



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.

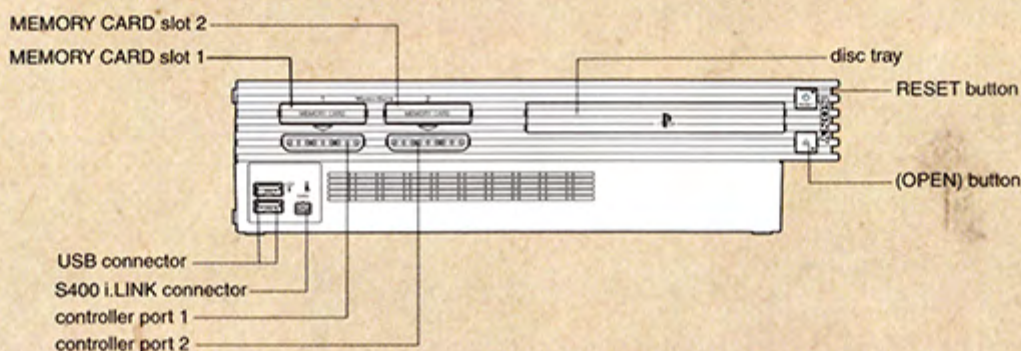
Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Table of Contents

GETTING STARTED	2
COMMAND REFERENCE	3
INTRODUCTION	4
Menu Controls	5
Default Controls	5
MAIN MENU	6
IN-GAME MENU	8
PAUSE MENU	8
SAVING and LOADING GAMES	9
HEROICS	9
TRAINING	10
OPTIONS	10
PLAYING THE GAME	12
MULTIPLAYER	14
VEHICLES	21
WEAPONS & AMMO	25
CHARACTER BIOS	31
HINTS & TIPS	34
CREDITS	35
LIMITED WARRANTY	37

Getting Started

PLAYSTATION 2 CONSOLE



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®II 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

(in-game default configuration)

L2 button—Throw Grenade

L1 button—Alternate Fire

R2 button—Jump

R1 button—Primary Fire

directional buttons

↑ —Check Objective Status

↓ —Toggle Night Vision On/Off

← —Previous Grenade Type

→ —Next Grenade Type

left analog stick—Player Movement
(L3 button when pushed down)

L3—Crouch

SELECT button—Options Menu

ANALOG mode button

START button—Pause

right analog stick—Pitch/Turn
(R3 button when pushed down)

△ button

○ button

× button

□ button

△ button—Reload

○ button—Next Weapon

× button—Action/Use

□ button—Previous Weapon

NOTE:



These are the default controls for controlling Alias when the player is on-foot. See the section entitled "Vehicles" on page 21 to learn how to control vehicles.

You can customize these controls by selecting "Options" and then "Controller" from the Main Menu.



HEADQUARTERS SOPOT INTERIOR FORCES

INTRODUCTION

Nano-technology. Created on Mars by an Ultor scientist. Stolen. Brought to Earth. Stolen and stolen again. Until Alias, a top demolitions expert, obtained the technology for the Republic of the Commonwealth.

Chancellor Sopot used nano-technology to transform Alias and two thousand of the Commonwealth's bravest volunteers into super soldiers—fighters who were stronger, faster, and smarter than any others. But then Sopot began to fear his creations. He declared them enemies of the state, ordered them hunted down and destroyed by his Elite Guard.

Alias and a handful of others survived. Once a national hero, Alias is now a renegade allied with the rebellious Red Faction. He is one of a squad of six, all nano-enhanced, all united by their uniqueness and a common cause.

Shrike. A madman with a taste for speed.

Quill. A killer without a conscience.

Tangier. Secretive and deadly.

Repta. The ultimate destructive force.

Molov. The squad's respected leader.

And **Alias.** A hero with a mission.

Their objective is the elimination of Chancellor Sopot for his crimes against humanity.

MENU CONTROLS

Use the following controls to navigate through Menu Screens:

Highlight Menu Item:	directional button or left analog stick
Select/Choose Highlighted Item:	⊗ button
Cancel/Return to Previous Menu:	△ button

DEFAULT CONTROLS

⊗ button	Action/Use
⏮ button	Previous Weapon
⏭ button	Next Weapon
△ button	Reload
R1 button	Primary Fire
R2 button	Jump
L1 button	Alternate Fire
L2 button	Throw Grenade
L3 button	Crouch
directional button ↑	Check Objective Status
directional button ↓	Toggle Night Vision On/Off
directional button ←	Previous Grenade Type
directional button →	Next Grenade Type
left analog stick	Player Movement
right analog stick	Pitch/Turn
▶ button START	Pause
■ button SELECT	Options Menu

Main Menu

SINGLE PLAYER:

Enables the user to start a new single player game or resume a previously saved game. Beginning a new game will also enable the user to select a desired difficulty level: Easy, Medium, or Hard.



Starting a new game without first creating or loading a Player Profile will result in gameplay that cannot be saved. For more information, see the section entitled "SAVING and LOADING" on page 9.

MULTIPLAYER:

Select this option to begin a multiplayer game. See page 14 for more information.

PROFILES:

Profiles are user-customized characters and control configurations. This option enables users to access, create, delete or copy a profile to a Memory Card (8MB) (for PlayStation® 2). Profiles will also keep track of various user statistics accumulated during gameplay. A custom profile must be selected before playing Red Faction II if the user wishes to save the game's progress.



NOTE:



If you are just starting Red Faction II, you must first create a custom profile if you wish to play a game that can be saved.

Accept

Accepts the currently selected profile. If you have more than one profile on a memory card, use either the left analog stick or directional buttons to scroll through available profiles.

Stats

Keeps a record of the selected profile's preferred weapon, number of shots fired, hit percentage, number of enemy kills, number of headshot kills, number of civilian (innocent) deaths, and the current status of your "Heroics" meter. These stats will change as gameplay progresses.

Create

Enables the user to create a new profile. Use either the left analog stick or directional button to input a name and then highlight and select "accept". You can store a maximum of eight profiles on one memory card.

Delete

Enables the user to delete a selected profile.

Copy

Enables the user to copy the currently selected profile to a newly named profile on the same memory card (slot 1 only) and then select the new profile as the current profile.



NOTE:



For more information, see the section entitled "SAVING AND LOADING GAMES" on page 9.

OPTIONS:

Select this option if you wish to change the default game settings, audio/video settings, and controller configurations.

EXTRAS:

Select this option to access the game credits, enter cheats, watch unlocked movies, or view Red Faction II concept art and behind the scenes footage.



In-Game Menu

You can access this menu by pressing the SELECT button at any time while in-game.

Options

Takes the player to the "Options" menu while in game.

Save Progress

Allows the player to manually save the game's progress. Selecting this option will save the game through the last level section completed.

Restart Level

Restarts the level currently being played.

Main Menu

Takes the player to the game's Main Menu.

Cheats

Enables the user to enter codes that enable various cheats such as infinite ammo and super health. No... we're not going to give you the codes here.

Pause Menu

Pressing the START button while in-game will pause the action until the START button is pressed again. While the game is paused, the player will see a variety of game stats. These stats are saved to your profile:

Kills:	The number of enemy kills the player has received.
Civilian Deaths:	The number of civilian kills the player has recorded.
Shots Fired:	The total number of shots the player has fired with all weapons.
Hit Percentage:	The percentage of hits to misses the player has recorded.
Most Kills:	Shows the player's most used weapon.
Heroics:	Shows the player's "Heroics" status.

Saving and Loading Games

Saving

Red Faction II will automatically save your progress every time a level section is completed. You can manually save your progress by going to the in-game menu and selecting "Save Progress". If this option is chosen, the game will save your progress up through the last level section that is completed.

Loading

To load and continue play from a previously saved game, use the "Profiles" option from the Main Menu. When "Profiles" is selected from the Main Menu, all your previously saved Profiles will be loaded from applicable memory cards.

Once loaded, all your available and saved profiles can be accessed by scrolling through the list of named profiles using either the left analog stick or left/right directional buttons. When the desired profile is highlighted, press the  button to select. You will then be taken back to the Main Menu. At the Main Menu select "Single Player" to choose from a list of available single player levels or continue where you last left your game's progress.



In single player games, all user data is automatically saved and loaded from MEMORY CARD slot 1 or MEMORY CARD slot 1-A (if a Multitap Controller is inserted into controller port 1). In multiplayer games, users are able to save and load data to any supported MEMORY CARD slot.

Heroics

The "Heroics" meter plays an important part in the game. When the bar is blue, the player's "heroics" is highest. When the bar is red, the player's "Heroics" is lowest. The amount of "Heroics" the player has when completing the game can determine the ending you receive. Killing civilians will have a negative effect on the player's "Heroics". Finding and completing hidden objectives will have a positive effect.

Occasionally the player will see a red or green star briefly appear in the upper left corner of the HUD. The appearance of this star indicates a change in the player's "Heroics" status. A red star indicates a decrease in the player's "Heroics" meter. A green star indicates an increase.



Training

When you first begin a single-player game of Red Faction II, you'll notice that certain hints and tips occasionally appear on screen. These tips are designed to give you aid in playing the game. These tips appear when certain gameplay situations occur. Press the **X** button to close hint windows.



Options

The "Options" menu is where the player can modify the game settings, audio, visual and control configurations.



GAME SETTINGS

Select this option to toggle ON/OFF weapon crosshairs, HUD messages, vibration function, and weapon switching. When the star-icon is "filled", the corresponding option is on. When the star-icon is "empty," the corresponding option is off.

Game Prefs

Crosshairs:	Toggle weapon crosshairs On/Off
HUD Messages:	Toggle NPC HUD messages On/Off
Hints:	Toggle Training messages On/Off

Vibration

Weapon:	Toggle weapon feedback On/Off
Environment:	Toggle environment feedback On/Off

Weapons

Auto Switch:

Leave on if you want the game to automatically switch to designated weapons when picked up. See "Weapon Priority" below for more information.

Skip Explosives:

When this option is turned off (the default setting), the game will skip explosive weapons (Grenade Launcher, W.A.S.P., and Anti-Personnel Weapon) when determining auto switch.

WEAPON PRIORITY:

You can also change your "weapons preference" on this screen. This feature refers to the order in which the game will automatically switch to newly acquired weapons. Weapons placed at the top of the list will receive a higher priority than weapons listed below. To change a weapon's place in this list, move the cursor with the directional buttons to highlight the desired weapon, then press the **X** button. Move the selected weapon up or down the list with the directional buttons, then press the **X** button again when it's where you want it in the order.

AUDIO/VIDEO SETTINGS:

Access this screen to adjust the volume of the game's effects, music, and voice. You can also switch between mono/stereo audio and adjust your monitor's brightness on this screen.



Controller

Access this screen if you wish to customize the controls for Red Faction II.

Keyboard/Mouse

Access this screen if you wish to customize the keyboard and mouse controls if you are using a USB keyboard and mouse to play the game.



Advanced

Access this screen if you wish to adjust the sensitivity of the x and y axis for the controller or mouse (if you are using a USB keyboard and mouse to play the game). You can also invert the default setting of the y-axis on this screen.

Playing the Game



Now that you've reviewed the basics, you're ready to start playing the game!

THE HUD (HEADS UP DISPLAY)

The HUD is an essential part of game play and should be monitored closely at all times. It communicates to the player vital information: remaining health, remaining ammo, objectives, messages from team members and available weapons.

NOTE:



The HUD will change if Alias is in a vehicle. For more information on vehicle HUDs, see page 21.

Health

The upper left corner of the HUD displays how much health Alias has remaining. It is made up of two sections: current health and reserve Health Kits. The top bar of the health gauge displays how much health Alias currently has. As Alias takes damage, this health meter will drain.

The bottom section of the health gauge displays how much health Alias has on reserve. When the bar on the top is fully drained, a Health Kit from the bottom section will be taken to replenish Alias' health to full. Each Health Kit can replenish Alias' health fully one time, and Alias can carry only three Health Kits at any given time. When all of Alias' health is depleted (Health Kits included), Alias will die.

Tip: As a nano-enhanced soldier, Alias is able to regenerate health over a period of time. If you're low on health, find a safe place to hide and wait for your health to recover. You will also occasionally find extra Health Kits throughout the game to help you maintain a high level of health. This does not apply to the First Level.

Ammo and Grenade Types

The upper-right corner of the HUD displays how much ammo remains in the currently selected weapon and what grenade type is selected. The number on the left side of this HUD section shows how much ammo remains in the weapon clip. The number on the right shows how much total ammo you have available for the selected weapon. When the number on the left reaches "zero", you will need to reload (performed automatically) or press the "reload" button before the magazine is empty.

The graphic and number immediately below the ammo information displays what grenade type is currently selected and how many of those grenade types you have remaining. For more information on grenades, see page 30.

Available Weapons

The HUD can also display what weapons Alias has at his disposal. To call up the "Available Weapons List" section of the HUD, simply press either the "previous weapon" or "next weapon" button commands (⊙ button and ⊠ button if you're using the default control configuration).

Continue to press either the "previous" or "next" weapons buttons to scroll through the list and see what weapons are available. Pressing the Primary Fire button (R1 button in the default configuration) will arm Alias with the weapon that is highlighted in the middle of the scroll-box. Pressing the Alternate Fire button (the L1 button in the default configuration) will cancel the weapon switch.

Messages

Occasionally Alias will receive incoming messages from NPCs. Usually these messages are from his squad-members. When a message is received, a graphic of the NPC who is speaking will appear in the lower-left corner of the screen.

You can disable the incoming HUD messages from within the "Options" menu.

Objectives

At times, Alias will receive objectives he must complete. When a new objective is received or updated, a "New Objective" message will appear on the left hand side of the screen. To view the objectives, press the "Objectives" button on your controller (↑ on the directional buttons if you're using the default control configuration).

You can view objectives at any time in-game by pressing the "Objectives" button.

Multplayer

CONTROLLER SET-UP

Red Faction II allows up to four people to play multiplayer games simultaneously via a 4-person split screen. You must have a Multitap in order to play multiplayer games with 3 or 4 players.

For multiplayer games, the controllers can be configured as follows:

Dual-Shock Controller in port 1: Player 1 (for 2 player only multiplayer games)

Dual-Shock Controller in port 2: Player 2 (for 2 player only multiplayer games)

Multitap in controller port 1:

Port 1-A: Player 1

Port 1-B: Player 2

Port 1-C: Player 3

Port 1-D: Player 4

Port 2: N/A

Multitap in controller port 2:

Port 1: Player 1

Port 2-A: Player 2

Port 2-B: Player 3

Port 2-C: Player 4

Port 2-D: N/A

GAME TYPES

Choose the type of multiplayer game you wish to play:

Deathmatch

It's you versus everyone else. No teams, no rules, just an all-out frag-fest. The first player to reach the kill limit or who has the most number of kills when the time limit for the game expires (based on your multiplayer game settings), wins the match.

Quick rules for Deathmatch:

There are none! Kill everyone in sight and try to collect the most number of frags.

Team Deathmatch

Same as deathmatch, but all participants are on one of two teams. You can choose which team to be on at the start of the match.

Capture the Flag (CTF)

This team based game pits the Red Team against the Blue Team in a quest to capture your opponent's flag and return it safely to your base for a score. The first team to reach the score limit wins the match.

Quick rules for CTF:

You can only capture your opponent's flag and win a point if your flag is safe at your team's home-base.

If your flag is stolen from your base, you must kill the opponent who has captured it and "run over" the flag in order to return it.

Players will be able to see the location and movement of both team's flags through obstacles if lined up correctly.

A dropped flag will return to its base after 30 seconds of inactivity.

Bagman

The goal in Bagman is to find the "bag" and hold on to it for as long as possible without getting killed. Players receive points for each frag and for every second they successfully hold on to the bag. The match is over when a player reaches the score limit.

Quick rules for Bagman:

Players will be able to see the location and movement of the bag through obstacles if lined up correctly.

When the "Bagman" is killed, the "bag" will drop to the floor. Run over it to pick it up and become the next bagman.

Arena

Arena is a "best-of" series where a player must win a pre-determined series of rounds in order to win the entire match. It's similar to deathmatch, except the game is round based, players cannot respawn after being killed until the next round begins, and every player is able to use only a pre-selected weapon for the entire match.

Team Arena

Same as "Arena" except team based.

Regime

Regime is a locked multiplayer mode. To access it, you must

Classified

Date: _____

INTERNAL USE ONLY



MANAGE BOTS

Red Faction II allows players to create their own bots for use in multiplayer games. Users can have a maximum of 5 bots per profile saved to a memory card.

New

Enables the user to create a new bot.

Load

Loads all previously created bots from applicable memory cards.

Delete

Deletes a selected bot from an applicable memory card.

Save

Saves a newly created bot to an applicable memory card. Users can save a total of 5 bots on a memory card.

Name

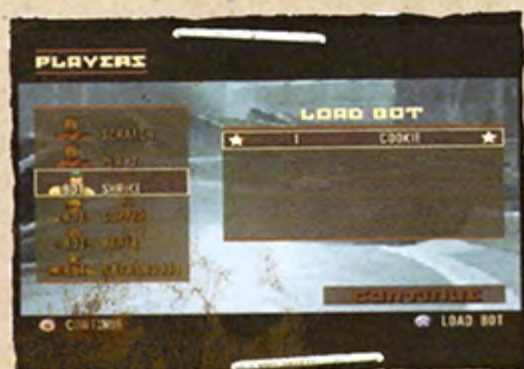
Enables the user to name their bot.

Model

Enables the user to select a model for a bot.

Traits

Enables the user to distribute a pre-determined amount of points to give their bot particular attributes and skills. The higher the point total, the greater the attribute.



Health:

Determines how much health the bot will have when at full health.

Accuracy:

Determines how accurate the bot will be when firing at enemies.

Agility:

Determines how fast the bot will move, turn, and switch weapons.

Damage Multiplier:

Determines how much more damage a bot will inflict when using weapons.

Aggressiveness: Determines how aggressive or passive a bot will be when engaged in combat.

Camping Tendency: Determines how likely the bot will be to hide and wait for a target to pass by.

Weapons

Enables the user to determine the weapon preference for the bot.

Stats

Enables the user to view the recorded multiplayer statistics of the selected bots.

NOTE:



To include a custom-bot in a multiplayer game, you must highlight and select one of the computer generated bots that appear immediately before a multiplayer game begins, provided you have chosen to use bots in the selected game type.

Use either the left analog stick or directional buttons to scroll through available bots and then press the  button to select. The chosen bot will now replace the computer generated bot and appear in the multiplayer game.

MULTIPLAYER GAME SETTINGS

After choosing a multiplayer game type, you can configure certain options applicable to the game type you have chosen. Not all settings are applicable to all multiplayer modes.

Weapon Prefs: Choose to enable or disable weapon availability for the match. You can also choose a default weapon for players on this screen.

Weapon: Choose the weapon to be used in the match.

Capture Limit: Set the number of flag captures for the match.

Team Damage: Toggle team damage On/Off.

Score Limit: Set the end score for the match.

Disarm Bagman: Toggle disarming the bagman On/Off.

Kill Limit: Set the desired kill limit for the match.

Players:	Choose the number of players participating (1 - 4).
Bots:	Choose the number of bots present in the map. The maximum number of human and bot opponents you can have in any given map is six.
Time Limit:	Set the desired time limit for the match.
Powerups:	Toggle powerups On/Off.
Reloads:	Toggle reloading On/Off.
Unlimited Ammo:	Toggle unlimited ammo On/Off.
Difficulty:	Set the difficulty of the bots to Easy, Medium, or Hard.
Level:	Scroll through and select an available level.
Continue:	Select when all multiplayer game type options have been set.
Rounds:	Choose the number of rounds for the match.

PLAYER SETUP



"Character Name Here":	Select to choose an available profile.
Name:	Select to give your character a name.
Model:	Select to scroll through and choose an available character model to play as.
Options:	Select to be taken to the Options Menu.
Reload Profile:	Select to cause the system to reload Red Faction II profiles from MEMORY CARD slot 1.
Continue:	Select when your character is finished.

TEAM SELECTION

If you have chosen to play a Team based multiplayer game, you will need to designate teams after having completed your player set-up. Simply use the directional button to highlight and select a team member and move them to the desired team (either Red or Blue). There must be at least one player on an opposing team for the match to begin.



MULTIPLAYER HUD

Although similar to the single player HUD, the HUD in multiplayer differs slightly. Not all of the options described below will be applicable for every multiplayer game type.



-
- | | |
|-----------------------|--|
| Health: | The player's current health is displayed in the upper-left corner. Full health is 100. |
| Frag and Rank: | The player's current number of frags and overall ranking is displayed in the lower left corner. The number of frags is immediately to the right of the skull icon. The player's current ranking among all players is to the left. |
| Ammo: | The player's ammo is displayed in the upper right corner. The number on the left displays how many shells remain in the clip for the selected weapon. The number on the right displays how much total ammo the player has for that weapon. |
| Flag Captures: | Each team's number of current flag captures are displayed in the lower left corner. |
-

MULTIPLAYER POWERUPS

If powerups are turned "On", the player may occasionally run into items that temporarily increase his power and ability. Available powerups are:

Damage Multiplier:



Increases the user's damage 2x for a short period of time.

Leech:



Enables the user to gain health by shooting opponents. Like the Damage Multiplier, this powerup only lasts for a short period of time.

Slow-Mo:



Causes other players to move in slow motion for a short period of time.

Invulnerability:



Renders the user invulnerable for a short period of time.

Super Health:



Equips the user with double health.

MULTIPLAYER IN-GAME MENU

The multiplayer in-game menu differs slightly from the single player pause menu. You can access it at any time during a game by pressing the  button.

Profile Options:

Takes the user to the Options Menu.

Restart Level:

Restarts the current level with all previously selected configurations enabled.

End Game:

Ends the game and takes the user to the "Game Stats" menu.

Resume Game:

Resumes the current game.

MULTIPLAYER PAUSE MENU

As in the single player game, pressing the START button will pause the game.

MULTIPLAYER GAME STATS

At the end of each multiplayer round, you will be presented with a list of stats applicable from the game just played. These stats include number of frags, number of deaths and suicides, preferred weapon, and total score. The actual types of stats recorded and displayed will be dependent on the multiplayer game type played.

You also have the option to save your profile at the end of each multiplayer game on this screen.



GUNSHIP (AHC-36 MILITARY GUNSHIP)

GENERAL INFORMATION

When paired with Shrike, Alias serves as the gunner for this craft. You will have two modes of fire: a Gatling gun and rockets. Use the Primary Fire button to engage the Gatling gun. The Alternate Fire button will launch rockets from the rocket ports. If the Throw Grenade button is used to lock onto vehicles, the rockets will home in on their targets when fired. The HUD for the Gunship also displays how much health the vehicle has. When this number reaches zero, you're dead.



SPECS

Primary Fire:	Fire Gatling Gun
Alternate Fire:	Fire Missile
Jump:	Toggle Zoom In/Out
Throw Grenade:	Toggle "Target Lock" On/Off



VEHICLE DESCRIPTION

This version of the Aesir Fighter takes aerial combat to the next level when compared to its predecessor model from 5 years ago. Designed for airborne combat in Earth's atmosphere, the Aesir 2.0 utilizes a 30mm, 8 barrel SOP-8BG Gatling gun as its primary source of firepower and can dispense rounds at an extremely high rate of fire. In addition to the 30mm rounds, this craft is also capable of launching high-powered rockets from each of its left and right ports. These rockets are highly effective against tougher opponents and can easily pierce through even the toughest armor. While the Aesir is rumored to be capable of flying at speeds up to 400 knots when at full throttle, its enhanced maneuverability at lower speeds makes it well suited for urban combat environments.

FOR OFFICE USE ONLY

Shrike, the vehicle specialist in Molov's squad, typically commandeers a customized version of the Aesir 2.0, giving it increased firepower, speed, and durability. The fighter is also rumored to directly interface with Nanotechnology enhanced soldiers. Not only does this make the fighter more maneuverable than normal, the gunner can devastate the battlefield with optical zoom and more precise control.

MINI-SUBMARINE (S-271 STEALTH SUBMARINE)

GENERAL INFORMATION

Torpedoes are the firepower for this vehicle. Use either the Primary or Alternate Fire buttons to fire a single torpedo from the right (Primary Fire) or left (Alternate Fire) ports. The player can also use the Jump and Crouch buttons (the **R2** and **L2** buttons if you're using the default configuration) to make the sub climb (jump) or dive (crouch) quickly. The sub's health is also displayed on the HUD.



SPECS

Primary Fire:	Fire Torpedo
Alternate Fire:	Fire Torpedo
Jump:	Move Sub Up
Crouch/Throw Grenade:	Move Sub Down



VEHICLE DESCRIPTION

Smaller and more agile than the Ultor submarines found on Mars, the Newt-700xs fires the Triton MK1 dumb fire torpedoes as its main source of firepower. Constructed with a titanium-steel hybrid metal and capable of withstanding depths up to 900 meters (2950 feet), these mini-subs are well suited for exploratory purposes and can fare reasonably well in small-scale underwater combat.

FOR OFFICE USE ONLY

TANK (MILITARY HEAVY ARMORED TANK)

GENERAL INFORMATION

The tank is fortified with both a Chain-Gun and Mortar for firepower. Use the Primary Fire to fire the Chain-Gun. Use the Alternate Fire to fire the mortar. You can also monitor the tank's health as it is displayed in the HUD.



SPECS

Primary Fire: Fire Chain-Gun

Alternate Fire: Fire Mortar



VEHICLE DESCRIPTION

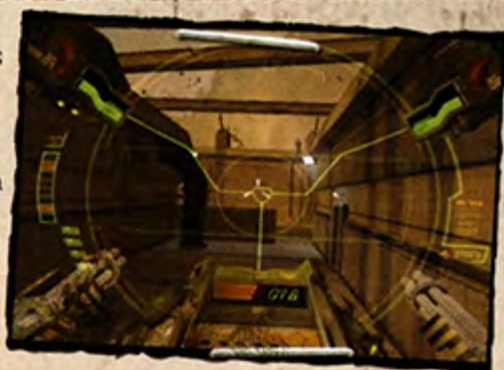
These depleted uranium-armored tanks run on titanium-plated treads and are heavily fortified vehicles. What they lack in speed they make up for with firepower. A SOP-6AG Chain-Gun serves as the primary weapon, and can discharge the armor-piercing 20mm rounds. The alternate means of fire, the forward-mounted SOP-80mm Mortar weapon, launches shells that explode on impact. These highly explosive mortar rounds are capable of taking out large sections of buildings with their blasts.

FOR OFFICE USE ONLY

BATTLE ARMOR (SOP-MAI)

GENERAL INFORMATION

The Battle Armor is fortified with three means of firepower. Use the Primary and Alternate Fire buttons to engage the right and left Mini-Guns, respectively. Throw Grenade will launch an incendiary grenade and Jump will launch a missile in the default control configuration. The Battle Armor's health is displayed as a number near the center of the HUD. You can control the Battle Armor as if Alias was walking on his own.



SPECS

Primary Fire:	Fire Right Mini-Gun
Alternate Fire:	Fire Left Mini-Gun
Jump:	Fire Missile
Crouch/Throw Grenade:	Fire Incendiary Grenade



VEHICLE DESCRIPTION

Designed to compliment Sopot's Nanotechnology experiments, the Battle Armor was created to provide Sopot's super-soldiers with a fully controllable and nearly unstoppable personal combat system. Armed with dual Mini-Guns (Hyper SOP-9XF), these suits are able to deliver armor piercing shells as well as high explosive rockets and incendiary rounds fired from each shoulder mounted pod. These highly mobile battle suits are equally devastating to both ground forces and armored units.

FOR OFFICE USE ONLY

CSP-19 SEMI-AUTOMATIC PISTOL

This basic semi-automatic pistol is a standard issued weapon for many of the armed personnel employed by Sopot. This weapon is fairly accurate and can be effective against unarmored opponents when used properly. Although able to pierce body-armor, the CSP-19 is not an ideal weapon to equip against more resilient enemies.

Ammo: 9mm rounds

Effective Range: Short to Medium

Primary Fire: Fire one round

Alternate Fire: Pistol Whip



DUAL CSP-19 SEMI-AUTOMATIC PISTOLS

Same as above, but with twice the firepower.

Ammo: 9mm rounds

Effective Range: Short to Medium

Primary Fire: Fire one round from right weapon

Alternate Fire: Fire one round from left weapon



CMP-32 MACHINE PISTOL

Larger and more formidable than the CSP-19 pistol, the Machine Pistol is capable of full automatic firepower. Equipped by Sopot's more experienced guards, this weapon can easily penetrate body-armor and effectively neutralize most enemies at close ranges.

Ammo: 9mm rounds

Effective Range: Short to Medium

Primary Fire: Fire rounds, automatic

Alternate Fire: N/A



DUAL CMP-32 MACHINE PISTOLS

Same as above, but with twice the firepower.

Ammo: 9mm rounds

Effective Range: Short to Medium

Primary Fire: Fire rounds from right weapon, automatic

Alternate Fire: Fire rounds from left weapon, automatic



CAS-14 AUTOMATIC COMBAT SHOTGUN

This military-grade shotgun is capable of delivering extremely powerful single-shot blasts and inflicts the most damage at close ranges. Its accuracy and effectiveness decrease significantly when the range of the target is increased, rendering it almost useless when firing at targets more than 50 meters away. This weapon is also capable of discharging incendiary rounds as a form of alternate fire, making it a very powerful weapon.

Ammo: 10 gauge buckshot shells

Effective Range: Short

Primary Fire: Fire one buckshot round

Alternate Fire: Fire one incendiary round



CMRD-32 MAGNETIC RAIL DRIVER

Developed by a secret R&D team of scientists hand-picked by Sopot, the Rail Driver fires metal slugs at extremely high speeds through just about any surface without losing significant velocity. When the scope is engaged, this weapon also allows the user to see through walls and target enemies. The Rail Driver has a long reload time, but is very effective and deadly when equipped in experienced hands.

Ammo: Metal Slug

Effective Range: Short to Long

Primary Fire: Fire one slug

Alternate Fire: Engage scope



N.I.C.W.-NANOTECH INDIVIDUAL COMBAT WEAPON

The NICW is used primarily by Sopot's most trusted, experienced and feared guards. It is capable of delivering extremely powerful 7.62mm automatic armor-piercing rounds in fearsome bursts, and can discharge grenades that explode on impact as an alternate means of fire. The NICW is able to identify and target enemies from behind walls. A customized HUD-device visually relays information to the user about the targeted opponent's remaining health.

Ammo: 7.62mm rounds 40mm HV HE grenades

Effective Range: Short to Medium

Primary Fire: Fire 7.62mm rounds, automatic

Alternate Fire: Fire one 40mm HV HE grenade



NGL-8 NANOTECH GRENADE LAUNCHER

The Grenade Launcher is the preferred weapon of Alias, the demolitions expert in Molov's squad of elite, nano-enhanced super soldiers. It fires a single yet powerful grenade that explodes on impact and is capable of taking out nearly everything unlucky enough to be caught in its blast. Because it can easily blast through many walls, floors and other surfaces, the Grenade Launcher is a useful weapon for finding alternate routes, secret rooms and blowing away enemy cover.

Ammo: 40mm HV HE grenades

Effective Range: Short to Medium

Primary Fire: Fire one impact-based grenade

Alternate Fire: Fire one timed-based grenade



CSR-60 SNIPER RIFLE

Capable of bolt-action fire only, this rifle comes standard with a UNVS-8 scope that provides the user with pinpoint accuracy on the battlefield. It also features a wind velocity offset that automatically corrects for any wind conditions present. This weapon can inflict immediate fatal wounds if a head shot is achieved, and is capable of penetrating both body-armor and lightly-armored vehicles.

Ammo: 7.62mm armor-piercing rounds

Effective Range: Short to Long

Primary Fire: Fire one round

Alternate Fire: Activate/deactivate the scope



CSMG-19 SILENCED MACHINE GUN

The fully automatic silenced machine gun is a good weapon to equip if you prefer not to be heard. Silent and swift, this weapon is more accurate than the Machine Pistols, but not quite as powerful. It can penetrate most body-armor and is most effective at close ranges. This weapon is a favorite of tactical covert specialists, including Tangier.

Ammo: 9mm rounds

Effective Range: Short to Medium

Primary Fire: Fire burst

Alternate Fire: N/A



CAR-72 MILITARY ASSAULT RIFLE

Similar to the AK-47s from the past, this semi-automatic weapon is designed to offer all the benefits of a full-sized rifle in compact form. It is capable of firing a three round burst or a less accurate fully automatic onslaught. The high-velocity, armor-piercing shells inflict massive amounts of damage on unarmored targets and will exact noticeable damage on armored opponents as well. The assault rifle is a standard-issue weapon for the Commonwealth soldiers and grunts.

Ammo: 7.62mm high-velocity, armor-piercing rounds

Effective Range: Short to Medium

Primary Fire: Fire 3 round burst

Alternate Fire: Fully automatic fire



W.A.S.P.—WIDE AREA SATURATION PROJECTILE

The W.A.S.P. is primarily an anti-vehicle weapon. More powerful than the Grenade Launcher, the W.A.S.P. fires a barrage of five armor piercing rockets. It has the ability to "lock on" to mobile vehicles and launch a swarm of destruction that will seek out and strike its target. The W.A.S.P. is used by Sopot's heavily fortified ground troops and guards.

Ammo: 15cm high explosive rocket canisters

Effective Range: Medium to Long

Primary Fire: Fire single rocket

Alternate Fire: Engage homing device



JF90-HMG/BF HEAVY SUPPRESSION MACHINE GUN

A terribly inaccurate but very powerful weapon, the HMG is the preferred weapon of Repta, the heavy-weapons specialist in Molov's squad. Capable of firing huge numbers of bullets in a very short period of time, the HMG is most effective when opponents are engaged at close range. It is best equipped in situations where raw firepower and maximum suppression is required.

Ammo: 50 caliber, belt-fed

Effective Range: Short

Primary Fire: Fire rounds, automatic

Alternate Fire: N/A



NCMG-44 ENHANCED MACHINE GUN

Sporting a higher rate of fire and larger ammunition clips than normal submachine guns, the NMG-44 Enhanced Machine Gun is an extremely powerful close-combat weapon. It is extremely effective against all enemies, including heavily armored targets.

Ammo: 9mm rounds

Effective Range: Short to Medium

Primary Fire: Fire rounds from right weapon, automatic

Alternate Fire: N/A



DUAL NCMG-44 ENHANCED MACHINE GUNS

Same as single equipped NCMG 44 Machine Gun, but with twice the fire power.

Ammo: 9mm rounds

Effective Range: Short to Medium

Primary Fire: Fire rounds from right weapon, automatic

Alternate Fire: Fire rounds from left weapon, automatic



NPSR-755 PRECISION SNIPER RIFLE

Capable of firing explosive rounds at a semi-automatic rate, the NPSR-755 is a specially crafted weapon created specifically for Quill. Its devastating firepower combined with zoom capability and tactical combat data provide Quill with precision lethality.

Ammo: 7.62mm armor-piercing rounds

Effective Range: Short to Long

Primary Fire: Fire one round

Alternate Fire: Activate/deactivate the scope, hold down for zoom



MKAP-97 ANTI-PERSONNEL WEAPON

A favorite of interdiction forces worldwide, the MKAP-97 is extremely effective at saturating a strike zone with a bombardment of explosive bomblets. Heavy weapon specialists can lock on to specific personnel and use the aiming reticule to carpet the location with bomblets that explode shortly after contact. Unarmored enemy personnel caught in the ensuing blast are often eliminated from the combat engagement. This weapon is often used by Repta, the heavy-weapons specialist in Molov's elite squad.

Ammo: 15cm high explosive rocket canisters

Effective Range: Short to Long

Primary Fire: Fire bombs

Alternate Fire: Fire sticky bombs



GRENADES



Frag Grenade

The Frag Grenade is a standard military issue grenade that emits a fragmentary blast when discharged. With a blast radius of several meters, it is extremely effective against unarmored opponents. The Frag Grenade also inflicts noticeable damage against armored enemies and vehicles.



Incendiary Grenade

The Incendiary Grenades emit a flammable blast when ignited. Anyone located within the blast radius will become ignited and suffer long term negative effects. These grenades are most effective against foes who are not armored.



Shock Grenades

The Shock grenades emit a high-intensity, short-duration burst of electromagnetic energy in a localized area. They are useful for disrupting electronic equipment and are known to cause neurological damage to unprotected human targets.



Satchel Charge

This is a medium-sized, high explosive charge that attaches easily to a variety of surfaces. It is highly effective against structures, unarmored and armored personnel, as well as light vehicles.

NOTE:



For all Grenade types, press the **L2** button to throw a single grenade. You can adjust the arc and distance of your throw by changing the pitch on the y-axis.

CHARACTER BIOS

SUBJECT INFORMATION

SUBJECT NUMBER: 307

SUBJECT NAME: XXXXX-XXXXX

CODE NAME: TANGIER

NEXT OF KIN: NONE

UNIT: SOPOT INTELLIGENCE SERVICES

SPECIAL SKILLS: STEALTH; ELECTRONICS

DATE PROCESSED: 5 / 16 / 2161

SEX: MALE ☐ FEMALE ☒ UNDETERMINED ☐

AGE AT TIME OF PROCESSING: 22 YEARS; 4 MONTHS; 14 DAYS

PROCESSING

PRE-PROCESSING

POST-PROCESSING

I.Q.

135

139

HEIGHT

5'4"

5'7"

WEIGHT

118 LBS

136 LBS


SUBJECT SELECTION FOR ELIMINATION

PHYSICIAN PROFILE

SUBJECT WAS AMONG THE ADOLESCENT ORPHANS SHIPPED POST-REBELLION FROM THE ULTOR COMPLEX ON MARS TO THE COMMONWEALTH. BECAUSE OF HER DEMONSTRATED TECHNICAL EXPERTISE, SUBJECT WAS IMMEDIATELY ASSIGNED TO THE SOPOT INTELLIGENCE SERVICES. SUBJECT HAS DISTINGUISHED HERSELF IN DOMESTIC AND FOREIGN COVERT OPERATIONS.

NANO-PROCESSING PROCEDURES WERE MODIFIED TO ENHANCE SUBJECT'S STEALTH ABILITIES. PRE-PROCESSING, SUBJECT DEMONSTRATED A STABLE BUT INTROVERTED PSYCHOLOGY. SERVICE FILES NOTED MORE UNDERSTANDING OF TECHNOLOGY THAN PEOPLE. POST-PROCESSING, SUBJECT CONTINUED TO DEMONSTRATE A STABLE PSYCHOLOGY, BUT HAS BECOME EXTREMELY EXTROVERTED. ONE TESTER NOTED THAT SUBJECT ATTEMPTED TO MANIPULATE HIM USING FLIRTATION AND SEXUAL INNUENDO.

(NOTE: SUBJECT AMONG 56% OF PROCESSED EXHIBITING A VARIETY OF MEASURABLE PSYCHOLOGICAL CHANGES.)

**RECORD SEALED
BY ORDER OF
CHANCELLOR SOPOT**

SUBJECT INFORMATION

SUBJECT NUMBER: 888

SUBJECT NAME: XXXXX-XXXXX

CODE NAME: SHRIKE

NEXT OF KIN: BROTHER: XXXXX-XXXXX

UNIT: ARMY AIR CORPS

SPECIAL SKILLS: TRANSPORTATION

DATE PROCESSED: 5 / 18 / 2161

SEX: MALE ☒ FEMALE ☐ UNDETERMINED ☐

AGE AT TIME OF PROCESSING: 27 YEARS; 1 MONTH; 25 DAYS

PROCESSING

PRE-PROCESSING

POST-PROCESSING

I.Q.

120

125

HEIGHT

5'5"

5'7"

WEIGHT

133 LBS

148 LBS


SUBJECT SELECTION FOR ELIMINATION

PHYSICIAN PROFILE

A 6-YEAR VETERAN OF THE ARMY AIR CORPS, SUBJECT IS A SPECIALIST IN ALL FORMS OF MILITARY TRANSPORTATION AND HAS FOREIGN SERVICE EXPERIENCE. SUBJECT'S ABILITY TO THINK CREATIVELY HAS MADE HIM AN EXCELLENT CHOICE FOR A LARGE NUMBER OF HIGH-RISK OPERATIONS. SERVICE FILE NOTES THAT THE SUBJECT IS EDUCATED, SKILLFUL, AND CONFIDENT, BUT HAS NOT BEEN RECOMMENDED FOR PROMOTION DUE TO A TENDENCY TO "CREATIVELY INTERPRET ORDERS." SUBJECT FEELS THAT VOLUNTEERING FOR PROCESSING WILL GAIN HIM THE PROMOTION HE DESIRES.

PRE-PROCESSING, THIS SUBJECT'S PSYCHOLOGICAL PROFILE INDICATED AN ABOVE-AVERAGE AND HIGHLY CREATIVE INTELLECT COUPLED WITH SUPERIOR PROBLEM-SOLVING ABILITIES. POST-PROCESSING, THE SUBJECT DEMONSTRATED FASTER REACTION TIMES AND INCREASED BELIEF IN HIS MENTAL SUPERIORITY AND PHYSICAL INVULNERABILITY.

(NOTE: SUBJECT AMONG 56% OF PROCESSED EXHIBITING A VARIETY OF MEASURABLE PSYCHOLOGICAL CHANGES.)

CHARACTER BIOS

RECORD SEALED
 BY ORDER OF
CHANCELLOR SOPOT

SUBJECT INFORMATION	SUBJECT NUMBER: 530		SUBJECT NAME: XXXXX XXXXX	
	CODE NAME: REPTA		NEXT OF KIN: NONE	
	UNIT: ARMY OF THE COMMONWEALTH DISHONORABLY DISCHARGED		SPECIAL SKILLS: HEAVY WEAPONS	
	DATE PROCESSED: 5 / 17 / 2161		SEX: MALE ☒ FEMALE ☐ UNDETERMINED ☐	
AGE AT TIME OF PROCESSING: 32 YEARS; 11 MONTHS; 13 DAYS				
PROCESSING	PRE-PROCESSING		POST-PROCESSING	
	I.Q.	117		102
	HEIGHT	6'4"		6'8"
	WEIGHT	287 LBS		308 LBS
PHYSICIAN PROFILE				
	SUBJECT SLATED FOR ELIMINATION SUBJECT'S SERVICE RECORD NOTES A HISTORY OF BERSERKER VIOLENCE, SEVERAL ALLEGATIONS OF INVOLVEMENT IN ATROCITIES, AND LOW IMPULSE CONTROL. THE SUBJECT WAS NOT ORIGINALLY SLATED FOR PROJECT SOPOT'S BLADE. HOWEVER, AT THE INSISTENCE OF SECRETARY OF DEFENSE MOLOV, UNDER WHOM THE SUBJECT HAS SERVED FOR MANY YEARS, THE SUBJECT WAS INCLUDED IN THE PROJECT. SUBJECT EXHIBITS EXTREME LOYALTY TO COMMANDER MOLOV AND IS AMENABLE TO HIS ORDERS. POST-PROCESSING, SUBJECT EXHIBITED HEIGHTENED AGGRESSION AND REDUCED IMPULSE CONTROL. HIS LOYALTY TO COMMANDER MOLOV REMAINS CONSTANT. (NOTE: UNLIKE 99% OF SUBJECTS, PROCESSING MEASURABLY REDUCED THE SUBJECT'S I.Q.) (NOTE: SUBJECT IS AMONG THE 56% OF PROCESSED EXHIBITING A VARIETY OF MEASURABLE PSYCHOLOGICAL CHANGES.)			

SUBJECT INFORMATION	SUBJECT NUMBER: 755		SUBJECT NAME: XXXXX XXXXX	
	CODE NAME: QUILL		NEXT OF KIN: NONE	
	UNIT: SOPOT SPECIAL FORCES DISHONORABLY DISCHARGED		SPECIAL SKILLS: SNIPER	
	DATE PROCESSED: 5 / 18 / 2161		SEX: MALE ☐ FEMALE ☒ UNDETERMINED ☐	
AGE AT TIME OF PROCESSING: 26 YEARS; 9 MONTHS; 3 DAYS				
PROCESSING	PRE-PROCESSING		POST-PROCESSING	
	I.Q.	120		134
	HEIGHT	5'8"		6'4"
	WEIGHT	146 LBS		172 LBS
PHYSICIAN PROFILE				
	SUBJECT SLATED FOR ELIMINATION SERVICE RECORDS NOTE THAT SUBJECT IS AN EXPERT SNIPER WHO HAS BEEN SUCCESSFULLY INSERTED INTO NUMEROUS HIGH-RISK SITUATIONS ON FOREIGN SOIL. SUBJECT IS HIGHLY DECORATED AND HAS BEEN COMMENDED FOR HER COURAGE UNDER FIRE. THE SUBJECT HAS NO POLITICAL CONVICTIONS OR UNIT LOYALTY, BUT EXPRESSED WILLINGNESS TO DO "WHATEVER IT TAKES" TO AUGMENT HER PHYSICAL ABILITIES. PROCESSING HAS IMPROVED THE SUBJECT'S ALREADY IMPRESSIVE ATHLETICISM AND COORDINATION. SUBJECT WAS ENTHUSIASTIC ABOUT HER IMPROVED PROWESS AND THE ABILITY TO "THINK MORE CLEARLY." (NOTE: THIS WAS THE ONLY SUBJECT WHO REPORTED TAKING PLEASURE IN THE TRANSFORMATION PROCESS.) (NOTE: SUBJECT IS AMONG THE 27% OF SUBJECTS WHO SHOW NO SIGNIFICANT PSYCHOLOGICAL CHANGE POST-PROCESSING.)			

SUBJECT INFORMATION	SUBJECT NUMBER: 01		SUBJECT NAME: XXXXX-XXXXX	
	CODE NAME: MOLOV		NEXT OF KIN: EX-WIFE: XXXXX-XXXXX	
PROCESSING	UNIT: ARMY OF THE COMMONWEALTH DISCHARGED		SPECIAL SKILLS: EXCELS IN ALL FORMS OF ARMED COMBAT	
	DATE PROCESSED: 5 / 14 / 2161		SEX: MALE ☒ FEMALE ☐ UNDETERMINED ☐	
PHYSICIAN PROFILE	AGE AT TIME OF PROCESSING: 45 YEARS; 4 MONTHS; 0 DAYS			
		PRE-PROCESSING	POST-PROCESSING	
	I.Q.	134	XXX+	
	HEIGHT	6'1"	6'3"	
	WEIGHT	225 LBS	246 LBS	
 SUBJECT SLATED FOR ELIMINATION ARMY OF THE COMMONWEALTH COMMANDER AND DECORATED WAR HERO, THE SUBJECT STRONGLY SUPPORTS THE CHANCELLOR'S PROGRAM FOR NANO-TECHNOLOGY EXPERIMENTATION. RECENTLY APPOINTED TO THE POSITION OF SECRETARY OF DEFENSE, THE SUBJECT IS AN OUTSPOKEN ADVOCATE FOR THE CREATION OF A FORCE OF NANO-TECHNOLOGY ENHANCED SOLDIERS. THE SUBJECT WAS THE FIRST TO VOLUNTEER FOR PROCESSING. POST-PROCESSING, HE REPORTED TO CHANCELLOR SOPOT: "AMPLIFICATION OF PHYSICAL PROWESS AND COMBAT SKILLS ARE WELL WORTH THE EXTREME BUT TRANSIENT PAIN EXPERIENCED BY FIGHTING PERSONNEL DURING THE TRANSFORMATION PROCESS." (NOTE: SUBJECT AMONG 56% OF PROCESSED EXHIBITING A VARIETY OF MEASURABLE PSYCHOLOGICAL CHANGES. SUBJECT DEMONSTRATES HEIGHTENED SENSE OF RESPONSIBILITY, ENHANCED CONFIDENCE, AND INCREASED AGGRESSION.) (NOTE: POST-PROCESSING, SUBJECT'S I.Q. ROSE RADICALLY)				

**RECORD SEALED
BY ORDER OF
CHANCELLOR SOPOT**

SUBJECT INFORMATION	SUBJECT NUMBER: 1093		SUBJECT NAME: XXXXX-XXXXX	
	CODE NAME: ALIAS		NEXT OF KIN: NONE	
PROCESSING	UNIT: SOPOT SPECIAL FORCES DISHONORABLY DISCHARGED		SPECIAL SKILLS: DEMOLITIONS	
	DATE PROCESSED: 5 / 19 / 2161		SEX: MALE ☒ FEMALE ☐ UNDETERMINED ☐	
PHYSICIAN PROFILE	AGE AT TIME OF PROCESSING: 24 YEARS; 0 MONTHS; 1 DAY			
		PRE-PROCESSING	POST-PROCESSING	
	I.Q.	122	134	
	HEIGHT	5'11"	6'2"	
	WEIGHT	203 LBS	238 LBS	
 SUBJECT SLATED FOR ELIMINATION A 7-YEAR VETERAN OF SOPOT SPECIAL FORCES WITH FOREIGN SERVICE EXPERIENCE, SUBJECT HAS EARNED THE CHANCELLOR'S QUATTRO-CLUSTER FOR HEROISM AND THE SOPOT MEDAL OF VALOR. MILITARY SERVICE FILES NOTED ABOVE-AVERAGE INTELLIGENCE, ABOVE-AVERAGE LEADERSHIP, ABOVE-AVERAGE LOYALTY, ABOVE-AVERAGE COURAGE, AND ABOVE-AVERAGE COMBAT SKILLS. PRE-PROCESSING, THIS SUBJECT DEMONSTRATED A STABLE PSYCHOLOGY AND WILLINGNESS TO COOPERATE WITH THE EXPERIMENT. POST-PROCESSING, SUBJECT CONTINUED TO DEMONSTRATE A STABLE PSYCHOLOGY, WAS PLEASED BY HIS ENHANCED PHYSICAL AND MENTAL ABILITIES, AND WAS EAGER TO USE THEM IN THE SERVICE OF THE COMMONWEALTH. (NOTE: SUBJECT IS AMONG THE 27% OF SUBJECTS WHO SHOW NO SIGNIFICANT PSYCHOLOGICAL CHANGE POST-PROCESSING.)				

Hints and Tips

- ★ Pay attention to incoming HUD messages. You might receive some valuable information.
- ★ Check your objectives often. If you get stuck, chances are you've neglected to fulfill an objective.
- ★ If you're low on health, find a safe place to hide. Alias can regenerate health after a short period of time.
- ★ Don't be afraid to blow up walls. This is, after all, the only game with Geo-Mod™ Technology. Who knows? You just might find a hidden area.
- ★ Become accustomed to strafing. Strafing back and forth from behind a safe-area is an excellent way to defeat some enemies.
- ★ Frag Grenades begin their countdown to exploding from the moment they hit a surface. Proper timing is essential.
- ★ If you're out of ammo and have only a pistol to equip, use the alternate fire button to pistol whip opponents.
- ★ If you're targeting a person and your reticle changes to a circle with an X through it, don't shoot! The targeted person is an innocent civilian.



Credits

VOLITION, INC.

Lead Designer
Nathan Camarillo

Lead Programmer
Alan Lawrance

Lead Technical Artist
Jasen Whiteside

Programmers
Joel Hunter
John Slagel
Chris Helvig
Randy Oberlerchner
Eric Arnold
Chris Neihengen

Artists
Frank Capezzuto III
Josh Nizzi
Alex Velazquez
Jiovanie Velazquez
Matt Kresge
Scott Phillips
Aaron LeMay
Mike Milota
Tom Doyle
Josh Foreman

Level Designers
Matt Boynton
Mark Lewis
Brad Johnson
Niles Sankey
Mike Zak
Luke Schneider
Darren Dienst
Nick Owens
Todd Miller
Corey Hall

Animators
Dave Carter
with
Tim Borrelli
Ted Gordon
William Tam

Writer
Maureen Tan

Level Scripting
James Agay
Mike Breault
James Tsai

Composer/Sound Designer
Dan Wentz
with
Franky Vivid
Kate Marlin

Additional Programming
Tim Schroeder
Jeff Farris
Dave Baranec
Brian Keron

Additional Art
Lori Zawada
John Enricco
Gabe Botkins
Dave Samuel
Scott Rays
Kip Malek
Geoff Smith
Steve Holt
Rainbow Studios

Project Manager
Clint Ourso

Studio President
Mike Kulas

Vice President-Product Development
Philip Holt

QA Test Lead
Daniel Behrns

QA Testers
Rick Coates
Chris Gorski
Dan Stynchula
Jacob Emberton
Jason Votava
Lorcan Murphy
Scott Little
Jason Feyers
Tod Schlegelmilch

Technical and Administrative Support
Mark Muller
Rory Prendergast
Ginny Menzer
Sandy Fretty

Voice
Voice Over recorded and edited by Soundelux Design Music Group (DMG)

Recording Engineer
Ronald D. Hill

Dialogue Editors
Tom Ozanich
Cormac Funge

Voice Over Director
Gary Goldman

Casting Director
Carole Ruggier

DMG Production Manager
Amanda Wyatt

DMG General Manager
Becky Allen

Voice Actors

Lance Henriksen Molov
Jason Statham Shrike
Christian Campbell Alias
Sherman Howard Sopot
Cricket Leigh Tangier
Gary Sturges Repta
Julie Claire Quill
David Allen Thomas Jr. Echo
Eileen Galindo Female Voice 1
Vanessa Marshall Female Voice 2
Carole Ruggier Female Voice 3
Joe Whyte Male Voice 1
Scott MacDonald Male Voice 2
James Horan Male Voice 3

Greg Ellis Male Voice 4
Jerry DeCapua Male Voice 5
Steve Stayley Male Voice 6
Steve Barr Male Voice 7
Paul Goodman Molov, E3 demo
Jason Harris Shrike, E3 demo

Motion Capture
Red Eye Studio

Prerendered Cutscenes
Mondo Media

Director
Marco Bertoldo

Technical Director
Eric Ronay

Producer
Vivian Barad

Sound Designer
Jim Lively

Art and Animation
Jeff Biancalana
Ben Catmull
Richard Estrada
Dave Horowitz
Art Matsuura
Andy Murdock
Sean Murphy
Peter Hermann

Executive Producer
Phill Simon

Additional Art and Sets
Rainbow Studios

E3 Trailer
Rainbow Studios

Special Thanks
Simon Jacobson
Carolina Beroza
Brian Christian
Raelea Apolito
Kris Muller
Peter Andrew
James Hague
Mitri Van
Alvan Monje
Brian Keron
Mark Muller
Jason Scott

Sounds included in the musical pieces of this game include samples from the following libraries: the Percussive Adventures Sound Library produced by Christopher Page for East West Communications, Inc. Advanced Orchestra Library produced by Peter Siedlaczek. Symphony of Voice produced by Spectrasonics.

THQ

VP-Product Development
Michael Rubinelli

Executive Producer
Jim Boone

Line Producer
Rob Loftus

Associate Producer
Greg Donovan

Assistant Producer
Josh Miller

VP-Marketing
Peter Dille

Group Marketing Manager
Craig Rechenmacher

Product Manager
Laura Naviaux

Marketing Coordinators
Devin Knudsen
David Newman

Director of Media Relations
Liz Pieri

Media Relations Manager
Reilly Brennan

Associate Media Relations Managers
Kendall Boyd
Erik Reynolds

Director of Creative Services
Howard Liebeskind

Creative Services Manager
Kirk Somdal

Q.A. Lead
Mike Korpi

Senior Tester
Nickolas Gardner

Testers
Christopher Abbott
Shirley Alovera
Michael Belie
Kreisler Buy
Peter Elmore
Paul Escandon
Jesse Harlin
Tyler Holmes
Ed Kim
Tyler Lynch
Ray Suansing
Brandan Vanderpool

QA Technician
Mario Waibel

QA Database Administrator
Jason Roberts

QA Manager
Monica Vallejo

Director of Quality Assurance
Jeremy S. Barnes

Special Thanks
Rob Loftus
Stephen Florida
Ian Sedensky
Gregg Nakawatase
Mikey Motoda
Raphael Hernandez

Packaging and Manual Design
Origin Studios

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 46014. Please use this code to identify your Product when contacting us.

LIMITED WARRANTY

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

TO RECEIVE WARRANTY SERVICE:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.

Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by SCEA or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

REPAIRS AFTER EXPIRATION OF WARRANTY

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

WARRANTY LIMITATIONS

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary from state to state.

WARNING

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

Available November 2002 for PlayStation®2



SMACK DOWN!

SHUT YOUR MOUTH



PlayStation®2



www.thq.com

THQ Inc., 27001 Agoura Rd., Suite 270, Calabasas Hills, CA 91301

The names of all World Wrestling Entertainment™ televised and live programming, talent names, images, likenesses, slogans and wrestling moves and all World Wrestling Entertainment™ logos are trademarks which are the exclusive property of World Wrestling Entertainment, Inc.

© 2002 World Wrestling Entertainment, Inc. All Rights Reserved. Game and Software © 2002 THQ/JAKKS Pacific LLC. Used under exclusive license by THQ/JAKKS Pacific, LLC. Developed by Yuke's Co., Ltd. Yuke's Co. and its logo are trademarks of Yuke's Co., Ltd. JAKKS Pacific and the JAKKS Pacific logo are trademarks of JAKKS Pacific, Inc. THQ and the THQ logo are registered trademarks of THQ Inc. All Rights Reserved.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



**Mature Sexual Themes
Strong Lyrics
Violence**