



XBOX 360

XBOX
LIVE

RED FACTION[®]

GUERRILLA[™]



volition inc



INSTRUCTION BOOKLET

THQ

Winn's Lair



WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

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

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

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

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

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD
LANGUAGE



FEAR



SEXUAL
CONTENT



DRUGS



DISCRIMINATION



GAMBLING



PEGI
ONLINE
pegionline.eu

For further information visit www.pegi.info and pegionline.eu

Vincent's Lair

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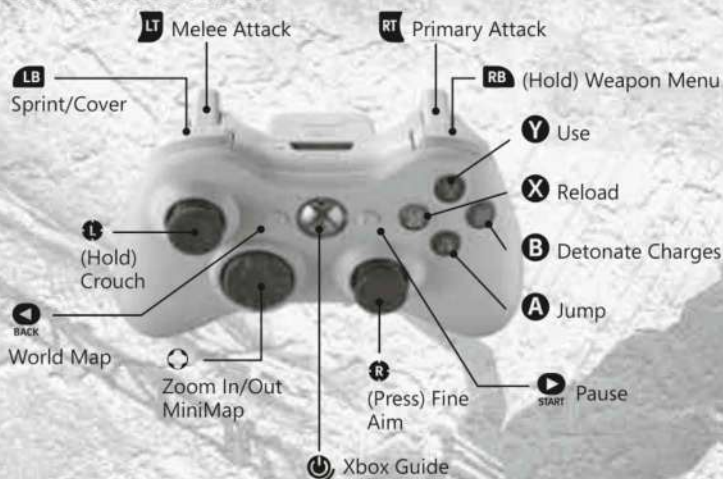


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Vimm's Lair

GAME CONTROLS

XBOX 360 CONTROLLER ON FOOT CONTROLS



VEHICLE CONTROLS



XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360 and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

Connecting

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

Family Settings

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

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 organised 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.

XBOX LIVE

Take on up to 15 other players in competitive matches over Xbox LIVE.

DOWNLOADABLE CONTENT

Download new content from Xbox LIVE.

SYSTEM LINK

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 RB)

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 **LB** 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 **LB** 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 **A** 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 protesters 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 organisation'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

XBOX LIVE (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.