PlayStation®

NTSC U/C

PlayStation®

BIO FREAKS™



MIDWAY

MATURE
M
CONTENT RATED BY ESRB

SLUS-00502

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.

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.

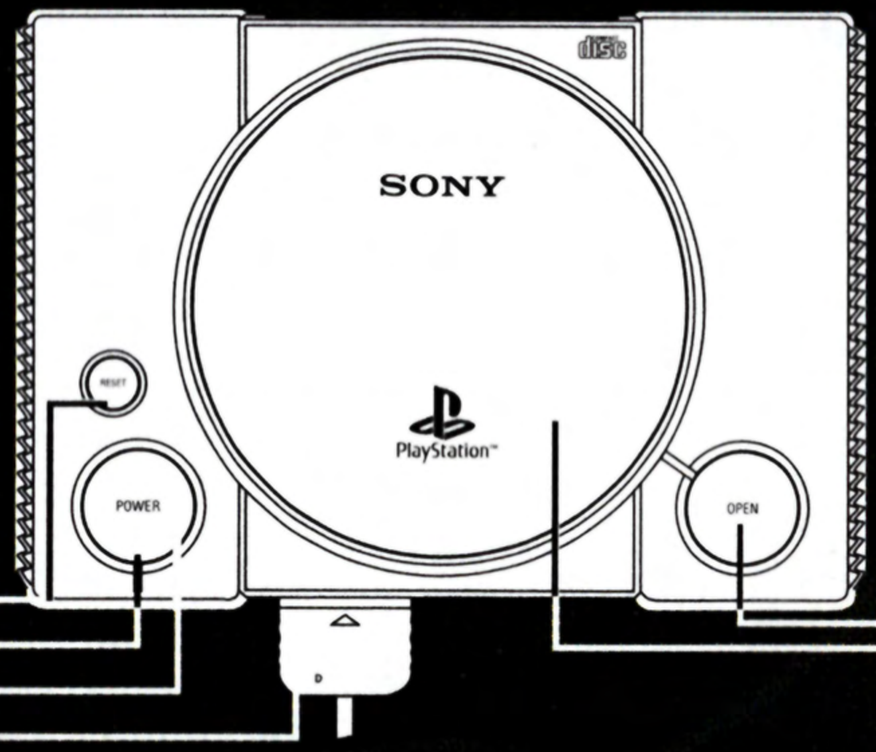
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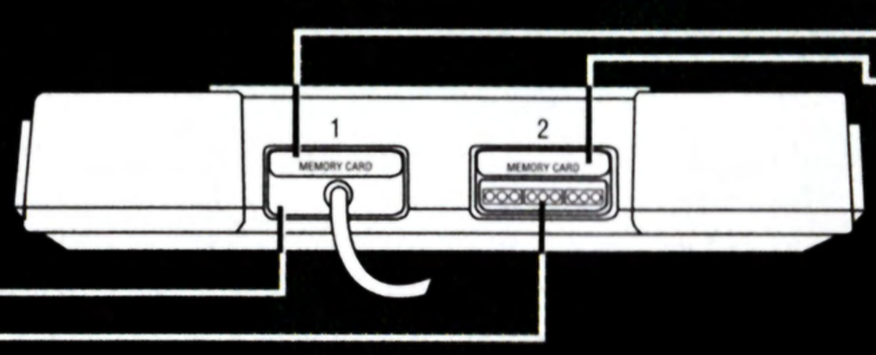
GETTING STARTED

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the Power Indicator is OFF before inserting or removing a compact disc. Insert the Bio F.R.E.A.K.S™ disc and close the Disc cover. Insert game controllers and turn on the PlayStation® Game Console. Follow on-screen instructions to start a game.

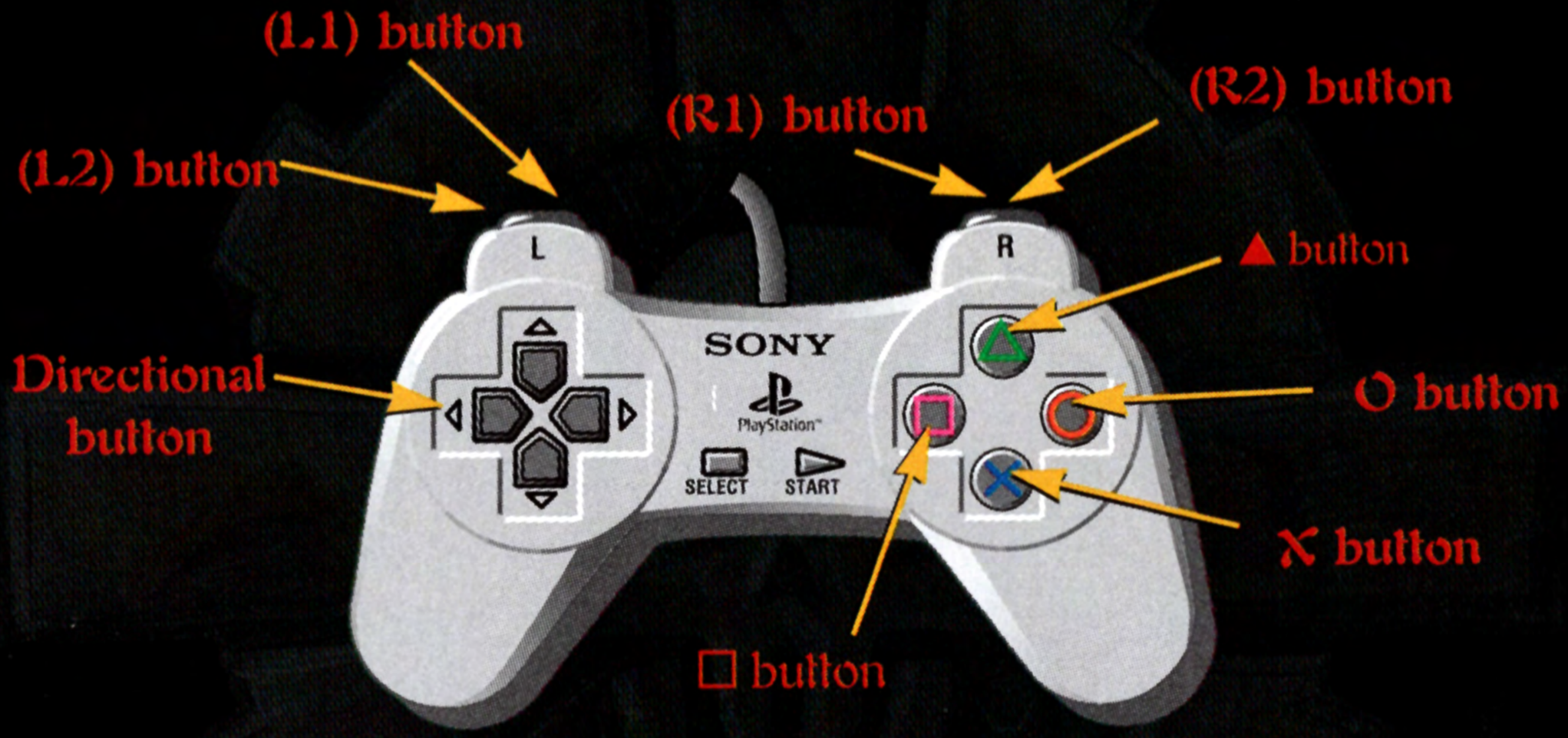
TOP VIEW



FRONT VIEW



The Controller

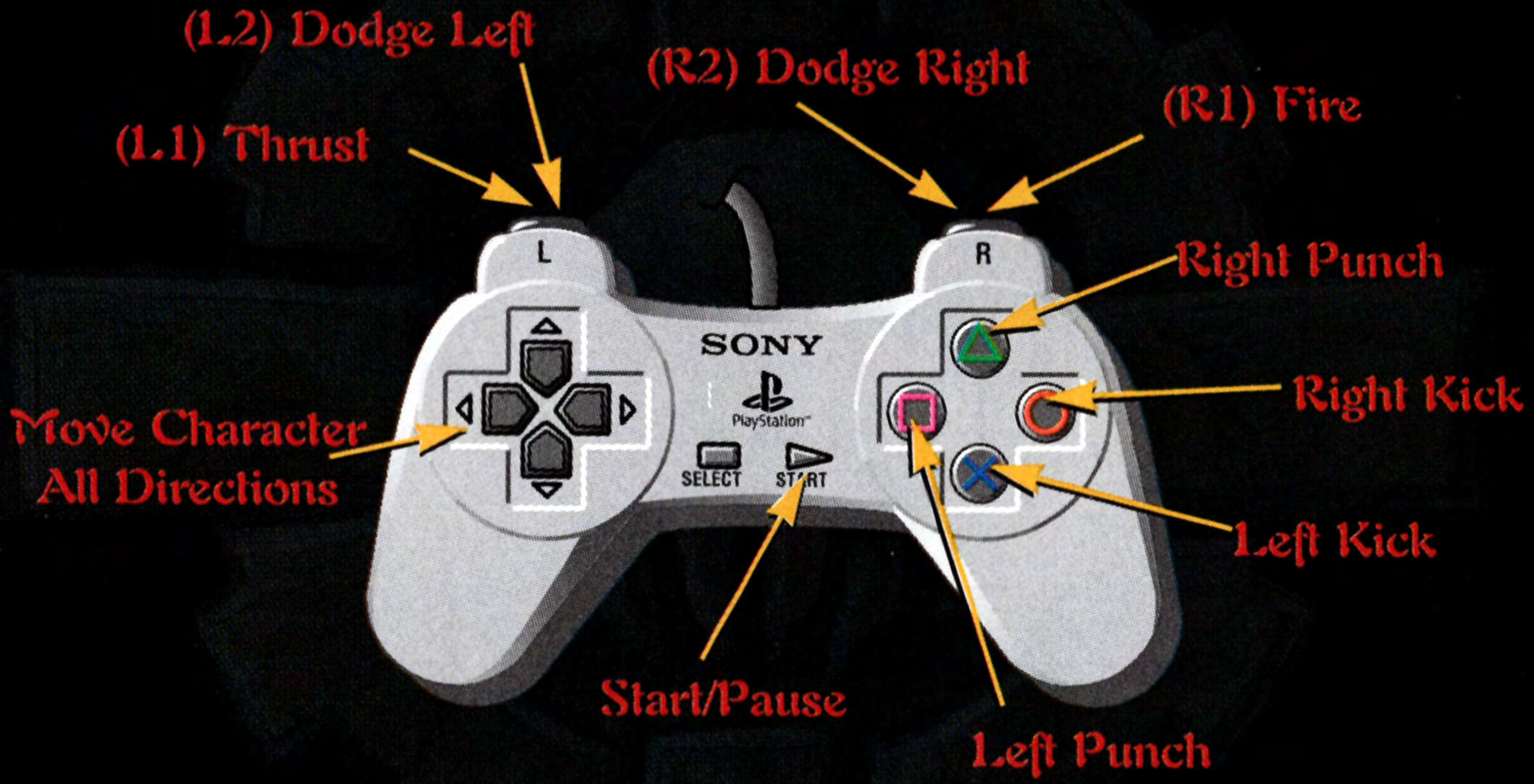


Menu Selection

Press the **Directional button Up**, **Down**, **Left** or **Right** to highlight options.
Press the **× button** to select options.
Press the **▲ button** to go to the previous menu.
Press the **Start button** to pause the game and display the Pause Menu.

DEFAULT CONTROLS

Before you begin your battle, familiarize yourself with the controls.



If you're not satisfied with the default controller configuration, you can modify it any way you like (see **Controller Configuration**, pg. 11).

MAIN MENU



Bio F.R.E.A.K.S offers several challenging options that will allow you to jump in the arena and take on a friend, the computer or an opponent that you can modify to react the way you want. Read below to view the available options.

ARCADE Challenge the computer to a 1 on 1 battle. You'll choose your character and fight other characters chosen by the computer. Player 2 may press the **Start Button** at anytime to take you on. The current game will end, and you'll go to the Character Selection Screen (see **Character Select**, pg. 13).

VS MODE This is the game's 2 Player Mode. You and a friend will choose a character, then choose a Battle Pit (see **Battle Pit Selection**, pg. 14)

TEAM BATTLE When you select this option, press the Directional button Left or Right to choose the size of your team (between 2 and 5), then press the X button to confirm. You'll have that number of characters to create your team, then take on the computer or a friend. The team with the last man standing wins.

SURVIVAL You'd better be pretty good to select this game mode. It's just you against the computer in a fight to the death. Collect as many wins as you can as you fight every player over and over until you lose. Your Health will regenerate 20% after every round. You'll need to be lightning quick in disposing of your opponents to last in this marathon fight to the death.

PRACTICE MODE Practice your moves and combos, then prepare yourself for battle in this extensive Practice Mode. You (and an opponent) select your character, then select a Battle Pit. Once your practice starts, press the **Start Button** to view the Practice Menu and setup your practice session the way you want (see next page).

PRACTICE MENU



Highlight an option, then press the **X button** to cycle or select options.

ATTACK DATA With this option **ON**, the Health Bar will work as a Strength Bar. As you inflict damage, it will diminish then regenerate. Use this feature to see how much damage a particular practiced move will inflict. If you don't want to view this information, turn this option **OFF**.

CPU ACTIONS You can choose how you want your opponent to react to your fighting moves. Select **Stand** to have him stand defenseless and take the punishment, **Arcade** to have him fight back, **Jump** so you can practice hitting a jumping target or **Guard** to have him block many of your attacks.

CPU LEVEL Set the difficulty level for your CPU opponent from **1** (easiest) to **Clonus** (hardest).

KEY DISPLAY With this option **ON**, the buttons you press to execute a move will be displayed at the bottom of the screen as you practice. This is a good method to see if you're getting your moves down. Turn this option to **OFF** to not view the display.

ENDLESS FLYING Set this option **ON** to have endless flying capabilities. Your Jump Jet's power will not diminish. When set to **OFF**, your hovering will be limited.

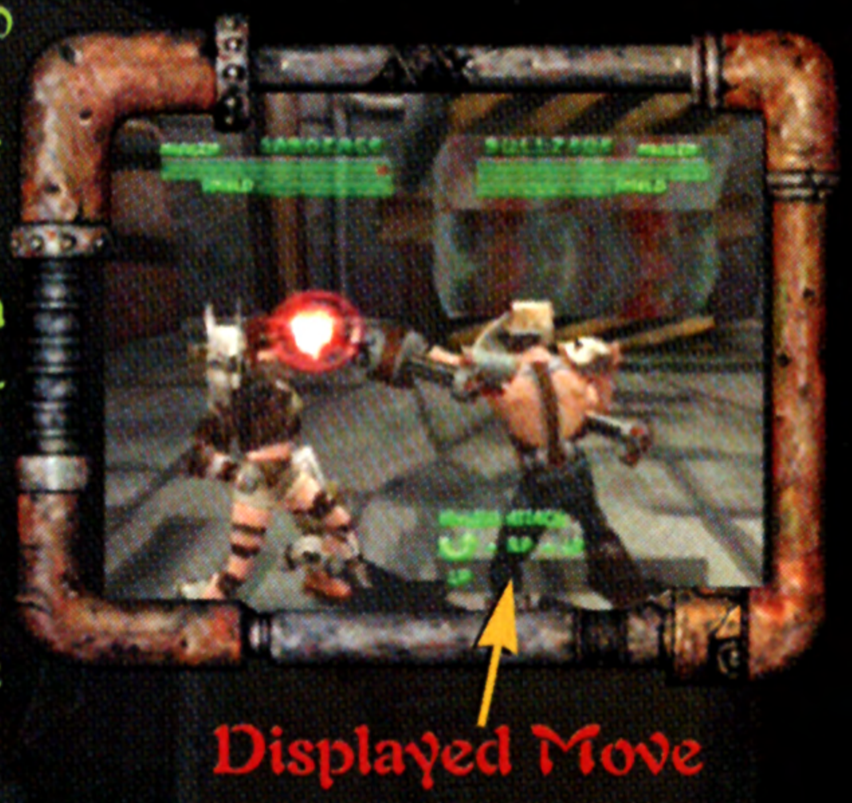
FEATURE DISABLES Enable or Disable both characters' **Flight**, **Fire** or **Shield** capabilities.



Character Moves

You can view all of your character's available moves. Highlight a move, then select it.

With **Attack Data** set to **ON** the move will then appear on the bottom of the screen for you to view and practice. (The option to display moves on-screen is available in Practice Mode only). Try to execute the move over and over until you have it down. Repeat this process for any moves you feel you need to work on. Even though the moves are displayed as though you are facing to the right, the move will flip and be displayed correctly as you face left.



Limb Loss Options

This may seem a bit morbid, but you can decide whether or not your opponent will lose his arms during the fight. Here are the two settings:

Limb Loss Mode

Regenerate - You opponents limbs grow back after a short period of time.

Stay Off - Once cut off, they'll stay cut off. **Off** - Your opponent will not lose limbs.

State of Player

You can also decide whether or not your character will have any arms throughout the practice session. This way, you can work on your limbless fighting skills. Select **Normal**, **No Left Arm**, **No Right Arm** or **No Arms**.

Change Players Select this option to exit the Practice Menu and return to the Character Select Screen to choose new characters. You can then start your practice over again.

Exit to Main Menu It's obvious, yes...quit your practice and return to the Main Menu.

Options

Game Options



Adjust the game's various game options with this option. Highlight an option, then press the **X button** to cycle settings. Here are the options:

Difficulty Change the game's difficulty setting to **Novice** (easiest), **Normal**, **Expert** or **Freak** (hardest).

Gore You can leave the setting at **ON** to see all the cool blood and gore incorporated in ***Bio F.R.E.A.K.S***, or you can turn it **OFF**. Your choice. When you turn Gore off, there will be no blood or loss of limbs. However, Mutilations will still end the round.

Continue Set the game's Continues to 3, 4, 5 or play until you're old and grey using the **Infinite** setting.

Round Time Set your Round Time to 30, 60 or 90 seconds. Select the **Infinite** setting to play until a winner is determined.

GAME HINTS With the Game Hints option **ON**, the computer will determine if you need a little help with your fighting skills. The game will stop briefly and give you a hint about basic fighting techniques and what your next move should be. Turn the option **OFF** to learn on your own.

Select **Defaults** to reset the Game Options to their default settings.

AUDIO OPTIONS

Make adjustments to the game's default audio settings. Highlight the **SFX**, **Music** or **Speaker** option, then press the **Directional button Left** or **Right** to adjust the volume or cycle the settings. Select **Default** to return to the game's default settings.

BUTTON CONFIGURATION

Configure your PlayStation Controller. See **Controller Configuration**, next page.

HIGH SCORES

View the saved High Scores you've achieved. Press the **X button** to cycle the different high score tables. When you're asked to enter your initials for a high score, press the **Directional button Up** or **Down** to cycle the letters, then press the **X button** or **Directional button Right** to select a letter. Press the **▲ button** or **Directional button Left** to go back and fix mistakes.

CONTROLLER CONFIGURATION



Make modifications to the game's default controller configuration. To do so, press the **Directional button Up** or **Down** to highlight the function and button you want to change, then press the new button you want to replace the current button.

When you change a button, the computer will automatically change other buttons to avoid conflicting controls.

Both Player 1 and 2 can make changes at the same time. Press the **Select button** to reset the configuration to their default settings. Select **Back** to return to the Options Menu.

MEMORY CARD



Use your Memory card to save Option, Controller Configurations and High Scores. Here's how to save data:

Save Options After you've set the game's options the way you want, you can select this option to manually save them to your Memory card.

Load Options Select this option to restore your saved options from the Memory card.

Auto Save On/Off Choose to have the computer automatically save data to your Memory card. The default setting is **No Auto Save**. To set this option to **ON**, press the **X button**. If your memory card has no ***Bio F.R.E.A.K.S*** file, it will create a file and save your options to the card. If there is already a file on your card, you'll be asked if you want to overwrite the existing file. Press the **Directional button Left** or **Right** to cycle **Yes** or **No**, then press the **X button** to save the file and enable **Auto Save**. Your options and button configurations will be automatically saved. If **Auto Save** is enabled, you can disable it again by highlighting the option and pressing the **X button**.

If you are saving to a Memory card for the first time, and it is full, you can manage your Memory card (refer to your PlayStation console manual for instructions on Memory card management). Any files that are already on your Memory card may then be deleted to make room for new data. ***Bio F.R.E.A.K.S*** only requires one Memory card block.

WARNING: Do not insert or remove a Memory card during a save or load operation.

CHARACTER SELECT



You're all set up and ready to tear up your opponent, but first you'll need to choose your character. At the Character Select Screen, press the **Directional button Left** or **Right** to cycle the 8 available characters, then press the **X button** to select one.

When you select your character, the Game Hints option will appear. **Directional Button Left** or **Right** to select **ON** or **OFF** (see **Game Hints**, pg. 10, for more details).

In **VS Mode**, you can add some **Life** to your character. Press the **Directional button Left** or **Right** to adjust the amount of **Life** both players have. You can use this option to handicap an experienced player and make the battle more competitive.

If you're playing a one player game, you'll go straight to the Battle Pit to begin the fight. If you're playing a two player or Practice game, you'll go to the Battle Pit Selection Screen to select the pit of your choice.

BATTLE PIT SELECTION

Press the **Directional button Up, Down, Left** or **Right** to highlight the Battle Pit you want, then press the **X button** to select. Each pit is labeled **Easy**, **Medium** or **Hard**.



Easy and **Medium** pits have less dangerous obstacles that can hurt you during a match. In **Hard** pits, dangerous obstacles are found throughout the Battle Pit. Not only do you have to contend with your opponent, but the surrounding environment as well. Once you've selected your Battle Pit, the fight will begin.

PAUSE OPTIONS

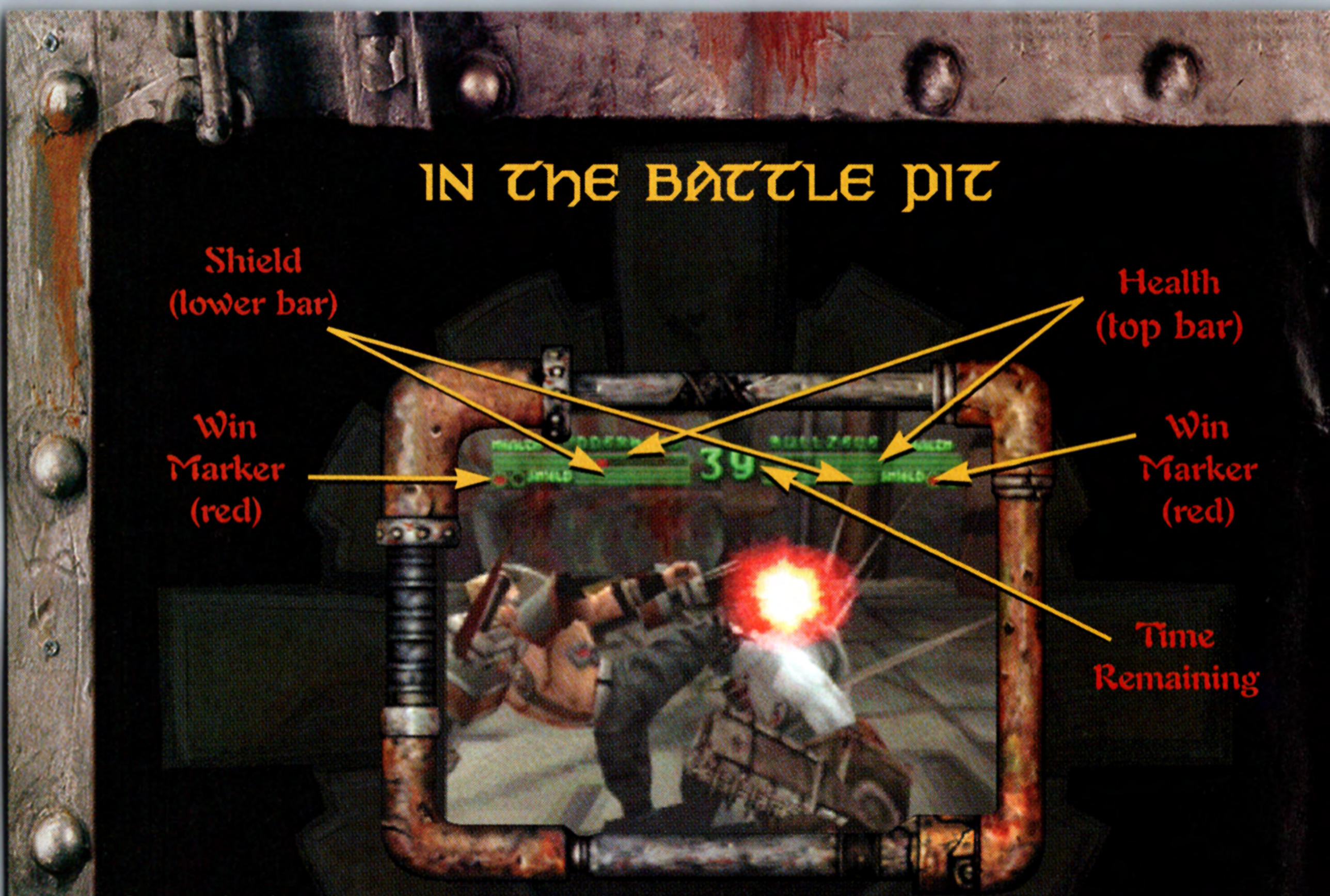
During the match, press the **Start button** to view the Pause Options Menu. It displays:

CHARACTER MOVES View many of the moves for one or both characters in the pit.

FEATURE DISABLES Enable or Disable **Flight**, **Fire** or **Shield** capabilities for both characters.

EXIT TO MAIN MENU Leave the match and return to the Main Menu. Select **Yes** to confirm.

IN THE BATTLE PIT



As you battle it out in the pits, information is displayed on-screen to keep you updated with your character's **Health**, **Shield** supply, number of **Wins** and **Time** remaining in the match. If you nail your opponent with a nice combo, the **Hit Combo** will be displayed. When you're in the air, a Hover Meter will appear in the bottom corner to let you know how long you can stay in the air. If you have **Game Hints** turned **ON** (see **Options**, pg. 9), hints for improving your fighting skills will stop action momentarily and appear on-screen. In **VS Mode**, **Wins** for both players will appear at the bottom of the screen, so you can keep tabs on who's beating who.

BIO F.R.E.A.K.S.-The Story

The World of Neo-Amerika

In the not-too-distant future, the mighty country known as America has fallen like all great empires throughout history. Its fifty states broken into private territories after what was called...

The Techno-Industrial Civil Wars. Computer technology, bio-engineering, cybernetics and mechanics accelerated at such an incredible rate, it forced industrial competition to the point of uncontrollable and ruthless corporate espionage.

While the government tried to keep control of the country, the effect of the giant corporations' white collar wars drove the economy into a tail spin. With Wall street in shambles, the government bankrupt and technological corporate giants running unorthodox takeovers, Neo-Amerika was born.

Starting with Micro-Gene, a Dallas based microchip / bio engineering company, New Mexico was easily annexed by the construction of more micro-chip processing plants and cloning technology labs. Arizona was the company's next target and by the time Micro-Gene moved in on Nevada, things started to get ugly. Micro-Gene had been using enhanced agents to spy, sabotage and gather information on competing companies, but other competitors began fighting back with their own brand of genetically enhanced corporate spies and agents.

These wars between giant corporations a.k.a. "GI-Corps", gave way to more complicated, advanced and unethical methods. The kidnapping of corporate executives and replacing them with clones capable of downloading company secrets was becoming commonplace. Soon, murder and terrorist tactics became tools of choice in the battle between the GI-Corps.

With the advent of the GI-Corps battles, each State developed desperate measures to secure themselves from a hostile take-over. By declaring Federal independence from the U.S., drastic laws and borders were created between states. Violence soon reared its ugly head and the Techno-Industrial Civil Wars began.

BIO F.R.E.A.K.S.-THE STORY

Something had to be done before the once great country destroyed itself or became target to outside invasion. An agreement had to be made between the government and the GI-Corps before America was torn apart. So a radical concept was introduced to prevent the possible loss of millions in the increasing wars between Gi-Corp controlled states. Thus...

THE SECRET GAMES COMMISSION (SGC)

Spearheaded by forces unknown (possibly foreign interest), a commission was set up in league with the remaining U.S. Government to regulate the piracy that was tearing apart the United States with the hopes of possibly re-uniting the once proud country. The SGC and the American Government put forth a proposal to the GI-Corps: territorial or contract disputes would be settled in an arena. Instead of armies, one champion would represent a GI-Corp controlled state in battle against another corporation's champion. The winning Champion would take control of the opposing state along with whatever other states that may have been acquired from previous battles.

THE COMING OF THE BIO F.R.E.A.K.S.

The first unified law in decades was passed and the concept of one-on-one battles settling GI-Corp disputes became a reality. As a matter of fact, the creation of ultimate fighting machines was inevitably the next step in the industrial world of Neo-Amerika and its civil wars. Each GI-Corp jumped at the opportunity to create these warriors from technology they specialized in. Cloning had become an easy task for the science divisions of the corporate states. Enhancement by genetics and cybernetics were available technologies as well. Born from these scientific secrets were:

BIOLOGICAL FLYING ROBOTIC ENHANCED ARMORED KILLING SYNTHOIDS

Bio F.R.E.A.K.S for short, these enhanced humans were created specifically for the purpose of battle. Bred in laboratories as killing machines, the Freaks were genetically endowed with peak strength and agility, a rapid healing factor, body tissue regeneration

and built-in weaponry. They are owned by the GI-Corps and controlled through a bio-drive that also allows them to down-load combat skills and strategies. An intricate tattoo of circuitry gives them access to the bio-drives, which are located in each Freak's skull. There are three stages of Freakdom:

SYNTHOIDS: Genetically enhanced clones with tissue regrowth abilities.

RETROS: (as in retro-fit): One flaw in the Freak creation process is that the tissue regrowth abilities will fail after a while. If a body part is destroyed and the regeneration processes has discontinued, cybernetic replacements are attached to the Freak.

Dozers: These are freaks who have not only lost much of their human tissue but also the ability to regenerate. Their bodies are completely mechanical save for the brain.

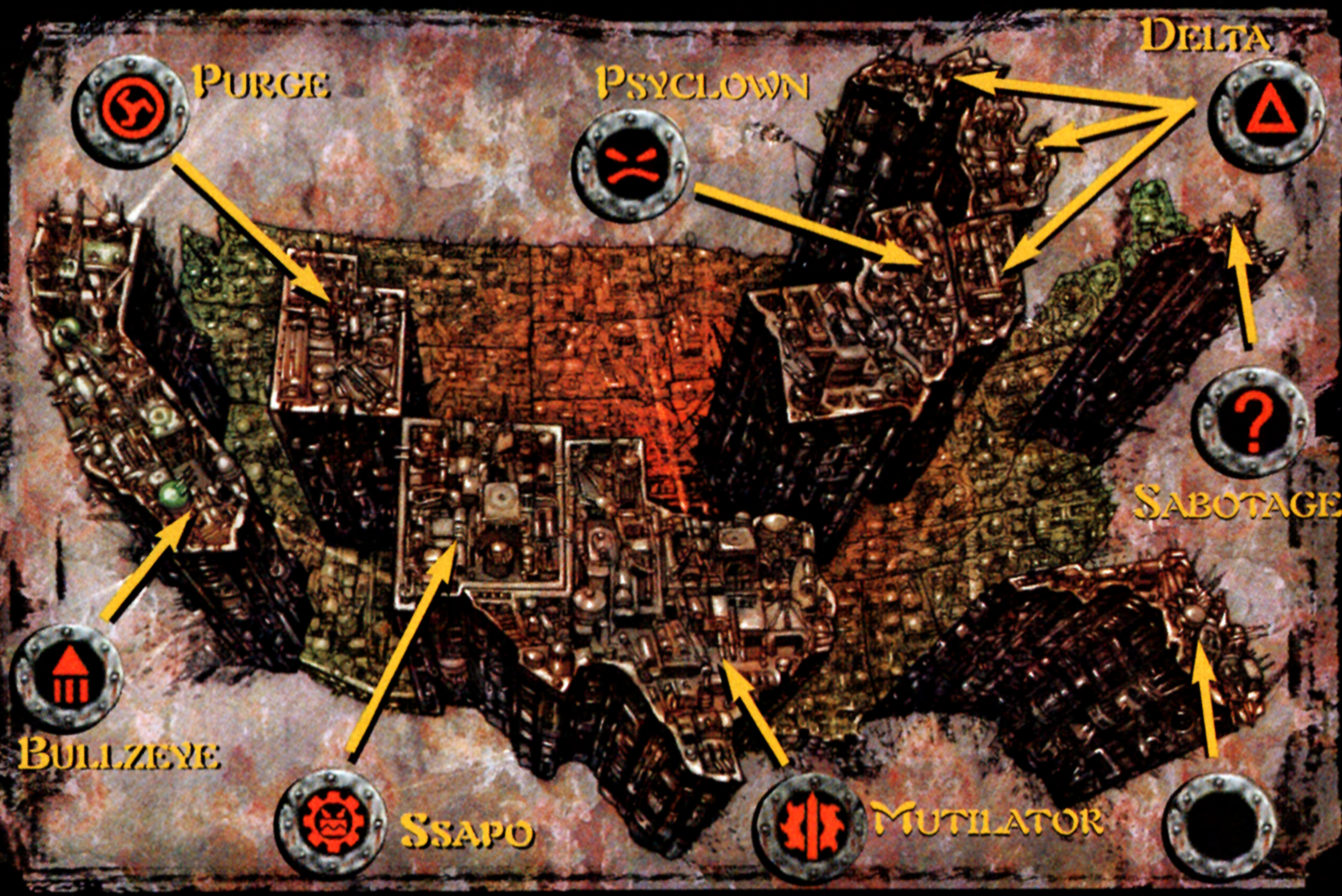
Closed-circuit battle pits are where all the action takes place. While more reminiscent of Roman gladiators than a football game, the states' populace savors the conflicts with crazed fervor. While the whole world watches the fights in frantic anticipation, there are those who do not enjoy the rigorous battles faced far too often: the ***Bio F.R.E.A.K.S*** themselves.

THE FREAK UNDERGROUND OR GI-CORP RESISTANCE.

Not having any government of corporate sanctioned rights, being under constant control of a GI-Corp, doomed to a destiny of violence and ultimate loss of humanity, some Freaks have gone rogue and formed an underground resistance. Their goal, to escape the control of their "owners" and obtain their equal rights.

While the Secret Game Commission's ultimate goal is to re-unify America, the possibility of a GI-Corp Resistance interferes in some of their most important progress. If an underground movement becomes successful and all Freaks go rogue, then a swift relapse to the days of the Civil Wars is possible and the hopes of peace could be crushed.

The World of Neo-Amerika

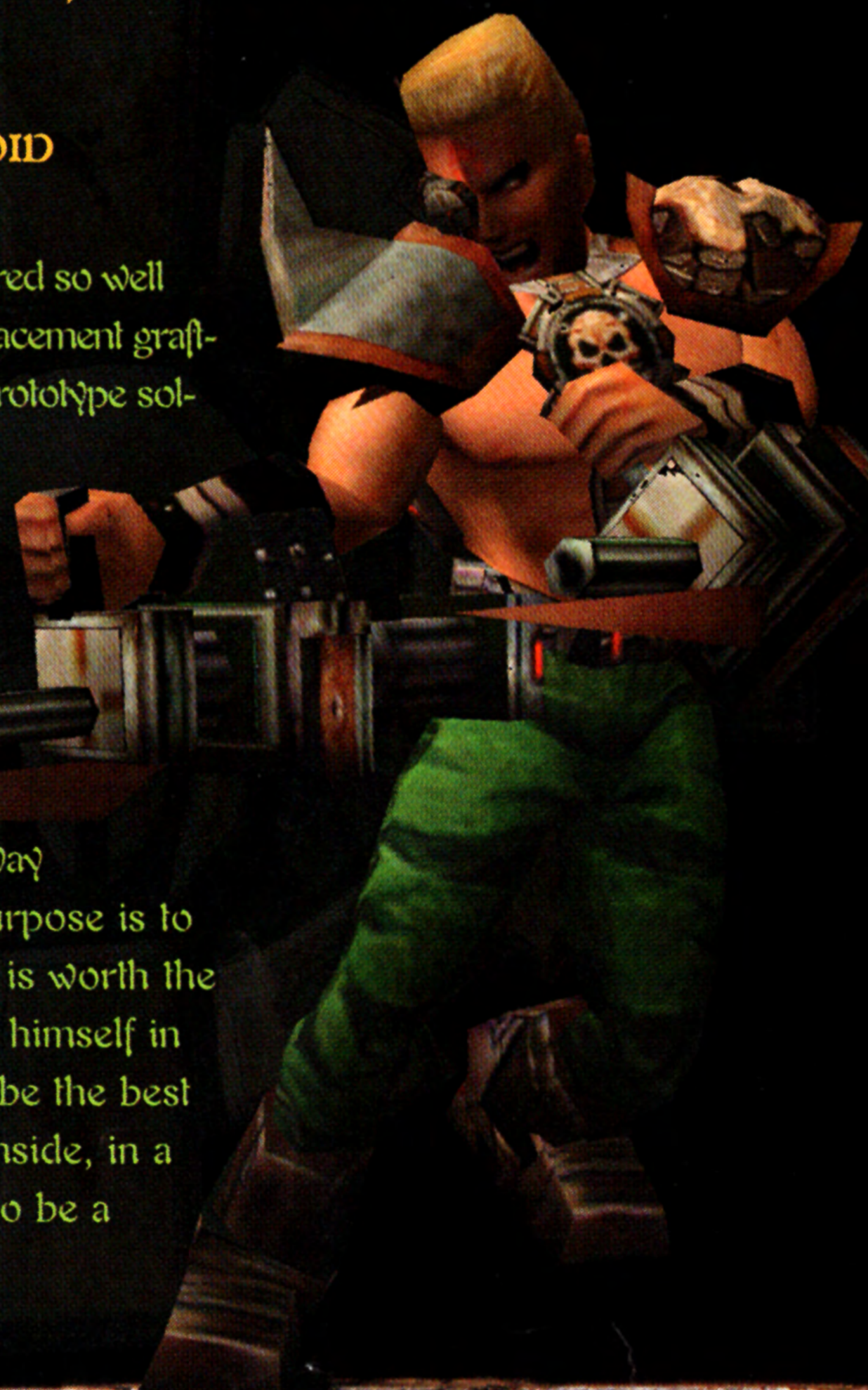


Zipperhead - No State / Freelance

The BIO F.R.E.A.K.S.

Bullzeye

Freak classification: Synthoid



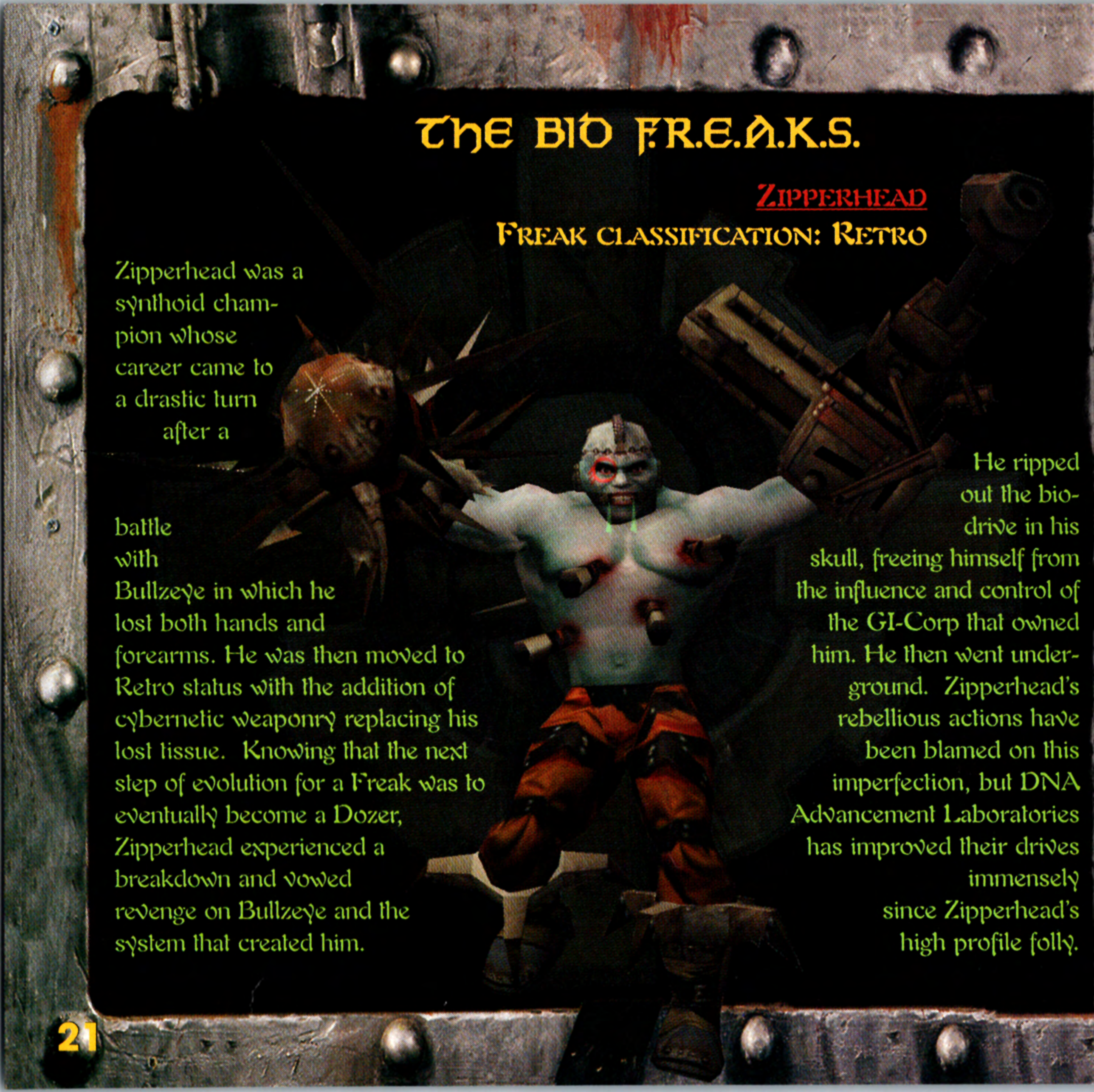
Bullzeye has been around for years and was bred so well that he still hasn't had to have a cybernetic replacement grafted onto him. He was originally created as a prototype soldier clone by Micro-Gene and has since fought many times in the Battle Pits.
Bullzeye is a survivor. He has a very militant attitude and relishes in the prospects of victory. Bullzeye has a special connection to an ambassador of the Secret Games Commission and is convinced that the games are the only way to re-unify Neo-Amerika. While his only purpose is to serve as a champion, he feels his mission is worth the risks he takes at each conflict. He prides himself in his ability to overcome the opponent and be the best there is. He knows what he is but deep inside, in a corner of his mind, lies the secret desire to be a real human.

The BIO F.R.E.A.K.S.

Zipperhead

Freak classification: Retro

Zipperhead was a synthoid champion whose career came to a drastic turn after a battle with Bullzeye in which he lost both hands and forearms. He was then moved to Retro status with the addition of cybernetic weaponry replacing his lost tissue. Knowing that the next step of evolution for a Freak was to eventually become a Dozer, Zipperhead experienced a breakdown and vowed revenge on Bullzeye and the system that created him.



He ripped out the bio-drive in his skull, freeing himself from the influence and control of the GI-Corp that owned him. He then went underground. Zipperhead's rebellious actions have been blamed on this imperfection, but DNA Advancement Laboratories has improved their drives immensely since Zipperhead's high profile folly.

The BIO F.R.E.A.K.S.

Sabotage

Freak classification: Unknown

Sabotage is a hired mercenary-bounty hunter currently working for the Chief Games Commissioner, a public face for the Secret Games Commission. She has been hunting Zipperhead and other known rebels for sometime. She is a rough, tough, agile and focused on her targets. Sabotage's background includes a two year service with the Nevada-California State Conglomerate Police Force where she was legally enhanced for the Violent Crime Department. After her term ended, she was hired as a freelance agent to catch True-Breeds (people who illegally enter conflicts with Freaks) and rogue Freaks. What Sabotage and the player doesn't know is that she's an advanced prototype synthoid made by DNA Advancement Laboratories. In a twisted sort of way, she is blood with her fiercest opponent, Zipperhead.



The BIO F.R.E.A.K.S.

Psyclown

Freak classification: Synthoid



Psyclown battles exclusively for the State of Illinois. He was created by a small but quickly growing cloning lab called Duplications Unlimited, a subsidiary of the state's largest GI-Corp, Chicago TechNetics. Psyclown's bio-dive programming purposely keeps his adrenaline supply in a state of constant flow and regeneration. His senses are so enhanced that, paired with the adrenaline rush, he's on the edge of sanity. While it is commonly known that Psyclown is a clone, there is a rumor in the inner circles of the underground GI-Corp Resistance that he's a direct clone of the dead son of Duplications Unltd.'s CEO. In the midst of his prevailing hyper insanity, Psyclown has allowed enough of his mind to carry a goal: to ultimately punish the man directly responsible for his creation and the creation of all Duplications Unltd clones, D.U. founder and CEO.

The BIO F.R.E.A.K.S.

Minatek

Freak classification: Dozer

The Freak known as Minatek was one of the first Synthoids created by Micro-Gene for the battle pits. He helped them win Kentucky and Illinois at one time. Throughout the many battles, his regeneration qualities disintegrated and he was enhanced with cybernetic weaponry. He is one of the oldest champions and just before graduating to Dozer status, was purchased by Missouri where he was further altered by Anhieser Robotics Co.

While nearly invincible due to his state of the art armor and weaponry, Minatek secretly wishes to join the underground after the traumatic procedures he's experienced. He serves as a reminder to some Freaks as what will eventually happen to them as they continue service in the games.

Minatek has been reprimanded several times after bio-drive scans showed that he was thinking of going rebel. Anhieser Robotics Co. is currently working to perfect a free-will nullifying bio-drive, but because of Micro-Gene's accomplishment with Sabotage, they've been beaten to the punch.

The BIO F.R.E.A.K.S.

Purge

Freak classification: Retro

Purge is champion of the games created by NewCell Incorporated in close association with their PyroTechnique division. NewCell's bio-drive's have had the best track record of all the GI-Corps so far. Purge never was a straight synthoid to begin with. His cybernetic attachments were grafted just after his "birth." Purge represents Utah which was quickly taken over by Micro-Gene's rebellious subsidiary, NewCell. This created an incredible rivalry between Texas and Utah. Micro-Gene has tried to battle for the right to own Purge since he was created with proprietary information that NewCell stole when they broke away and purchased Utah, but the Chief Games Commissioner has not recognized any claim to him. Purge is one of the fiercest Freaks because of his high intellect and loyalty to the games. He has a Kamikaze sensibility programmed in him and that lack of fear has worked against many an opponent.

The BIO F.R.E.A.K.S.

Delta

Freak classification: Synthoid

Delta is a female champion for the current state of Indiana / Michigan. She was created by Detroit's General Genetics Gi-Corp. Her specialty is speed and is touted as one of the fastest Freaks on the game circuit.

Delta is young and idealistic for a bio-drive operated Freak and is rumored to have friends in the underground. She is constantly under surveillance because of her suspected connections to the Resistance, but still proves a valuable player for the state of conglomerate. She has battled Minatek before and lost an arm. But instead of opting for a cybernetic enhanced weapon attachment, chose a prosthetic to keep her natural body form. Because of her incredible winning track, she gets many perks

The BIO F.R.E.A.K.S.



Ssapo

Freak classification: Mutate Retro

Ssapo was a secret attempt by an underground renegade faction of New Mexico to create a champion that would give them freedom from the Texas Annex. The cloning procedures were expected to produce the most fierce champion ever, a creature with the killing advantage: limb shredding teeth, incredible strength, skull crashing hands and super speed. The monstrosity was further enhanced with cybernetic weaponry. When finished, the scientists thought it looked like a toad because of its odd features and green skin, thus the Spanish name Ssapo was given to the creature. While Ssapo's intellect is not very high, the bio-drive in his skull is all he needs to battle as moves and skills are downloaded into his neural path, another first for the small group of rebel scientists. Ssapo was granted admission into the games and New Mexico won its independence from Micro-Gene's Texas Conglomerate.

The BIO F.R.E.A.K.S.

Clonus

Freak classification: Unknown



Clonus is the creation of the biggest, most successful GI-Corp in the North-American continent, Edisson Extractions. Clonus is the sole creation of Edisson Extractions' founding father and Chief Scientist, Professor Raymond Deux.

Thus far, the professor is the only one who knows the secret behind Clonus and its abilities. This entity has the ability to mirror any opponent's physical form and abilities. The opponent finds him or herself facing an exact duplicate, ultimately succumbing to Clonus's incomprehensible ability to not only duplicate, but defeat them in battle.

Mutilator

Freak classification: Dozer



This Freak has been in the battle pits long enough for her to become the most heavily enhanced warrior of all. A literal juggernaut among the others, Mutilator is a walking army with her chest cannon, missile launchers, wrecking ball and other gruesome yet effective weaponry.

Mutilator was bred specifically for the purpose of experimenting with cybernetics and has had virtually all organic matter replaced by machinery over the course of her many battles with the exception of her brain. What is left of her mind is under the tight control of a small inner circle of scientists and corporate executives at MicroGene.

CREDITS

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Artist/Animator - Franz Borowitz
Music/Sound Effects - Aubrey Hodges
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Midway Home Entertainment Team

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