



EmuMovies

SLES-51133

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See back page of this manual for Customer Service Numbers.

# Table of Contents

GETTING STARTED	2
COMMAND REFERENCE	3
INTRODUCTION	4
MENU CONTROLS	5
DEFAULT CONTROLS	5
MAIN MENU	6
IN-GAME MENU	8
PAUSE MENU	8
SAVING and LOADING GAMES	9
HEROICS	10
TRAINING	10
OPTIONS	11
PLAYING THE GAME	13
MULTIPLAYER	15
VEHICLES	24
WEAPONS & AMMO	30
CHARACTER BIOS	40
HINTS & TIPS	47
CREDITS	48

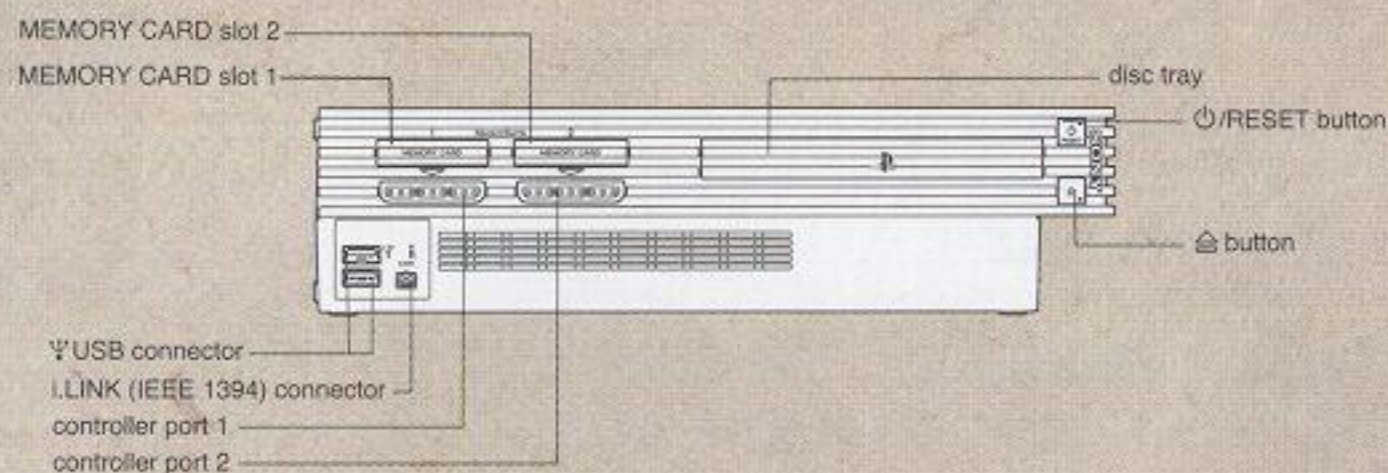
SLES-51133

1 or 2 Player • Memory Card (8MB) (for PlayStation®2): 170KB minimum • Multitap (for PlayStation®2) adaptable: 1 - 4 Players • Keyboard Compatible  
Analog Control Compatible: all buttons • Vibration Function Compatible • Mouse Compatible

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# Getting Started

## PLAYSTATION 2 CONSOLE



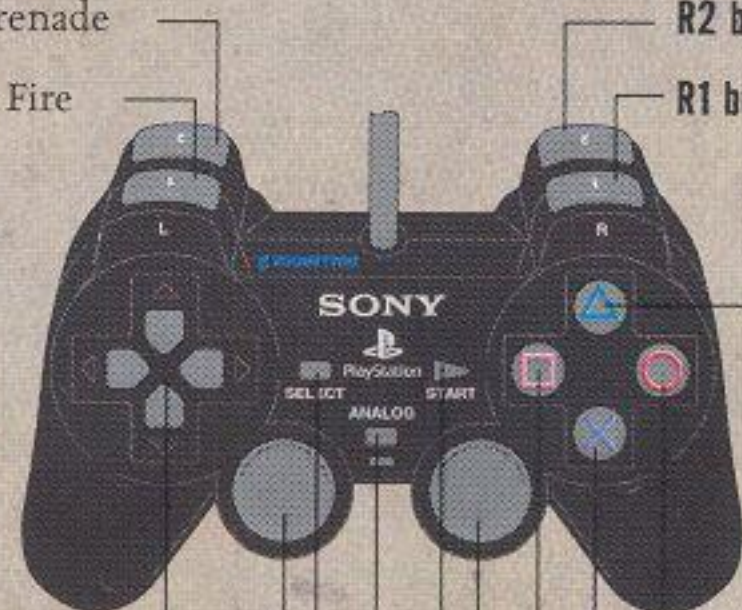
Set up your PlayStation 2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the /RESET button. When the indicator lights up, press the button and the disc tray will open. Place the Red Faction®II disc on the disc tray with the label side facing up. Press the button again and the disc tray will close. Attach game controllers and other accessories, as appropriate. It is advised that you do not insert or remove accessories once the power is turned on. Please make sure there is enough space on your memory card (8MB) (for PlayStation®2) before commencing play. Follow on-screen instructions and refer to this manual for information on using the software.

# Command Reference

## ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS

(in-game default configuration)

L2 button—Throw Grenade  
 L1 button—Alternate Fire  
 R2 button—Jump  
 R1 button—Primary Fire



directional buttons  
 —Check Objective Status  
 —Toggle Night Vision On/Off  
 —Previous Grenade Type  
 —Next Grenade Type

button  
 button  
 button  
 button

left analog stick—Player Movement  
 (L3 button when pushed down)  
 L3—Crouch  
 SELECT button—Options Menu  
 ANALOG mode button  
 START button—Pause  
 right analog stick—Pitch/Turn  
 (R3 button when pushed down)

button—Reload  
 button—Next Weapon  
 button—Action/Use  
 button—Previous Weapon

### NOTE:



These are the default controls for controlling Alias when the player is on-foot. See the section entitled "Vehicles" on page 24 to learn how to control vehicles.



You can customise these controls by selecting "Options" and then "Controller" from the Main Menu. See page 6 for more information.



## HEADQUARTERS SOPOT INTERIOR FORCES

### INTRODUCTION

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

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

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

**Shrike.** A madman with a taste for speed.

**Quill.** A killer without a conscience.

**Tangier.** Secretive and deadly.

**Repta.** The ultimate destructive force.

**Molov.** The squad's respected leader.

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

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

### MENU CONTROLS

Use the following controls to navigate through Menu Screens:

Highlight Menu Item:	Directional button or Left Analog Stick
Select/Choose Highlighted Item:	⊗ button
Cancel/Return to Previous Menu:	⬆ button

### DEFAULT CONTROLS

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

# Main Menu

## SINGLE PLAYER:

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



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

## MULTIPLAYER:

Select this option to begin a multiplayer game. See page 15 for more information.

## PROFILES:

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



### NOTE:



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

## Accept

Accepts the currently selected profile. If you have more than one profile on a memory card (8MB) (for PlayStation®2), use either the Left analog stick or directional buttons to scroll through available profiles.



## Stats

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

## Create

Enables the user to create a new profile. Use either the Left Analog Stick or Directional Pad to input a name and then highlight and select "accept". You can store a maximum of eight profiles on one memory card (8MB) (for PlayStation®2).

## Delete

Enables the user to delete a selected profile.

## Copy

Enables the user to copy the currently selected profile to a newly named profile on the same memory card (8MB) (for PlayStation®2) (MEMORY CARD slot 1 only) and then select the new profile as the current profile.

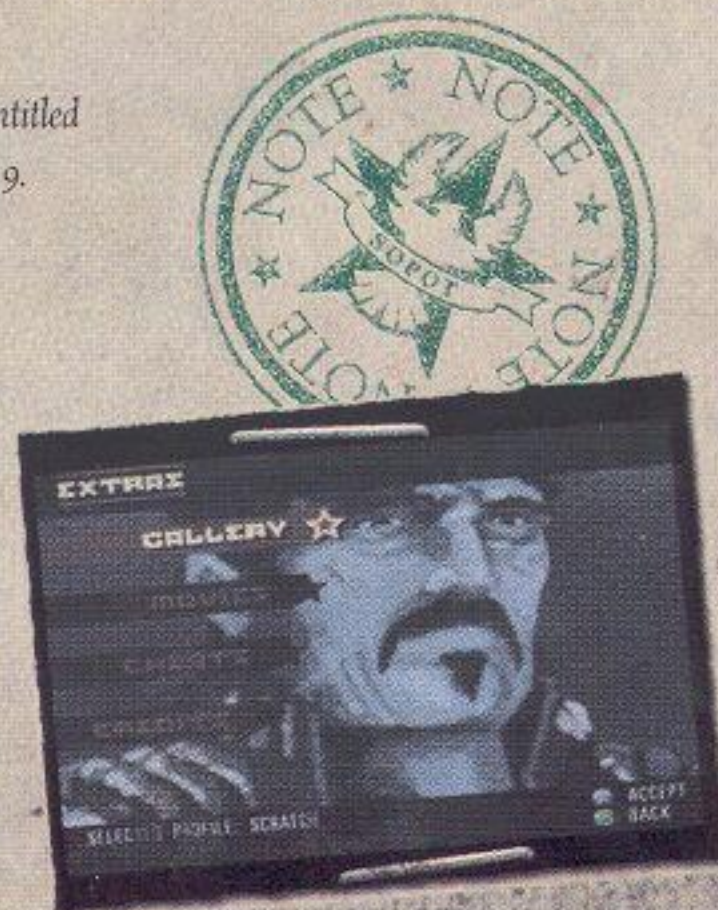
NOTE: For more information, see the section entitled "SAVING AND LOADING GAMES" on page 9.

## OPTIONS:

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

## EXTRAS:

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



## In-Game Menu

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

### Options

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

### Save Progress

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

### Restart Level

Restarts the level currently being played.

### Main Menu

Takes the player to the game's Main Menu.

### Cheats

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

## Pause Menu

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

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


## Saving and Loading Games

### Saving

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

### Loading

To load and continue play from a previously saved game, use the "Profiles" option from the Main Menu. When "Profiles" is selected from the Main Menu, all your previously saved Profiles will be loaded from applicable memory card (8MB) (for PlayStation®2).

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



In single player games, all user data is automatically saved and loaded from MEMORY CARD slot 1 or MEMORY CARD slot 1-A (if a multitap (for PlayStation®2) is inserted into controller port 1). In multiplayer games, users are able to save and load data to any supported MEMORY CARD slot.

## Heroics

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

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



## Training

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



## Options

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

### GAME SETTINGS



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

### Game Prefs

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

### Vibration

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

## Weapons

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

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

## WEAPON PRIORITY:

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

## AUDIO/VIDEO SETTINGS:

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



## Controller

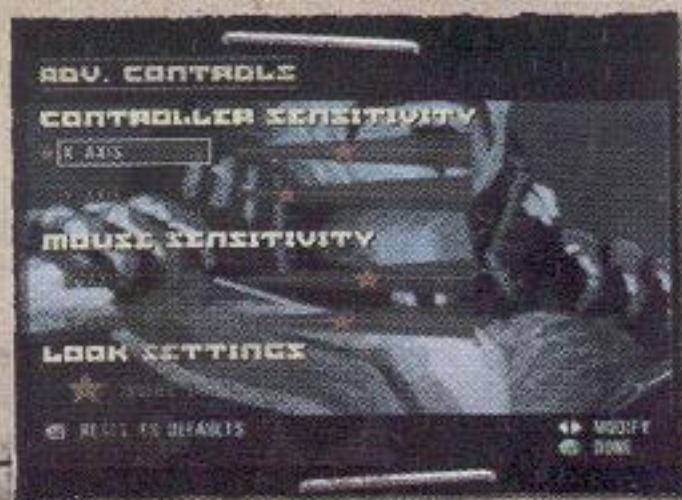
Access this screen if you wish to customise the controls for Red Faction III.

## Keyboard/Mouse

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

## Advanced

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




## Playing the Game



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

## THE HUD (HEADS UP DISPLAY)

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

<b>NOTE:</b> 	The HUD will change if Alias is in a vehicle. For more information on vehicle HUDs, see page 24.
---	--

## Health

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

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

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



## Ammo and Grenade Types

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



The graphic and number immediately below the ammo information displays what grenade type is currently selected and how many of those grenade types you have remaining. For more information on grenades, see page 39.

## Available Weapons

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

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

## Messages

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

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

## Objectives

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

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

# MULTIPLAYER

## CONTROLLER SET-UP

Red Faction™2 allows up to four people to play multiplayer games simultaneously via a 4-person split screen. You must have a multitap (for PlayStation®2) in order to play multiplayer games with 3 or 4 players.

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

---

Controller port 1: Player 1 (for 2 player only multiplayer games)

---

Controller port 2: Player 2 (for 2 player only multiplayer games)

---

Multitap (for PlayStation®2)  
in controller port 1:

---

controller port 1-A: Player 1

---

controller port 1-B: Player 2

---

controller port 1-C: Player 3

---

controller port 1-D: Player 4

---

controller port 2: N/A

---

Multitap (for PlayStation®2)  
in controller port 2:

---

controller port 1: Player 1

---

controller port 2-A: Player 2

---

controller port 2-B: Player 3

---

controller port 2-C: Player 4

---

controller port 2-D: N/A

---

## GAME TYPES

Choose the type of multiplayer game you wish to play:

### Deathmatch

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

### Quick rules for Deathmatch:

---

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

---

### Team Deathmatch

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

### Capture the Flag (CTF)

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

#### Quick rules for CTF:

---

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

---

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

---

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

---

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

---

### Bagman

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

#### Quick rules for Bagman:

---

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

---

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

---

### Arena

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

### Team Arena

Same as "Arena" except team based.

### Regime

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



## MANAGE BOTS

Red Faction II allows players to create their own bots for use in multiplayer games. Users can have a maximum of 5 bots per profile saved to a memory card (8MB) (for PlayStation®2).



### New

Enables the user to create a new bot.

### Load

Loads all previously created bots from applicable memory cards (8MB) (for PlayStation®2)



### Delete

Deletes a selected bot from an applicable memory card (8MB) (for PlayStation®2).

### Save

Saves a newly created bot to an applicable memory card (8MB) (for PlayStation®2). Users can save a total of 5 bots on a memory card (8MB) (for PlayStation®2).

### Name

Enables the user to name their bot.

### Model

Enables the user to select a model for a bot.

## Traits

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

<b>Health:</b>	Determines how much health the bot will have when at full health.
<b>Accuracy:</b>	Determines how accurate the bot will be when firing at enemies.
<b>Agility:</b>	Determines how much the bot will move around when engaged in combat.
<b>Damage Multiplier:</b>	Determines how much more damage a bot will inflict when using weapons.
<b>Aggressiveness:</b>	Determines how aggressive or passive a bot will be when engaged in combat.
<b>Camping Tendency:</b>	Determines how likely the bot will be to sit and camp when fighting.

## Weapons

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

## Stats

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

### NOTE:



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



Press the **⊗** button to open the custom-bot list. Use the **↑** / **↓** directional buttons to scroll through available bots and then press the **⊗** button to select. The chosen bot will now replace the computer generated bot and appear in the multi player game.

## MULTIPLAYER GAME SETTINGS

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

<b>Weapon Prefs:</b>	Choose to enable or disable weapon availability for the match. You can also choose a default weapon for players on this screen.
<b>Weapon:</b>	Choose the weapon to be used in the arena match.
<b>Capture Limit:</b>	Set the number of flag captures for the match.
<b>Team Damage:</b>	Toggle team damage On/Off.
<b>Score Limit:</b>	Set the end score for the match.
<b>Disarm Bagman:</b>	Toggle disarming the bagman On/Off.
<b>Kill Limit:</b>	Set the desired kill limit for the match.
<b>Players:</b>	Choose the number of players participating (1 - 4).
<b>Bots:</b>	Choose the number of bots present in the map. The maximum number of human and bot opponents you can have in any given map is six.
<b>Time Limit:</b>	Set the desired time limit for the match.
<b>Powerups:</b>	Toggle powerups On/Off.
<b>Reloads:</b>	Toggle reloading On/Off.
<b>Unlimited Ammo:</b>	Toggle unlimited ammo On/Off.
<b>Difficulty:</b>	Set the difficulty of the bots to Easy, Medium, or Hard.
<b>Level:</b>	Scroll through and select an available level.
<b>Continue:</b>	Select when all multiplayer game type options have been set.
<b>Rounds:</b>	Choose the number of rounds for the match.

## PLAYER SETUP

After configuring your multiplayer options, each human participant playing will need to either create or load a previously saved multiplayer profile.



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

## TEAM SELECTION

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



## MULTIPLAYER HUD

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



**Health:** The player's current health is displayed in the upper-left corner. Full health is 100.

**Frag and Rank:** The player's current number of frags and overall ranking is displayed in the lower left corner. The number of frags is immediately to the right of the skull icon. The player's current ranking among all players is to the left.

**Ammo:** The player's ammo is displayed in the upper right corner. The number on the left displays how many shells remain in the clip for the selected weapon. The number on the right displays how much total ammo the player has for that weapon.

**Flag Captures:** Each team's number of current flag captures are displayed in the lower left corner.

## MULTIPLAYER POWERUPS

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

**Damage Multiplier:** Increases the user's damage 2x for a short period of time.


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

**Slow-Mo:** Causes other players to move in slow motion for a short period of time.

**Invulnerability:** Renders the user invulnerable for a short period of time.

**Super Health:** Equips the user with double health.

## MULTIPLAYER IN-GAME MENU

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

**Profile Options:** Takes the user to the Options Menu.

**Restart Level:** Restarts the current level with all previously selected configurations enabled.

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

**Resume Game:** Resumes the current game.

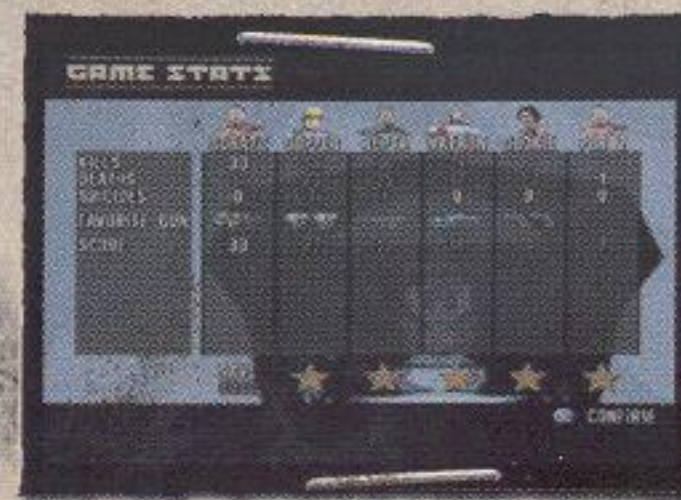
## MULTIPLAYER PAUSE MENU

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

## MULTIPLAYER GAME STATS

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

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





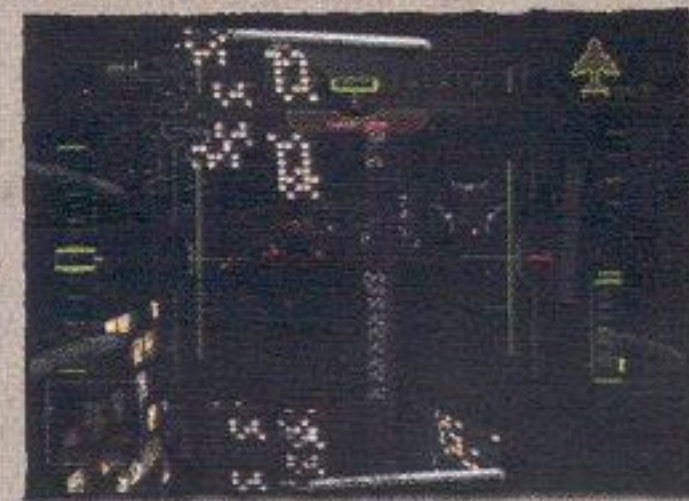
# Vehicles

While playing Red Faction II, you will occasionally need to operate vehicles in order to complete the game. Each vehicle has its own unique properties, including ammo, HUD, and weaponry.

## GUNSHIP (AESIR FIGHTER 2.0)

### GENERAL INFORMATION

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



### SPECS

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



### VEHICLE DESCRIPTION

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

### FOR OFFICE USE ONLY

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

## MINI-SUBMARINE (NEWT-700XS)

GENERAL INFORMATION

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



SPECS

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



VEHICLE DESCRIPTION

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

FOR OFFICE USE ONLY

## TANK (SOP-XE ARMORED TANK)

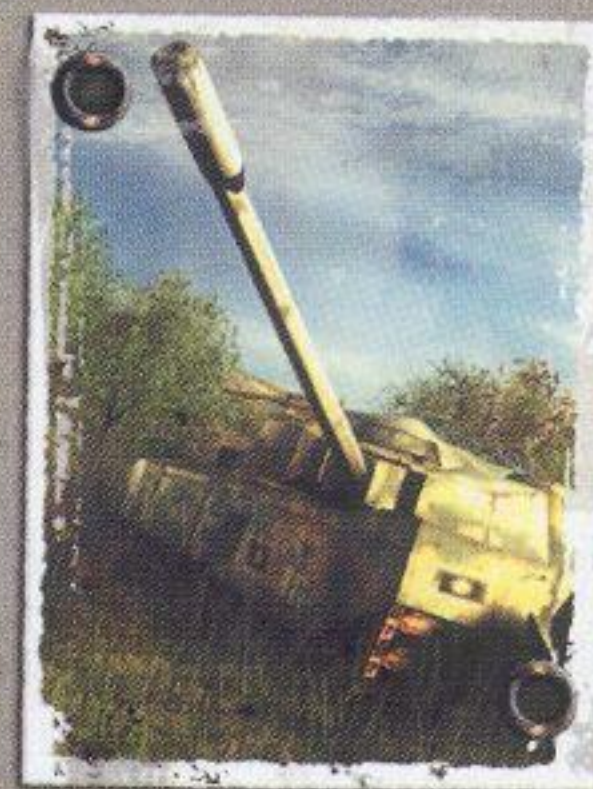
GENERAL INFORMATION

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



SPECS

Primary Fire:	Fire Chain-Gun
Alternate Fire:	Fire Mortar



VEHICLE DESCRIPTION

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

FOR OFFICE USE ONLY

## BATTLE ARMOR (SOP-MA1)

GENERAL INFORMATION

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



SPECS

**Primary Fire:** Fire Right Mini-Gun

**Alternate Fire:** Fire Left Mini-Gun

**Jump:** Fire Missile

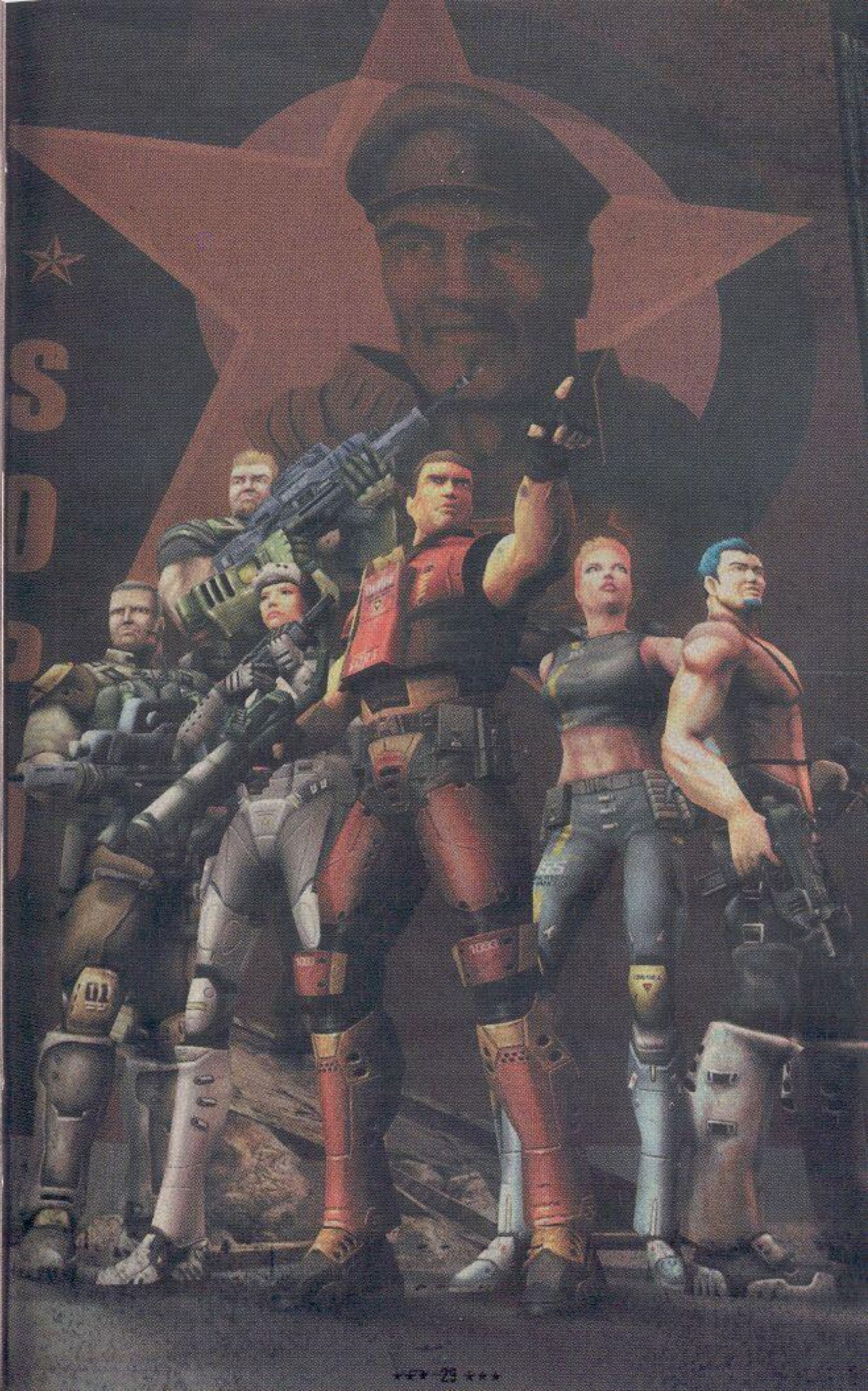
**Crouch/Throw Grenade:** Fire Incendiary Grenade



VEHICLE DESCRIPTION

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

FOR OFFICE USE ONLY







# Weapons



# Ammo

## CSP-19 SEMI-AUTOMATIC PISTOL

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



Ammo:	9mm bullets
Range:	Short to Medium
Primary Fire:	Fire one round
Alternate Fire:	Pistol Whip

## DUAL CSP-19 SEMI-AUTOMATIC PISTOLS

Same as above, but with twice the firepower.



Ammo:	9mm bullets
Range:	Short to Medium
Primary Fire:	Fire one round from right weapon
Alternate Fire:	Fire one round from left weapon

### CMP-32 MACHINE PISTOL

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



Ammo: 9mm bullets

Range: Short to Medium



### CAS-14 AUTOMATIC COMBAT SHOTGUN

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



Ammo: 10 gauge buckshot shells



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

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



<b>Ammo:</b>	7.62mm Rounds 40mm HV HE grenades
<b>Range:</b>	Any
<b>Primary Fire:</b>	Fire 7.62mm rounds, automatic
<b>Alternate Fire:</b>	Fire one 40mm HV HE grenade

## NGL-8 NANOTECH GRENADE LAUNCHER

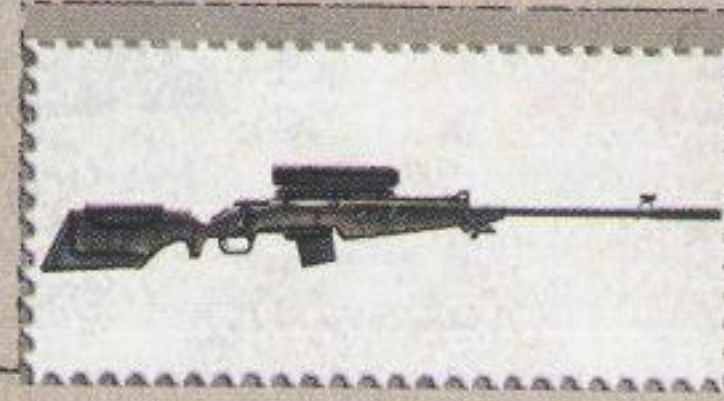
The Grenade Launcher is the preferred weapon of Alias, the demolitions expert in Molov's squad of elite, nano-enhanced super soldiers. It fires a single yet powerful Grenade that explodes on impact and is capable of taking out nearly everything unlucky enough to be caught in its blast. Because it can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



<b>Primary Fire:</b>	Fire one impact-based grenade
<b>Alternate Fire:</b>	Fire one timed-based grenade

## CSR-60 SNIPER RIFLE

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



<b>Ammo:</b>	7.62mm armor-piercing rounds
<b>Range:</b>	Short to Long
<b>Primary Fire:</b>	Fire one round
<b>Alternate Fire:</b>	Activate/deactivate the scope

## CSMG-19 SILENCED MACHINE GUN

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



<b>Ammo:</b>	9mm
<b>Range:</b>	Short to Medium
<b>Primary Fire:</b>	Fire burst
<b>Alternate Fire:</b>	N/A

## CAR-72 MILITARY ASSAULT RIFLE

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



<b>Ammo:</b>	7.62mm high-velocity, armor-piercing rounds
<b>Range:</b>	Short to Medium
<b>Primary Fire:</b>	Fire 3 round burst
<b>Alternate Fire:</b>	Fully automatic fire

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

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



<b>Ammo:</b>	15cm high explosive rocket canisters
<b>Range:</b>	Medium to Long
<b>Primary Fire:</b>	Fire single rocket
<b>Alternate Fire:</b>	Engage homing device

## JF90-HMG/BF HEAVY SUPPRESSION MACHINE GUN

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



<b>Ammo:</b>	50 caliber, belt-fed
<b>Range:</b>	Long
<b>Primary Fire:</b>	Fire rounds, automatic
<b>Alternate Fire:</b>	N/A

## NCMG-44 ENHANCED MACHINE GUN

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



<b>Ammo:</b>	9mm bullets
<b>Range:</b>	Short to Medium
<b>Primary Fire:</b>	Fire rounds from right weapon, automatic
<b>Alternate Fire:</b>	N/A

## DUAL NCMG-44 ENHANCED MACHINE GUNS

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



<b>Ammo:</b>	9mm bullets
<b>Range:</b>	Short to Medium
<b>Primary Fire:</b>	Fire rounds from right weapon, automatic
<b>Alternate Fire:</b>	Fire rounds from left weapon, automatic

## NPSR-755 PRECISION SNIPER RIFLE

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



<b>Ammo:</b>	7.62mm armor-piercing rounds
<b>Range:</b>	Long
<b>Primary Fire:</b>	Fire one round
<b>Alternate Fire:</b>	Activate/deactivate the scope, hold down for zoom

## MKAP-97 ANTI-PERSONNEL WEAPON

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



<b>Ammo:</b>	15cm high explosive rocket canisters
<b>Range:</b>	Long
<b>Primary Fire:</b>	Fire bombs
<b>Alternate Fire:</b>	Fire sticky bombs

## GRENADES

### Frag Grenade



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

### Incendiary Grenade



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

### Shock Grenades



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

### Satchel Charge



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

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



# Character Bios

## CONFIDENTIAL MEDICAL RECORD NANO-PROCESSING EXPERIMENT

**RECORD SEALED  
BY ORDER OF  
CHANCELLOR SOPOT**

SUBJECT INFORMATION

SUBJECT NUMBER: 307  
 CODE NAME: TANGIER  
 SUBJECT NAME: XXXXX XXXXX  
 NEXT OF KIN: NONE  
 UNIT: SOPOT **DISHONORABLY DISCHARGED** SERVICES  
 SPECIAL SKILLS: STEALTH; ELECTRONICS  
 DATE PROCESSED: 5 / 16 / 2161 SEX: MALE  FEMALE  UNDETERMINED   
 AGE AT TIME OF PROCESSING: 22 YEARS; 4 MONTHS; 14 DAYS

PROCESSING INFORMATION

	PRE-PROCESSING	POST-PROCESSING
I.Q.	135	139
HEIGHT	5'4"	5'7"
WEIGHT	118 LBS	136 LBS



PHYSICIAN PROFILE

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

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

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

**SUBJECT SLATED FOR  
ELIMINATION**

DOCTOR/PHYSICIAN *[Signature]*

FOR OFFICE USE ONLY

SCORE

RF2 DATA

TQ-217

TQ-241

TQ-275

\* | #

OTHER

CONFIDENTIAL MEDICAL RECORD  
NANO-PROCESSING EXPERIMENT

SUBJECT INFORMATION

SUBJECT NUMBER: 888      SUBJECT NAME: XXXXX XXXXX  
 CODE NAME: SHRIKE      NEXT OF KIN: BROTHER: XXXXX XXXXX  
 UNIT: **DISHONORABLY DISCHARGED**      SPECIAL SKILLS: TRANSPORTATION  
 DATE PROCESSED: 5 / 18 / 2161      SEX: MALE  FEMALE  UNDETERMINED   
 AGE AT TIME OF PROCESSING: 17 YEARS; 1 MONTH; 25 DAYS

**RECORD SEALED BY ORDER OF CHANCELLOR SOPOT**

	PRE-PROCESSING	POST-PROCESSING
I.Q.	120	125
HEIGHT	5'5"	5'7"
WEIGHT	133 LBS	148 LBS



PHYSICIAN PROFILE

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

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

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

**SUBJECT SLATED FOR ELIMINATION**

*[Signature]*  
PHYSICIAN

FOR OFFICE USE ONLY

CODE

SCORE

RF2 DATA

TQ-217

TQ-241

TQ-275

\* | #

OTHER

CONFIDENTIAL MEDICAL RECORD  
NANO-PROCESSING EXPERIMENT

**RECORD SEALED BY ORDER OF CHANCELLOR SOPOT**

SUBJECT INFORMATION

SUBJECT NUMBER: 530      SUBJECT NAME: XXXXX XXXXX  
 CODE NAME: REPTA      NEXT OF KIN: NONE  
 UNIT: **DISHONORABLY DISCHARGED**      SPECIAL SKILLS: HEAVY WEAPONS  
 DATE PROCESSED: 5 / 17 / 2161      SEX: MALE  FEMALE  UNDETERMINED   
 AGE AT TIME OF PROCESSING: 32 YEARS; 11 MONTHS; 13 DAYS

PROCESSING INFORMATION

	PRE-PROCESSING	POST-PROCESSING
I.Q.	117	102
HEIGHT	6'4"	6'8"
WEIGHT	287 LBS	308 LBS



PHYSICIAN PROFILE

SUBJECT'S SERVICE RECORD NOTES A HISTORY OF BERSERKER VIOLENCE, SEVERAL ALLEGATIONS OF INVOLVEMENT IN ATROCITIES, AND LOW IMPULSE CONTROL. THE SUBJECT WAS NOT ORIGINALLY SLATED FOR PROJECT SOPOT'S BLADE. HOWEVER, AT THE INSISTENCE OF SECRETARY OF DEFENSE MOLOV, UNDER WHOM THE SUBJECT HAS SERVED FOR MANY YEARS, THE SUBJECT WAS INCLUDED IN THE PROJECT. SUBJECT EXHIBITS EXTREME LOYALTY TO COMMANDER MOLOV AND IS AMENABLE TO HIS ORDERS.

POST-PROCESSING, SUBJECT EXHIBITED HEIGHTENED AGGRESSION AND REDUCED IMPULSE CONTROL. HIS LOYALTY TO COMMANDER MOLOV REMAINS CONSTANT. (NOTE: UNLIKE 99% OF SUBJECTS, PROCESSING MEASURABLY REDUCED THE SUBJECT'S I.Q.) (NOTE: SUBJECT IS AMONG THE 56% OF PROCESSED EXHIBITING A VARIETY OF MEASURABLE PSYCHOLOGICAL CHANGES.)

**SUBJECT SLATED FOR ELIMINATION**

*[Signature]*  
PHYSICIAN

FOR OFFICE USE ONLY

CODE

SCORE

RF2 DATA

TQ-217

TQ-241

TQ-275

\* | #

OTHER

**CONFIDENTIAL MEDICAL RECORD**  
**NANO-PROCESSING EXPERIMENT**  
**BY ORDER OF**  
**CHANCELLOR SOPOT**

SUBJECT INFORMATION

SUBJECT NUMBER: 755 SUBJECT NAME: XXXXX XXXXX  
 CODE NAME: QUILL NEXT OF KIN: NONE  
 UNIT: ~~SOPOT SPECIAL FORCES~~ SPECIAL SKILLS: SNIPER  
 DISCHARGED  
 DATE PROCESSED: 5 / 18 / 2161 SEX: MALE  FEMALE  UNDETERMINED   
 AGE AT TIME OF PROCESSING: 26 YEARS; 9 MONTHS; 3 DAYS

PROCESSING INFORMATION

	PRE-PROCESSING	POST-PROCESSING
I.Q.	120	134
HEIGHT	5'8"	6'4"
WEIGHT	146 LBS	172 LBS



PHYSICIAN PROFILE

SERVICE RECORDS NOTE THAT SUBJECT IS AN EXPERT SNIPER WHO HAS BEEN SUCCESSFULLY INSERTED INTO NUMEROUS HIGH-RISK SITUATIONS ON FOREIGN SOIL. SUBJECT IS HIGHLY DECORATED AND HAS BEEN COMMENDED FOR HER COURAGE UNDER FIRE. THE SUBJECT HAS NO POLITICAL CONVICTIONS OR UNIT LOYALTY, BUT EXPRESSED WILLINGNESS TO DO "WHATEVER IT TAKES" TO AUGMENT HER PHYSICAL ABILITIES.

PROCESSING HAS IMPROVED THE SUBJECT'S ALREADY IMPRESSIVE ATHLETICISM AND COORDINATION. SUBJECT WAS ENTHUSIASTIC ABOUT HER IMPROVED PROWESS AND THE ABILITY TO "THINK MORE CLEARLY." (NOTE: THIS WAS THE ONLY SUBJECT WHO REPORTED TAKING PLEASURE IN THE TRANSFORMATION PROCESS.) (NOTE: SUBJECT IS AMONG THE 27% OF SUBJECTS WHO SHOW NO SIGNIFICANT PSYCHOLOGICAL CHANGE POST-PROCESSING.)

**SUBJECT SLATED FOR ELIMINATION**

\_\_\_\_\_  
 AUTHORIZED PHYSICIAN      \_\_\_\_\_  
 WITNESS

FOR OFFICE USE ONLY

CODE \_\_\_\_\_  
 SCORE \_\_\_\_\_  
 RF2 DATA  
 TQ-217   
 TQ-241   
 TQ-275   
 \* | #  
 OTHER \_\_\_\_\_

**CONFIDENTIAL MEDICAL RECORD**  
**NANO-PROCESSING EXPERIMENT**  
**BY ORDER OF**  
**CHANCELLOR SOPOT**

SUBJECT INFORMATION

SUBJECT NUMBER: 01 SUBJECT NAME: XXXXX XXXXX  
 CODE NAME: MOLOV NEXT OF KIN: EX-WIFE: XXXXX XXXXX  
 UNIT: ~~ARMY OF THE COMMONWEALTH~~ SPECIAL SKILLS: EXCELS IN ALL FORMS OF  
 DISCHARGED ARMED COMBAT  
 DATE PROCESSED: 5 / 14 / 2161 SEX: MALE  FEMALE  UNDETERMINED   
 AGE AT TIME OF PROCESSING: 45 YEARS; 4 MONTHS; 0 DAYS

PROCESSING INFORMATION

	PRE-PROCESSING	POST-PROCESSING
I.Q.	134	XXX+
HEIGHT	6'1"	6'3"
WEIGHT	225 LBS	246 LBS



PHYSICIAN PROFILE

ARMY OF THE COMMONWEALTH COMMANDER AND DECORATED WAR HERO, THE SUBJECT STRONGLY SUPPORTS THE CHANCELLOR'S PROGRAM FOR NANO-TECHNOLOGY EXPERIMENTATION. RECENTLY APPOINTED TO THE POSITION OF SECRETARY OF DEFENSE, THE SUBJECT IS AN OUTSPOKEN ADVOCATE FOR THE CREATION OF A FORCE OF NANO-TECHNOLOGY ENHANCED SOLDIERS.

THE SUBJECT WAS THE FIRST TO VOLUNTEER FOR PROCESSING. POST-PROCESSING, HE REPORTED TO CHANCELLOR SOPOT: "AMPLIFICATION OF PHYSICAL PROWESS AND COMBAT SKILLS ARE WELL WORTH THE EXTREME BUT TRANSIENT PAIN EXPERIENCED BY FIGHTING PERSONNEL DURING THE TRANSFORMATION PROCESS."

(NOTE: SUBJECT AMONG 56% OF PROCESSED EXHIBITING A VARIETY OF MEASURABLE PSYCHOLOGICAL CHANGES. SUBJECT DEMONSTRATES HEIGHTENED SENSE OF RESPONSIBILITY, ENHANCED CONFIDENCE, AND INCREASED AGGRESSION.) (NOTE: POST-PROCESSING, SUBJECT'S I.Q. ROSE RADICALLY)

**SUBJECT SLATED FOR ELIMINATION**

\_\_\_\_\_  
 AUTHORIZED PHYSICIAN      \_\_\_\_\_  
 WITNESS

FOR OFFICE USE ONLY

CODE \_\_\_\_\_  
 SCORE \_\_\_\_\_  
 RF2 DATA  
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 TQ-241   
 TQ-275   
 \* | #  
 OTHER \_\_\_\_\_



CONFIDENTIAL **RECORD SEALED** MEDICAL RECORD  
 NANO-PROCESSING EXPERTISE DEPARTMENT

**CHANCELLOR SOPOT**

SUBJECT INFORMATION

SUBJECT NUMBER: 1093 SUBJECT NAME: XXXXX XXXXX  
 CODE NAME: ALIAS NEXT OF KIN: NONE  
 UNIT: SOPOT **DISHONORABLY DISCHARGED** SPECIAL SKILLS: DEMOLITIONS  
 DATE PROCESSED: 5 / 19 / 2161 SEX: MALE  FEMALE  UNDETERMINED   
 AGE AT TIME OF PROCESSING: 24 YEARS; 0 MONTHS; 1 DAY

PROCESSING INFORMATION

	PRE-PROCESSING	POST-PROCESSING
I.Q.	122	134
HEIGHT	5'11"	6'2"
WEIGHT	203 LBS	238 LBS



PHYSICIAN PROFILE

A 7-YEAR VETERAN OF SOPOT SPECIAL FORCES WITH FOREIGN SERVICE EXPERIENCE, SUBJECT HAS EARNED THE CHANCELLOR'S QUATTRO-CLUSTER FOR HEROISM AND THE SOPOT MEDAL OF VALOR. MILITARY SERVICE FILES NOTED ABOVE-AVERAGE INTELLIGENCE, ABOVE-AVERAGE LEADERSHIP, ABOVE-AVERAGE LOYALTY, ABOVE-AVERAGE COURAGE, AND ABOVE-AVERAGE COMBAT SKILLS.

PRE-PROCESSING, THIS SUBJECT DEMONSTRATED A STABLE PSYCHOLOGY AND WILLINGNESS TO COOPERATE WITH THE EXPERIMENT. POST-PROCESSING, SUBJECT CONTINUED TO DEMONSTRATE A STABLE PSYCHOLOGY, WAS PLEASED BY HIS ENHANCED PHYSICAL AND MENTAL ABILITIES, AND WAS EAGER TO USE THEM IN THE SERVICE OF THE COMMONWEALTH.

(NOTE: SUBJECT IS AMONG THE 27% OF SUBJECTS WHO SHOW NO SIGNIFICANT PSYCHOLOGICAL CHANGE POST-PROCESSING.)

**SUBJECT SLATED FOR ELIMINATION**

*[Signature]*  
 PHYSICIAN

*[Signature]*  
 WITNESS

FOR OFFICE USE ONLY

CODE

SCORE

RF2 DATA

TQ-217

TQ-241

TQ-275

\* | #

OTHER

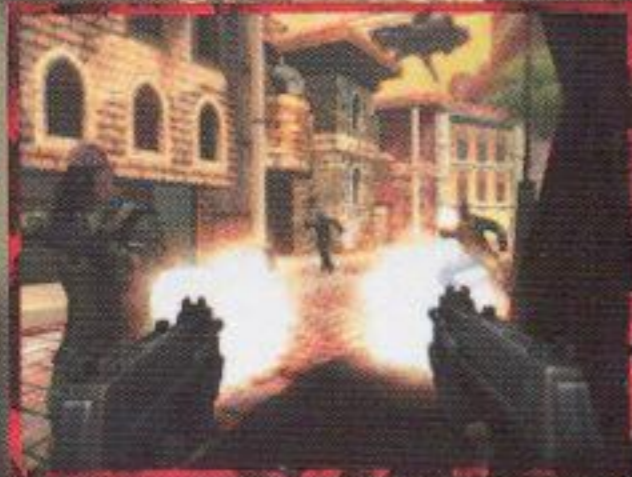
## Hints and Tips

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



# LIBERATE YOUR PLAYSTATION®2!

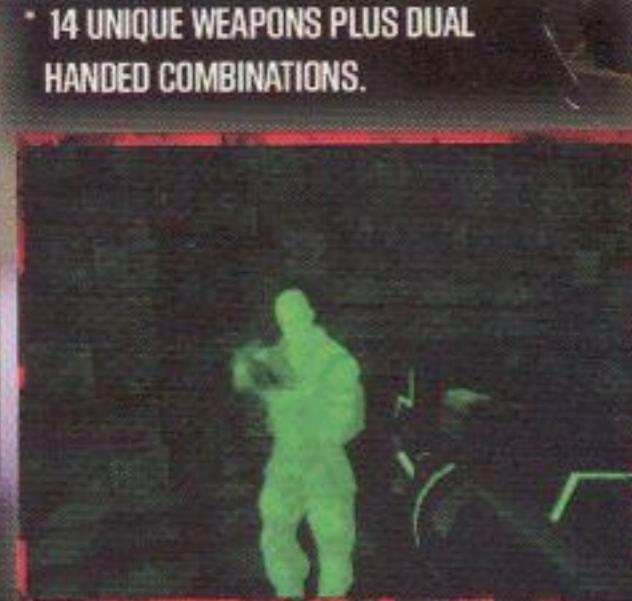
FIGHT ALONG SIDE AN ELITE SQUAD OF SIX TO COMPLETE YOUR MISSION - ELIMINATE THE CORRUPT DICTATOR OF THE COMMONWEALTH!



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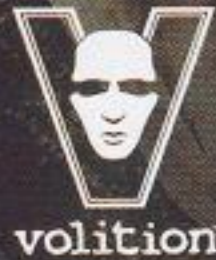


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