

WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system 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.

HANDLING YOUR PS3™ FORMAT DISC:

- 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 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.


NOTICES:

Video output in HD requires cables and an HD- compatible display, both sold separately.

GETTING STARTED

PlayStation®3 system

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the 'Red Faction: Guerrilla' disc with the label facing up into the disc slot. Select the icon for the software title under 'Red Faction: Guerrilla' in the PS3™ system's home menu, and then press the  button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint

To remove a disc, touch the eject button after quitting the game.



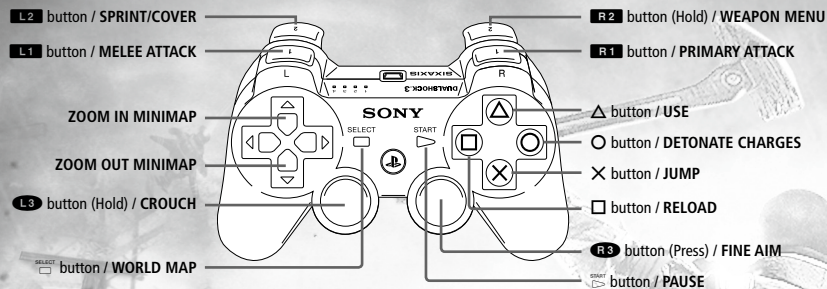
Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

CONTROLS

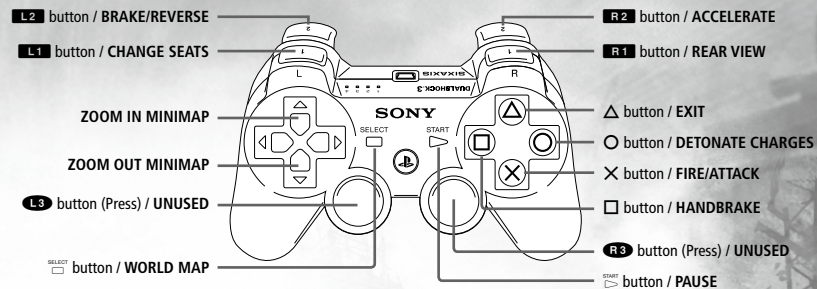
ON FOOT CONTROLS



Move/(click) Crouch	Left stick	L3
Camera/(click) Fine Aim	Right stick	R3
Mini-Map Zoom In		↑
Mini-Map Zoom Out		↓
Jump		X
Detonate Charges		○
Reload		□
Use		△
Melee Attack		L1
Primary Fire		R1
Sprint/Cover		L2
Weapon Menu (tap to quick swap)		R2
World Map	SELECT	button
Pause Menu	START	button

CONTROLS

VEHICLE CONTROLS



Steer	Left stick	
Camera/Aim Turret	Right stick	
Mini-Map Zoom In		↑
Mini-Map Zoom Out		↓
Fire Vehicle Weapon		X
Detonate Charges		○
Handbrake		□
Exit Vehicle		△
Change Seats		L1
Rear View		R1
Brake/Reverse		L2
Accelerate		R2
World Map	SELECT	button
Pause Menu	START	button

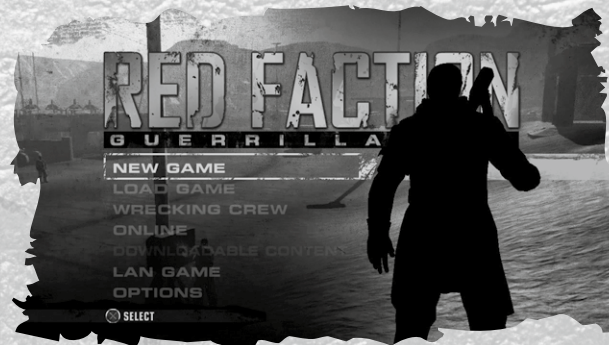
INTRODUCTION

In the year 2075, the Earth Defense Force received a distress signal from a small mining facility on the surface of Mars. A group of rebels who called themselves the Red Faction had overthrown the ruthless Ultor Corporation after years of oppression. In response, the EDF launched a fleet of warships to Mars to free the miners, bring Ultor to justice, and restore order to the Martian colonies. In order to ensure safety and security for the newly liberated colonists, the EDF set up command posts and bases across the planet. Initially, under the EDF's rule, the people of Mars prospered: colonists established homesteads, built towns and independent mining operations, and began to stake their claims on Mars.

Much has changed over the last 50 years, however. The EDF's heavy-handed tactics have instilled deep-seated resentment among the miners and settlers of the Martian colonies. Colonists are being driven from their homes and mining claims by greedy, Earth-based corporations. Disgruntled settlers have organized workers' strikes and protests, while the EDF has answered with curfews, detention centers, beatings and mass arrests. As the resentment grows, the violence continues to escalate. Now a small group of revolutionaries have banded together and taken up the Red Faction name. And though their enemy has changed, their battle cry remains unchanged: "Better Red than Dead."



MAIN MENU



NEW GAME

Join the Red Faction in their quest for a Free Mars.

LOAD GAME

Load a previously saved game and continue the fight against the EDF.

WRECKING CREW

Pass the controller and do as much destruction as possible.

ONLINE

Up to 16 players can play against each other in competitive matches over PlayStation®Network.

DOWNLOADABLE CONTENT

Download new content from PlayStation®Network.

LAN GAME

Take on up to 15 other players in competitive matches over a private network.

OPTIONS

Adjust the controls, display, and audio mix.

GAME SCREEN



1. HEALTH BAR

Every time you or your vehicle takes damage from gunfire, explosions, or falling debris, your Health Bar depletes and the screen darkens. Health regenerates over time. If this bar completely empties, you are dead.

2. RETICULE

Target enemy soldiers and view current ammo count. The reticle will turn green when targeting an ally.

3. MISSION AND GUERRILLA ACTION INFO

Lists the name of the current mission or Guerrilla Action you are playing and provides information on your objective.

4. MINI MAP

Use this to navigate the planet. Points of interest are marked with different icons. EDF soldiers and property are highlighted red.

5. ALERT LEVEL

This tracks the EDF's awareness of you.

- Green - The EDF will ignore you unless you commit a hostile action.
- Yellow - The EDF is aware of your presence and will attack you on sight.
- Orange - The EDF will send reinforcements after you.
- Red - The EDF will stop at nothing to eliminate you.

6. WEAPON MENU (HOLD **R1**)

Shows the weapons available to use. You can carry up to four at a time. Weapons can be exchanged at safehouse lockers, ammo crates, or by picking up the weapon of a fallen combatant.

GUERRILLA WARFARE

You don't stand a chance against the EDF using standard military tactics. The only recourse for the few against the many is the use of hit and run tactics. Learn the routes of the patrols and the quickest ways in and out of EDF strongholds. By studying these things, you can instinctively know when to attack... and when to not.

Above all else, remember this: It's not about fighting fair, it's about winning back your freedom.

MISSIONS



Earn your keep in the Red Faction by completing missions. Missions must be completed to liberate sectors on Mars. Completing missions also awards you Salvage.

SAFEHOUSES



If you ever need to hide from the EDF, restock ammo, or choose a different set of weapons for your field work, Safehouses are set-up throughout the world. Any available Safehouse will be marked on your map.

CONTROL



The EDF's hold on each sector varies. Bring up your map to see the control value for each sector. Completing most Guerrilla Actions and destroying EDF property lowers EDF control.

Control must be reduced to zero to unlock Liberation Missions.

MORALE



Colonist morale is directly affected by your actions. When Guerrilla Actions are completed and EDF propaganda is destroyed, morale increases. When colonists die by yours or the EDF's hand, morale decreases.

High morale increases the amount of ammo you receive from Ammo Crates, the number of colonists that will pick up arms and join you in a fight, and the total Salvage you earn for completing missions.

SALVAGE & UPGRADES












Salvage is earned by completing missions and causing destruction on Mars. Collect Salvage and trade it for upgrades and new weapons at any Safehouse.

EDF structures, EDF supply crates, and mining deposits are good sources of Salvage.

GUERRILLA WARFARE

GUERRILLA ACTIONS

The Red Faction is in a constant struggle to liberate Mars from the EDF. As you travel the planet, keep your eyes and ears open for any colonists in need of a helping hand. Guerrilla Actions include:

-  **GUERRILLA RAID** - Help the Red Faction raid an EDF controlled facility.
-  **EDF ASSAULT** - Help the Red Faction defend a stronghold against EDF forces.
-  **HOUSE ARREST** - Rescue detained colonists from the EDF.
-  **INTERCEPTION** - Stop EDF personnel from delivering intel on the Red Faction.
-  **CONVOY** - Disrupt EDF supply lines by destroying or capturing key vehicles.
-  **COLLATERAL DAMAGE** - Ride shotgun with Jenkins and destroy EDF property.
-  **HEAVY METAL** - Create chaos to distract the EDF.
-  **TRANSPORTER** - Discover important vehicles and race them back to Safehouses.
-  **DEMOLITIONS MASTER** - Put your destruction skills to the test.

GUERRILLA TACTICS

Direct assaults are suicide against the EDF. Use the world around you to set up ambushes and catch the enemy off guard.

COVER

Use the environment to protect yourself from enemy fire. When standing next to walls and vehicles, tap **L2** to snap to cover. Use the left stick to lean out and attack the enemy. Be careful though, in RED FACTION: GUERRILLA cover never lasts long.

CROUCH

To stay alive, you're going to need to keep your head down. Press the left stick to crouch. Crouching will also improve your accuracy.

SPRINT

Sometimes the only way to fight another day is to run like hell. Hold **L2** to sprint. The distance you can cover while sprinting is unlimited, but you'll recover health at a slower pace.

FINE AIM












Take the EDF out with precision. Press the right stick to enter Fine Aim mode. Don't miss.

NAVIGATING MARS





MAP ICONS


Points of interest will be displayed on your map. Remember to pay close attention to these, as they will aid you in driving the EDF off the planet.


-  **PLAYER** - Your current location.
-  **NAV BEACON** - Move your cursor over the map and press **X** to designate a waypoint. A path will be displayed on both your main map and mini-map to guide you to your destination.
-  **SAFEHOUSE** - Hide from the EDF, purchase upgrades, and restock your weapons.
-  **AVAILABLE MISSION** - Obtain mission orders from the Red Faction Commander.
-  **MISSION OBJECTIVE** - Shows the location of your current objective during a mission.
-  **FRIENDLY** - Mission critical people or vehicles.
-  **MEDIUM IMPORTANCE TARGET** - Key EDF property. Destroy these to lower EDF Control.
-  **HIGH IMPORTANCE TARGET** - Heavily defended EDF buildings. Destroy these to significantly lower EDF Control.
-  **CONTROL METER** - The bar represents the level of EDF Control in the sector. The diamonds show the available missions. To liberate a sector, reduce the control to zero and complete all the missions.
-  **MORALE METER** - The level of Morale in the sector. Raise Morale to gain support for the Red Faction.
-  **SALVAGE** - The amount of salvage you have available to purchase weapons and upgrades.


THE TOOLS OF THE RED FACTION


 **AMMO CRATES**
The Red Faction has members in every sector that hide and stock Ammo Crates. Use them to restock your ammo and change your inventory items. As morale goes up in a sector, you'll find the crates stocked with more ammo.


 **SLEDGEHAMMER**
This is your best friend. The sledgehammer is a versatile, non-threatening weapon that can smash through just about anything--and no ammo needed. Its silent, powerful attack makes it ideal for thinning EDF ranks without raising the alarm.

 **ARC WELDER**
This Arc Welder is useful in taking out enemies at short range. It lets out an electrical burst that can jump to multiple targets, stunning them and eventually killing them. What's more, it takes out EDF soldiers inside vehicles, letting you steal them. You'll have to be close to use this.

 **GRINDER**
The Grinder fires razor disks at high velocity. The motor needs to charge briefly before it'll shoot, so take that into account. The disks are deadly against EDF soldiers, but won't cause much damage to structures or objects.

 **REMOTE CHARGES**
These Remote Charges will stick to any surface and are great for setting traps. You can set multiple charges and they'll explode in the order you place them, even when using another weapon. Don't forget where you place them though.... standing near one when it goes off will end your fun real quick.

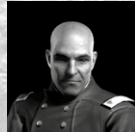
 **PROXIMITY MINE**
Sometimes you don't want to stick around to set off an explosive, so we've rigged up some Proximity Mines for you. These things are more sensitive, so they'll have to be placed directly on the ground. Be careful where you place them, the proximity sensor has a hard time judging friends and foes.

 **ROCKET LAUNCHER**
This mining equipment has been modified to launch rocket-propelled grenades. It'll be useful against vehicles, tanks, aircraft, and the occasional building. Just make sure there's plenty of distance between you and your target when you pull the trigger.

CHARACTERS

EDF

GENERAL BERTRAM ROTH



The ringleader of the EDF's bloody and brutal oppression of the Mars colonists, General Roth's ruthlessness knows no bounds. He has consistently ordered the soldiers under his command to shatter the rebellion through any means necessary. After his assignment to Mars, Roth became convinced that his enemies within the Earth Defense Council—intent on destroying his career—were behind his transfer to the “dead-end, backwater planet.” This paranoia fuels his every action.

ADMIRAL LUCIUS KOBEL



Kobel is the chief architect and commanding officer of the E.D.S. HYDRA, the most powerful space-faring warship ever constructed. A cunning politician, Kobel has gathered much influence within the Earth Defense Council; deftly positioning himself to assume complete control over all military operations on Mars should the Council lose patience with General Roth.

COLONEL JOSEPH BROGA



Broga is the mastermind behind the EDF Free Fire Zone—a buffer zone between the civilian sector of Dust and the EDF stronghold of Eos. The colonel is also in charge of EDF's Special Investigations Task Force. Under his tutelage, EDF soldiers are trained to use “enhanced interrogation techniques” to obtain whatever information deemed necessary to combat the Red Faction.

CAPTAIN HALVAR GUNNARSEN



Known as the “Butcher of Chryse” by many in the Red Faction, Gunnarsen is the EDF's pit bull. He is perhaps best known for ordering a battalion of troops to subdue a miner's revolt that left over 300 civilians dead. Assigned control of the Dust sector of Mars, Gunnarsen's main task is to keep the ore processing units operating—by force.

CHARACTERS

RED FACTION

ALEC MASON



Alec Mason has lived a nomadic existence, traveling all around Earth looking for work, and Mars is just the latest in a long line of moves—most due to being in the wrong place at the wrong time. Lured to the red planet by his brother, Dan, Alec is just looking for a way to make a living. Not as idealistic as his younger brother, Alec would rather find a place to call home than try and change the world.

COMMANDER HUGO DAVIES



After witnessing the brutal massacre of scores of peaceful protestors at the hands of the EDF, Davies gave up on the tactics many preferred—negotiations, mediation, peaceful demonstrations—and began training his followers for a new kind of war. They adopted hit-and-run tactics to combat the military might of the EDF, and took up the mantle of the too-long dormant Red Faction.

DAN MASON



Dan has lived on Mars for only a year, but in that short time he's become enamored with its vast, open expanse. Fed up with the EDF and the corporations who support it, Dan has joined the Red Faction to fight for a Free Mars. He is the organization's demolitions expert, training new recruits to use their tools of the trade effectively and lethally.

SAMANYA



An orphan, Sam has lived on Mars her entire life. Described by some as an engineering savant, Sam has yet to find a mechanical or electrical device she can't fix. Sam is the architect behind many of the patchwork weapons the Red Faction uses, including the Arc Welder and Grinder.

JENKINS



An expert on vehicles—both in maintenance and driving—Jenkins tools around Mars in a modified Marauder Jetter, assaulting any EDF property he comes across. Born on Mars, Jenkins's association with the Red Faction is fueled entirely by his belief that Mars is the future of mankind.



MULTIPLAYER

PlayStation®Network (ONLINE UP TO 16 PLAYERS)

MODES

ANARCHY - Kill or be killed in this free-for-all symphony of destruction.

TEAM ANARCHY - Side with either the EDF or the Red Faction and annihilate the opposition.

CAPTURE THE FLAG - Carve your way through the enemy base to claim their flag and return it to your own.

DAMAGE CONTROL - Two teams vie for control over three targets. Destroy enemy targets and then rebuild them with your Reconstructor to score points.

SIEGE - Two teams take turns attacking and defending targets on a map. Attackers will use whatever tools at hand to tear down everything in sight, while Defenders use their Reconstructors to hold the line. The team that causes the most destruction wins.

DEMOLITION - Protect your Destroyer as they wreak havoc on the environment and score points for your team. Be sure to protect your Destroyer at all costs. Without him, you can't win.

SPECTATOR - Sometimes you just want to watch. Enter Spectator Mode and you can follow the action in actual matches.

WRECKING CREW (OFFLINE, PASS-THE-CONTROLLER)

BARREL DASH

Destroy barrels quickly to win a round. You have 60 seconds to destroy 5 Red barrels. When the time runs out or all the Red barrels are destroyed, the round is over. There are also Blue barrels spread throughout the level that are worth bonus points, and time left over is also worth points.

TOTAL CHAOS

Do as much damage as possible to win a round. You have 1 minute and unlimited ammo, so don't waste time!

RAMPAGE

Do as much damage as possible to win a round. You have 3 minutes, but every shot you take with a weapon and every activation of your backpack will cost you time.

ESCALATION

Do as much damage as possible to win a round. You have limited ammo, so use your shots wisely. With each round, the amount of ammo and time increases.



MULTIPLAYER

BACKPACKS

Backpacks are a key component of Red Faction: Guerrilla's multiplayer. You'll find them on special racks throughout each map. Every rack holds three backpacks. If you die while wearing a backpack, that backpack will be returned to its rack.

JETPACK - The Jetpack allows you to get airborne and attack your enemies from above. Try using the jetpack with remote charges to rain death on the opposing team.

FLEETFOOT - The Fleetfoot pack gives you a temporary speed boost, which is helpful when using a sledgehammer or shotgun. Increased speed will allow you to close the distance on an enemy quickly for a bloody kill.

RHINO - The Rhino pack turns you into an unstoppable force. No structure is safe when using the Rhino pack.

THRUST - This pack allows you to ascend or descend with destructive velocity. Enemies above and below are no longer safe when the Thrust pack is in play.

CONCUSSION - The Concussion pack sends out a concussive wave around you, knocking down nearby enemies. The best counter for an enemy charging with a Fleetfoot is a well-timed Concussion blast.

TREMOR - The Tremor causes the area around the player to shake violently. Structures will be damaged and the intense shaking will disorient nearby enemies. Use the Tremor pack to quickly level the playing field—literally.

FIREPOWER - Firepower lets you deal massive damage with the weapon of your choosing. Use it to provide covering fire for teammates on the run.

HEAL - Use the Heal backpack to quickly regenerate health for you and nearby teammates. A well-timed heal may be the difference between victory and defeat.

STEALTH - The Stealth pack makes you nearly invisible to enemies. Use it to sneak up on unsuspecting enemies and take them out quietly.

VISION - The Vision pack will give you X-Ray vision, allowing you to see enemies through any structure. With the Vision pack, no one can hide from you.

SUPPORT

Nordic Games NA Inc will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order to cover postage and handling fees.

Please be sure to include the following:

- Full Name
- Address, City, State/Prov., Zip Code/Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

Mail to:

Nordic Games NA Inc.
132 Clyde Street, Suite 3
West Sayville, NY 11796
USA

TECHNICAL SUPPORT

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this manual, you may find further support in the following places:

Please visit the Technical Support section of our Website where we have posted common problems and solutions that may help you at:

Online Support: <http://www.nordicgames.at/index.php/contact>

Skype contact: support.quantilab

Phone Support: +1 (206) 395-3545

Phone: +40 (0) 364 405 777 (toll charges may apply when calling from abroad)

Please note: We do not provide hints via technical support.



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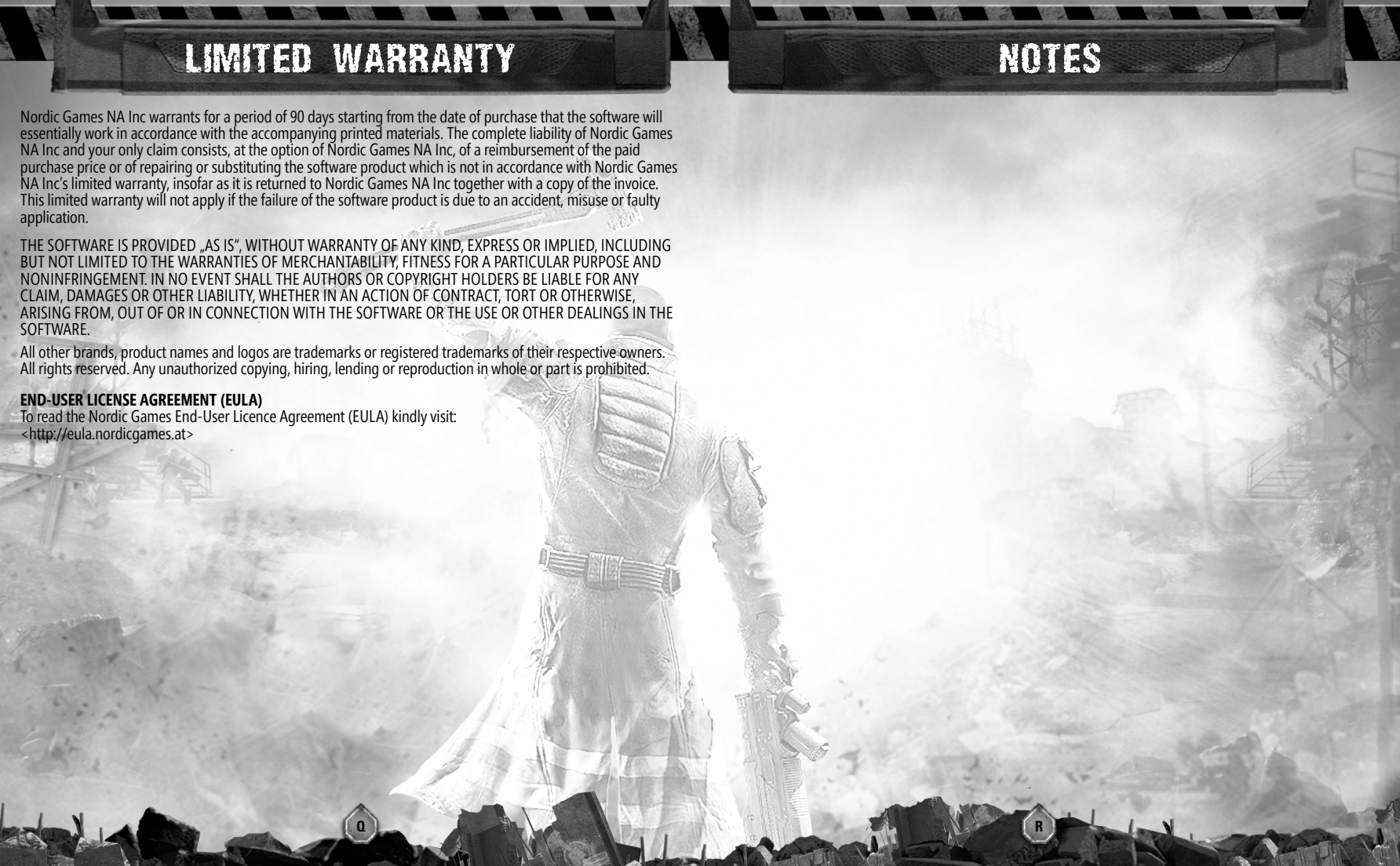
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NOTES



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- dizziness
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- any involuntary movement or convulsion.
- altered vision
- loss of awareness
- seizures

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Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
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RED FACTION

ARMAGEDDON

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Video output in HD requires cables and an HD-compatible display, both sold separately.

GETTING STARTED

PlayStation®3 system

Starting a game: Before use, carefully read the instructions supplied with the the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the (title name) disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the S button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint

To remove a disc, touch the eject button after quitting the game.



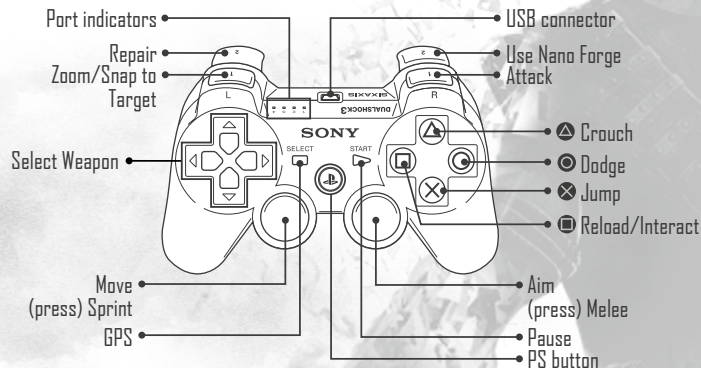
Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system's hard disk.

The data is displayed under "Saved Game Utility" in the Game menu.

GAME CONTROLS



ON FOOT CONTROLS

CONTROL	ACTION
left stick	Move character
right stick	Look around/Aim
X	Jump
O + left stick	Dodge
L3 (press)	Sprint
square	Reload/Interact
triangle	Crouch
L1	Zoom/Snap to Target
R1	Attack
R3	Melee
START	Pause the game
SELECT	Display GPS for current objective
L2 [Hold]	Repair
R2	Nano Forge ability - Impact/Use selected Nano Forge ability (Infestation Mode Only)
R2 [Hold]	Bring up Nano Forge Radial
R2 [Hold] + X	Nano Forge ability - Shockwave
R2 [Hold] + O	Nano Forge ability - Shell
R2 [Hold] + square	Nano Forge ability - Berserk
directional buttons ↑ / ↓ / ← / →	Select weapon

EXOSKELETON CONTROLS

CONTROL	ACTION
Left Stick.....	Move Exoskeleton
Right Stick.....	Look around/Aim
R3	Melee
X	Jump
□ [Hold].....	Enter/Exit Exoskeleton
R1	Attack
R2	Attack 2
L1	Zoom/Snap to Target
L2	Melee 2
START	Pause the game
SELECT	Display GPS for current objective

WALKER CONTROLS

CONTROL	ACTION
Left Stick.....	Move Walker
Right Stick.....	Look around/Aim
Click the Right Stick.....	Melee
R1	Attack
R2	Attack 2
L1	Zoom
L2	Targeting Mode
START	Pause the game
SELECT	Display GPS for current objective

FLYER CONTROLS

CONTROL	ACTION
Left Stick.....	Move Flyer
Right Stick.....	Look around/Aim
□	Ascend
X	Descend
R1	Attack
R2	Attack 2
L1	Zoom
L2	Targeting Mode
START	Pause the game
SELECT	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.

Manage Save Data – Delete any *Red Faction: Armageddon* save data.

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 the PlayStation®Store 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 9.

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.

Online - Join up with friends from across the globe and survive the invasion together.

LAN Game - 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 9.

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 or unlock: 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

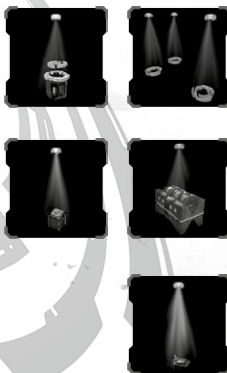
Collect Salvage to purchase upgrades for your character. Salvage can be found by destroying buildings and other structures, or by searching in cylindrical containers scattered across Mars.

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.



OPTIONS

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.

MAIN CHARACTERS

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.

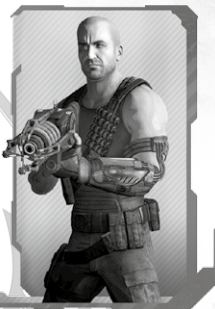
He might have succeeded in avoiding the “Mason destiny” if not for Adam Hale and his apocalyptic cult. While doing his tour of duty for the colony, Darius was unable to stop Hale from destroying the Terraformer. The Martian atmosphere quickly deteriorated to the point where only the caverns and deep 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.

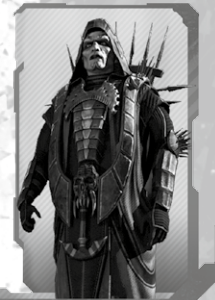
Winters is physically imposing and carries himself with a “no-nonsense” attitude. Winters is all business, and if you jeopardize his mission in any fashion, there will be hell to pay.



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 Bakhuyzen 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.



ENEMIES

GREEPER

ULTOR EXPEDITION LOG - 10.221.589

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 - 11.113.498

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

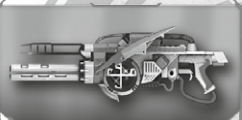
The Nano Forge creates a sphere of protective energy that stops incoming weapon fire. Enemies within the Shell are attacked by nanites.

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.



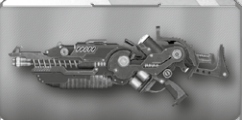
Pistols

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.



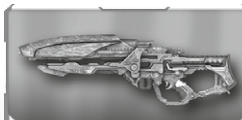
Banshees

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.



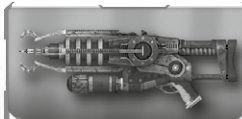
Rocket Launcher

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.

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