

# FIRE UP



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UCES-00015/ANZ

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LONDON STUDIO  
△ ○ × □

SONY



COMPUTER  
ENTERTAINMENT

## PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

## HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

## PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email [anti-piracy@eu.playstation.com](mailto:anti-piracy@eu.playstation.com) or call your local Customer Service number given at the back of this manual.

## PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™ Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

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## PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising 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:-



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>

## PARENTAL CONTROL LEVEL

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+



## TROUBLE AT THE BORDER

After many years of strained relations and the ever present threat of invasion, a small country has finally succumbed to the might of The Republic; a neighbouring superpower. The capital city is in pieces, left almost derelict by a sustained bombing campaign designed to break the resistance of the country's citizens. The General Secretary of The Republic, the Iron Lady, has imposed martial law; as the country's infrastructure collapses, famine is now spreading across the land.



Regardless of the magnitude of the invasion and the throttlehold she maintains on her enforced subjects, the Iron Lady has thus far retained relatively good relations with Western Europe and the United States. Other superpower relations seem understandably reluctant to be drawn into a prolonged conflict; especially one that has been brewing for centuries.

However, despite the odds, the people refuse to lie down and die. Bit by bit, local resistance forces, led by the mysterious Addo, are fighting back. The son of a rich Ghanaian oil magnate, little else is known about Addo; his records trace him back to an Oxford education, which, rumour has it, preceded a stint in the Ghanaian secret service. His whereabouts, his motives and the identity of his 'employer' are closely guarded secrets. Even so, in these dark times, he offers the only glimmer of hope for a nation close to ruin...



## SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the **FIRE UP™** disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the  icon from the Home Menu and then select the  icon. An image of the software will be displayed. Select the image and press the **X** button to commence loading.

**PLEASE NOTE:** 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, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

## MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.

The minimum amount of free space required to save **FIRE UP™** data will vary depending on the capacity of the Memory Stick Duo™ inserted. The minimum amount of free space required for different capacity official Memory Stick Duo™ products is listed below:

32MB - 128MB	= 128KB
256MB - 2GB	= 192KB

## WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



## AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



## GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



## INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.



## DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the analog stick unless stated otherwise.

## GETTING STARTED

To continue a previously saved game, insert a Memory Stick Duo™ containing saved game data into your PSP™ system before starting the game.

The Main Menu will be displayed on boot up.

## NAVIGATING THROUGH MENU SCREENS

Press the ↑ or ↓ directional buttons to scroll through menu options and press the X button to confirm selections. Alternatively, press the Δ button to cancel or return to the previous screen.

## MAIN MENU

Select one of the following options from the Main Menu:

### Story Mode

Join the revolution and undertake vitally important missions in the main single player Story Mode.

### Multiplayer

Battle against other **FIRED UP™** gamers via Wireless Ad Hoc Mode.

### Options

Create, delete and edit player profiles.

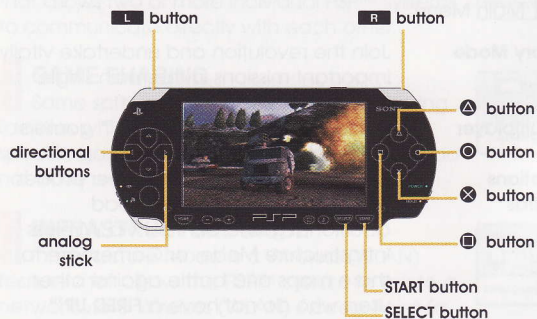
### Extras

Select Download to download additional game content via Wireless Infrastructure Mode, or Gameshare to share maps and battle against other users who do not have a **FIRED UP™** PSP™ Game in their PSP™ system. You can also access demo content for **MEDIEVIL™: RESURRECTION** and **WIPEOUT™ PURE**.



## CONTROLS

### SIMPLE CONTROLS



←, →	Steer
⊗ button	Accelerate
□ button	Brake/Reverse
△ button	Change Target
○ button	Special Commands
L button	Fire Primary Weapon
R button	Fire Primary Weapon/Fire Secondary Weapon (when equipped)
SELECT button	Change View
START button	Pause

### ADVANCED CONTROLS

↑, ↓	Accelerate
←, →	Brake/Reverse
←, →	Steer
L, R buttons	Rotate Gun Turret
⊗ button	Fire Primary Weapon/ Fire Secondary Weapon (when equipped)
□ button	Fire Primary Weapon
△ button	Change Target
○ button	Special Commands
SELECT button	Change View
START button	Pause

## PLAYER PROFILES

To play either Story Mode or Multiplayer games, you must first set up a player profile. After selecting either Story Mode or Multiplayer from the Main Menu, the Profile screen will be displayed. Three player profiles can be saved per Memory Stick Duo™; when playing for the first time, all three available profiles will be unnamed, so create a new one by pressing the X button.

### NAMING A PROFILE

Use the 'SMS' style on-screen keyboard to give your profile a name. Once a name has been entered either press the START button or highlight 'OK' and press the X button to confirm.

The following on-screen message will be displayed: **'Do you want to overwrite the data?'**, select **'Yes'** and press the X button to save the profile to Memory Stick Duo™.

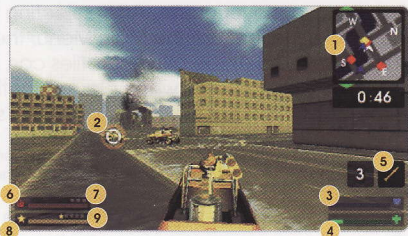
### USING THE ON-SCREEN KEYBOARD

Use the directional buttons to highlight the desired character and press the X button to scroll through the possible selections for that key. Press the L button and the R button to move the cursor left or right. Press the △ button to insert a space and press the SELECT button to alternate the keys between letters/numbers and numbers. If you do not have a Memory Stick Duo™ inserted into the Memory Stick Duo™ slot you can still play **FIRED UP™**, but all data and progress will be lost upon exiting the game or when the PSP™ system is reset or turned off.

**NOTE:** Player profiles can be edited from within Options.



## THE GAME SCREEN



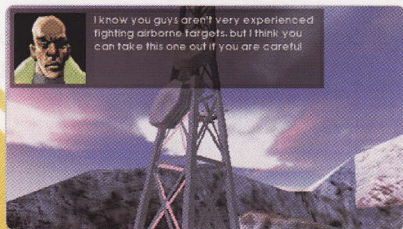
- 1 Map 2 Weapon Lock 3 Armour 4 Health 5 Weapon
- 6 Fired Up Percentage Completed
- 7 Fired Up Challenges Completed
- 8 Scavenge Tokens Collected
- 9 Scavenge Collections Completed

**NOTE:** Mission Objectives are only displayed on screen when a mission is underway.

## STORY MODE

When playing Story Mode for the first time, you must create and select a player profile, as outlined earlier in this manual. The Select Level screen will be displayed next.

Press the **↑** or **↓** directional buttons to highlight the Game Map you wish to play and press the **X** button to confirm; initially, not all maps will be accessible.



## GAMEPLAY STRUCTURE

The environments in **FIRE UP™** are all home to different enemies, weapons and assignments. In each location there are Missions to accomplish, Fired Up challenges to complete and Scavenges to undertake.

## MISSIONS

In each environment, there are two locations that must be visited or characters that must be found so that they can brief you on specific mission objectives. Look out for the green zones that signify mission areas on the map.

Each environment is initially home to five missions and you can swap between missions as you wish. However all five missions must be successfully completed before the final showdown - the boss mission - is unlocked; this must also be cleared to ultimately finish that environment.

Once all six missions in a level have been completed, you are free to re-enter that level at any time and try to collect more Scavenge tokens, complete more Fired Ups and try to get a higher rating in the missions. To try a mission again, re-enter the level and go to the green mission zone. When you enter the zone, a menu will be displayed from which you can select the mission to re-try.

## FIRE UP CHALLENGES

By taking down the enemy's trucks you can aid the local resistance force and help slow The Republic's progress. When you destroy an enemy truck, a Fired Up challenge will automatically begin.

A kill quota will be displayed on-screen - by hook or by crook it's down to you to destroy the required number of vehicles before the time runs out.

There are three Fired Up challenge levels, each more difficult than the previous one. As a reward for eliminating their foe, resistance fighters will place health or armour on the streets for you to find and pick up once you have successfully completed each Fired Up challenge.

**NOTE:** Fired Up challenges are triggered by the destruction of enemy trucks, not opposing jeeps or tanks.

## SCAVENGES

There are fifty gold Scavenge tokens placed in each environment; these are the currency of the neighbourhood's black market traders and are therefore highly sought after. Every time you collect ten Scavenge tokens they'll smuggle some secondary weapons into the area for you to collect.



## PERCENTAGE COMPLETE

The Mission Select screen includes a percentage complete figure which indicates how much of the game has been finished. In order to reach 100% completion, you must complete all missions to 'gold level' (including the final boss), collect all Scavenge tokens and complete all three Fired Up challenges in Capital City, Northern Mountains and Republic City.

## PAUSE MENU

Press the START button during play to pause the game and access the Pause Menu. Press the START button again to resume play or press the  $\Delta$  button to quit and return to the Main Menu.

**NOTE:** Pause the game during a mission to display hints on how to complete that assignment.

## MULTIPLAYER GAMES

Think you've proved yourself in Story Mode? Then maybe it's time to try out your skills against other real-life **FIRE UP™** fans. In Multiplayer mode, up to eight players can compete via separate PSP™ systems by means of the Wireless (WLAN) function (Ad Hoc Mode).

**NOTE:** Make sure that the WLAN switch on your PSP™ system is ON before trying to begin Multiplayer games.

After selecting Multiplayer from the Main Menu, a search will be conducted to locate online games in the vicinity. Press the  $\times$  button to join a game or press the  $\bigcirc$  button to set up and host your own. If you choose to host a game, you can select a game map and game type within the 'Game Setup' option whilst in the lobby. Players in the lobby are listed in the grey box to the left of the screen; when you are ready to start the game, press the  $\times$  button to toggle 'I'm Ready' to 'Waiting'. Also, as the session host, you can select 'Launch Game', making everyone in the lobby start the game even if there are not the desired number of participants.



Before the game begins, each player has the option to switch vehicles. When the Change Vehicle screen is displayed, press the  $\leftarrow$  or  $\rightarrow$  directional buttons to cycle through the available vehicles and use the analog stick to zoom in/rotate the vehicle image for a closer look.

## SETTING UP MULTIPLAYER GAMES

Using the PSP™ system's Home Menu, all players should select 'Settings', then 'Network Settings', and set 'Ad Hoc Mode' to 'Automatic'. If the 'Automatic' setting does not enable everyone to establish a connection, all players should then select either '1ch', '6ch' or '11ch' (i.e. all using the same setting).

## MULTIPLAYER GAME TYPES

### KING OF THE HILL

There is a target zone at a high point in the level. Players score points for the amount of time they spend in this zone alone. All players must attempt to get into the zone, whilst the current 'King of the Hill' must do everything they can to keep their opponents out.

The game ends when one player reaches the target score within the time limit.

### TEAM KING OF THE HILL

Similar to King of the Hill, but teams have collective scores and the aim is to get the majority of players into the zone. For instance if Team One have three people in the zone, and Team Two have four, Team Two will be accruing points.



## DEATHMATCH

The old classic, everyone against everyone – every time you kill an opponent you gain a point. The game finishes when one player reaches the score limit, or when the timer runs out.

## TEAM DEATHMATCH

Like Deathmatch, but the players are divided into teams and the teams share points for kills. The game will end when one team reaches the score limit, or when the timer runs out. Players can also keep track of their own individual scores.

## TEAM CAPTURE THE FLAG

Each team has a flag in their base which must be protected. The aim is to obtain the opposing team's flag and secure it in their own flag position. Teams cannot capture their enemy's flag unless their own flag is in their own base.

The game finishes when one team has hit a certain score or when the timer runs out.

## TEAM BOMB THE BASE

Each team has a base zone and there are bombs spawned randomly around the level. Any player can pick up a bomb; they must take that bomb to the enemy base to score a point. If a player kills an opponent who is armed with a bomb, they take control of the bomb.

The game finishes when one team has reached a certain score, or if the timer runs out.

## ASSIMILATION

At the beginning of the game, an air strike will 'infect' everyone on the map. However, 'Antidote' tokens are strategically placed around the environment. Once the infection has started, infected players must work together to try and infect uninfected players (by driving into them or killing them). The winner is the last player to be infected.

## RACE

A race course is laid out on the map and the first player to cross the finish line after a certain number of laps is the winner. There are various power-ups, laid around the race course to help or hinder players.

## DOWNLOADABLE CONTENT

**FIRE UP™** has been designed to support downloadable content, making it possible to connect the PSP™ system to the Internet in order to download new content directly to Memory Stick Duo™ via Wireless Infrastructure Mode.

## DOWNLOADING NEW CONTENT

Select 'Download' From the **FIRE UP™** Extras screen to launch the Internet Browser. Select your PSP™ system's network connection and press the **X** button. The **FIRE UP™** download page will be displayed; select 'ENTER' and then choose the content you wish to download. The following prompt will be displayed: '**Do you want to overwrite existing savedata?**' select **YES** to continue. Once content has been downloaded, press the HOME button and re-launch **FIRE UP™** via the Home Menu.

NOTE: Please refer to the PSP™ system Instruction Manual for further details on connecting to the Internet. There must be sufficient available space on the Memory Stick Duo™ for content to be downloaded successfully.

## GAME SHARING

### INSTRUCTIONS FOR THE HOST PSP™ SYSTEM

From the Extras screen select 'Gameshare'; **FIRE UP™** will then will search for PSP™ systems that are attempting to receive game data within a 10 metre area. Once a receiving PSP™ is located, follow the on-screen instructions to share game data. When the transfer is completed, the Main Menu will be displayed again.

NOTE: In order to use the Game Sharing facility, the WLAN switch must be ON.

### INSTRUCTIONS FOR RECEIVING PSP™ SYSTEMS

Select 'Game Sharing' from the Home Menu. Your PSP™ system will attempt to locate other PSP™ systems that are currently capable of sending Game Sharing data, within a 10 metre area.



Once a suitable PSP™ system has been located, follow the on-screen instructions to send a request to the host PSP™ system. The Game Sharing transfer will commence once the request has been accepted by the host. When the transfer is complete, press the **X** button to start the game.

To end a game that has been received via the Game Sharing facility, either switch off your PSP™ system, or return to the Home Menu. Any Game Sharing data received will subsequently be deleted.

**NOTE:** Host PSP™ systems can only share game data with one receiving PSP™ at a time. In order to share games with more than one PSP™, the Game Sharing process should be repeated accordingly.

## OPTIONS

Select Options from the Main Menu to add, delete or change set up details for each player profile. From the list of displayed profiles, highlight a file and press the **X** button to select it, the **O** button to delete, or the **Δ** button to return to the previous screen. Highlight an 'UNUSED' profile and press the **X** button if you wish to create a new one.

## INDIVIDUAL PROFILE SETTINGS

After selecting a player profile you can alter various game settings for that profile. Press the **↑** or **↓** directional buttons to highlight a setting and press the **X** button to select it; you can then amend the setting parameters by pressing the **←** and **→** directional buttons. Press the **X** button to keep the change or press the **Δ** button to reset settings to their default value.

### Controls

Choose between the default configuration and an alternative config.

### Crosshair Type

### Invert Y Axis

### Music Volume

Choose an alternative type of crosshair.  
Toggle On or Off.

Increase or decrease the volume of music.

### Credits

View the game credits.

## CHARACTERS

### ADDO

**Vehicle:** Osono Charger



Addo is a charismatic, analytical yet somewhat shady Ghanaian, who may or may not be working under the guidance of an external third party. The leader of the resistance forces, he is loosely affiliated to the 'crew', but doesn't seem to be simply motivated directly by anti-Republic feelings.



### ISABEL

**Vehicle:** Frame Buggy



Originally from a farming community in the Philippines, Isabel is working for a construction firm, developing an oil pipeline in the countryside. Since meeting Addo, she has developed sympathies for the fight against The Republic.

With combat driving experience gained through a spell in the Filipino army during the '90s, Isabel is feisty, resourceful and confident; she does not suffer fools gladly but does however have a sense of fun.



## VIKTORIA

**Vehicle:** Peacekeeper

Viktoria is a UN humanitarian worker trying to help the people in the drought stricken desert regions. After the invasion a large proportion of the local population were wiped out and, alienated with humanitarian work, Viktoria is seeking a way to avenge their deaths.

Viktoria was born in Sweden and studied international politics in the US. She has been working for the UN for several years in various trouble spots, and has discovered a natural aptitude for driving.



## ERIK

**Vehicle:** Paris-Dakar



Eric grew up in the region, but has spent many years abroad as a championship winning international rally star. Following the invasion he has returned home to fight.

Erik is fun loving but has been seriously affected by the invasion of his country and the ensuing war.

Elements of his old humour still sometimes come through his otherwise sad exterior.



## TIM

**Vehicle:** Barbarian

Tim is British, ex-military, and was working as a civilian advisor to the country's independent army.

When the invasion began, the army unit Tim was affiliated with was shamelessly massacred; he escaped and has set about trying to find a way to fight back.

Discharged from the British Army after losing his lower left arm in an accident, Tim is mild-mannered, good humoured and fiercely loyal. When angered, he can however boil over into a mighty rage.





## CREDITS

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#### TRC Testers

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and Paul Thomson,  
Kate Ackland, Carole Wright,  
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and to all out families and  
friends for their understanding  
and support during this  
development.

#### Thanks to:

The communication function of this product includes  
software developed by the NetBSD Foundation, Inc. and  
its contributors. For a complete list of contributors please  
see <http://www.scei.co.jp/psp-license/pspnet.txt>

## CUSTOMER SERVICE NUMBERS

<b>Australia</b>	<b>1300 365 911*</b>
* (Calls charged at local rate)	
<b>Belgique/België/Belgien</b>	<b>011 516 406</b>
Tarif appel local / Lokale kosten	
<b>Česká republika</b>	<b>222 864 111</b>
Po - Pa 9:00 - 17:00 Sony Czech.	
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<a href="mailto:support@dk.playstation.com">support@dk.playstation.com</a> Man-fredag 15-21; Lør-søndag 12-15	
<b>Deutschland</b>	<b>01805 766 977*</b>
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Prix d'un appel local - ouvert du lundi au samedi	
<b>Ireland</b>	<b>0818 365065</b>
All calls charged at National Rate	
<b>Israel</b>	<b>09 971170</b>
<b>Italia</b>	<b>199 116 266</b>
Lun/Ven 8:00 - 18:30 e Sab 8:00 - 13:00: 11,88 centesimi di euro + IVA al minuto	
Festivi: 4,75 centesimi di euro + IVA al minuto. Telefoni cellulari secondo il piano tariffario prescelto	
<b>Malta</b>	<b>23 436300</b>
Local Rate.	
<b>Nederland</b>	<b>0495 574 817</b>
Interlokale kosten. Gesprekken kunnen voor trainingsdoeleinden worden opgenomen	
<b>New Zealand</b>	<b>09 415 2447</b>
National Rate	
<b>Norge</b>	<b>81 55 09 70</b>
0,55 NOK i startavgift og deretter 0,39 NOK pr. Minutt	
<a href="mailto:support@no.playstation.com">support@no.playstation.com</a> Man-fredag 15-21; Lør-søndag 12-15	
<b>Österreich</b>	<b>0820 44 45 40*</b>
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<b>Portugal</b>	<b>707 23 23 10*</b>
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<b>Sverige</b>	<b>08 587 822 25</b>
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