Jak and Daxter return in a new adventure with a high-octane twist. A crime lord’s death brings them to Kras City, where his final wish puts them behind the wheel and in a race for their lives...

- High-speed Combat Racing gameplay blended with an epic storyline and trademark Jak and Daxter humour
- Over 30 varied race locations, fully customisable vehicles and more than 100 game tasks
- Take on friends in 2 player split-screen competitions and 6 player online battles

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Precautions

- This disc contains software for the PlayStation2 computer entertainment system. Never use this disc on any other system, as it could damage it. This disc conforms to PlayStation2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation2.
- Read the PlayStation2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation2, always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undiagnosed epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately if you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

PIRACY

The unauthorized reproduction of all or any game part of this product and the unauthorized use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorized copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

Pan European Games Information (PEGI) Age-Rating System

The PEGI age-ratings system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Combining two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

3 7+ 12+ 16+ 18+

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age rating of the game reflects the intensity of this content. The icons are:

- VIOLENCE
- BAD LANGUAGE
- FEAR
- SEXUAL CONTENT
- DRUGS
- DISCRIMINATION

For further information visit http://www.pegi.info
TONIGHT, ON DREADZONE!

D - R - EAD - the toughest show on your HV - It's... DREADZONE!

"That's right folks; you're watching the greatest holovision show the universe has ever known, with me, Dallas."

"And me, Juanita. We're coming to you live from Gleeman Vox's DreadZone in the Shadow Sector; it's the ONLY place where heroes battle to the death before your very eyes! What have you got for us tonight, Dallas?"

"Well, Juanita, tonight, we've got a brand new competitor who'll blow you away! I'm told he's saved the universe three times already, but that's all in the past now, because on this very show we're going to see Ratchet make his gladiatorial debut!"

"Ratchet?"

"Yes, Ratchet. He comes highly recommended; if you don't know him already you soon will, I'm telling you."

"We trust you, Dallas. But can Ratchet overcome the challenges of DreadZone, or will he end up just another scar on the turf of Catacom Four?"

"That's a good question, Juanita, and the only way to find out is by joining us tonight... here, live on DreadZone!"

SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Check that the I/RESET indicator on the front of the console is lit up red. Press the I/RESET button and the I/RESET indicator will light up green.

Press the button on the console front to open the disc cover and place the RATCHET™: GLADIATOR disc in the disc holder with the label side facing upwards. Press lightly until the disc clicks into place. Close the disc cover by pressing firmly until you hear a click. RATCHET™: GLADIATOR will then commence loading. It is advised that you do not insert or remove accessories once the power is on.

The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

Owners of SCPH-30000 and SCPH-50000 series PlayStation®2 consoles should refer to the setup instructions supplied with the console.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

PLEASE NOTE: Throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCP-H-10020 E). Memory Cards (SCP-H-1020 E) designed for use with PlayStation format software are not compatible with this game.

RATCHET™: GLADIATOR uses an Auto-Save feature to save Single Player game progress and settings, Network Configuration data and online profiles. Select "New Game" from the Main Menu to access the Save Files Screen. An on-screen message will be displayed prompting you to create a Save File which will be stored to a Memory Card inserted into MEMORY CARD slot 1. Press the button to create the Save File. Do not remove the Memory Card while auto-saving. Make sure there is enough free space on your Memory Card before commencing play.

You can load previously saved RATCHET™: GLADIATOR game data from the same Memory Card or any Memory Card containing previously saved data.

A Memory Card is required to play RATCHET™: GLADIATOR online. Before playing online, a valid "Your Network Configuration File" must be saved to Memory Card using either the Network Access Disc or the RATCHET™: GLADIATOR Network Configuration utility.

To make a manual save, select "Options" from the Pause Menu and then select "Save".
USING A MULTITAP (FOR PLAYSTATION®2)

NOTE: In this manual, the term “Multitap” is used to describe the Multitap (for PlayStation®2) - (product code SCPH-10090E). This product does not support the Multitap - (product code SCPH-1070 E) designed for use with PlayStations® and PlayStation® (PS one®) format software.

RATCHET™: GLADIATOR automatically detects the number of controllers inserted into the console. A Multitap should be inserted into controller port 1 of the console, and a controller into controller port 1-A of the Multitap. Any other controllers should be inserted sequentially into controller port 1-B, controller port 1-C etc.

NETWORK ADAPTOR (ETHERNET) (FOR PLAYSTATION®2)

Owners of SCPH-30000 and SCPH-50000 series PlayStation®2 consoles will additionally require a Network Adaptor (Ethernet) (for PlayStation®2) to play online. Install the Network Adaptor (Ethernet) (for PlayStation®2) into your console according to the instructions in its instruction manual.

CAUTION: Ensure your console is switched off and that you have disconnected the AC power cable before adding any network equipment to the console.

NOTE: RATCHET™: GLADIATOR must be played over a Broadband Internet connection.

SETTING UP THE USB HEADSET (FOR PLAYSTATION®2)

The USB Headset (for PlayStation®2) allows you to talk with other online players.

Insert the USB connector of the USB Headset (for PlayStation®2) into either USB connector on the front of the console with the USB symbol facing upwards.

NOTE: RATCHET™: GLADIATOR also supports the SOCOM Headset.

DIRECTIONAL BUTTONS — MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the left analog stick unless stated otherwise. In order to use the left and right analog sticks, the Analog Controller (DUALSHOCK®2) must be in analog mode (indicator: red).

NOTE: RATCHET™: GLADIATOR does not support the digital controller.

USING MENU SCREENS

Press ↑, ↓, ← or → to highlight options then press the ○ button to confirm. You can also press the ▼ button to skip cutscenes.

GETTING STARTED

Following a short introductory movie, the Title Screen will be displayed. Press the button to access the Main Menu.

MAIN MENU

Press ↑ or ↓ to select one of the following Main Menu options and press the ○ button to confirm:

SINGLE PLAYER

This is where legends are made! The greatest names in DreadZone are lone wolves who possess the skills, cunning, and firepower to take on an army... and win. We'll let you take a couple of combat bots into the field as back up, but for the most part, you're on your own.

"By overcoming our challenges and taking on all comers, you'll eventually earn the right to fight your fellow Exterminators in the no-holds-barred, uncensored, unrivalled tournaments for which DreadZone is known!"

COOPERATIVE PLAY

Teams of two gladiators can compete in the DreadZone tournament, working together to take on the same challenges that a single contestant would face. However, a team cannot be further assisted by combat bots or other independently-targeted weapons systems. It wouldn't be fair otherwise, right?

MULTIPLAYER

"You can also take on your friends and fellow gladiators in one of DreadZone's battlegrounds. There are many games to choose from, whether they're straight-up death matches or competitive battles to capture territory. These are some of the most popular events on DreadZone, but as they're set outside of the tournament's usual hierarchy, it won't get you any closer to the top."
GAME SETTINGS
Press ↑ or ↓ to highlight one of the following settings and press ← or → to adjust:

Sound
Subtitles
Music Volume
Effects Volume
Dialogue Volume
16:9 (Widescreen)
Help Text
Select Stereo or Mono.
Toggle subtitles on or off.
Increase or decrease the volume of music.
Increase or decrease the volume of in-game effects.
Adjust the volume of in-game dialogue.
Toggle the widescreen aspect ratio on or off.
Toggle in-game help text on or off.

LANGUAGE
Select an alternative language. Choose from English, French, German, Italian or Spanish.

NOTE: The Single Player, Cooperative Play and Multiplayer modes are explained in detail later in this manual.

STARTING A NEW SINGLE PLAYER GAME

After selecting Single Player choose New Game. When asked if you would like to create a RATCHET™: GLADIATOR save file, choose Yes, select an empty slot, and press the ◄ button. You can also choose from a variety of game difficulty levels which range from "Couch Potato" all the way up to "Exterminator". Up to four RATCHET™: GLADIATOR saved games can be kept on a single Memory Card.

AUTO SAVE

As you play, a special Save icon will be displayed on screen indicating that progress is being saved automatically. While the icon is on screen, DO NOT remove the Memory Card or turn off your console.

MANUAL SAVE

If the Memory Card is removed or replaced, the Auto-Save function will be disabled until a manual save has been performed. To perform a manual save, access the Save option located on the Options Menu. You can access the Options Menu by pressing the ◄ button to display the Pause Menu, then choosing Options.

LOADING A SAVED GAME

Select Single Player from the Main Menu, then select Load, and choose a save file. You can also load previously saved games during play using the Options Menu.

STARTING A NEW COOPERATIVE PLAY GAME

Select Cooperative Play from the Main Menu and choose New Game. When asked if you would like to create a save file, choose Yes, select an empty slot and press the ◄ button.

NOTE: A Cooperative Play game unfolds much like a Single Player game, complete with both auto and manual saves. Cooperative Play and Single Player games create compatible save files, so you can change one type of game to the other before loading a save file. If you get halfway through Single Player mode and you want to bring a friend along, you can; likewise, you can opt to load a Cooperative Play save in Single Player mode.

THE SINGLE PLAYER GAME SCREEN

Current Weapon
Weapon Quick Select
Experience Bar
Bot Control Menu

Ammo Total
Nanotech Bar
Current Bolt Total
Current Radar
Objective
Radar
Objective Pointer

CONTROLS

L2 - BUTTON
L1 - BUTTON
R2 - BUTTON
R1 - BUTTON
△ - BUTTON
□ - BUTTON
△ - BUTTON
R2 - BUTTON
L2 - BUTTON
L1 - BUTTON
R1 - BUTTON
□ - BUTTON
△ - BUTTON
RIGHT ANALOG STICK
LEFT ANALOG STICK
ANALOG MODE BUTTON
USING THE DIRECTIONAL BUTTONS

The ↑, ↓, ← and → directional buttons can be used to issue certain context-sensitive commands. In Single Player mode, you press the directional buttons to issue commands to your combat bots. You can issue these commands either during gameplay, or while the Quick Select Menu is open.

In Cooperative Play, the directional buttons are pressed to select your gadgets, such as the EMP and Hacker Ray.

In Multiplayer mode, the directional buttons are used to vote on node upgrades. More information on Multiplayer mode features can be found later in this manual.

VEHICLE CONTROLS

There are four different types of vehicle, each with their own controls, attributes, strengths and weaknesses.

NOTE: In some missions, Ratchet will be unable to exit a vehicle until the mission is completed.

LANDSTALKER

left analog stick
Move
right analog stick
Aim / Pitch
X button
Jump
A button
Enter / Exit Vehicle
O button or R1 button
Fire
L1 button

left or right analog stick
Aim (passenger)
O button or R1 button (hold to charge, release to fire)
Fire Missiles (passenger)
R2 button or L2 button
Strafe Jump

HOVERBIKE

left analog stick
Move Forward / Backward and Strafe Left / Right
right analog stick
Turn
O button or R1 button
Fire
O button or L1 button
Jump
A button
Enter / Exit Vehicle

PUMA

right analog stick
Turn
left analog stick
Accelerate
left analog stick ↓
Brake / Reverse
O button or R1 button
Fire Guns
L1 button
Fire Mortar (Single Player)
L1 button
Switch to Passenger Seat (Cooperative/Multiplayer Play, when alone in a vehicle)
O button
Enter / Exit Vehicle
left or right analog stick
Aim (passenger, Cooperative/Multiplayer Play)
O button or R1 button
Fire (passenger, Cooperative/Multiplayer Play)
HOVERSHP

left analog stick
Move Forward / Backward and Strafe Left / Right

right analog stick ↑
Turn

@ button or A1 button
Fire

@ button or A2 button
Ascend

× button or L2 button
Descend

A button
Enter / Exit Vehicle

L1 button
Switch to Passenger Seat (Co-operative / Multiplayer - Play, when alone in a vehicle)

L1 button
Fire Missiles (Single Player)

right or left analog stick
Aim (passenger)

A1 button (hold to charge / release to fire)
Fire Missiles (passenger, Co-operative Play – passenger must have an enemy in sight to fire)

NOTE: In order to exit the Hovership, the ship must be docked on a launch pad.

TEAM DARKSTAR

On this programme, some of the greatest heroes and soldiers in the universe must slog through the meanest, dirtiest challenges that our trained sadists can dish out. The Shadow Sector is home to some of the most dangerous places in the universe, and we'll be taking you on a tour of them. If you can survive, you'll be a legend among the legendary, a hero even to the villains of the Sector. If you fail... well, frankly, we make a lot of money.

Yep, that's what we're calling you Mr. Ratchet, plus of course Merc and Green, those two shopping trolleys – I mean combat bots – you've picked up.

Plus you've got your two "behind the scenes" guys... let's keep them that way, eh? They're not exactly photogenic.

NOTE: In order to exit the Hovership, the ship must be docked on a launch pad.

WELCOME TO DREADZONE!

You may think you've seen some action before, but we promise you that you haven't seen anything yet! We've been providing distinctly unpleasant surprises to heroes just like you for more than four seasons now, and with the ratings still on the up there's no end in sight!

Over four trillion life forms from all over the Shadow Sector watch DreadZone, the show born from the fertile mind of our leader, producer, president, and good friend Gleeman Vox, as he watched the news one day. "What if," Vox thought, "these interplanetary heroes that I hear so much about could be coerced into risking their lives, not for such tawdry concepts as freedom, justice, or universal survival, but for cold hard Bolts and the entertainment of billions?"

A few phone calls later, DreadZone was born.

CLANK

Your mission controller for DreadZone, Clank is in charge of gathering intelligence and sorting out the information you collect while you're in the fray.

AL

Your friend Al is also on hand to help out. He'll be in charge of upgrading and remodelling your combat bots.
FILMED ON LOCATION

"DreadZone is filmed – live! – all across the Shadow Sector. This is the place to be if you're a wanted criminal, psychotic madman or dangerous thug. Situated at the fringes of the explored galaxy, no organised law enforcement agency in the known universe is dumb enough to poke its head in here."

"As you progress through the challenges of DreadZone, you'll eventually earn the right to showcase your skills in newer, tougher battlegrounds."

THE CONTAINMENT AREA

Your base of operations is the Containment Area within the DreadZone Arena. Here, you'll be able to rest, confer with your colleagues Clank and Al, tune up your combat bots and use the automated vendors.

THE DREADZONE ARENA TOURNAMENTS

"Within the DreadZone Arena itself, we often hold special tournaments for our most qualified gladiators. Earn enough points and medals and we'll let you take part in contests of grit, skill, effort, and – of course – completely gratuitous bloodshed. If you need some extra Bolts or you're interested in some special prizes, look no further! You'll just have to watch out for the Exterminators who frequent the Tournaments – they don't like to lose."

PLANETS

Every episode of DreadZone is filmed on a different planet, and you'll have to qualify to get to each new location. When you're told you can travel to the next locale or if you wish to revisit a location to earn some extra stuff, hit the button to go to the Pause Menu and pick Planets. From here, you can journey to any worlds that you've unlocked, and compete in the Campaign Challenges or Optional Dread Challenges that are available there. You can also get an at-a-glance look at what requirements are needed to compete in future challenges and episodes of the show.

CHALLENGES

There are a variety of competitions on DreadZone, from straight-up combat to Hoverbike racing. Whether it's a life-or-death struggle with one of the Exterminators or a mad quest for survival in an alien world, choose your favourite in the Challenges menu.

Campaign Challenges are the show's main attraction. When you win one of these, you earn the Dread Points you need to proceed, along with some handy gadgets. More importantly, you'll win valuable medals and with enough of these, you'll earn the right to take on the Exterminators, advance to exciting new Planets and eventually face off against the greatest gladiator of them all, Ace Hardlight!

"Put my picture up on your wall kid, one day you may just get your wish to fight me for the championship. Then I'll make you wish you'd never been born..."

DreadZone Challenges are optional, but you'll need to go on a few of these to progress through the ranks and earn enough Dread Points to unlock new Tournaments and Planets.

"Campaign and DreadZone Challenges can be completed on one of five different difficulty levels. The harder the challenge, the more Glamour Stars you'll earn. Earn enough Glamour Stars and we'll give you a new look! Yep, reality HV might have come a long way since the early days, but the viewers still love a good makeover."

SKILL POINTS

You can earn Skill Points by taking on some of the fiercest challenges that DreadZone has to offer. Only the greatest gladiators can overcome these trials and see some of the arena's most closely guarded secrets.
COMBAT BOTS

The DreadZone is no place to go it alone, and your friends Clank and AI are nowhere near combat-ready. Now, we don't want you sniffing it straight away (where's the fun in that?), so to maximise your potential we've hooked you up with a couple of solid, albeit used, combat bots. Meet Merc and Green.*

These two rust buckets will provide you with everything you need to survive in the heat of battle. They'll admit, but they're solid models, and you should have no problems with them. (That burning-insulation smell they have is a design feature. They're fine. Really. They're supposed to smoke like that.)

Take it from me, when you're out in the field, your bots are your best buddies, always ready to back you up with blasters or gadgets. They're quirky, but take care of them and they'll take care of you.**

You can issue commands to your bots with the ↑, ↓, ← and → directional buttons. Under ordinary circumstances, you'll only have one command: Regroup; issued by pressing the ↓ directional button. Issue the Regroup order to bring the bots back to your side in the heat of battle.

You can also press the ↓ directional button for automatic field repairs if a bot is destroyed by enemy fire. Your bot will be as good as new in a matter of seconds.

Your other bot commands are context-sensitive and become available as you need them. Some bot abilities must be obtained from AI before they can be utilised, however.

EMP:
Press the ← directional button. One of your bots will launch an electromagnetic pulse, disabling an enemy's shields or shutting down an electrical device.

Shield Link:
Press the → directional button. One bot will place a short-lived but durable force field around the other, protecting it from enemy fire.

Capture Node:
Press the → directional button. One of your bots will break off from the fight and rush to activate a node. Be sure to give it some cover fire.

Hack:
Press the directional button → to activate the Hacker Ray. Your bots will use this handy gadget to reprogram distant computers or seize control of certain nodes.

Bot Grind Cable:
This handy spool of glamourised wire is made to be used with the Grindboots. To cross an inconvenient chasm, have your bots fire a Grind Cable to the other side, then slide down it with the Grindboots.

Ravager:
The ultimate bot attack. As your bots take damage, a meter inside the bot command menu fills up. Once it is full, the Ravager command becomes active. Press the ↑ directional button and watch the enemies drop dead.

To customise your combat bots, see AI in the Containment Area. He'll be all too willing to provide your bots with new paint jobs, new parts, heads, weapons and ability upgrades.

NOTE: Many of the bot gadgets can also be used by living contestants. In Cooperative Play, you can equip a bot gadget using the directional buttons.

*Gleeman Vox is immune to persecution in the event that you accidentally destroy him. Terra Vox Industries products kill, harm, mutilate or otherwise inconvenience you in any way, shape or form. Batteries not included. Replacement parts sold separately. Some assembly required.

PAUSE MENU

Pause? Listen; if you stop fighting, it's bad holovision. We hate bad holovision, and since you're wearing a Deadlock collar and thus we decide whether you live or die, you hate bad holovision too. Still if you really have to do it, press the button during a game to bring up the Pause Menu. But hurry up, the audience isn't going to cheer for itself!

Weapons
Check out your current ammo supply, modify your guns for maximum efficiency, and read the testimonials of Vox Industries' other satisfied customers.

Challenges
New challenges are displayed on this screen. You can opt to abandon your present challenge on a given planet in favour of the other challenges on this menu.

Planets
DreadZone is an interplanetary programme, with shows set all over the Shadow Sector. When you want to explore a new planet, catch a Terra Vox Airlines flight straight there.

Equipment
Check on the equipment you've acquired or won on this screen.

Help
Access a help log and an at-a-glance summary of Ratchet's move list.
Options
On this screen, you can change game settings and control settings, quit, save or load your game.

Extras
This screen contains a host of additional bits and pieces, including access to your present stats, skins, previously viewed movies, and any cheats you’ve unlocked. You can also use your Glamour Stars to purchase additional skins for Single Player or Cooperative Play modes.

Back
Get back to the action.

UPGRADES

Before you’re thrown out on the battlefield, perhaps you should take a moment to get friendly with your equipment. We’ve provided some brand new hardware; let’s take a look.

NANOTECH HEALTH UPGRADES

That arena’s a dangerous place, Dallas. Any unprotected gladiator will be mincemeat in seconds, unless he’s fast, lucky, and careful.

True. And if you were any of those things, Mr. Ratchet, we wouldn’t have caught you in the first place. Instead, we’ve equipped you with our patented Deadlock™ armour, as well as a healthy dose of medical nanotechnology. When you’re injured, the nanobots in your bloodstream will snap to work, mending your wounds and keeping you fighting fit right up until the moment you drop dead. All the competitors in DreadZone have a full load of these nanobots in their systems; it protects our investments, and lets gladiators lose a spectacular amount of blood before they succumb to their injuries! Amazing.

When a competitor receives a fatal injury, whether they’re an organic or robotic gladiator, the nanobots in their system start looking for a new host. That’s your incentive; the more enemies you destroy, the quicker you’ll get more and better nanotechnology in your system, and the more maximum health you can sustain. Your armour’s “Heads-Up Display” (useful information that is displayed on-screen) will inform you when your nanotech’s maximum level has increased.

WEAPON UPGRADES

In a selfish attempt to keep you alive until the first commercial break, we’ve provided some of Vox Industries’ most popular methods of personal protection... in exchange for a modest fee that’ll be deducted from your share of any royalties. Just remember, on DreadZone, it’s not how you win, it’s how much the audience likes seeing you win!

WEAPON MODS

While some of our competitors may frown upon the use of certain “gratuitous” weapon modifications, we at Vox Industries encourage and respect such innovation.

A mod is a specially built piece of hardware that gives additional qualities or abilities to the weapon they are equipped to. We’re proud to say that we’ve licensed some of the best mods on the black market today. Our mods come in two varieties, Omega and Alpha, of which there are eight each. Here are a few samples:

OMEGA MODS

Operating on the philosophy that there’s no such thing as overkill, Omega Mods add a variety of secondary abilities to your weapon’s fire mode. You can equip one of these on a weapon at a time, and they can be purchased at any DreadZone vendor. Once you own an Omega Mod, you can equip it simultaneously on all weapons that it is compatible with.

Acid:
One of my favourites. This Omega Mod adds a little bit of extra oomph to your weapon’s shots, and by “oomph,” I mean “incredibly caustic industrial solvents.”

Napalm:
This one’s a crowd pleaser! Install the Napalm Omega Mod, and each shot from your weapon will have a little extra fire.
**Shock:**

You fight a lot of robots in DreadZone — they're cheap and don't join trade unions, what can I say — and this Omega Mod is perfect against them. With it installed, your weapon's fire carries a significant static charge. Light up their lives, kid!

---

**ALPHA MODS**

These are less spectacular than Omega Mods, but no less useful. Alpha Mods can upgrade your weapon's abilities, like providing an auto-aim function or increasing the size of the magazine.

You can equip one Alpha Mod on a given weapon initially, and every time your weapon upgrades, you’ll be able to place an additional mod on it. Each weapon, once it is fully upgraded, can hold up to ten Alpha Mods.

Unlike Omega Mods, if you want to add an Alpha Mod to more than one gun, you'll need to acquire more than one Alpha Mod of that type.

---

**Ammo:**

This will increase the size of the weapon's magazine, and thus how much ammo you can have.

**Speed:**

Does your gun fire too slowly? Put on a Speed Mod to accelerate its rate of fire.

**Impact:**

Your weapon gets some extra stopping power, halting enemies in their tracks or knocking them backward.

---

**MOD INSTALLATION**

It couldn't be easier to install your new mods! We've assembled some reading material for you on each weapon, which I'm sure you'll find inspiring. From the Pause Menu, select Weapons and read the description dossier.

When you've got an Alpha or Omega Mod to install, first highlight the weapon you want to customise, then push the left analog stick down to highlight either Omega Mod or Alpha Mod. Press the button to open the customisation menu. You'll be shown which mods are currently equipped to that weapon, and can mix and match them as you see fit.

---

In order to equip a different Alpha Mod on a gun, you must first remove an Alpha Mod or several Alpha Mods from another weapon. When you remove an Alpha Mod, it is stored in the Alpha Mod Storage Container. You can place Alpha Mods in the container and then use them on another weapon with an open slot at any time. To remove an Alpha Mod, select the type of mod you want to remove from the container and press the button to remove it. To add another Alpha Mod that is in the container, select it and press the button.

---

**RATCHET'S ARSENAL**

We've confiscated the contents of the armoury aboard your ship, and of course, we appreciate your contribution to Vox's R&D labs. In exchange, we'll provide you with some of Vox Industries' finest personal defence products. It's our belief that our weapons, which come with standard nano-technological self-upgrade systems, will prove more than adequate replacements for the more mundane equipment that you find outside the Shadow Sector.

---

**Omniwrench 8000**

Your trusty wrench is suitable for a variety of tasks, whether it's defending yourself at close quarters, making field repairs, attracting stray Bots with its magnetic charge or lobbing at an enemy's head. Also, just between you and us, the audience loves this thing. Try to swing it around a bit more, would you? We're working on ways to give it a little extra zing, so check in with your local DreadZone vendor whenever possible.

---

**Dual Vipers**

These twin machine guns are all about quantity over quality. The individual blasts don't do much damage, but they offer a great rate of fire. When you pull the trigger they also do that slow-mo, cinematic, tracer thing that brings in the fan mail.

---

**Magma Cannon**

This vicious little number is one of Vox Industries' most popular models. One pull of the trigger delivers a short-ranged blast of searing hot liquid stone that can rip anything to shreds. This is perfect for any unpleasant situation, like when you're outnumbered, or if there's a long queue at the bar.
Arbiter

There are some situations that can only be resolved by the judicious use of a rocket launcher. This lethal beauty carries a payload of guided missiles, each of which detonates on impact with stunning force.

Hunter Mine Launcher

A popular option among our sneakier contestants, the Hunter Mine Launcher can toss up to 12 explosive globes onto the field of play. When the globe detects a hostile target within its range, it’ll throw itself at the enemy, and kaboom!

Scorpion Flail

It may look like a relic from a more brutal age, but it’s got the punch and style that one expects from modern weaponry. Give it a swing. We think you’ll be surprised.

GADGETS

You’re going to need some extra toys to get through the countless challenges we’ve got lined up for you. We’ve also reproduced some tools from your past adventures, in exchange for a small licensing fee.

Once acquired, gadgets are often automatically equipped when needed. One exception is the Swingshot, which can also be manually equipped.

Don’t forget, your bots are equipped with a few tasty gadgets too.

Swingshot

The Swingshot provides a bit of swashbuckling flair whenever it’s used. You can use it to swing from certain designated areas. Just leap towards one of the glowing orbs and press and hold down the R1 button or the R2 button for as long as you want to swing.

You can also manually equip your Swingshot from the secondary Quick Select Menu.

Grindboots

Through a combination of magnetism and repulsor fields, the Grindboots allow you to slide down rails and other narrow ledges. Kids, don’t try this at home.

Charge Boots

Once acquired, these handy sneakers can emit a kinetic charge from the heel, enabling you to dash forward at great speed for a short period of time. The Charge Boots don’t actually defy gravity, though, so don’t dash off the edge of a platform.

Gravity Boots

Once acquired, these specially magnetised boots allow their wearer to walk up certain walls and even ceilings. The Gravity Boots will be automatically equipped as soon as you step on a suitable metallic surface.

QUICK SELECT

So many guns, so little time. I’ve seen more than one former gladiator spoilt for choice, struggling to decide which weapon to use next. That period of indecision typically results in them being, well, just spoilt. Permanently.

To assist you with the weapon selection process, we’ve installed our custom Quick Select software into your Deadlock armour. Tap the R2 button (or also the R3 button in Lock-Strafe mode) to cycle through up to three of your previously selected firearms on the fly.

You can also opt to use the Quick Select grid, which will appear on your Heads-Up Display when you hold down the D-pad button (or the R2 button in Lock-Strafe). You can now freely choose the weapon of your choice with either the left or right analog stick. In Single Player mode, you can also issue bot commands while the Quick Select grid is open. The commands will be enacted once gameplay resumes.

While your Quick Select Menu is open, you can press the R1 button (or the D-pad button in Lock-Strafe) to switch to a secondary menu of additional gadgets including the Swingshot and Hacker Ray.
USING THE MAP

Clank has programmed your Heads-Up Display with a handy tactical minimap, visible at all times in the lower-right corner of your screen. As your mission controller, he'll indicate important individuals and locations on the map.

Your objectives are indicated on the map by blue stars. Your location is displayed as a helpful green arrow, showing you which way you are facing. Your bots are represented by green circles and the enemies are red. Turrets and vehicles you can control appear as green icons. Finally, the closest objective to you also flashes blue/white.

NOTE: You can expand the map by pressing the button or button. A transparent map will appear over the game screen, allowing you to continue to play while it is expanded.

BIG MONEY, BIG PRIZES

To keep up the pace and save on medical bills, we provide a few services to our contestants while they're in the DreadZone.

Nanotech

Break open these crates to release a payload of additional medical nanodrones. These helpful little guys will reinforce the nanotech that's already in your system. They'll mend wounds, replace lost blood, fight infections, and get you back in fighting shape.

Bolts

The universe runs on Bolts, the currency of the galaxy. You can find these by breaking things and defeating opponents. Trade them in at vendors for new weapons, ammunition, and extra mods. Don't forget, Vox Industries takes a 75% cut on the back end. It's in your contract I'm afraid.

Ammo

You can get ammo modules from specially-labelled crates, or occasionally, defeated opponents. Each self-adjusting module will read your armour's sensors and automatically change to give you whatever kind of ammunition you most need, from Viper charges to B6-Obliterator rounds.

Vendors

Whenever you're looking for some new weapons, an extra mod, or even a few spare bullets, visit one of our handy vendors. All we ask in return is that you give us some of your hard-earned Bolts.

There are separate vendors for weapons and for upgrading bots. You can buy your own equipment at any vendor, but only AI can sell you upgrades to improve and enhance your combat bots.

THE PEOPLE BEHIND DREADZONE

You're a small fish in a very big pond, Mr. Ratchet. You know about Juanita and myself already, but we're just here to give the show an attractive sheen. DreadZone's contestants range from no-brain Viper fodder to some of the most powerful warriors in the galaxy, and if you rise high enough in our rankings, you'll win the right to face these deadly gladiators in the Arena. I trust that the gleam in your eye is excited anticipation? No? Well, too bad.

GLEEBEL MAN VOX

Mr. Vox is a known and trusted name in five trillion households galaxy-wide. You've watched his channel, read his magazines, flown on his airlines, fired his weapons, eaten his food, breathed his oxygen, and now, finally, you're competing on his life-or-death bloodsport!

THE EXTERMINATORS

ACE HARDLIGHT

Fresh from victory over crowd favourite Captain Starshield, it seems like no one can stop Ace Hardlight! Once, he was one of the most famous and beloved heroes in the galaxy, and now, he's one of the most infamous and feared contestants on DreadZone! Maybe you'll be the one to unseat him from the champion's throne. Then again...
**The Eviscerator**

Dozens of DreadZone's most powerful and potent contestants have lost more than the match to this titan of terror, but good taste prohibits me from sharing the details! It kind of involves turning people inside out.

---

**Shellshock**

One of the most dangerous robots alive, Shellshock is a much loved competitor. With the all-time record for destroying robot zombies at Catacom Four, Shellshock and his never-empty bag of explosive tricks is a force to be reckoned with!

---

**Reactor**

Reactor's story is both inspirational and heart-warming. Once a hardworking public servant, he has risen to become a gladiatorial superstar! He stands as an inspiration to would-be arena combatants throughout the Shadow Sector. "If Reactor can make it on DreadZone," they say, "anyone can!" They're wrong, of course, but we appreciate the sentiment.

---

**COOPERATIVE PLAY MODE**

Some of our most popular competitors on DreadZone have been teams, such as the legendary (and sadly departed) Omega Twins. If you can find another contestant who’s willing to watch your back in the DreadZone, then the two of you may be able to do what no single competitor has been able to do yet: take down Ace Hardlight and claim the title of DreadZone champion!

Now, I understand you and Clank are used to working together. Since Clank will be quite busy in your mission control room, I’m pleased to introduce you to someone who scored top marks in our focus groups: Alpha Clank!

It turns out that our little friend Clank has quite the fan following! (Must be those Secret Agent Clank repeats on HTV.) We’re hoping to tap into that with his battle-ready big brother here. Alpha Clank combines the functionality of the original Clank with a combat-ready chassis straight out of the Vox Industries labs. We think this'll provide a winning combination, both for you and for our profit margins.

---

**COOPERATIVE PLAY RULE CHANGES**

There aren't any rules in DreadZone... well, except those we make up, which might change at any time! Here are a few things that you might want to keep in mind though:

1. The absence of bots means they aren't around to use their exclusive gadgets, so you'll get them instead. In Cooperative Play mode, either player can equip the EMP, Grind Cable, Hacker Ray, or Shield Link by using the appropriate directional button commands.

2. You share a supply of ammunition, and you both cannot have the same gun equipped at the same time.
3. If one of you should... well, pass on, we'll make arrangements to bring you back into the fray. When one of you kicks the bucket, a respawn timer will start. As long as the survivor is still up and fighting when that timer runs out, his partner will reappear on the battlefield, none the worse for wear. If both of you fall, you can always try again from the start of the current challenge.

4. It's all about teamwork, boys, and nobody likes a loose cannon. You're both wearing our trademark Deadlock collars, and we've taken the liberty of linking them up. If you get too far apart during a mission, we'll give you a warning and a short period of time to meet back up. If you don't... well, let's not talk about that. It's morbid.

NOTE: You can stay a bit further apart if you're both in separate vehicles.

5. If at any time your friend decides to leave, you can always save the game and continue play as a single player and your bots will rejoin you. Likewise, if you're playing by yourself, you can have a friend join in if you load your saved Single Player game as a Cooperative Play game.

6. While you won't be able to use the bots' special Ravager attack in Cooperative Play mode, we've replaced it with some equally special features. As you gain experience, your respective super attack meters will fill up. When they've reached their maximum, you can act together to fire off one of two special super moves:

   If you both press the button simultaneously, you'll activate the Offensive attack. For the next thirty seconds, both of you will receive a hefty bonus to any damage you inflict.

   If you both press the button simultaneously, you'll activate the Defensive attack. This provides you with a powerful force field that effectively doubles your nanotech. For the next minute, this shield will block any damage you might've taken. It'll disappear if the time runs out or if it takes damage equal to your current maximum nanotech.

Phew, that's about all we've got time for tonight folks, the first fight is about to start. If you're waiting to find out how to play Multiplayer mode, press the red button on your HV control now and check out the information pages on GleeFax. Let the action begin!

MULTIPLAYER MODE

Choose Multiplayer from the Main Menu to access the Multiplayer Menu. Select Online Play to play an online multiplayer game, Local Play for some offline multiplayer carnage or Edit Profiles to create a new profile or edit those saved to Memory Card.

LOCAL PLAY

Up to four players can take part in offline multiplayer matches, provided that sufficient controllers and a Multitap are inserted. Adjust a wide range of game and weapon options, and then select Create Game. Each player should press the button to enter the match and then select a character and team. When all players have entered the match, press the button to begin.

NOTE: To play RATCHET™: GLADIATOR online a RATCHET™: GLADIATOR save file and a valid “Your Network Configuration” file must be saved to Memory Card. The online game is Broadband only. A DSL, cable modem or higher speed Internet connection is required.

To be online, select a previously saved “Your Network Configuration File” or press the button to create a “Your Network Configuration File”.

NOTE: In order to play RATCHET™: GLADIATOR online, you must first set up an account using the Network Access Disc - follow the onscreen instructions and refer to the Network Access Disc manual for further information. Once an account has been created, you will be ready to play online. Just enter your Central Station Handle (Name) and Password when prompted during the login process.

For more information on creating a “Your Network Configuration File”, see the Network Access Disc Instruction Manual.

GET CONNECTED TO RATCHET™: GLADIATOR

1. From the Main Menu select MULTIPLAYER, followed by ONLINE PLAY. Select a valid “Your Network Configuration File” to access the Select Profile Menu.

2. If this is your first time online, you need to create a profile. The profile name will be your online name and must match your Central Station Handle. This will be the name others see and use when adding you to buddy lists or viewing your net presence on other screens. The next time you login, you will only need to select your profile from the Select Profile Menu. Select “Create New Profile” and enter your Central Station Handle as your username.
3. Continue to select and configure the remaining game options to your personal play style. For more information, see “Multiplayer Options”.

4. Before exiting the Create New Profile Screen, highlight Save Password and choose YES or NO. Select YES and enter your Central Station password to save your password to Memory Card so that it does not have to be entered during subsequent logins.

**NOTE:** When on the Select Profile Menu, you can EDIT a created account by highlighting it and pressing the ( button.

5. Please read the User Agreement then highlight ACCEPT and press the ( button if you agree to the terms. You must agree to the terms of the User Agreement to connect to RATCHET™: GLADIATOR.

6. After agreeing to the terms of the User Agreement, you will arrive at the Online Play Lobby.

## Multiplayer Options

When you create new profiles, you can configure certain game options to your personal play style. At the Edit Profile screen press ↑ and ↓ to highlight an option and press ← and → to cycle through and select your choices. Press the ( button to save and exit.

- **Username**

- **Controls**

- **Y-Axis**

- **X-Axis**

- **Cam. Speed**

- **Vibration**

- **Save Password**

- **Password**

- **Map Access**

- **Help Messages**

- **Skin**

- **Music Vol.**

- **Server**

## Starting A Game

### Announcements

After you connect to Online mode you will be presented with an Announcements screen, which lists any current information about RATCHET™: GLADIATOR. You can exit this screen and continue by pressing the ( button at any time.

There are multiple ways to find a game from the Online Play Lobby, ranging from jumping into a Quick Play game that’s already set up, to searching for a game that’s tailored to your liking.

## Online Play Lobby

After you establish an online connection, you will be taken to the Online Play Lobby.

- **Quick Play:**
  Jump straight into a Staging Room for a game! The fastest way to get online and into a match. The game will start once everyone in the Staging Room has switched to READY status and the player who has created the game launches it.

- **Create Game:**
  Create a custom game. You choose the settings!

- **Find Game:**
  Join a specific game from a list. Choose your parameters and then execute a search. Available games will appear under Results on the right hand side of the screen.

- **Buddies:**
  Use the Buddy List to keep track of your friends.

- **Clan:**
  Create and manage groups of players to compete for rankings.

- **Stats:**
  This tracks each player’s statistics for online play. Here, you can find out how much health a character has picked up, their favourite weapons, the number of kills they’ve racked up, their taste in vehicles, and more.

- **Players**
  Toggle number of local players.

## Creating A Game

Creating a custom game will allow you to tailor the game type and settings to your liking. Press ← or → to set a variety of parameters, including Game Type, Map, Vehicles and parameters specific to particular game types.
FINDING A GAME

Search for a game based on a set of chosen parameters. Once you've set your parameters, highlight SEARCH and press the \[ button. The list of available games will appear in the window to the right. Highlight your selection and press the \[ button to join the game. The list of configurable options is as follows:

Type: Select a game type: Deathmatch, King of the Hill, Juggernaut, Capture the Flag, Conquest or ANY.
Map: Select one of 11 maps on which to play. You can choose an available Map or select ANY to have one chosen at random.
Vehicles: Select vehicles ON, OFF or ANY.
Skill Level: Search for players with similar skill levels or challenge yourself by going against the toughest competition around. The Skill Level parameters can be set from 1 to 10 or ANY.
In-progress Games: Choose to add games that are already underway to your search.

STAGING ROOM

Once you've selected a game, you will be taken to the Staging Room. Highlight your username and press the \[ button to switch to READY status. When all players are ready, the host must launch the game to begin.

NOTE: To change your player skin and switch your team affiliation, press the \[ button and then press the \[ button again to select “Change Skin or Team”, then press \[ , \[ or \[ to change settings.

ADDITIONAL MULTIPLAYER CONTROLS

The following controls are used in Multiplayer games, in addition to the standard controls outlined earlier in this manual.

FIRST PERSON / LOCK-STRAFE

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<thead>
<tr>
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<th>Function</th>
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<tr>
<td>R1</td>
<td>Fire Selected Weapon</td>
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<tr>
<td>[</td>
<td>Switch to Hacker Ray</td>
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<tr>
<td>[</td>
<td>Capture Node</td>
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<tr>
<td>[</td>
<td>Drop Flag</td>
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You can switch to Third Person controls by selecting Options from the Main Menu, then changing your control scheme in the Control Options Sub-Menu.

NOTE: Pressing the \[ button during an online match will not pause the game.

ONLINE GAME TYPES

Deathmatch
It's everyone for themselves or team against team in this all out frag-fest to see who can rack up the most kills.

King of the Hill
Struggle to keep yourself inside the randomly appearing glowing area while keeping everyone else out. Points accumulate for the amount of time you can remain in control of the highlighted area.

Juggernaut
One player is the powerful and shielded Juggernaut while everybody else must attempt to take him down while racking up kills. Eliminate the Juggernaut and you then become him. In addition to stronger weapons, the Juggernaut will regain hit points for each kill. The person who reaches the set number of kills first, wins.

Capture the Flag
Capture the enemy flag and return it to your base in this team-based battle. Points are earned for the highest number of flags captured in a given round.

Conquest
Capture and defend nodes in this team-based battle. The more nodes you take and keep from enemy occupation, the more points you receive. Capture a node by pressing the \[ button to equip the Hacker Ray and then pressing and holding the \[ button. A team vote option will appear after a few seconds. Every member of the team gets to vote, and the upgrade will instantly appear at every node that team controls.

You can opt to play one of two extra modes for Conquest:

1. In Home Nodes, your team can instantly win the match by capturing your opponents' heavily defended home node.
2. In Lockdown, there's no score requirement; instead, each team must capture nodes one at a time. Once you've captured one node, the next one unlocks. The winner is the team that controls the most nodes when they've all been captured.
POWER-UPS

In multiplayer mode, you can find various power-ups scattered throughout each map. Grab them when you see them, because they are often the key to victory.

Quad-Damage:
For a short period, your attacks will do four times the usual amount of damage. You'll be cloaked in fire while the Quad-Damage power-up is active, which makes it easy to see your opponents. This applies a mod directly to the weapon that you currently have equipped.

Mod:
Pick up this power-up to obtain a short-lived personal force field.

Ammo:
Grab this power-up to instantly max out your ammo supply.

Health:
This refills your health, the same way opening a health crate does.

Charge Boots:
Grab these and you can use them to zoom across the map.

LOCATIONS

There are a total of 11 locations in RATCHET™: GLADIATOR, each with its own unique environment and landscape. Here are just a few of the battlegrounds you can choose from.

Battledome Tower
This is a small platform in the heart of the Battledome, and it leaves the competitors with nowhere to hide. You can’t avoid confrontation in these close quarters, so get ready for a fierce, intense battle. Only the fastest will survive here!

Catacom Graveyard
These canyons provide plenty of cover, but to reach the other side, you’ve got to cross a vast no-man’s-land. Snipers will thrive in this bleak environment, but you’ve got to keep moving. You can’t take anything for granted in the Graveyard.

Dark Cathedral
The competitors are dropped near the ruins of an ancient temple. Its courtyards and ruined halls provide an excellent backdrop for a running gun battle, with plenty of twists, turns, and blind corners.

Temple of Shaar
Set somewhere within a deep arctic wasteland, you’ll find the Temple of Shaar to be a particularly vicious battleground. If you can seize the high ground, you’ll be able to rain firepower upon your unlucky opponents, but if you’re not careful, they’ll find a way to knock you off your perch.
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Customer Service Numbers FOR GAME HELP

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<td>Portugal</td>
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<tr>
<td>España</td>
<td>902 102 102</td>
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<tr>
<td>Russia</td>
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<tr>
<td>Sverige</td>
<td>08 587 822 25</td>
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<td>Suisse/Svizzera</td>
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