EVERY EXTEND EXTRA

FROM THE MAKERS OF LUMINES™

Q?

Q ENTERTAINMENT

bvg
BUENA VISTA
GAMES

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play. • Do not use the console when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Recording surface
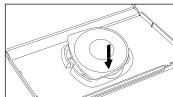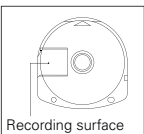
Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.
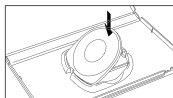
Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

TABLE OF CONTENTS

GETTING STARTED

Right side view

△○✕□ buttons

POWER/HOLD switch

Front view

Disc cover   DC OUT connectors

IR port   USB connector   OPEN latch
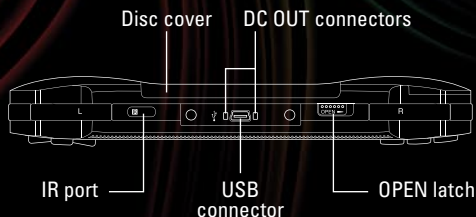
Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the Every Extend Extra disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system'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 ✕ button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

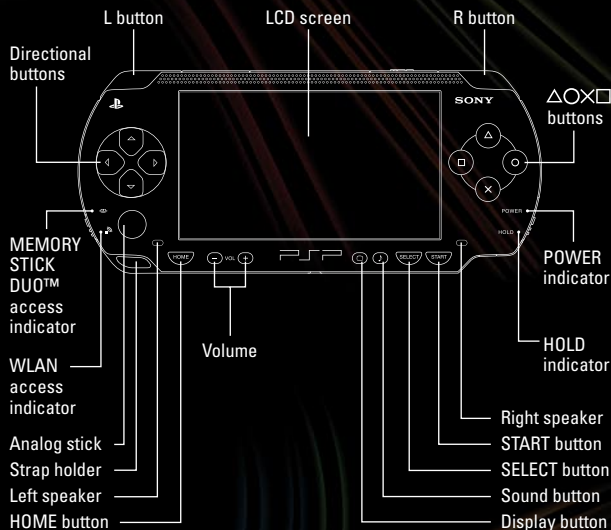**NOTICE:** Do not eject a UMD™ while it is playing.

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. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration

L button   LCD screen   R button

Directional buttons

△○✕□ buttons

MEMORY STICK DUO™ access indicator

Volume

POWER indicator

WLAN access indicator

HOLD indicator

Analog stick
Strap holder
Left speaker
HOME button

Right speaker
START button
SELECT button
Sound button
Display button

CONTROLS

DETONATE.....	△
DETONATE.....	□
DETONATE.....	✕
DETONATE.....	○
DIRECTIONAL CONTROLS.....	←↑→↓ / ANALOG STICK
PERFORM CORE BREAK.....	L R
PAUSE / STATUS SCREEEN.....	START
QUIT TO PSP MENU.....	HOME

INTRODUCTION

Welcome to Every Extend Extra!

In Every Extend Extra, the goal is to evade enemies, detonate explosive attacks in an effort to set off huge chain reactions and rack up massive points to extend your play time!

Starting the Game

Once the title screen is displayed, press 🄂START to begin the game.

PLAYING THE GAME

Every Extend Extra Basic Controls

◎ / ⊗ / △ / ▢ buttons – Press any of these attack buttons to detonate your craft at any time. Keep the button pressed to build up your energy and unleash a powerful charged explosion. The longer you hold the button, the larger the potential blast.

◼L◼ and ◼R◼ buttons – Press and hold either of these while charging your attack to perform a core break and shift the epicenter of the explosion away from your craft. To cancel the core break, release the button before detonation.

←↑→↓ buttons / analog stick – Use either of these to control your craft.

🄂START – Press this to enter the Pause menu.

Note: If you enter Pause within Caravan Mode, you will be taken to the beginning of the stage when you return.

RULES

The goal in Every Extend Extra is to defeat your enemies by creating massive, multi-hit chain explosions. Navigate in-between the enemies displayed on-screen and detonate your craft when they're close enough to your blast radius so that they'll also be destroyed. Their own explosions will in turn hopefully blow up other enemies, as long as they're within the blast radius.

Chain explosions mean big points. The first enemy in a chain is worth 10 points, but each successive blast doubles in value (20, 40, 80, etc.) up to a maximum of 2560 points. Every subsequent blast in the chain beyond that will be fixed at the 2560 point mark.

Crashing your craft without first detonating it will incur a five-second penalty.

With a great deal of skill, patience, coordination and a bit of luck, you can work your way through the waves of enemies and eventually defeat the level boss. As if that's not enough to deal with, you're also up against a strict time limit and a finite supply of spare craft. When either of these run out, it's game over. Good luck!

ENEMIES

There are six types of enemies to contend with in EEE:

1 – Normal enemies (no items)

2 – Green enemies (Point Bonus items)

3 – Pink enemies ("Quickens")

4 – Mini-bosses (Time Extension items)

5 – Pulse bombs

6 – Stage bosses

Mini-bosses leave behind Time Extensions when defeated. Be sure to grab them if you see them!

Stage bosses change their form each time they're hit. Be prepared to adapt your play style on the fly if you want to succeed.

Enemy shapes vary with each stage.

SPECIAL ITEMS

Point Bonus Items – Whenever you destroy green enemies, be sure to pick up the Point Bonus items they leave behind. Each one is initially worth 800 points, but when picked up in succession, their value increases in increments of 800 points per item, for as long as you keep the string going. Thus, the first item in a string would be worth 800 points, the second 1600, the third 2400, and so on. If you detonate or crash your ship though, the value of the next Point Bonus Item will be reset to the starting value of 800 points.

Pulse Bombs – These do not leave behind items; instead, once defeated, they charge up for a moment before unleashing a huge explosion with a wider blast radius than normal.

Quickens – Each one of these essential items increases the speed and frequency of enemies as well as the tempo and urgency of the background music. If you want to rule the high score rankings, you'll definitely want to get very familiar with them. The more Quickens you have, the easier it'll be to create long, high-scoring chain reactions. You can accrue up to eight Quickens in total, but once you obtain six of them, the enemies which leave them behind will cease to appear.

Time Extensions – Every Time Extension you collect increases your overall remaining time by 10 seconds.

HUD DISPLAY

Time – How much time you have remaining.

Score – Your current score.

Quicken – How many Quickens you have collected.

Nextextend – Points remaining before your next extend.

Stock – A tally of your remaining craft.

Maxchain – Your biggest chain explosion in the game so far.

GAME MODES

Single Player

Arcade – Work your way through a stage and then defeat the boss at the end in order to move on. The difficulty of each stage varies depending on your overall ability and how well you performed on the previous stage. Arcade is made up of seven stages as well as two special hidden stages.

Caravan – Choose from any of the stages you've unlocked and then compete for the high score. Your gameplay ability will dictate the difficulty level of the boss at the end. Defeat the boss to win.

Boss Attack – Face off against the might of the game's formidable bosses. Choose Solo to take on any one boss of your choosing, or Rush to challenge them one after another straight to the end.

Original – Play the original Every Extend game, from which Every Extend Extra was inspired.

Multiplayer
Take on an opponent in a head-to-head battle.

Vs. Mode – Will display up to 6 potential opponents for head-to-head play.

Note: VS Mode uses the ad hoc mode to connect wirelessly to another PSP® system.

> *To enjoy a smooth "drive," we recommend that you play the Tutorial. It can be found at the bottom of the Options menu.*

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