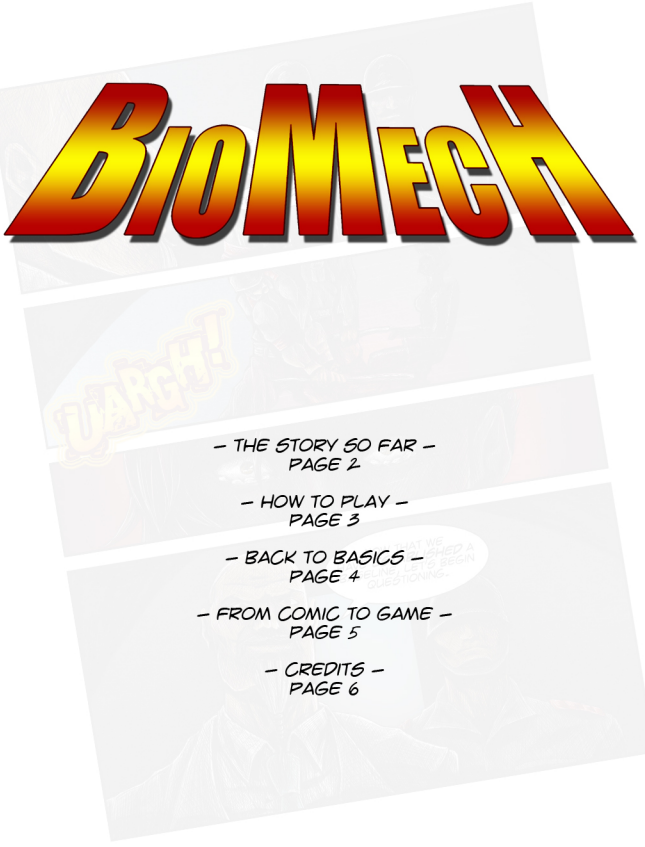
INSTRUCTION MANUAL

VIUM COMICS

BIOMECH



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BIOMECH AND ALL RELATED CHARACTERS, NAMES AND LOGOS
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THE STORY SO FAR

FUTURETEK IS A MULTI-BILLION DOLLAR CONGLOMERATE INVOLVED IN VARIOUS NEW WEAPONS PROJECTS, CYBERNETICS AND HIGH TECH WARFARE. THEY ARE THE LEADING DEVELOPER OF MAN/MACHINE COMMUNICATION AND HAVE THEIR HANDS IN MANY GOVERNMENTS WORLDWIDE.

BASICALLY, THEY RUN THE WARS ON THIS PLANET.

AS FOR ME, MY NAME IS TATIANA ROCHEVA AND I WORK FOR A SECRET ORGANIZATION WHO JUST TRIES TO DO SOME GOOD IN THIS WORLD. AND FUTURETEK HAS BEEN ON OUR RADAR FOR A VERY LONG TIME. IT WAS THEM, AFTER ALL, WHO WERE RESPONSIBLE FOR MAKING ME THE WOMAN I AM TODAY, TORTURING ME AND BREAKING MY LIMBS. BUT THEY'LL NEVER BREAK MY WILL.



WE FOUND A SECRET FUTURETEK SITE IN THE SIBERIAN WILDERNESS. THERE ARE NO SIGNS OF LIFE IN THIS FACILITY, WHICH MEANS IT IS EITHER ABANDONED OR FULLY AUTOMATED.

EITHER WAY, I AM GOING IN AND THE FACILITY IS GOING DOWN. OR UP. WE WILL SEE...

HOW TO PLAY

BIOMECH IS A RETRO METROIDVANIA GAME. YOU CAN GO ANYWHERE YOU LIKE AND EXPLORE EVERYTHING YOU WANT. HOWEVER, MOST PATHWAYS WILL BE LOCKED AT FIRST. IT IS UP TO YOU TO FIND A WAY AROUND THOSE OBSTACLES. BY POWERING UP TATIANA YOU WILL BE ABLE TO REACH PLACES YOU WEREN'T ABLE TO REACH BEFORE, MAKING IT NECESSARY TO HEAD BACK TO PREVIOUSLY EXPLORED AREAS TO FIND A WAY FORWARD.

THE UPGRADES ARE USUALLY HIDDEN IN THE WORLD OR GUARDED BY A POWERFUL ENEMY WHICH YOU WILL HAVE TO DEFEAT IN ORDER TO PROGRESS. OF COURSE, THE MORE YOU PLAY, THE MORE YOU'LL UPGRADE TATIANA AND THUS, THE MORE POWERUFL SHE WILL BECOME. SOMETIMES IT IS FOR THE BEST TO EXPLORE THE WORLD SOME MORE AND MAYBE FIND MORE UPGRADES BEFORE FACING AN ADVERSARY YOU CAN'T DEFEAT.

HIDDEN THROUGHOUT THE WORLD ARE SAVE STATIONS, THAT WILL REFILL ALL OF YOUR HEALTH AND SOME WEAPONS AMMUNITION AS WELL AS SAVE YOUR PROGRESS. IF YOU DO NOT USE THESE STATIONS, YOU WILL NOT BE ABLE TO SAVE YOUR GAME. IF YOU DIE, YOUR LAST SAVE WILL BE LOADED AND YOU CAN CONTINUE, SO SAVE OFTEN!

YOU WILL ALSO FIND MAP STATIONS IN ALL AREAS YOU VISIT. THESE WILL WRITE MAP DATA FOR THE CURRENT AREA INTO YOUR MENU, SO YOU'LL ALWAYS KNOW WHERE YOU HAVE BEEN AND WHERE TO GO. MAP STATIONS ALSO DISPLAY LOCKED DOORS AND PROVIDE YOU WITH INFORMATION ABOUT HOW MANY SECRET ITEMS ARE LEFT TO FIND IN AN AREA.
YOU'LL STILL HAVE TO FIND THE ITEMS YOURSELF, THOUGH.

THE GAME SUPPORTS MANY TYPES OF GAMEPADS/CONTROLLERS BUT IT WAS DESIGNED FOR A STANDARD X-BOX CONTROLLER. THE ENGINE ITSELF SUPPORTS MOST X-INPUT GAMEPADS, BUT NOT ALL OF THEM. IF YOUR CONTROLLER IS NOT WORKING PROPERLY, PLEASE USE AN X-BOX CONTROLLER OR PLAY WITH THE KEYBOARD. THE KEY BINDINGS CAN BE SEEN IN THE SETTINGS MENU ON THE TITLE SCREEN.

OH, AND ONE LAST THING: TATIANA IS A VERY THOROUGH LADY, SO IT STANDS TO REASON THAT SHE WOULD NOT ABANDON HER QUEST BEFORE FINDING EVERY SECRET AND EXPLORING EVERY NOOK AND CRANNY OF THE FACILITY. YOU CAN DO THAT, OF COURSE, BUT SHE WOULDN'T.

BACK TO BASICS

RETROIDVANIA MEANS HEAVILY INSPIRED BY THE OLDEN DAYS. AS SUCH, YOU WILL COME ACROSS A FEW GAMEPLAY ELEMENTS YOU MAY NOT BE FAMILIAR WITH. FOR EXAMPLE, YOU HAVE TO PRESS UP TO ACTIVATE SAVE STATIONS OR MAP STATIONS AND THE LIKES. SINCE THE GAME HAS NO AUTO-SAVE, THIS WILL COME IN QUITE USEFUL.

ALSO, THE ENTIRE GAME TEACHES YOU IMPORTANT THINGS FROM THE VERY BEGINNING. EVEN THE TITLE SCREEN. YOU MIGHT WANT TO STOP EVERY NOW AND THEN AND THINK WHAT THE GAME WANTS FROM YOU. TRYING THE SAME THING OVER AND OVER IS GOING TO GET YOU FRUSTRATED QUICKLY. IF IT DOESN'T WORK, YOU HAVE TO TRY SOMETHING ELSE. DON'T BE STUBBORN, BE SMART.

FOR EXAMPLE, IF YOU JUST CAN'T REACH THAT LEDGE, TRY FINDING ANOTHER WAY INSTEAD OF STUBBORNLY JUMPING AT A LEDGE YOU CAN'T REACH. CHANCES ARE YOU'LL STUMBLE ONTO SOMETHING THAT WILL ALLOW YOU TO REACH THAT PLACE LATER.

SAME GOES FOR BOSSES. EACH BOSS HAS A TACTIC AND IF YOUR TACTIC DOESN'T WORK, INSTEAD OF SCREAMING IN ANGER YOU OUGHT TO REVISE YOUR STRATEGY. THERE IS ALWAYS A WAY OUT AND ALWAYS A WAY FORWARD.

HERE ARE SOME GENERAL TIPS AND TRICKS:

- EVERY ENEMY ATTACK CAN BE AVOIDED. THERE IS ALWAYS A WAY, YOU JUST HAVE TO FIND IT
- SEVERAL UPGRADES ARE OPTIONAL, BUT CAN MAKE THE GAME MUCH EASIER
- EXPLORE AS MUCH AS POSSIBLE, YOU MIGHT FIND AN ALTERNATIVE WAY FORWARD
- ALL BOSSES HAVE PATTERNS AND TELLS YOU CAN LEARN, WITHOUT EXCEPTION
- AS ALREADY MENTIONED, THE TITLE SCREEN ALREADY TEACHES YOU STUFF

FROM COMIC TO GAME

I WOULD LIKE TO TAKE THIS TIME TO TALK TO YOU ABOUT THE COMIC THIS GAME IS BASED ON.
NOW, YOU DON'T NEED TO KNOW ANYTHING TO PLAY THIS GAME. THE GAME AND THIS MANUAL EXPLAIN EVERYTHING THERE IS TO KNOW.

BUT IF YOU WANT TO LEARN MORE ABOUT OUR HEROINE, WHERE SHE CAME FROM AND WHAT HER STORY IS, THERE IS A NIFTY LITTLE COMIC BOOK YOU CAN READ. IT, UNSURPRISINGLY, GOES BY THE TITLE OF "BIOMECH" AND IT IS, ALSO UNSURPRISINGLY, AN ORIGIN STORY. AND BECAUSE I AM SUCH A NICE GUY, YOU CAN READ THIS COMIC FOR FREE. IT IS AVAILABLE ON SEVERAL COMIC SERVICES LIKE WEBTOON, GRAPHITE OR TAPAS. AIN'T THAT NICE OF ME?

EITHER WAY, I CAME UP WITH THE IDEA FOR THE COMIC AROUND THE SAME TIME I STARTED DEVELOPMENT OF THE GAME. I WANTED TO DO SOMETHING THAT WAS OLD-SCHOOL WITH MODERN VIBES, BOTH IN TERMS OF GAMING AND COMICS. I ALSO WANTED TO GET AWAY FROM THE TROPE THAT IS "ALL SUPERHERO ACTION HAS TO BE SET IN AMERICA" BECAUSE I AM NOT AN AMERICAN. I DECIDED ON RUSSIA SIMPLY BECAUSE IT TIES INTO ANOTHER STORYLINE FROM ANOTHER COMIC I HAVE. OF COURSE, YOU WON'T HAVE TO KNOW ANYTHING ABOUT THAT EITHER TO ENJOY THIS GAME.

I MADE THE HEROINE BLACK BECAUSE IT GIVES A NICE CONTRAST TO THE VISUALS BOTH IN THE GAME AND THE COMIC. I TEND TO WRITE MY CHARACTERS FIRST AND SET EVERYTHING UP AND THEN, ONCE IT IS ALREADY WRITTEN, I DECIDE ON RACE AND GENDER OF A CHARACTER. THAT WAY I CAN ENSURE TO NOT BE BIASED WHEN IT COMES TO THAT SORTA THING.
NOTHING WORSE THAN A CHARACTER WHOSE MAIN CHARACTER TRAIT IS "BLACK" OR "LESBIAN". THOSE ARE NOT CHARACTER TRAITS TO BEGIN WITH. CHARACTERS HAVE AGENCY, MEANING, EMOTIONS. IF YOU BASE THEIR WHOLE LIFE AROUND THE COLOR OF THEIR SKIN OR GENDER IDENTITY, THEY WILL BE A VERY BORING CHARACTER AND THE AUDIENCE WON'T CARE ABOUT THEM.

IT IS THE SAME WITH THE GAME, REALLY. I GO GAMEPLAY FIRST, WHICH IS INFORMED BY AND INFORMS THE VISUAL STYLE AND THEN I GO GRAPHICS AND SOUND. WELL, MORE OFTEN THAN NOT I GO SOUND BEFORE GRAPHICS, SINCE I AM A MUSICIAN, AFTER ALL.

EITHER WAY, GAMEPLAY COMES FIRST. CHARACTERS COME FIRST. STORY/PLOT COME LATER. BUT, UNLIKE IN VIDEOGAMES, WHERE I AM ALL ABOUT GAMEPLAY FIRST, I PREFER TO HAVE A GOOD STORY IN COMICS, ESPECIALLY IF IT WORKS WELL WITH THE CHARACTERS. IF YOU DON'T HAVE A GOOD STORY AND ONLY GOOD CHARACTERS, IT MAY BE A NICE CHARACTER STUDY, BUT HARDLY A SUPERHERO OR ACTION COMIC.

AND IF BIOMECH IS ANYTHING, IT IS A SUPERHERO ACTION COMIC.

– EZEKIEL RAGE

CREDITS

BIOMECH
BASED ON THE VOID COMICS COMIC BOOK

A GAME BY EZEKIEL RAGE

GAME AND CHARACTER ART:
QUENTON LAMPKIN

COMIC SEQUENCES:
QUENTON LAMPKIN
EZEKIEL RAGE
CCO

GRAPHICS:
EZEKIEL RAGE
LUIS 'ANSIMUZ' ZUNO
STEPHEN CHALLENER
CCO

MUSIC AND SOUND:
EZEKIEL RAGE
CCO

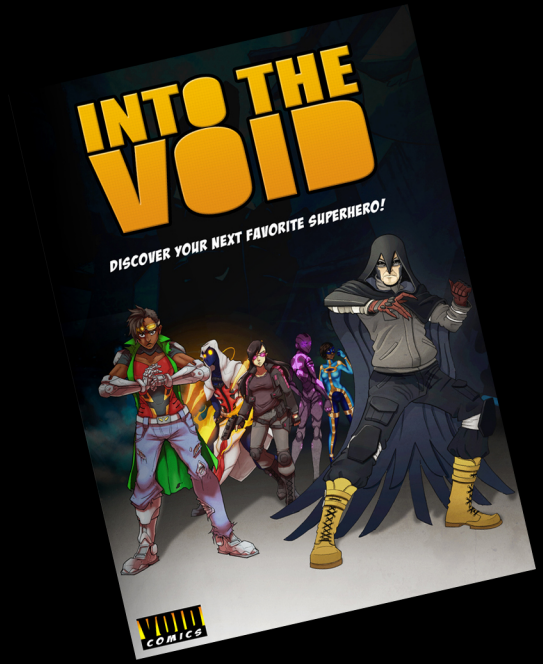
SPECIAL THANKS:
LUKAS DRAXL
DAVID ANDREW DAANG
CHRISTOPH MADER

Reading comics can be quite the daunting experience if you are new to the medium. With thousands of titles, millions of issues and hundreds of series, where do you start? Are there any good points to jump on?

Has it ever happened to you that, after watching a comic book movie, you decided to go out and buy the comic the movie is based on, only to realize that you have years of continuity to catch up on and no clear indication of where to start? This book aims to provide an easy entry point into the Void Comics universe.

In here you'll find five different comics, each one being the first issue of a character's story. There is no prior knowledge required to get into this. Just open the book and start to read - as easy as that.

Perhaps you'll discover your next favorite superhero right here?



Collecting Corax #1, BioMech #1, Orchid Cross #1, Shade #1 and Replica #1