

# SMART BOMB

**DANGER!**  
UNEXPLODED BOMB



core  
design

eidos

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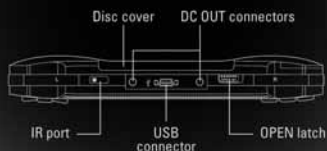
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## GETTING STARTED

Right side view



Front view



Set up your PSP™ handheld entertainment system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the **SMART BOMB™** UMD™ disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP handheld's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **X** button of the PSP handheld to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

**NOTICE:** Do not eject a UMD while it is playing.

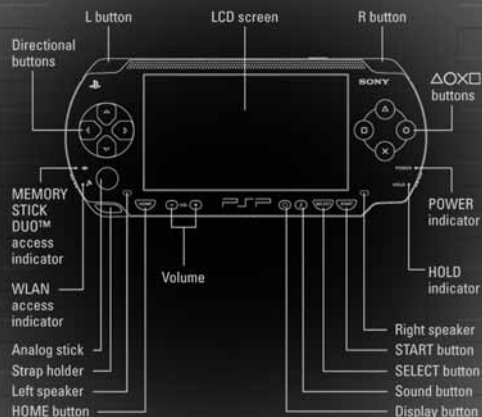
### Memory Stick Duo™

*Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.*

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP handheld. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

## STARTING UP

### PSP™ handheld entertainment system configuration



### MENU CONTROLS

Use the directional buttons to navigate through the menu options. Highlight an option and press the **X** button to confirm your selection. To select submenu options, follow the onscreen button prompts, and press the **X** button to accept and the **△** button to go back. **SMART BOMB** supports the analog stick and digital controller.

## THE THREAT

A decade ago the world was at the mercy of an unknown aggressor, whose highly sophisticated AI bombs were positioned, threatening key locations around the globe. In response, the Global Defense Network assembled an elite reaction force the Bomb Disposal Unit (BDU).

The BDU team, led by Colonel Cage and rookie Michelle Grace, proved highly successful in penetrating and diffusing these advanced AI networks and bombs, using a cutting edge Virtual Reality (VR) prototype system. Cage then mysteriously vanished amid speculation that the VR system had malfunctioned. At the same time the bomb threats ceased ... that is ... until now!

The civilized world is under threat again following the discovery of a new intricate network of bombs, displaying the same hallmark "intelligent" detonator systems of the devices thwarted by Cage and the BDU team just before Cage's disappearance.

Cage's protégée Michelle Grace, having risen through the ranks of the BDU, is now one of our top field operatives. She will be responsible for your VR system training and development.

Now it's up to you to put a stop to this new reign of terror!

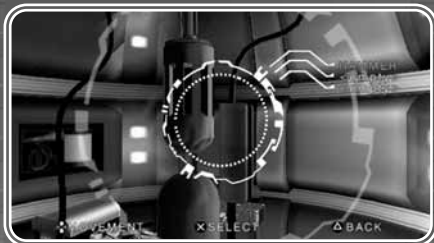
00:04

## CONTROLS

CONTROL	ACTION	EXPLANATION
analog stick	Movement	Rotate objects clockwise/counter-clockwise.
directional buttons	Movement	Move and control objects. Highlight menu options.
× button	Action	Select and/or use objects. Confirm menu selections.
○ button	Secondary action	Action depends on bomb component you are defusing.
△ button	EMP Smart Bomb/Cancel	Press and hold to use Smart Bomb (collect 3 Smart Bomb icons first). Cancel previous action /Reset to start position.
□ button	Secondary action	Action depends on bomb component you are defusing.
L1 button	Camera movement	Press and hold to zoom in, release to re-center. Pan or rotate left, depending on bomb component.
R1 button	Camera movement	Press and hold to zoom in, release to re-center. Pan or rotate right, depending on bomb component.
SELECT button	Tutorial	Replay tutorial while defusing bomb components.
START button	Pause	Pause/Resume game.

00:05

## LOAD PROFILE



After starting **SMART BOMB** you'll see the Load Profile screen. If you're playing a new game, you'll need to create a new profile by using the directional buttons to select an empty slots and pressing the **X** button.

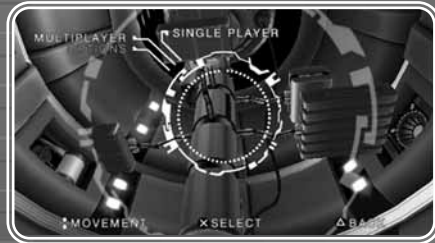


Use the directional buttons to move the cursor around the character pad and press the **X** button to select letters/numbers for your profile name. When you're finished, select **OK** to go to the Main Menu.

You can create up to three profiles. Once a profile is created, its name cannot be changed or deleted.

00:06

## MAIN MENU



On the Main Menu, select from these options:

### Single Player

Defuse a series of bombs, each containing a number of intricate bomb components that must be successfully solved and neutralized in order to diffuse each bomb.

### Multiplayer

Up to four-player games! Race to defuse bombs against your friends. See page 14 to learn more about setting up **SMART BOMB** for Wi-Fi play.

### Options

Use the Options Menu to select from these options:

**AUDIO** — Adjust the music volume.

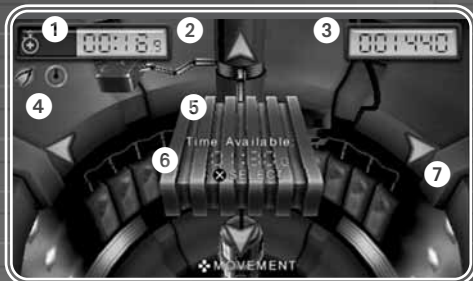
**HIGH SCORES** — View high score tables.

## EXTRA MODES & FEATURES

Not all modes and features are available from the start. The game unlocks extra modes and features as you play through the Single Player game modes (Story, Arcade, Challenge and Special Modes). As each new mode becomes available, the game opens up new challenges for you. Modes still to be unlocked are grayed out on the Game Mode Menu.

00:07

## IN-GAME DISPLAY



- 1 Time Bonus
- 2 Bomb Component Timer (also Component Select Timer)
- 3 Score
- 4 Available EMP Smart Bombs/Time Capsules
- 5 Bomb Component Casing
- 6 Bomb Component Completion Timer
- 7 Bomb Component Indicator

### **Time Bonus**

When you collect Time pickups or use a Time Capsule, the extra time added is displayed here.

### **Bomb Component Timer**

The time allocated for each bomb component. The timer begins to count down when you select a bomb component.

### **Component Select Timer**

The time allocated for selecting the next bomb component case.

### **Score**

Your current total score.

### **EMP Smart Bombs**

Once you pick these up, you can use them as needed to defuse the bomb component before the timer reaches zero. You must collect at least three EMPs before executing. Press and hold the  $\triangle$  button to detonate a Smart Bomb.

### **Time Capsules**

Instantly add time to the component timer when the timer reaches zero. Collect as many as possible to increase the bomb timer when depleted. Each capsule contains 30 seconds. (See page 12.)

### **Bomb Component Casing**

Bomb Component Casings are connected to the central core of the bomb and contain the component. When a casing is selected, press the  $\times$  button to enter the bomb component.

### **Bomb Component Completion Timer**

Displays the time available in which to complete the selected component.

### **Bomb Component Indicator**

This icon displays a left, right, up or down arrow to show your next available component case. Press the directional buttons in the direction indicated to cycle through the casings.

00:08

00:09

## ***SINGLE PLAYER***

### ***STORY MODE***

Story Mode consists of bombs that are made up of components that you must solve and diffuse. These bomb components are separated into tiers. Disable each tier to unlock the next tier of bomb components. As you disable each tier, you will get closer and closer to the core of the bomb, the detonator. To defuse each bomb, you must reach the detonator and disable it.

### ***ARCADE MODE***

Arcade Mode is a series of bomb components with a single timer. The object is to simply survive to the end and defuse the detonator. Choose from four difficulty settings:

**EASY** — Defuse 10 bomb components and a detonator.

**MEDIUM** — Defuse 20 bomb components and a detonator.

**HARD** — Defuse 15 bomb components and a detonator.

**EXTREME** — Defuse 15 bomb components and a detonator.

### ***CHALLENGE MODE***

Defusing a bomb in the quickest time is what counts here. When you successfully defuse a bomb in Story Mode, it is unlocked for play in Challenge Mode. When you start this mode, the timer begins to count up and you are challenged to beat the bomb in the quickest time possible. No pickups or time rewards are available in this mode.

### ***SPECIAL MODE***

In this mode you are challenged to gain a high score or best time, depending on the bomb component type. You must play through all the bomb components available for that type.

### ***POINTS & HIGH SCORE***

You can earn points by collecting score pickups. Other points are also awarded for defusing bombs quickly; the time remaining on the timer is converted into points and added to the players score.

00:10

00:11

## PICKUPS & COLLECTIBLES

While disabling bomb components, you'll notice various pickups and collectibles. The pickups appear in all bomb components except for bonus bomb components and the detonator. They are introduced in different ways depending on the bomb component you are disabling.

Pickups and collectibles stay on screen just a short time, so make quick decisions and take risks in order to collect them!



### **Time + 10 Seconds**

Adds 10 seconds onto the timer.



### **Time + 30 Seconds**

Adds 30 seconds onto the timer.



### **Smart Bomb**

Collect three to activate a Smart Bomb by pressing and holding the  $\triangle$  button. Once activated, the bomb component is defused instantly. These pickups are rare.



### **Score + 100**

Adds or subtracts 100 from your score. Available in Story and Arcade Modes only.



### **Score + 500**

Adds or subtracts the displayed amount from your score. Available in Story and Arcade Modes only.



### **Time Capsule**

Gives you 30 extra seconds which are automatically added onto the timer when it counts down to zero. (All Time Capsules collected are automatically added one after the other.)

## SAVING YOUR GAME



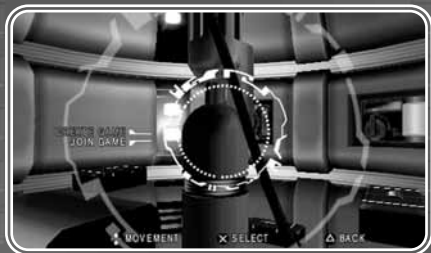
To save a game, you'll need at least 64KB of free space on your memory stick. To check your free space and/or delete existing game data, use the PSP™ System Software.

You can save each bomb once you defuse it. A message will appear prompting you to save your game.

Bombs in Story Mode are unlocked once they have been diffused. To access the unlocked bomb, choose **Select a Bomb** from the Single Player menu. To continue a saved game in Story Mode, select **Continue** from the Single Player menu.

**NOTE:** If you quit and save during a mission in Story Mode, you'll restart at the beginning of that bomb the next time you load a saved game.

## MULTIPLAYER



Multiplayer Mode lets you play **SMART BOMB** head-to-head online with up to three other bomb disposal members. All players must have a copy of **SMART BOMB** running in their PSP handheld in order to play this mode.

### SETUP

To play Multiplayer Mode, select **Multiplayer** from the Main Menu. (If **Multiplayer** is grayed out, turn on the WLAN switch on your PSP handheld. You should then be able to select **Multiplayer**.)

### CREATE GAME

To create and host a game, select this option to access the **Create Game** option. Once your game has been created, other players will see this information in the Select Host list and can attempt to join it. When starting a game, you'll see the following options:

**GAME TYPE** — Choose the type of game you want to set up. (See page 15.)

**STARTING BOMB** — Choose the bomb you want to play on. Every component can support both Timed and Points games.

### JOIN GAME

Select this option to join a Multiplayer game. Choose the game you want to join from the menu.

### PLAYING THE GAME

Multiplayer game controls are the same as the Single Player controls, with a few additions (see **Game Types** below for more information). Press the START button to bring up the in-game menu with these options:

**CONTINUE** — Select this to return to the game.

**QUIT** — Exit to the Multiplayer Main Menu.

### GAME TYPES

#### Timed Game

Compete against opponents to see who can defuse the bomb first. Before the game starts, choose the bomb you will play.

#### Points Game

Players work on disabling the same bombs. The player who defuses a bomb first is awarded a point. The game ends when all bomb points are won. The player with the most points wins.

### PLAYER PROGRESS

During Multiplayer games, a white Multiplayer Progress Bar is displayed on the right side of the screen. Colored blocks appear on the bar, indicating players as follows:

**PLAYER 1** = red      **PLAYER 3** = blue  
**PLAYER 2** = green    **PLAYER 4** = yellow

These colors are also used in the Lobby Menus and the Results screen.

Blocks on the Multiplayer Progress Bar represent the number of bomb components, as follows:

**IN TIME GAMES** — As each player completes a component, the blocks are partially colored with that player's color. You can see each player's progress by checking how many components that player has completed.

**IN POINTS GAMES** — Each block is colored with the color of the player who completed that component in the fastest time. The more of your color you see, the better you're doing.

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