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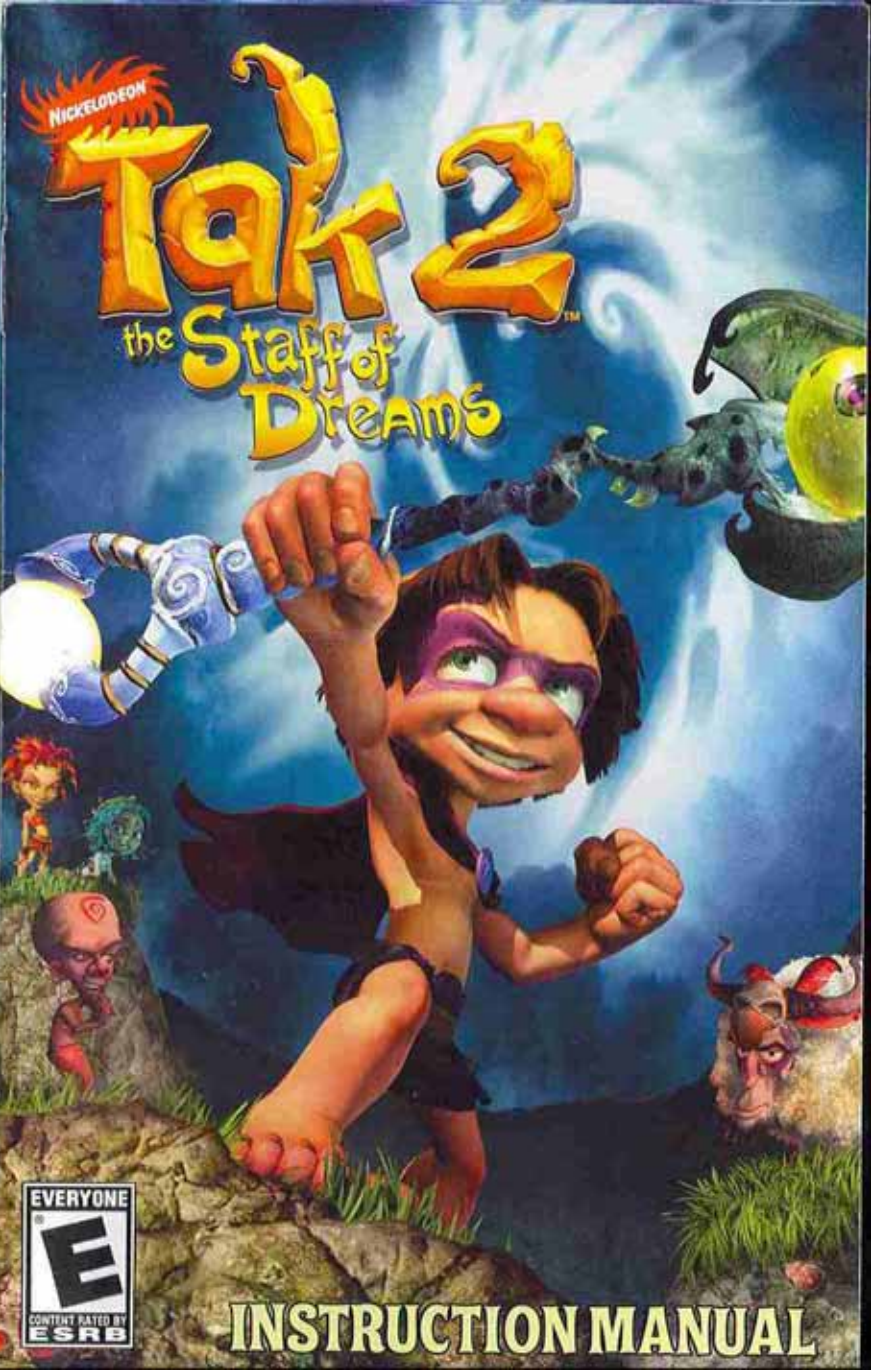


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PlayStation 2



INSTRUCTION MANUAL



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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 trigger 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 rest 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.

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GETTING STARTED*



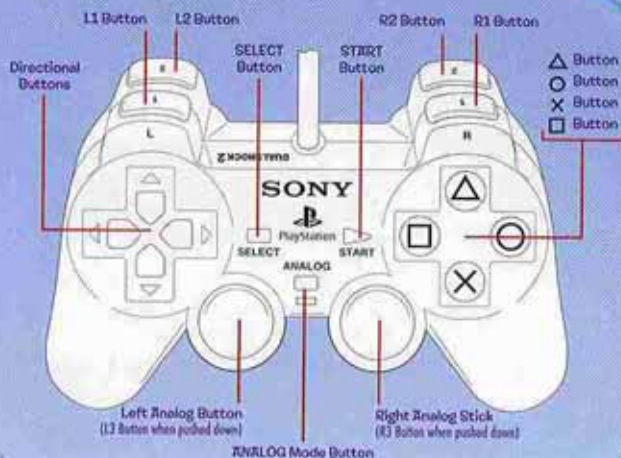
* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

2 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 **Tak 2: The Staff of Dreams** 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 (8MB)(for PlayStation®2) or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS



- 3
- left analog stick Move Tak
 - right analog stick Control camera
 - X button Jump
 - △ button Throw
 - button Use item
 - ◻ button Use tools
 - R1 button Use Juju
 - R2 button Toggle tools
 - L1 button Use Juju
 - L2 button Ready Jibolba flea
 - ▶ button Pause Menu

DREAM A LITTLE DREAM


Being an apprentice shaman isn't all tikis and temples, you know. There's danger, excitement and on occasion a chicken suit or two. Just ask Tak. Lately, the shaman's apprentice has been having these really weird dreams. In one of them, he's visited by a creature calling himself the Dream Juju who explains that there's a princess being held captive in a dark tower where monsters feed on her dreams. The Dream Juju asks Tak to rescue the princess and he sets out to do just that, but it turns out that nothing is as it appears to be!

The boundaries between the real world and the dream world are breaking down! The Staff of Dreams has been broken in half and stolen from the Dream Guardian causing rifts to open up and leak nightmare creatures into the real world. Who could be wicked enough to dream up a plot like this? It falls to Tak to seal the dream rifts, unite the halves of the Staff of Dreams and put a stop to this evil plan.

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BEGINNING A NEW GAME

After the power is turned on, the corporate logos, legal and title screens will appear. Press the  button to access the Main Menu screen. The Main Menu choices are listed below.

New Adventure

Begin a new adventure with this menu selection.

Dinky Games

This menu choice takes you to the Dinky Temple where you can play a number of one or two-player mini-games.

Load Game

Choose this option to begin playing a previously saved game at the point where you left off.


Extras

This menu allows you to access extras you've unlocked during the course of the game.

Options

Choose this menu item to adjust sound, music and vibration settings.

The Pause Menu

Press the  button to access the Pause Menu at any point during the game. The Pause Menu displays the following options: Continue, Quit, Save Game, Control Information, Options and Juju Potions.

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JUJU POWERS

Well, my young apprentice, you've certainly got your work cut out for you. It's a good thing you've spent the past few months honing your new Juju abilities. You have been honing them, right? I'd hate to think that you were slacking off, what with all this dream nonsense going on and your village in mortal peril. Well, let's take a moment to review your powers, shall we?

Mana

Mana is the magical energy which represents how much favor a shaman has earned from the Juju gods. This energy can be replenished by collecting feathers or the mana spheres found only in the dream worlds. Mana fuels your Juju abilities. Use it to transform into different animals, perform powerful Juju spells, power up weapons and execute Juju-enhanced moves.

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Mana



Keep an eye on this meter to monitor your health.

Animal Morphing

Here's one of the great perks of being a shaman's apprentice. As the game progresses, you gain the ability to transform into different animals for a limited time. Animal transformation lets you take on the likeness of a particular animal and exhibit special moves unique to that animal. In order to transform, find an animal totem and press the button. You'll remain in that form until your mana runs out, or you can press the button again to morph back into your old self immediately.

Jibolba's Bite

Jibolba may be something of a crusty, old shaman but he's still got a few tricks up his sleeve. He's morphed into a flea, becoming (drum-roll please) Flea-bolba. Why a flea you ask? Well, his tiny size means he can hitch a ride on Tak and avoid all that tiresome walking on the long journey ahead. But wait, that's not the best part. You can launch Flea-bolba at animals and he'll bite them, affecting their behavior in ways that'll benefit you. Press the button to ready Flea-bolba and use the left analog stick to aim. Press the button to launch him. After he lands on the target animal, use the button to make him bite, or the button to put the animal to sleep.

Juju Potions

Break out your cauldron! It's potion time. Potions are the key to unlocking all sorts of secrets, characters and even mini-games. Press the button to access the Pause Menu and then select Juju Potions. To make a potion you'll need two basic elements: ingredients and recipes. Ingredients can be found all around you on your journey. The three basic categories of ingredients are:

Bugs



Crystals



Fruits



Recipes will show you how to combine the ingredients you've collected.



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ITEMS

The items below will help to make your quest a little easier. Sadly, no chicken suit this time around. But who needs suits when you've got morphing ability?

Tools



Thwark: You begin the game with this trusty weapon, a must have for any shaman's apprentice. Composed of a deer antler tied to the end of a stick, the thwark serves to fend off any Woodies or nightmare creatures lurking about.

Bolas: A bola is made up of three magical stones connected by a Juju enhanced rope. They're great for binding enemies for a short while and you can also use them to grapple across gaps.



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The Dream Shaker: This powerful artifact is actually one half of the Staff of Dreams. Like the thwark, it can be used to defeat nightmare creatures but in addition it has several magical properties. The Dream Shaker can seal dream rifts and also allows you to cast powerful Juju spells.

Collectibles

Feathers: Magical feathers are scattered throughout the daytime worlds. Collect them to restore health and mana.



Mana Spheres: Found in the dream worlds, mana spheres also replenish health and mana.

Tiki Totems: Keep an eye out for tiki totems in the daytime worlds. They can be placed into shrines to summon powerful Juju spirits willing to help you on your adventure.



DINKY GAMES

Welcome to the Dinky Temple, where your host Dinky Juju invites you to take part in a rousing round of mini-games! A select number of mini-games will be available at the start of play, but you'll have to unlock additional games by mixing certain Juju potions or collecting various pickups found throughout the levels of the single-player adventure. There are three modes of play in the mini-game temple.

One-Player Mode

First, choose the number of games in the challenge. Your ultimate goal is to reach the top of the temple and you climb up one level each time you win a game. If you reach the top of the temple, Dinky Juju will reward you by booting you into the winner's zone. If you run out of turns before reaching the top, Dinky Juju sends you off to hang your head in shame.

Two-Player Mode

Similar to one-player mode, Player 1 will select the number of levels in the challenge. Two-player mini-games are randomly selected and both players compete to reach the top of the temple. The player who arrives first wins.

Free Play Mode

In this mode the Dinky Temple is just a backdrop. Simply select the game of your choice from a list of one or two-player mini-games and play.

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ANIMALS

Learning to interact with the animals in your world is crucial to your training as a shaman's apprentice. Here are a few hints to help you get started.

Bear

The thing to keep in mind about bears is that they love honey. Often they're seen lying on their backs beneath trees with their mouths open to catch the honey dripping from a beehive nestled among the branches. In this position their large bellies make excellent trampolines. Just don't bounce on a bear too many times, he might get angry!



Beaver

Beavers are known to be busy and industrious creatures. They're always chewing up logs or knocking down trees in their tireless pursuit of dam building. But even beavers need rest sometimes. If you happen to come across one sunning himself and sleeping peacefully, be assured that it's a well-deserved nap. Nonetheless, if you need help from a sleeping beaver, Jibolba's bite is the perfect way to wake him.



Bees

For the most part bees keep to themselves, buzzing busily around their hives. But if you bother them, they'll form a swarm to chase you away. That doesn't sound so good, but if you're clever there may be a way to use an angry swarm of bees to your advantage. Try luring them in the direction of a lurking gator.



Frog

Frogs are always on the lookout for bugs to eat! It's a good idea to keep Jibolba out of range of their sticky tongues.



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Gator

Gators are the terror of the swamps. They lurk just beneath the water's surface waiting to emerge and snag any unsuspecting creature for dinner. Don't let that unsuspecting creature be you! Gators do have a weakness, though; they're easily distracted by other foods and swarms of bees.



Skunk

Face it, skunks are stinky. It's basically their purpose in life. They're also pretty shy and will generally keep out of your way. If you're quick you may be able to catch one and have him spray you with skunk stink. That might not be your idea of a good time, but sometimes being stinky has its privileges. It's a great way to scare off other animals.



Squirrel

If gators are the terror of the swamps, then squirrels are the terror of the trees. Mr. Squirrel loves to hurl acorns at you and any other creatures from his perch among the tree branches. If Jibolba bites him, he'll throw a storm of acorns at whatever is closest to him. Hmmm, is that giving you any ideas?



Wild Boar

A territorial animal by nature, the boar likes to charge at anything that gets too close. Look out, he's pretty fierce. He does, however, have a sensitive nose. Distract him with a bit of skunk stink and you may be able to ride his back for a while.



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THE JUJU WHO'S WHO



Tak

Tak is back! He's a little older and maybe just a bit wiser, but he's still got a lot to learn before he can become a full-fledged shaman. Tak has spent the time since his last big adventure honing his Juju skills and he's added several new abilities to his repertoire. He'll need all of the Juju he can muster if he plans to seal up the dream rifts and thwart evil again.

Jibolba

Jibolba is the shaman of the Pupanunu village as well as Tak's wizened old mentor. He may be a bit forgetful every now and then, but the villagers still depend on him for his wisdom and guidance.

He's also transformed himself into a flea so that he can travel easily at Tak's side... or is that on Tak's side?

JB

JB is Jibolba's brother and an expert when it comes to dreams. He's a bit out of touch with reality given his dedication to the study of dream worlds.

Even so, his expertise is extremely helpful to Tak as the young shaman's apprentice battles nightmare creatures and seals off dream rifts.

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Lok

Once thought to be the "chosen one" among Tak's people, Lok is an older apprentice shaman whose constant attempts to prove his worthiness wind up landing him in need of rescue.

Flora

Flora is a good friend of Tak's and a junior Juju goddess in her own right. She was full of helpful tips for Tak during his first adventure and now she returns to help him on his latest journey.

Fauna

While Flora is polite and helpful, her twin sister, Fauna is definitely the wild child in the family. Fauna is a bit of a trickster and maybe not the most trustworthy ally. Together, Flora and Fauna bring new meaning to the phrase "sibling rivalry."



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Moon Juju

The kind and benevolent Moon Juju watches over the Pupanunu tribe. She's beautiful, wise and somewhat mysterious. Unlike the other Juju gods, however, she takes a genuine interest in the ordinary people of the village and has been known to intervene whenever someone is in trouble.



Belly Juju

Belly Juju has a few issues. First off, there's the creepy face painted on his stomach. Second, he likes to make the face talk by using his hands to move his stomach flab around. Well, I guess that's what happens when your head goes completely crazy and it's up to your stomach to do the talking and the thinking. Needless to say, with his stomach in charge, Belly Juju is always hungry.



Caged Juju

No one is quite sure why Caged Juju is in a cage. Is it to protect him from us or maybe the other way around? If he is dangerous you wouldn't know it to hear him speak. He's quite the eloquent fellow, with his dry wit and careful diction—maybe a little too eloquent. Don't get too close to those bars!



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Dinky Juju

Don't call him cute! Dinky Juju would rather be feared than loved. He wants to be respected as tough and ruthless, but it's pretty hard to take him seriously in that tiny, adorable body of his—even when he's throwing a wee temper tantrum. Dinky Juju hosts the mini-games at the Dinky Temple.



Dream Juju

Who is this mysterious newcomer? Why hasn't Jibolba heard of him before? Maybe JB, our resident dream expert can shed some light on this puzzling Juju spirit.



Dead Juju

Being dead ain't easy. In fact, it's downright lonely. That's why Dead Juju is starved for attention. That's not so bad. Everyone needs a little attention now and then, but Dead Juju just doesn't know when to quit. He's kind of like that obnoxious friend who talks real loud and hangs out on your couch all the time and puts his smelly feet on your coffee table and eats the last of your potato chips and hogs the remote control. You know what I mean?



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Mindreader Juju

Mindreader Juju has vast psychic powers that allow him to look deep into the minds of others. He would probably start his own 900-number psychic hotline if there were phones in Tak's world. But like most psychics you see on TV, he's kind of a quack. I wouldn't ask him to guess the winning lottery numbers if I were you.

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The Giant Misunderstanding

Giant is right! All you can see of him are his two huge feet. His body reaches far beyond the sky. Be careful when you approach him. You wouldn't want him to accidentally step on you!

Woodies

Woodies are made of bits of wood and vine that have been animated by magic. Long ago they were created by a tribe that lived alongside the Pupanunu in order to assist them with their daily work. The

Woodies eventually turned on their masters and drove them out of their village. Today they lurk in the wilderness stalking travelers and unsuspecting shaman's apprentices.



Nightmare Creatures

Nightmare creatures are made from the stuff of dreams. They inhabit the dream worlds, and

eventually begin spilling out into reality through dream rifts. They come in various shapes and sizes, but no matter what they look like, one thing is certain: they're out to get you!



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SAVING & LOADING

You may save your game at any time by using the Save Game option on the Pause Menu. To save your game, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of the console before starting play. You select from any of three save slots to either load or save games. You can play your saved games from the same memory card (8MB) (for PlayStation®2) or from any memory card (8MB) (for PlayStation®2) with previously saved **Tak 2: The Staff of Dreams** games. Select Load Games from the Main Menu to continue where you left off.

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