)
[LALT]	Stunt Jump
[SPACE]	Open parachute
[E]	Enter Exit
[C]	Look Back

# INVENTORY

## WEAPONS

### EQUIPPING WEAPONS

You can carry one two-handed and two one-handed weapons at the same time.

Use the number keys to switch between weapons.

Swap your equipped weapon for a new one by standing over the weapon you want to pick up and then tap **[E]** to equip weapon to primary slot or hold **[E]** to equip weapon to secondary slot.

### USING WEAPONS

Use **[MOUSE1]** to fire your equipped weapon. When dual-wielding, **[MOUSE1]** fires your primary weapon and **[MOUSE2]** fires your secondary weapon. You can dual-wield any combination of one-handed weapons.

### AIMING SYSTEM

When the crosshair is moved in the vicinity of an enemy target, the target is surrounded by an Aiming Reticule and any shots fired will be aimed at that target.

The margins of the Aiming Reticule indicate your accuracy. The closer the margins are to the middle, the more accurate your weapon will be.

Shooting at specific points on targets, for example arms and legs, requires precision targeting with the crosshair itself. When the crosshair is placed over the target, the Aiming Reticule will connect to it, indicating precision targeting.

Use **[C]** to go into aiming mode to increase accuracy.

## EXPLOSIVES

### EQUIPPING EXPLOSIVES

You can carry two different types of explosives: Grenades and C4 Triggered Explosives. Use **[G]** to switch between the different explosives.

### USING EXPLOSIVES

Use **[MOUSE2]** to throw explosives. Each type of explosive detonates differently:



Grenades detonate automatically. Hold **[MOUSE2]** to cook-off a grenade before throwing it.



C-4 is detonated by remote trigger. Press and hold **[MOUSE2]** after throwing the C-4 to detonate it.

### COMBAT TIPS

- Constantly moving and using your evasive roll will lower the accuracy of your enemies.
- Hide behind cover to regain your strength when injured.
- Manually aiming with the crosshair is much more precise than just relying on the auto-lock of the Aiming Reticule.

## BLACK MARKET BEACON

Use the Beacon to call on the Black Market supplier who can equip you with weapons and vehicles as well as extract you to a previously discovered location.



Beacons bring up the Black Market menu when thrown. They must be placed in a suitable location to allow for heavy drops.

## GRAPPLING HOOK

 Rico's signature Grappling Hook is fired with **[F]**. The crosshair will indicate when a target is in range of the Grappling Hook.

### REEL IN / PULL

When the Grappling Hook is attached to a fixed surface, you are automatically reeled in. When the Grappling Hook is attached to a movable object it will pull it towards you.

### DUAL-HOOK

The Grappling Hook wire can be attached to two separate targets. This maneuver is called Dual-Hooking. It can be used to stop enemy vehicles dead in their tracks, to drag enemies behind vehicles, throw enemies around, and much more.

To Dual-Hook, press and hold **[F]** to attach the first end of the wire to a target, then aim at another target and release **[F]** to attach the second end of the wire.

# STUNTS

## STUNT JUMP

Press **[LALT]** to Stunt Jump to vehicles. An icon will appear over vehicles when they are within range of a Stunt Jump.

## VEHICLE STUNTS

Vehicle Stunts can be performed on certain types of vehicles. Use **[W]** **[A]** **[S]** **[D]** to move around on these vehicles, or to lean whilst clinging to the front or rear of a vehicle.

## SPECIAL STUNTS

### THE SLINGSHOT

Open your Parachute while reeling in with your Grappling Hook to get airborne quickly.

### AIR SLINGSHOT

Fire your Grappling Hook at a solid surface while parachuting to “slingshot” your way around the environment. The elasticity of the wire acts like a bungee cord, pulling you in the direction of the tethered surface.

### GRAPPLING TO VEHICLES

You can attach your Grappling Hook to vehicles to automatically get to a stunt position when reeled in.

## HIJACKING

### HIJACKING VEHICLES

When trying to enter an already occupied civilian vehicle by pressing **[E]**, you will throw the driver out and commandeer the vehicle.

### HIJACK STRUGGLE

If the driver of a vehicle is a soldier or other type of enemy, he will put up a struggle when you attempt to hijack his vehicle. Follow the on-screen button prompts to throw the enemy out and gain control of the vehicle.

When there is more than one enemy in a vehicle, hijacking is not possible until all hostiles are removed from the vehicle.

#### HIJACKING TIPS

- You can fire either of your one-handed weapons while clinging to vehicles. Use this to take out any hostiles in vehicles you want to hijack.
- When on the roof of a vehicle you can use all of your weapons and explosives

## GAME SCREEN



### 1. CROSSHAIR

The crosshair indicates where you are aiming, and also whether the target is in range of your Grappling Hook. When the crosshair turns red it means the object can be hit.

### 2. BUTTON ICONS

Whenever a context-sensitive action is available to you, a set of icons representing the face buttons on your controller is displayed onscreen. This set of icons will explain which button to press to perform a certain action.

### 3. WEAPONS INFO

This info box shows the type of weapon equipped and the amount of ammunition left for that weapon.

### 4. EXPLOSIVES INFO

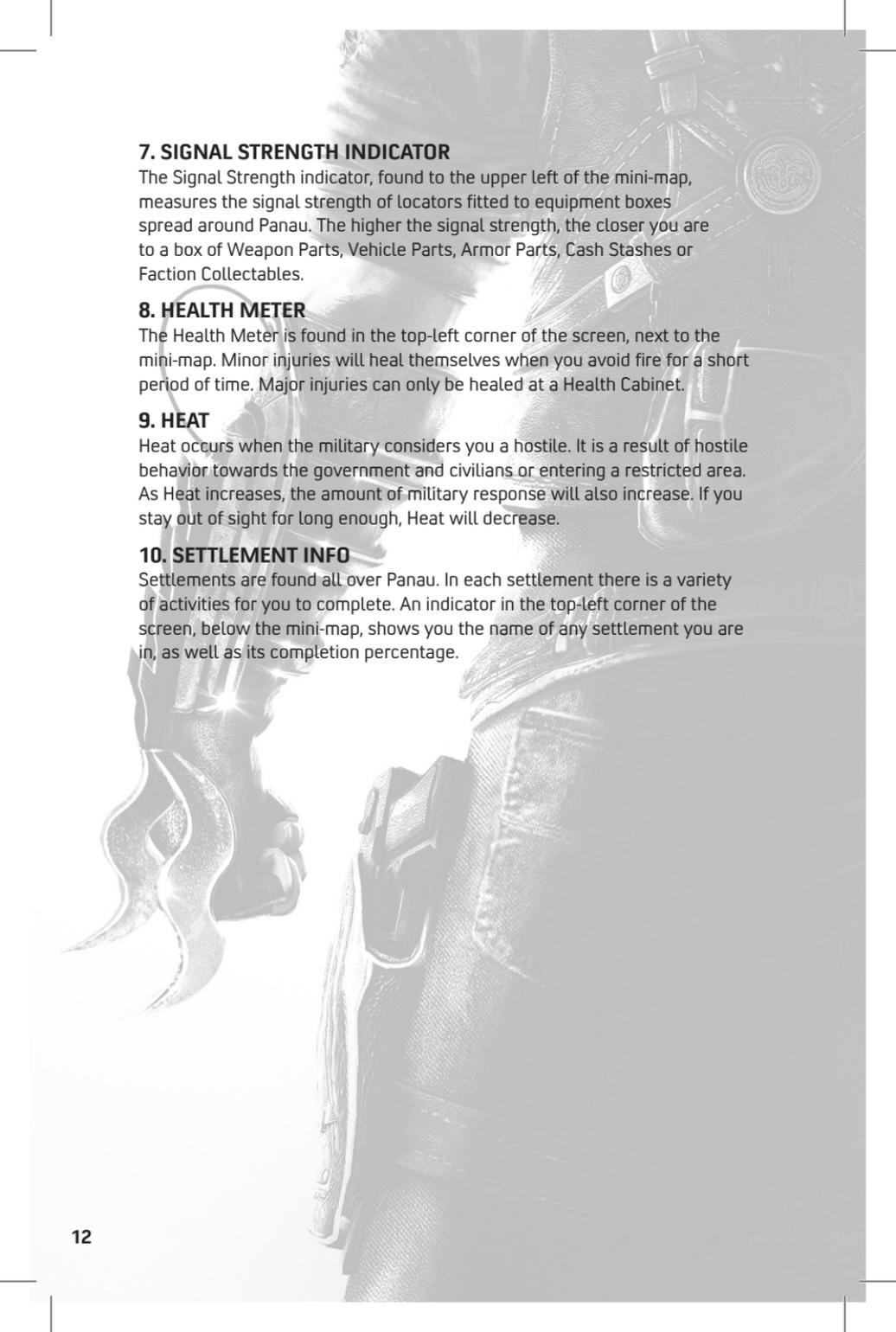
This info box shows the type of explosive equipped and the amount of that explosive left.

### 5. OBJECTIVES

When you receive a new objective, it will be displayed on the top left-hand side of the screen. Objectives also appear in your PDA.

### 6. MINI-MAP

The mini-map is found in the top-left corner of your screen. It shows your immediate surroundings as seen from above. The different icons on the mini-map show noteworthy locations and objectives in the game world.



## **7. SIGNAL STRENGTH INDICATOR**

The Signal Strength indicator, found to the upper left of the mini-map, measures the signal strength of locators fitted to equipment boxes spread around Panau. The higher the signal strength, the closer you are to a box of Weapon Parts, Vehicle Parts, Armor Parts, Cash Stashes or Faction Collectables.

## **8. HEALTH METER**

The Health Meter is found in the top-left corner of the screen, next to the mini-map. Minor injuries will heal themselves when you avoid fire for a short period of time. Major injuries can only be healed at a Health Cabinet.

## **9. HEAT**

Heat occurs when the military considers you a hostile. It is a result of hostile behavior towards the government and civilians or entering a restricted area. As Heat increases, the amount of military response will also increase. If you stay out of sight for long enough, Heat will decrease.

## **10. SETTLEMENT INFO**

Settlements are found all over Panau. In each settlement there is a variety of activities for you to complete. An indicator in the top-left corner of the screen, below the mini-map, shows you the name of any settlement you are in, as well as its completion percentage.

Access the PDA by pressing **[F1]**.



## 1. MAP

A map of Panau is displayed when opening the PDA. The map shows the geography of Panau, as well as points of interest marked out with icons.

- Hold **[MOUSE1]** and move cursor to move around the map
- Hold **[MOUSE2]** and move cursor up and down to zoom in and out
- Place the cursor over an icon and click **[MOUSE1]** to view its Intelligence File
- Use **[MOUSE3]** to place/remove a waypoint marker anywhere in the world.

## 2. ICON LEGEND

Use the Icon Legend to switch the map icons on and off. The icons are:

	Objective		Civilian village
	Agency mission		Civilian city
	Stronghold takeover		Communication Outpost
	Faction mission		Offshore Rig
	Race challenge		Roaches stronghold
	Military base		Reapers stronghold
	Military airport		Ular stronghold
	Military harbor		Military stronghold

### 3. DATABASE

The Database contains general information on the people and places in Panau. You can access helpful hints in the Operation Intel section and check your progress in the Statistics section.

### 4. CHAOS

The Chaos value is the sum of all the Chaos you've caused in Panau. It is a vital resource for completing your mission on the island. Chaos is required to destabilize the regime and strengthen the rogue factions, which in turn opens up new opportunities for creating even more Chaos. Furthermore, causing Chaos expands the selection of items available on the Black Market.

### 5. PROGRESS BARS

Progress bars can be found in the lower right hand corner of the screen when you open the PDA. This displays how much Chaos is needed to reach the next Agency and Faction Missions as well as Stronghold Takeovers; it also displays the amount of Chaos needed to gain access to a new Black Market item.

### 6. RESOURCES

This displays the amount of Money, Weapon Parts, Vehicle Parts and Armor Parts you've collected.

**MONEY:** Money is rewarded when you complete missions and other tasks in Panau, or when you pick up Cash Stashes. Money is required for purchasing weapons and vehicles on the Black Market.

**WEAPON PARTS:** Weapon Parts are awarded by completing missions and can also be found in marked boxes around Panau. They can be used to upgrade weapons on the Black Market.

**VEHICLE PARTS:** Vehicle Parts are awarded by completing missions and can also be found in marked boxes around Panau. They can be used to upgrade vehicles on the Black Market.

**ARMOR PARTS:** Armor Upgrades are awarded by completing missions and can also be found in marked boxes around Panau. Your total health will increase slightly with every fifth armor part you acquire.

## **BLACK MARKET MENU**

By positioning a Beacon on the ground, you open the Black Market menu.

### **EQUIPMENT ACQUISITION AND UPGRADES**

From the Equipment section of the Black Market you can unlock new equipment and upgrade existing weapons.

You must cause enough Chaos in Panau for new equipment to become available on the Black Market. The amount of Chaos required differs between equipment.

You can upgrade weapons with Weapon Parts. The different aspects of each weapon can be upgraded in several steps, with each step costing more than the previous one

### **VEHICLE ACQUISITION AND UPGRADES**

From the Vehicles section of the Black Market you can unlock new vehicles and upgrade existing ones.

You must cause enough Chaos in Panau for new vehicles to become available on the Black Market. The amount of Chaos required differs between vehicles.

You can upgrade vehicles with Vehicle Parts. The different aspects of each vehicle can be upgraded in several steps, with each step costing more than the previous one.

### **EXTRACTION**

You can quickly extract to any previously discovered location using Extraction from the Black Market menu.

Move your Cursor over a settlement and Press **[MOUSE1]** to extract to that destination.

### BLACK MARKET TIPS

- Weapon Parts and Vehicle Parts can be used to upgrade the weapons and vehicles on the Black Market section of your PDA. This can be done on the field of battle, and can tip the scales in your favor.
- The Weapon Parts and Vehicle Parts spread around Panau are found in crates fitted with locators. The signal strength from these locators can be seen on a small Signal Strength indicator next to your mini-map. When the signal strength is full, a crate is in your immediate vicinity. Find it!

## PANAU

### THE FACTIONS

There are three criminal factions in Panau that all strive to lead a revolution and take control of the nation for themselves. Forming an allegiance with these factions and playing them against the government is crucial to your success on the island. The three factions and their leaders are:

#### ROACHES



**Leader: Razak Razman**

Once in bed with the governing Panay family, the Roaches have long been the island's most feared organized crime syndicate. Rooted deep in every town and city they have a loyal hierarchy and are highly organized.

#### REAPERS



**Leader: Bolo Santosi**

Since the 1930's the Reapers have been a thorn in the side of the Panauan government. Based in the agricultural flatlands which sprawl across the island, these Maoist villagers have long preached revolution.

#### ULAR BOYS



**Leader: Sri Irawan**

Much of the island of Panau is rain forest, and the inhabitants of this forest area have long claimed the right to independent rule. The many disparate tribal groups have in recent years come together to form one terrifying and volatile, even blood-thirsty, force known as the Ular Boys.

## **CHAOS**

Chaos is a resource necessary to complete your mission on the island. You can cause Chaos in several ways:

### **AGENCY MISSIONS**

Agency Missions are missions that advance the main story of the game. They are made available by causing Chaos in Panau, and completing missions for the different factions. Once Agency Missions are completed, new Strongholds are made available for takeover, creating opportunities for new activities and more Chaos – which in turn will help you unlock further Agency Missions.

### **STRONGHOLD TAKEOVERS**

Strongholds are centers of power belonging to the different factions of Panau. Most Strongholds in Panau are under government control when you first reach the island. As you progress through the game the factions you work with will grow stronger and want to take these Strongholds for themselves. Targeted Strongholds are marked out on your map. Once you've helped in taking them over, an Area of Influence will appear around that Stronghold.

### **AREA OF INFLUENCE**

Each faction's Area of Influence expands as Chaos increases in Panau. When the Area of Influence covers the location of an activity on the map, that activity is made visible to you in the form of an icon. Some activities are only available when the Area of Influence covers them, so be sure to seize every opportunity to cause Chaos.

### **FACTION MISSIONS**

Faction Missions are handed out by the leaders of the different factions. Faction missions can be located using the map. Detailed mission information can be viewed in the mission's Intelligence File, accessible through the PDA.

### **SETTLEMENTS AND INSTALLATIONS**

Panau is filled with government controlled settlements and installations, and each is filled with opportunities to cause Chaos. Destroy all government property and find all collectables in order to score 100% completion for that particular settlement or installation.

### **OTHER ACTIVITIES**

Other activities to cause Chaos and earn money include Military Colonels that can be assassinated, objects that can be acquired for the criminal factions and much more.

## **RACE CHALLENGES**

You will find illegal Race Challenges, that you can take part in, all over the island. By completing these Race Challenges, you can earn money to purchase things in the Black Market.

# WARRANTY

## INTELLECTUAL PROPERTY RIGHTS STATEMENT AND LIMITED WARRANTY

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## SAFETY INFORMATION

This instruction manual contains important safety and health information that you should read and understand before using this software.

## EPILEPSY WARNING

Please read before using this video game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

## PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen.  
*Sit a good distance away from the monitor, as far away as the length of the cable allows.*
- Preferably play the video game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

## WARNING: AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain television screens and monitors. Some televisions, especially front- or rear-projection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

## WORLDWIDE CUSTOMER SERVICE CONTACTS

[www.eidosinteractive.co.uk/support/worldmap.html](http://www.eidosinteractive.co.uk/support/worldmap.html)

## CUSTOMER SUPPORT TECHNICAL HELPLINE: 0870 9000 222

(NATIONAL RATE, UK CUSTOMERS ONLY)

For queries regarding the replacement of discs or manuals (after the 90 day warranty period) or other non-technical and non-gameplay queries, please contact customer services at the address below:

### Eidos Customer Support

PO Box 60257, London, EC2P 2BU

NITES

