

RTX

RED ROCK™



RADICAL
TACTICS
EXPERT



WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

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 2 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 2 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.

USE OF UNAUTHORIZED PRODUCT

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

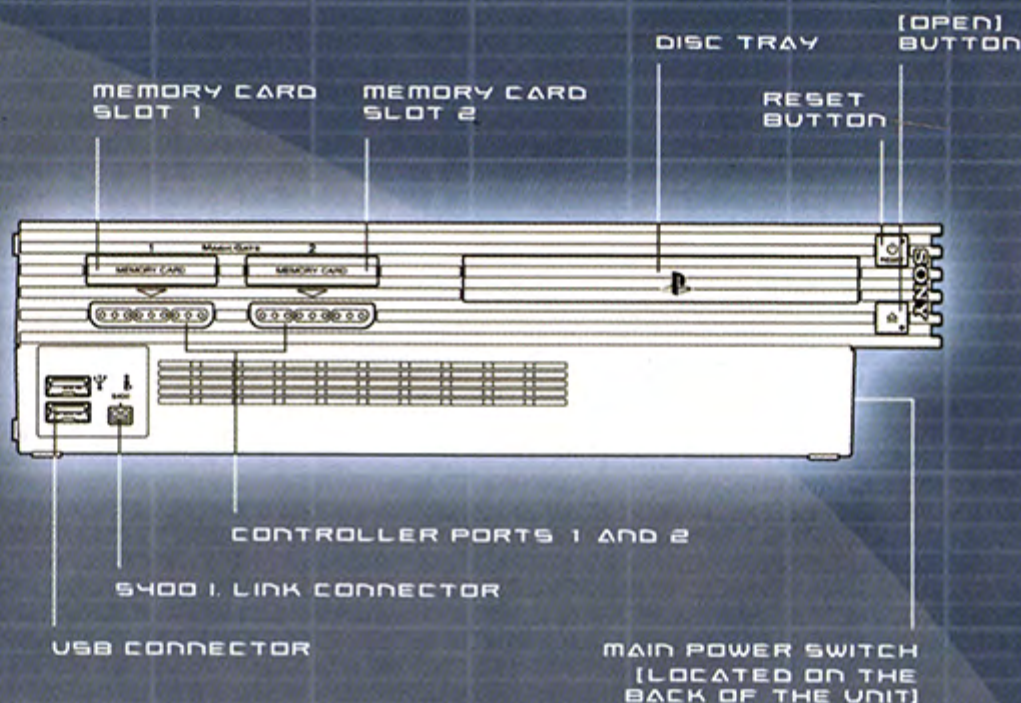


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PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

GETTING STARTED

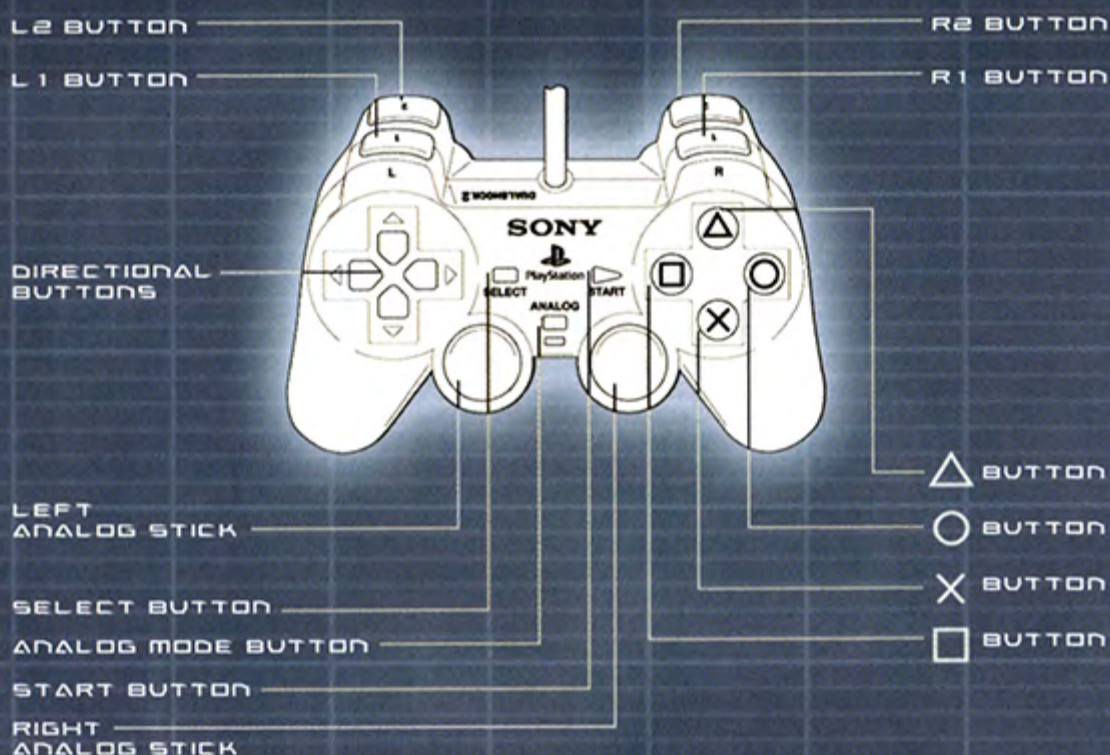


Set up the PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch [located on the back of the console] is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **RTX Red Rock™** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow onscreen instructions and refer to this manual for information on using the software. **RTX Red Rock** supports the PlayStation®2 DUAL-SHOCK®2 analog controller and the memory card (8MB) (for PlayStation®2) if you wish to save your progress.



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

DEFAULT CONTROLS



LEFT ANALOG STICK

Move: Controls character and vehicle movement. Press lightly in any direction to walk and move slowly, press harder in any direction to run and move faster.

RIGHT ANALOG STICK

Camera: Use to rotate in-game camera 360 degrees.

× BUTTON

Jump: Press to jump. When wearing the Jetpack, press again during jump to activate.

■ BUTTON

Ready/Fire: Press to draw weapon [if holstered] or press to fire weapon.

● BUTTON

Put Away: Press to put away weapons, items and abort operations.

▲ BUTTON

Activate: Press to activate terminals, open doors, put on/remove Pressure Suit and pick up objects/items.

START BUTTON

Pause: Press to pause the game.

DIRECTIONAL BUTTONS

SELECT BUTTON

Inventory: Press to access Inventory items.

Show Inventory: Press to access expanded Inventory screen. Press the directional buttons to navigate through Inventory items.

L1

Crouch: Press to hide behind objects or to gain entrance to air ducts and low-level tunnels. Works in both third- and first-person modes.

L2

Headcam: Press and hold to activate the first-person view. Press the left analog stick to view surroundings and press the right analog stick $\uparrow$ and $\downarrow$ to zoom in and out.

R1

Strafe/Lock Target: Press to strafe from side to side, and to select and lock onto targets. Press repeatedly to cycle through multiple targets.

R2

Quick Switch: Press to switch between the three most recently selected weapons and power-ups.

L2 + R2

Quick Switch Eye Modes: Press and hold the L2 button, then press the R2 button to cycle through the eye modes.

L1 + R1

Roll 1: Press both buttons simultaneously, and then press the left analog stick $\leftarrow$, $\rightarrow$, $\uparrow$, $\downarrow$ to perform an evasive roll.

L1 + X

Roll 2: Press both buttons simultaneously, and then press the left analog stick $\leftarrow$, $\rightarrow$, $\uparrow$, $\downarrow$ to perform an evasive roll without the camera repositioning behind you.

PREPARING TO PLAY

MAIN MENU

Choose from the following items by pressing the directional buttons or left analog stick $\uparrow$ or $\downarrow$, and then press the $\times$ button to confirm selection.

New Game

Start a new adventure.

Load Game

Load a previously saved game. Select the appropriate file using the left analog stick or the directional buttons, and then press the $\times$ button to confirm selection.

Options

Choose from the following options by pressing the



directional buttons or left analog stick $\uparrow$ or $\downarrow$, and then press the $\times$ button to confirm selection.

- **CONTROLLER:** Adjust camera direction and turn the vibration on/off.
- **SOUND:** Adjust the volume for music, sound effects and voice.
Also select between mono/stereo sound, and turn subtitles on/off.
- **CODES:** Enter any secret codes you have acquired here.
- **RESET DEFAULT:** Revert Options back to original settings.

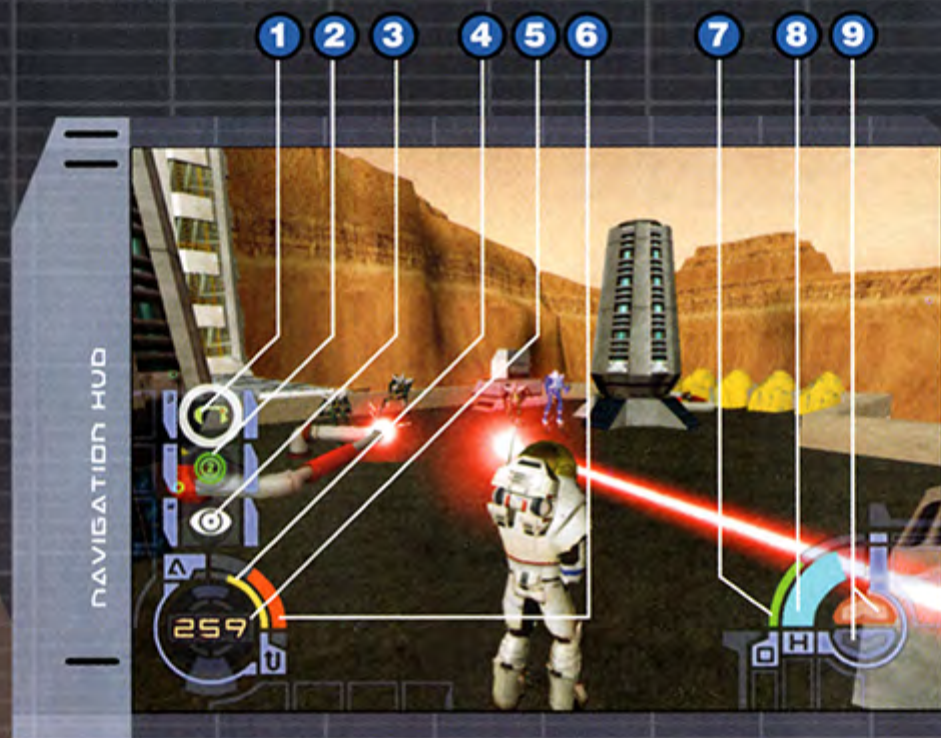
Special Features

View unlocked bonus items.

NOTE: Saving a game requires a memory card (8MB) (for PlayStation®2) to be inserted into MEMORY CARD slot 1 with at least 250KB of space available.

HEADS UP DISPLAY [HUD]

The Heads Up Display [HUD] is an enhanced onscreen interface containing essential information.



- 1 Weapons** Currently selected firearm.
- 2 Items** Currently selected Inventory item.
- 3 Utilities** Currently selected special tool.
- 4 Recharge Meter** When full, weapon is ready to fire.
- 5 Ammo/Item Count** Ammo or items remaining in Inventory.

- 6 Ammo Meter** Ammo remaining in currently selected weapon.
- 7 Oxygen Meter** Oxygen remaining in Pressure Suit.
- 8 Health Meter** The remaining life force for the currently controlled character.
- 9 Jetpack Status** Fire to ascend or brake fall when arrows appear.

{{{{ TRANSMISSION REPORT }}}

PENTAGON

8.17.03 1136 ID:2397178292 SECURITY ON TRANSMISSION MODE EMZR
JOB NUMBER 10917 INFORMATION CODE OK
START TIME 1138 8.17.03 PAGES TRANSMITTED 001 TRANSMISSION COMPLETE

Official Military Document>
THREAT ASSESSMENT>

CLASSIFIED

17 August 2103>

Prepared by General Preston Stark>
Chairman Joint Chiefs>

^LIQUID TOP SECRET EYES ONLY^>
Deny Knowledge - Do Not Reproduce>

Earth is now recovering from attack by alien armed forces. Name, planet of origin, and purpose of enemy are unknown. These creatures, commonly referred to as L.E.D.s [Light-Emitting Demons] because they communicate with light instead of sound, have not responded to human signals. Conflict was brief, but casualties were heavy on both sides. All attacking forces have been destroyed or dispersed. Based on sudden loss of radio contact, working assumption is hostiles have relocated to the planet Mars and overrun our colony [Red Rock] there. Renewed strikes on Earth are possible. We have dispatched a Radical Tactics Expert to perform action reconnaissance and advise on strategy to recover colony. Following RTX report, further measures will be required.>>>



RADICAL TACTICS COMMAND [RADTAC]

- CREATED:** 2090 CE
- PURPOSE:** Train uniquely qualified soldiers to wage one-man war.
- MISSION:** Resolve local conflicts where the stakes are high, the best plan is uncertain and commanding officers are confused.
- ORGANIZATION:** Radical Tactics Command [RADTAC] is a military unit created to train and support a corps of elite officers from every service branch, each one a Radical Tactics Expert [RTX].
- HISTORY:** In the last decade of the 21st Century, the U.S. military found itself embroiled in a number of frontline engagements difficult to understand and control. Brigades and battalions were unwieldy. Small commando teams often proved clumsy. Spies were ineffectual. In reaction, the Joint Chiefs decided to refine the tradition of small group operations stemming from the Rangers, Green Berets, SEALs, and Delta Force, and try something radical: identify qualified professionals and train them for one-man missions.
- IDENTIFICATION:** The uniforms of RADTAC soldiers display this identifying mark. Beware of counterfeits.



RADICAL TACTICS EXPERT [RTX]

Elite warrior trained by RADTAC, a master of military improvisation who operates alone. His job is to enter a conflict, evaluate the situation and apply deadly force. See. Think. Act.

● COMCEN_TRANSMISSION: RED ROCK MISSION BRIEFING

Upon arrival at Phobos Station, assess situation and report. Acquire information on colony damage, colony survivors [if any], and LED infiltration. Reconnaissance in place. A backup team of Marines will follow--their ETA approximately 43 days. Following is info on our RADTAC expert and a Mars colony map.



**CONFIDENTIAL:
[MILITARY USE ONLY]**

NAME: WHEELER, EUGENE ZENO
[Ranger Code: "E.Z."]
DOB: 21.March.2070/St. Louis, MO USA
HEIGHT: 1.85m WEIGHT: 85k
HAIR: Brown EYES: Brown
RANK: Army Major UNIT: RADTAC

SPECIALTY TRAINING: Ranger, Astronaut, Radical Tactics Expert
DATE ENTERED SERVICE: 2088

EDUCATION: U.S. Military Academy, '92

CURRENT STATUS: Action Reconnaissance on Mars

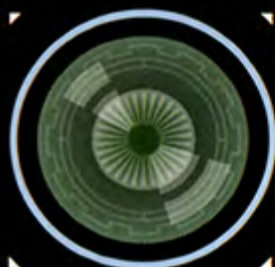
BACKGROUND: Shuttle pilot on seven missions. Application to join Mars Colony rejected by local inhabitants, '95. Admitted to RADTAC school, '97. Received Radical Tactics Expert badge, '98. Distinguished achievement in Tactical Improvisation, Vehicle Proficiency, Marks-manship. NOTE: Subject's grandfather, General Augustus Wheeler, commanded the first Manned Mars Mission [MMM], in '27.

SERVICE RECORD: > Army Ranger Operation Wildebeest '97--Team secured [classified] African capital, thwarted military coup.
> RTX Operation Grey Stone '98--Resolved Lunar Observatory hostage situation by force.
> RTX Operation Black Snake '99--Penetrated Java Cobra Faction, negotiated truce.
> RTX Operation Yellow Desert, '01--Entered [classified] Middle-Eastern city, retrieved [classified] viral agent.
> RTX Operation White Fire, '02--Identified and removed L.E.D. garrison from Equatorial Launch Facility. Boarded orbiting Gamma Station under L.E.D. attack, rescued crew. Wounded in battle during re-entry. Awarded Purple Heart and Silver Star for exploit.

MEDICAL HISTORY: Sustained loss of left eye and right hand during RTX Operation White Fire. Synthetic replacements provide enhanced sensory and mechanical abilities. Check Wheeler's file for details on his bio-enhancements.



WHEELER, EUGENE ZENO: BIO-ENHANCEMENTS



SYNTHETIC EYE »LEFT

Advanced imaging system capable of extracting clues from the environment in four spectra.

>>Spectrum Modes



THERMOSCAN [Infrared]:
Reveal hidden enemy units and see in the dark.



NAVISCAN [Green]:
Display maps and mission objectives.



ELECTROSCAN [Blue]:
Identify electrical malfunctions and control systems.



BIOSCAN [Ultraviolet]:
Detect forensic residues and foreign life forms.



VARIOLENS 1:15

SYNTHETIC ARM »RIGHT

Prosthetic device capable of supporting upgrades for enhanced physical performance.



TORQUE WRENCH:
Use to open specially marked panels and assemble machinery.



GRAPPLING HOOK:
Use to reach great heights.



TASER:
Use to stun L.E.D.s and zap power panels.



PLASMA CUTTER:
Use to slice open specially marked panels.



CATAPULT:
Use to launch butane tanks with explosive force.

I.R.I.S. [INDEPENDENT REMOVABLE INFORMATION SYSTEM]

DESCRIPTION: Portable computer module with human interface. Designed to operate in standard sockets on robots and data terminals for command and control.

HISTORY: By the turn of the 22nd century, technology has at last achieved the goal of incorporating human intelligence into digital machinery, and I.R.I.S. modules are as common as mobile phones. Everyone uses them to organize their lives, and many regard them as friends. Advanced versions are programmable. Wheeler has given his electronic sidekick a strong female personality.



● COMCEN_TRANSMISSION: I.R.I.S. WORLD

Be warned there are tactical problems that can only be solved by I.R.I.S. In these instances, be prepared to enter her electronic world, locate a signal bit and carry it through maze-like electrical circuits to the proper output terminal. No training can simulate this experience--stay alert. Use [the left analog stick] to avoid electrical hazards along the way. Toggle switches to change directions as needed to reach final goal by pressing the ▲ button.

ADVISORY: The signal bit will be trapped by empty logic gates. To recover a dropped bit, continue along the same circuit until it returns to the same gate.



**4mm Handgun**

Standard military sidearm issued to RTX operatives. Fires explosive bullets. Unlimited ammo supply.

**Pressure Suit**

Enables action outside on the Martian surface. Contains a limited air supply, which can be replenished by purchasing or finding oxygen bottles.

**SUPPLEMENT:
RED ROCK/SMALL ARMS CACHE**

To quell mob violence, the following items can be requisitioned in Administrative Command Centers by duly elected Colony officers with the proper access card. Using unconventional methods, RADTACs are capable of gaining entry.

**4mm Machine Gun**

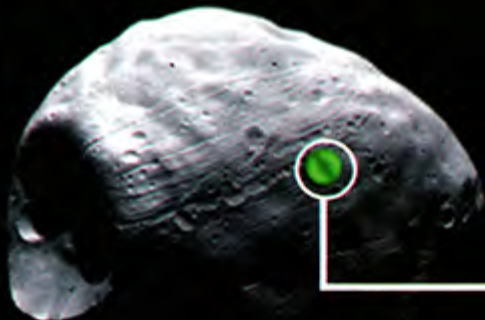
Assault weapon intended to suppress mutiny. Reported effective against L.E.D.s. Ammo limited: 200 shots / clip. Replenish in off-limits Command Centers.

**Tranquilizer Gas**

Anesthetic gas grenade intended for crowd control. Reported to stun L.E.D.s.

**Stun Grenade**

Concussion weapon intended for crowd control. Reported to damage L.E.D.s within blast radius.



MARS

SETTLED AREAS 2103

MARS MOON PHOBOS



CHAPTER 1

Phobos Station
Red Rock's
orbiting spaceport

[09.465 N / 311.852 E]

[09.556 N / 312.035 E]



CHAPTER 2

**Thermal Research
Station**
Hot spring
study center



CHAPTER 3

**Kuznetsov
Diamond Mine**
Source of wealth
for Red Rock

[01.363 S / 316.534 E]



CHAPTER 9

Aromatum Gas Field
Source of greenhouse
gas for Martian
terraforming effort



CHAPTER 4

Chryse Canal Pump Complex

Red Rock's water comes
from melting permafrost

10 KM

100 KM

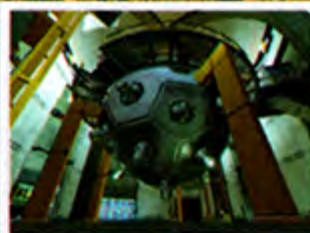
[15.013 N / 319.119 E]



CHAPTER 10

Crater MC-550

Site of deep mystery



CHAPTER 6

Xanthe Terra Power & Light

Fusion reactor is Red
Rock's power source

[15.013 N / 319.119 E]

[06.484 N / 326.981 E]

[05.450 N / 327.135 E]



CHAPTER 5

Red Rock Township

200 colonists used to
live and work here



CHAPTER 7

Back in Main Colony

There's an enemy ship
docked in the hangar



CHAPTER 8

Rescue Operation

Cimmeria comes
to town

HOSTILE THREAT

Earth faces a worldwide security threat from manifestly hostile alien species. Their technology is superior. Their intentions are mysterious. Our chances against them are uncertain. See additional supplements for information regarding threat types and known weapons.

- NAME:** Real name unknown. Informally called Light Emitting Demons [L.E.D.s] by reporters who first noticed that they talk to each other using special light-producing organs, like fireflies.
- ORIGIN:** All attempts to locate L.E.D. home planet have failed.
- PHYSICAL CHARACTERISTICS:** Little is known. Like spiders, L.E.D. heads blend with their bodies. Like sharks, they have cartilage skeletons. When not protected by armor, L.E.D.s are fragile and easy to defeat. [Standard issue 4mm sidearm is adequate.] Unfortunately, unknown chemical reaction causes L.E.D.s to carbonize when their skin has been damaged, consuming their weapons along with their bodies.
- ARMAMENT:** Variety of laser-guided plasma weapons to range fire upon humans, teleporters to send squads into combat, invisible electromagnetic armor to absorb battle damage.
- TACTICAL DOCTRINE:** Be wary. L.E.D.s are aggressive when unchallenged, quick to retreat under fire, and suicidal when trapped. They seldom travel alone and will spawn reinforcements through their teleporters. Victory depends on acquisition of L.E.D. firepower. Stun them from close range by any means available [fire extinguishers are known to work] and commandeer their weapons. Search for metallic junk to sabotage their teleporters.
- WEAKNESSES:** None--except, possibly, limited size of invading force.



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Photos of L.E.D.s
taken during
a recent skirmish.



**SUPPLEMENT [Δ]:
L.E.D. TYPES**

Recent conflict resulted in close contact with enemy threat. Through careful examination, we have made assessments and identified the following [identify by style of battle gear].

**Basic Warrior**

While aggressive, will not hesitate to turn and flee. Be advised they will sometimes leave their weapons behind.

**Advanced Warrior**

Extremely aggressive, rarely retreats—can be cornered. Often distracted by close-proximity servobots.

**Heavy Warrior**

Very deadly and hard to kill. No known tactical weaknesses.

**Technician**

Harmless until provoked. Turns invisible to stalk prey with Probalyzer. Once concealed, can only be seen in Thermoscan [infrared] mode.

**Officers**

Large, heavily armed, dangerously aggressive. Look for them guarding important tactical positions.



SUPPLEMENT [B]: L.E.D. WEAPONS & AMMUNITION

All L.E.D. weapons are electromagnetic and use energy packs for ammunition. Weapon types consume power at different rates, depending on how deadly they are. In general, the more effective the weapon, the fewer shots available per pack.



Stage 1 Destructor

Basic one-handed laser weapon carried by L.E.D. warriors. More effective than 4mm handgun. Ammo limited: 50 shots / one-cell pack. Scavenge to replenish.



Stage 2 Destructor

High-power, one-handed laser. Ammo limited: 25 shots / one-cell pack. Scavenge to replenish.



Stage 3 Reaper

Rapid-fire, two-handed assault laser. Ammo limited: 100 shots / two-cell pack. Scavenge to replenish.



Stage 4 Eradicator

Slow-firing laser rifle with telescopic sights. Accurate for sniping at long range in first-person view. No auto-target functionality. Ammo: 20 shots / two-cell pack. Scavenge to replenish.



Stage 5 Annihilator

Continuous-fire particle beam super-weapon. Causes enemy targets to explode on contact. Damage can extend to nearby enemy units. Ammo: 10 shots / two-cell pack. Scavenge to replenish.



Ammo Energy Packs

These come in two standard sizes: single-cell units for one-handed weapons and double-cell units for two-handed weapons.

PERSONNEL FILES: CONSOLIDATED PLANETARY LIVE- WORK ENVIRONMENT [RED ROCK]

Data has been retrieved identifying key members of colony. Contact with the following individuals may prove necessary to complete mission.



NAME: Cimmeria Rajan
RANK: Chief Colony Officer

BACKGROUND: Native of Mars who spent nine years on Earth studying biology before returning to her home planet to become the CCO of Red Rock. She's young, beautiful, and smart. Her knowledge of colony operations may prove useful. She doesn't have much experience with weapons, however. If she survived the L.E.D. invasion, she's probably hiding and might be hard to find.



NAME: Boris Dezurov
RANK: H-VAC Sergeant

BACKGROUND: Arrived on Mars in 2047. One of the founders of Red Rock. Although now an old man, he might still be alive somewhere within the Main Colony. His practical knowledge of the colony layout could be valuable.

ADVISORY: If subject is found, use caution when approaching him. Medical logs indicate previous treatment for "mental fatigue."



● COMCEN_TRANSMISSION:

Records indicate approximately 200 registered colonists live in Red Rock. Damage reports indicate there may be up to 100 survivors. Rescue as many as possible without jeopardizing mission. Improvisation may be necessary.

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[MILITARY USE ONLY]

PHENOMENON DETECTED:

Responding to suspicions raised by the colony founder, General Augustus Wheeler [E.Z.'s grandfather], classified magnetic surveys of Mars have been conducted at intervals over the years. They have, in fact, yielded evidence of space-time irregularities. Locations are vague and shift randomly. Be advised, these irregularities have recently increased. They may be connected to the L.E.D. invasion, or may indicate an older presence on the Red Planet. See attached supplement for details.

SUPPLEMENT: THE STONES

Colony logs [Gen. A. Wheeler, author] contain speculative references to special powers, possibly hidden in ordinary-looking Martian stones. In all likelihood, elder Wheeler was a victim of his own imagination. Be on the lookout, however, just in case. The following types are described:

Summoning Stone

Place it on special cairns to summon an Old Soul.

Blinding Stone

Wield it to blind the enemy.

Hiding Stone

Raise it high and become invisible for a brief time.

Healing Stone

Trigger its soothing glow to heal wounds.

EXPLOSIVES

Red Rock contains explosive devices that can be used as weapons. Must be dropped or thrown to use.

**Small Butane Tank**

Contains potentially explosive gas. Use it to eliminate multiple targets within a small area. Detonate by gun or laser fire.

**Large Butane Tank**

Contains potentially explosive gas. Too big to throw—drop instead. Detonate by gun or laser fire.

CONSUMABLES

Survival during mission may require acquisition of the following items. Purchase from vending machines located inside the colony, or find in emergency dispensers outside. Each provides medical assistance as the needs arise and may be kept in Inventory for use.

**First Aid Kit**

Restores health by one-third.

**Health Kit**

Restores health completely.

**Oxygen Bottle**

Completely refills the air tank on your Pressure Suit.



Conventional weapons aren't useful in all situations, and sometimes improvisation works best. Obtain the following items and store in Inventory to use as necessary.

**Human Digitizer**

Small device used by the L.E.D.s to contain prisoners of war. Capture from L.E.D. Technician and use it to store and protect colony survivors found hiding throughout Red Rock.

**Fire Extinguisher**

Primary purpose is to fight fires, always a danger in an airtight colony. Known to stun L.E.D.s.

**Food Unit**

Foil-wrapped, tofu-based snacks found in vending machines located throughout Red Rock. Throw like a grenade to distract L.E.D. vermin.

**Officer Access Card**

Credit-card shaped device used by Wheeler to operate shuttle bay on Phobos and by Cimmericia to open special doors within the colony.

**Pieces of Junk**

Small fragments of metal and wire scattered around Red Rock. Use to destroy L.E.D. teleporters.

**Cash Card**

Martian money found in chests and cabinets. Use in vending machines to buy consumable items.

Mars is rough country, and there are no highways. Navigation over long distances and treacherous terrain will be required. Look for mechanical assistance when traveling across the Martian surface.

**Jetpack**

Pressure Suit upgrade, enabling leaps to a maximum height of 5 meters and a maximum distance of 12 meters. Press the **X** button to jump, and then press the **X** button again while airborne to leap high, cross wide gaps, and cushion falls.

**Rover**

Tracked vehicle for long-range travel. Large enough to live in. Capable of ascending slopes that can't be climbed on foot. Press the **▲** button to enter.

**Spider**

A small, four-legged vehicle for scrabbling over steep terrain. Designed to leap tall obstacles in the weak Martian gravity. Press the **▲** button to mount.

**L.E.D. Scout Ship**

L.E.D. reconnaissance craft. Well-armed and highly maneuverable. Press the **▲** button to enter.



Red Rock contains many servobots to perform menial colony duties. Using I.R.I.S., each is available for use as situations arise.

**Chickenbot**

A small, two-wheeled servobot designed to perform colony maintenance.

**Cargo Handler**

Robotic arm used to shift cargo.

**Laser Drill**

A large maglev unit used to drill mining tunnels. Can be weaponized.

**Repairbot**

Treaded service vehicle impervious to radioactivity.

**Hoverbot**

A small flying servobot primarily used for aerial inspection.

**Showgirl**

Entertainment servobot willing to entertain enemy units.

**Loaderbot**

Flatbed cargo delivery vehicle.

**Tractorbot**

Treaded service vehicle at home on planet surface.

CREDITS

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U. S.

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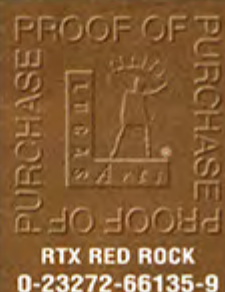
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