

FF FREEDOM FORCE™



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GAME MANUAL

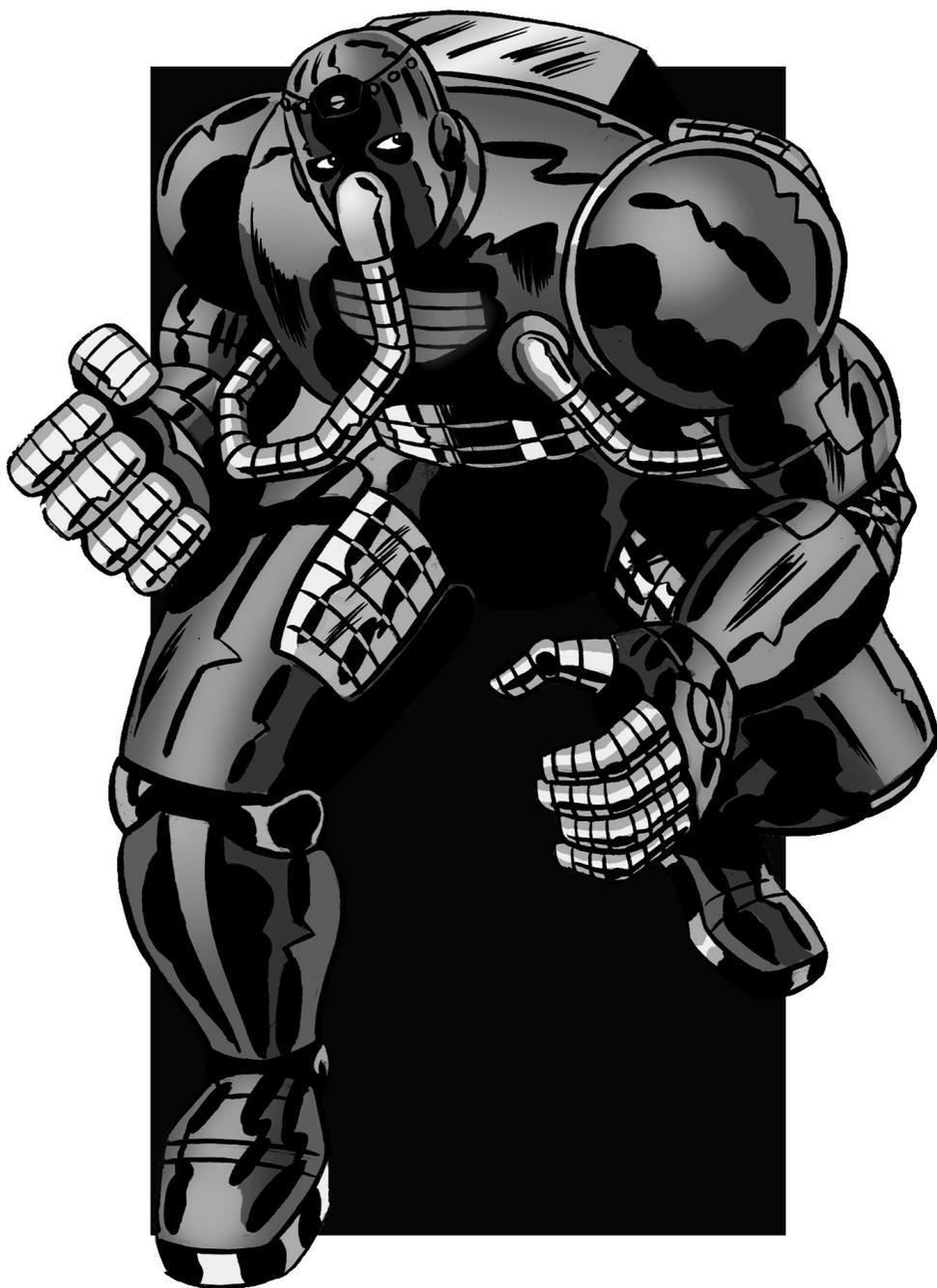


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INTRODUCTION

IT'S 1962. SOMEWHERE BEYOND THE REACH OF MAN'S FLEDGLING SPACE CAPSULES, AN ALIEN WARLORD SITS ON A THRONE. THE ULTIMATE CONQUEROR OF DIMENSIONS, LORD DOMINION, VIEWS HIS LATEST INTENDED CONQUEST, THE PLANET EARTH.

HIS PLAN IS SIMPLE. BY SEEDING EARTH'S URBAN AREAS WITH CANISTERS OF ENERGY X, THE MOST POWERFUL MATERIAL IN EXISTENCE, LORD DOMINION SEEKS TO TRANSFORM SOCIETY'S GREEDIEST AND MOST CORRUPT MEMBERS INTO A LEGION OF VILLAINS. STRONGER AND SMARTER THAN THEIR FELLOW MAN, THESE VILLAINS WILL UNLEASH THEIR SINISTER POWERS ON ENTIRE POPULATION CENTERS, EVENTUALLY LEADING THE PLANET TO DESTRUCTION IN THE NAME OF GREED, POWER, AND ANTI-JUSTICE.

A NOBLE TRAITOR AMONG DOMINION'S RANKS—AN ALIEN NAMED MENTOR—OVERHEARS THE PLAN AND QUICKLY PLOTS TO STEAL A QUANTITY OF ENERGY X. TRANSPORTING THE PRECIOUS AND POWERFUL SUBSTANCE TO EARTH, MENTOR SEEKS TO FIND WORTHY MEN AND WOMEN WHO CAN STAND UP TO LORD DOMINION'S MONSTROSITIES. HIS GOAL IS NO LESS THAN TO SAVE EARTH FROM CERTAIN DOOM BY CREATING HEROES WHO'LL JOIN TOGETHER AS THE ULTIMATE FREEDOM FORCE™.



ABOUT THIS MANUAL: THE IN-GAME TUTORIAL AND HELP ARE DESIGNED TO ASSIST YOU IN PLAYING THROUGH THE GAME. USE THIS MANUAL AS A POINT OF REFERENCE.

FOR INSTALLATION INSTRUCTIONS, TROUBLESHOOTING AND SUPPORT INFORMATION, PLEASE CONSULT THE README FILE ON THE GAME DISC.

COMMAND REFERENCE

MOST OF THE NAVIGATION AND ACTION IN *FREEDOM FORCE* IS CONTROLLED VIA THE MOUSE USING THE LEFT AND RIGHT MOUSE BUTTONS. SHORTCUT KEYBOARD COMMANDS ARE ALSO AVAILABLE FOR YOUR CONVENIENCE.

NOTE

LEFT-CLICK DENOTES USING THE LEFT MOUSE BUTTON WHILE RIGHT-CLICK DENOTES USING THE RIGHT MOUSE BUTTON. (RIGHT CLICK=CTRL-CLICK ON APPLE MOUSE)

ACTIONS

ACTION	KEYBOARD	MOUSE
ATTACK (DEFAULT)	N/A	LEFT-CLICK ON TARGET
COMMAND MENU	N/A	RIGHT-CLICK ON TARGET
OVERPOWER/ UNDERPOWER	N/A	RIGHT-CLICK ON POWER IN COMMAND MENU
FORCE OVERPOWER	HOLD DOWN [X]	N/A
FORCE REPEAT ATTACK	HOLD DOWN [C]	N/A
FORCE ATTACK	HOLD DOWN [⌘]	N/A
MOVE	N/A	LEFT-CLICK ON DESTINATION

POWERS

ACTION	KEYBOARD	MOUSE
SELECT DEFAULT POWER	[F1]-[F10]	LEFT-CLICK ON DEFAULT MENU
SELECT PREVIOUS POWER	[] (RIGHT BRACKET)	N/A
SELECT NEXT POWER	[[] (LEFT BRACKET)	N/A
CHANGE DEFAULT POWER	PRESS CORRES- PONDING FUNCTION KEY ([F1], [F2], ETC.)	LEFT-CLICK DEFAULT ACTION MENU

CAMERA

ACTION	KEYBOARD	MOUSE
MOVE CAMERA UP	[↑]/[W]	MOVE POINTER TO TOP OF SCREEN
MOVE CAMERA DOWN	[↓]/[S]	MOVE POINTER TO BOTTOM OF SCREEN
MOVE CAMERA LEFT	[←]/[A]	MOVE POINTER TO LEFT OF SCREEN

MOVE CAMERA RIGHT	[→]/[D]	MOVE POINTER TO RIGHT OF SCREEN
TOGGLE CINEMATIC CAM	[Z]	N/A
TOGGLE BUILDING FADE	[TAB]	N/A
ZOOM CAMERA IN/OUT	N/A	[ALT] + DRAG UP/DOWN
ROTATE CAMERA LEFT/RIGHT	N/A	[ALT] + DRAG LEFT/RIGHT

CHARACTERS

ACTION	KEYBOARD	MOUSE
SELECT CHARACTER	[1]-[4]	LEFT-CLICK ON CHARACTER OR PORTRAIT OR DRAG OVER CHARACTER
SELECT SQUAD	[5]	N/A
ADD OR SUBTRACT SELECT	[SHIFT] + [1]-[4]	[SHIFT] + LEFT-CLICK OR DRAG
TRACK CHARACTER	PRESS [1]-[4] TWO TIMES	DOUBLE LEFT-CLICK ON CHARACTER OR PORTRAIT

MISCELLANEOUS

ACTION	KEYBOARD	MOUSE
SHOW MISSION OBJECTIVES	[O]	N/A
ESCAPE MENU	[ESC]	N/A
QUICK SAVE	[F11]	N/A
QUICK LOAD	[F12]	N/A
PAUSE GAME	[SPACEBAR] / [P]	N/A
INCREASE GAME SPEED	[=]	N/A
DECREASE GAME SPEED	[-]	N/A
MULTIPLAYER CHAT	[T]	N/A

NOTE

IN SINGLE PLAYER, THE GAME CAN BE PAUSED OR SLOWED DOWN AT ANY TIME BY HITTING THE [SPACEBAR] OR BY RIGHT-CLICKING TO INPUT A COMMAND. THIS ALLOWS YOU TO PLAY THE GAME AT YOUR PACE.

FOR MORE INFORMATION, ► THE COMMAND MENU ON P. 12.

NOTE

THE CAMERA CANNOT BE ROTATED UNLESS CAMERA ROTATE IS ENABLED UNDER GENERAL OPTIONS.

SQUAD CONTROLS

SELECTION KEYS

YOUR SQUAD CAN HAVE UP TO FOUR CHARACTERS WITH EACH CHARACTER ASSIGNED TO A NUMBER, FROM **[1]** TO **[4]**. PRESSING THAT NUMBER ON YOUR KEYBOARD SELECTS THAT CHARACTER. A SELECTED CHARACTER'S PORTRAIT SITS HIGHER ON SCREEN THAN UNSELECTED CHARACTERS. PRESSING **[5]** SELECTS THE ENTIRE SQUAD. DOUBLE PRESSING A NUMBER KEY CENTERS THE SCREEN ON THAT CHARACTER.

DRAG SELECT

YOU CAN SELECT MULTIPLE CHARACTERS BY LEFT-CLICKING AND DRAGGING THE SELECTION MARQUEE OVER THE CHARACTERS YOU WANT TO SELECT.

SHIFT SELECT

YOU CAN ADD TO OR SUBTRACT FROM A SELECTION. HOLD THE SHIFT KEY AND EITHER LEFT-CLICK THE CHARACTER, OR PRESS THEIR NUMBER. YOU CAN ALSO SELECT HEROES BY CLICKING ON THEIR PORTRAITS.

NOTE

HAVING MULTIPLE CHARACTERS SELECTED WILL REMOVE MOST OPTIONS FROM THE COMMAND MENU.

- SELECTED CHARACTERS HAVE A PURPLE CIRCLE AT THEIR FEET.

SQUAD ORDER

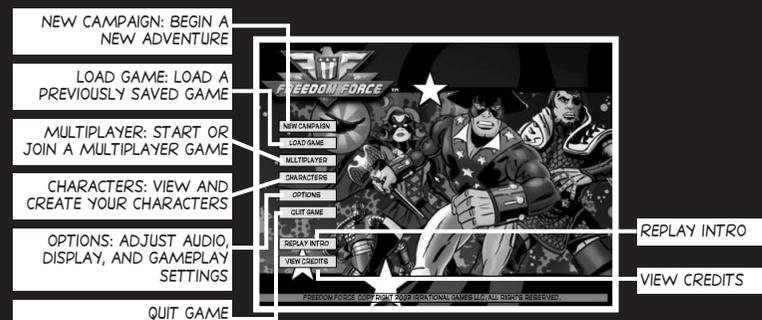
YOU CAN CHANGE THE ORDER OF YOUR SQUAD MATES BY LEFT-CLICKING ON A PORTRAIT AND DRAGGING IT TO A NEW POSITION.



GETTING STARTED

HERE'S WHERE TO GET STARTED ON YOUR QUEST TO SAVE THE WORLD.

MAIN MENU



STARTING A NEW CAMPAIGN

TO BEGIN A NEW GAME, CLICK "NEW CAMPAIGN" FROM THE MAIN MENU.

CONTINUE A SAVED GAME

TO CONTINUE PLAYING A PREVIOUSLY SAVED GAME:

1. CLICK "LOAD GAME". A MENU OFFERING THE NAMES OF YOUR GAME SAVES APPEARS.
 2. SELECT THE GAME SAVE YOU WISH TO RESUME AND CLICK "LOAD". THE GAME IS RESUMED.
- TO RETURN TO THE MAIN MENU, CLICK "CANCEL".
 - TO DELETE YOUR OLD SAVE GAMES, SELECT THE SAVE GAME YOU WANT TO GET RID OF, AND CLICK "DELETE GAME".

SAVE A GAME

TO SAVE A GAME:

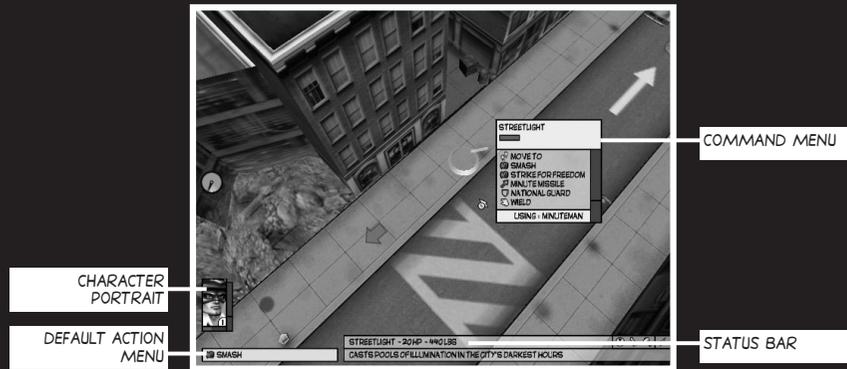
1. HIT **[ESC]** DURING GAMEPLAY. THE PAUSE MENU APPEARS.
2. CLICK "SAVE GAME".
3. ENTER A NAME FOR YOUR SAVE (OR LEAVE AS IS) AND CLICK "SAVE GAME".

YOU CAN QUICK-SAVE OR QUICK-LOAD A GAME ANYTIME DURING GAMEPLAY.

- TO QUICK-SAVE A GAME DURING GAMEPLAY, PRESS **[F11]**.
- TO QUICK-LOAD A GAME DURING GAMEPLAY, PRESS **[F12]**.

GAME SCREEN

EVERY HERO NEEDS TO KNOW HOW HE'S DOING, WHERE HE IS, WHERE HE IS SUPPOSED TO GO AND WHO HE IS SUPPOSED TO SAVE NEXT. THE GAME SCREEN PROVIDES THIS INFORMATION AND MUCH MORE.



CHARACTER PORTRAITS

EACH CHARACTER ON YOUR SQUAD IS REPRESENTED BY A PORTRAIT AT THE BOTTOM LEFT OF THE SCREEN.

THE CHARACTER PORTRAIT INCLUDES:

PICTURE	MUG SHOT OF YOUR CHARACTER.
HEALTH BAR	THIS BAR DISPLAYS THE PERCENTAGE OF HEALTH YOUR CHARACTER HAS LEFT. WHEN IT'S ALL RED, YOU'RE AT MAXIMUM HEALTH/HIT POINTS.
ENERGY BAR	THIS BAR DISPLAYS THE PERCENTAGE OF ENERGY YOUR CHARACTER HAS LEFT. WHEN IT'S FULL TO THE TOP WITH PURPLE, YOU'RE AT MAXIMUM ENERGY LEVELS. AS YOU MOUSE OVER DIFFERENT POWERS ON THE COMMAND MENU, THE AMOUNT OF ENERGY THAT WILL REMAIN IS DISPLAYED IN THE ENERGY BAR ON THE RIGHT OF THE COMMAND MENU.

NOTE

IF THE CHARACTER DOES NOT HAVE ENOUGH ENERGY TO PERFORM A COMMAND, THE COMMAND IS GRAYED OUT.

HEROIC DEEDS	ONE OR MORE YELLOW MEDALS AT THE TOP RIGHT OF THE PORTRAIT.
SPECIAL STATE	VARIOUS ICONS IN THE TOP LEFT OF THE PORTRAIT.

SQUAD NUMBER	FROM 1 TO 4, BOTTOM RIGHT OF THE PORTRAIT.
SELECTED	WHEN THE CHARACTER IS SELECTED, THE PORTRAIT IS RAISED UP FROM THE BOTTOM OF THE SCREEN.
UNUSABLE	WHEN THE CHARACTER CANNOT BE USED, THE PORTRAIT IS GRAYED OUT.
KNOCKED-OUT (KO)	WHEN THE CHARACTER IS UNCONSCIOUS, THE PORTRAIT IS GRAYED OUT.

STATUS BAR

THE STATUS BAR IS WHERE A LOT OF HELPFUL INFORMATION IS DISPLAYED. THE TYPE OF INFORMATION DEPENDS ON WHICH CHARACTER OR OBJECT IS CURRENTLY SELECTED.

- ▶ TO VIEW THE STATUS OF A CHARACTER OR OBJECT, PLACE THE MOUSE POINTER OVER THE DESIRED CHARACTER OR OBJECT.
- WHEN THE MOUSE IS OVER AN ENEMY CHARACTER, A RED LINE APPEARS NEAR THE ENEMY TO SHOW THEIR CURRENT HEALTH. A PURPLE LINE SHOWS THEIR ENERGY, IF ANY.
- THE STATUS BAR SHOWS CHARACTER WEIGHT AND HIT POINTS. IT ALSO SHOWS COLOR CODED ICONS THAT INDICATE THE RESISTANCES OF THE CHARACTER TO VARIOUS DAMAGE TYPES. BLUE CODED ICONS INDICATE DAMAGE TYPES THAT THE CHARACTER IS RESISTANT TO. RED CODED ICONS SHOW DAMAGE TYPES THAT THE CHARACTER IS VULNERABLE TO.
- WHEN THE MOUSE IS OVER A POWER IN THE COMMAND MENU, DETAILS ARE SHOWN ON THE POWER.

OBJECTIVE INDICATORS

THESE ARE REPRESENTED AS ARROWS THAT POINT TO MISSION OBJECTIVES.

- RED ARROWS FOR PRIMARY OBJECTIVES
- YELLOW ARROWS FOR SECONDARY OBJECTIVES.

MISSION TEXT WINDOW

SOME OF THE TEXT MESSAGES THAT OCCUR DURING A GAME INCLUDE:

NEW OBJECTIVE NOTIFICATION	A NEW OBJECTIVE IS ADDED, PRIMARY OR SECONDARY.
COMPLETE OBJECTIVE NOTIFICATION	OBJECTIVE IS COMPLETE.
FAILED OBJECTIVE NOTIFICATION	A SECONDARY OBJECTIVE IS FAILED.
ENERGY X CANISTER NOTIFICATION	AN ENERGY X CANISTER IS PICKED UP.

DIALOGUE WINDOW

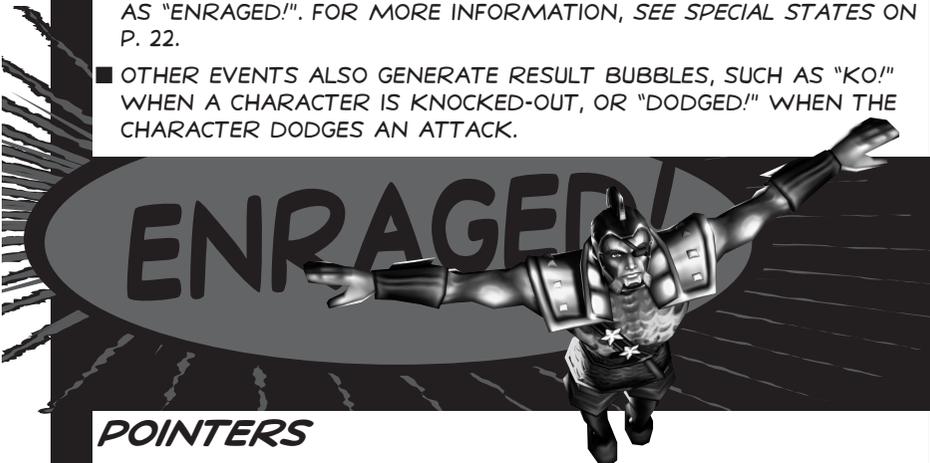
DISPLAYS DIALOGUE THAT OCCURS DURING THE GAME. THE DIALOGUE IS PRECEDED BY THE NAME OF THE SPEAKER.

THE WINDOW IS BRACKETED ON THE LEFT BY THE HEAD OF THE SPEAKER. (THIS COULD BE A HERO, CIVILIAN OR VILLAIN).

RESULT BUBBLES

TEXT BUBBLES, KNOWN AS RESULT BUBBLES, DISPLAY THE RESULT OF ALL ACTIONS. HERE ARE SOME EXAMPLES:

- DAMAGE IS DISPLAYED IN A SMALL BUBBLE, COLOR CODED TO SHOW HOW DANGEROUS THE ATTACK WAS TO THE CHARACTER. BLUE INDICATES THAT THE CHARACTER WAS HIGHLY RESISTANT TO THAT ATTACK, WHITE IS NORMAL RESISTANCE AND RED SHOWS THAT THE CHARACTER WAS HIGHLY VULNERABLE TO THAT ATTACK.
- STATE CHANGES ARE DISPLAYED IN LARGE RESULT BUBBLES. STATE CHANGES ARE USUALLY REPRESENTED BY AN EXCLAMATION, SUCH AS "ENRAGED!". FOR MORE INFORMATION, SEE SPECIAL STATES ON P. 22.
- OTHER EVENTS ALSO GENERATE RESULT BUBBLES, SUCH AS "KO!" WHEN A CHARACTER IS KNOCKED-OUT, OR "DODGED!" WHEN THE CHARACTER DODGES AN ATTACK.



ENRAGED!

POINTERS

THERE ARE SEVERAL DIFFERENT POINTERS, EACH OF WHICH APPEARS DEPENDING ON THE OBJECT OR CHARACTER SELECTED:

NORMAL	WHITE ARROW
ATTACK	YELLOW FIST ATTACK WITH THE DEFAULT POWER OR WITH A WIELDED OBJECT. THE YELLOW FIST POINTER IS USED FOR ALL ATTACK TYPES.
PICK UP	YELLOW GRAB HAND INCLUDES PICKING UP OBJECTS FOR THROWING OR WIELDING.
THROW	YELLOW ARROW.
USE/TALK TO	YELLOW GRAB HAND IS ALSO USED FOR TALKING TO CIVILIANS, USING OBJECTS AND EXECUTING DEFAULT COMMANDS.

INTERACTING WITH THE WORLD

BE ALERT TO YOUR SURROUNDINGS AND IN TUNE WITH ALL OF YOUR INNER AND OUTER RESOURCES TO SUCCESSFULLY CONQUER YOUR FOES IN THE ACTION-PACKED, DYNAMIC FREEDOM FORCE ENVIRONMENT.

NOTE IN SINGLE PLAYER, THE GAME CAN BE PAUSED OR SLOWED DOWN AT ANY TIME BY HITTING THE SPACEBAR OR BY RIGHT-CLICKING TO INPUT A COMMAND. THIS ALLOWS YOU TO PLAY THE GAME AT YOUR PACE.

MOVING AROUND PATRIOT CITY

DEPENDING ON YOUR PREFERENCE, YOU CAN USE YOUR MOUSE OR THE KEYBOARD ARROW KEYS TO MOVE AROUND.

RUNNING

ALL CHARACTERS CAN MOVE ON THE GROUND, THOUGH SOME ARE FASTER THAN OTHERS.

- TO MOVE A CHARACTER, LEFT-CLICK WHERE YOU WANT THE CHARACTER TO END UP.

THE COMMAND IS INDICATED BY A MOVEMENT SPLAT THAT DISAPPEARS.

IF A CHARACTER CANNOT GET TO WHERE YOU TOLD IT TO GO, THE CHARACTER STILL TRIES TO GET AS CLOSE AS POSSIBLE. THEIR INABILITY TO CONTINUE IS INDICATED BY A FRUSTRATION SOUND.

NOTE

JUMPING

SOME CHARACTERS ARE ABLE TO LEAP ONTO TALL BUILDINGS AS PART OF THEIR NORMAL MOVEMENT.

- TO JUMP ON A BUILDING, LEFT-CLICK ON A POINT AT THE TOP OF THE BUILDING. THE CHARACTER MOVES THERE.

FLYING

TO COMMAND A CHARACTER TO FLY:

1. RIGHT-CLICK TO ACCESS THE COMMAND MENU.
2. SELECT FLY OR FLY TO.

THE CHARACTER WILL LAUNCH INTO THE AIR, AND THEN ATTEMPT TO MOVE TO THE POINT SELECTED. CHARACTERS ALREADY FLYING WILL ALWAYS FLY TO THE PLACE SELECTED, UNTIL THEY ARE TOLD TO LAND (USING THE COMMAND MENU, SELECT LAND OR LAND ON).

NOTE
CHARACTERS CAN ALSO JUMP FROM ONE ROOFTOP TO ANOTHER IF THE GAP IS SMALL ENOUGH.

THE COMMAND MENU

MOST SITUATIONS HAVE A DEFAULT COMMAND THAT CAN BE ACCESSED BY A LEFT-CLICK OF THE MOUSE. YOU ARE ALSO ABLE TO VIEW ALL AVAILABLE COMMAND OPTIONS BY ACCESSING THE COMMAND MENU.

- ▶ TO ACCESS THE COMMAND MENU, RIGHT-CLICK ON ANY OBJECT OR ENEMY. A LIST OF ALL THE POWERS AND ACTIONS ASSOCIATED WITH THE CHARACTER APPEARS.
- A SHORTER COMMAND MENU APPEARS IF THE PLAYER CLICKS ON THEMSELVES, THE GROUND, OR ALLIES.
- ▶ TO EXECUTE A COMMAND FROM THE COMMAND MENU, LEFT-CLICK ON THE DESIRED COMMAND.

NOTE THE GAME PAUSES WHEN THE COMMAND MENU IS OPEN.

COMMANDS

EACH COMMAND TYPE IS REPRESENTED BY A DIFFERENT ICON.



MOVE TO



MELEE



PROJECTILE



BEAM



ATTACK: AREA



DIRECT



DEFENSE



SPECIAL



HEROIC DEEDS



CUSTOM COMMAND. THESE ARE SPECIAL COMMANDS THAT APPEAR DEPENDENT ON MISSION OBJECTIVES.



WIELD. AVAILABLE COMMAND WHEN A WIELDABLE OBJECT IS TARGETED.



SMACK DOWN. AVAILABLE COMMAND WHEN WIELDING AN OBJECT.



DROP. AVAILABLE COMMAND WHEN WIELDING AN OBJECT.



PICK UP. AVAILABLE COMMAND WHEN TARGETING AN OBJECT THAT CAN BE PICKED UP.



THROW. AVAILABLE COMMAND WHEN AN OBJECT HAS BEEN PICKED UP.



INTERROGATE. AVAILABLE COMMAND WHEN A CHARACTER CAN BE INTERROGATED.



FLY. AVAILABLE COMMAND WHEN A CHARACTER CAN FLY.



LAND ON. AVAILABLE COMMAND WHEN A CHARACTER IS FLYING.

COMMAND MOUSE-OVER

HIGHLIGHT A COMMAND MENU ITEM TO GATHER ADDITIONAL INFORMATION (DISPLAYED IN THE STATUS BAR), INCLUDING:

STATS	STATISTICS OF THE COMMAND. TOP MIDDLE.
DAMAGE TYPE	THE TYPE OF DAMAGE INFLECTED (OR RESISTED FOR DEFENSES) BY THE COMMAND. REPRESENTED BY ICONS. TOP RIGHT.
DESCRIPTION	BRIEF DESCRIPTION OF THE COMMAND'S EFFECTS. BOTTOM LEFT.

COMMAND FEEDBACK

WHEN ISSUING AN ATTACK COMMAND, YOU RECEIVE VISUAL FEEDBACK ABOUT THE COMMAND.

RANGE	INDICATED WITH A WHITE LINE, POINTING TOWARDS TARGET. IF THE LINE IS RED, THE TARGET IS OUT OF RANGE, AND THE CHARACTER CLOSES THE DISTANCE BEFORE EXECUTING THE COMMAND.
AREA	A LARGE WHITE SPHERE INDICATES THE AREA OF EFFECT.
CONE OF EFFECT	A WHITE ARC, FOR MELEE ATTACKS THAT HAVE A CONE OF EFFECT.

POWER COMMANDS

COMMANDS CAN BE OVERPOWERED BY RIGHT-CLICKING ON THE POWER IN THE COMMAND MENU. THIS WILL BRING UP A SMALL MENU FROM WHICH THE PLAYER CAN SELECT NORMAL POWER (REPRESENTED BY A SMALL DOT), +2 INTENSITY (REPRESENTED BY AN UP ARROW), +4 INTENSITY (REPRESENTED BY A DOUBLE UP ARROW).

OVERPOWERING INCREASES THE INTENSITY LEVEL OF THE ATTACK, WHICH IN TURN INCREASES THE DAMAGE DONE AND THE ENERGY POINTS COST.

NOTE

THE POWER CAN ALSO BE UNDERPOWERED TO -2 INTENSITY (REPRESENTED BY A DOWN ARROW), TO DELIVER A LESS COSTLY AND LESS INTENSE ATTACK.

ENERGY POINTS

MOST POWER COMMANDS REQUIRE AN EXPENDITURE OF ENERGY X, AND EVERY POWER CAN HAVE A DIFFERENT EP COST.

EP REGENERATES SLOWLY OVER TIME. SPECIAL STATES THE CHARACTER CAN BE PLACED INTO CAN SLOW DOWN OR SPEED UP THIS REGENERATION RATE.

- ▶ TO FIND OUT WHAT THE EP COST IS TO EXECUTE A SPECIFIC POWER, PUT YOUR POINTER OVER THE POWER IN THE COMMAND MENU AND WATCH THE ENERGY BAR NEXT TO THE MENU.
- ▶ BE CAREFUL NOT TO SPEND MORE ENERGY THAN YOU HAVE. THIS OVER-EXPENDITURE MIGHT STUN YOUR CHARACTER AND CAUSE THE COMMAND TO FAIL.

NOTE

WHEN A CHARACTER IS FLYING, THEIR REGENERATION RATE IS REDUCED. ENERGY REGENERATION IS ALSO REDUCED SLIGHTLY WHEN MOVING AND IS COMPLETELY STOPPED WHEN A SHIELD IS ACTIVE.

INTERACTING WITH OBJECTS

BUILDINGS

BUILDINGS ARE FULLY DESTRUCTIBLE. WHEN A PROJECTILE OR OTHER DAMAGING FORCE HITS A BUILDING, DAMAGE EFFECT IS APPLIED. WITH ENOUGH DAMAGE, THE BUILDING CAN BE DESTROYED.

WIELDING OBJECTS AS WEAPONS

IF THEY ARE STRONG ENOUGH, CHARACTERS CAN WIELD CERTAIN OBJECTS, SUCH AS LAMPPOSTS. THIS ENTAILS PICKING THE OBJECT UP, AND THEN WIELDING IT LIKE A CLUB.

NOTE

WHILE AN OBJECT IS WIELDED, THE CHARACTER CANNOT PERFORM ANY OF ITS OTHER ATTACK ACTIONS.

THE ADVANTAGE OF WIELDING AN OBJECT IS THAT IT WILL GIVE THE CHARACTER AN ENORMOUS ARC OF EFFECT, ALLOWING THEM TO SWEEP MULTIPLE VILLAINS ASIDE WITH A SINGLE SWIPE.

PICKING UP OBJECTS

WITH ENOUGH STRENGTH, CHARACTERS CAN PICK UP OBJECTS LIKE BOULDERS AND AUTOMOBILES. AN OBJECT CAN BE PICKED UP BY EITHER LEFT-CLICKING ON IT WHILE THE YELLOW HAND ICON IS DISPLAYED OR BY OPENING THE COMMAND MENU AND LEFT-CLICKING PICK UP. THE CHARACTER CAN THEN MOVE AROUND.

NOTE

WHILE AN OBJECT IS PICKED UP, THE CHARACTER CANNOT PERFORM ANY OF ITS OTHER ATTACK ACTIONS.

THE ADVANTAGE OF PICKING UP OBJECTS IS THAT IT DOESN'T COST ANY EP. AND, HEAVY OBJECTS CAN DELIVER SIGNIFICANT CRUSHING DAMAGE WHEN THROWN.

ENERGY X CANISTERS

SCATTERED AROUND PATRIOT CITY ARE CANISTERS CONTAINING THE POTENT POWER OF ENERGY X. EACH CHARACTER RECEIVES A BONUS AFTER PICKING UP AN ENERGY X CANISTER.

POWER CANISTER

RECHARGES THE CHARACTER'S EP, AND PUTS THE CHARACTER INTO A BRIEF ENERGIZED STATE.

HEALTH CANISTER

RESTORES THE CHARACTER BACK TO FULL HIT POINTS.

EXPERIENCE CANISTER

ADDS A BONUS OF EXPERIENCE POINTS TO THE CHARACTER.

PRESTIGE CANISTER

ADDS A BONUS OF PRESTIGE TO THE ENTIRE FREEDOM FORCE SQUAD.



COMBAT

WITH SO MUCH EVIL IN THE WORLD, A HERO'S WORK IS NEVER FINISHED.

ATTACKING

AFTER YOU RIGHT-CLICK ON AN ENEMY, THE COMMAND MENU APPEARS. FROM HERE, YOU HAVE A VARIETY OF ATTACK OPTIONS TO USE AGAINST YOUR OPPONENT.

► TO EXECUTE THE DEFAULT ATTACK, LEFT-CLICK ON THE ENEMY YOU WISH TO ATTACK.

TO CHANGE THE DEFAULT ATTACK:

1. LEFT-CLICK THE DEFAULT ACTION MENU IN THE LOWER LEFT OF THE SCREEN.
2. SELECT AN ACTION BY CLICKING IT WITH THE MOUSE OR PRESSING THE CORRESPONDING FUNCTION KEY.

FORCE ATTACK

USE THIS TO FORCE AN ATTACK AGAINST A TARGET OTHERWISE NOT SELECTABLE (LIKE THE GROUND). GOOD FOR THROWING GRENADES OR OTHER EXPLOSIVE PROJECTILES INTO THE MIDDLE OF A GROUP OF ENEMIES.

CONTINUOUS ATTACK

CHARACTERS AUTOMATICALLY REPEAT MELEE ATTACKS UNTIL THEIR TARGET IS KO'D, BUT THEY DO NOT REPEAT ANY OTHER COMMAND (SUCH AS RANGED OR DIRECT ATTACKS).

TO FORCE THE CHARACTER TO CONTINUOUSLY ATTACK WITH A RANGED OR AREA ATTACK, USE **[C]** IN CONJUNCTION WITH ISSUING THE COMMAND. BE CAREFUL NOT TO RUN OUT OF ENERGY!



THROW

THROW AN OBJECT AT A TARGET.

WIELD

CLUB A TARGET WITH AN OBJECT.

MELEE

CHARACTER MUST BE WITHIN ARMS-LENGTH OF THEIR TARGET.

IF A MELEE COMMAND IS ISSUED WHEN THE TARGET IS OUT OF RANGE, THE CHARACTER ATTEMPTS TO CLOSE THE DISTANCE BEFORE EXECUTING THE COMMAND.

MELEE ATTACKS CAN BE DODGED.

PROJECTILE

PROJECTILES MUST COVER THE DISTANCE BETWEEN THE ATTACKER AND THE TARGET. SOME PROJECTILES EXPLODE AND AFFECT MULTIPLE OBJECTS. PROJECTILES CAN BE DODGED.

BEAM

BEAMS DRAW A STRAIGHT LINE BETWEEN ATTACKER AND TARGET. BEAMS CANNOT BE DODGED.

AREA

AFFECTS AN AREA AROUND THE ATTACKER. EFFECTS ARE LESSENERED THE FURTHER THE TARGET IS FROM THE CENTER OF THE AREA.

DIRECT

AFFECTS A TARGET DIRECTLY, WITHOUT HAVING TO COVER THE INTERVENING SPACE. ONLY WORKS ON A SINGLE TARGET.

HIT POINTS

HIT POINTS REPRESENT HOW MUCH DAMAGE A CHARACTER CAN TAKE BEFORE FALLING UNCONSCIOUS, OR HOW MUCH DAMAGE AN OBJECT CAN SUSTAIN BEFORE BREAKING.

CHARACTERS CAN LOSE HIT POINTS BY BEING ATTACKED, FALLING LONG DISTANCES OR BEING THROWN INTO OBSTACLES. WHEN A CHARACTER'S HIT POINTS REACH ZERO, THEY ARE KNOCKED OUT!

DEFENSES

THE TWO DIFFERENT DEFENSE TYPES ARE PASSIVE AND ACTIVE.

■ PASSIVE DEFENSES ARE ALWAYS OPERATIONAL AND DO NOT NEED TO BE MANUALLY TURNED ON.

■ ACTIVE DEFENSES, AS THE NAME SUGGESTS, MUST BE ACTIVATED AND COST A CERTAIN AMOUNT OF EP.

► TO USE AN ACTIVE DEFENSE, RIGHT-CLICK TO BRING UP THE COMMAND MENU. ACTIVE DEFENSE OPTIONS WILL APPEAR IN THE COMMAND MENU. SELECT THE DESIRED DEFENSE, CONSIDERING THE TYPES OF DAMAGE THAT THE DEFENSE RESISTS.

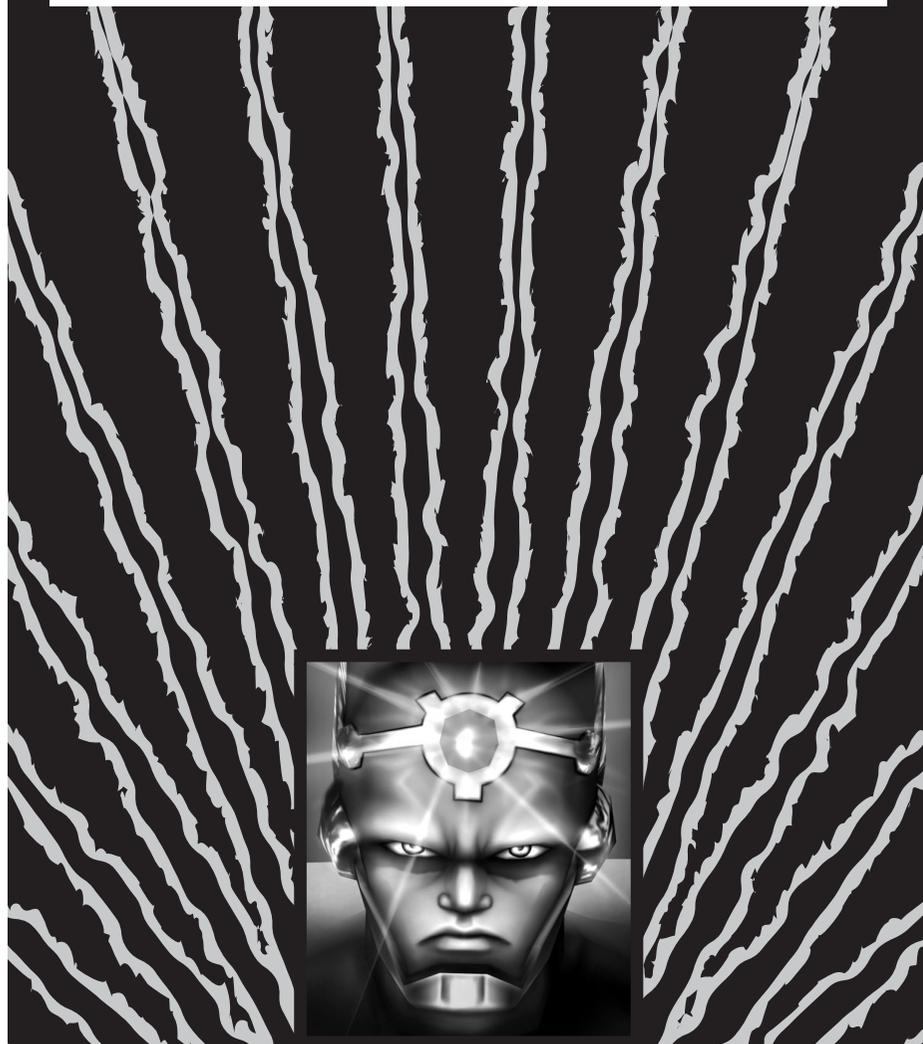
YOU CAN ALSO DEFEND YOURSELF BY DODGING THE ATTACK AND BY RESISTING THE ATTACK.

THERE IS ALWAYS A CHANCE YOU CAN AVOID MELEE AND PROJECTILE ATTACKS BY BEING FASTER AND MORE AGILE THAN YOUR FOE. THE CHANCE OF DODGING DEPENDS ON THE MELEE SWIFTNES OR PROJECTILE SPEED AND YOUR CHARACTER'S AGILITY STAT.

IF THE ATTACK STILL GETS THROUGH, YOUR CHARACTER MAY BE ABLE TO RESIST IT. THE CHANCE OF RESISTING ANY ATTACK DEPENDS ON THE MAGNITUDE OF THE ATTACK AND YOUR CHARACTER'S RESISTANCES.

WHEN A DEFENSE IS STRUCK BY AN ATTACK OF A DAMAGE TYPE THAT IT BLOCKS, ONE OF THESE RESULTS APPEAR ON THE SCREEN:

MESSAGE	DESCRIPTION
ABSORBED!	THE DEFENSE ABSORBED THE ATTACK GIVING BACK ENERGY.
BLOCKED!	THE DEFENSE BLOCKED THE ATTACK.
DEFLECTED!	THE DEFENSE DEFLECTED THE ATTACK IN A RANDOM DIRECTION.
REDIRECTED!	THE DEFENSE REDIRECTED THE ATTACK BACK AT A RANDOMLY CHOSEN ENEMY.
REFLECTED!	THE DEFENSE REFLECTED THE ATTACK BACK TOWARD THE ATTACKER.



DAMAGE

YOU MAY INFLICT OR SUSTAIN THE FOLLOWING INJURIES AS YOU PROTECT THE INNOCENT FROM EVIL.

EACH POWER HAS AN ASSOCIATED DAMAGE TYPE THAT CAN BE SEEN ON THE STATUS BAR WHEN SELECTING THAT POWER FROM THE COMMAND MENU. TRY TO MATCH THAT DAMAGE TYPE AGAINST THE VULNERABILITIES OF YOUR ENEMY.

POWER EFFECTS	DAMAGE TYPE	STATE INDUCED	EFFECT OF POWER MAGNITUDE	DESCRIPTION
ACID	ACID	N/A	INCREASES DAMAGE.	DAMAGE FROM CORROSIVE CHEMICALS.
COLD	COLD	N/A	INCREASES DAMAGE.	DAMAGE FROM FREEZING TEMPERATURES.
CRUSHING	CRUSHING	N/A	INCREASES DAMAGE.	DAMAGE FROM MASSIVE IMPACTS.
ELECTRICAL	ELECTRICAL	N/A	INCREASES DAMAGE.	DAMAGE FROM ELECTRICAL CHARGES.
ENERGY	ENERGY	N/A	INCREASES DAMAGE.	DAMAGE FROM RAW ENERGY X.
HEAT	HEAT	N/A	INCREASES DAMAGE.	DAMAGE FROM BURNING.
PIERCING	PIERCING	N/A	INCREASES DAMAGE.	DAMAGE FROM SMALL HIGH VELOCITY IMPACTS.
RADIATION	RADIATION	N/A	INCREASES DAMAGE.	DAMAGE FROM RADIOACTIVE SUBSTANCES.
MENTAL	MENTAL	VARIOUS	VARIOUS	ENCAPSULATES A VARIETY OF EXTRA POWER EFFECTS. SEE BELOW.
MYSTICAL	MYSTICAL	VARIOUS	VARIOUS	ENCAPSULATES A VARIETY OF EXTRA POWER EFFECTS. SEE BELOW.

EXTRA

ACID BURN	ACID	ACID BURNT	RESISTANCE CHANGE AND DURATION	POISON OR ACID RESULTING IN PROGRESSIVE METABOLIC DAMAGE.
ALTERATION	N/A	N/A	RESISTANCE CHANGE	USEFUL FOR INFLECTING RANDOM DETRIMENTAL STATES.
BALANCE	MYSTICAL	N/A	MAXIMUM HP TRANSFERABLE	POOLS HIT POINTS OF SELF AND TARGET, THEN DIVIDES THEM EQUALLY AND TRANSFERS A PORTION TO THE USER.
BLIND	MYSTICAL	BLINDED	RESISTANCE CHANGE	LOSS OF VISION RESULTING IN LOWER HIT AND DODGE CHANCES.
CEREBRAL BALANCE	N/A	N/A	N/A	CURE AN ALLY OF ANY SPECIAL MENTAL STATE.
CLONE TARGET	RADIATION	N/A	N/A	CREATES AN ALLY CLONE OF THE TARGET.

COMMUTED SENTENCE	N/A	N/A	DURATION OF TRANSFERRED STATE.	SWAPS SECONDARY STATES LIKE BLINDNESS OR IRRADIATED FROM THE TARGET TO THE USER. THE DURATION OF THE STATE IS INCREASED/DECREASED AS IT PASSES TO THE TARGET/USER.
DENSITY MAX	ENERGY	DENSITY ALTERED	RESISTANCE CHANCE	A RANGED ATTACK THAT INCREASES THE DENSITY OF THE TARGET.
DISRUPT OBJECT	N/A	N/A	DAMAGE OF EXPLOSION	EXCITES TARGET NON-ORGANIC MOLECULES RESULTING IN AN EXPLOSION.
ENERGIZE	N/A	ENERGIZED	DURATION OF STATE	ACCELERATE OTHER CHARACTER'S ENERGY REGENERATION, BUT WITH CHANCE OF STUN.
ENERGY LEECH	MYSTICAL	N/A	ENERGY STOLEN	DRAWS ENERGY POINTS OUT OF A TARGET.
ENERGY SURGE	N/A	UNSTABLE	DURATION OF STATE	INCREASES ENERGY REGENERATION BUT GIVES TARGET UNSTABLE ENERGY ALSO.
FREEZE	COLD	FROZEN	RESISTANCE CHANCE	BEING FROZEN SOLID.
GENETIC DAMAGE	RADIATION	ALTERED	RESISTANCE CHANCE	ALTER THE RESISTANCES OF A TARGET.
HEX	MYSTICAL	HEXED	RESISTANCE CHANCE	BAD LUCK RESULTING IN POWER BLACKOUTS OR FAILURES.
HYPNOSIS	MYSTICAL	HYPNOTIZED	RESISTANCE CHANCE	MENTAL CONTROL BY FOES, MEANING THAT THE CHARACTER WILL ATTACK ITS ALLIES.
IGNITION	N/A	N/A	DAMAGE OF EXPLOSION	SET FIRE TO OBJECTS, CAUSING THEM TO EXPLODE IN A FIREBALL.
IRRADIATE	RADIATION	IRRADIATED	RESISTANCE CHANCE DURATION CAUSING	IRRADIATED TISSUE AND PERIODIC RADIATION DAMAGE.
MENTAL BLANK	MENTAL	MENTAL BLANK	RESISTANCE CHANCE	MIND WIPE RESULTING IN LACK OF MOTIVATION.
MERCY	N/A	N/A	HEALTH GIVEN TO TARGET	TRANSFER HEALTH POINTS TO OTHER CHARACTERS. DAMAGE IS DONE TO THE USER, AND TWO-TIMES AS MANY HP ARE GIVEN TO THE TARGET.
MOLECULAR EXCITATION	N/A	N/A	DURATION OF EXCITATION	TURNS ANY INANIMATE OBJECT IT AFFECTS INTO A BOMB.

PANIC	MENTAL	PANICKED	RESISTANCE CHANCE	LOSS OF CONTROL FROM FRIGHT.
POWER NULL	MENTAL	NULLIFIED	RESISTANCE CHANCE	REMOVES A RANDOMLY SELECTED POWER FROM AN ENEMY TARGET.
PURGATORY	MYSTICAL	EXILE	RESISTANCE CHANCE	TEMPORARILY BANISH AN ENEMY FROM THIS PLANE OF EXISTENCE.
RAGE	MENTAL	ENRAGED	RESISTANCE CHANCE	OUT-OF-CONTROL RAGE RESULTING IN EXTRA DAMAGE BUT LOSS OF CONTROL.
RALLY THE TROOPS	N/A	RALLIED	ATTACK BONUS AMOUNT	TEMPORARILY GIVES NEARBY HEROES AN ATTACK BONUS AND CURES PANIC.
STASIS	MYSTICAL	STASIS	RESISTANCE CHANCE	WHOLE BODY PARALYSIS.
TRANSFER	N/A	N/A	TRANSFER EFFECTIVENESS	TRANSFER THE USER'S OWN ENERGY POINTS TO A TARGET. THE EP COST OF USE IS THE BASE AMOUNT OF EP THAT WILL BE TRANSFERRED.



SPECIAL STATES

SOMETIMES AN ATTACK CAN DO MORE THAN JUST CAUSE A LITTLE DAMAGE. CHARACTER STATES ARE TEMPORARY CHANGES THAT AFFECT THE CHARACTERS IN VARIOUS WAYS. THESE STATES CAN BE DIVIDED INTO PRIMARY AND SECONDARY STATES. PRIMARY STATES TAKE CONTROL OF THE CHARACTERS AWAY FROM YOU AND EACH CHARACTER CAN ONLY BE IN ONE PRIMARY STATE AT A TIME. SECONDARY STATES DO NOT REMOVE CONTROL AND CHARACTERS CAN HAVE MULTIPLE SECONDARY STATES ACTIVE AT ONCE.

PRIMARY STATES

STATE	MESSAGE	GRAPHIC	DESCRIPTION
ENRAGED	ENRAGED!	JAGGED RED LINES SURROUND THE CHARACTER'S HEAD.	THE CHARACTER HAS GONE INTO A BERSERK STATE WHERE THEY WILL ATTACK FRIEND OR FOE ALIKE.
EXILE	EXILED!	THE CHARACTER BECOMES TRANSPARENT.	THE CHARACTER CANNOT RECEIVE COMMANDS OR BE DAMAGED.
FROZEN	N/A	CHARACTER IS ENCASED IN ICE.	THE CHARACTER CANNOT RECEIVE COMMANDS. DAMAGE MAY BREAK THE ICE.
HYPNOTIZED	HYPNOTISED!	SWIRLING BLUE LINES OF HYPNOSIS SURROUND CHARACTER'S HEAD.	THE CHARACTER CANNOT RECEIVE COMMANDS, HAS SWAPPED SIDES, AND WILL ONLY ATTACK THEIR ALLIES. BROKEN BY DAMAGE.
MENTAL BLANK	BLANK!	HOVERING QUESTION MARKS AROUND THE CHARACTER'S HEAD.	THE CHARACTER CANNOT RECEIVE COMMANDS, AND THEY WANDER AIMLESSLY AROUND THE SCREEN.
PANICKED	PANICKED!	A RING OF SWEAT DROPLETS ENCIRCLES THE CHARACTER'S HEAD.	THE CHARACTER CANNOT RECEIVE COMMANDS, AND WILL RUN AWAY FROM ANYTHING THEY THINK OF AS DANGEROUS.
STASIS	STASIS!	CHARACTER PARALYSED AND PULSING YELLOW RINGS.	CHARACTER CANNOT ACT. BROKEN BY DAMAGE.
STUNNED	STUNNED!	A RING OF SPINNING STARS ENCIRCLES THE CHARACTER'S HEAD.	THE CHARACTER CANNOT ACT, AND SLOUCHES OVER INTO A DAZED POSITION.
SURRENDERED	SURRENDERED!	ATTENTION MARKER APPEARS ABOVE THE CHARACTER'S HEAD.	THE CHARACTER HAS ENTERED THE "INTERROGATE-ABLE" STATE AND CANNOT ACT.



SECONDARY STATES

STATE	MESSAGE	GRAPHIC	DESCRIPTION
ACID BURNT	ACID BURNT!	CHARACTER GLOWS SICKLY GREEN LIGHT, TRAILING PARTICLES.	THE CHARACTER TAKES PROGRESSIVE DAMAGE.
ALTERED	ALTERED!	N/A	THE CHARACTER'S RESISTANCES ARE LOWERED.
BLINDED	BLINDED!	RING OF BLACK FOG SURROUNDS THE CHARACTER'S HEAD.	THE CHARACTER HAS LOWER ACCURACY, SLOWER MELEE ATTACKS AND A SHORTER FIELD OF VIEW.
DENSITY ALTERED	DENSITY ALTERED!	CHARACTER MOVES SLUGGISHLY.	THE CHARACTER IS SLOWED DOWN. IF THEY ARE FLYING, THEY ARE BROUGHT TO THE GROUND.
IMAGE DISPLACED	DISPLACED!	THE CHARACTER BECOMES TRANSLUCENT.	CHARACTER CANNOT TAKE DAMAGE BUT CAN MOVE. BROKEN BY ATTACKING.
EMPATHY	EMPATHY!	CHARACTER IS SURROUNDED BY GLOWING GREEN PARTICLES.	ATTACKERS SHARE THE DAMAGE AS THEY DO TO THE CHARACTER.
ENERGIZED	ENERGIZED!	WHITE DOTS OF ENERGY DRAWN TOWARDS THE CHARACTER.	THE CHARACTER'S ENERGY RECHARGE RATE IS INCREASED. MAY RESULT IN UNSTABLE ENERGY.
HEXED	HEXED!	A GLOWING, OCCULT SYMBOL RESTS AT THE FEET OF THE CHARACTER.	THE CHARACTER CAN ACT, BUT IS LIKELY TO STUN THEMSELVES, AND THEY MOVE SLOWER.
IRRADIATED	IRRADIATED!	CHARACTER GLOWS WITH A YELLOW LIGHT.	THE CHARACTER TAKES PROGRESSIVE DAMAGE.
NULLIFIED	NULLIFIED!	CHARACTER IS SURROUNDED BY HOVERING PURPLE LIGHTS.	A RANDOM ONE OF THE CHARACTER'S POWERS IS UNUSABLE.

INACTIVE STATE

SOMETIMES THE ATTACK IS JUST TOO MUCH TO HANDLE, BUT NOT ENOUGH TO KO THE CHARACTER. IN THIS INACTIVE STATE YOU CANNOT EXECUTE COMMANDS, DODGE ATTACKS, OR EVEN GO FOR A PASSIVE DEFENSE. THIS STATE OCCURS WHEN YOU ARE FALLING, GETTING UP FROM FALLING OR IN SOME SPECIAL STATES SUCH AS FROZEN OR STASIS.

- SPECIAL STATES WEAR OFF OVER TIME, BUT THERE ARE ALSO POWERS THAT CAN REMOVE SPECIAL STATES.

PROGRESSIVE DAMAGE

ACID BURN AND IRRADIATED CAUSE THE CHARACTER TO TAKE PROGRESSIVE DAMAGE. OVER TIME THE AMOUNT OF DAMAGE TAKEN IS REDUCED UNTIL THE STATE COMPLETELY WEARS OFF. BUT BE CAREFUL AS THE TOTAL AMOUNT OF DAMAGE TAKEN CAN BE QUITE HIGH UNLESS THE STATE IS CURED.

KNOCKBACK

WHEN CHARACTERS OR OBJECTS ARE "KNOCKED BACK" THEY ARE AT THE MERCY OF THE LAWS OF PHYSICS. A CHARACTER CANNOT ACT WHILE IT IS BEING KNOCKED BACK, OR WHILE IT IS GETTING UP.

COLLISION DAMAGE

WHEN THE CHARACTER OR OBJECT STRIKES SOMETHING, ITS VELOCITY AT THE TIME IS TAKEN INTO ACCOUNT AND DAMAGE IS CALCULATED.

FALLING DAMAGE

CHARACTERS THAT FALL FROM GREAT HEIGHTS SUSTAIN FALLING DAMAGE.

STUNNING

A CHARACTER CAN BE STUNNED AS THE RESULT OF A SPECIAL ACTION OR A NORMAL ATTACK. A CHARACTER CANNOT ACT WHILE IN THE STUNNED STATE.

KNOCKOUT

NO-ONE DIES IN THE WORLD OF *FREEDOM FORCE*. INSTEAD, WHEN THEIR HIT POINTS REACH ZERO, THEY ARE KNOCKED OUT.

HEROIC DEEDS

WHEN A CHARACTER IS IN A TIGHT SPOT, THEY CAN DRAW ON THE RESERVES AVAILABLE ONLY TO THOSE OF A HEROIC NATURE. HEROIC DEEDS ARE AN EXTREMELY LIMITED RESOURCE (MOST CHARACTERS CAN ONLY PERFORM ONE PER MISSION), AND THEY CAN ONLY BE USED TO DO SPECIFIC THINGS. HEROIC DEEDS WILL ONLY APPEAR ON THE COMMAND MENU WHEN THE PLAYER IS LOW ON ENERGY, LOW ON HIT POINTS, OR IN A SPECIAL STATE.

HEROIC REMEDY

REPLENISHES THE CHARACTER'S HIT POINTS TO FULL.

HEROIC REVIVAL

REPLENISHES THIS CHARACTER'S ENERGY POINTS TO FULL.

HEROIC RECOVERY

REMOVES ANY SPECIAL STATES INFLECTED ON THE CHARACTER.



THE CAMPAIGN

THE SINGLE PLAYER CAMPAIGN IS BROKEN DOWN INTO A SERIES OF MISSIONS THAT MUST BE COMPLETED IN ORDER TO PROGRESS THROUGH THE GAME.

THE FF BASE

IN BETWEEN EVERY MISSION, YOUR TEAM GETS TO TAKE A BREATHER BACK AT THE *FREEDOM FORCE* BASE, THE *FREEDOM* FORTRESS. WHILE AT THE BASE, YOU CAN TRAIN YOUR CHARACTERS BY SPENDING CHARACTER POINTS, REVIEW DATA ABOUT VILLAINS, AND RECRUIT NEW HEROES.

PERFORMANCE RATING

IN EACH MISSION, THE *FREEDOM FORCE* TEAM HAS THE OPPORTUNITY TO IMPROVE THE WAY IT IS REGARDED BY THE GENERAL POPULACE, AND BY OTHER HEROES. THE BETTER YOU DO, THE MORE THE CITY REGARDS YOU AS HEROIC. THIS REGARD IS REFLECTED IN YOUR PERFORMANCE RATING, WHICH RANGES FROM DO-GOODER TO SAVIOR OF THE UNIVERSE.

PRESTIGE

A DIRECT MEASURE OF YOUR TEAM'S PERFORMANCE IS THE PRESTIGE POINTS EARNED. WITH EVERY MISSION, THERE IS THE OPPORTUNITY TO GET PRESTIGE IN A VARIETY OF WAYS, INCLUDING THE COMPLETION OF THE PRIMARY AND SECONDARY MISSION OBJECTIVES, DEFEATING VILLAINS AND MINIONS AND DISCOVERING PRESTIGE BONUSES.

YOUR TOTAL PRESTIGE POINTS ARE WHAT DETERMINE YOUR PERFORMANCE RATING, BUT THEY CAN ALSO BE "SPENT" ON RECRUITING NEW HEROES INTO THE TEAM, *SEE RECRUITS* ON P. 26.



THE TEAM

THE *FREEDOM FORCE* TEAM IS A POWERFUL GROUP OF LIKE-MINDED INDIVIDUALS WHO HAVE BANNED TOGETHER TO SAVE THE EARTH. THE FOUNDING MEMBER IS MINUTEMAN. AS THE GAME PROGRESSES, OTHER HEROES AUTOMATICALLY JOIN THE TEAM, BUT YOU CAN ALSO LOOK ELSEWHERE FOR EXTRA MUSCLE OR POWER.

TEAM MEMBERS

THE TEAM MEMBERS ARE DISPLAYED IN THE TEAM SCREEN. HERE YOU CAN CHECK OUT A CHARACTER'S COSTUME, STATS AND POWERS; A HERO'S POWERS MAY BE IMPROVED HERE AS WELL. ALSO LISTED HERE ARE THE HEROES WHO HAVE MADE THEMSELVES AVAILABLE FOR RECRUITMENT.

RECRUITS

AS NEWS OF *FREEDOM FORCE'S* MIGHTY DEEDS SPREADS, OTHER HEROES WHO ARE SIMILARLY POWERED MAKE THEMSELVES AVAILABLE FOR RECRUITMENT. TO HAVE THEM OFFICIALLY JOIN THE TEAM, YOU HAVE TO SPEND PRESTIGE POINTS.

THE MORE POWERFUL A RECRUIT IS, THE MORE COSTLY IT IS TO RECRUIT THEM. ONCE A CHARACTER IS RECRUITED, THEY BEGIN TO GAIN EXPERIENCE AS THEY EITHER PARTICIPATE IN MISSIONS OR EXERCISE BACK AT THE BASE.

■ YOU CAN CREATE CUSTOM CHARACTERS AND IMPORT THEM INTO THE SINGLE PLAYER CAMPAIGN, BUT BE CAREFUL NOT TO MAKE THEM TOO POWERFUL, OR YOU WILL NEVER BE ABLE TO AFFORD THE PRESTIGE POINTS IT TAKES TO RECRUIT THEM.

EXPERIENCE AND CHARACTER POINTS

WHENEVER YOUR CHARACTERS PARTICIPATE IN A MISSION, EACH MEMBER OF THE *FREEDOM FORCE* TEAM GAINS EXPERIENCE. WHEN A CHARACTER REACHES AN EXPERIENCE THRESHOLD, THEY "LEVEL UP" AND RECEIVE CHARACTER POINTS. CHARACTER POINTS CAN BE SPENT ON THE CHARACTER TO IMPROVE THEIR POWERS. RECRUITS WHO DON'T ACTIVELY PARTICIPATE IN THE MISSION RECEIVE LESS EXPERIENCE.

IMPROVING YOUR CHARACTERS

AS YOUR CHARACTERS GAIN EXPERIENCE IN THE REAL WORLD, THEY ARE ABLE TO IMPROVE THEMSELVES IN A NUMBER OF WAYS. IMPROVING YOUR CHARACTERS IS IMPORTANT, SINCE THEY ARE CALLED ON TO FACE TOUGHER VILLAINS AS THE GAME PROGRESSES.

POWERS

YOUR CHARACTER'S POWERS ALLOW THEM TO EXECUTE THE AMAZING FEATS THAT HEROES ARE REQUIRED TO PERFORM. EACH POWER COSTS DIFFERENT AMOUNTS OF CHARACTER POINTS TO IMPROVE DEPENDING ON HOW USEFUL IT IS.

■ SOME SPECIAL POWERS DON'T HAVE LEVELS, AS SPENDING POINTS ON THEM WILL NOT INCREASE THEIR EFFECTIVENESS.

LEVELS INCREASE THE FOLLOWING ASPECTS OF ATTACK POWERS: POWER MAGNITUDE, STUN CHANCE, KNOCK-BACK AMOUNT AND RADIUS OF EFFECT. FOR PASSIVE DEFENSES, POWER LEVEL INCREASES THE CHANCE OF SUCCESS OF THE DEFENSE. FOR ACTIVE DEFENSES, LEVEL INCREASES THE HIT POINTS AND DURATION OF THE DEFENSE.

POWER TIERS

ALL CAMPAIGN CHARACTERS HAVE THEIR POWERS BROKEN DOWN INTO TWO SETS OR TIERS. AS EACH POWER IS INCREASED, OTHER POWERS BECOME AVAILABLE FOR PURCHASE. THESE APPEAR GRAYED OUT ON THE LIST UNTIL THEY ARE BOUGHT.

■ TO ACCESS THE LATTER POWERS IN A TIER, THE EARLIER POWERS FIRST HAVE TO BE IMPROVED TO LEVEL 3.

ATTRIBUTES

ATTRIBUTES GIVE YOUR CHARACTER EXTRA ABILITIES. EACH ATTRIBUTE HAS A FLAT CHARACTER POINT COST.

ATTRIBUTE TIER

THE CHARACTER'S ATTRIBUTES CAN ONLY BE BOUGHT ONE AFTER THE OTHER. AS ONE ATTRIBUTE IS PURCHASED, THE NEXT ONE AVAILABLE APPEARS GRAYED OUT ON THE LIST.

DATABASE

THE *FREEDOM FORCE* DATABASE IS A GREAT WAY TO KEEP TRACK OF ALL THE CHARACTERS YOU ENCOUNTER IN THE GAME. FROM HEROES TO VILLAINS, IT IS A COMPLETE LIST OF THEIR ATTRIBUTES, POWERS AND MOST IMPORTANTLY, THEIR VULNERABILITIES.

UPON SUCCESSFUL COMPLETION OF A MISSION, THE ENEMIES ENCOUNTERED ARE ADDED TO THE DATABASE. VIEW THE DATABASE TO SEE THE POWERS THEY USE AND THE DAMAGE THEY DEAL, AND TO ASSESS THE TYPES OF DAMAGE THEY ARE SUSCEPTIBLE TO. YOU NEVER KNOW WHEN THE INFORMATION MIGHT COME IN HANDY.

MISSIONS

SQUAD SELECTION

TO START THE NEXT MISSION:

1. CLICK "MISSION BRIEFING". A BRIEF CUTSCENE OR DESCRIPTION OF THE UPCOMING MISSION APPEARS, FOLLOWED BY THE SQUAD SELECT SCREEN.
2. CHOOSE FROM ONE TO FOUR CHARACTERS FROM YOUR TEAM TO BE PART OF THE SQUAD THAT GOES ON THIS MISSION. CLICK "ENTER THE FRAY" TO START THE MISSION.

■ SOMETIMES CERTAIN CHARACTERS ON THE TEAM ARE REQUIRED TO GO BECAUSE OF THEIR SPECIAL ABILITIES WHILST OTHERS ARE REQUIRED TO STAY AT THE BASE.

CHOOSE YOUR SQUAD CAREFULLY – MAKE SURE YOU MATCH THEIR CAPABILITIES AGAINST THE ENEMIES THAT YOU WILL BE FACING!



DEBRIEFING

AFTER COMPLETING A MISSION, THE DEBRIEF SCREEN APPEARS. THE DEBRIEF SCREEN IS BROKEN INTO TWO PARTS. THE FIRST PART SHOWS YOUR OVERALL MISSION SUCCESS AND HOW MANY PRESTIGE POINTS WERE GATHERED AS A RESULT (IF YOU SUCCEEDED). PRESTIGE IS AWARDED FOR COMPLETING PRIMARY AND SECONDARY OBJECTIVES IN THE MISSION AND KNOCKING OUT ENEMIES. IT IS LOST FOR CAUSING OR ALLOWING DAMAGE TO BE DONE TO BUILDINGS OR CIVILIANS. FINALLY, SOME PRESTIGE BONUSES MAY BE GAINED BY FINDING ENERGY X CANISTERS.

THE SECOND PART OF THE DEBRIEFING SCREEN SHOWS EXPERIENCE POINTS GAINED BY ALL CHARACTERS. IT ALSO SHOWS WHICH CHARACTERS HAVE LEVELED-UP AND GAINED CHARACTER POINTS WHICH CAN THEN BE SPENT IMPROVING THAT CHARACTER. THIS SCREEN IS NOT SHOWN IF THE MISSION IS FAILED.

THE CAMPAIGN CAN ONLY BE ADVANCED IF THE MISSION IS WON.



CREATING A CUSTOM CHARACTER

STARTING A NEW CHARACTER

THE CHARACTER TOOL LETS YOU CREATE UNIQUE HEROES OF YOUR OWN DESIGN!

TO CREATE A CHARACTER:

SELECT "CHARACTERS" FROM THE MAIN MENU.

THE CHARACTER MENU APPEARS. CHOOSE TO "CREATE A NEW CHARACTER", "EDIT", "DELETE" OR "COPY" AN EXISTING CHARACTER.

EVERY POWER, ATTRIBUTE AND STAT HAS A CHARACTER POINT VALUE, AND THESE VALUES ADD UP TO DETERMINE THE FINAL PRESTIGE COST OF THE CHARACTER. THIS PRESTIGE COST IS SHOWN IN THE UPPER RIGHT OF THE CHARACTER SCREEN. KEEP THIS IN MIND IF YOU WANT TO IMPORT THE CUSTOM CHARACTER INTO THE SINGLE PLAYER CAMPAIGN, OR USE THE CHARACTER IN A MULTIPLAYER GAME.

CHOOSING A MESH

USE THE SCROLLABLE MENU TO CHOOSE A MESH, THE CHARACTER TYPE ON WHICH YOU BASE YOUR CUSTOM CHARACTER. CHOOSE BETWEEN THE BUILT-IN MESHES, OR CUSTOM MESHES FROM EXTERNAL SOURCES. IF YOU USE A BUILT-IN MESH THE CHARACTER STARTS WITH A SUGGESTED SET OF POWERS, STATS AND ATTRIBUTES. TO CHOOSE YOUR MESH, SELECT OK. AFTER CHOOSING THE MESH, SELECT WHICH SKIN TO USE.

THE CHOICE OF MESH AFFECTS THE CAPABILITIES OF THE CHARACTER AS EACH CHARACTER HAS A UNIQUE SET OF ANIMATIONS THAT CAN BE USED TO CREATE POWERS.

USING CUSTOM SKINS

AFTER CHOOSING THE MESH, SELECT WHICH SKIN TO USE. EACH SKIN IS CREATED FOR A PARTICULAR MESH. MANY MORE SKINS ARE AVAILABLE FOR DOWNLOAD ON THE INTERNET!

CHOOSING STATS

CHOOSE THE PHYSICAL CAPABILITIES OF YOUR CHARACTER.

STATS INCREASE THE COST OF THE CHARACTER VERY RAPIDLY, PARTICULARLY FOR VERY HIGH STAT VALUES.

STRENGTH (STR)

MODIFIES MELEE DAMAGE AND THROWING ABILITY OF THE CHARACTER. THE HIGHER THE NUMBER, THE MORE DAMAGE CAPACITY WITH MELEE ATTACKS, THE HEAVIER THE OBJECTS THEY CAN PICK UP, AND THE FURTHER THEY ARE ABLE TO THROW THOSE OBJECTS.

SPEED (SPD)

DETERMINES THE MOVEMENT SPEED OF THE CHARACTER. THE HIGHER THE NUMBER, THE FASTER THEY ARE ABLE TO RUN ON THE GROUND, AND FLY THROUGH THE AIR. ALSO DECREASES THE TIME BETWEEN SUCCESSIVE ATTACKS.

AGILITY (AGL)

DETERMINES HOW ABLE THE CHARACTER IS TO DODGE INCOMING ATTACKS. THE HIGHER THE NUMBER, THE MORE LIKELY THAT THEY CAN DODGE OUT OF THE WAY IN TIME.

ENDURANCE (END)

DETERMINES THE AMOUNT OF HEALTH POINTS THE CHARACTER HAS. THE HIGHER THE NUMBER, THE MORE DAMAGE THEY SUSTAIN BEFORE BEING KO'D.

ENERGY (ENG)

DETERMINES THE RATE AT WHICH THE CHARACTER'S ENERGY RECHARGES. THE HIGHER THE NUMBER, THE FASTER THEIR SPENT ENERGY REPLENISHES ITSELF.

CHOOSING ATTRIBUTES

STATS TURN ORDINARY CHARACTERS INTO HEROES, WHILE ATTRIBUTES TURN ORDINARY HEROES INTO LEGENDARY FIGURES WHOSE POWERS MAKE NATIONAL HEADLINES.

EACH MESH OFFERS A UNIQUE SET OF BASE ATTRIBUTES. CLICK ON AN ATTRIBUTE TO VIEW A SCROLLABLE LIST OF UNIQUE ATTRIBUTES AVAILABLE. A WINDOW OFFERS A DESCRIPTION OF EACH ATTRIBUTE AND THE COST FOR ENABLING IT.

SOME ATTRIBUTES HAVE NEGATIVE EFFECTS, BUT ACTUALLY REDUCE THE TOTAL COST OF THE CHARACTER. YOU CAN TAKE THESE ATTRIBUTES TO GIVE YOURSELF SOME EXTRA CHARACTER POINTS TO SPEND IN OTHER AREAS.

ATTRIBUTE LIST

ARMORED

RESISTANT TO PIERCING. SPEED REDUCED BY 1 LEVEL.

BEAUTIFUL

ENEMIES ATTEMPTING MELEE ATTACKS ON CHARACTER MUST MAKE A SUCCESSFUL RESISTANCE CHECK AGAINST HYPNOSIS.



BEDEVILED

AN EVIL SPIRIT HAS ALWAYS HAUNTED YOU, MAKING YOUR LIFE MISERABLE, CAUSING YOU TROUBLE, AND LEAVING YOU MORE VULNERABLE TO MYSTICAL DAMAGE.

BERSERKER

10% CHANCE OF BECOMING ENRAGED AFTER TAKING DAMAGE.

BLIND

PERMANENT BLINDNESS STATE. LOWERS YOUR ACCURACY ON RANGED ATTACKS, AND ADDS A PENALTY TO THE SWIFTNES OF MELEE ATTACKS AND DODGE CHANCES.

BLITZKRIEG

ADD 3 TO THE SWIFTNES OF ALL MELEE ATTACKS AND EXTRA DAMAGE.

CHARGED

AFFECTS VULNERABILITIES (RESISTANT TO ELECTRICITY). ALL MELEE ATTACKS DO 5 POINTS OF ELECTRICAL DAMAGE.

CLAWS

ADD 10 POINTS OF PIERCING DAMAGE TO ALL MELEE ATTACKS.

CLUMSY

CANNOT PICK UP OBJECTS OR WIELD OBJECTS.

COLD BLOODED

YOUR BODY HAS RECONFIGURED ITSELF TO REQUIRE EXTERNAL SOURCES OF HEAT, MAKING YOU MORE VULNERABLE TO COLD DAMAGE.

COSMIC CHUMP

YOU'VE SOMEHOW DEVELOPED AN ALLERGIC REACTION TO THE POWER BEHIND THE UNIVERSE, LEAVING YOU VULNERABLE TO ENERGY.

CRACK SHOT

INCREASES ACCURACY.

CYBERNETIC BRAIN

IMMUNE TO HYPNOSIS, ENRAGE, PANIC, AND MENTAL BLANK. INCREASES ACCURACY.

DANGER SENSE

CAN DODGE ATTACKS/USE PASSIVE DEFENSES FROM BEHIND. CHARACTER GETS +1 SPEED BONUS TO DODGE ATTEMPTS. BLIND STATE DOES NOT STOP DODGING OR PASSIVE DEFENSES.

DENSITY CONTROL

IMMUNE TO KNOCKBACK. JUMPING ABILITIES SIMILAR TO JUMPER ATTRIBUTE.

DISCIPLINED

RESISTANT TO ALL MENTAL ATTACKS INCLUDING HYPNOSIS, MENTAL BLANK, RAGE, AND PANIC.

ENERGETIC

YOU HAVE A HIGHLY ACCELERATED RELATIONSHIP WITH ENERGY X. YOUR ENERGY RECHARGES TWICE AS FAST, BUT YOU ONLY HAVE HALF THE NORMAL MAXIMUM ENERGY.

EXTRA HEROIC

YOUR CHARACTER RECEIVES AN EXTRA HERO POINT.

FAST HEALING

YOUR CHARACTER CONTINUOUSLY RECOVERS HIT POINTS WHENEVER THEY ARE DAMAGED, UP TO A MAX OF 100 HIT POINTS.

FLIER

CAN FLY.



FLUCTUATION

THE POWERS YOU WIELD ARE DANGEROUSLY UNPREDICTABLE. RANDOM DAMAGE 0% TO 300% OF BASE DAMAGE AMOUNT.

FOCUS

IT TAKES A SUPREME FORCE OF WILL TO EXECUTE YOUR AREA ATTACKS. AREA RANGE IS HALVED, DAMAGE IS DOUBLED.

GLASS BONES

ENERGY X HAD AN ADVERSE AFFECT ON YOUR PHYSIOLOGY, LEAVING YOUR BONES BRITTLE AND MORE VULNERABLE TO CRUSHING DAMAGE. PLUS, YOU MAKE RATTLING NOISES WHEN YOU WALK.

GRIM RESOLVE

NO TIME FOR LYING DOWN ON THE JOB! YOU ARE MORE RESISTANT TO STUN DAMAGE.

GROUNDING

YOUR BODY'S ELECTRO-MAGNETIC FIELD HAS BECOME ATTUNED TO THAT OF THE EARTH, MAKING YOU THE PERFECT CONDUIT FOR ELECTRICITY. YOU ARE MORE VULNERABLE TO ELECTRICAL DAMAGE.

HEAT SENSITIVE

SUSCEPTIBLE TO HEAT ATTACKS.

HEAVY HITTER

ALL THAT BATTING PRACTICE IN JUNIOR HIGH FINALLY PAYS OFF. THE DAMAGE OF ALL WIELDED ATTACKS IS DOUBLED.

HEAVY LIFTER

ADD STRENGTH VALUE FOR LIFTING AND THROWING.

HEROIC

GIVES ONE MORE HERO POINT.

HIRSUTE

YOUR BODY IS COVERED WITH A FINE FUR, GIVING YOU A GREATER RESISTANCE TO COLD DAMAGE.

HOT TEMPERED

RANDOMLY USES HIGHER INTENSITY POWERS.

INVERTEBRATE

YOUR BODY'S GENETIC MAKEUP WAS ALTERED TO THE POINT WHERE IT SHARES PROPERTIES WITH THE COMMON COCKROACH. YOU ARE MORE RESISTANT TO RADIATION.

JUMPER

CAN JUMP TO GREAT HEIGHTS.

LEVEL HEADED

YOU ARE SOLIDLY GROUNDED IN THE HERE AND NOW. YOU ARE RESISTANT TO MYSTICAL AND MENTAL DAMAGE.

LEVITATE

FLYING WITH HALF NORMAL MOVEMENT SPEED AND DOUBLE EP COST.

LIGHT SPEED

YOU'VE FIGURED OUT HOW TO AMPLIFY YOUR BEAM ATTACKS INTO A STIMULATED EMISSION. THE DAMAGE OF ALL BEAM ATTACKS IS DOUBLED AND ADD 3 TO SWIFTNES.

MYOPIC

DECREASES ACCURACY.

NEUTRALIZE

YOUR SKIN EXUDES A THIN FILM OF ANTI-ACIDIC CHEMICALS, LEAVING YOU MORE RESISTANT TO ACID DAMAGE.

NIMBLE

CHARACTER GETS +3 AGILITY BONUS, BUT HAS -10% HIT POINTS.



PONDEROUS

NO DODGE, AS WELL AS -2 TO THE SWIFTNES OF MELEE ATTACKS.

RADIOACTIVE

HIGHLY RESISTANT TO RADIATION.

RAPID METABOLISM

VULNERABLE TO ACID AND RADIATION.

SHAKE IT OFF

YOU CAN TAKE A LICKING AND KEEP ON TICKING! THE DURATION OF ALL PROLONGED DAMAGE STATES IS HALVED.

SLOW MOVING

YOUR CHARACTER HAS A -3 SPEED PENALTY TO DODGE ATTEMPTS, BUT GETS +10% HIT POINTS.

SOLID SKELETON

YOUR SKELETON HAS BECOME REINFORCED. RESISTANT TO CRUSHING DAMAGE.

STRANGE VISITOR

YOU ARE CONVINCED THAT YOU HAVE TRAVELED FROM ANOTHER PLANET TO TEACH HUMANS THE FUTILITY OF THEIR WAYS. YOU ARE MORE RESISTANT TO ENERGY DAMAGE.

TEMPERATURE CONTROL

RESISTANT TO HEAT AND COLD.

THIN SKINNED

YOUR SKIN HAS BECOME THIN TO THE POINT OF BEING SEMI-TRANSLUCENT. THIS IS NOT SO GOOD FOR RESISTING PIERCING DAMAGE.

TIMID

5% CHANCE OF BECOMING PANICKED AFTER TAKING DAMAGE. CANNOT BE ENRAGED.

TOUGH GUY

NO ONE MESSSES WITH THE TOUGH GUY. ALL RESISTANCES ARE INCREASED BY 50%.

UNBELIEVER

YOU DON'T KNOW WHAT THIS "MAGIC" STUFF IS THAT EVERYONE KEEPS TALKING ABOUT. YOU ARE MORE RESISTANT TO ALL FORMS OF MYSTICAL ATTACK.

UNHEROIC

YOUR CHARACTER RECEIVES ONE LESS HERO POINT.

UNSTABLE ENERGY

RANDOMLY TRIGGERS ENERGY RELEASE AREA ATTACK WHEN CHARACTERS TAKES DAMAGE.



UNSTABLE MOLECULES

YOUR MOLECULAR MAKEUP IS CONSTANTLY SHIFTING, SO THAT FROM ONE DAY TO THE NEXT YOU CANNOT TELL WHAT YOU ARE MADE OF. MATERIAL TYPE IS RANDOMLY SELECTED AT THE BEGINNING OF EVERY MISSION, FOR THE DURATION OF THAT MISSION.

UNTOUCHABLE

BY WILLPOWER ALONE, YOU CAN SHRUG OFF ENEMY ATTACKS. THE SUCCESS CHANCE OF ALL PASSIVE DEFENSES IS INCREASED BY 20%.

VOLCANIC

MOLTEN MAGMA PULSES THROUGH YOUR VEINS. YOU ARE RESISTANT TO HEAT DAMAGE.

WALL CLIMBING

CHARACTER CAN CLIMB WALLS.

WEAK MINDED

THE ENERGY X ENHANCED WORLD IS A VERY ALIEN PLACE, AND EVERY NEW DAY IS STRANGE AND CONFUSING. YOUR BRAIN JUST CAN'T HANDLE ALL THIS CHANGE, AND YOUR RESISTANCE TO MENTAL DAMAGE IS HALVED.

CHOOSING MATERIALS

ON THE INFORMATION TAB, USE THE MATERIAL PULL-DOWN MENU TO SELECT THE MATERIAL FROM WHICH YOUR CHARACTER IS COMPOSED. THE RESISTANCES OFFERED BY EACH MATERIAL ARE DISPLAYED IN THE WINDOW BELOW THE PULL-DOWN MENU.



CHOOSING POWERS

THE POWERS SYSTEM IN *FREEDOM FORCE* IS INCREDIBLY VERSATILE, ALLOWING YOU TO CREATE ANY NUMBER OF DIFFERENT ATTACKS AND DEFENSES. EACH TYPE OF POWER, AND THEIR PROPERTIES, ARE LISTED IN THE POWERS SECTION.

CLICK THE POWERS TAB TO ACCESS THE AVAILABLE POWERS FOR YOUR CHARACTER MESH OR TO CREATE NEW POWERS. USE THE - AND + BUTTONS TO INCREASE OR DECREASE THE LEVEL OF AN EXISTING POWER. THE EDIT BUTTON ALLOWS YOU TO MODIFY THE PROPERTIES OF AN EXISTING POWER.

POWERS

ATTACK POWERS

THERE ARE SEVERAL DIFFERENT TYPES OF ATTACK.

MELEE ATTACKS

CHARACTER MUST BE WITHIN ARMS-LENGTH OF THEIR TARGET.

IF A MELEE COMMAND IS ISSUED WHEN THE TARGET IS OUT OF RANGE, THE CHARACTER ATTEMPTS TO CLOSE THE DISTANCE BEFORE EXECUTING THE COMMAND.

BASE PROPERTIES

DAMAGE TYPE	WHAT TYPE OF DAMAGE THE POWER GENERATES.
MAGNITUDE	HOW MUCH DAMAGE THE POWER INFLECTS ON ITS TARGET.
EP COST	HOW MANY ENERGY POINTS IT COSTS TO USE THE POWER ONCE.
STUN	HOW GREAT A CHANCE THE POWER HAS OF STUNNING A TARGET.
KNOCKBACK	HOW MUCH KNOCKBACK THE POWER DELIVERS.
SWIFTNES	HOW DIFFICULT IT IS FOR THE TARGET TO DODGE.
ARC	HOW WIDE AN AREA THE POWER AFFECTS WHEN USED.

EXTRA PROPERTIES

UP KNOCKBACK	THE ATTACK KNOCKS THE TARGET BOTH AWAY AND UPWARDS INTO THE AIR.
---------------------	--

PROJECTILE ATTACKS

PROJECTILES MUST COVER THE DISTANCE BETWEEN THE ATTACKER AND THE TARGET, WHICH POTENTIALLY MEANS TARGET CHARACTERS CAN GET OUT OF THE WAY IF THEY'RE FAST ENOUGH, OR OBSTACLES CAN BLOCK THE SHOT.

THE ACCURACY PROPERTY IS ONLY APPLICABLE TO PROJECTILE AND BEAM ATTACKS.

BASE PROPERTIES

DAMAGE TYPE	WHAT TYPE OF DAMAGE THE POWER GENERATES.
MAGNITUDE	HOW MUCH DAMAGE THE POWER INFLECTS ON ITS TARGET.
EP COST	HOW MANY ENERGY POINTS IT COSTS TO USE THE POWER ONCE.
STUN	HOW GREAT A CHANCE THE POWER HAS OF STUNNING A TARGET.
KNOCKBACK	HOW MUCH KNOCKBACK THE POWER DELIVERS.
VELOCITY	HOW FAST THE PROJECTILE TRAVELS.

RADIUS	HOW LARGE AN AREA THE POWER AFFECTS WHEN USED.
---------------	--

RANGE	HOW FAR THE POWER IS ABLE TO TRAVEL.
--------------	--------------------------------------

ACCURACY	HOW ACCURATE THE POWER IS.
-----------------	----------------------------

EXTRA PROPERTIES

CHAINED	ATTACK HITS ONE TARGET, THEN MOVES ON TO ANOTHER TARGET.
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GRENADES	BASICALLY A PROJECTILE, BUT ONE THAT USES PHYSICS TO BOUNCE AROUND.
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HOMING	THE PROJECTILE HAS LIMITED HOMING CAPABILITIES, SEEKING OUT AN ENEMY TARGET.
---------------	--

PROXIMITY	THE PROJECTILE WILL NOT DETONATE UNTIL IT IS WITHIN CLOSE RANGE OF AN ENEMY.
------------------	--

GROUND TARGETS ONLY	THE ATTACK CAN ONLY AFFECT TARGETS THAT ARE ON THE GROUND.
----------------------------	--

FLIGHT SPAWN	PROJECTILE SPAWNS COPIES OF ITSELF WHILE IN FLIGHT.
---------------------	---

IMPACT SPAWN	PROJECTILE SPAWNS COPIES OF ITSELF WHEN IT HITS.
---------------------	--

BEAM ATTACKS

BEAMS DRAW A STRAIGHT LINE BETWEEN ATTACKER AND TARGET.

BASE PROPERTIES

DAMAGE TYPE	WHAT TYPE OF DAMAGE THE POWER GENERATES.
MAGNITUDE	HOW MUCH DAMAGE THE POWER INFLECTS ON ITS TARGET.

EP COST	HOW MANY ENERGY POINTS IT COSTS TO USE THE POWER ONCE.
----------------	--

STUN	HOW GREAT A CHANCE THE POWER HAS OF STUNNING A TARGET.
-------------	--

KNOCKBACK	HOW MUCH KNOCKBACK THE POWER DELIVERS.
------------------	--

VELOCITY	HOW DIFFICULT IT IS FOR THE TARGET TO DODGE.
-----------------	--

RANGE	HOW FAR THE POWER IS ABLE TO TRAVEL.
--------------	--------------------------------------

ACCURACY	HOW ACCURATE THE POWER IS.
-----------------	----------------------------

EXTRA PROPERTIES

GROUND TARGETS ONLY	THE ATTACK CAN ONLY AFFECT TARGETS THAT ARE ON THE GROUND.
----------------------------	--

PENETRATING	THE BEAM PASSES THROUGH ALL OBSTACLES AND STRIKES THE TARGET, AS LONG AS THE TARGET IS IN RANGE.
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AREA ATTACKS

AFFECTS AN AREA AROUND THE ATTACKER.

BASE PROPERTIES

DAMAGE TYPE	WHAT TYPE OF DAMAGE THE POWER GENERATES.
MAGNITUDE	HOW MUCH DAMAGE THE POWER INFLECTS ON ITS TARGET.
EP COST	HOW MANY ENERGY POINTS IT COSTS TO USE THE POWER ONCE.
STUN	HOW GREAT A CHANCE THE POWER HAS OF STUNNING A TARGET.
KNOCKBACK	HOW MUCH KNOCKBACK THE POWER DELIVERS.
RADIUS	HOW LARGE AN AREA THE POWER AFFECTS WHEN USED.

EXTRA PROPERTIES

GROUND TARGETS ONLY	THE ATTACK CAN ONLY AFFECT TARGETS THAT ARE ON THE GROUND.
----------------------------	--



DIRECT ATTACKS

AFFECTS A SINGLE TARGET DIRECTLY, WITHOUT HAVING TO COVER THE INTERVENING SPACE.

BASE PROPERTIES

DAMAGE TYPE	WHAT TYPE OF DAMAGE THE POWER GENERATES.
MAGNITUDE	HOW MUCH DAMAGE THE POWER INFLECTS ON ITS TARGET.
EP COST	HOW MANY ENERGY POINTS IT COSTS TO USE THE POWER ONCE.
STUN	HOW GREAT A CHANCE THE POWER HAS OF STUNNING A TARGET.
KNOCKBACK RANGE	HOW MUCH KNOCKBACK THE POWER DELIVERS. HOW FAR THE POWER IS ABLE TO TRAVEL.

EXTRA PROPERTIES

GROUND TARGETS ONLY	THE ATTACK CAN ONLY AFFECT TARGETS THAT ARE ON THE GROUND.
----------------------------	--

DEFENSE POWERS

THERE ARE TWO DIFFERENT DEFENSE TYPES, PASSIVE AND ACTIVE.

ACTIVE DEFENSES

ACTIVE DEFENSES, AS THE NAME SUGGESTS, MUST BE ACTIVATED AT THE COST OF EP FOR THEM TO WORK, IN THE SAME WAY THAT A POWER COMMAND IS USED.

ACTIVE DEFENSE PROPERTIES

DAMAGE BLOCKED	THE TYPES OF DAMAGE THAT THE POWER BLOCKS.
ATTACKS BLOCKED	THE TYPES OF ATTACKS THAT THE POWER BLOCKS (IE MELEE, RANGED, DIRECT, ETC).
BLOCK TYPE	HOW THE DEFENSE BLOCKS THE DAMAGE (SEE TABLE).
EP COST	HOW MANY ENERGY POINTS IT COSTS TO ACTIVATE THE DEFENSE.
DURATION	HOW LONG THE DEFENSE LASTS.
HIT POINTS	HOW MANY HP (IF ANY) THE DEFENSE HAS.
MOVEABLE	CAN THE USER MOVE WHILE THE DEFENSE IS ACTIVE (IF NOT, THEN THEY CAN STILL MOVE, BUT THE DEFENSE SHUTS ITSELF OFF).
REGENERATE	DEFENSE REGENERATES HERO'S HP AS LONG AS ITS DURATION HAS NOT EXPIRED.

PASSIVE DEFENSES

PASSIVE DEFENSES ARE ALWAYS ON, AND WORK WITHOUT ANY NEED FOR THE PLAYER TO ACTIVATE THEM.

PASSIVE DEFENSES HAVE A PERCENTAGE CHANCE OF SUCCEEDING.

PASSIVE DEFENSE PROPERTIES

DAMAGE BLOCKED	THE TYPES OF DAMAGE THAT THE POWER BLOCKS.
ATTACKS BLOCKED	THE TYPES OF ATTACKS THAT THE POWER BLOCKS (I.E. MELEE, RANGED, DIRECT, ETC).
BLOCK TYPE	HOW THE DEFENSE BLOCKS THE DAMAGE (SEE DEFENSE BLOCK TYPES P. 40).
SUCCESS RATING	HOW LIKELY THE DEFENSE IS TO BLOCK THE ATTACK.
INACTIVE	WHETHER THE DEFENSE WORKS WHEN THE CHARACTER IS IN AN "INACTIVE" STATE.

DEFENSE BLOCK TYPES

THE AFFECT OF A DEFENSE ON AN ATTACK CAN BE ONE OF 5 THINGS:

ABSORB	THE CHARACTER'S DEFENSE HAS ABSORBED AN ATTACK'S DAMAGE.
NORMAL	THE CHARACTER'S DEFENSE HAS BLOCKED THE ATTACK.
DEFLECT	THE CHARACTER'S DEFENSE HAS DEFLECTED AN ATTACK IN A RANDOM DIRECTION.
REDIRECT	THE CHARACTER'S DEFENSE HAS REDIRECTED AN ATTACK BACK AT A RANDOMLY CHOSEN ENEMY.
REFLECT	THE CHARACTER'S DEFENSE HAS REFLECTED AN ATTACK BACK AT THE ATTACKER.

IF A DEFENSE IS SET TO BLOCK AN ATTACK, THE DAMAGE FROM THAT ATTACK GOES ONTO THE DEFENSE'S HIT POINTS.

SPECIAL POWERS

SPECIAL POWERS AREN'T NECESSARILY DEFENSIVE OR OFFENSIVE, BUT ALLOW THE CHARACTER TO PERFORM AN UNUSUAL FEAT.

SPECIAL POWER PROPERTIES

EP COST HOW MANY ENERGY POINTS IT COSTS TO USE THE POWER ONCE.

THE FOLLOWING SPECIAL POWERS ARE AVAILABLE:

300-PERCENTER

INCREASES DAMAGE DONE IN THE NEXT MELEE ATTACK.

BLIND JUSTICE

CAUSES USER TO GO BERSERK, INCREASING DAMAGE BUT CONTROL IS LOST.

CLOAK OF SHADOWS

USER BECOMES TEMPORARILY INVISIBLE TO ENEMIES.

CLONE SELF

CREATES A SHORT-LIVED CLONE THAT WILL ATTACK ENEMIES OF THE USER.

DECLOAK

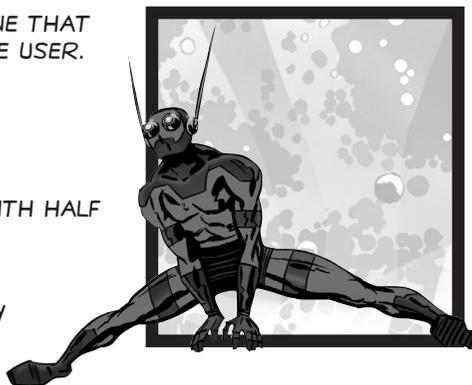
UNCLOAK THE USER.

DEJA DUPLICATION

CREATE A DUPLICATE DEJA WITH HALF HIT POINTS.

DISPLACE IMAGE

USER BECOMES TEMPORARILY INVULNERABLE, BUT CANNOT ATTACK.



ELECTRIFY

USER SPRINTS FORWARD CREATING A STATIC ELECTRICAL CHARGE THAT PERIODICALLY DISCHARGES AROUND THEM. THE DURATION OF THIS STATE IS DEPENDENT ON THE DISTANCE SPRIED.

EMPATHY

AN ACTIVE DEFENSE THAT CAUSES ENEMIES TO SHARE DAMAGE THEY INFLICT.

SPEEDING BULLET

USER SPRINTS TO A POINT AT HIGH SPEED KNOCKING BACK ALL NEARBY CHARACTERS WITH A BURST OF FORCE.

SPRINT

USER SPRINTS TO A DISTANT LOCATION.

TELEPORT SELF

USER CAN TELEPORT TO A NEW LOCATION.



POWER ANIMATIONS AND EFFECTS

YOU CAN ASSIGN DIFFERENT ANIMATIONS AND SPECIAL EFFECTS TO POWERS.

ANIMATION

THE DIFFERENT ATTACKS AND DEFENSES HAVE A SELECTION OF ANIMATIONS AVAILABLE APPROPRIATE TO THE TYPE OF POWER. JUST LIKE THE POWER PROPERTIES THEMSELVES, EACH ANIMATION HAS A VALUE CALCULATED ON A NUMBER OF FACTORS,

START TIME

THE START TIME OF AN ANIMATION INDICATES HOW LONG IT WILL TAKE FOR THE ANIMATION TO REACH THE POINT WHERE THE POWER IS ACTUALLY USED. THE LONGER THIS IS, THE LONGER THE LEAD UP TIME FOR YOU POWER TO ACTUALLY EXECUTE. BECAUSE THE POWER COULD BE INTERRUPTED DURING THIS TIME, LONGER LEAD TIMES ARE CHEAPER THAN SHORTER ONES.

TOTAL TIME

THIS INDICATES HOW LONG THE ATTACK ACTUALLY TAKES TO COMPLETELY FINISH. SINCE IT IS RELATED TO THE START TIME IT IS NOT INDEPENDENTLY PRICED.

NUMBER OF CONTACTS

EACH "CONTACT" REPRESENTS HOW MANY TIMES THE POWER IS EXECUTED DURING THE ANIMATION. MOST ANIMATIONS ONLY HAVE 1 CONTACT, BUT SOME SPECIAL ANIMATIONS CAN HAVE UP TO SIX! THE MORE CONTACTS THE ANIMATION HAS, THE MORE VALUABLE IT IS.



SPECIAL EFFECTS

WHILE THE EFFECT YOU USE DOES NOT MAKE YOUR POWER MORE COSTLY, IT CAN GIVE YOUR CHARACTER A PARTICULAR LOOK AND FEEL.

THE EFFECTS AVAILABLE ARE LISTED ON A PER POWER BASIS, SO YOU CAN ONLY APPLY AREA ATTACK SPECIAL EFFECTS TO AN AREA ATTACK POWER.

MULTIPLAYER

FREEDOM FORCE ALLOWS 2-4 PLAYERS TO BATTLE EACH OTHER OVER THE INTERNET OR LAN. EACH PLAYER CREATES A SQUAD OF UP TO 4 CHARACTERS, AND THEN BATTLES OPPONENTS USING A VARIETY OF TEAMS AND MAPS.

FOR MULTIPLAYER GAMES, EACH PLAYER REQUIRES A FREEDOM FORCE CD.

MULTIPLAYER GAMEPLAY

FREEDOM FORCE IS A COORDINATED LAUNCH GAME. ONE PLAYER CREATES THE GAME AND ACTS AS A HOST FOR THE GAME. THIS PLAYER THEN SETS ALL OF THE DIFFERENT OPTIONS FOR THE GAME, INCLUDING MAP TYPE AND GAME POINTS. OTHER PLAYERS ARE THEN ABLE TO JOIN THE GAME AND SET PERSONAL OPTIONS WHICH ARE RELATED TO THEMSELVES.

► TO JOIN A MULTIPLAYER GAME, CLICK "MULTIPLAYER" FROM THE MAIN MENU. THE MULTIPLAYER MENU APPEARS.

SELECT FROM THE FOLLOWING OPTIONS:

- | | |
|--------------------|-----------------------------------|
| JOIN | JOIN AN EXISTING GAME. |
| CREATE GAME | HOST A NEW GAME ON YOUR COMPUTER. |
| BACK | RETURN TO THE MAIN MENU. |

JOIN A GAME

► TO JOIN AN EXISTING MULTIPLAYER GAME, CLICK "JOIN" FROM THE MULTIPLAYER MENU.

ENTER THE HOST ADDRESS FOR THE GAME YOU WANT TO JOIN. IF YOU ARE PLAYING OVER A LAN, USE THE "BROWSE LAN" BUTTON TO FIND A LOCAL GAME.

BEFORE CONNECTING, CONFIGURE YOUR PERSONAL OPTIONS. TYPE YOUR CHARACTER/PLAYER NAME IN THE AVAILABLE FIELD. BELOW THE PLAYER FIELD, LOCATE INFORMATION ABOUT THE GAME YOU ARE JOINING, INCLUDING THE MAP NAME, NUMBER OF PLAYERS, TIME LIMIT FOR EACH GAME, AND POINTS. YOU CAN ALSO CHOOSE TO COPY SKINS FROM OTHER PLAYERS TO YOUR HARD DRIVE.

CREATE A GAME

HOSTING A MULTIPLAYER GAME IS SIMPLE. JUST FOLLOW THE STEPS IN THE CREATE A GAME MENU TO PLAY HOST TO HEROES AROUND THE GLOBE!

THE CREATE A GAME MENU INCLUDES:

- | | |
|---------------------|--|
| SESSION NAME | TYPE A UNIQUE NAME FOR YOUR GAME SESSION. |
| PLAYER | INSERT YOUR PLAYER/TEAM NAME. |
| MAP | CHOOSE FROM THE LIST OF AVAILABLE GAME MAPS. |
| MAX PLAYERS | GAME HOSTS CHOOSE THE MAXIMUM NUMBER OF PLAYERS, UP TO FOUR. |

- GAME TIME** CHOOSE THE TIME LENGTH IN MINUTES OF A GIVEN GAME.
- MAX POINTS** CHOOSE THE MAXIMUM NUMBER OF PRESTIGE POINTS THAT CAN BE USED TO CREATE EACH PLAYER'S TEAM.
- COPY SKINS** IF YOU WANT TO ALLOW DOWNLOADS OF CUSTOM PLAYER SKINS FROM OTHER PLAYERS, CHECKMARK THIS OPTION. THIS MAY BE SLOW WHEN PLAYING OVER A MODEM.

SQUAD SELECTION

BEFORE EACH GAME, PLAYERS CREATE A SQUAD UP TO FOUR CHARACTERS THAT THE PLAYER TAKES INTO THE GAME. THE TOTAL VALUE OF THIS SQUAD MUST BE LESS THAN THE MAXIMUM POINTS ALLOWED FOR THE GAME JOINED.

ONCE THE GAME IS SET UP, YOU CAN SELECT YOUR SQUAD. PICK THE DESIRED SQUAD CHARACTERS FROM THE SCROLLABLE LIST AND USE THE ARROW KEYS TO ADD THEM TO THE SQUAD. WHEN YOU ARE READY TO TEST YOUR MIGHT ON THE GLOBAL STAGE, SELECT "READY".

YOU CAN CHAT TO OTHER PLAYERS DURING THE SQUAD SELECTION.

AFTER ALL THE PLAYERS CLICK "READY", THE HOST OF THE GAME MUST SELECT "NEXT" TO LAUNCH THE GAME.

INTERNET MULTIPLAYER GAMEPLAY

PLEASE CONSULT THE "README" FILE ON THE GAME DISK FOR INFORMATION CONCERNING INTERNET MULTIPLAYER (AND GAME MATCHING SERVICES) FUNCTIONALITY.



SCORING

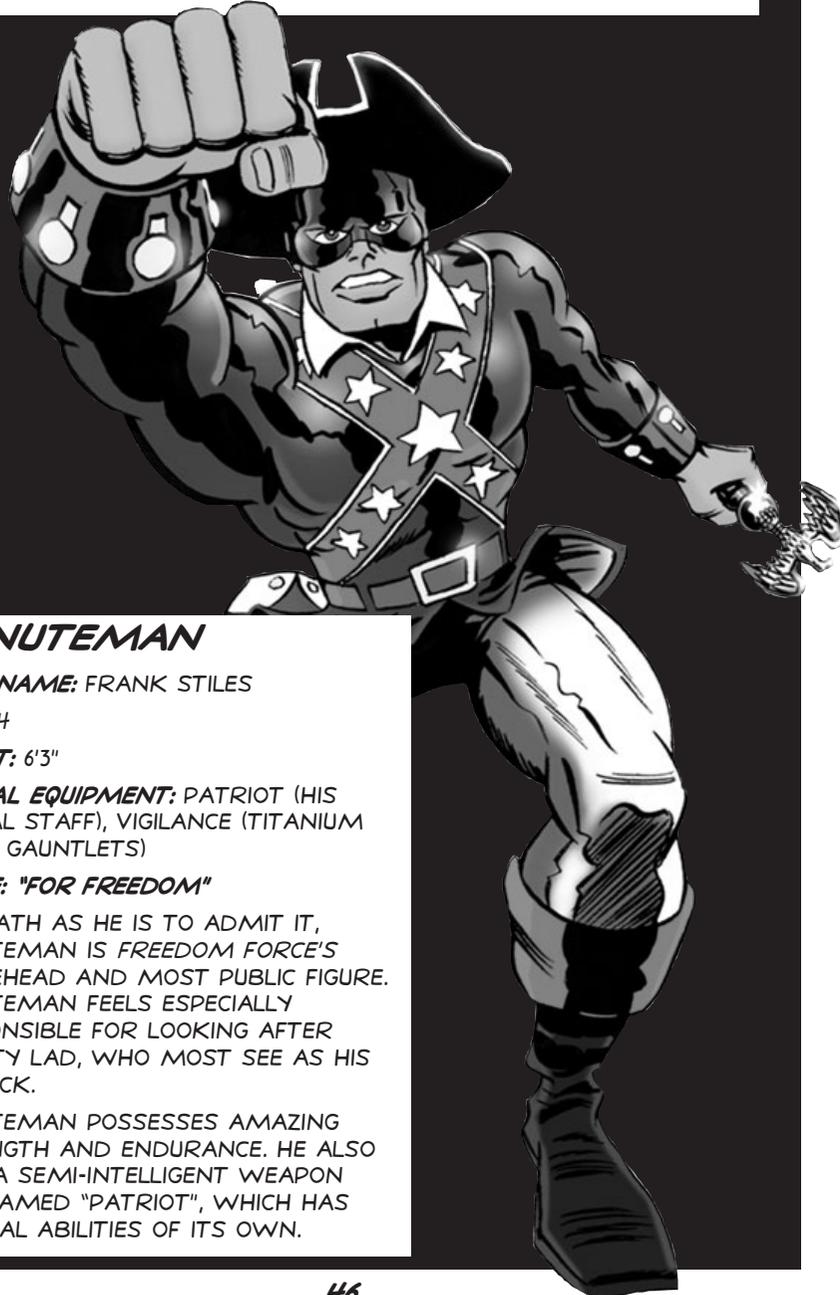
PLAYERS RECEIVE POINTS FOR DOING DAMAGE TO OTHER CHARACTERS. EACH TIME YOU DO DAMAGE YOU RECEIVE POINTS EQUIVALENT TO THE PERCENTAGE OF TOTAL HIT POINTS REMOVED FROM THE CHARACTER YOU HURT MULTIPLIED BY THE PRESTIGE COST OF THAT CHARACTER. THIS MEANS THAT HURTING WEAK CHARACTERS IS WORTH A LOT LESS THAN HURTING STRONG CHARACTERS. IT ALSO MEANS THAT IF YOU DAMAGE A CHARACTER TO HALF THEIR HIT POINTS YOU ONLY GET HALF THEIR PRESTIGE VALUE IN POINTS. FINALLY, YOU LOSE POINTS FOR HURTING YOUR OWN CHARACTERS.

THE WINNER IS THE PLAYER WHO SCORES THE MOST POINTS!



HEROES

FROM EVIL MASTERMINDS TO DECEITFUL BOMBSHELLS, THESE GUYS CAN TAKE ON ANYTHING. GET TO KNOW HOW THESE MARVELS OF BRAVERY ACQUIRED THEIR POWERS AND BECAME MEMBERS OF THE MOST EXCLUSIVE FORCE IN EXISTENCE, *FREEDOM FORCE*.



MINUTEMAN

REAL NAME: FRANK STILES

AGE: 74

HEIGHT: 6'3"

SPECIAL EQUIPMENT: PATRIOT (HIS SPECIAL STAFF), VIGILANCE (TITANIUM ALLOY GAUNTLETS)

QUOTE: "FOR FREEDOM!"

AS LOATH AS HE IS TO ADMIT IT, MINUTEMAN IS *FREEDOM FORCE*'S FIGUREHEAD AND MOST PUBLIC FIGURE. MINUTEMAN FEELS ESPECIALLY RESPONSIBLE FOR LOOKING AFTER LIBERTY LAD, WHO MOST SEE AS HIS SIDEKICK.

MINUTEMAN POSSESSES AMAZING STRENGTH AND ENDURANCE. HE ALSO USES A SEMI-INTELLIGENT WEAPON NICKNAMED "PATRIOT", WHICH HAS SEVERAL ABILITIES OF ITS OWN.

LIBERTY LAD

REAL NAME: NICK CRAFT

AGE: 15

SPECIAL EQUIPMENT: SPECIALLY CONSTRUCTED ENERGY BOMB CASINGS

QUOTE: "FOR LIBERTY!"

"MINUTEMAN'S SHADOW" AND "THE SQUIRT" ARE TWO OF THE NICER NICKNAMES THAT LIBERTY LAD SEEMS TO HAVE BEEN STUCK WITH BY HIS FELLOW *FREEDOM FORCE* MEMBERS. HOWEVER, HE SEEMS ANXIOUS TO PROVE HIMSELF TO THE TEAM AFTER ALL, AS HE'S QUICK TO POINT OUT, HE'S ANCIENT COMPARED TO SEA URCHIN.





MANBOT

REAL NAME: TED TAYLOR

AGE: 28

HEIGHT: 6'1" (6'4" IN ARMOR)

SPECIAL EQUIPMENT: ENERGY-SIPHONING ARMOR

QUOTE: "STAY AWAY FROM ME. I'M TROUBLE."

A RELUCTANT HERO (AT BEST), MANBOT'S POWERS ARE MORE OF A CURSE THAN A BOON. HAVING RECEIVED AN OVER-LARGE DOSE OF ENERGY X, THE AMAZINGLY POWERFUL AND SELF-REGENERATING ENERGY SOURCE LITERALLY FLOWS THROUGH HIS VEINS. THIS GRANTS HIM ALL MANNER OF POWERS, BUT ALSO LEAVES HIM WITH QUITE A SEVERE PROBLEM IN REGARDS TO KEEPING IT UNDER CONTROL. IF THE ENERGY BUILDUP IN HIS BODY GROWS TOO GREAT IT CAUSES AN EXPLOSION. IN ORDER TO MAINTAIN MORE CONTROL OVER HIS POWERS, MANBOT HAS TO WEAR A SUIT OF ARMOR THAT SIPHONS OFF AND EXPELS HIS EXCESS ENERGY.

ALCHE-MISS

REAL NAME: CATHERINE LARCHMONT-PRICE

AGE: 19

HEIGHT: 5'8"

QUOTE: "PEACHES 'N CREAM! GET A LOAD OF TALL, DARK AND SCALY!"

THE ALCHE-MISS MIXES SASSY SOUTHERN CHARM WITH A HEALTHY DOSE OF WHITE MAGIC. SOME SAY HER SHARP TONGUE HIDES A SOFT HEART, BUT THE MEN WHO HAVE BEEN SKEWERED BY IT MIGHT FEEL DIFFERENTLY. STILL, WITHIN THIS POWERFUL MISTRESS OF MAGIC BEATS A PASSION FOR ANOTHER MEMBER OF FREEDOM FORCE BUT ONLY CATHERINE HERSELF KNOWS WHO THAT IS.





EL DIABLO

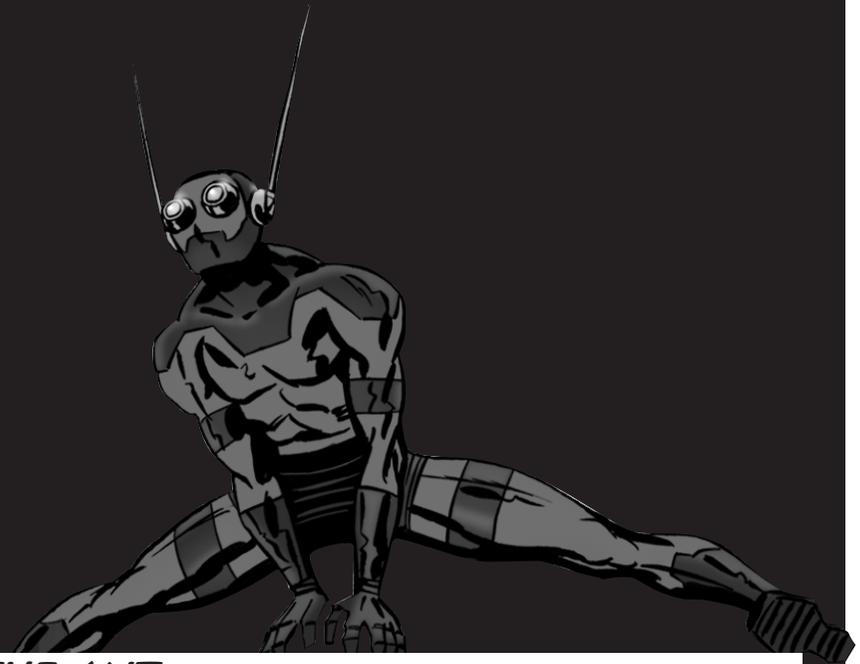
REAL NAME: RICARDO RAMIREZ

AGE: 19

HEIGHT: 6'1"

QUOTE: "WHY DON'T YOU CHUMPS STOP BY FOR A BARBEQUE DIABLO STYLE!?"

THE HIGH FLYING LATINO CALLED EL DIABLO HAS A PAST THAT REMAINS SOMETHING OF A MYSTERY. WHILE THERE ARE SEVERAL OF *FREEDOM FORCE'S* MEMBERS WHOSE "PAST LIVES" ARE PUBLIC KNOWLEDGE, HE SEEMS TO BE QUITE SILENT ON THE SUBJECT A FACT MADE ALL THE MORE ODD BY HIS PUBLICITY-FRIENDLY PERSONALITY. EL DIABLO'S POWERS ARE THOSE INVOLVING THE CREATION AND CONTROL OF SEARING, HIGH-INTENSITY FLAMES IN VARIOUS FORMS. HE SEEMS TO BE STRONGEST AT FAIRLY CLOSE-RANGED COMBAT.



THE ANT

REAL NAME: JOHN MILLER

AGE: 16

HEIGHT: 5'7"

QUOTE: "IMAGINE HAVING TO TELL THE OTHER GUYS IN PRISON THAT YOU WERE BEATEN BY AN ANT. BOY, I BET THAT'LL BE REALLY HUMILIATING!"

DESPITE HIS RELATIVELY SMALL STATURE, SOME WOULD SAY THAT THE ANT IS ONE OF *FREEDOM FORCE'S* TOUGHEST MEMBERS. HE IS QUITE DURABLE, CAN LIFT WEIGHTS WELL ABOVE THE NORM, AND IS ABLE TO CLIMB VERTICAL SURFACES WITH LITTLE EFFORT. HE ALSO HAS THE ABILITY TO TUNNEL INTO THE EARTH THROUGH ALL SORTS OF HARDY SURFACES, WHICH ALLOWS HIM TO STAY CLEAR OF HARM OR TO EMERGE BEHIND AN OPPONENT AND LAUNCH A SURPRISE ATTACK.



EVE

REAL NAME: UNKNOWN

AGE: UNKNOWN

HEIGHT: 7'

QUOTE: "GREAT GAIA!"

EVE IS ONE OF THE MORE MYSTERIOUS MEMBERS OF FREEDOM FORCE. SHE FIRST APPEARED IN PATRIOT PARK CLAD IN NOTHING AT ALL, AND ARMED WITH A DECIDEDLY DEADLY BOW. EVENTUALLY, FREEDOM FORCE WAS CALLED IN TO TRY AND DEAL WITH HER. UNDER HER INFLUENCE, BOTH PLANTS AND ANIMALS SEEM MORE THAN WILLING TO RISK HARMING THEMSELVES FOR "THE GREATER GOOD", THOUGH JUST WHAT THEY GET FROM SUCH A RELATIONSHIP WITH HER REMAINS UNCLEAR.

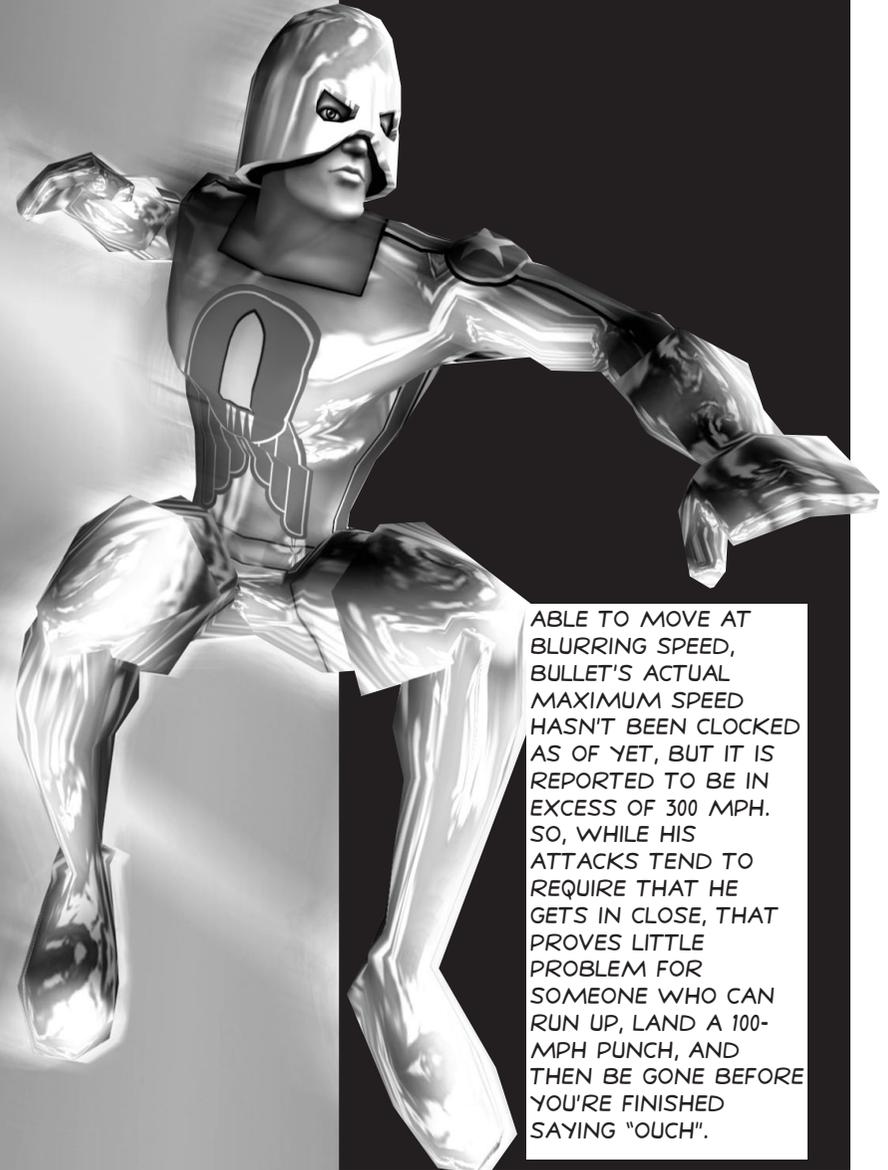
BULLET

REAL NAME: DWIGHT ARROW

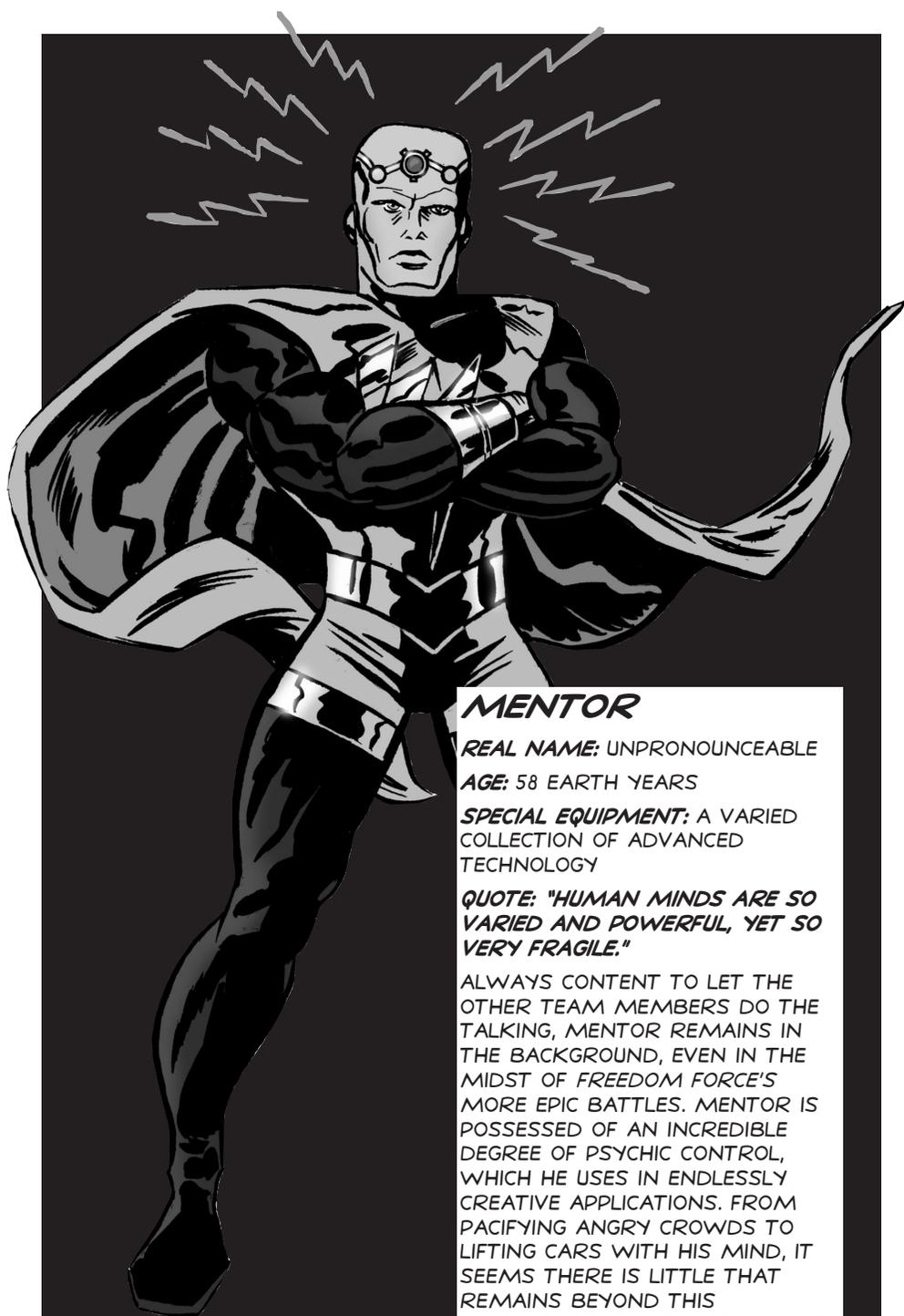
AGE: 25

SPECIAL EQUIPMENT: NONE

QUOTE: "YOU THINK THAT WAS FAST? BUDDY, Y'ALL AIN'T SEEN FAST YET "



ABLE TO MOVE AT BLURRING SPEED, BULLET'S ACTUAL MAXIMUM SPEED HASN'T BEEN CLOCKED AS OF YET, BUT IT IS REPORTED TO BE IN EXCESS OF 300 MPH. SO, WHILE HIS ATTACKS TEND TO REQUIRE THAT HE GETS IN CLOSE, THAT PROVES LITTLE PROBLEM FOR SOMEONE WHO CAN RUN UP, LAND A 100-MPH PUNCH, AND THEN BE GONE BEFORE YOU'RE FINISHED SAYING "OUCH".



MENTOR

REAL NAME: UNPRONOUNCEABLE

AGE: 58 EARTH YEARS

SPECIAL EQUIPMENT: A VARIED COLLECTION OF ADVANCED TECHNOLOGY

QUOTE: "HUMAN MINDS ARE SO VARIED AND POWERFUL, YET SO VERY FRAGILE."

ALWAYS CONTENT TO LET THE OTHER TEAM MEMBERS DO THE TALKING, MENTOR REMAINS IN THE BACKGROUND, EVEN IN THE MIDST OF FREEDOM FORCE'S MORE EPIC BATTLES. MENTOR IS POSSESSED OF AN INCREDIBLE DEGREE OF PSYCHIC CONTROL, WHICH HE USES IN ENDLESSLY CREATIVE APPLICATIONS. FROM PACIFYING ANGRY CROWDS TO LIFTING CARS WITH HIS MIND, IT SEEMS THERE IS LITTLE THAT REMAINS BEYOND THIS MYSTERIOUS MENTALIST'S INNATE PSYCHOKINETIC ABILITIES.

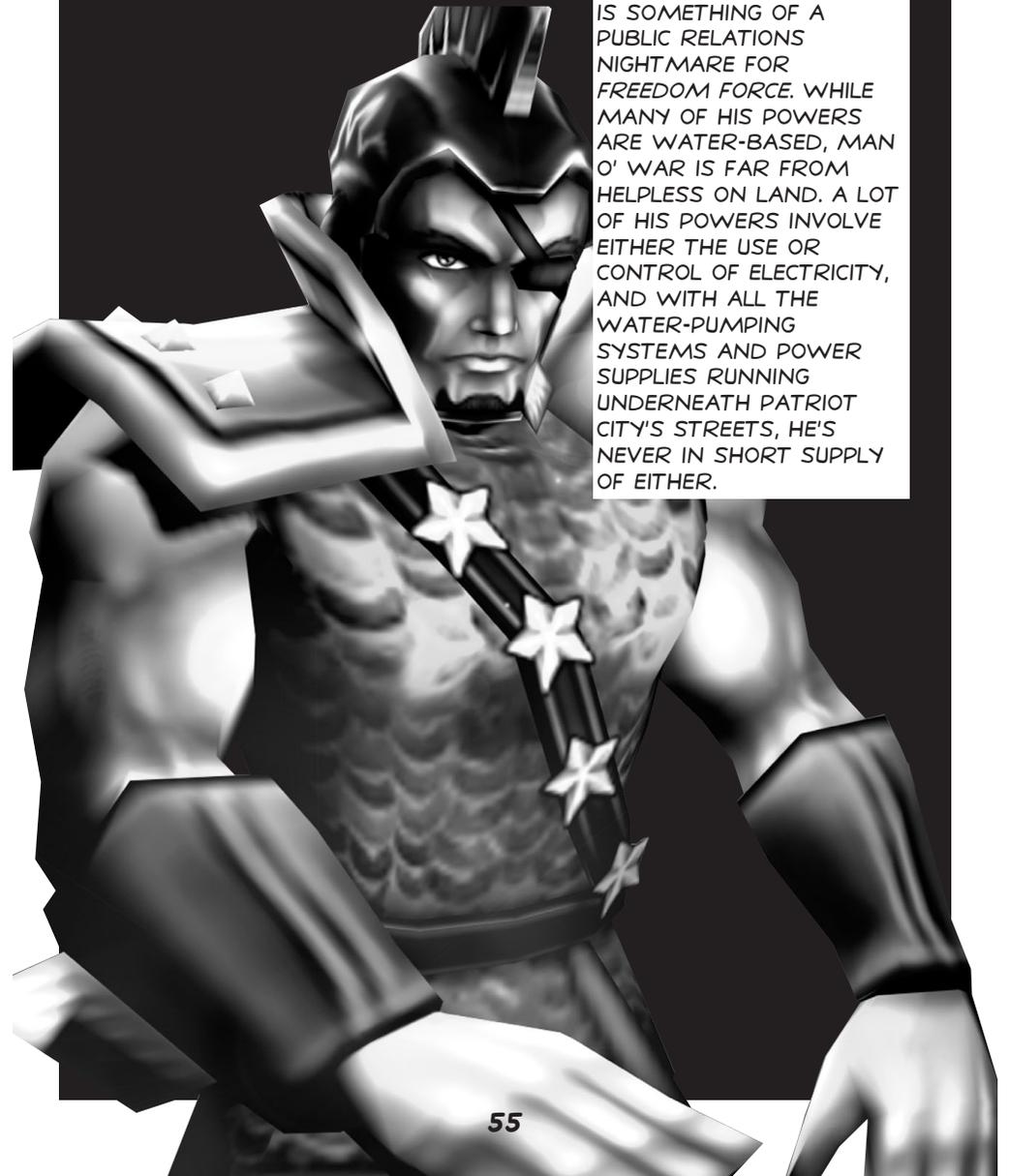
MAN O' WAR

REAL NAME: HANK WATERS

AGE: 36

SPECIAL EQUIPMENT: NONE

QUOTE: "NOW, THAT REALLY POACHES ME EGGS!"



AS GRUFF TO HIS TEAM MEMBERS AS HE IS TO A CRIMINAL, MAN O' WAR IS SOMETHING OF A PUBLIC RELATIONS NIGHTMARE FOR FREEDOM FORCE. WHILE MANY OF HIS POWERS ARE WATER-BASED, MAN O' WAR IS FAR FROM HELPLESS ON LAND. A LOT OF HIS POWERS INVOLVE EITHER THE USE OR CONTROL OF ELECTRICITY, AND WITH ALL THE WATER-PUMPING SYSTEMS AND POWER SUPPLIES RUNNING UNDERNEATH PATRIOT CITY'S STREETS, HE'S NEVER IN SHORT SUPPLY OF EITHER.

SEA URCHIN

REAL NAME: MERRY MASON

AGE: 12

SPECIAL EQUIPMENT: "WATER PISTOL"

QUOTE: "I WON'T BE SHORT FOREVER, BUT YOU'LL ALWAYS BE UGLY!"



AT 12 YEARS OLD, SEA URCHIN IS FREEDOM FORCE'S YOUNGEST MEMBER. SEA URCHIN SOMETIMES SEEMS TO BE THE ONLY THING THAT KEEPS MAN O' WAR FIGHTING WITH FREEDOM FORCE. SEA URCHIN'S POWERS ARE STILL DEVELOPING AS SHE GROWS. IN THE MEANTIME SHE OFTEN SERVES AS A BACKUP TO MAN O' WAR'S FEROCIOUS COMBAT TECHNIQUES WITH HER OWN LIMITED MENTAL POWERS, AS WELL AS ACTING AS A CONDUIT FOR AMPLIFYING SOME OF MAN O' WAR'S MORE POTENT AND DEVASTATING ATTACKS.

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JAMES STERRETT, HERMAN KAISER AT NDL, RANDY & LULU, DOUG CHURCH, ROB 'XEMU' FERMIER, HARVEY SMITH, GABBY AT PINKI'S, DALE & MIKE AT MGON, OMEGA, PSYCHO-PIRATE, DARK JARED AND ALL THE EXTERNAL BETA TESTERS

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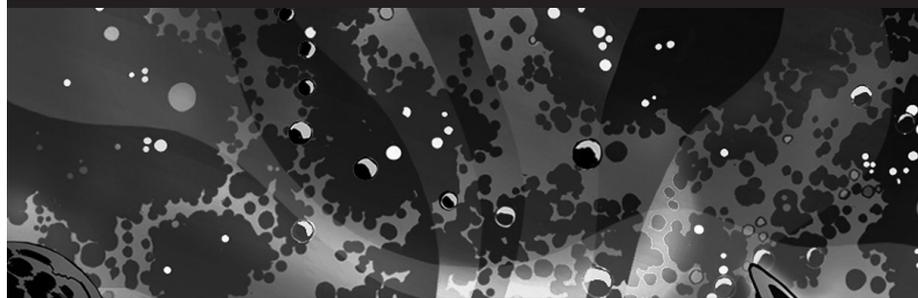
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