
PlayStation
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PlayStation
EVERYONE
CONTENT RATED BY
ESRB
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94028
ROSCO
MCQUEEN
FIREFIGHTER EXTREME
PSYGNOSIS

ROSCO MCQUEEN™
FIREFIGHTER EXTREME

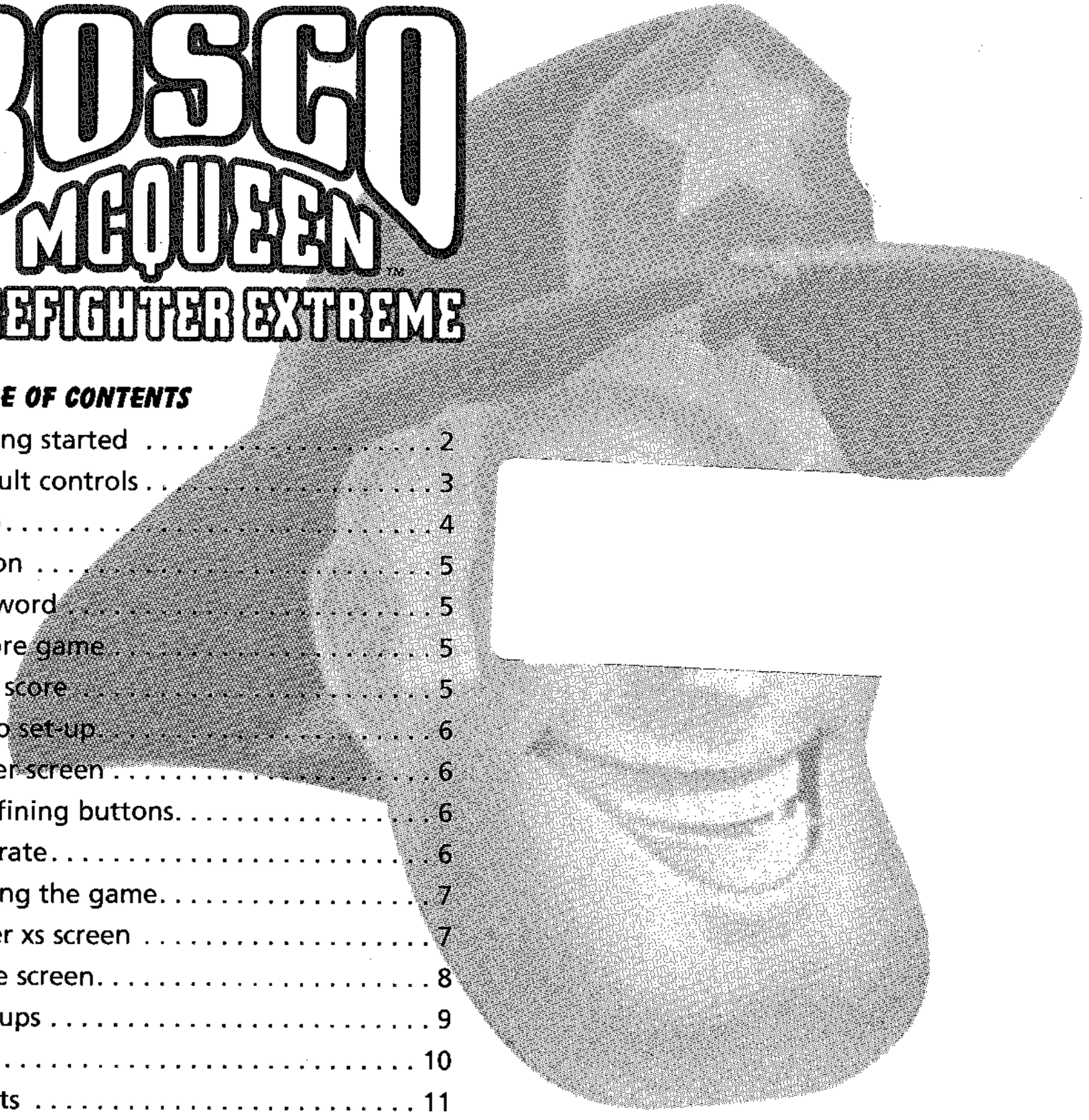


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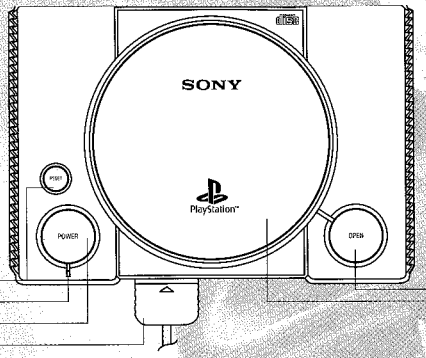
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GETTING STARTED

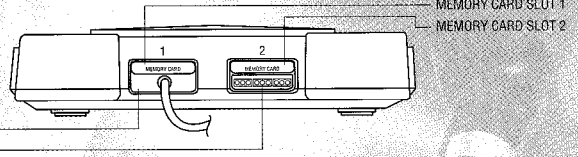
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Insert the "ROSCO McQUEEN FIREFIGHTER EXTREME" disc and close the Disc cover. Turn the PlayStation® game console ON at the POWER button. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on. Make sure there are enough free blocks on your Memory card before beginning play. Memory cards are only supported if inserted into Memory card slot 1.

Console

Top View



Front View



DEFAULT CONTROLS



✕	button	Climb / Jump
□	button	nothing (button not used in gameplay)
△	button	Toggle between Rosco's WEAPONS
○	button	Use current tool (Axe or Hose)
L1	button	Dodge Left.
R1	button	Dodge Right.
START	button	PAUSE the game
SELECT	button	Display DIGIT's Radar
		Quit game (if game is paused)

ROSCO MCQUEEN FIREFIGHTER EXTREME

'HELLO, YOU'RE THROUGH TO "ROSCO MCQUEEN, FIRST MAN ON THE SCENE" - ROSCO SPEAKING ...'

'OH! MR MCQUEEN, THIS IS MALVIN MARVELLO. PLEASE, COME QUICKLY! SYLVESTER T. SQUARE HAS GONE INSANE - HE'S GOING TO DESTROY THE "TOWER XS"!!!'

'FEAR NOT, MARVELLO, WE'RE ON OUR WAY!'

ROSCO PUTS DOWN THE 'PHONE AND TURNS TO HIS TRUSTY ASSISTANT.

'C'MON, DIGIT, WE'VE GOT WORK TO DO - THERE ARE LIVES AT STAKE!'

HURRY!!!

Rosco arrives at the lobby of the "TOWER XS". Use the Directional buttons to move him forwards, backwards, left and right. There are a few important areas in the lobby.

OPTIONS

These can be found at the Reception desk. Move Rosco in front of the reception desk and press the ✕ button to activate the options menu. You will now see the "OPTIONS" Menu. Unless otherwise specified, confirm selections with the ✕ button or use the △ button to return to the previous screen.

PASSWORD

Once you have completed a level, the game will give you the option to save to Memory card or offer a password. Enter the password here by using the UP and DOWN Directional buttons to alter the letters and the LEFT and RIGHT Directional buttons to move onto the next letter-space.

RESTORE GAME

If you have a Memory card with a ROSCO McQUEEN™ FIREFIGHTER EXTREME game already saved, you can load it in here. When selecting this option, your Memory card will be searched and the saved game will "LOAD OK". Press the ✕ button to return to the "OPTIONS" screen.

HIGH SCORE

Displays your best score as a percentage and your best time.

AUDIO SET-UP
This allows you to alter the "MUSIC VOLUME" and "FX VOLUME" as well as selecting whether to have "COMMENTS" "ON" or "OFF". Use the LEFT or RIGHT Directional buttons to change the setting.

CENTER SCREEN
Move the screen border around with the Directional buttons and confirm its position by pressing the ✕ button.

REDEFINE BUTTONS
Select your preferred Controller configuration. Press the button you prefer for each action, press the △ button to cancel or the ✕ button to confirm your selection.

QUICKLY, TAKE THE ELEVATOR!
The elevator is marked with two "START" signs either side of it. Enter the elevator to begin your adventure.

PLAYING THE GAME AND SAVING LIVES!

TOWER XS SCREEN
As you enter each level you will see the TOWER XS, with the floor you are about to enter illuminated. On this screen you will see the name of the level (the first one is "LAUNDRY 1"). Press the ✕ button to begin your mission.

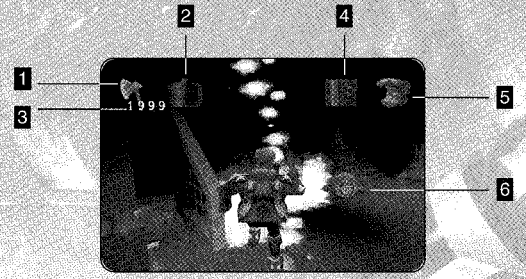
Starting at the bottom of Tower XS, you find yourself in the laundry. Rosco starts with two basic weapons, his trusty hose and his fireman's axe. Rosco always has his axe, but be careful as he only has a limited amount of water. Water is great for putting out fires, and the axe is ideal for disabling robots and breaking down doors.

The Tower XS automated fire alarms are very sensitive, so listen out for the sirens, because if things get too hot the whole building is likely to 'go-up'. Rosco must keep the fires under control, so keep an eye on the thermometer as well, and don't leave too many fires burning. Most fires are started by those cunningly reprogrammed A-Bots, with a habit of dropping BOMBS.

In some areas Sylvester has placed TIME BOMBS which have a timer and Rosco must disable them before they blow. Luckily Digit is able to display any detonation time on Rosco's display and their positions on the computer generated map.

So Rosco must clear the areas, rescue the civilians and prevent Sylvester from turning Tower XS into burning rubble. Good luck !

GAME SCREEN



1 **CURRENT TOOL**	Axe, water hose, water bombs etc.
2 **WATER LEVEL**	When this is empty you will not be able to use your hose - find more water bottles
3 **TIME REMAINING**	On some levels, you will only have a short amount of time to clear the level. Keep an eye on the time or things might get explosive!!!
4 **THERMOMETER**	Also keep an eye on this - if it gets too hot the sirens will sound and you'll be toast!
5 **HEALTH**	As Rosco suffers injury during the game, his face slowly falls away until only his skull remains (ugh!).
6 **DIGIT**	DIGIT floats around Rosco's head, looking out for "HOT-SPOTS". Use her radar to find your way around (press the SELECT button) and stand near to civilians to allow DIGIT to get real close so she can teleport them to safety. She's really helpful to have around, so look after her!

PICK-UPS

SMALL WATER	Pick these up to quench the fires - but they don't last long!
LARGE WATER	These are like the small water canisters ... only they're bigger - obviously!
SUPER HOSE	When Rosco runs out of water using the Super hose, he returns to using the normal hose with a full back-pack of water
CO2	Puts out electrical fires and freezes bots.
WATER BOMBS	Great at putting out extra large fires.
FOOD (small health)	Replenish Rosco's health.
DRINK (large health)	Replenish Rosco's health.
SUPER AXE	Powers up the axe to give Rosco extra strength on robots and reinforced doors. When a super axe door is hit the Super axe powers down back to normal axe.
THROWING AXE	Rosco can destroy robots from a distance and hit objects in those hard to reach places.
OXYGEN MASK	If Rosco finds this, he will find that it will help him breathe more easily.
HEAT SHIELD	Like it says it er... shields against heat!

TIPS

For safety reasons, Tower XS is divided into zones separated by fire doors.

These fire doors will only open once Rosco has extinguished all fires and destroyed all the robots - DIGIT will tell you when the zone is clear. Use your axe to hit the flashing red switch to move onto the next zone.

Some objects, like lockers, will reveal pick-ups if you smash them with your axe. Other objects, like fuse boxes (the green boxes on walls) will open up other areas if you smack them with your axe.

Use the map to see where you are and check out for fires that have started in other rooms.

Make sure you fill your Back-Pack before leaving a level - once you've left, there's no turning back.

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