

TM
DEFICTION

INSTRUCTION MANUAL



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.

RED FACTION™ Tips and Hints

1-900-370-HINT (4468)

Must be 18 years of age or have parental permission.
Touch phone required. \$.95/min. (automated)

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INTRODUCTION

Mars in the near future.

Mars is the planet of opportunity, its mineral wealth feeding the insatiable needs of Earth, a planet stripped of raw materials and minerals. Ultor Corporation, aptly named after the ancient Roman temple dedicated to Mars the god of war, owns all the mining rights on the planet. The company is an expert at maximizing production while minimizing costs. Fortunes are made as cargo ship after cargo ship return to Earth filled with precious Noachite.

Mine workers, misled by promises of adventure and easy money, arrive on Mars by the shuttle load. Few ever make it back to Earth. Conditions in the Ultor mines are brutal. The work is dangerous and the miners' living quarters are disgusting. Environmental suits and bunks are shared between miners on different shifts. Food is lousy and in short supply. And beatings from Ultor guards are commonplace.

Worst of all, a mysterious, disfiguring Plague is running rampant through the mines. As the death toll rises and Ultor remains complacent, the miners' fear and discontent grows. Pamphlets and posters from an underground organization begin showing up all over the mining complex. Signed by the mysterious Eos, the pamphlets tell of bizarre deaths and missing comrades and urge the miners to take action against Ultor. Tensions run high. The mines are wired like a powder keg. All it will take is a spark...

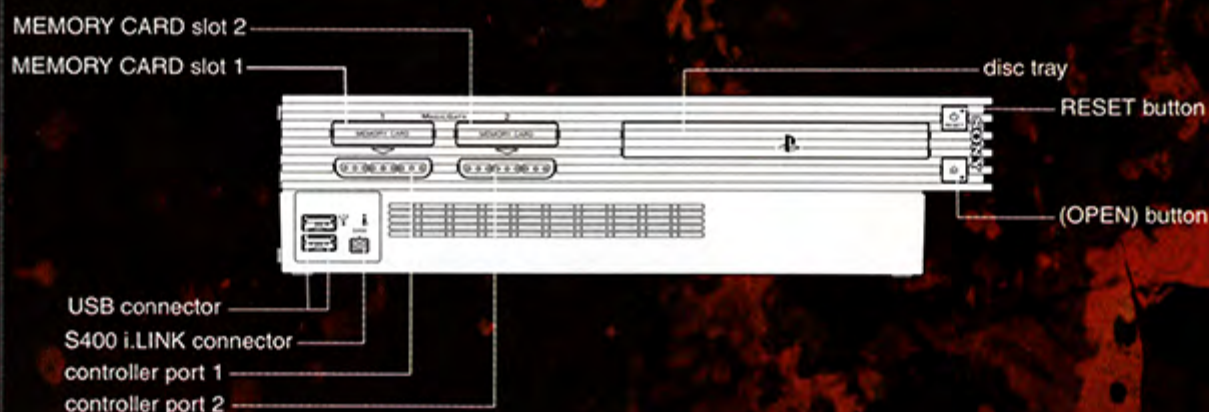
During a shift change, a young miner is brutally assaulted by an Ultor guard. Another miner, Parker, witnesses the brutality and is quickly caught up in the chaos. He has no choice. Kill or be killed. A rebellion explodes across Mars.

Can you live long enough to become a hero?



GETTING STARTED

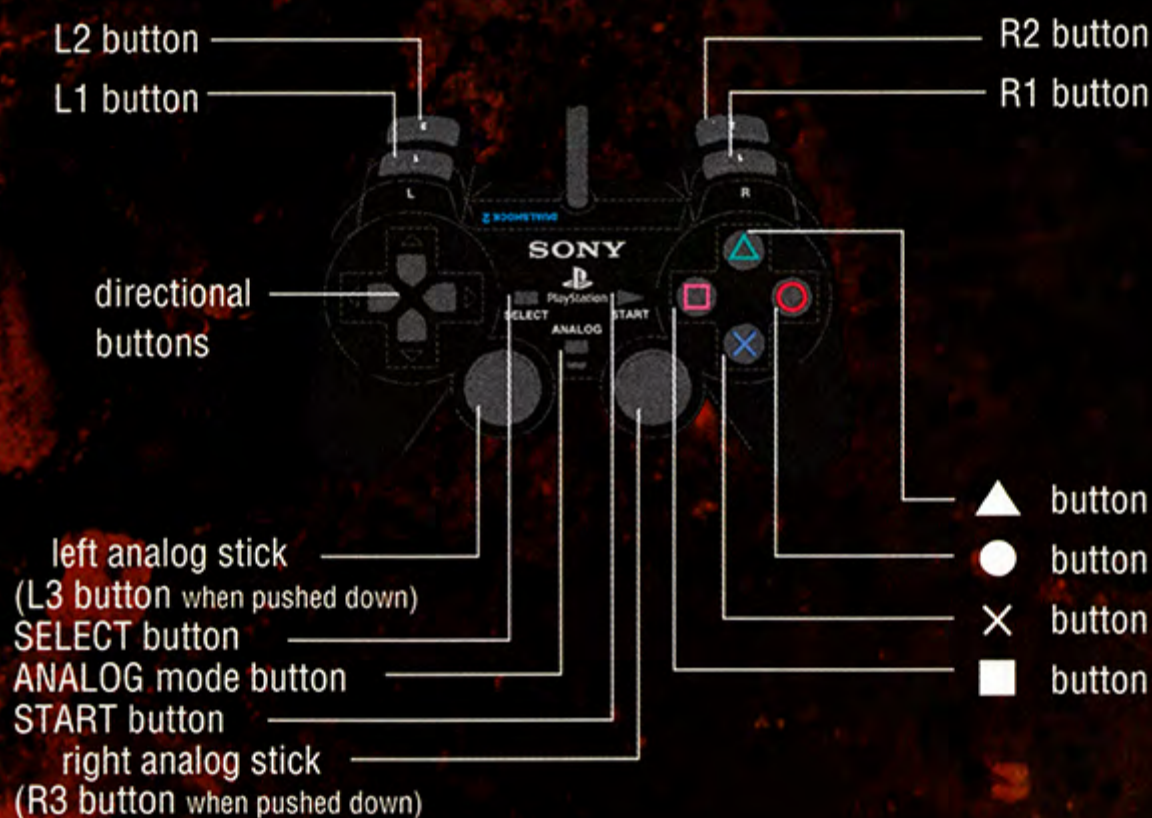
PlayStation 2 Computer Entertainment System



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *Red Faction*™ 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 on-screen instructions and refer to this manual for information on using the software.

COMMAND REFERENCE

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Use the following controls to navigate through the menu screens:

Highlight menu item

directional button or left analog stick

Select/Advance to next screen

X button

Cancel/Return to previous screen

triangle button

DEFAULT CONTROLS

Fire	 button
Alternate Fire	 button
Use	 button
Jump	 button
Crouch	 button
Holster/Unholster Weapon	left directional button
Reload	 button
Next Weapon	 button
Previous Weapon	 button
Fine Aim Mode	up directional button
Message Log	right directional button
Center View	down directional button
Walk/Sidestep	left analog stick
Pitch/Turn	right analog stick

Note: These are the default controls for *Red Faction*. By accessing the Options Menu and choosing Controls, you can customize the controls.

MAIN MENU

Select from these options on the Main Menu screen.

- **New Game**—Begin a new, single-player game.
- **Load Game**—Load a previously saved game.
- **Multiplayer**—Begin a multiplayer game of *Red Faction*.
- **Training**—New players should hit the training grounds before tackling the single-player game.
- **Options**—Customize controls, display, sound, and other game settings.
- **Extras**—Access the *Red Faction* credits or view the *Summoner™* Trailer.



LOAD GAME

Load a previously saved game from a memory card (for PlayStation®2). Each saved game uses 620kb of your 8MB memory card (for PlayStation®2).

To load a saved game, select "Load Game" from the Main Menu. You will be taken to the load game screen. Here you will see all the saved games present on Memory Card 1. To load a game, simply highlight the game you would like to load with the directional buttons and press the  button.

Red Faction saves your configuration information on MEMORY CARD slot 1. These settings are loaded from MEMORY CARD slot 1 automatically upon boot-up. You can also choose to Load Settings from MEMORY CARD slot 1 in the Options menu.

TRAINING

Enter Training Mode to learn the ins and outs of *Red Faction*. As a probationary member of the revolution, you are required to undergo training so that, when the time comes, you will be



ready to assist in the fight. Follow Orion's on-screen instructions to complete your training.

OPTIONS

From the Options Menu, you can select from the following six sub-menus. Press the  button to return to the Main Menu.

Controls

There are eight pre-set control schemes in *Red Faction*. If you don't see one you like, select the CUSTOM option and change the controls to match your style. Use the directional buttons to highlight each control feature. Press the  button and then press the desired button to bind the control. At any time you can press the  button to reset the defaults.

Advanced Controls

Choose this option to fine-tune your movement and control.

- **Analog Stick:**

Choose the main functionality for the right and left analog sticks

- **Invert Look Y-axis:**

Toggle the Y-axis as either inverted or normal

- **Look Sensitivity X-axis:**

Use the slider to adjust the sensitivity of the X-axis

- **Look Sensitivity Y-axis:**

Use the slider to adjust the sensitivity of the Y-axis



Game Settings

Choose this option to access many of the game's added features.

- **Crosshairs:**

Toggle crosshairs ON or OFF

- **Weapons Sway:**

Toggle weapons sway ON or OFF

- **Auto Aim:**

Toggle Auto Aim ON or OFF

- **HUD messages:**

Toggle incoming text and audio HUD messages ON or OFF.

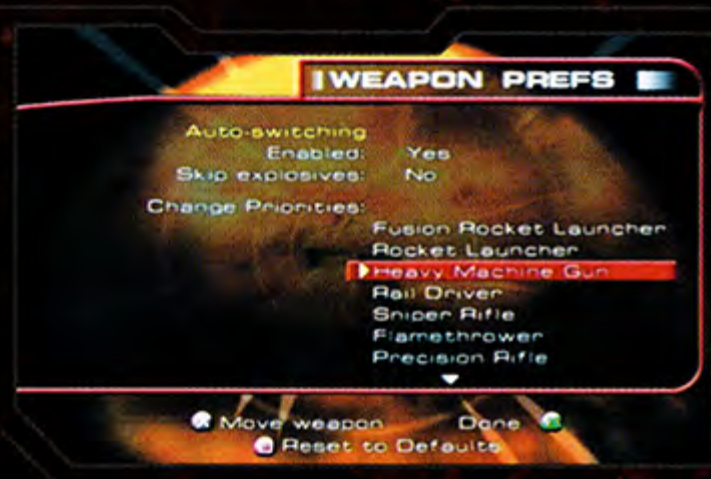
Note: This option does not function in Training Mode and will not affect your Message Log while playing the main game.

- **Weapons Vibration:**

Toggle weapons vibration ON or OFF

- **Environmental Vibration:**

Toggle environmental vibration ON or OFF



Weapon Preferences

Choose this option to customize your weapon switching function.

- **Auto-Switching Enabled:**

Toggle automatic weapons-switch ON or OFF

- **Skip Explosives:**

Toggle ON to skip explosive weapons during Auto-Switching and toggle OFF to Auto-Switch to explosive weapons. (see page 12 for more information)

- **Change Priorities:**

Select this option if you wish to change the order of weapon preference in the available weapons list. The weapons at the top of the list will always have priority over weapons below them.

Audio / Video

Select this option to fine tune the available Audio and Video settings for *Red Faction*.

- **Effects Volume:**

Use the slider to Increase/Decrease the volume of the sound effects in the game

- **Music Volume:**

Use the slider to Increase/Decrease the volume of the music in the game

- **Stereo Sound:**

Toggle ON or OFF stereo sound (turn "OFF" for mono systems)

- **Brightness:**

Use the slider to Increase/Decrease the overall brightness of the game

Load Settings

Select this option to load previously saved player settings from Memory Card slot 1.

PLAYING THE GAME

Now that you've reviewed the basics, you're ready to play the game.

THE HUD

(Heads Up Display)

The HUD (Heads Up Display) is essential in communicating two vital points of information to the player: Remaining Health, Available Weapons and Ammo.



Health and Envirosuit Protection

The upper left portion of the screen shows how much remaining health and envirosuit protection Parker has. The outer ring and number on the HUD correspond to the envirosuit. The inner circle and number represent

health. Parker is at full health and protection when both numbers are at 100. When Parker's health number reaches zero (0), Parker will die. When Parker's envirosuit reaches zero, Parker will not be able to breathe in unpressurized environments.



Note: In addition to allowing Parker to breathe outside on Mars, the envirosuit also functions as added armor and protection.



Note: You will be able to find health packs, medics, and envirosuit armor throughout the game to help replenish both your health and envirosuit. Play the training mode for more information.



Available Weapons

The HUD will also show you what weapons Parker has at his disposal.

To call up the Available Weapons List section of the HUD, simply press either the "next" or "previous" weapon buttons (press the  and  buttons if you are using the Default Control Configuration). Continue to press either the "next" or "previous" weapon buttons to scroll through the list and view what weapons are available. Pressing the Primary Fire Button (press the **R1** button if you are using the Default Control Configuration) will arm Parker with the highlighted weapon. Press the Alternate Fire Button to turn off the weapons menu (press the **R2** button if you are using the Default Control Configuration).

Note: Incoming text messages will also appear on the HUD occasionally.

MESSAGES FROM HENDRIX

From time to time you will receive messages from Hendrix (see his Character Bio on page 30). Hendrix is secretly helping the rebellion by using his access to the Ultor security network. He can provide you with inside information that will help you meet your objectives.

If you are using the Default Control Configuration, press the right directional button to call up/turn off the message log and review old messages.

SAVING AND LOADING

To save a game while playing *Red Faction* press the SELECT button and highlight the SAVE GAME option. Here you can highlight which save game slot you want the game to be saved to. If it's your first time saving the game, highlight the "new save game" line and press the  button to save. The first save uses 620kb and each following save uses 478kb. *Red Faction* will save the date, time, area and a screen shot for you to better recognize where the save game is in the progression of the game. Please note that *Red Faction* saves games to Memory Card slot 1.

WEAPONS AND AMMO

While traveling through the levels of *Red Faction*, watch for useful items along the way.



CONTROL BATON

(UCB-24 Ultor Control Baton)

DESCRIPTION: This crowd control weapon can serve as a truncheon or a stun gun.

AMMO/CLIP SIZE: Battery cell

RANGE: Short

PRIMARY FIRE: Swing baton as club

ALTERNATE FIRE: Electric Shock mode

RIOT SHIELD

(UBS-4 Ultor Riot Body Shield)

DESCRIPTION: A body-sized translucent shield that is used by the riot guards of Ultor. The riot shield is lightweight but can withstand blast and gunfire damage for a brief period of time.

AMMO/CLIP SIZE: N/A

RANGE: N/A

PRIMARY FIRE: Swing shield

ALTERNATE FIRE: N/A



12 MM PISTOL

(USP-16 Ultor Semi-Automatic Pistol)

DESCRIPTION: This basic semi-automatic pistol packs a serious punch against unarmored targets. The pistol can penetrate body armor but with significantly less impact. This weapon is standard issue for Ultor security guards and officers. The pistol can be fired underwater.

AMMO/CLIP SIZE: 12 mm. bullets/16 rounds

RANGE: Short to Medium

PRIMARY FIRE: Fire one round

ALTERNATE FIRE: Attach/detach silencer



SUBMACHINE GUN

(UAP-32/20 Ultor Submachine Gun)

DESCRIPTION: This weapon is slightly larger than the pistol and is capable of full automatic fire. Heavier than the pistol, the submachine gun offers better control in full auto



mode, though it remains inaccurate at medium or long range. Ultor officers (the guard commanders) are issued assault rifles as standard weapons.

AMMO/CLIP SIZE: 12 mm. bullets/30 rounds;
5.56mm high velocity armor piercing bullets/20 rounds

RANGE: Short to Medium

PRIMARY FIRE: Fire rounds, automatic

ALTERNATE FIRE: Toggle between 12mm and 5.56mm rounds



AUTOMATIC SHOTGUN

(UAS-10 Ultor Automatic Combat Shotgun)

DESCRIPTION: This weapon is a military-grade shotgun capable of semi-automatic and full automatic fire. Recoil in semi-automatic mode is slightly less than a civilian 10-gauge shotgun. Fully automatic fire is more difficult to control because of the recoil compensator's response time.

AMMO/CLIP SIZE: 10 gauge buckshot shells/8 rounds

RANGE: Short to Medium

PRIMARY FIRE: Fires a double shot, pump action

ALTERNATE FIRE: Fires a single shot every 0.15 seconds, continuous fire

ASSAULT RIFLE

(UAR-42 Ultor Military Assault Rifle)

DESCRIPTION: This weapon is designed to offer all the benefits of a full-length rifle in a compact



design. It is capable of firing three round bursts or full automatic fire. Compared to fully automatic fire, three round bursts offer increased

control and aim but potentially decreased force, unless fired at close range. The high-velocity

armor-piercing shells inflict massive damage on unarmored targets and will penetrate body armor easily. This is the standard rifle issued to Ultor soldiers.

AMMO/CLIP SIZE: 5.56mm high velocity armor piercing bullets/42 rounds

RANGE: Short to Long

PRIMARY FIRE: Fires a single 3 round burst

ALTERNATE FIRE: Continuous automatic fire

SNIPER RIFLE

(USG-50 Ultor Sniper Rifle)

DESCRIPTION: Capable of semi-automatic firing only, this sniper rifle comes standard with an UNVS-8 scope that provides the user with up to 12x zoom.

The rifle also features a wind velocity offset that corrects for wind conditions. This weapon is capable of inflicting critical wounds when a head or torso shot is achieved. It is also capable of penetrating light armored vehicles.



AMMO/CLIP SIZE: .50 caliber armor piercing bullet/6 rounds

RANGE: Short to Very Long

PRIMARY FIRE: Fires one round

ALTERNATE FIRE: Activates/deactivates the scope, hold down for zoom

REMOTE CHARGE

(URC-15 Ultor Remote Mining Charge)

DESCRIPTION: This is a medium-sized, high-explosive remotely detonated charge. It has a kill radius of 10 meters. Only one charge can be detonated at a time. They are effective against unarmored and armored personnel as well as light vehicles.

AMMO/CLIP SIZE: N/A

RANGE: Short

PRIMARY FIRE: Throw and detonate the charge

ALTERNATE FIRE: N/A



GRENADE

(UHG-90 Ultor Offensive Hand Grenade)



DESCRIPTION: This weapon is a high explosive anti-personnel device with a kill radius of 5 meters. The grenade has a 4-second timer that starts when thrown. Hand grenades are highly effective against unarmored personnel and moderately effective against armored personnel.

AMMO/CLIP SIZE: N/A

RANGE: Short

PRIMARY FIRE: Toss as an impact grenade

ALTERNATE FIRE: Toss grenade with a 4-second timer

FLAME THROWER

(UFT-1 Ultor Flame Thrower)



DESCRIPTION: This weapon is based on the Ultor Defoliator, used for clearing plant growth. It shoots a flaming stream of fuel that sticks on contact and burns for up to 30 seconds. This weapon has been modified to shoot a flame twice as far at the cost of faster fuel consumption.

AMMO/CLIP SIZE: Fuel Tank

RANGE: Short to Medium

PRIMARY FIRE: Shoots a 4-meter flame

ALTERNATE FIRE: Remove and throw fuel canister as an incendiary bomb

ROCKET LAUNCHER

(URL-6T Ultor Tactical Rocket Launcher, AKA "Big Earl")

DESCRIPTION: This weapon is capable of firing its rockets in "dumb" or "homing" (i.e., heat-seeking) mode. Once homing mode is selected, it takes approx. 2.75 seconds for the thermal imaging sensor to achieve target lock. The weapon beeps when locked onto a target. Once fired, the rocket tracks the target until contact or until it runs out of fuel.

AMMO/CLIP SIZE: 15 cm high explosive rockets/ 6 rounds

RANGE: Medium to Long

PRIMARY FIRE: Fires "dumb" rockets, automatically fires a rocket every 2 seconds

ALTERNATE FIRE: Engages heat-seeking mode



RAIL DRIVER

(FCA-26 Magnetic Rail Driver)

DESCRIPTION: This weapon was brought to Mars by Col. Masako's mercenaries. Capable of firing metal slugs at ultra-high velocity, the rail gun can penetrate walls.

AMMO/CLIP SIZE: Metal Slug/1 round

RANGE: Medium to Long

PRIMARY FIRE: Fires a metal slug

ALTERNATE FIRE: Engages the scope and allows you to see enemies through walls



PRECISION RIFLE

(MK/SG-1 Defender Precision Rifle)

DESCRIPTION: A favorite of mercenary grunts, this rifle fires a single explosive round with precision accuracy.

AMMO/CLIP SIZE: 5.65mm explosive ammo/
20 rounds

RANGE: Long

PRIMARY FIRE: Semi-automatic

ALTERNATE FIRE: Activates/deactivates the scope,
hold down for zoom



HEAVY MACHINE GUN

(JF60-HMG/BF Heavy Suppression Machine Gun)

DESCRIPTION: A terribly inaccurate, but fast firing weapon. Holds tons of ammo and best used when raw firepower and maximum suppression is required.

Ammo/Clip Size: 7.62 mm caliber/belt-fed,
typically 99 rounds

RANGE: Long

PRIMARY FIRE: Full auto

ALTERNATE FIRE: Slower firing rate but significantly more accurate





FUSION ROCKET LAUNCHER

(F-1TL Fusion Rocket Launcher)

DESCRIPTION: Huge shoulder-mounted weapon that fires a single powerful shell capable of massive amounts of damage.

AMMO/CLIP SIZE: Single shell

RANGE: Long

PRIMARY FIRE: Fires a single large shell and has a long reload time after each shot

ALTERNATE FIRE: N/A

VEHICLES

While playing *Red Faction*, you will come across vehicles you will need to operate and control in order to get through certain areas. To enter a vehicle, simply move Parker near the vehicle and press the Use button. Once you are in a vehicle, use the controls as normal to move and fire (if applicable). If you wish to exit a vehicle, simply press the Use button (the  button if you are using the Default Control Configuration).

Note: Each vehicle has its own strengths and weaknesses in terms of maneuverability and fire-power. In addition, each vehicle has its own specific HUD that shows the amount of remaining armor and weaponry.

A armor Remaining



All Terrain Vehicle (ATV)

The ATV is unique in that it offers you two separate points of entry and control. Entering the ATV near the front of the vehicle allows you to drive through the environment. Entering the ATV towards the rear of the vehicle allows you to control the mounted machine gun (GX240 medium class coaxial/pintle mount). Fairly fast for getting around, the ATV is not as durable as most of the other vehicles available to Parker.



Note: If Parker is driving the ATV, he will not be able to fire the mounted machine gun. Similarly, if

Parker is in control of the mounted machine gun, he will not be able to drive the ATV.

Driller

The Driller is a relatively slow but heavily armored vehicle that allows you to slowly dig through the environment. It is a great source of protection for Parker but does not possess any form of fire-power. Use the Primary Fire button to engage the driller bits. Pressing the Alternate Fire button will cycle through the four points of view: Front, Left, Rear, and Right.

Aesir Fighter

The Aesir Fighter is an extremely agile craft used in aerial combat. It offers both heat-seeking missiles (ULT-AR4 Steeleye Tandem Warhead), which are the alternate fire and a Gatling Gun (ULT-8CG 30mm 8 barrel), which is the primary fire. Use the Jump and Crouch buttons to slide the vehicle up and down. These buttons



are essential to master in aerial combat with Ultor-controlled fighters.



Submarine

The Submarine offers heat-seeking torpedoes for fire-power. To discharge a torpedo (ULT-MK1

Passive/Active Homing Torpedo), use the Primary Fire button. Like the fighter, the Jump and Crouch buttons will slide the Sub up and down and are essential to learn in combat with other subs. Be careful—Ultor subs are also armed with heat-seeking missiles.

Armor Remaining Available Torpedoes



Armored Personal Carrier (APC)

The APC is a heavily armored and powerful vehicle that offers a mortar (Forward Mounted ULT-80mm), which is the alternate fire and a Chain Gun (Chain Gun ULT-6AG 20mm), which is the primary fire as its weaponry. Although not as quick as the ATV, the APC is quick enough to run down a fleeing mercenary.

Available ammo (primary fire)



Available ammo (alternate fire)



MULTIPLAYER

Play either a Player vs. Player match or a Player vs. Bots match in *Red Faction*.

- **Player Name**

Enter your player name

- **Character Select**

Choose a *Red Faction* character to play as

- **Environment Select**

Choose from 9 available levels



MULTIPLAYER OPTIONS

- **Number of Bots**

Choose from 0 to 4 computer controlled bots in Player vs. Player mode or 0 to 6 bots in Player vs. Bots mode

- **Bot Skill Level**

Choose between Easy, Medium, Hard or Impossible

- **Kill Limit**

Select either NO LIMIT or set Kill Limit up to 50.

When the Kill Limit is met, the match will end.

- **Time Limit**

Set Time Limit up to 30 minutes. When you reach the time limit the match will end.



Note: When all options have been confirmed, Player 1 will

be given the option to save Player 1's customized settings to a Memory Card. Player 2's customized settings will not be saved.

MULTIPLAYER HUD

The multiplayer HUD is slightly different from the single player HUD.

The multiplayer HUD shows:

- The amount of health and envirosuit remaining
- Your player name as entered in the "player name" menu
- The number of kills you have
- Your current ranking as compared to your opponents

Note: As in the single player game, you can call up the Available Weapons List section of the HUD to select an available weapon by pressing the "previous" and "next" weapon buttons (press the  and  buttons if you are using the Default Control Configuration).



CHARACTER BIOS

Parker

You are Parker, a miner employed by Ultor. One day you witness a guard brutally attacking another miner and you are left with only one choice—kill or be killed.

I can't believe how stupid I was. Yeah, 'Come to Mars, Help Make a New World!' How could I have believed that crap?

I always thought I was different, better than most. Mom and Dad—Dr. and Dr. Parker, if you please—had my life all scoped out. Private schools, tutors, prep school, Ivy League for undergrad, then grad school and on to a glittering career in academia. They had me running their little maze.

I just couldn't take it anymore. Never being able to separate what I really wanted from what they'd trained me to want.

Not knowing where I began and where they ended. No achievement was praiseworthy. When the acceptance letter from Harvard came, they took it like no big deal, just an expected turn in the maze. I went nuts. I ripped up the letter and stormed out of the house, hardly able to see straight. I wanted to do something that wasn't another item to mark off on their progress chart. Signing up for Ultor's mining operations on Mars sure fit that bill. I drove downtown, saw one of their recruiting offices, and it just clicked.

The next thing I knew, I was on a shuttle bound for Mars.

That's when it hit me.

What was I doing?

The other

recruits lost their lunch during takeoff and it floated about the cabin for the whole ride. I dodged it during freefall, but when gravity returned on Mars the mess fell over all of us.

Once we left the ship, it didn't get any better. We were stripped naked and then fire-hosed from sprayers in the walls and ceiling. It was humiliating—Ultor was showing us who was boss. With the showers over, they issued us uniforms. None of them fit. One new recruit tried to complain. He got beaten by the guards and was hauled off to the infirmary. The rest of us kept our mouths shut.

The barracks are a nightmare. The narrow bunks are stacked in dank rooms. Trash covers the floors and graffiti covers the walls. It wouldn't be so bad if the bed was ours, but we share them. While we're out in the mines, the previous shift uses our bunks. It's gross.

Once you're down in the mines, it's pure grunt work. We smash the rock out of the walls trying to follow a vein of noachite. I'm not sure why they just don't use bots to do the work. Ultor has them all over the place here.

It's getting tense around here. We're all scared and angry. Angry at Ultor for the conditions we work in and scared of the Plague. Miners are getting sick. Not flu-sick but something worse. Every day, dozens of miners collapse, in the mines and in the barracks, without warning. One minute they're fine, the next they're on the ground, writhing in pain or sometimes unconscious even before they hit the floor. And there's something wrong with their faces too. They seem...puffy or stretched. Some say that they've seen sick miners whose faces are bulging or pulsating. Everyone is on the verge of panic.

Lately, there've been pamphlets slapped up on the barracks and cafeteria walls. They're calling for miners to go on strike against Ultor, to refuse to work. Some of the flyers even urge us to attack the guards, to get back at them for all the years of mistreatment. No one knows who writes them. The pamphlets are signed 'Eos.' Some say it's the name of

a group; some say it's the name of a woman who's trying to stir up the miners.

The security guards tear down the pamphlets as soon as they see them, but the damage has already been done. Dozens of people read them. In a few hours, hundreds of miners are talking about the latest pamphlet. People are grumbling, glaring at guards, and openly muttering about a strike or worse. It gets uglier every day.

I don't know what to think or do. I just want to get out of here alive, somehow. Harvard sounds better all the time.

Hendrix

During the game you will hear messages from Hendrix, an Ultor security technician sympathetic to the cause. Press the Message Log button (right directional button if you are using the Default Control Configuration) to view them.

Growing up, I never heard anything negative about Ultor. Mom and Dad gave their lives to the corporation, in more ways than one. They blamed the Plague on bad luck, a Martian virus, or bad air—anything but Ultor. When you're in the belly of the beast, you shy away from wondering if it has your best interests in mind.

They wanted to keep me out of the mines in the worst way. They pushed me to excel at my studies and glowed with pride at every achievement. As long as I did well in Ultor's schools, I could stay out of the mines. I took all of the tech courses I could. Not just the mechanical stuff that Ultor pushed on all of us, but comp sci, physics, chemistry—everything they'd let me into. Even that didn't stop me. When they wouldn't let me into a certain class, I just borrowed the tapes from someone who was. I wasn't going to wind up in the mines.

As I grew older, I started to hack into Ultor's systems. At first, I was extremely cautious. A friend of mine, Danny, his

father supposedly stole something. After Ultor found out, Danny's whole family was gone overnight. I made sure I wouldn't get caught, and started by breaking into unimportant systems like the lock controls on the door to our apartment or the lights.

It took me a long time to get up the courage to crack a system outside our apartment. I kept picturing Danny and his family. I finally screwed up my nerve and started to hack into the grading records for our complex's school. I figured security would be pretty lax there, all things considered. It took me about two weeks of cautious trial and error, but I finally got in. I made sure I just looked around. When no one came knocking at our door over the next few days, I went back in and made some small changes to test scores for a couple of my friends. I was afraid to do more, as the teachers might notice.

When I finished the tech program at age 15, they put me to work in the robot maintenance division, working on bot electronics. For the past ten years, I've worked long and hard at it, rising from maintenance to SciLab support and now to security technician.

All that time, my real work has gone on at home. One of the first subsystems I looked for was Ultor's snooper / tracker programs. By watching them work, I figured out how to avoid detection on my nightly forays. They're not that smart, so it wasn't hard.

I felt safer then and began to explore further. I cracked hundreds of Ultor systems, never touching data or code, never leaving a trace (at least I hope not). Over the years, I've broken into almost every important system in the mining complex.



The exceptions are certain areas within the SciLabs' computer subnetwork and the medical facility subnetwork. Incredible security and layers of complex encoding surround all files within these areas. When I first encountered the SciLab section of the network, over two years ago, it scared me to death. Every few months I work up the courage to look again, but I always stop short. I'm not even sure I really want to see what's inside anyway. I've got a bad feeling about it.

Those network sections are under the personal security of Dr. Capek, the head of Ultor's Science Labs. He's the scariest person I've ever met. He looks like he's half robot, with implants all over his body. I think most of my fear of the SciLab subnet centers on running into Capek, even in a virtual arena.

For years, I've existed in two worlds. The physical world that I share with everyone else here is the daily drudgery of this hellish mining complex. But the virtual world of Ultor's computer net is mine alone. I've never talked about it with anyone, and I've never spotted another human presence among the autonomous programs that run the complex.

The irony of my current position doesn't escape me. Here I am, a security technician, entrusted with observing and maintaining a roomful of security monitors and data analysis equipment. I can watch activity in dozens of areas throughout the mining complex. I can also switch a monitor to show the view through any miner's helmetcam, giving me a choice of thousands of mobile cameras. And yet, I might be Ultor's single greatest security risk.

With what I know about the systems here, I could probably bring the entire mining operation crashing down. But they'd be sure to find me then, and I don't even want to think about that. I can help out anyone who wants to fight Ultor, though, whatever I can do without much risk. Maybe keep the rebels one step ahead.

There are some miners who're willing to start a revolt against Ultor. The one making the most noise right now goes by the codename "Eos." Her group has been posting flyers urging miners to rise up against Ultor.

I know who Eos is. Worse yet, Ultor knows too. That's how I found out—by looking through Ultor security files. I want to warn her, to tell her that Ultor's on to her and is biding its time for some reason. But I can't bring myself to contact her; I can't risk exposure. They're watching her and they might catch me.

So I sit and watch too, hoping things turn out OK. I've been watching for years now, as things slowly fall apart, as the miners and Ultor get closer and closer to a final confrontation.

That's the way I've always dealt with the world—by sitting and watching. Even when my parents died. They both seemed like they'd live and work forever. One day, a little over a year ago, we had just finished dinner when Dad started shivering and twitching, more violently every second. He flopped onto the floor before Mom or I could reach him. His face was bulging and stretching like it was made of rubber. Lumps were moving around under his clothes too. Mom freaked out. I called the medics, but he was dead before they got here. They said it was the Plague and had no idea what caused it.

I'd heard of the Plague, of course. Lots of people on Mom and Dad's shifts had been hit over the last few years. It always struck suddenly. Sometimes the victim died within minutes and sometimes he was still alive when the medics took him away. None of the miners taken away ever came back, so I'm pretty sure they died too.

After Mom got over the shock of Dad's death, she got mad, really mad. Dad had been in for his annual checkup at our section's medical facility just a week before and she thought they should have found it then. She railed on and on, night after night, about the medics' incompetence and how they could have cured him of the Plague. She went in for her

annual four months later and came back ticked off all over again. Turns out she gave them a piece of her mind the whole time she was in there. Three weeks after that, my supervisor came into the monitoring room and told me Mom had collapsed in the tunnels and died before they could get her to a medfac.

My annual checkup is in two weeks; I'm not going.

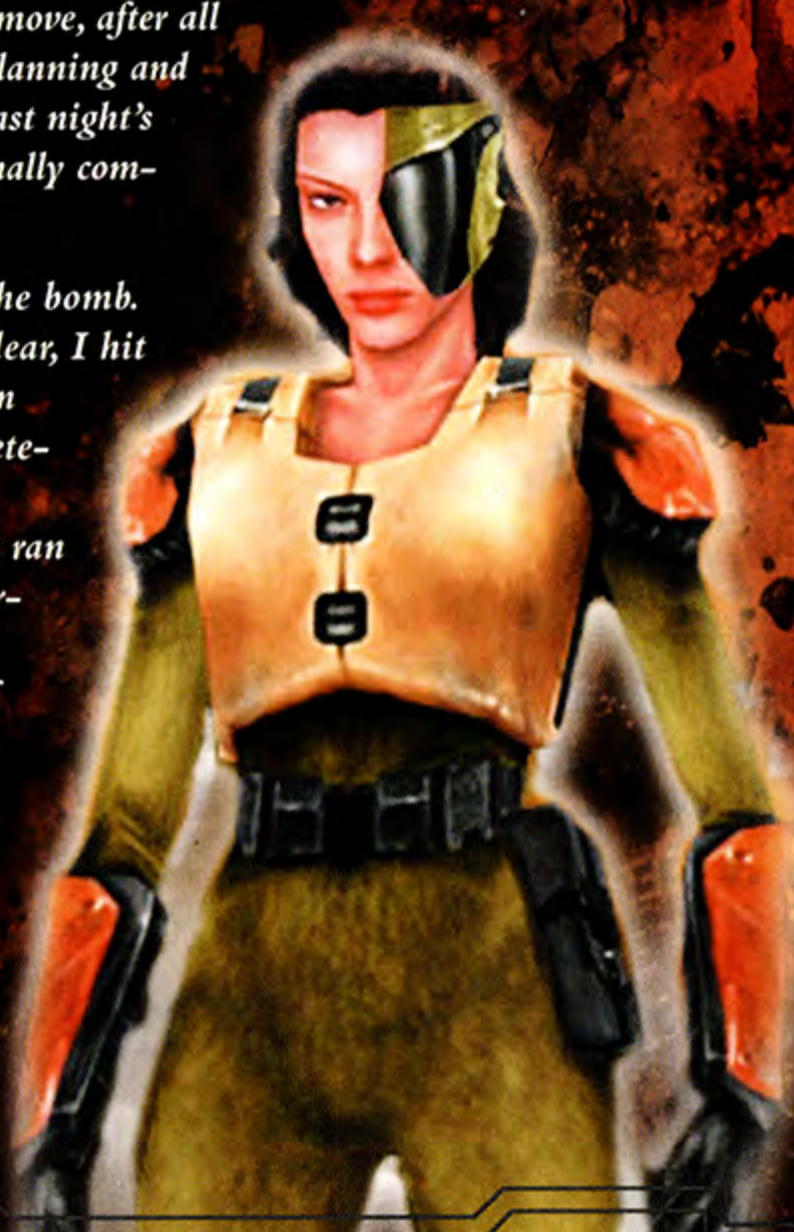
Eos

Eos is the leader of the resistance movement on Mars. When Parker and a few brave miners fight back against the guards' brutality, the *Red Faction* triggers a full-scale revolt.

There's no going back now. We've finally made a move, after all these years of planning and talking. With last night's attack, we're finally committed.

Orion rigged the bomb. Once he was clear, I hit the Alert button outside the cafeteria. When the security guards ran out of their barracks, the blast took out six of them. That should stir things up.

I can't think of them as people. There's too much at



stake here. They work for Ultor, helping the company kill miners. They're the enemy. Too many of my friends have died to feel pity now. We need to harden attitudes on both sides, to make conflict inevitable. Once miners realize they have no choice, once they know their lives depend on defeating Ultor, then they'll fight. And we'll win.

I can't believe it took this long. Ultor's made us live like animals for so many years that we've forgotten we're human. People have been beaten down, physically and mentally, and it's going to take a strong shock to get them back up. We're going to provide the juice, even if it kills us. But no matter what, the miners here will never go back to lurching through life like zombies. We're going to make sure of that.

Mom was one of the early Plague victims, over four years ago. Something about the reactions of the docs and techs in the medical facility made me wonder what was really going on. When she died, I saw guilt burn across a doc's face. I started screaming, blaming Ultor. My Dad dragged me back to our apartment and locked me in my room until I stopped yelling. He refused to hear it. But I knew. I just shut up and churned inside.

That night, I decided to rid Mars of Ultor. I had to do it for my Mom, for what they did to her. It began with getting Orion on board. We'd grown up together and I knew I could trust him. And that is where it all began.

As our core group grew, it got harder to meet without arousing suspicion. Orion and I decided to create a smokescreen of athletic competitions between miner barracks. Each barracks could field one or more teams to meet in weekly contests. We submitted a proposal to Gryphon, Ultor's Deputy Administrator. It made my skin crawl to ask him for something, but he quickly approved the idea. A good morale booster is what he thought. It's pretty funny that Ultor is helping cover up our activities.

It was Orion who came up with the name Red Faction for our team. He thought the political sense of "Faction" would

have meaning only for us. And the "Red" symbolized that we represented all of Mars. The name clicked with everyone, and Red Faction became the first team to join the new league.

Once the league got underway, we met several times a week for "training" sessions. We couched all our planning in sports terms. This gave a light-hearted feel to a frightening undertaking. Our meetings were also less dangerous because Ultor had to spread its monitoring efforts among the many teams in the competitions.

We all took codenames to use within the group. It probably doesn't provide all that much protection, but it makes us feel a little safer. We'll see. Keeping the group small should help too. There are 23 of us now, plus a few probational recruits. Few enough to be fairly certain there are no leaks, but more than enough to rally groups of miners against Ultor when the time comes.

Sometimes it bothers me how much the others look to me for leadership. What if I get captured or killed? I'd hate for everything to fall apart if something happened to me. Orion's the only one with any initiative. Maybe I've been too forceful, but someone had to do it. We'd still be sitting on our butts complaining if I hadn't taken charge.

Last night's action might have gotten the ball rolling. The security goons are freaking out. I heard they dragged some miners off the third shift and beat them. Everything's primed for the rebellion to start. All it needs is a spark.

And once it gets going, we'll be there to lead it. For weeks now, we've been blanketing the barracks with pamphlets condemning Ultor and blaming them for everything wrong on Mars. The writings are signed "Eos." I would have preferred to have them from us as a group, from Red Faction, but that would have given us away immediately. Orion also said the miners needed someone to believe in and follow, not another faceless group. I don't know if I buy that, but it's good enough for now. Once the rebellion begins, though, everyone's going to know that Red Faction is the driving

force behind it. There'll be no more hiding.

We've been stockpiling weapons for months now. We've quietly stolen weapons from a bunch of weapon lockers at guard barracks and posts. We had to break into only the first couple we raided. After that, we found the doors unlocked to every post we tried. The weapon cabinets were unlocked too. It freaked us out the first time it happened. We figured Ultor was on to us and backed off pretty quickly. But when we found the door to another weapons locker open a few nights later, we took some weapons and boxes of ammo and got out fast. The doors have been unlocked every time since. We still have no idea why. We don't know if Ultor's doing it or someone else, but we're going to grab weapons as long as we can. They won't know miners are armed until the bullets are coming out the backs of their skulls.

We've cached the stolen weapons throughout the mines and barracks. When the rebellion starts, Red Faction members will head to the nearest cache and hand out weapons to any miner willing to fight. The security guards are used to bullying unarmed miners; they're in for a big shock.

I don't know what to do about the mercenaries that Masako brought here, though. They're tough, and so is she. We'll make some feints at important installations around the complex, maybe get the mercs dug into defensive positions. If that doesn't work, we're in trouble. The mercs will slice right through us if they go on the offensive too soon. If we move fast enough, they won't hit us until we've settled with the guards and gotten everyone armed. Our sole advantage is numbers, but I don't want to waste thousands of miners in human wave attacks.

The next few days are going to make or break us. Four years of planning and plotting are either going to pay off or get us all killed. Getting rid of Ultor is the goal for everyone else in Red Faction. But I want more. I want to know who's behind the Plague. And I want them to die.

HINTS AND TIPS

- Be sure to pay attention to incoming messages. What other characters say might provide valuable information.
- Don't be afraid to explore using Geo-Mod technology. Who knows—you might find something...
- Get to know your weapons—some artillery works better than others depending on the situation.
- Learn how to strafe—hiding behind doors and walls is an excellent way to defeat certain enemies.
- For a great multiplayer experience, try going against a friend with Auto Aim turned OFF.

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