



SLEEPING DOGS™

SQUARE ENIX

<http://www.manualplanet.com/sleeping-dogs-manuals/>

⚠ WARNING: PHOTOSENSITIVITY/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 physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician 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
- ▶ altered vision
- ▶ loss of awareness
- ▶ seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

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
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 *Sleeping Dogs*™ disc with the label facing up into the disc slot. Select the icon for the software title under [Game] 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.

INTRODUCTION

Welcome to Hong Kong, a vibrant neon city teeming with life, whose exotic locations and busy streets hide one of the most powerful and dangerous criminal organizations in the world: the Triads. You play the role of Wei Shen, an undercover cop trying to take down the Triads from the inside out. You'll have to prove yourself worthy as you fight your way up the organization, taking part in brutal criminal activities without blowing your cover. Torn between your loyalty to the badge and a criminal code of honor, you will risk everything as the lines between truth, loyalty and justice become permanently blurred.



HKPD Record: Wei Shen

Name: WEI SHEN

Rank: Detective, San Francisco PD

Status: Seconded to Hong Kong PD

Age: 28

Moved to San Francisco from Hong Kong at age 10 with mother (Margaret Shen) and sister (Mimi Shen).

Attended PS 121 High School, graduated 2002 with honors. Enrolled in San Francisco Bay University September 2002, majoring in politics.

Voluntarily departed SF State 2004 to pursue other career options. Applied to SFPD June 1, 2006. Graduated top of the 2007 police academy class.

MAIN MENU

NEW GAME

Start a new game.

CONTINUE

Continue playing your last saved game.

LOAD

Bring up the Load Game menu.

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DOWNLOADABLE CONTENT

Access PSN.

OPTIONS

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

- ▶ Audio
- ▶ Display
- ▶ Game and Controls
- ▶ Controllor Layout

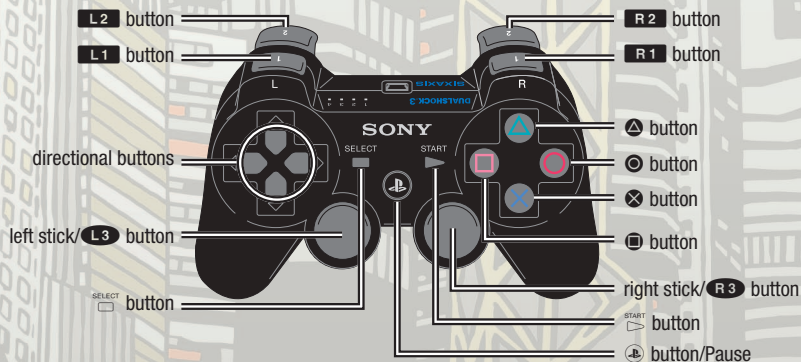
EXIT GAME

Quit the game.

PSN

In order to play *Sleeping Dogs* online, you must create a PlayStation®Network account by following the on-screen instructions. If you already have a PlayStation®Network account, you are able to access online features automatically.

CONTROLS



ON-FOOT CONTROLS

Movement	Left Stick
Sprint	Movement + ⊗ button (Hold)
Vault	Movement + ⊗ button (Tap)
Rotate Camera / Target	Right Stick
Aim Weapon	L2 button
Light Strike/Shoot Weapon	⊕ button
Heavy Strike	⊕ button (Hold)
Grab	○ button (Tap)
Pick up character off ground	○ button (Hold)
Reload/ Pick Up / Equip Weapon	R1 button
Equip/Stow	Directional button ↓
Drop Weapon	Directional button ↓ (Hold)
Shoot (While Aiming Weapon)	R2 button
Counter / Social, Use Prop, Enter Vehicle	△ button
Cover	L1 button
Toggle ALT Fire (Flash Light/Grenade Launcher)	R1 button (Click-in)

DRIVING CONTROLS

Accelerate	R2 button
Steer	Left Stick
Brake/Reverse	L2 button
Orbit Camera	Right Stick (Rotation)
Emergency Brake	○ button
Shoot	R1 button
Aim Weapon	L1 button
Ram Attack	⊕ button
Horn/Siren	Right Stick (Click-in)
Action Hijack	⊗ button (Hold, then Press when Arrow Green)
Motorcycle Lean Back	Left Stick (Push Backwards)
Motorcycle Lean Forward	Left Stick (Push Forward)
Enter/Exit Vehicle	△ button

MISCELLANEOUS CONTROLS

Open PDA	Directional button ↑
View Map	SELECT button
Change Radio Stations	Directional button ← / Directional button →
Pause	START button
Hire a Taxi	△ button (Hold)

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GAME SCREEN



1. MINIMAP

This shows you a map of the nearby streets and alleys. It also highlights (in the form of BLIPS) nearby JOBS, EVENTS and FAVORS, as well as stores and services you can use.

OBJECTIVES are blipped in various colours:

- ▶ Green for Story Missions
- ▶ Blue for Cases
- ▶ Orange for Street Races
- ▶ Yellow for Favors

The MINIMAP will also act as a GPS route finder and display the path to your chosen objective.

2. NEXT OBJECTIVE MARKER

This is an indicator of the distance and direction of your next chosen objective.

3. HEALTH METER

During combat, your MINIMAP will display your current HEALTH on the left hand side.

4. FACE METER

The FACE METER is found on the right side of the MINIMAP. Fill it by intimidating opponents with brutal and precise attacks. When full it grants combat upgrades for a limited time.

5. SHOOTING COMBAT

During shooting combat, your currently equipped weapon, the number of rounds in your magazine and total ammunition will be displayed in the top right corner of the screen.



EXPERIENCE (XP)

FACE XP

FACE EXPERIENCE is earned every time you complete a FAVOR or do impressive things. Higher FACE XP brings more respect from merchants, giving you access to higher quality products, greater discounts in stores, powerful and luxurious vehicles, designer clothing and more powerful BUFFS. FACE XP unlocks combat abilities triggered by the FACE METER.

TRIAD XP

TRIAD EXPERIENCE is earned in combat by countering attacks and using the environment to FINISH enemies, it unlocks new combat moves and abilities.

COP XP

Cop Experience is earned by solving CASES and by causing minimal harm to civilians, police officers, and property. Your total is reduced if you harm civilians, damage property or kill fellow police officers. COP XP is used to unlock new perks and utilities.

PLAYER UPGRADES

FACE UPGRADES

Your Face Level represents how the citizens of Hong Kong regard and respect you. Completing Favors, Events and Street Races, as well as interacting with people will increase your standing and renown.

With each Face Level comes new Face Advantages. These include upgrades to your Face Meter, making it even more powerful in combat with increased toughness, unlockable attacks, and added damage. Face Advantages also include new shopping options. New and better cars and clothing will become available; vendors will start selling you more potent products and offer you discounts. Buying better cars will give you entry into the elite street racing scene.

TIP: The best way to increase your Face is to complete Favors.

TRIAD UPGRADES

Triad Upgrades give new offensive and defensive fighting moves and are unlocked by increasing your Triad Level by earning Triad Experience in Missions. Earn a better Triad score by intimidating your opponents in combat; mix up your moves and use combos and special moves effectively. You can replay missions from the Social Hub to improve your Triad score.

COP UPGRADES

Cop Upgrades give new shooting and utility perks, like reduced heat from action hijacking and the recoil compensator for improved gun accuracy. Cop Upgrades are unlocked by increasing your Cop Level by earning Cop Experience in Missions, Cases and Drug Busts. Improve your Cop score by minimizing civilian and collateral damage. You can replay MISSIONS from the Social Hub to improve your Cop score.

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COMBAT

STRIKES

Execute light and heavy strikes by TAPPING or HOLDING the **□** button. Light strikes can be combined to form lethal combinations. Heavy strikes trigger powerful attacks that can break through your enemies' defense and can stun or knock them down.

GRAPPLES

Use the **○** button to grab an enemy and enter the GRAPPLE STATE, to drag your target around, perform multiple strikes, ground takedowns, use them as human shields or utilize the environment to FINISH them.

DEFENSE

Advanced DEFENSE techniques like COUNTERS and REVERSALS are triggered by correct timing in pressing the **△** button. You can attack multiple enemies by holding the directional buttons away from your focused target.

GUNPLAY

Fire by pressing the **R2** button. You can also VAULT (**⊗** button) over cover while simultaneously targeting and shooting multiple enemies. Time is slowed when vaulting, allowing you to take better aim.

LOCK-ON

When armed with a PROJECTILE WEAPON, hold the **L2** button to aim. While unarmed, the **L2** button is used to focus your attacks on one character.

GETTING AROUND

FREE RUNNING

Use FREE RUNNING to quickly get around the world. Most free running moves (jumping/sliding over objects) can be used on the streets and to scale vertical surfaces of a certain height for rooftop chases.

Hold the **⊗** button to run. Tap the **⊗** button just before obstacles to trigger a CLEAN ACTION, which allows you to clear them more quickly.

CARS

While driving and approaching another car, you can hold the **⊗** button to leap between the moving vehicles and perform an ACTION HIJACK. When the white arrow pointing towards the target vehicle turns green, tap the **⊗** button to leap and take control of the other car.

MOTORCYCLES

Motorcycles allow easier and quicker navigation through the crowded streets and narrow alleyways of Hong Kong. If armed, you can fire your weapon by using the **R1** button.

BOATS

Water transportation is essential to the inhabitants of Hong Kong. Sampan can be found in rivers, coasts, and bays. While zodiacs, speedboats, and yachts are only located in coastal harbours.

TAXIS

If you have the money, you can use taxis to travel to selected locations on your MAP. Hire a taxi by approaching it and holding the **△** button and then select a destination on the MAP screen.

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EXPLORING YOUR ENVIRONMENT

CLOTHES

Use MONEY to purchase new outfits from the various clothing stores in Hong Kong, including trendy t-shirts, sharp suits, and various accessories such as hats, shoes, and watches.

Wear matching clothing sets or certain accessories to gain special bonuses and effects. Owned outfits can be changed by accessing the wardrobe in your SAFEHOUSE.

VEHICLES

Use MONEY to purchase new vehicles. Your vehicles are stored in the car parks **P** found throughout the city. Certain classes of vehicles (A, B or C) unlock particular street races. These are available for purchase from underworld contacts.

JADE STATUES

Hidden throughout the city are JADE STATUES. Recover them and return them to the Temple Dojo to unlock more combat moves.

HEALTH SHRINES

Scattered throughout the city are red HEALTH SHRINES. For every five of these you pray at, your maximum HEALTH is permanently increased by 10%. This bonus health is represented with a blue bar, over the HEALTH METER.

LOCKBOXES

LOCKBOXES contain money, useful objects, new items, or clothing.

FOOD & DRINK

Eating food restores health and may give you temporary BUFFS.

MASSAGE

Massages sharpen the senses and give temporary boosts used to fill your FACE METER.

CONVERSATIONS

You can converse with a wide range of characters in the city. Some are simple conversations with vendors where you can buy food, clothing or other items. At certain points in a conversation an icon will appear; if you respond quickly enough, you will deliver the correct response. This FAST TALK counter is similar to the MELEE counter system in combat. A successful reaction may give you access to closed-off areas or supply more information.

SAFEHOUSE PROPS

Use MONEY to purchase items to upgrade your SAFEHOUSE. Add furniture, luxuries, decorations or even get a pet. Not all of these items come from legitimate stores; some are stolen goods being traded by criminals. To access these items you will need high FACE LEVEL.

BUFFS AND HEALTH

BUFF items provide you with increased health and health regeneration. These item BUFFS improve as your FACE LEVEL improves.

Buff	Effect
Herbal Tea	Makes you tougher, reducing damage sustained when you are hurt.
Massage	Sharpens your senses, causing the face combat meter to build up faster.
Energy Drink	Gives you an energy boost, making you hit harder.
All foods	Fully restores your health and allows health to fully regenerate while in combat.

MAP AND PDA

Access your PDA by pressing directional button up.

Use your PDA to access:

- ▶ Contacts
- ▶ Messages
- ▶ Reports
- ▶ Social Hub
- ▶ Camera



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MAP SCREEN

Access the MAP pressing the **SELECT** button. The MAP shows you your current position, your objectives, and icons of various areas of interest. Set a waypoint by moving your cursor to the desired position and pressing the **X** button.

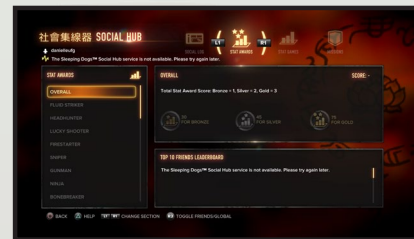


MAP ICONS KEY

	Objective		Drug Bust
	Player		Social/Date
	Mission		Car Park
	Lead/Case		Clothing Store
	Favor		Apothecary Store
	Street Race		Vehicle Store
	Safehouse		Gambling Den
	Apartment		Karaoke
	Undercover Safehouse		Cock Fighting
	Martial Arts School		Massage Parlour

SOCIAL HUB

Use the SOCIAL HUB to track the awards you have won, the best times for each race, your high scores for missions and a log of all challenges issued to and from your friends list.



SOCIAL LOG

Your highest scores and accomplishments in the driving, combat and time categories.

STAT AWARDS

GOLD, SILVER or BRONZE awards for specific accomplishments.

STAT GAMES

Your top scores for various challenges, longest wheelie, biggest car jump, etc.

MISSIONS

Scores for each mission completed. Missions can also be replayed from this tab.

RACES

Completion times for each street race. Races can be replayed from this tab.

SENDING AND RECEIVING CHALLENGES

You must be Online to receive and issue challenges. Your Online status is shown at the top left of the Social Hub screen. Challenge your friends to beat your score by opening the SOCIAL LOG tab, scroll through your results and press the **+** button to open a pop-up displaying your friends list. If anyone has a lower score than you, the challenge can be given.

To accept a friend's challenge, open your PDA while in game and select SOCIAL HUB to read the message.

FRIENDS LIST

Your FRIENDS are shown in your FRIENDS LIST. Find and add FRIENDS also playing *Sleeping Dogs* through PSN.

For more details visit www.sleepingdogs.net

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PAUSE MENU

You can access the PAUSE MENU by pressing the **START** button.

RESUME

Continue playing your current game.

MAP

Access the MAP screen.

UPGRADES

Access the UPGRADES screen, showing which UPGRADES you have unlocked, and those still unavailable.

SOCIAL HUB

Access the SOCIAL HUB to view your current standings. Use the online LEADERBOARDS to compare the awards you have won, best times for each race, high scores for each mission, and a log of all challenges issued to and from your friends list.

TIP: Go to www.sleepingdogs.net for more information.

RESTART FROM CHECKPOINT

Allows you to go back to the previous checkpoint activated during the mission.

CANCEL MISSION

Allows you to cancel a current MISSION and roam the open world without mission failure penalties.

SAVE/LOAD

Save and Load options.

GAME LOG

This logs previous MISSION OBJECTIVES and HINTS in the order you saw them.

STATISTICS

Here you can see GAMEPLAY STATS, collectibles found, assets (cars and clothing) and upgrades you have learned so far.

OPTIONS

Adjust the settings for Audio, Display, Game and Controls.

QUIT TO MAIN MENU

Return to the Main Menu.

LIMITED WARRANTY

The following warranty and support information applies only to customers in the United States and Canada, and only to original consumer purchasers of products covered by this warranty.

LIMITED WARRANTY

Square Enix, Inc. ("SEI") warrants to the original purchaser of the enclosed product (the "Product") that the media containing the Product (which includes any replacement media provided under this warranty) will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase (the "Warranty Period"). SEI's entire liability and your exclusive remedy under this limited warranty shall be, at SEI's option, repair or replacement, without charge, of the whole or affected portion of any Product that proves to be defective in material or workmanship during the Warranty Period.

EXCLUSIONS FROM WARRANTY

This warranty applies only to defects in factory materials and factory workmanship. Any condition caused by abuse, unreasonable use, mistreatment, neglect, accident, improper operation, destruction or alteration, or repair or maintenance attempted by anyone other than SEI is not a defect covered by this warranty. Parts and materials subject to wear and tear in normal usage are not covered by this warranty.

IMPLIED WARRANTIES AND INCIDENTAL AND CONSEQUENTIAL DAMAGES

Under state or provincial law, you may be entitled to the benefit of certain implied warranties. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, WILL CONTINUE IN FORCE ONLY DURING THE WARRANTY PERIOD. Some states and provinces do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

NEITHER SEI NOR YOUR RETAIL DEALER HAS ANY RESPONSIBILITY FOR ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES RELATING TO YOUR USE OF THE PRODUCT, INCLUDING, WITHOUT LIMITATION, ANY DAMAGES FOR LOSS OF DATA OR LOSS OF PROFIT, OR FOR ANY INCIDENTAL EXPENSES, LOSS OF TIME, OR INCONVENIENCE.

As some states and provinces do not allow the exclusion or limitation of incidental or consequential damage, the foregoing limitation or exclusion may not apply to you.

HOW TO OBTAIN WARRANTY SERVICE

To obtain warranty service, please send the defective Product, together with a copy of your original sales receipt, your return address, name and telephone number, should contact be necessary, and a brief note describing the defect to SEI at the following address:

Square Enix, Inc., Customer Warranty, 999 N. Sepulveda Blvd., 3rd Floor, El Segundo, CA, 90245

THE DEFECTIVE PRODUCT MUST BE POSTMARKED WITHIN NINETY (90) DAYS FROM THE DATE OF PURCHASE. PROOF OF PURCHASE IN THE FORM OF A DATED RECEIPT MUST BE INCLUDED TO OBTAIN WARRANTY SERVICE.

The shipping costs for sending the defective Product to SEI is a sole responsibility of the Customer. SEI will not be liable for any damage or loss that occurs during shipping. To minimize loss during shipping, you may opt to use a tracking method when shipping.

CUSTOMER SUPPORT

If you have warranty questions, or require technical or customer support, please visit:

www.square-enix.com/na/support

There you will be able to contact a representative live through our chat support system, view our hours of operation and review additional support details. You can also contact Customer Support at 310-846-0345. Please note that toll charges do apply when contacting us through phone support. For toll free service, please contact us through chat support or email.

FOR INFORMATION AND SERVICES BY SQUARE ENIX, INC., GO TO
WWW.SQUARE-ENIX.COM/NA

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