

DANGER

**WIRUS
ACTIVE
IN THIS AREA**

**STRICTLY NO ACCESS OR EXIT
USE OF DEADLY FORCE AUTHORIZED**

84115227US



MATURE 17+
M
CONTENT RATED BY
ESRB

RADICAL
ENTERTAINMENT

ACTIVISION

⚠ 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.

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For additional information, go to www.PrototypeGame.com. Access insider news from the developer Radical at www.Facebook.com/Prototype.

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 PlayStation®3 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 *Prototype*®2 disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PlayStation®3 system's home menu, and then press **X**. 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.



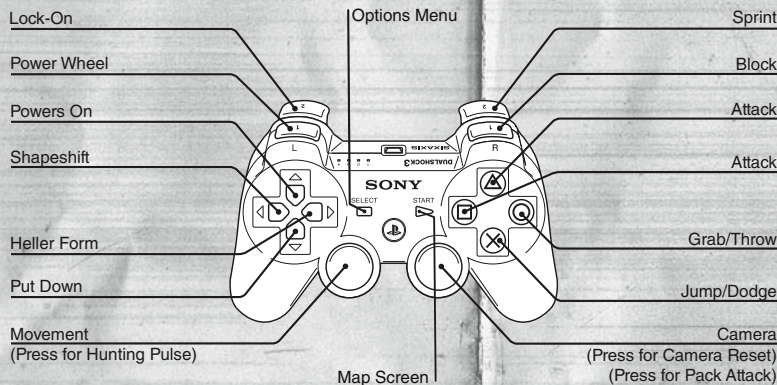
Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation® Network account.

SAVED DATA FOR PS3™ FORMAT SOFTWARE

Saved data for PlayStation®3 system format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

SAVING THE GAME: At certain points during the game, checkpoints will trigger saving your progress. Older checkpoints are overwritten by newer ones.

GAME CONTROLS



ADDITIONAL CONTROLS

CONSUMING: Press **○** to grab a target, then press **△** to consume. Consuming provides you with health, Mass and a shapeshift form.

GLIDING: While in the air, hold **R2** to Glide. Holding **R2** while on the ground will allow you to jump over obstacles and sprint up walls.

TARGETING: Hold **L2** to lock onto an enemy. Use the right stick to switch between targets. The target box will switch to the next valid target in the direction the right stick is pushed.

SPECIAL ATTACKS: To charge attacks, hold **□** or **△**. Trigger a Devastator attack by holding **○** and **△**. Use the Pack Leader ability by holding **□** and **X**.

HUNTING: Use Hunting to actively locate key targets in the world. Press **L3** to send out a pulse ring, which acts as a sonar that pings back from the target. The target is always at the center of the return pulse.



SAVING: *Prototype*®2 saves your progress automatically. Please do not turn off your system when this symbol is displayed.

HEADS-UP DISPLAY (HUD)



- 1. HEALTH METER:** Your current health is displayed here.
- 2. MASS METER:** Your current amount of Mass is displayed here.
- 3. CURRENT POWERS:** Your currently assigned Powers are shown here. Press **L1** to bring up the Power Wheel to switch (or press the up directional button to turn on the current Powers).
- 4. MISSION OBJECTIVE ICON:** Location of the current mission objective.
- 5. MINI-MAP:** Displays your current location as well as nearby objectives, enemies and mission markers.
- 6. SHAPESHIFT HUD:** Composed of the Shutter and the Shapeshift Icon:

SHUTTER: The Shutter tells you whether or not you are being watched by the military using the following states:

Closed: No military unit currently sees you.

Yellow: The military can see you, but they're unaware of your true identity.

Red: The military has identified you as a threat and they will attack.

Note: When the shutter is in the yellow or red state, the enemies that currently see you are marked with the appropriate color on the mini-map.

SHAPESHIFT ICON: This has three different states:

Gray: Your current form is valid. Military won't engage you unless your actions reveal your true identity.

Red: Your current form has been compromised and enemies will engage you on sight.

Active: The icon also acts as a meter. When you are being watched by the military, your Shutter is yellow. If you perform superhuman actions, the meter fills with yellow. When it is completely filled, the icon turns red. This means the military has identified you and will attack on sight. When the military lose sight of you during an alert, the icon begins to drain from red back to gray.

If Heller has consumed a person within the world, an icon for the Stored Form is displayed at the upper left of the mini-map. These are the three categories of the Shapeshift Icon:

Heller: This is Heller's default form.

Civilian: The form of the last NYZ resident you consumed.

Military: The form of the last soldier or trooper you consumed. Military forms have the advantage of allowing you to use airbridges, access //BLACKNET Terminals and travel freely within restricted areas.






SWITCH: The Switch message appears between the two Shapeshift Icons when you're in Alert, but currently out of the military's sight.


MAP SCREEN


MAP: The map highlights various points of interest:


MISSION: There are Mission Acquisition icons and Mission Objectives icons.

RADNET*: Heller can take part in the following RADNET events:

-  **Collateral Damage**
-  **Recovery**
-  **Chopper Race**
-  **Incineration**
-  **Rampage**

AIRBRIDGES: Go to  to travel to other zones in New York Zero.

//BLACKNET TERMINALS: Go to  to access //BLACKNET.

LEGEND: Press  to access the Map's Legend.

COLLECTIBLES: Displays location of Lairs, BlackBoxes and Field Ops.

//BLACKNET: Lists progression and reward status on all //BLACKNET operations.

HELLER: Provides a character overview of James Heller:

EVOLUTION: Heller continues to evolve as you complete missions and objectives. Choose your evolutionary path by upgrading Movement, Health, Regeneration, Shapeshifting, Mass or Finishers.

POWERS: Unlock and upgrade Viral Powers throughout New York Zero.

SKILLS: Unlock and upgrade Skills by Consuming marked targets scattered throughout New York Zero. Abilities improve Heller's Power and unlock new ways to use them.

MUTATIONS: Unlock and apply Mutations to customize Heller. Mutations are categorized as Offensive, Defensive, Locomotion, Predator and Power Specialist.

***RADNET:** If you have purchased access to RADNET content, check here for updated content information including your current standing on the Leaderboards.

GAMEPLAY




NAVIGATION: Text at the bottom of the screen shows your active Mission Objective. A corresponding icon marks your objective's location.



MINI-MAP: All important nearby targets appear on the mini-map. Potential enemies show up as small icons. The icon's color is dependent on the enemy's state.

White: The enemy is unaware of your true identity.

Yellow: The enemy is becoming suspicious of your actions.


Red: The military has identified you as a threat and they will attack.

POWER WHEEL: Using the Power Wheel, you can assign two Powers at once to buttons on the controller. Hold  to bring up the Power Wheel. Select a Power with the left stick, then press  or  to assign it to that button.

FIREARMS: Heller can use any weapon that he finds in the world. Press  to pick up weapons and  to fire.

NEW GAME+: Completing the game unlocks the New Game+ mode, allowing you to replay the entire game with all of the Powers and Abilities you acquired during your previous playthrough.

FREE ROAM MODE

//BLACKNET TERMINALS: //BLACKNET is Blackwatch's secure encrypted network. Heller can unlock side missions by shapeshifting into a Gentek or military form and pressing  at any Terminal. Completing these missions unlocks valuable upgrades.

COLLECTIBLES:

Lairs: Underground breeding pits for the Infected that contain various rewards and upgrades.

BlackBoxes: Blackwatch troopers carry audio recorders. Locate their bodies in order to uncover more information regarding Blackwatch and Gentek.

Field Ops: Special units consisting of Blackwatch troopers and Gentek scientists.

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Note: Please do not contact Customer Support for hints/codes/cheats.

Internet: <http://www.activision.com/support>

Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, please contact us at the phone number below.

Note: All support is handled in English only.

Phone: (800) 225-6588

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