

ELECTRONIC ARTS™



NTSC U/C

PlayStation™



ReBoot™

EVERYONE™



CONTENT RATED BY ESRB

SLUS-00274



ELECTRONIC ARTS™

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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 game console, may induce an epileptic seizure in these individuals. Certain conditions may induce 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 game 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.

HANDLING YOUR PLAYSTATION DISC:

This compact disc is intended for use only with the PlayStation game console. 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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

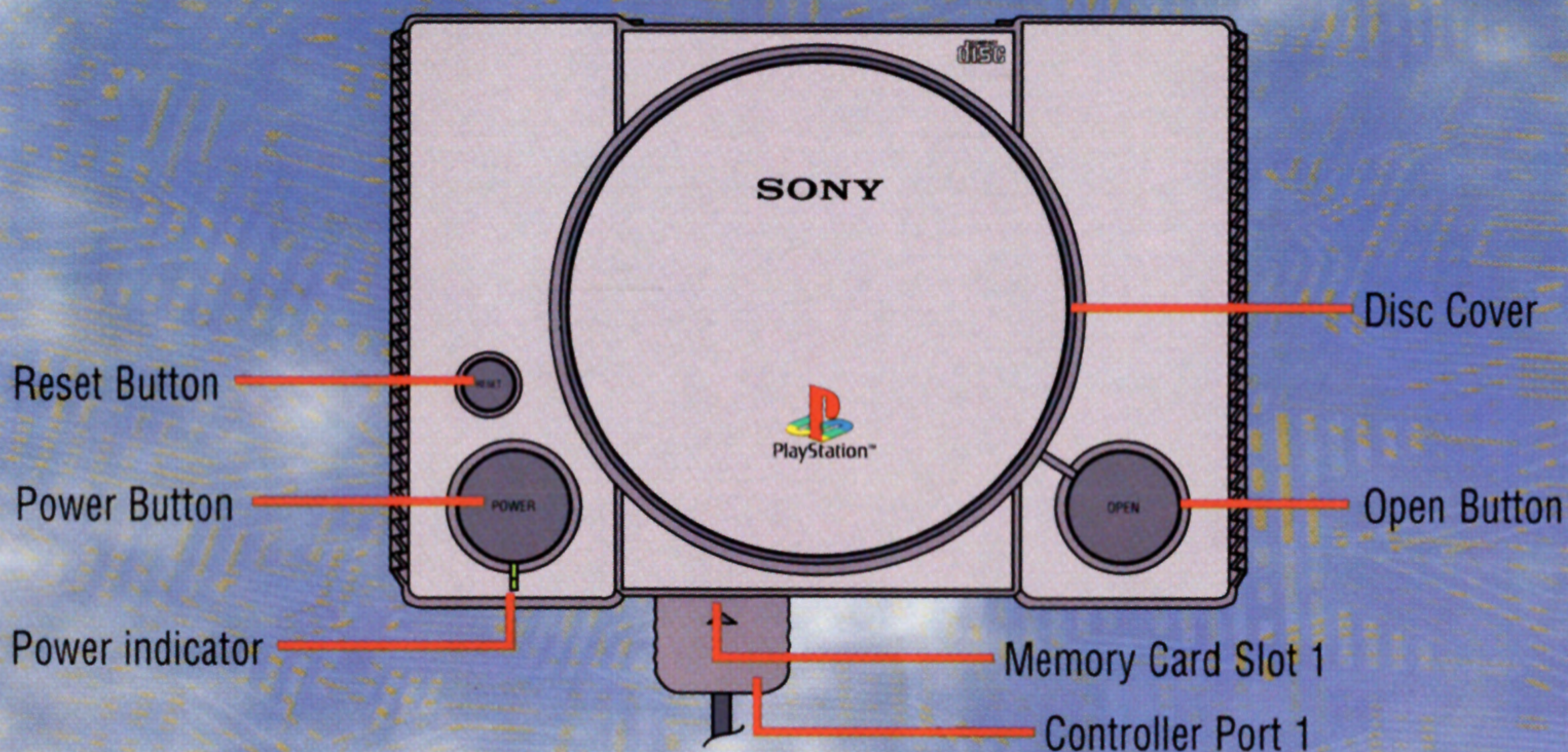


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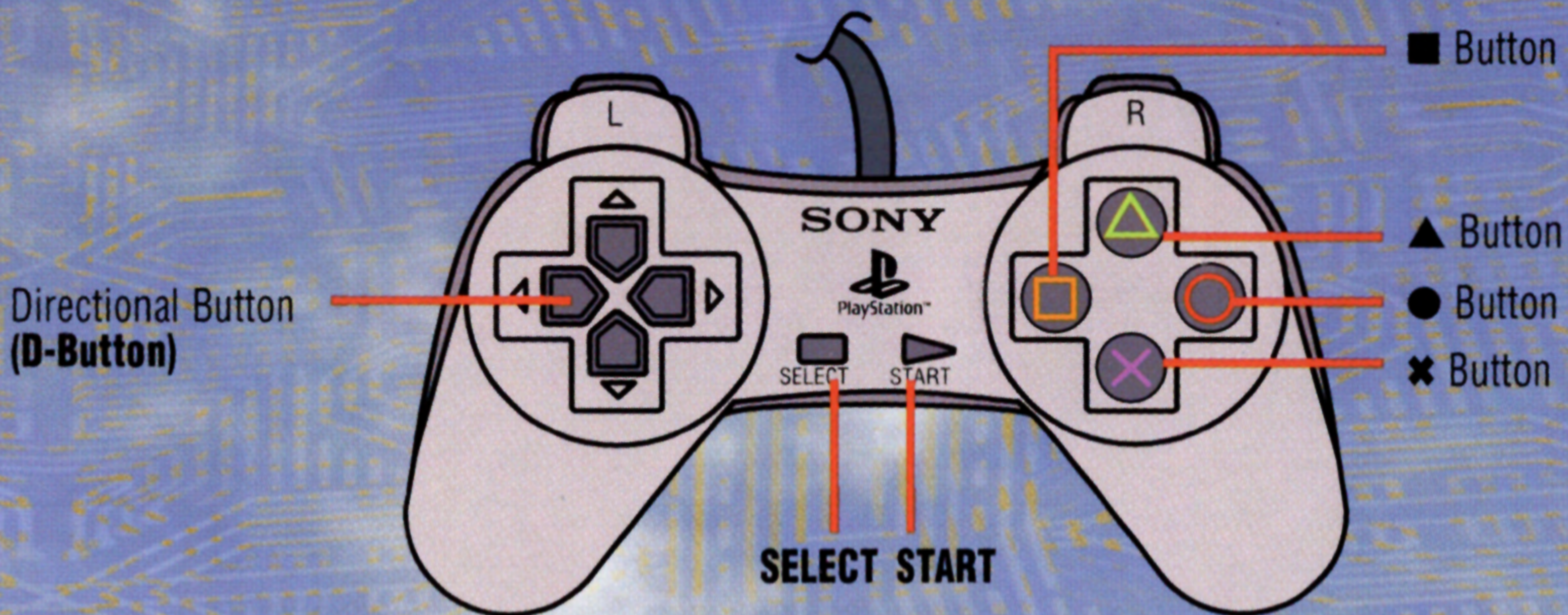
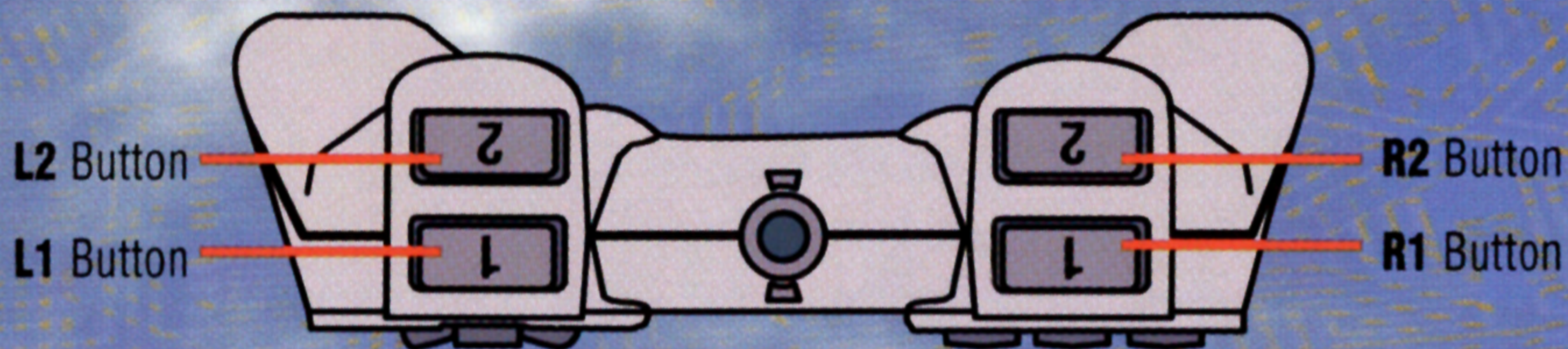
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STARTING THE GAME

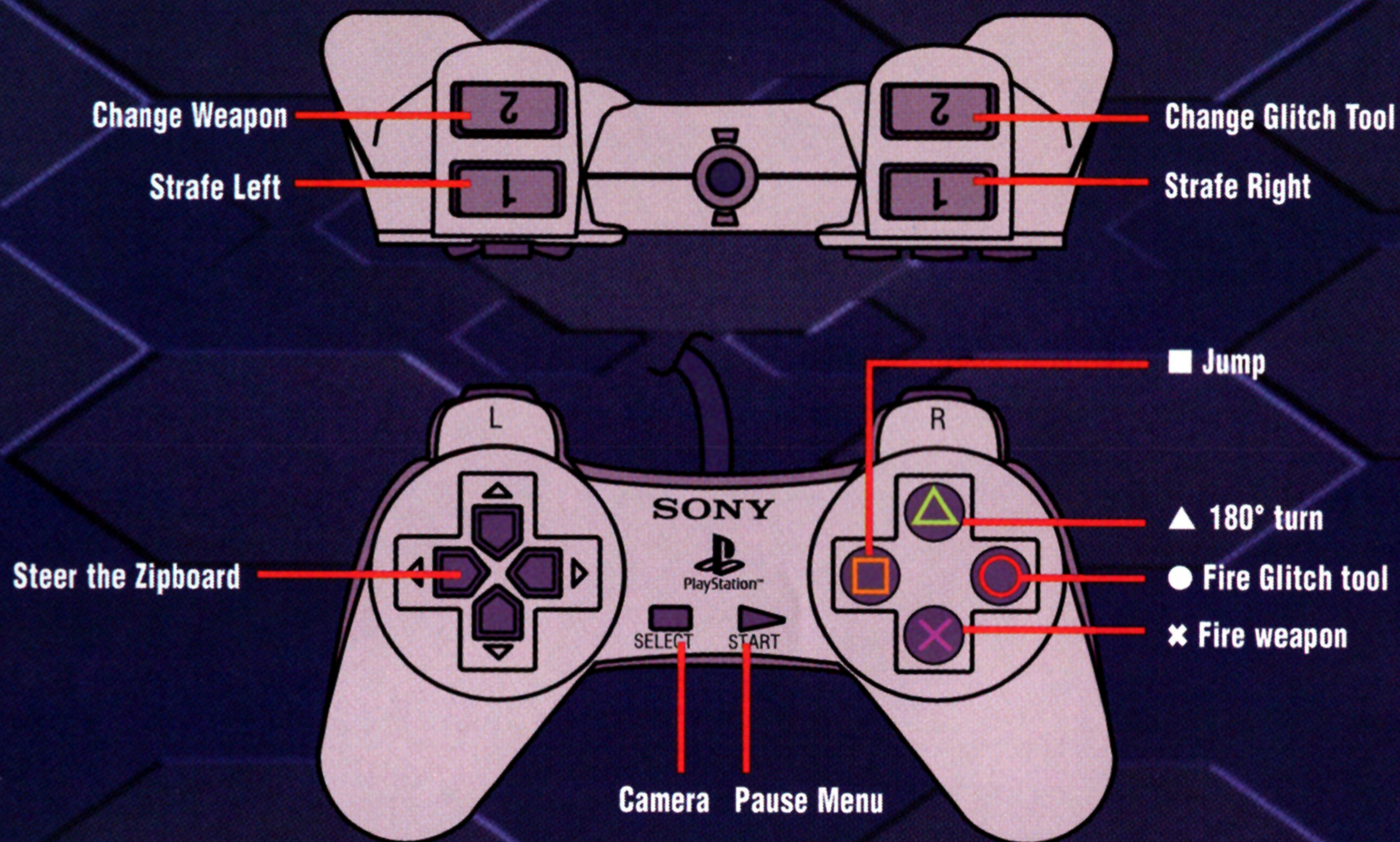


1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc.
2. Insert the *ReBoot*™ disc and close the Disc Cover.
3. Insert a game controller into Controller Port 1 and turn on the PlayStation™ game console. The opening video sequence begins, followed by the *ReBoot* title screen.
➤ To bypass a video sequence, press **START**.
4. Press **START** at the title screen to access the Main menu (see *Main Menu* on p. 6).

CONTROL SUMMARY



GAME CONTROLS

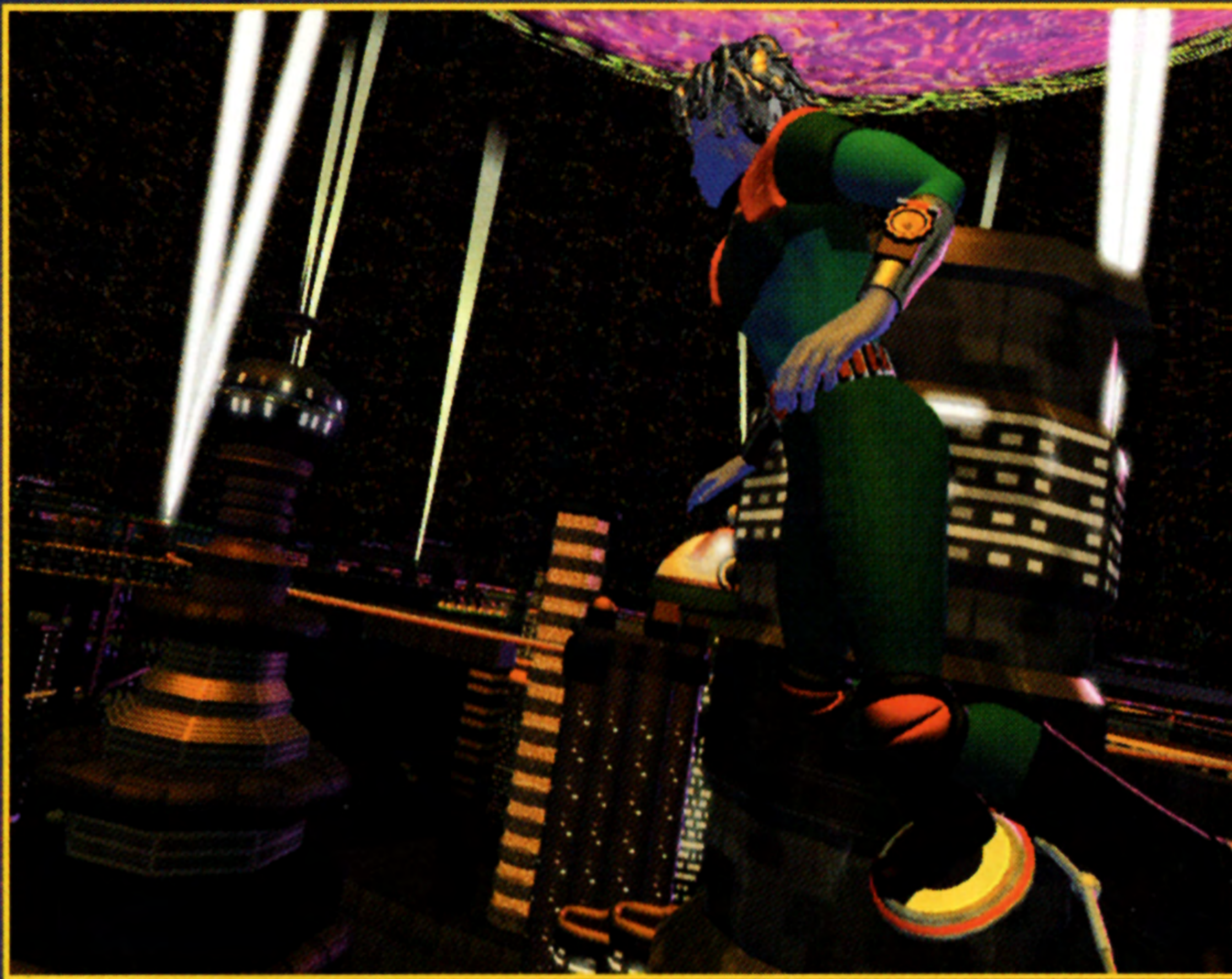


ZIPBOARD TIPS

The Zipboard is Guardian Bob's transportation around Mainframe.

- * Learn to strafe. Strafing helps Bob dodge enemy fire and navigate later levels.
- * To catch air from a jump, hold ■ to charge the Zipboard, then release. Bob jumps on the release.
- * Use the heat spots (red patches beneath the Zipboard) to judge Bob's proximity to the edge of a platform. When a spot drifts over the edge, he is likely to fall.
- * If Bob glides off a platform, tap, then hold ■ to activate the Zip-Boost, then D-Button towards the platform to regain his position.

NOTE: These are the default controls for ReBoot. Select a new configuration from the Options screen (see *Main Menu* on p. 6.)



WARNING: SYSTEM CORRUPTED...

The computer world of Mainframe is infected, and only Guardian Bob can save it from crashing.

Eager to override the system, sinister siblings Megabyte and Hexadecimal combine intellects to tear energy from the Net and harness it in containment fields placed around Mainframe. The explosive force of a tear can take every sector off-line from Baudway to Beverly Hills.

Unbeknownst to Hex, Megabyte initializes the first tear beneath her lair, running a test that, if successful, rids him of an insatiable partner. It works. Hexadecimal's lair crumbles, and Megabyte prepares his attack on the hub of Mainframe—the Principal Office.

The fate of Mainframe is in the hands of Guardian Bob. Formatted by the Supercomputer, Bob's key function is to mend and defend—but he's never faced a threat this massive. Using Glitch, a multipurpose utility that stores Bob's weapons and tools, Bob must mend Megabyte's tears and defend each sector from a viral army programmed to stop him. Megabyte stages his first assault in Baudway.

Power up the Zipboard! Bob's ready for action.

MAIN MENU

Adjust game options, start a new game, load a saved game, or replay a completed level.

To select a Main menu option:

1. D-Button \leftrightarrow to cycle Main menu options. The menu rotates.
2. Press \times or START to select an option.

➤ To exit the demo mode, press any button.

MAIN MENU OPTIONS

NEW GAME Begin a new game.

LOAD Load a saved game. (See *Saving/Loading the Game* on p. 10.)

OPTIONS Adjust sound options and select a controller configuration.

REPLAY Complete the game, then replay any level highlighted black to improve your performance on that level. Later, repeat your battle with Hex to see if you've altered Mainframe's fate.

CREDITS View the hackers who created this game.

PLAYING THE GAME

Following is the ReBoot readme file.

OBJECTIVES

In each sector of Mainframe, Bob must mend Megabyte's tears and find the key that opens the VIDWINDOW to the next vulnerable level. Meanwhile, Megabyte's army intends to stop him.

TIP: Listen to the System Administrator. She gives important warnings and confirmations regarding Bob's progress.

MEND TEARS



Bob has a limited amount of time to mend each tear before it explodes—generating a power surge that deletes Bob and takes a sector off-line.

➤ To mend a tear, face the tear and hold ●. The tear emits a shrill whistle as the Mend tool diffuses the explosive core.

DANGER: A tear is live. When Bob gets close, electrical currents pull him in and shock him.

➤ To counteract a tear's pull, D-Button ↓.

TIP: Pay attention to the fly-by that appears after the Incoming Tear warning. It displays the tear's location or a clue of where to find it.

TIP: An effective way to mend a tear: Tap ● to lock-on, then hold the button until the tear disappears.

TIP: After all tears are mended, explore each level to find power-ups.

ELIMINATE VIRUSES

Megabyte infected an army to aid him with his master plan. Fortunately, Bob has a radical arsenal he can use to obliterate these viruses.

NOTE: Upgrade weapons and acquire tools by collecting power-ups. (For more information, see *Weapons, Tools, and Recharges* on p. 10.)



ACCESS THE VIDWINDOW

After the System Administrator confirms all tears on a level are mended, collect the key(s) to the next level. A VIDWINDOW appears, allowing Bob access to the next threatened area of Mainframe.

- Certain VIDWINDOWS require multiple keys. The key icons that appear in the lower left corner of the game screen indicate the number and color of keys to collect.



To advance to the next level, travel through the colored VIDWINDOW.

- White VIDWINDOWS allow Bob access to other areas of a level and do not require keys.

GAME SCREEN

Glitch is a multipurpose weapon and tool storage utility. With it, Bob can access his weapons and tools and view their current energy levels.

To restore health or weapon energy, zip over a recharge.

Number of keys to collect (A solid icon represents an obtained key)

Heat Spots



Tear Countdown

Radar

Current objective appears as an arrow when out of range

Health energy

Lives

GLITCH

Current weapon (To change the weapon, press L2.)

Glitch tool energy



Weapon energy

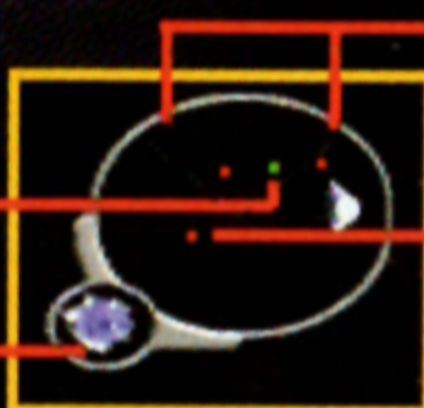
Current Glitch tool (To change the Glitch tool, press R2.)

- ❑ The symbols on Glitch change to represent the current selection. To learn more about the weapons and tools, see *Weapons, Tools, and Recharges* on p. 10.

RADAR

Recharge

Current objective (tear, key, or vidwindow)



Area directly in front of Bob

Enemy

- To view a specific area of Bob's immediate environment, come to a complete stop, then press **SELECT**. Press D-Button to view the area relative to Bob (e.g., D-Button ↑ displays the area beneath him.) Press **SELECT** again to return to the default view.

DANGER: While in this mode, Bob is defenseless and vulnerable to attack.

PAUSING THE GAME

You can pause the game anytime during gameplay.

➤ To pause the game, press **START**. The Pause menu appears:

CONTINUE	Return to gameplay.
RESTART	Restart the current level.
OPTIONS	Adjust sound options and select a controller configuration.
QUIT	End the game and return to the Main menu.

SAVING/LOADING THE GAME

After Bob travels through the **VIDWINDOW** to the next level, you have a chance to save your progress. Later, you can load your saved game from the Main menu.

NOTE: A Memory card must be inserted to save or load a game. Never insert or remove a Memory card when loading or saving files.

- To save a game in progress, follow the prompts after you've completed and exited a level.
- To load a saved game, select **LOAD** from the Main menu, then select the saved game from the Load **VIDWINDOW**.

WEAPONS, TOOLS, AND RECHARGES

Bob can collect power-ups that upgrade his weapon, activate a Glitch tool, or recharge energy. Weapons and tools are useful when battling viruses.



SHIELD

Pick up a shield to become temporarily immune to harmful entities.

WEAPONS

The Pistol is Bob's default weapon. He can acquire two additional weapons (the Blaster and Rocket) by collecting their power-ups.

- To fire the current weapon, press **X**.
- To cycle through weapons, press **L2**.
- The Blaster and Rocket draw from the weapon energy supply. When the energy is drained, the weapon defaults to the Pistol, which does not require energy to operate.
- To replenish weapon energy, collect a recharge. (See *Recharges* on p. 14.)

WEAPON POWER-UPS

Collect a weapon power-up to add a premium weapon to your arsenal. Later, collect a power-up to upgrade a weapon one class—weapons reach their maximum potential at class 3.



PISTOL

Bob's default weapon begins as a slow shooting pistol and can be upgraded to a rapid-fire gun. The pistol is the only weapon that does not require energy to fire.

BLASTER

As it is upgraded, the Blaster's shots become larger and more powerful.

- To supercharge the voltage of a blast, hold **X**. This increases damage while using the same amount of energy.

ROCKET

Rockets are best used on long-range targets—at short-range, they are likely to hit nearby obstacles.

The Rocket requires more Weapon energy than the Blaster.



ROCKET 1:
Launches single unguided rockets.



ROCKET 2:
Launches two guided rockets simultaneously.



ROCKET 3:
Launches five guided rockets simultaneously.

GLITCH TOOLS

Bob's default tool is the Mend tool, used to eliminate Megabyte's tears. He can acquire other tools by collecting their power-ups.

- ❑ The Glitch-Grapple is the only tool activated automatically. If Bob falls from Mainframe into a void, his Glitch-Grapple returns him to his last location, consuming one-third of the Weapon energy. If there isn't enough Weapon energy, Bob falls to his death.
- To use the current Glitch tool, press ●.
- To cycle through Glitch tools, press **R2**.

GLITCH POWER-UPS

Collect a Glitch tool power-up to gain a specific tool. Later, collect the power-up to replenish the tool's energy supply.

- ❑ Each of the following tools has its own energy supply. The Mend tool is the only tool that does not require energy.



BOX GUN

Temporarily freeze enemies in a green stasis field. While enemies are boxed, they can't fire at Bob, and he can't damage them.

VAMPIRE

Steal health energy from enemies to replenish Bob's.

MORTAR

Lob an explosive that detonates on impact.

ANTI-VIRUS

Scramble the wires of a turret so that it fires at its former comrades.

FLAMETHROWER

Ignite a flame that torches everything in its path—ideal for close combat situations.

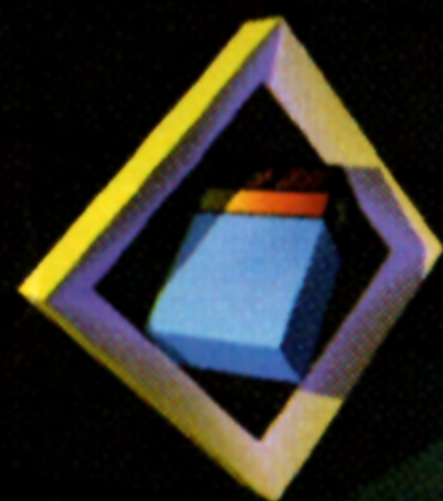
RECHARGES

When Bob's health or weapon energy is low, collect a recharge.



FULL HEALTH

Recharge 100% of Bob's health.



FULL WEAPON ENERGY

Recharge 100% of the Weapon energy.



EXTRA LIFE

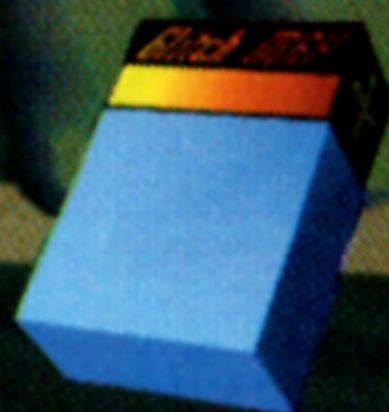
Obtain a bonus life.

The following recharges appear when Bob deletes a virus:



PARTIAL HEALTH

Recharge 10% of Bob's health.



PARTIAL WEAPON ENERGY

Recharge 10% of the Weapon energy.

CHARACTER PROFILES

Meet Bob, his friends, and the wicked viruses of Mainframe.



GUARDIAN BOB

Formatted by the Supercomputer to mend and defend Mainframe, Bob possesses more memory, power, and RAM than any data sprite around.

SYSTEM-WIDE SUPPORT

Bob fights this battle alone, but everyone needs a little help file from their friends.



DOT MATRIX

Though Dot is sorted and organized down to the final character, don't let her business-function fool you. This girl gets down and diagnostic with the best of 'em.



ENZO&FRISKET

Enzo is hyperstacked for action. Unfortunately for him, his sister Dot expects him to waste his RAM managing files. Don't mind Frisket. His bark is 32-bits worse than his byte.



PHONG

The oldest sprite in Mainframe, Phong is wise to the ways of the CPU—if only you could make sense of his obsolete language.

MIKE TV

Mike TV was assembled without an OFF switch, and since his remote control escaped, nobody can power him down.

VIRUSES

Even a high-end domain like Mainframe has viruses. Perform a global search and delete all infected devices.

BINOMES, NULLS, AND OTHER VIRAL SOLDIERS

Danger comes in all shapes and sizes—some are uglier than others.



TURRET

Megabyte's first line of defense. A Turret's top-mounted cannon tracks Bob's movement.

ZERO BINOME

Megabyte's simplistic soldier. A Zero Binome wields an electric prod and zaps Bob at close range.

ONE BINOME

A slightly more advanced viral soldier. A One Binome is equipped with medium-to-long range Blasters.



ROMAN BINOME

A Beverly Hills virus cloaked in gladiator garb. Roman Binomes are bringing down the neighborhood.



CADDIE BINOME

A golf cart-driving, club-hurling binome, whose only goal is to knock Bob off platforms.



SLUGBOY

A mutant null with razor-sharp teeth, residing in the sewers of Baudway. It can devour a sprite in nanoseconds.



VIRAL FORKLIFT

A vehicle infected for use in Megabyte's industrial areas. It's unarmed but deadly.



VIRAL CHARIOT

A former Beverly Hills sports star tweaked to serve Megabyte.



VIRAL STATUE

Once a rare work of art, now an infected tear sentry. The Statue is indestructable.

WEB SPORE

An intruder that enters Mainframe through unstable tears. It's similar to a meteorite—mindlessly destructive.

MINE

A shifting mine that causes significant damage upon impact. Be creative when trying to move past.

ABC TANK

Airborne vehicles programmed to weaken a sector's defenses. They turn on Bob if he poses a threat.

MechNOME

A towering, heavily armed, one-legged mech. It hops high, rotates, and crashes down in a new position, making it a difficult target.

BIG BAD BOSSES

If you thought the other viruses were hard to delete, check out this artificial intelligence.

MegABC TANK

Megabyte's suped-up, accelerated version of the standard ABC Tank.



WEB CREATURE

The top dog of Web Spores. The Web Creature is assigned to escort a tear to the Principal Office, and his never-ending barrage of Web Spores are intended to stop Bob from interfering.



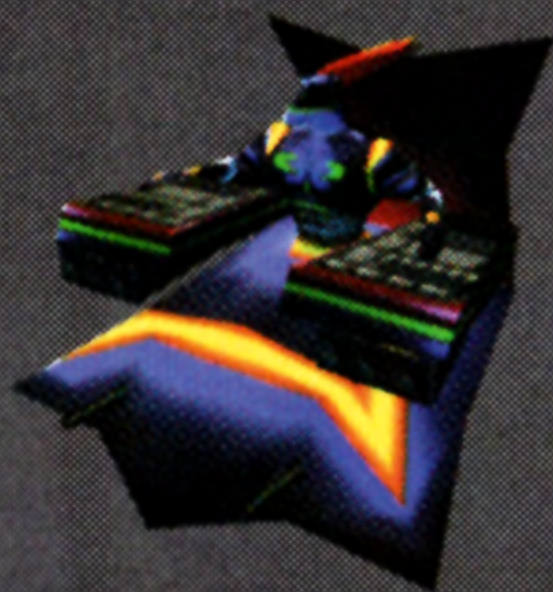
GIANT BINOME

A scrap-processing robot modified to do nothing but dirty work. He has a claw for a right hand, a Blaster for a left, and a supercharged jetpack on his back.



CLASH

An heirloom locked in Megabyte's emergency vault. Clash was assembled by Kilobyte, Megabyte's father, and supplied with an extensive arsenal and high-speed engine.



MEGABYTE

A terminal virus created by a demented hacker. Megabyte is programmed to consume high quantities of energy and power. His hovering throne is armed with machine guns and rockets, and he has the ability to recharge the turrets that guard his Tor (fortress). He never lacks firepower.



HEXADECIMAL

Megabyte's viral sister. Hexadecimal is programmed to disrupt the CPU and deliver an endless loop of malfunctions. Her format enables her to harness lightning and tear energy for her own purposes, making her a real live wire.

THE SEVEN SECTORS OF MAINFRAME

Welcome to Mainframe, the high-speed computer world protected by Bob. He knows this place inside and around, but there are a couple of sectors he never thought he'd zip into.



BAUDWAY

Mainframe's retail district and industrial zone is the site of Megabyte's initial attack. Catch air off of ramps to reach elevated areas.



CIT_E

Cruise the twists and turns of Mainframe's Information Highway. Look for shortcuts to the tears that threaten to dim the bright lights of Mainframe's big Cit_E.



BEVERLY HILLS

This posh residential area was designed to disorient outsiders—each section resembles another so you're never sure if you're backtracking. Deal with enemies before attempting to master the labyrinth.



KITS

The Eight Ball apartment complex is Bob's pad and the center of Mainframe's fastest growing housing sector. Because Kits is under construction, Bob can use service tunnels to reach typically inaccessible areas.



FLOATING POINT PARK

Mainframe's vacation islands are experiencing severe weather due to incoming tears, and the continued forecast looks grim. Follow an island chain until you spot the tear, then mend it as fast as possible.



G PRIME

Megabyte's home sector is completely off-line. It functions as his command post and is rigged with Guardian-munching blenders and gears.



LOST ANGLES

The smallest and most corrupt sector of Mainframe is home to Hexadecimal. If Bob wanders into her lair, he better keep moving. Once she gets her hot hands on him, he's toast.

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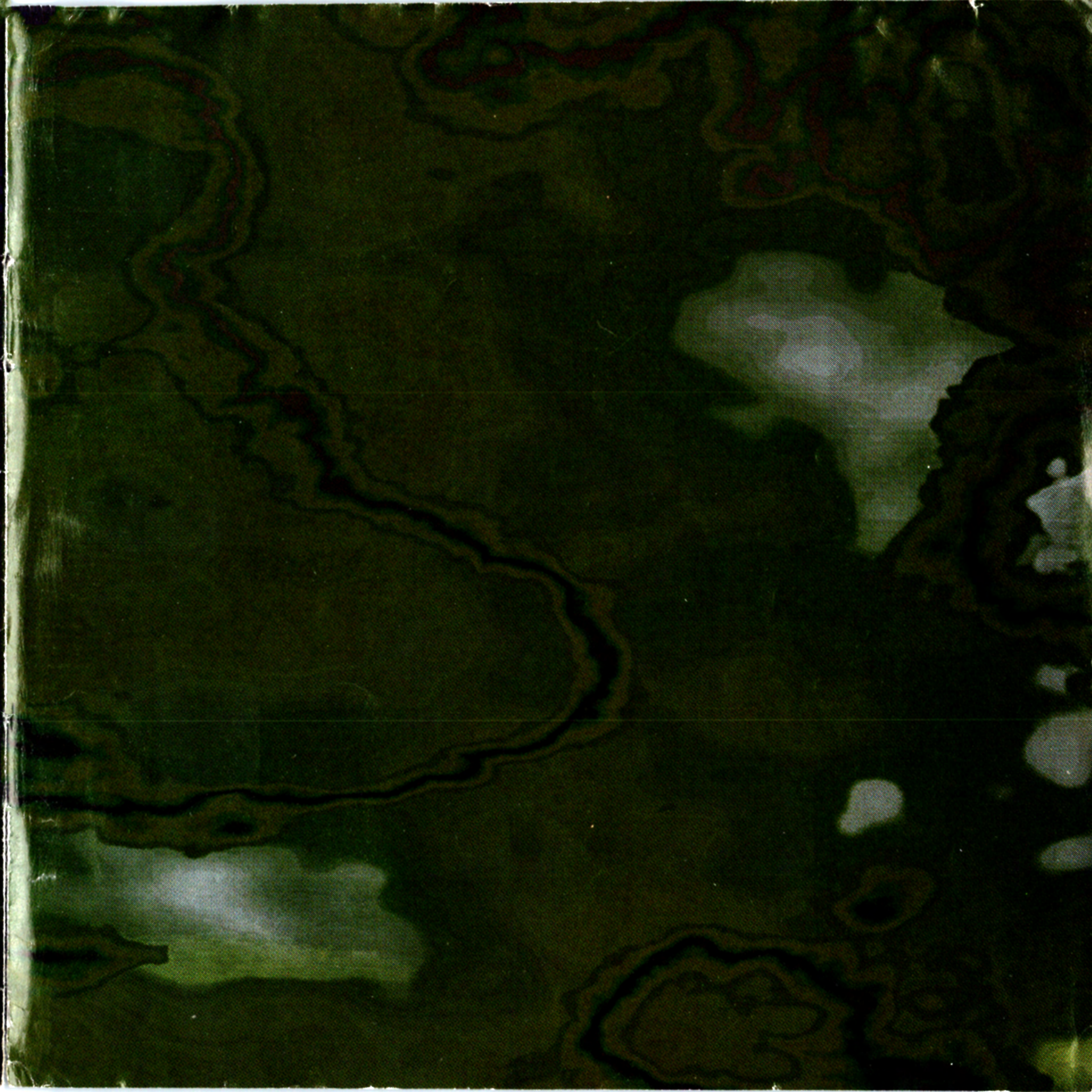
In CANADA, dial 900-451-4873. \$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

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through
Hell

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