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.

**Bloody Roar™ Tips and Hints**

**PlayStation™ Hint Line**

Hints for all games produced by SIEA are available:

**Within the US:** 1-900-933-SONY (1-900-933-7669)

$0.99/min. auto. hints, $1.49/min., live, $6.95 - $16.95 for tips by mail, $5.00 - $20.00 for card recharge

**Within Canada:** 1-900-451-5757

$1.59/min. auto. hints

For US callers, game counselors are available 9AM-5PM PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week. Live support for Canada is not available at this time. For Customer Service, please call the US number listed above.

**Consumer Service/Technical Support**

1-888-345-SONY (1-888-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 9AM-6PM Pacific Standard Time.

**PlayStation Online**

www.playstation.com

Our news is always hot! Visit our website and find out what's happening—new titles, new products and the latest information about the PlayStation game console.
GETTING STARTED

Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the Bloody Roar™ disc and close the CD door. Insert game controller(s) and turn on the PlayStation™ game console. Follow on-screen instructions to Start the game.

CONTROLS

Note: The functions above are the default settings assuming the character is facing right on the screen. However, the settings can be personalized according to each player's preference.
As the 20th century draws to a close, the world is filled with darkness and fear.
Eight mysterious warriors appear, all displaying superhuman strength,
outstanding athletic ability and the power to transform into raging, half-human
beasts! Tigers, wolves, wild bears - will mankind depend on the claws, fangs and
cunning of savage beasts to bring the world safely into the next millennium?
STARTING PLAY

MAIN MENU

MODE SELECT – Select from the game modes. Use the Direction Buttons to select, and confirm your choice by pressing the  button.

BEAST RAVE – Use the Direction Buttons to select BEAST RAVE.

OPTIONS – OPTIONS allows you to set your preferences for the game. Select OPTIONS using the Direction Buttons, and press the  button for the Options screen.

GAME MODES

ARCADE – One player vs. the computer. Use the Direction Buttons to select a character, and confirm your selection with the  button. The computer will choose your opponent. Then prepare for battle.

VS – For two players, each player selects their own character by pressing the  button before selecting your character(s), you may choose one of eight stages using the Direction Buttons. You may also set handicaps by using the Direction Buttons to change your life energy ranging from 60% – 100%.

EXTRA – These are extra modes for single player matches.

TIME ATTACK – Single bout. Compete for the shortest finishing time.

SURVIVAL – Single bout. In this mode, characters do not fully recover their life energy between rounds.

PRACTICE – You select your opponent’s movements. Perfect for practicing combo techniques!

MATCH – Watch a match between characters controlled by the computer. You can adjust the difficulty levels to view the more difficult moves executed.

RECORDS – View the rankings in each mode. Names that have been entered in the MAIN MENU will automatically be displayed.

NAME – The player can register up to three letters. Press the characters corresponding to those of the characters you want to enter using the Direction Buttons to select and the  button to enter.

SETTING OPTIONS – The OPTIONS selection in the MAIN MENU is used for setting various game configurations. Select items by pressing up or down and change them by pressing the Direction Buttons LEFT or RIGHT. After setting the desired items, press the  button to return to the MAIN MENU screen.

GAME OPTIONS

CHARACTER TYPE – Selects the style of the character from NORMAL, BEAST HEAD, or KIDS.

DIFFICULTY – Selects the degree of difficulty of the computer opponent from 1 to 6 (1 being the most difficult).

ATTACK LEVEL – Sets the attack capacities.

TIME LIMIT – Sets the time duration for each round.

MATCH POINT COMPUTER – Sets the number of rounds required to win in one-player mode.

MATCH POINT HUMAN – Sets the number of rounds required to win in two-player mode.

BLOOD EFFECT – Turns the blood effects ON or OFF.

WALL DESTRUCTION – Sets the wall destruction rate.

ON – Walls are destructible.
OFF – Walls are indestructible.

FINAL – Enemies are destructible only in the final round.

CONTROLLER CONFIG – Sets the optional button settings.

SELECT TYPE – Sets the artform type for the character selection screen.
STARTING PLAY

CHARACTER CHANGE AT CONTINUE:
- ON: The character can be changed during the continue mode.
- OFF: The character cannot be changed during the continue mode.
DEFAULT: Re-initializes all of the original settings.
EXIT - Exits the game's Option screen.

SOUND OPTIONS
OUTPUT SELECT - Sets Stereo or Monaural sound.
BGM SELECT - Selects the background music.
MASTER VOLUME - Sets the overall volume.
BGM VOLUME - Sets the volume of the background music.
BGM PLAYER - Plays the background music.
SFX TYPE - Sets the type of sound effects.
SFX PLAYER - Plays the sound effects in the game.
EXIT - Returns to the previous screen.

MEMORY CARD
AUTO SAVE - ON: Automatically saves high scores, game settings, etc.
OFF: Disables the Auto-Save function.
LOAD - Loads a saved game from the Memory Card.
SAVE - Saves a game to a Memory Card.
* Please note that Memory Cards may only be inserted in slot 1 to Save or Load a game.
* If you turn ON the game with a Memory Card containing a previously saved Bloody Roar™ game, that game will be loaded.
ART GALLERY - View character design sketches.
BONUS MODE - If you finish the game under certain conditions in the ARCADE mode, you will unlock secret commands.

FIGHTING SCREEN

Time Duration

RAVE Feature
Life Energy Indicator
Bout Win Indicator
Note: The number in red is the number of rounds already won.

GUARD SYSTEM

Use the Guard function by pressing Direction Buttons LEFT (assuming your character is facing right) or DOWN. It is also possible to guard while in the air after jumping.

High Guard: ↔ or Neutral (where the Auto-Guard is activated)
Low Guard: ↓ or →
In-Air Guard: ↔ or Neutral position while in the air (It is not possible to use this technique after doing a safe fall)

Guard Escape - This function is used while Guarding. Immediately after using the Guard function, press UP on the Direction Buttons to make your character quickly side-step the opponent.

Safe-Falling = B + B Buttons
Avoid taking further damage by using the safe-fall function when you are thrown in the air.
Both players have a set amount of energy used to change into a Beast - at the beginning of each side. Players may change anytime after the letter "E" shows up in the Beast Indicator.

CHANGES IN THE BEAST INDICATOR
The indicator appears blue when storing the energy needed for morphing. When it is fully charged, the word BEAST appears, and the character may change into a Beast by pressing the 8 button.

While in Beast Mode, the energy is yellow. The yellow area decreases according to damage suffered by the Beast. If it does not recharge during that round, when the yellow indicator reaches zero, the Beast Mode is not negated until the Beast is hit with an effective technique.

FIGHTING IN BEAST MODE
Characters experience the following power-ups when Fighting in Beast Mode:
- The number of moves available by using the 8 button increases.
- Fighting amount changes.
- Characters become heavier.
- Life-energy recovers - characters can recover up to 3% of damage when in Beast Mode. However, your life energy does not recover when you are guarding or taking damage.
- Jumping ability increases - This enables in-air attacks and moves. You may also use the wall as part of an attack.

COMANDS IN PAUSE MODE

ARCADE VS. SURVIVAL TIME ATTACK MODE
In your selected character, while the game is paused during a trial or time mode, you can change the setting of the buttons in the middle of the round.

WATCH
Selecting CHARACTER CHANGE changes the Fighting characters in this mode.

PRACTICE
- CANCEL ACTION Changes movements in the Center mode.
- KICK/POKE Shows which buttons were used.
- ACTION DATA Displays attack move.
- BEAST MODE Switches the select mode ON and OFF.
- BEAST RAVE Switches the RAVE Mode ON and OFF.
- KEY CONFIG Sets the controller button functions.
- CHARACTER CHANGE Selects another character.
- RESET Resets and goes back to the title screen.

CONTINUE THE GAME

When the battle is over, the word CONTINUE appears on screen. You can continue the game by pressing the Start button before the indicator reaches zero. After pressing the button, a screen appears for choosing the characters. When CHARACTER CHANGE is ON, you can choose a different character for the new round. If the CONTINUE indicator reaches zero, the game is over.
MITSUKO
Age: 70
Sex: Female
Ninjutsu: Beginner

Mitsuko suffers from the tragedy of becoming trapped in some sort of disability as a child. She prefers to live a normal life, but her body and mind are weakened by the frequent battles she has to endure. She has a unique ability to control the flow of time.

MITSUKO BASIC Moves:
Airborne Punch
Flashing Kick
Tumble
Seismic Throw

MITSUKO COMBO Moves:
Side air attack
Rocky Road Barrier
Full in her
From top to bottom
Crying Banana

BEAST MOVES:
Head Smash
Vortex
Bone Breaker
Plunge
Head

BEAST COMBO MOVES:
Sword Flail
Hammer Swing
Drum Head
Rocket Booster
Explosive Destruction
**GREG**

**Age:** 30
**Sex:** Male
**Nationality:** American

GREG is a man of great ambition who dreams the world to realize his dream. In his years he played the role of a silent, but in his heart he knew he was destined for greatness. He was a strong, confident fighter who had trained in the arts of combat, and he was known for his strength and agility.

**BEAST MOVEs**
- **Bear Swirl**
- **Scratch**
- **Grenade**
- **Grenade Tornado**
- **Grenade Spin Kick**

**BEAST COMBO MOVEs**
- **Flame Blue Hammer**
- **New Driver Grenade**
- **Body Thrust Combo**
- **Ultimate Punch Set**
- **Double Spin Kick**
HANS TAUBEMANN

Age: 26
Sex: Male
Nationality: German

Fox's mind is warped and his mind's been
molded by the outside. He is obsessed with
power and authority, and believes that
those with power are destined to lead.

His ability to use the beast's powers
and control the foxes has made him a
danger to society, as he believes himself
to be above the law.

His primary role in the organization is
to protect its secrets. He uses his
knowledge of Fox's weaknesses to.disarm
other Foxes and protect the group's secrets.

ARTICL MOVES

Demolition Award
Screaming Talon
Judgement Woodwork
Airborne
Rising Tornado

FOX MOVES

Ninja Jishu
Sonya's Secret Revenge
Grappling Hook
Chicken Head Tail
Aerobic Foot Oven Sword