Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.

- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.

ON FRONT → VIDEO GAME ← **ON BACK**
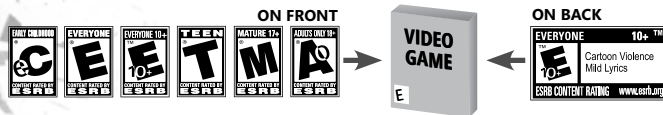
For more information, visit **www.ESRB.org**.

CONTENTS

RED FACTION
ARMAGEDDON

THQ   BINK VIDEO   Powered by Wwise audio pipeline solution   Syfy Games

GAME CONTROLS

Zoom/Snap to Target **LT**

Repair **LB**

Move (press) Sprint **L**

RT **Attack**

RB **Use Nano Forge**

Y Crouch

B Dodge

X Reload/Interact

A Jump

GPS **◄** BACK

Select Weapon

Aim (press) Melee **R**

► Pause START

Xbox Guide

ON FOOT CONTROLS

CONTROL	ACTION
L	Move character
R	Look around/Aim
A	Jump
B + **L**	Dodge
Click the **L**	Sprint
X	Reload/Interact
Y	Crouch
LT	Zoom/Snap to Target
RT	Attack
Click the **R**	Melee
►	Pause the game
◄	Display GPS for current objective
LB [Hold]	Repair
RB	Nano Forge ability – Impact/ Use selected Nano Forge ability (Infestation ModeOnly)
RB [Hold]	Bring up Nano Forge Radial
RB [Hold] + **A**	Nano Forge ability - Shockwave
RB [Hold] + **B**	Nano Forge ability - Shell
RB [Hold] + **X**	Nano Forge ability – Berserk
⟳ ⬆ / ⬇ / ⬅ / ➡	Select weapon

EXOSKELETON CONTROLS

CONTROL	ACTION
L	Move Exoskeleton
R	Look around/Aim
Click the **R**	Melee
A	Jump
X [Hold]	Enter/Exit Exoskeleton
RT	Attack
RB	Attack 2
LT	Zoom/Snap to Target
LB	Melee 2
►	Pause the game
◄	Display GPS for current objective

WALKER CONTROLS

CONTROL	ACTION
L	Move Walker
R	Look around/Aim
Click the **R**	Melee
RT	Attack
RB	Attack 2
LT	Zoom
LB	Targeting Mode
►	Pause the game
◄	Display GPS for current objective

FLYER CONTROLS

CONTROL	ACTION
L	Move Flyer
R	Look around/Aim
X	Ascend
A	Descend
RT	Attack
RB	Attack 2
LT	Zoom
LB	Targeting Mode
►	Pause the game
◄	Display GPS for current objective

RED FACTION: ARMAGEDDON —
SURVIVING THE ALIEN PLAGUE

I know a thing or two about war. My great-great-uncle fought in the Parker Rebellion.
My grandfather, Alec—they practically named a war after him. And my Red Faction regiment was there when the Terraformer blew and drove all of Mars underground.

But this isn't a war. This is Armageddon.

We don't know where these things came from. We don't know what they want. We don't even know what the hell they are. They swarm out of the depths like a living plague, slaughtering anything they can get their claws on.

They overran Bastion in a matter of hours. None of the other settlements lasted much longer. We've killed thousands of the damned things, but they keep coming up from their tunnels.

Some say it's my fault—and maybe they're right. But dwelling on the past won't help us survive. I have tools that can turn this crumbling world into a weapon, something to use against the alien horde. That's my plan, anyway. Whether I'll live through it…well, that'll be the luck of the draw, I guess.

I hope this message reaches humanity…if anyone's left to receive it.

- Darius Mason

- November 1, 2175

MAIN MENU

Continue – Resume the single player game from your last saved checkpoint.

New Game – Start a new single player game.

Load Game – Continue a previously saved game.

Infestation – Survive waves of enemies while completing set objectives in this online and offline game mode.

Ruin Mode – Destroy everything and beat the high score. To play Ruin Mode, download the full mode through Xbox LIVE® or select the demo.

Options – Customize controls, gameplay, audio, and video options to just the way you like them.

Extras – Review Player Stats, watch unlocked story cutscenes, listen to recovered Audio Logs, and view the credits.

GAME SCREENS
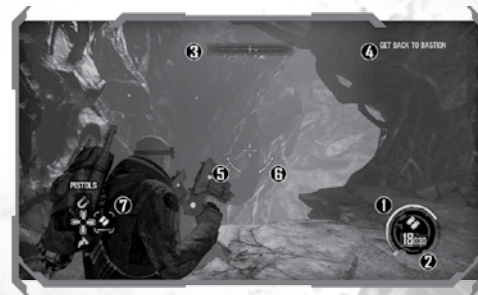
(1) **Health** - Displays your current health. Health slowly recharges when you are outside of combat.

(2) **Ammo** - Shows how much ammo is available for the currently equipped weapon.

(3) **Compass** - The yellow arrow indicates the direction of your current objective. Enemies appear as red dots.

(4) **Current Objective** – Your current objective will be displayed in the upper right hand corner of the screen. Activating the GPS will also cause the current objective to be redisplayed.

(5) **Nano Forge energy** - Displays the amount of energy available for the Nano Forge. Energy slowly recharges over time.

(6) **Magazine meter** - Shows how much ammo is left in the magazine of the currently equipped weapon.

(7) **Weapon Radial** – Displays your current weapon load-out. The Weapon Radial is only displayed when changing your currently equipped weapon.

Access Upgrade Stations found throughout the game to spend your valuable Salvage on new abilities. Scroll through the upgrade hubs to see the ability descriptions, and select an upgrade to purchase it. You will unlock additional upgrade tiers as you progress through the game.

Purchased upgrades carry over across all game modes, both online and offline.

Weapon Lockers allow you to change your equipped weapons. Highlight the weapon you wish to equip and select it to assign the weapon to a directional button.

Any new weapons found in the single player game are automatically added to the Weapon Lockers.

PAUSE MENU

Save Game –Saves the state of your game as of the most recent checkpoint. Collected Salvage is only saved at AutoSaves, not user saves.

Load Game – Load any existing save.

Load Checkpoint – Load the last checkpoint location.

Options – Customize your settings. For more information, please see the Options section on page 8.

Extras – View player stats and listen to audio logs.

Quit Game – Return to the main menu. Any unsaved progress will be lost.

INFESTATION

Try to survive against wave after wave of aliens while completing mission objectives in this game mode.

Xbox LIVE – Join up with friends from across the globe and survive the invasion together.

System Link – Team up with friends connected via a Local Area Network.

Offline Mode – Take on hordes of enemies by yourself.

INFESTATION LOBBY MENU

Mission Select – Choose from a list of missions and combat the Martian menace.

Difficulty – Set the difficulty of the mission to Casual, Normal, Hard, or Insane.

Starting Wave – Set the starting point for the mission. You may only select up to the last wave completed.

Upgrades – Access the upgrade menu and use any Salvage you've acquired to buy more upgrades. Purchased upgrades carry over to single player.

Customization – Choose your character preference or select and customize an icon to represent your style to the online world.

Options – Access the game options menu. For more information, see Options on page 8.

Invite Friends – Invite friends into the Lobby. This option is not available in System Link.

Launch Game – Start the game with the current settings.

RUIN MODE

Earn points by causing destruction to man-made structures and objects. Play on a variety of maps to compete on the leaderboards for the highest score.

Map Select – Select a map to play in Ruin Mode. There are five maps to choose from: Junction, Frontier, Eviction, Abandoned, and Desolation.

Mode – Choose from Challenge or Free Play.

View Leaderboards – Examine the top players or sort by friends for the five Ruin Mode maps.

Launch Game – Begin the game with your selected options.

OBJECTS

SALVAGE

Collect Salvage to purchase upgrades for your character. Salvage can be found by destroying buildings and other structures, or by searching in cylindrical containers scattered across Mars.

AMMO CRATES

Ammo crates come in both large and small sizes. Keep an eye out for these blue boxes and collect them to ensure you always have enough ammo on hand.

AUDIO LOGS

Scattered throughout the world you will find audio recordings left behind before Armageddon began. These recordings give a glimpse of what life was like both before and after the destruction of the Terraformer.

CONTROLS

Camera Y Axis – Choose Normal or Inverted Y axis controls.

X Axis Sensitivity – Adjust the sensitivity when moving the camera left and right.

Y Axis Sensitivity – Set the sensitivity when moving the camera up and down.

Control Scheme – Choose your preference of button layouts.

Crouch – Set the crouch command to a hold or toggle function.

Sprint – Set the sprint command to a hold or toggle function.

Zoom – Set the zoom command to a hold or toggle function.

Vibration – Turn controller vibration on or off.

GAMEPLAY

Snap to Targets – Enable or disable the target assist function.

Hint Messages – Choose to enable or disable hints during gameplay.

Reset Salvage and Upgrades – This option will reset all salvage and unlocked upgrades in all single player saved games and in multiplayer.

AUDIO

Overall – Set the overall volume level for the game.

Music – Adjust the volume for music.

Voice – Set the volume for character voices.

SFX – Adjust the volume for sound effects.

Subtitles – Enable or disable subtitles in the game.

VIDEO

Gamma – Adjust the overall gamma levels for the game.

Brightness – Adjust the brightness levels. Follow the on-screen instructions to determine the optimal brightness setting for your monitor.

Contrast – Set the contrast level.

EXTRAS

Player Stats – Review all of the player's stats, including number of kills per enemy type, weapon and Nano Forge usage, vehicles operated, and Achievements.

Cutscenes – Watch unlocked story cutscenes again.

**Audio Logs** – Review Audio Logs recovered during the single player campaign.

Credits – View the credits.

DARIUS

For better or worse, the Masons are the "first family of Mars"—Washington, Jefferson, and Adams all rolled into one, along with the fighting spirit of the Minutemen. Darius is the scion of this legacy, though he never asked for the responsibility or wanted it. He just wanted to be left alone to live his own life, not the one Mars had seemingly demanded of him.

He might have succeeded in avoiding the "Mason destiny" if not for Adam Hale and his apocalyptic cult. While doing his tour of duty for the colony, Darius was unable to stop Hale from destroying the Terraformer. The Martian atmosphere quickly deteriorated to the point where only the caverns and deep places of Mars were habitable. While the Colonists don't necessarily blame Darius for the disaster, his guilt eats at him, and he is never as comfortable with them as he once was.

Darius's guilt has prompted him to spend longer amounts of time alone, seeking out missions that would take him away from settlement life. He has learned how to survive by eking out a living from Salvage, how to blend into a crowd, and how to fight. The one thing he hasn't been able to do is forget or forgive what has been done to him.
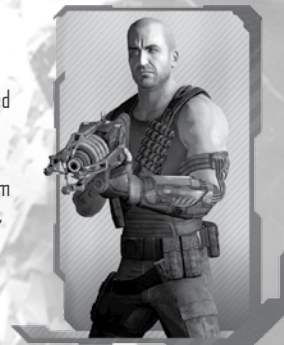
S. A. M.

The Situational Awareness Module, an Artificial Intelligence known as S.A.M. was designed and constructed by Samanya Mason as a fail-safe monitor for the Nano Forge. Utilizing scanners and a super-processor, its CPU fits into the palm of a hand, though it usually resides within a structure crafted by Darius Mason to wear on his wrist. S.A.M. aids Mason by giving advice, by calculating odds of survival for different routes, and by being a "second brain" that looks after the safety of Mason and, thus, the safety of the Nano Forge.

Though not strictly "sentient" or emotional, Mason swears that S.A.M.'s deadpan delivery of the facts is laced with sarcasm. The A.I. was designed with this in mind, however: to maintain a calm, rational thought process during a firefight.

KARA

Born a Marauder, Kara is a hard-nosed smuggler who knows both the streets and the world of science. Kara ran away from the regimented hierarchy of the Marauders at an early age. Smuggling goods around Mars and from Earth just seemed a natural course of action, both as an act of defiance and as an easy way to make cash. It was while operating in the underground of Mars that she met Darius.

Aside from their place of birth, Kara and Darius couldn't be more different. Darius is a hard worker who takes people at face value; Kara is a sly, sarcastic rebel who trusts few. Darius wants to live his life and avoid authority; Kara is always looking to pick a fight. They do have one thing in common: they both want to stay hidden, and through that, a natural friendship was born.

FRANK WINTERS

A sergeant in the Red Faction military, Winters got where he is by being the toughest son of a bitch on the planet. Winters prefers to be in the field with his men, not sitting back in a bunker. He has earned an almost mystical quality among his soldiers... stories of Winters charging headfirst into battle and emerging unscathed are common.

Winters is physically imposing and carries himself with a "no-nonsense" attitude. Winters is all business, and if you jeopardize his mission in any fashion, there will be hell to pay.

ADAM HALE

Adam Hale's father was an EDF captain killed by Alec Mason during the Revolution of 2125. Hale was raised by EDF survivors abandoned on Mars. In 2150, Hale's White Faction launched a new war against the Colonists. Red Faction forces led by Alec Mason and his son Jake defeated Hale.

Hale vanished after the Battle of Bakhuysen Trench. Years later, he returned as the messiah to a band of violent Marauder separatists. Hale's Cultists claim he joins the mystical Martian past to a glorious future. Others see a madman who would destroy the planet to rule it.

CREEPER

ULTOR EXPEDITION LOG – 10.22 1.589

Many called this expedition a fool's errand. But today, after descending more than a kilometer below the Martian surface, we made a monumental discovery.

Preliminary analysis indicates that the creature is unrelated to any of the simple bacteria that still thrive in the planet's frozen soil. It is as alien as it is beautiful- evidently a stranger to Mars, as we ourselves once were.

These passageways travel deeper. We must do the same.

- Axel Capek

RAVAGER

ULTOR EXPEDITION LOG – 10.588.025

The creatures were initially found in stasis, all vital systems dormant. Today, we managed to awaken one.

We were testing its shell for electrical conductivity, and it absorbed every ampere we pumped into it. The specimen's reanimation was quite rapid—one could say it "fed" on the electricity.

It also fed on one of my scientists. A minor setback.

- Axel Capek

BERSERKER

ULTOR EXPEDITION LOG – 1 1. 1 13.498

The number of creatures hibernating beneath the surface is unknown. But, they may not be fully autonomous; brain dissections reveal a node that appears to be a sort of organic transponder...

The rest of the team went to investigate tunnels further down. Only Hawkins returned, badly wounded. He died screaming about ...something. I must return to the surface, alone...

I've ordered the shaft sealed, and its location obscured. This is a plague that could devastate Mars, an Armageddon only a madman would unleash.

- Axel Capek

NANO FORGE

The Nano Forge is a device used to reconstruct semi-demolished walls, catwalks, etc. Utilizing a miniature fission-reactor and an A.I. built into the machine's housing, an array of miniature magnetic "lenses" can restructure most simple surfaces. The Nano Forge's energy core has a half-life of several thousand years, though it does tend to overheat.

As you progress through the game, salvage can be spent at Upgrade Stations to unlock additional upgrades for the Nano Forge. As the tiers of the Upgrade Station are unlocked, additional enhancements for each Nano Forge ability may be purchased with salvage.

Impact
The Nano Forge creates a strong kinetic force that destroys everything in its path.

Shockwave
The Nano Forge releases a burst of energy that stuns nearby enemies and damages them.

Berserk
The Nano Forge infuses you with energy, temporarily increasing your attack speed and damage.

Shell
The Nano Forge creates a sphere of protective energy that stops incoming weapon fire. Enemies within the Shell are attacked by nanites.

WEAPONS

Maul
A powerful sledgehammer that can pulverize concrete, steel, and more with a single swing.
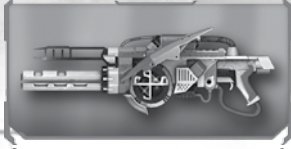
Magnet Gun
Two-staged salvaging device that, in skilled hands, can be a formidable weapon.

Pistols
Dual-wielded bullet pistols. Highly accurate.

Shotgun
A standard pump-action shotgun. Deadly at close range.
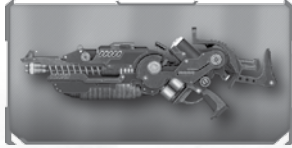
Assault Rifle
Triple barreled, fully automatic rifle. Standard issue for all Red Faction soldiers.

Banshees
High damage, slow fire dual-wielded pistols. A favorite of smugglers and salvagers alike.

Rail Driver
Powerful rifle equipped with state-of-the-art biometric scope to identify hostile forces.

Nano Rifle
Marauder developed rifle that fires a burst of nanites. Capable of disintegrating most materials.
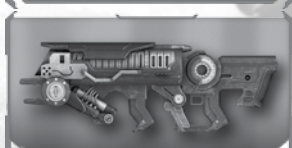
Charge Launcher
Fires a remote charge that can stick to any material. Charges must be detonated manually.

Rocket Launcher
Fires a high-velocity explosive. Useful for heavily armored targets

Pulse Grenade
Timed explosive that destroys organic material while minimizing damage to structures.

Plasma Cannon
Fires a bolt of plasma that penetrates objects with destructive force.

Plasma Beam
Unleash a focused beam of plasma capable of burning through most materials.

Singularity Cannon
Fires a black hole that engulfs anything within its radius before detonating.

XBOX LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to **www.xbox.com/live** to learn more.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries**.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**.

NOTES

Warranty and Service Information

In the unlikely event of a problem with your software product (the "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 **52155**. Please use this code to identify your Product when contacting us.

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THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

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After the ninety (90) day limited warranty period, the original purchaser of the Product in the United States and Canada is entitled to the replacement of defective Product for the following fees; provided that: (a) THQ receives the defective Product during the one (1) year period beginning on the purchase date of the sales slip or similar proof-of-purchase; (b) the dated sales slip or similar proof-of-purchase is provided to THQ with the defective Product; and (c) the original purchaser returns the Product at his own risk of damage, freight and insurance prepaid. A defective Product may be so replaced for US$25.00. Make checks payable to THQ Inc. and return the Product along with the original proof of purchase to the address listed above.

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