RED FACTION®
ARMAGEDDON™

volition inc

nordic games

THQ®

INSTRUCTION BOOKLET

IMPORTANT HEALTH WARNING ABOUT PLAYING VIDEO GAMES

Epilepsy warning
Some people may experience loss of consciousness or epileptic seizures when exposed to certain light effects or flashes of light. Certain graphics and effects in computer games may trigger an epileptic seizure or loss of consciousness in these people. Previously unknown predispositions for epilepsy may also be stimulated. If you or someone in your family has epilepsy, please consult your doctor before playing this game. If you experience symptoms such as dizziness, blurred vision, eye or muscle spasms, unconsciousness, disorientation, or any sort of involuntary motions or cramps while playing this game, turn the device off IMMEDIATELY and consult a doctor before playing again.

Epilepsie-Warnung
Es kann bei manchen Menschen zu Bewusstseinsstörungen oder epileptischen Anfällen kommen, wenn sie bestimmten Lichteffekten oder Lichtblitzen ausgesetzt sind. Bestimmte Grafiken und Effekte in Computerspielen können bei diesen Menschen einen epileptischen Anfall oder eine Bewusstseinsstörung auslösen. Auch können bisher unbekannte Neigungen zur Epilepsie gefördert werden. Falls Sie Epileptiker sind oder jemand in Ihrer Familie Epileptiker ist, konsultieren Sie bitte Ihren Arzt, bevor Sie dieses Spiel benutzen. Sollten während des Spielens Symptome wie Schwindelgefühle, Wahrnehmungsstörungen, Augen- oder Muskelzuckungen, Ohnmacht, Desorientierung oder jegliche Art von unfreiwilligen Bewegungen oder Krämpfen auftreten, schalten Sie das Gerät SOFORT ab, und konsultieren Sie einen Arzt, bevor Sie wieder weiterspielen.

Avertissement sur l'épilepsie
Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de connaissance à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou lorsqu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie. Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en jouant à un jeu vidéo, veuillez consulter votre médecin avant toute utilisation. Si vous-même ou votre enfant présentez un des symptômes suivants : vertige, troubles de la vision, contraction des yeux ou des muscles, perte de conscience, troubles de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et consulter un médecin.

Avvertenze in caso di epilessia
Alcune persone possono subire crisi epilettiche o svenimenti in presenza di particolari effetti luminosi o fenomeni intermittenti. In queste persone, crisi epilettiche o svenimenti possono insorgere in presenza di determinati tipi di grafi ca o effetti prodotti dai videogame per computer. Anche persone che non hanno mai subito una crisi, possono correre questo rischio. Se al giocatore o a un membro della famiglia è stata diagnosticata una forma di epilessia, questi dovrebbe consultare il proprio medico prima di giocare. Se si dovessero avvertire sintomi quali vertigini, perdita di coscienza, contrazioni oculari o muscolari, svenimenti, senso di disorientamento o movimenti involontari e/o convulsioni, è necessario spegnere IMMEDIATAMENTE il computer e consultare il medico prima di riprendere a giocare.

ADVERTENCIA SOBRE LA EPILEPSIA
Alguna personas pueden sufrir ataques epilépticos o confusión mental al exponerse a ciertas luces estroboscópicas o parpadeantes. Estas personas pueden padecer un ataque o perder la consciencia con ciertos gráfi cos y efectos de videojuegos. Asimismo, estos factores podrían fomentar tendencias epilépticas previas ya existentes. Si tú o alguien de tu familia tiene antecedentes de epilepsia, consulta a tu médico antes de utilizar este juego. Si experimentas mareos, alteraciones de la visión, espasmos musculares u oculares, desmayos, desorientación o cualquier tipo de movimiento involuntario o calambres mientras utilizas este videojuego, deja de jugar INMEDIATAMENTE y consulta con tu médico antes de continuar.

PRODUCT WARRANTY

Nordic Games GmbH 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 for EUR 8.00 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 GmbH
Landstraßer Hauptstraße 1/Top 18
A-1030 Vienna
Austria

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.quantic.lab
Phone Support: +1 (206) 395-3545
Phone: +40 (0) 364 405 777
Please note: We do not provide hints via technical support.

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END-USER LICENSE AGREEMENT (EULA)

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http://eula.nordicgames.at

GAME CONTROLS

CONTROL	ACTION
W	Move Forwards
S	Move Backwards
A	Move Left
D	Move Right
SPACE BAR (when stationary or moving forward)	Jump
SPACE BAR (when moving to the side or backward)	Dodge
Shift	Sprint
R	Reload
E	Interact
Ctrl	Crouch
Mouse 2	Zoom
Mouse 1	Attack
F	Melee
Tab	GPS
Mouse 3	Repair
Q	Use Impact Nano Forge ability
Z	Use Shockwave Nano Forge ability
X	Use Shell Nano Forge ability
C	Use Berserk Nano Forge ability
Mouse Wheel Up	Previous Weapon
Mouse Wheel Down	Next Weapon
1	Equip Weapon 1
2	Equip Weapon 2
3	Equip Weapon 3
4	Equip Weapon 4
T	Text Chat Box
V	Push to Talk

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.

Downloadable Content – Access downloadable content (when available).

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.

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

Extras – View player stats, cutscenes, audio logs, and credits.

Quit to Desktop – Exit to the desktop.

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 metre** – 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 a weapon slot to assign it to. Mouse over the slot you wish to assign the weapon to and click the mouse to assign. The top slot represents weapon slot 1, weapon slot 2 corresponds to the slot on the right, and so on. You may also press the keys that are bound for weapon slots (the default keys are 1, 2, 3, and 4) to assign weapons.

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 – Customise your settings. For more information, please see the Options section on page 7.

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.

Internet Game – 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 – Take on hordes of enemies by yourself.

Voice Chat – Chat options can be set in the audio options menu. Push to Talk Key defaults to [V]. Push to Talk can be set in the Controls menu under "common controls. Mute/un mute players in the lobby menu."

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.

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

Options – Access the game options menu. For more information, see Options on page 7.

Launch Game – Start the game with the current settings.

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. The latter four must be unlocked before you can play them.

Mode – Choose from Challenge or Free Play Mode.

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 sises. 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

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

Mouse Sensitivity – Adjust the sensitivity when moving the mouse.

On Foot Controls – Assign the controls when on foot.

Exoskeleton Controls – Assign the controls when operating an Exoskeleton.

Walker Controls – Assign the controls when operating a Walker.

Flyer Controls – Assign the controls when operating a Flyer.

Gamepad Settings – Assign the controls when a compatible gamepad is connected.

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.

Aspect Ratio – Choose between 4:3, 16:9, and 16:10.

Resolutions – Set your preferred output resolution.

Display mode – Toggle between Full screen and Windowed mode.

V-sync – Enable or disable V-sync.

Anti-Aliasing – Disable or set the level of Anti-Aliasing.

Filter Mode – Adjust texture filtering.

Ambient Occlusion – Disable or set the level of ambient occlusion.

Shadow Detail – Set the level of shadow detail.

Texture Detail – Set the level of texture detail.

Motion Blur – Enable or disable motion blur.

Scene Detail – Adjust the overall scene detail level for the game. Low settings will improve performance.

Post Processing Detail – Set the level of bloom and distortion effects.

EXTRAS

Player Stats – Review all of the player's stats, from 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. Utilising 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 jeopardise 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 — 10.221.589

Many called this expedition a fool's errand. But today, after descending more than a kilometre 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

The Nano Forge is a device used to reconstruct semi-demolished walls, catwalks, etc. Utilising 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 pulverise 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.
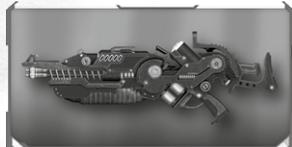
Assault Rifle
Triple barrelled, fully automatic rifle. Standard issue for all Red Faction soldiers.

Banshees
High damage, slow fire dual-wielded pistols. A favourite 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 armoured targets.

Pulse Grenade
Timed explosive that destroys organic material while minimising 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.

INSTALLATION INSTRUCTIONS

Boxed Copy Installation
If you purchased a boxed copy of RED FACTION: ARMAGEDDON, insert the DVD-ROM into your drive. Select your language, and then install the game. You will be prompted during the installation to install Steam if you do not yet have it installed, and then it will ask you to login to your Steam account. Follow the onscreen instructions to finish the installation. You must be connected to the Internet during this initial installation process.

If prompted for your Product Key, please note it is located on the back of the manual cover.

Steam Installation
For purchases of RED FACTION: ARMAGEDDON through Steam's online storefront, the game will automatically appear in your Games list. Click on the RED FACTION: ARMAGEDDON title to bring up the game page.

Click on the Install button at the top of the page to begin installation.

You can also choose to add a box copy of RED FACTION: ARMAGEDDON purchased through a store to your Steam account. From the Games menu, click on "Activate a Product on Steam..." and agree to the Terms of Service. Enter your product key into the provided line and click on Next. You can now download and play your copy of RED FACTION: ARMAGEDDON as if you had purchased it directly from within Steam.

DIRECTX 9 REQUIRED
You are required to have DirectX version 9.0c (included on the installation disc) or later to play RED FACTION: ARMAGEDDON.

TROUBLESHOOTING
Please refer to the Readme file in your installed game directory for the latest information regarding troubleshooting and technical support.

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