PlayStation®

NTSC U/C

PlayStation®

TEEN

CONTENT RATED BY ESRB

SLUS-00968
57697

BoomBots™



DreamWorks Interactive

SouthPeak Interactive

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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.

USE OF UNOFFICIAL PRODUCT

The use of unofficial product or peripherals may damage your Playstation game console and invalidate your console warranty.

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.

CONTENTS

Getting Started 2

Controls 4

Playing Boombots™ 7

The Story 9

The Boombots 10

- Boomer 10
- Hans, Texas Walker 10
- Airplane 11
- Chickie Boom 11
- Dog E. Dog 12
- Pittsburgh 12
- Moby Tank 13
- Ie Chip 13
- Hara Hara 14
- Evil Boom 14

Hints & Tips 15

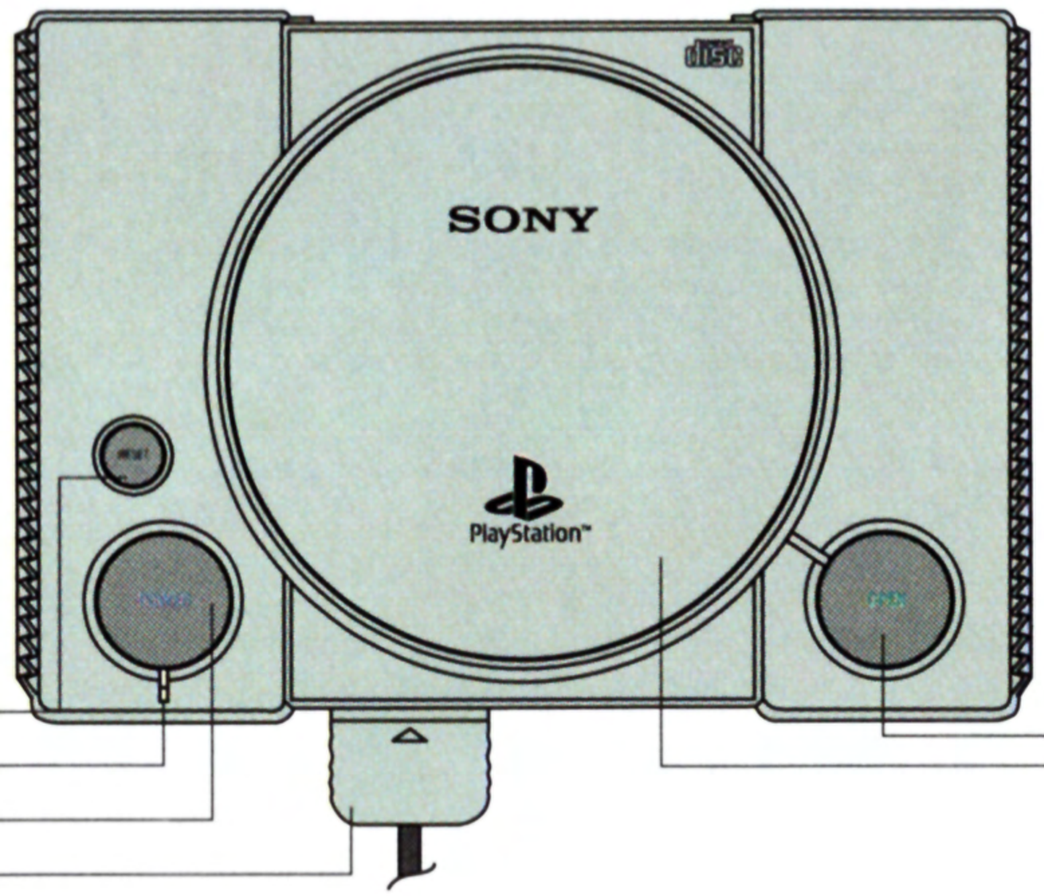
Credits 16

GETTING STARTED

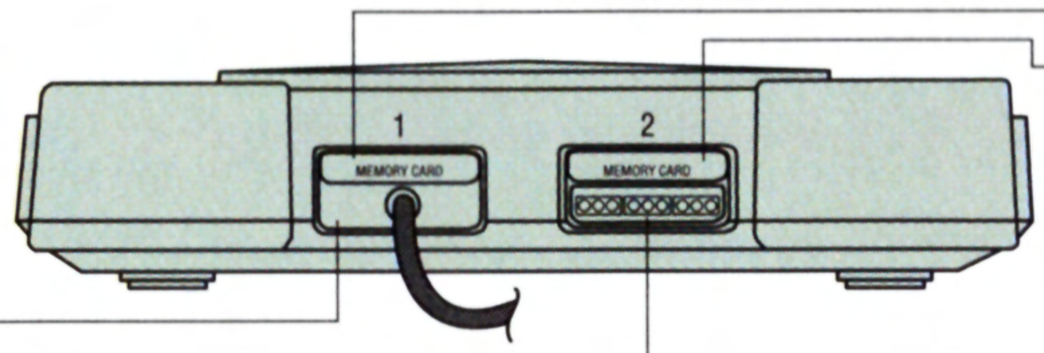
Setting Up

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. Insert the Boombots disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow onscreen instructions to start a game.

Top View

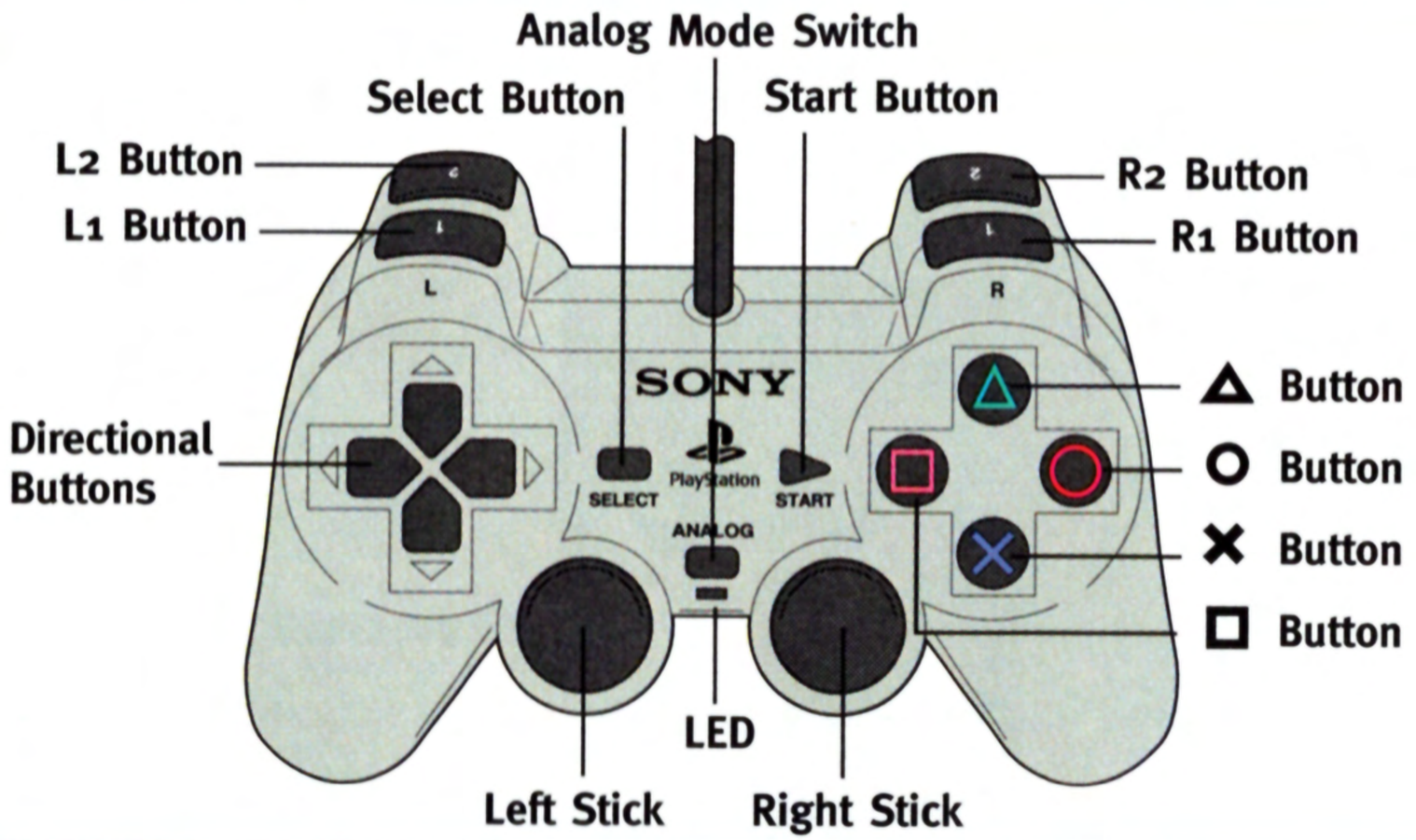


Front View

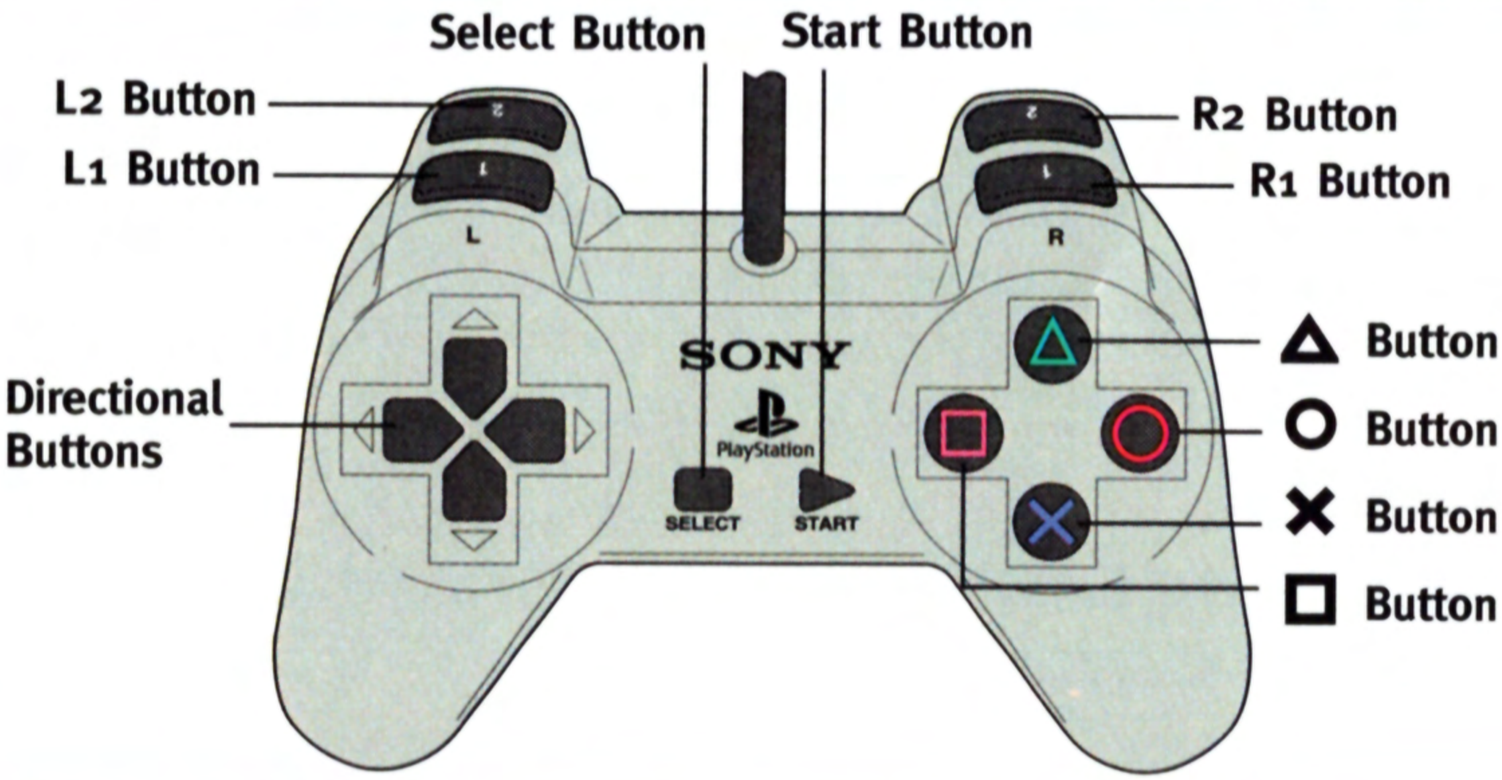


CONTROLLERS

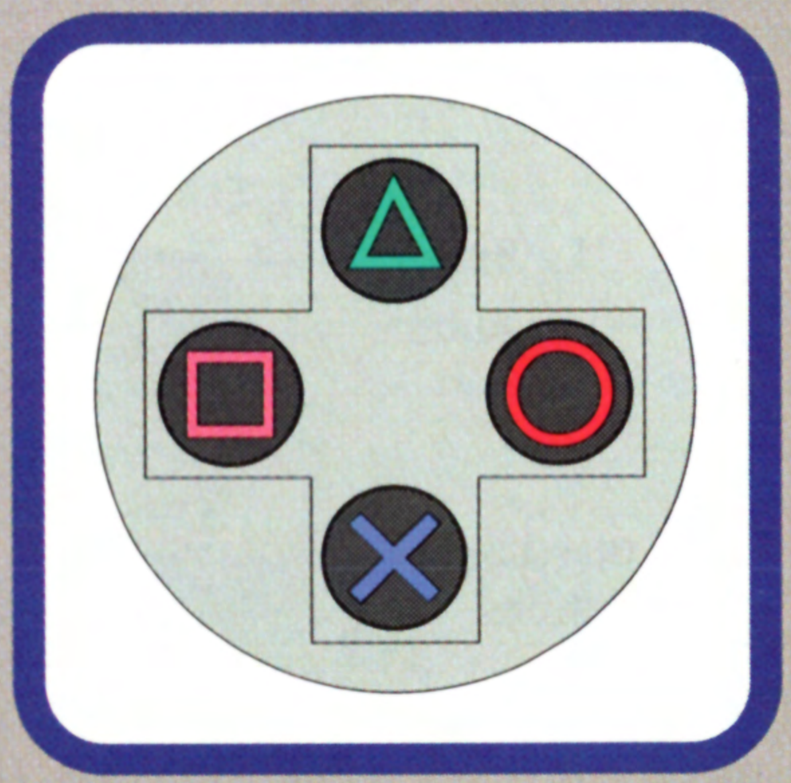
DUAL SHOCK™ analog controller



Standard Controller



CONTROLS



□ Button:

Shoots the rapid-fire gun. Hold the button down for longer bursts.

△ Button:

Shoots the guided bomb. Hold the button down to steer using the Directional Buttons.

○ Button:

Lobs the SCUD missile.

✕ Button:

Makes the Boombot jump. Tapping the button produces a lower jump, while holding the button down produces a higher jump. Double tap the button and the Boombot's rocket boots will fire creating a "double jump".

Directional Buttons:

Controls the direction your Boombot runs and shoots. Double tap in a direction and the Boombot's rocket thrust will fire creating a "burst of speed" (press the left joystick in for analog controllers).

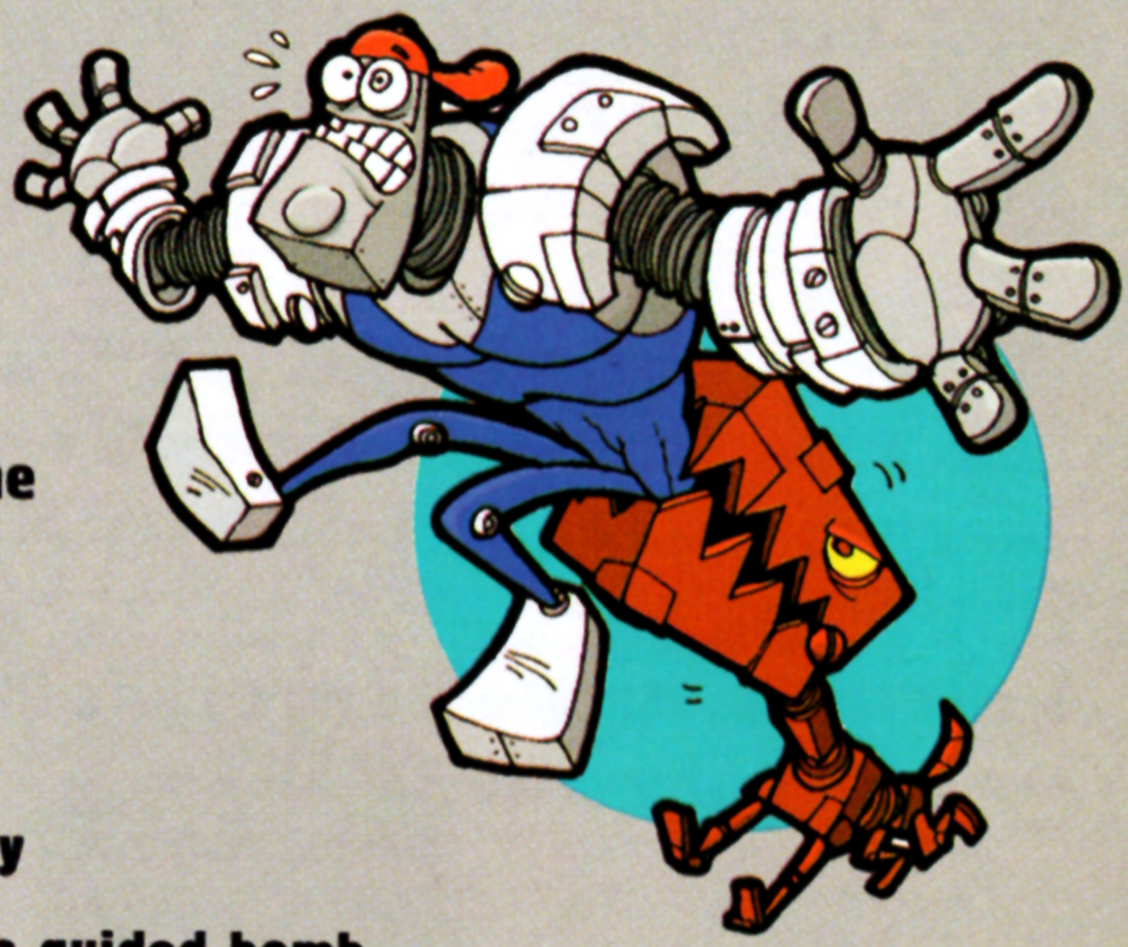
L1 & R1:

"Kicks" the opposing player at close range, breaks your Boombot out of an enemy grapple or kicks back bombs and missiles.

CONTROLS CONTINUED

L2 & R2:

Grabs the opposite player at close range, allowing your Boombot to initiate the killer "Grapple Combo" moves.



- **L2/R2 + ✕ = pulls the enemy into the air for a deadly drop**
- **L2/R2 + ○ = attaches the enemy to a lobbing SCUD missile**
- **L2/R2 + □ = rapid fires at the enemy**
- **L2/R2 + △ = attaches the enemy to a guided bomb**
- **L2/R2 + L1/R1 = close range clobbers the enemy**
- **L2/R2 + L2/R2 = close range smashes the enemy**
- **L2/R2 + ▶▶ = bashes the enemy into a wall**

Left Stick (DUAL SHOCK™analog controller Only!):

By pushing down on the left stick your Boombot is able to create a thrust attack

MAIN MENU

New Game

From the main menu, highlight New Game with the Directional Buttons and select it by pressing X.

Load Game

From the main menu, highlight Load Game with the Directional Buttons and select it by pressing X. If a Memory Card with a saved BOOMBOTS game is present, the game can be loaded by pressing X.

Options

From the main menu, highlight Options with the Directional Buttons and select it by pressing X.

Control

Reassign the controller configuration.

Sound

Sound Effects Volume

Adjust the sound effects volume by pressing left or right on the Directional Buttons.

Music

Adjust the music volume by pressing left or right on the Directional Buttons.

Credits

From the Options menu, highlight Credits with the Directional Buttons and select it by pressing X.

HOW TO PLAY

Single Player

Select Boomer or one of his friends to play and defeat your opponents.

How to Win:

Defeat all the characters in all of the levels and you've made planet Earth safe once again!

Screen Display



Vs. Mode (Two Player)

In Vs. Mode, each player selects their character and together they select an arena. Make planet Earth safe by selecting Boomer or one of his friends to play and defeat all the characters in all levels.

THE STORY

In the year 15 million billion, or was it 1983...it really doesn't matter. Anyway, these alien cats came to Earth and stole all of our house cats. Then these nasty cat aliens took over the world...



So an American scientist named Dr. Pick built a team of robots designed to fly through deep space and destroy Mandu the Cat-Alien-King and bring Earth's house cats home. Will the Boombots succeed with their mission? It's up to you!

POWER UPS & PICK UPS

Health

Increases your health.



Mongo Power

Transforms your Boombot to a Mongo Boombot, giving you three intense shots to blast your opponent.



Shield

Temporarily protects you from missiles and SCUDS, sending them back at your opponent.



Bomb

AVOID THESE! You can shove an opponent into them inflicting serious damage.



X2

Doubles the power of all attacks except for the Mongo Ball.



Energy Ball

Collect these yellow energy balls to give your Boombot better firepower! Fill the power meter and your Boombot will go into the deadly MONGO BOOMBOT mode!



THE BOOMBOTS

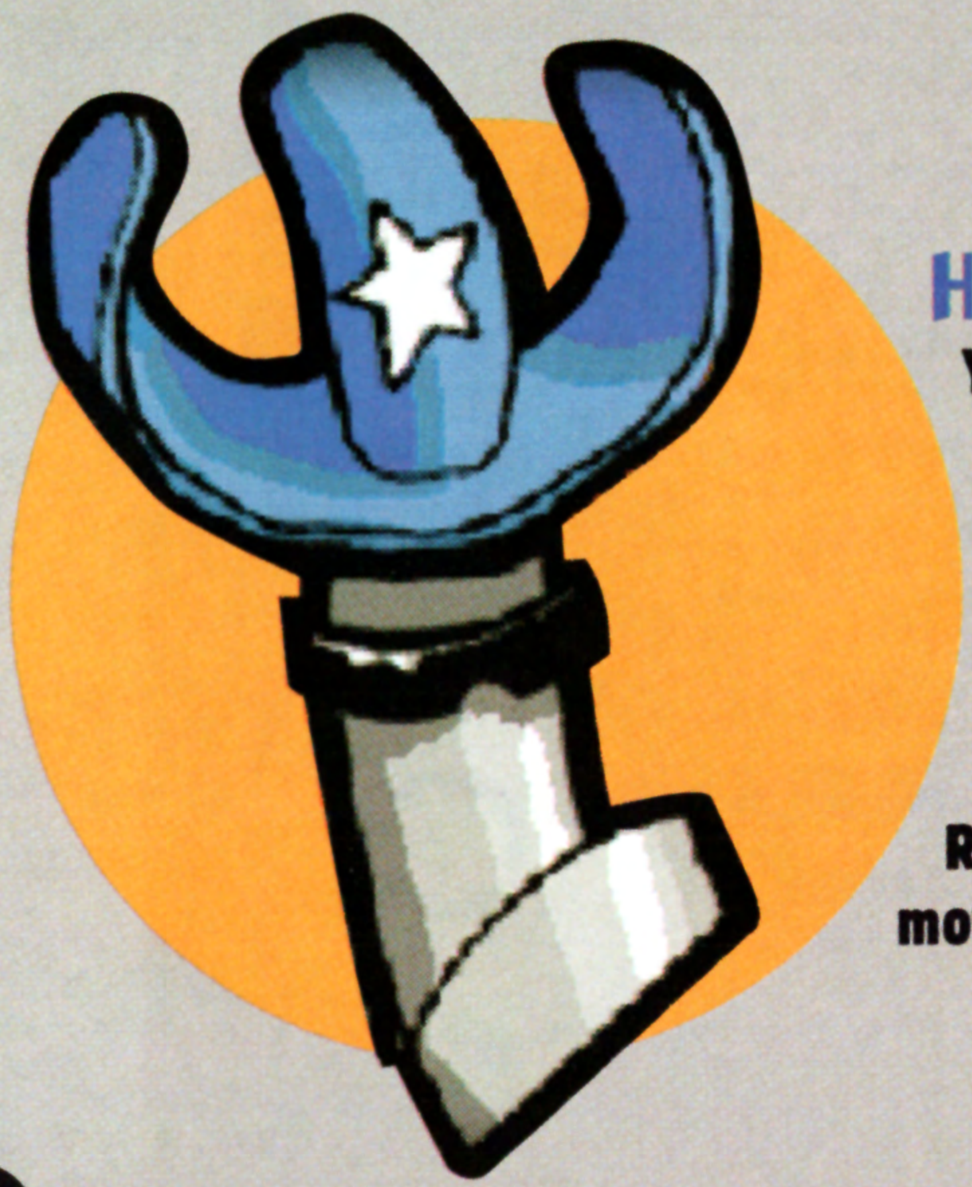
Boomer



Boomer is the indisputable leader of the Boombots. He likes to boss his pals around since he is the greatest leader in the world. As Captain of the good Boombots, Boomer pilots the giant rocket to the Feline Alien Planet.

Abilities:

Boomer represents a balanced approach to fighting. He has no severe handicaps, but no overt advantages either. Boomer's Spinning Fist attack does a decent amount of damage.



Hans, Texas Walker

Yee-Haw! Hans is a whip-crackin' Texan who became a billionaire by drilling for oil. His arms were reinforced with so much metal that there wasn't any left to finish his legs, so Dr. Pick had to give him tiny legs.

Abilities:

Ranger fights best with his six-shooter and grapple moves that take advantage of his hulking arms.

Airplane

Airplane is a modified English WWII airplane that was given a brain to save our world from the Feline Aliens. He speaks with a thick English accent and loves Shepherd's Pie.



Abilities:

Because he is an airplane, his gliding ability is longer than any other character. His best weapon is his propeller (close attacks and grab moves) which he can use to give enemies a close shave.



Chickie Boom

Chickie is the voice of reason for all of the Boombots. Her natural ability to lead is better than Boomer's, but Boomer's fragile ego couldn't handle taking orders from a woman. Still, she offers her expert fighting tactics to Boomer even if he never listens.

Abilities:

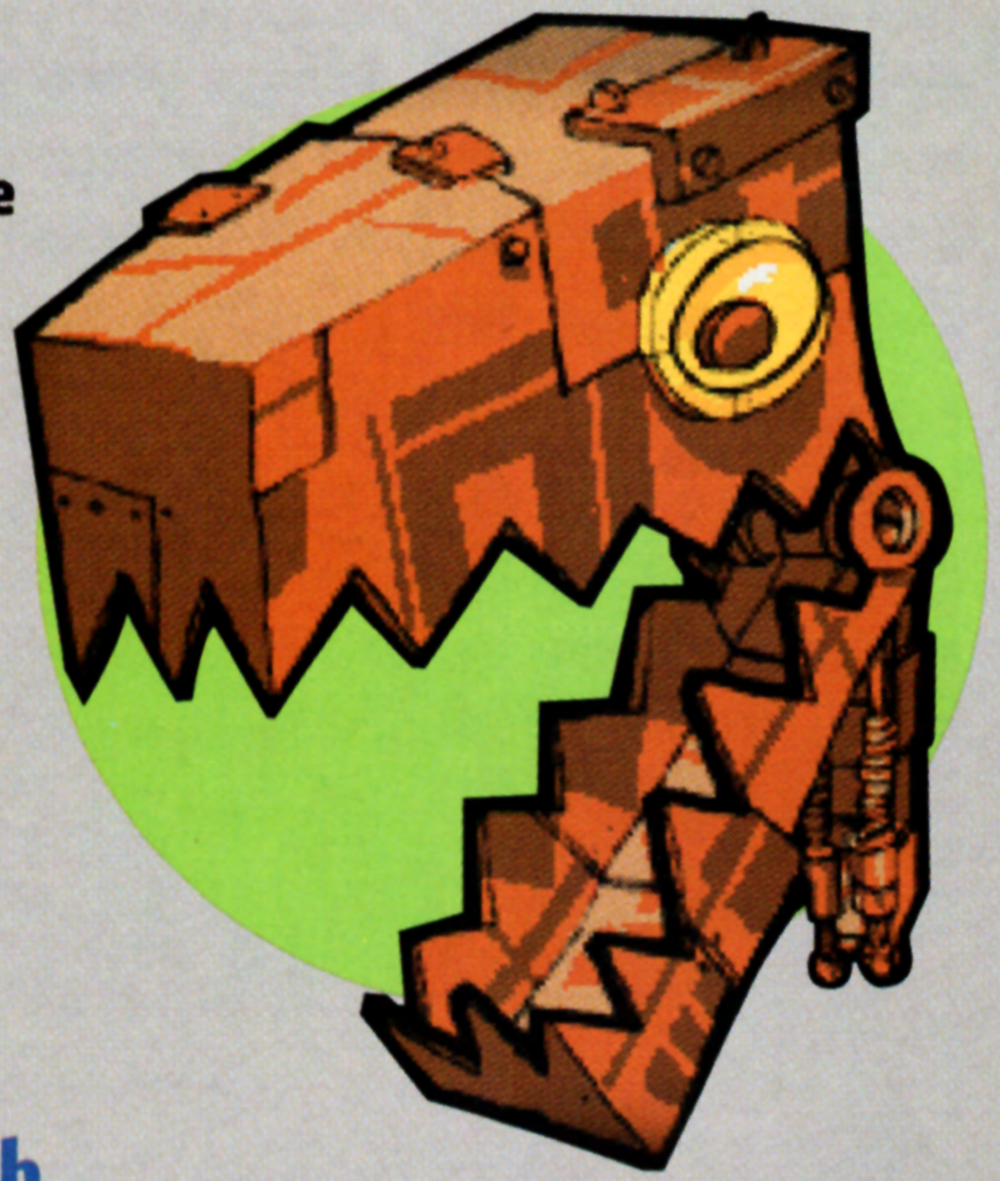
Chickie Boom is all about the "Boom"! Her missiles are deadly and have a broad range of damage. Her hand to hand combat suffers, but a wise player will be able to hide her weaknesses.

Dog E. Dog

A mechanical Pit Bull was captured by the Feline Aliens and trained to guard their temple entry. Dog E. Dog may be a robot, but he's all dog if you show him a bone!

Abilities:

Dog E. Dog's best weapon is his bear-trap jaw.





Pittsburgh

Okay, Okay, every gang of characters has to have a big slow guy and Boombots does not disappoint. Pittsburgh is slower, with weaker weapons, but has superior grapple moves.

Abilities:

Pittsburgh has good armor and is dangerous up close, but his long range projectiles are limited.

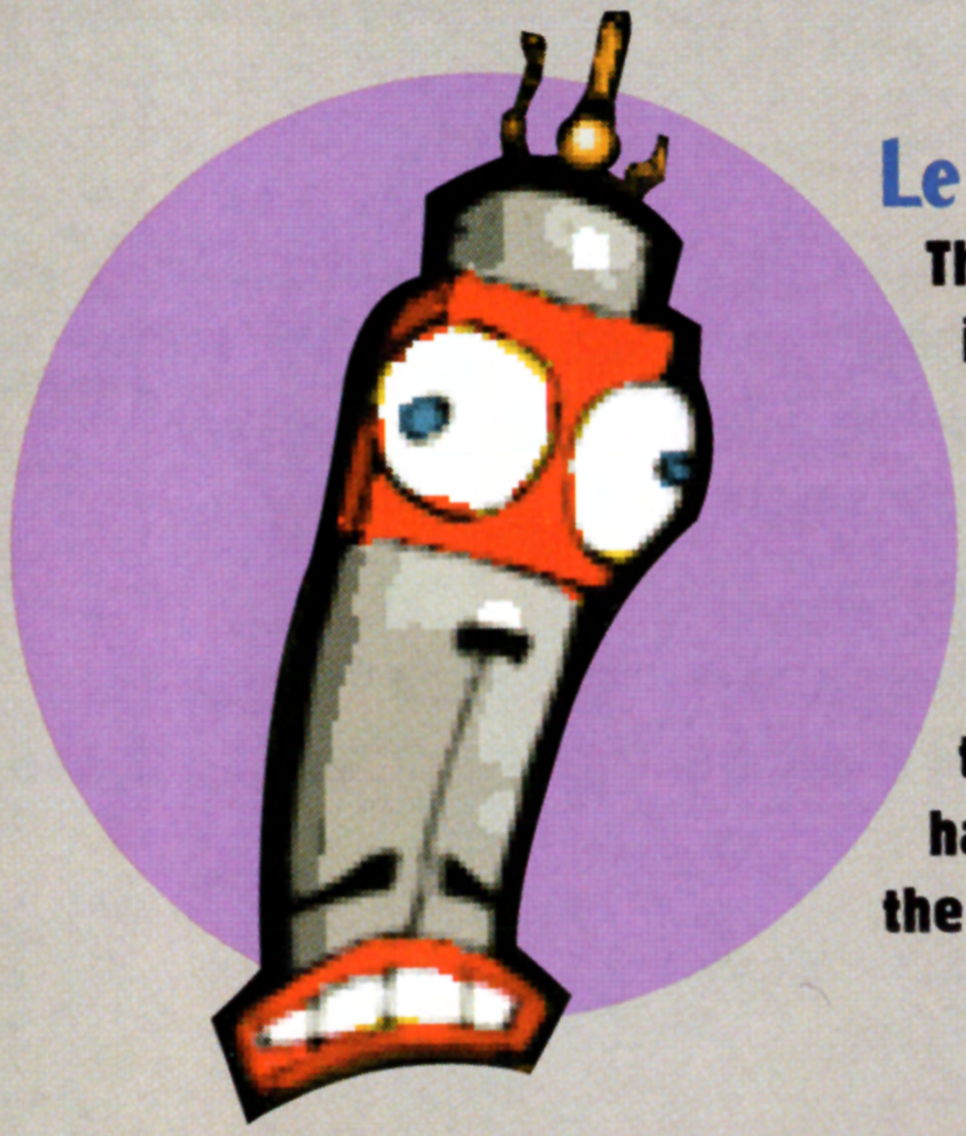
Moby Tank

Moby is a burly tank left over from Operation Desert Storm. Programmed by an Oklahoma Jujitsu expert, Moby approaches every mission with old fashioned fire-power. Unfortunately, he's also a hunk of junk about to fall apart due to military tax-cuts and downsizing.



Abilities:

Moby Tank is slow but his armor is reinforced to the hilt. His projectiles are top quality and should be used often.



Le Chip

The French harnessed the power of Jerry Lewis, injected it into a mechanical monkey and Le Chip was born. Le Chip is insane and loves to play with dynamite.

Abilities:

Le Chip has a helicopter tail useful for gliding to the ground. Almost everything about him is handicapped. Fortunately for him, his dynamite has the most dangerous explosion in the whole world.

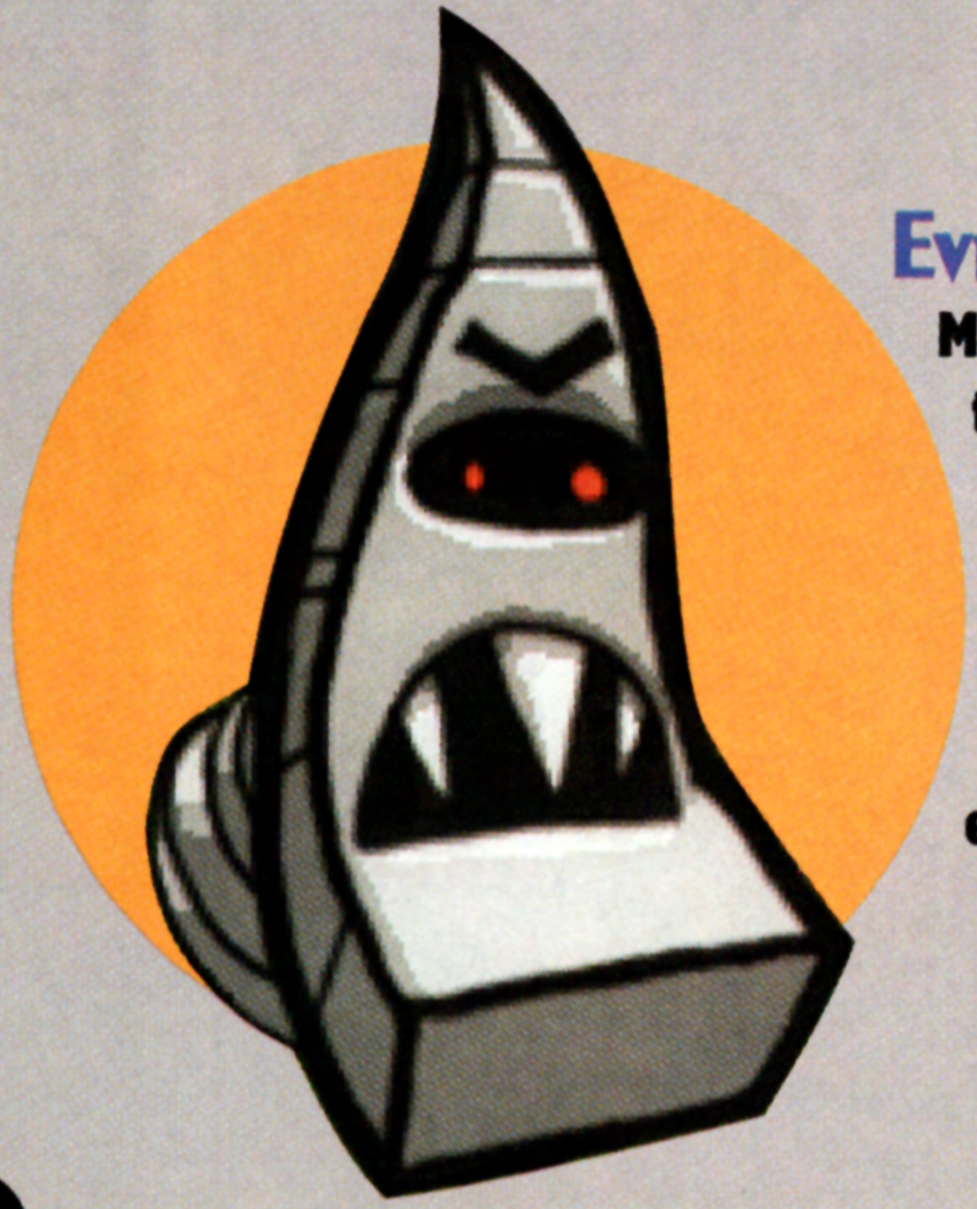
Hara Hara

When the Earth went to war with the Feline Aliens we needed help creating an ultra-fast robot. Japan volunteered and created Hara Hara the world's fastest Boombot.

Abilities:

Hara can outrun any Boombot and he loves to use his blade-lined arms in Kung Fu battles. He can also float in the air using his insect wings.





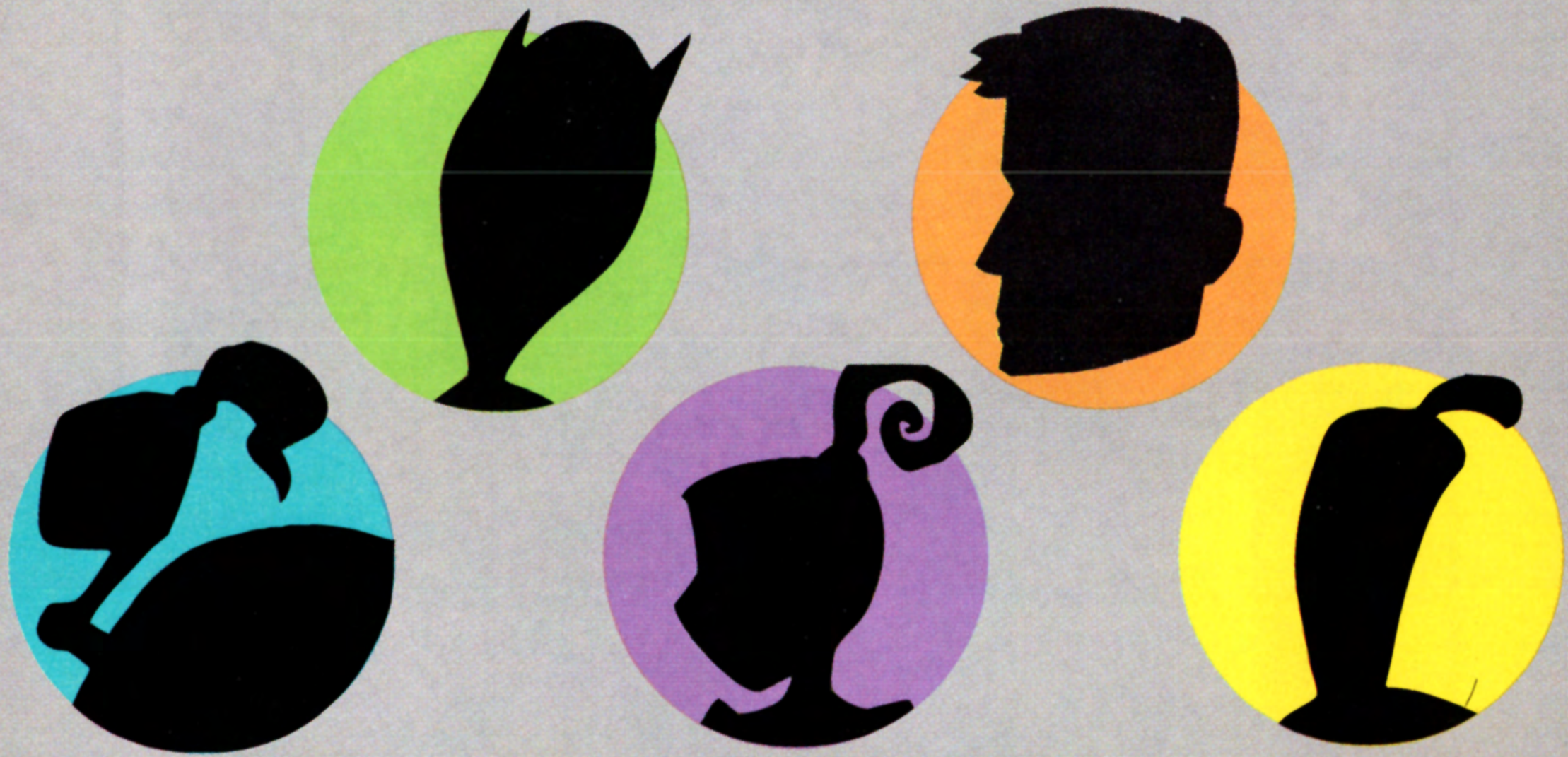
Evil Boom

Mandu's final attempt to thwart the Boombots was to clone Boomer's body and remove the heart. This created Evil Boom, a terrible creature without a conscience.

Abilities:

Evil Boom can do anything Boomer can do but eviler. He has good armor, even though he is bad.

Look for the five Secret characters and five secret levels! No additional charge!



HINTS & TIPS

Use the L1/R1 to kick missiles back at the enemy.

Stay undefeated to reveal secret Boombots and arenas!

Pick up lots of yellow Energy Balls to pump up your weapon power.

Some arena's have power ups hidden within destructible walls and floors, these walls can only be destroyed by a wire guided missile.

CREDITS



CREDITS

Animators: Eric Ciccone, Mike Dietz, Ed Schofield, Doug TenNapel, Vanessa Jones Russell

Background Artist: Steve Crow, Ellis Goodson

Programmers: Brian Belfield, Kenton Leach, Mark Lorenzen, Tim Lorenzen

Boombots is based on characters created by Doug TenNapel

Music:
Terry Taylor

Internal Producer:
Joseph A. Sanabria

Sound Design:
Luis Gigliotti/Ernie Sheesley

Test Lead:
Luis Gigliotti

Testers:
Rick Marr, Demian Snipes

Contracting Animators:
Kenneth Wong, Mathew Somma

Armatures:
Tom Brierton

Macquettes:
Mark Villalobos

Logo Design:
Joe Potter

Voice Talent:
Lani Minella, Aaron Nir, Luis Gigliotti, Mark Lorenzen, Steve Crow, Ellis Goodson, Rick Morgan

Office Manager:
Angie TenNapel

The Law:
Jeff Rose

Bookkeeping:
Laurie Jacobs

Special Thanks:
Friends and Family, Chris Rauch, Glenn Entis, the Small Soldiers Team at DWI, the Planet Moon Team, Fritz Bronner and the SouthPeak Interactive Crew, Steven, Jeffrey, David

Additional Thanks:
Bob Clanton, Rich Flier, Tina Kowaleski, Julie Jacobs, Steve Arnold, Damon Tripodi and Amy Nabi

DreamWorks Interactive

Executive Producer:
Patrick Gilmore

Producer:
Stephen Townsend

Quality Assurance Lead:
John Garcia-Shelton

Quality Assurance:
Tim Coolidge, Jeremy Hall, Randy Kirby

Localization Producer:
Scott Langteau

NOTES

NOTES

NOTES

Limited Warranty/Limitation of Remedies SouthPeak Interactive warrants, to the original licensee, the medium on which the product is furnished to be free from defects in material and workmanship under normal use for a period of ninety (90) days from the date of delivery of the product as indicated by your receipt. Your exclusive remedy shall be replacement of the defective medium by the supplier from whom you received the product.

SOUTHPEAK INTERACTIVE AND ITS LICENSOR(S) DISCLAIM ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND/OR FITNESS FOR A PARTICULAR PURPOSE WHETHER ALLEGED TO ARISE BY LAW, BY REASON OF CUSTOM OR USAGE IN THE TRADE, OR BY COURSE OF DEALING. IN NO EVENT WILL SOUTHPEAK INTERACTIVE'S OR ITS LICENSOR(S)' LIABILITY FOR ANY ACTION IN CONTRACT, TORT, OR OTHERWISE, INCLUDING LOST PROFITS, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF YOUR USE OR INABILITY TO USE THE PRODUCT, EXCEED THE FEE YOU PAID FOR THE PRODUCT EVEN IF SOUTHPEAK INTERACTIVE, ITS LICENSOR(S), OR AN AUTHORIZED DISTRIBUTOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

This limited warranty gives you specific legal rights. Some jurisdictions provide other rights, and some jurisdictions do not allow the exclusion or limiting of implied warranties, including duration, or limiting liability for incidental or consequential damages. As a result, the above limitations and/or exclusions may not apply to you.

clg02.2.0008/15598

CUSTOMER SUPPORT

Technical Support

If you have questions, contact SouthPeak's Technical Support toll free at (888) 774-6918, between 8 a.m. and 2 Midnight Eastern Standard Time Monday - Friday, Saturday and Sunday between 8 a.m. and 8 p.m. E-mail: support@southpeak.com.

To view our other products on the Web, go to http://www.southpeak.com

To order a title call (800)774-6183, 24 hours a day. Customer Service :(800) 732-5818. Eastern Standard Time, Monday-Friday, 9 a.m. to 5 p.m.

© 1999 SouthPeak Interactive LLC. All rights reserved. Southpeak Interactive and the SouthPeak Interactive logo are trademarks or registered trademarks of SouthPeak Interactive LLC ® indicates USA registration. Other brand or product names are the trademarks or registered trademarks of their respective companies.© 1999 DreamWorks Interactive LLC. All rights reserved. Boombots is a trademark of DreamWorks Interactive LLC. Developed by the Neverhood™
Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PlayStation