

infamous 2



Online Interactions
Not Rated by the ESRB

WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing. **IMMEDIATELY DISCONTINUE** use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement or convulsion.
- altered vision
- loss of awareness
- seizures

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system 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.

HANDLING YOUR PS3™ FORMAT DISC:

• 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 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.

Consumer Service/ Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding the PS3™ system and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

TABLE OF CONTENTS

GETTING STARTED.....	2
CONTROLS	3
WELCOME TO NEW MARAIS.....	4
THE PAUSE MENU	5
POWERS	6
GROWING EVER STRONGER	8



GETTING STARTING


NOTICES:

Video output in HD requires cables and an HD- compatible display, both sold separately.

GETTING STARTED

PlayStation®3 system

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the inFAMOUS 2 disc with the label facing up into the disc slot. Select the icon for the software title under inFAMOUS 2 in the PS3™ system's home menu, and then press the  button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint

To remove a disc, touch the eject button after quitting the game.



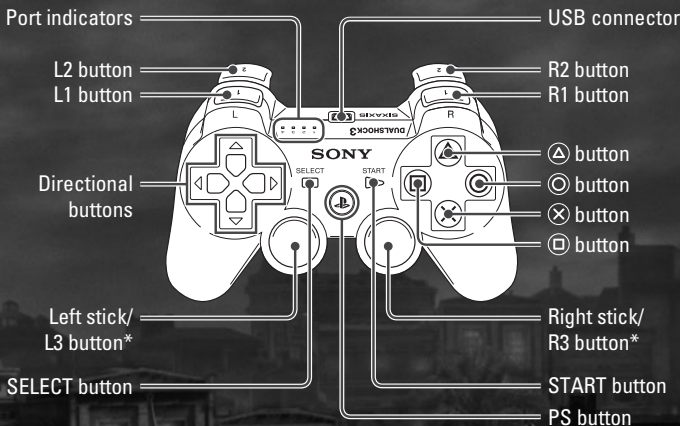
Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.



CONTROLS



MENU CONTROLS

- Navigate menu/ Highlight menu item directional buttons
- Select highlighted menu item ×
- Previous screen/Return to main menu ○

MENU CONTROLS

- Move Cole left stick
- Adjust camera right stick
- Jump/Climb ×
- Interact/Melee Finisher/Look △
- Drop/Cover/Dive roll ○
- Melee attack □
- Aim mode L1
- Lock-on R1
- Electric Drain L2
- Kinetic Pulse R2
- Map SELECT
- Pause menu START

AIM MODE CONTROLS

- Bolt R1
- Grenade □
- Rocket △
- Blast ×
- Switch reticle side R3

LOCKED-ON CONTROLS

- Bio Drain □
- Pulse Heal △
- Arc Restraint ○

WELCOME TO NEW MARAIS

Title Screen

Press any button on the Title Screen to begin the game. If a game has already been started, you will automatically begin from the latest save file.

inFAMOUS Trophy Data

inFAMOUS 2 allows players to import their trophy data from inFAMOUS. inFAMOUS 2 changes in several ways depending on what data the player chooses to import when they start a new game, including characters' perceptions of Cole as well as Cole's physical appearance.

The Game Screen



MINI-MAP

The mini-map in the lower right hand corner of the screen shows Cole's current location in New Marais. A number of small icons and graphics show what is near Cole's position.

KARMA & ENERGY METER

Good and evil exist on a spectrum. As Cole performs good or evil actions, the Karma meter, the blue and red half-circle in the upper right corner of the screen, shows where he currently stands. If you prefer Cole to be good, perform good actions and avoid evil ones. If you prefer Cole to be evil simply act according to your own wishes.

Cole's energy is displayed as a series of electrical bars that stretch left to right across the screen and appear to the right of the Karma meter. This bar can be extended by collecting Blast Shards scattered throughout New Marais. The Energy meter represents Cole's ability to use his various basic attacks like Bolts, Grenades, and Rockets. This bar depletes as those powers are used, but can be refreshed by draining electricity from various sources around the city.

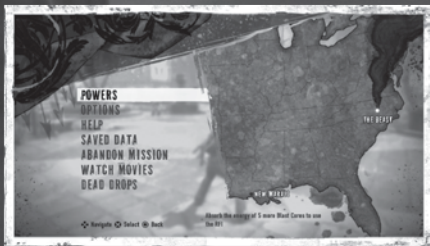
In addition to Cole's standard electrical powers, he can now wield devastating Ionic Powers. Because of the energy required to use these abilities, Cole can only store up to three charges at a time. These powers will not be accessible immediately, but when unlocked the number of charges stored is displayed next to the Karma meter.

DAMAGE

As Cole takes damage, the screen fades to black and white. Blood spatters on the screen showing the direction that the damage is coming from. The more black and white the screen becomes, the closer Cole is to dying. Drain electrical energy from the nearest power source as soon as possible, or else Cole will die.



THE PAUSE MENU



POWERS

As Cole collects Blast Cores, he gains access to new and exciting powers. Some are unlocked by completing specific actions. Visit this menu to view Cole's available and equipped powers, or to select or purchase new ones.

OPTIONS

Adjust the in-game camera, HUD, subtitles, and difficulty.

HELP

View the controls for inFAMOUS 2.

SAVED DATA

Save your current progress, reload a previously saved game, or begin a new game.

USER-GENERATED CONTENT

Create a custom mission to play. Players can create in-depth missions via a series of simple on-screen menus. Once you have created a mission, it will appear while you explore New Marais.

UGC content will not be available until the player reaches a specific point in the main storyline. However, once unlocked, players who have the feature enabled will see New Marais become populated with missions developed by other inFAMOUS 2 creators from all over the world.

UGC mission start locations are displayed with a green cone of light and exclamation mark.

WATCH MOVIES

Choose from this list of the previously viewed comic cutscenes from the game to rewatch them at any time.

DEAD DROPS

Pigeons carrying USB drives containing covertly obtained intelligence can be found flying throughout New Marais. Target these birds to acquire audio recordings relating to the events preceding Cole's arrival to New Marais.

SKIP CUTSCENE / ABANDON MISSION

The Skip Cutscene and Abandon Mission options appear contextually at different points in the Pause menu. If the player pauses the game while watching a non-interactive cutscene, he can select Skip Cutscene to continue gameplay. If the player decides to quit an active mission, selecting Abandon Mission will return the player to New Marais, and the mission start will appear again allowing the player to restart the mission at a later time.



POWERS

When inFAMOUS 2 begins, Cole is just beginning to truly understand the breadth and scope of his abilities. Over the course of inFAMOUS 2, he will acquire incredibly powerful new abilities. Below is a sampling of the abilities Cole acquires over the course of the game.

BOLTS

These powers allow Cole to fire bursts of electricity from his hands. When fired singly, these bursts can stun enemies and civilians. Being hit by several bursts can kill. It can be upgraded with the ability to travel greater distances, or cause critical-hit explosions among others.

ELECTRIC BLAST

Cole's electric blast causes little damage, but the shockwave can push humans and objects around the world. Use it to push enemies off buildings, move vehicles out of Cole's way, or get some breathing room during a battle. Its upgrades include increased range, the ability to lower the gravity of its targets, or even blind and disorient those caught in the blast.

GRENADES

Grenades are great at causing damage over a small area. Pitching grenades into a group of enemies is a good way to take them by surprise and winnow their numbers before they retaliate. They can be upgraded to stick to their targets, freeze enemies, or explode in a violent cluster.

ROCKETS

Cole can launch a slow-moving yet concentrated payload of energy. They cause explosive damage to their immediate vicinity and can devastate tight clusters of enemies. Some of the available upgrades cause them to split into individual homing rockets or allow them to be redirected mid-flight.

MISC POWERS

Cole can use his electric powers to lift objects off the ground. He can levitate anything from trashcans to entire cars, and then throw those objects hundreds of feet. Use the Kinetic Pulse to take away an enemy's cover or drop a car right on top of their heads. Additional powers to be unlocked include the ability to zipline quickly, summon minions, or generate an ice shield.

IONIC POWERS

These powers are extremely powerful and range from throwing an electrical vortex to draining energy from everyone in a large radius. As Cole gets stronger through the game he will gain new Ionic abilities.

AMP UPGRADES

Cole uses the Amp for melee attacks. They can be strung together into impressive combos. Spectacular finishing moves of increasing power and quicker combos are some of the upgrades that can be unlocked.

UPGRADES

Cole's array of starting abilities can be improved and upgraded. Available options can increase the rate at which he drains electricity, the amount of Ionic Charges he carries, or detect Blast Shards more efficiently.

KARMIC BOOSTS

Based on Cole's Karma level, he can unlock additional passive abilities that reflect his moral choices. They include the ability to heal groups of people or earn bonus evil Karma for attacking bystanders.



GROWING EVER STRONGER

Missions

STORY MISSIONS

Story missions can be found by visiting the white exclamation marks on the map. Multiple story mission start locations will appear at key moments in the game, and in those instances will be colored to reflect the impact on Cole's Karma completing the mission will have. All objectives must be completed in order to successfully finish a mission. When Cole comes close to a mission's location, look for the white glowing cone. Step into it and press **R1** to begin the mission. If Cole dies during the mission without having reached a checkpoint, he may try it again from the beginning. At any point during a mission, the player can pause the game and choose the Abandon Mission option from the Pause screen.

SIDE MISSIONS

Yellow exclamation points on Cole's map represent side missions. These missions are generally given out by civilians who need Cole's help. Cole can recognize them by looking for the yellow glow around their bodies as well as an exclamation mark above their heads. Sometimes they will have good wishes, but some civilians have evil requests. Completing their requests gives Cole Karma points in whichever category is appropriate. Completing side missions takes back territories from Cole's foes and diminishes the threat that they pose in the area.

Other missions give Cole a chance to earn good or evil Karma. These missions appear randomly while Cole explores New Marais. These missions range from stopping muggings, silencing protestors, or stopping the police from investigating your actions. Choose your actions in these missions carefully, as they change your Karma and therefore how people in the city view you.

UGC MISSIONS

Green exclamation marks on Cole's map show UGC Mission start locations.

Earning & Spending XP

The more Cole does, the more experience he earns. Defeating enemies, rescuing hostages, healing injured civilians, performing side missions, and completing story missions earns Cole XP. By spending XP, Cole can acquire new and more powerful versions of his already formidable abilities. Collecting Blast Cores and performing stunts increases the selection of powers Cole can purchase from the Powers menu.

UPGRADING POWERS

Press [Start] and select POWERS to access the Powers menu. This menu explains what is required to unlock a new ability, in addition to its XP cost. Certain abilities cannot be upgraded until they are unlocked, and others can only be upgraded when Cole achieves a certain Karma level.

Karma



Cole's actions in the game ultimately affect what kind of person he becomes. Protecting and helping the citizens of New Marais increases his Karma rating, while acting selfishly and killing arbitrarily decreases his rating. Having a good or a bad Karma rating affects the game in different ways. Certain skills can only be acquired with a particular Karma rating.



NOTES

LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days either repair or replace, at its option, the SCEA product. You must call 1-800-345-7669 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA 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 SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS 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 SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

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PS3

PlayStation 3



PlayStation Network



mobscience



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