

RED FACTION

IGN's In-Depth PDF Guide



Introduction

Mars. Just the name instills a feeling of foreboding on whoever hears it. Named after the Roman god of War, the planet has always signified strife to whoever looked onto its red surface. In the near future, mankind has colonized the red planet, as well as set up lucrative mining operations underground. Unfortunately there is a deadly plague wiping out the miners under the surface.

Because of this, a rebellion has sprung up that is calling themselves the Red Faction. You play a reluctant member of this rebel force in a mission to find the cure for the plague and bring peace back to the red planet.

Welcome to IGN's guide to Red Faction. Inside you will find the basics of the gameplay, details on the weapons and items that you at your disposal, as well as a walkthrough for all of the areas in the game, and multiplayer hints and tips.

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Game Basics

Red Faction is a first person shooter where you play as a rebel miner in a battle against a deadly plague and a corrupt corporation. As with other FPS games how you move and control yourself is extremely important. Since Red Faction on the PS2 sadly does not support a USB Mouse and Keyboard system, the game gives you multiple control configurations, or you can make your own if you wish.

The default configuration (which is just configuration "A" of many) is shown below:

Fire: R1
Alternate Fire: R2
Use: X
Jump: L1
Crouch: L2
Holster: D-Pad Left
Reload: TRIANGLE
Next Weapon: CIRCLE
Previous Weapon: SQUARE
Fine Aim Mode: D-Pad Up
Center View: D-Pad Down
Message Log: D-Pad Right
Walk/Sidestep: Left Analog Stick
Pitch/Turn: Right Analog Stick

GeoMod Technology

Red Faction also does something that many people have been looking forward to for a long time – it allows you to blast holes through walls and the terrain in real time. It does this by a new technology in the engine known as "GeoMod".

Say you are running down a mine corridor and you suddenly want to have a place to hid. Thanks to GeoMod you can pull out your trusty Rocket Launcher or Remote Charges and blast a hole into the wall or floor to create a nice little foxhole for yourself.

The GeoMod also comes into use in the game's multiplayer levels where weapons and items are hidden under or behind walls that you need to blow up.



Vehicles

Other FPS's (such as Tribes and Tribes 2) have allowed you to drive vehicles around, and Red Faction continues that cool feature with it's own host of vehicles.

Throughout the game, you will come upon Drilling Machines, Jeeps, Submarines, and Armored Strike Fighters that you can drive around. When you find one of these, press the activate button near them and you'll board that vehicle.

Some of these vehicles also have weapons that you can use to defend yourself. The Jeep has a machine gun on it's rear, the Submarine has torpedos, while the Strike Fighter has both a heavy machine gun as well as missiles. You fire the primary weapon just as a normal weapon is fired and you fire the secondary weapon with the secondary weapon button.

Levels

The levels in Red Faction are not labeled "Level 1, Level 2, etc". Instead the game will automatically load the new section that you are entering when you reach a certain point. This keeps the game flowing and keeps you immersed in the game's deep story line.

Saving

Thankfully, Red Faction allows you to save your game anywhere you want to, whenever you want to. Throughout the text of the single player walkthrough, we'll tell you when the best places to save the game will be. After all, we probably died just as many times as you have already in the game, and we know what is coming up around that corner that you are approaching. So when you see text that says to save your game, it is best to do so. There is nothing more annoying in this game is getting past one hard part, not saving, and then having to go through it all over again when you die.



Weapons and Items

Control Baton

One of the first weapons that you will pick up in the game, the Shock Prod can incapacitate the guards that you will come upon in the early mines, but you'll want to pick up a more powerful weapon as soon as possible.

Primary Attack: Club.

Secondary Attack: Tazer.

12MM Pistol

You'll be able to grab one of these off a guard right after you get the Shock Prod, and it will be one of your more useful weapons for the first level of the game. The Pistol uses auto aim, so when you get within firing range of a target, the cursor will move toward it so you know when to fire. Holds 16 rounds per clip.

Primary Attack: Semi-automatic firing.

Secondary Attack: Attach/Detach silencer.

Assault Rifle

The UAR-42 Ultor Military Assault Rifle is a very deadly weapon indeed. Once you get your hands on this puppy, it will dominate your arsenal until you find a stronger machine gun.

This weapon fires high velocity armor piercing bullets that can easily tear through your enemy's armor or clothing and drop a target very quickly. However, the weapon is not quite as useful against the Mercs later in the game that come equipped with MUCH heavier armor and more powerful weapons. Holds 42 rounds per clip.

Primary Attack: Three round burst.

Secondary Attack: Single round, higher accuracy.

Automatic Shotgun

When you are fighting a close quarters battle against a lightly armored guard, there is no better weapon to have at your side than this Automatic Shotgun. While its accuracy is crap at long range, if you go toe to toe with someone, it can usually drop them with one well placed hit. Holds 8 rounds.

Primary Attack: Double shot, pump action.

Secondary Attack: Continuous fire.



Sniper Rifle

The Sniper Rifle is used just as you would think – to snipe someone in their noggin when they are at a far distance from you. Headshots are usually fatal instantly.

Primary Attack: Single shot.

Secondary Attack: Activate scope.

Precision Rifle

While the Precision Rifle has a scope like the Sniper Rifle, it is actually more useful as a rifle as itself. It uses auto aiming such as the Pistol and Assault Rifle, but its ammo does a lot more damage. If you fire this weapon at an enemy in close to medium range, you are almost guaranteed to drop them within four shots.

Primary Attack: Semi-automatic fire.

Secondary Attack: Activates scope.

Submachine Gun

The submachine gun is one of the quickest firing weapons in the game and is best used when you simply need to load someone up with bullets very quickly. Thankfully, it can hold a horde of rounds, which is useful since it blows through them so quickly.

Primary Attack: Fully automatic

Heavy Machine Gun

As one of the least accurate weapons in the game, the Heavy Machine Gun may be shunned by some, but like the Submachine Gun before it; you can turn someone into a slice of Swiss cheese with this weapon faster than any other. Due to its inaccuracy and precise targeting action (D-Pad Up by default) is extremely useful when you want to fire this weapon. If you do use that, you will be killing enemies as fast as they can storm into the room.

The weapon fires off arguably the most damaging rounds in the game (other than Missiles or other explosives, of course), which is why the accuracy is so low. Hey, game balance may suck for cheaters, but the game has to be fair.

Primary Attack: Fully automatic bullet barrage from hell. Not too accurate.

Secondary Attack: Much slower firing rate, but much more accurate.

Flame Thrower

This puppy is fun when you come across a group of enemies. It shoots out a four-meter flame that will ignite your target, as well as anyone near them. If you fry one guy, and he runs into his buddy,



his poor friend will also catch on fire. The fun flames burn for about 30 seconds, which is enough time to kill the average enemy. Be careful when running near the still burning corpse, as the flames can hurt you as well.

Primary Attack: BBQ fun time.

Secondary Attack: Throw a fuel canister as a bomb.

Rail Driver

Every first person shooter these days needs a railgun and here is Red Faction's version of the weapon.

The Rail Driver fires metal slugs at extremely high velocity so they can penetrate walls, as well as people. So if you have three or four enemies standing in a nice little single file line for you, you can fire a slug through the first and kill them all in one shot. The draw back with the weapon is that it has an extremely long reload time.

Its secondary attack is also very cool. Similar to the Farsight in Perfect Dark, the scope allows you to see an enemy's heat signature through walls. As the weapon can penetrate walls, as soon as you have a sure shot you can fire and kill the opponent before they know who or what hit them.

Primary Attack: Single shot.

Secondary Attack: Activates heat scope.

Rocket Launcher

When you want to blast holes in walls, or take out an enemy very quickly, the Rocket Launcher is one of the things you'll probably want to use. It fires a single shot, highly explosive, rocket at the target of your choice. Holds 6 rounds per clip.

Primary Attack: Single rocket.

Secondary Attack: Single heat-seeking rocket.

Fusion Rocket Launcher

Very similar to the regular Rocket Launcher, the Fusion Rocket Launcher has one big difference: It makes things go boom a lot better.

The explosive round from the launcher creates a small fusion explosion that has a wide area effect damage that can kill you as well if you are too close. It is best used to take out a large group of enemies at long range.

Primary Attack: Single Shot



Grenades

The happy pineapples of doom, the grenades in the game allow you to...well...blow stuff up. Once you toss one, be sure you are not within its small blast radius or else you will be looking for some artificial limbs.

Primary Attack: Toss it and “boom”.

Secondary Attack: Throws grenade with a four-second timer.

Remote Charges

These little bombs are tooled specifically for blasting holes into walls and other objects. You can toss them and they will stick wherever they land, even if they land on a person. If that happens, the poor soul will run around screaming until you push the little red button to put them out of their misery.

Primary Attack: Sticks to objects. Secondary Attack: Direct toss.

Riot Shield

Not really a weapon, you can use this clear shield to block some small arms fire, as well as bop someone upside their head when you get close to them. It's really non-lethal.

Primary Attack: Swing shield.

Secondary Attack: None

Medi Pack

Medi Packs fill 50 points of life when you pick them up, with the maximum being 100.

First Aid Kit

First Aid Kits fill up significantly more life than a Medi Pack.

Envirosuit Armor (fragment)

The small pieces of Envirosuit Armor gives you 50 points of armor per pick up, with the maximum being 100.

Envirosuit Armor (full)

The full suits of Envirosuit Armor completely fill your armor meter upon pickup.



Walkthrough

Red Faction really doesn't have specific "levels", as you would expect in a normal game. It is actually quite similar to many PC first person shooters where the game is simply split up into many areas that are loaded as you get to them – making a pretty seamless experience. Red Faction has over twenty areas, and you'll find walkthroughs for each one in this section. The walkthroughs are meant to get you through each area the quickest and the most intact. As long as you follow the text exactly, you shouldn't have any problems with getting lost in the large levels of the game.

The game also has multiple difficulty levels. This walkthrough is based on the default, or "medium" difficulty.

Mines

Live Mines

As a miner, your adventure naturally begins underground in the dark mines of Mars. You'll start off in a tunnel that is gently sloping down in front of you. Walk forward and past a small hole to your left. Ignore that for now and continue forward to where you see a miner arguing with a guard.

The miner will knock out the guard, and then all hell will break loose. Run over the body of the guard to pick up a Control Baton, and then get ready for some combat. Right in front of you will be a guard firing a handgun at you, so run up and whack him upside the head with the Baton a couple times until he drops to the ground and you can pick up his gun. Once you have that, there will be another guard ahead and to the left against a large set of double doors. Open fire on him and then go through the doors.

In the next hall you'll see a large service robot to your right that is digging a tunnel. This guy is no threat to you right now, so you can just ignore him and run past. Run up the path and you'll come to a small hole to your left. Go inside and you'll hear a miner yelling for help. Drop down into the room to engage a single guard in the far corner where there is a spray painted "X" on the wall, and a pack of Remote Charges sitting on the ground. Pick up the Charges and then equip them.

Now it's time to learn how to blast holes into walls. Toss a Charge onto the center of the "X" and then detonate it. Magically a hole will appear in the wall, and then you can jump up through it to enter another room with two miners who are still alive. They will lead you out of the room and immediately be killed by incoming guards. The first one will be equipped with a Control Baton, and then the next one will be firing handgun rounds at you.



Take out those two guards, exit the small tunnel that you were in with the dead miners (you should also pick up a Rocket Launcher at the mouth of the hole), and then go to the right as soon as you are in the clear.

While running up the path you'll run into two more gun-toting guards, who fall quickly due to your handgun talent. Next you'll run into another pair with one holding a Baton and the other with a gun. Continue up the path and you'll then encounter three guards – one with a Baton and two with guns. After them, you'll reach a fork in the path. There will be a tunnel heading to your right, and another going straight ahead.

From the tunnel ahead, you'll see a Guard chasing down a Miner. Incapacitate the Guard, and the Miner will tell you that a few of them are headed up to the docking bay to escape Mars. Follow him up the path that you saw him being chased down, and right before you reach the door there he will be blown to bits by an explosion.

You'll find the source of that in three guards that are guarding the door. Arm your favorite weapon and strafe left and right while firing on them until all three are dead. Then walk forward towards the door, and the next area will be loaded.

Mine Maintenance

As soon as the door opens, you'll be in a large area with ledges on each side of a small pool in the center of the room. On the far ledge will be two Guards, one of which will be holding a devastating rocket launcher.

Immediately upon entering the room, run to the right wall and jump down toward the pool. Then run along the wall and jump up the ramp leading to the far ledge. Open fire immediately on the first guard, and then run towards the Rocket Launcher holding guard (while strafing to avoid his rockets) and drop him to the ground with some bullets.



Enter the large double doors and walk forward into the next tunnel to encounter two more gun-toting guards. Eliminate them, and continue up the tunnel to another set of double doors that open up into another large room.

Inside there will be one guard in front of you, one on a small platform to your right, and another on a platform ahead and to your left. Take out the guards in whatever order you want, and then head over to the left side of the room, where you will find a small alcove with a small lift that takes you to a conveyor



belt. Run along it, but before you reach the end prepare to jump. The belt will drop you into a crusher, but you can jump off to the right where there is a small ledge with a single guard.

Run through the short tunnel after the ledge to enter another large room. Before you leave the hall, pause to take in your surroundings. To your left there will be a sole guard, and to your right is a giant drilling machine, while there are two pillars directly in front of you. Take out the left guard and then strafe around the pillars to see another guard on another platform against the far wall. Then four more guards will come out of the right door.

Once you have the enemies in the room down, there is a small box near the ramp that leads up to the small platform and it holds some Envirosuit Armor. Then go through the left door and run up the tunnel into the next room where you'll encounter another Rocket Launcher guard and an electric force field that you'll have to get around. To do so, go through the door on the left tower. Inside, you'll find two guards on the other side of the glass as well as a box that contains a Medical Kit and Envirosuit Armor. Exit that tower to encounter one more guard and a door on the far wall. Once you go through the door and run up the tunnel a little ways (and kill a guard that is there), the game will begin to load the next area.

Mine Entrance

Run up the tunnel that you begin in, and it will open up into a very large room with you up on a catwalk that turns to the left. Down below, you will see a group of guards escorting a large vehicle. They will probably spot you, but just run along the catwalk into another tiny tunnel.

At the end of the tunnel a Guard will shoot down another Miner and you'll enter a large cavern with a big metallic scaffold in it. There will be one guard to your left guarding a lift, and two more will come out of the double doors to the right. Kill the three guards and then run over to the elevator and activate the lift by pressing the button. When the lift reaches the top, go through the double doors to enter the next level.

Barracks

Barracks Entrance

When you enter this tunnel, walk slowly ahead and you'll see a guard running towards you while on fire. If he touches you, the fire will damage you so put him out of his misery with a few shots to the face. Then continue up to the entrance of the barracks, where you will face more opposition.

You'll face one guard with an Automatic Shotgun and another with a regular handgun as well as another with a Control Baton. Take them out, and then check out the area. Ahead of you will be two doors and a small control booth in between them. You can also pick up a Flame Thrower on the ground nearby one of the dead Miner's body.



Enter the small control booth to find a Riot Shield, and then press the small button to open up the large doors to give you access to the barracks. Go through either of the doors, and with the Automatic Shotgun take out the small security camera and then load up the sole guard with some little shotgun pellets.

Walk up to the airlock and press the button to open up the doors and shoot the single guard dead. Then press the button on the opposite door to cause the next area to be loaded.

Barracks

Ok, so those last couple of areas were rather short, but now you are in the Barracks and everyone will be out to get you. Strap yourself in, because this is where the game starts to seriously kick some ass.

As soon as you exit the airlock, pop into the first door to your right. Unload a shotgun shell into the guard right inside the door and then run up the small staircase. Halfway up a guard will run in with a shotgun in hand, eliminate him, and then run through the door at the top. The next door to your right will lead to empty barracks with only a Enviro-suit Armor while the second door to your right will have two dead bodies and a medical kit.

Run through the door at the end of the walkway, and turn to the right but pause before going through the door. On the other side, down on the first level, will be an automated machine gun that will rip you to shreds. Equip a remote charge and quickly duck out of the door. Toss the charge down onto the gun, and then duck back through the door where you can safely detonate it.

Then run along the walkway and enter the door to your right that is at the end of it. Right inside will be a shotgun guard, and then run down the stairs to get to the first level again. Turn to your left upon exiting the staircase and then go into the door marked Detention Area.

Inside you'll find a Miner behind bars who will tell you to grab the keycard on the table to let him out. Do as he says, and then you can find some health in a small box in the corner. As soon as you set him free, there will be about four guards out in the large room and a couple more will be on the way.

Run into the door directly across from the Detention Area and then turn right to follow the hall to the Cafeteria. Before you can enter there will be one Shotgun Guard in front of the door, and then three more enemies inside the main room. With them eliminated, run through the far door and enter the kitchen. Jump into the small air duct against the wall and crawl through the tiny tunnel to reach the next area.

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Elevator to Registration

Exit the vent, and go through the door to your right. Run through the next small room and go through the door that is next to the small smoking console. Jog through the long hall and turn right at the end to encounter a sole guard. Splatter him on a wall, and then climb up the ladder to the left to enter a door.

Unfortunately the elevators have been destroyed, and that means that you'll have to climb up the giant elevator shaft. Right when you enter the shaft, there will be a guard up to your right taking pot shots at your head, so teach him a lesson with a shotgun blast. Then, grab onto the ladder and start climbing.



After you pass a large destroyed door; a guard in a doorway across from the ladder that you are climbing will shoot you at. Get onto the tiny ledge to your right and go over through the door to enter another elevator shaft.

Climb up to the top, and you'll be able to see Registration to your right, but the small ledge doesn't extend there. That means that you'll have to jump across to it. Do so, take out the guards inside, and then run into the small hall to begin the loading.

Registration

Miner Registration

When you enter the area, you can see a small vent against the wall to your left. Crouch down and shoot the grate, then follow the small tunnel up. At the end, look down, shoot the grate, and then drop down to shoot a surprised guard. On the wall you can locate a First Aid Kit as well as an Assault Rifle, then press the button on the small console before climbing down the ladder on the opposite side of the room.

After going down the ladder, turn left to kill one guard, and then follow the hallway as it turns to the left. There will be a guard behind some sandbags with an Assault Rifle and then another guard as the hall turns to the right. Go through the door at the end of the hall to enter the main registration area.

To the right will be the reception desk, while the left side of the room holds stairs that lead up to the second level. Shoot the guard that is coming down the stairs, and then jump over the desk to kill another guard that is hiding. Then run up the stairs to encounter an enemy coming out the left door, and then run through the right door, up a small hall (with one guard) and through another door to enter the next level.



Registration Lobby

Go through the first door, follow the hall to the right, and you'll enter a small three-way intersection. There will be two guards coming out of the right door, and as that is labeled "Docking Bay East", that is the one that you'll want to go through first. The only problem is the machine gun that is docked at the top of the stairs. Hopefully you have some Rockets left, so equip the launcher and fire off a couple rockets right at the gun until it is rubble.

If the rockets didn't kill them, there will be two more guards behind the smoking gun. Follow the stairs to the right to enter yet another room with a set of double stairs leading to an elevator to the left. Enter the elevator, and then exit through the door opposite of the one that you came in to face two guards at the end of a long hall. If you need healing, you can go through the door with the white cross, and talk to the medic inside who will heal you.

Then run down the only exit from the other room, then follow the hall and you'll see the familiar "loading" sign.

Docking Bay

Once the game is done loading, follow the hallway until you reach a passageway to your right. When you go through the small walkway over the ship in the docking bay, a cut-scene will begin that will show the Miner's unsuccessful attempt at fleeing Mars. When you have control again, go through the only opening in your little walkway, and turn right to kill one guard. Once he falls, follow the hall and then turn right to enter the Control Room.



Run up to the console against the windows and press the button to make the giant Docking Bay doors close, and then exit the room. Once back in the hall, run to the double doors and enter the elevator. Activate the lift by pressing the button to begin your trip downward.

When you reach the Lower Bay, follow the hall and exit through the double doors to enter the docking bay where you will fight two more enemies. Once they are out of the way, go through the two giant doors that are labeled "Cargo Bay" where you'll find two more enemies waiting for you to kill them.

Exit from Docking Bay

Right after you pass through the doors you'll see a giant elevator. As it is your only option for



progression, get on the lift and press the button to cause the elevator to head down. At the bottom, turn left and go through the double doors.

Right on the other side, there will be one enemy to your left and two more coming out of the hold of the large craft that is parked in the bay. Inside the ship you can find some ammo, and then go through the doors that are on the right side of the room.

In the next hall, you'll hit one guard after going through the doors and then as the hall turns to the right there will be a cannon on the ceiling. Now, you can avoid this little annoyance by going through a long sidetracked path through the rooms on each side of this hall, but that takes way too much time as you can destroy the cannon with a couple shots from either your shotgun or assault rifle.

There will be one guard past the turret, and then two more guarding the doors that you come to when the hall turns to the left. Before you go through the doors, save your game. There is going to be a very tough, rocket tossing, enemy on the other side of the door so save your game and then equip your rocket launcher and go through the doors.

When you enter the next room, you'll see a pillar in front of you and a giant robot hovering behind it. The robot will fire rockets and small arms fire at you, so use the pillar for cover as you strafe left and right. Using the Rocket Launcher, you can destroy the droid in about four or so direct hits. Once it is done, enter the door to the right of the way you came in, and climb up the ladder.

Run across the catwalk to the small hall and kill the single guard. Then run over to the next catwalk and through the door on the other side (there will be another guard inside. Press the button on the console, and then go through the door that opens below to clear this area.

Abandoned Mines

Abandoned Mine

This is a very short transitional level into the next area, but it also has some challenges that aren't apparent at first.

At the start of the area step onto the small lift and press the button to begin your descent. Make note of the ladder against the wall, as you can use it in case things go bad on the lift. After you have dropped down quite a distance the lift will start to become a shaky ride. Look for an opening on the wall where there will be a set of double doors, and jump over to it as soon as you have room. You'll want to do that as the lift will suddenly drop so far that it would be instant death for anyone who stayed on it.



Press the panel on the wall to open the doors that lead to a small room with a couple of guards. Run into the right building to find a box with armor and shotgun shells, while the left shack contains ammo, health, and remote charges.

The double doors against the far wall are sealed shut, so you'll have to blast your way past. Equip either the Rocket Launcher or Remote Charges and start to blast away at the rocks to that are to your right of the doors. Climb up and through the hole that you created and run down the hall to reach the next area.

Crevasse

When you enter this large cavern, you'll be looking into a large drop that leads to water. Make a leap of faith into the pool, but be sure to not hit the rocks on the way down, as the fall can kill you if you hit anything other than liquid.

Swim through the water to the far end, where there is a ramp heading up. Run up it and then turn around so that you can see little red lights heading up another ramp. Follow those lights and wipe out three guards along the way, and then turn left to head down another tunnel, which will cause the next area to load.

Abandoned Smelter

Head down to the double doors and press the button to cause them to open. Walk along the rocks to a small opening to your right, which heads to the Smelter area. Run over to the small ramp.

Go up the ramp and turn right. Head up the next ramp and turn right again and then left onto the catwalk. Follow that to a small opening in the wall and turn right into the hall. Follow that hall as it turns right, and you'll access the next area.

Abandoned Ore Hopper

Follow this hall to the end where you must turn left, and then slowly creep out onto the catwalk that is high above the ground. There will be one guard ahead and to your left using the large cylinder for cover. Pelt him with some bullets and then run quickly across the catwalk, as there will be fire from below coming at you.

There are two guards on the ground that will be firing at you, so do just what the first guard was doing. Use the large cylinder for cover as you strafe and pick them off one by one. Once they are out of the way, turn around and jump onto the pile of rocks that the silver ore slide is connected to. From the rocks jump up onto the ore slide that connects to the large cylinder that you were using for cover, and then jump on into the pit. Head through the small circular tunnel to end the area.



Abandoned Smelter (part 2)

Run down the shaft to the end where you will drop into a small silver room. A hatch will open so drop down and slowly creep down this next shaft. At the exit will be a small scoop for you to drop into, as well as two guards.

Save your game. Drop down and run up the ramp ahead of you, turn left and run up the next ramp to a switch. Flip the switch and quickly drop down into the scoop before it moves away. Ride the lift until you see a giant fan that is labeled "Ventilation". Jump across, duck past the blades and run down the ventilation shaft.

Ventilation Shaft

Save your game. You'll exit out into a large shaft with multiple platforms connected by ladders. There are at least four guards in this area, so as you climb the ladders to platform to platform keep firing away with your Assault Rifle at each of the enemies.

From the platform you start out on, climb up the ladder to the grating right above you. Next climb up the ladder ahead of you and press a switch on the wall, which will stop the giant propeller blades at the top of the shaft. With the blades slowed, or stopped, you can then reach the opening on the other side of the room that is labeled "Rock Crusher". Climb up the small ladder and enter this next shaft where you'll kill one more guard before loading up the next level.

Abandoned Crusher

When running through this tunnel, you will encounter a dying Miner who warns you about a sniper on top of the Rock Crusher ahead. Creep slowly to the opening, and then use the Precise Targeting command to target the lone guard on top of the large yellow machine and pop some bullets in his head.

Then drop out of the shaft, shoot the guard on the far side of the room, and then run to the back of the large yellow machine to find a ladder. Climb up to the top to pick up the sniper rifle from the dude you killed earlier. Also, on the ground in back of the machine is a box that holds a Rocket Launcher and some rockets.

Once that is done, run through the small passage on the left side of the room until you come to a retracting bridge. Shoot the four guards on the other side of the chasm, and then equip the Sniper Rifle to shoot the switch on the other side, which will extend the bridge.

Run down the short tunnel to an airlock on your right. Press the button to open the door, shoot the guard inside, and then press the other button to seal the airlock and end the area.



Geothermal Plant

Plant Entrance

The entrance to the Geothermal Power Plant can either be an annoying battle for you, or a quick run through a tunnel depending on what you choose to do.

Here is the quickest way through the level that will prevent you from dying a bad death at the hands of a powerful machine gun emplacement:

At the start, follow the stairs as they veer to the left. Kill the single guard there and then turn the corner to the right. Then wipe out the two guards in the small passage and then equip either the Rocket Launcher or some Remote Charges. Look on the ground in front of the sandbag barriers and blow up the section of ground between the two grates.

Drop down into the hole and follow the tunnel until you come out with a door on your right. Don't go in there, instead walk forward and go through the door to your left that is labeled "Geothermal Facility #4".

Geothermal Power Plant

This is one of the more confusing levels in the game, but as long as you do things in the right order, you should do fine.

Once you go through the first door, turn left immediately and take out the two guards. Then turn right and go left down the passage labeled Lava and Water Control. Take the first left and follow the hall down to Lava Control, kill the two guards, and enter the room.

Go through the door in the fence, and walk over to the left wall where there is a wheel. Press the Action button to turn the wheel and then exit the room while destroying any resistance. Run up the hall and turn left to head to Water Control.

As soon as you enter the room, head to the left and drop down to the second level. Run up to the small console and press the button to cause the room to begin to shake, and then exit. Head down the hall, and then turn left to head down to the Turbine Room. Enter the door to your left (which just so happens to be labeled "Turbine Room"), and head to the back where there is another wheel to turn. Once again, activate it and then leave the room.

Return to the main hall, turn left, and then right up the ramp. Kill the guards behind the sandbags and turn left down the hall. At the end go left again and enter the Water Reclamation room. Blow up the two yellow machines with Remote Charges, and then leave the room and run directly across to the control room.



Upon entering the room, kill the guard and then run down the ramps. When the guy down there pleads with you to spare his life, listen to him. Him staying alive is crucial to completing this level. He will tell you about a switch you need to press at the same time he presses a different one, so walk over to the center pillar and find the switch on one of the consoles. When he tells you to, press the switch and then leave the room.

Now you are able to enter the center door in this hall. So do so, and run down the tunnel to reach the Submarine Bay.

Sub Bay

You now have an opportunity to drive a one-man sub through an underwater tunnel to the Underwater Research Base.

Upon entering the bay, turn to the left and shoot down the single guard that you find there. The only way to lower the sub is in the control room, and the door is jammed shut. With this being Red Faction, place a Remote Charge on the wall next to the door (you can also fire a rocket) and detonate it. Then go inside and press the button on the console to have the sub drop into the water.

To enter the sub, jump in the water on top of it and press the action button. Begin to move forward into the tunnel ahead, and follow the white lights.

About halfway through the tunnel, you'll come to a large open cavern. Directly below you will be one enemy sub. He will fire torpedoes at you, but thankfully you can fight back. Strafe left and right to avoid his fire and you can defeat him with about three direct hits.

Next head through the other tunnel with the white lights and continue forward. In that tunnel you will encounter a whale that will fire off a sonar attack at you, one or two torpedoes will do it in, so continue forward to a large cavern where you will find the Underwater Research Base.

Underwater Research

Before you can dock, you'll have to deal with one more sub, so strafe around it while firing off your torpedoes, and once it explodes head into the underwater base to dock and enter the base.

In the docking chamber there will be two guards. You can both equip your handgun and shoot them from under the water (the sub's torpedoes cannot be shot at them unfortunately), or jump out of the water with your favorite weapon and kill them quickly. Then go through the only door, and turn right.

Run to the end of the hall towards the large "2" and go down the ladder. At the bottom go right again and head towards the end of the hall towards the large "1" and two guards will come out of the door to your right. Wipe them out and then enter the large room.



Now you can stand around here waiting on the tram to appear on the track, but instead equip your Assault Rifle and begin to run down the tracks. Eventually you'll intercept the tram, complete with two guards. Kill them and then continue down the track. Turn left at the end, enter the door and turn right to run to the end of the hall. To your right will be a miner who will brief you and your next mission, give you a suit to wear as well as a silenced pistol. Then run up the stairs to enter the next area.

Gryphon

Administration Entrance

This next area is completely stealth orientated, so you need to keep your weapon concealed until it is absolutely needed and you cannot allow a guard to see your face or else they will sound the alarm.

Go through the door at the top, and then go through the door at the far end of the small storage room. Turn right and go up the three small steps. Head forward and go through the hallway to your right instead of the stairs.

Pause for a second and look to your right. There will be two guards walking down the hall towards the large room. Immediately run to the left wall and hug it as you move towards where the guards were walking. Follow the guards at a good distance and as soon as you get into the opening of the room turn to the left quickly and run over to the door at the foot of the staircase.

Enter the room with the cubicles, and run right after the first one. Walk forward and turn left so that you can see an open elevator. Then run right at the elevator and push the button to head up to the next floor and the next area.

Corporate HQ

Once on this floor, Hendrix will call you and tell you that he has a little surprise for you. Do as he says and follow the center hall. Turn left then right and enter the door to your left as he tells you. Now you finally get to meet him. Then exit the room, turn left then right to enter another entrance hall and then turn left and run down the hall to the next elevator to get to the next floor.

Executive Suites

Now comes the tricky part. You are at the highest security area in the game and you have to be very stealthy.

Exit the elevator and wait for the guard to make his patrol of the door ahead. Once he is gone walk forward and turn left to run up some stairs. Now it's time to disable the security cameras. Go through





the door to your left and sneak past the guard. When you are away from site, pull out your gun and shoot him in the head. Hide the body in the ammo closet in the back, and then shoot each of the camera screens on the wall to disable the camera system (it will take 2 shots per screen with the silenced pistol. Save your game.

Turn left out of the door, go down the hall and turn right. Run forward and go left through the far door to enter a large room. Turn right to enter the door with Gryphon's name on it. Run past his secretary and enter his office to view a cut scene. Save your game.

Run out of his office and turn right. Go down the hall while taking the left fork that heads down. Turn left, and then turn right to run down to a weapons locker. Once you enter and press the button on the opposite door, the next area will be loaded.

Maintenance Entrance

Exit the room and turn left. Walk forward and Gryphon will wave you past the electric fence. Go ahead past the tower to your left and eliminate the three guards ahead. Then open the door on the tower; climb up the ladder to kill the lone guard. Push the switches on the console to disable the force fields, and then you can get some grenades near the console and a First Aid Kit on the wall.

Follow the cavern to your left after exiting the tower and you will encounter one guard. Enter the door to get into the bot repair shop, and then go through the door to your right. Exit and go through another door where you will be attacked by a couple guards coming from your left. Wipe them out and then go through the door on the far wall.

As soon as you enter this large storeroom, a guard will attack you directly ahead, then turn to the left and head over to the lift. Press the button to call the elevator, and then use it to get up into the control room. Eliminate the guard and then press the buttons on the panel to deactivate the force field and open the access doors.

Exit out of the door at the far end of the storeroom and run up the cavern to enter the next area.

Fighter Docking Bay

Follow the path up until you come to a lift to your left. The door will open, and you'll have to kill a guard. Climb up the ladder, kill the guard up top, and then flip the switch that says "Main Door". If you need it, grab the First Aid Kit in the wall panel, and then exit the tower.

Run back up the path and go through the newly opened doors to your right. Kill the guard right in front of you, then side step into the room and shoot the guards up on the catwalk. Then run under the staircase, pick up the grenades, and Gryphon will come to show you a hidden door. Save your game.



Head up the path to a set of double doors to view a cut-scene. You'll have to blast your way past the mounted turrets and guards beyond the doors, which is why I said to save your game. Right inside the doors will be two turrets up on the ceiling, and two guards in a little control room. You can take out the turrets with the Automatic Shotgun, then lob grenades into the small room to take care of the guards. If your grenades didn't blast an opening in the wall allowing you access, toss another one. Inside the room is a first aid kit on the wall, and then press the right switch so Gryphon can go through the first door, then the left switch so you can both reach the lift at the far end of the room.

At the bottom of the elevator, there will be a total of four guards. The one in the center will have a rocket launcher, so take him out first, then clean up the other two before killing the one in the control room. If you need it, there are First Aid Kits inside the room, then walk up to the fighter and press the Action button to board it.

The Fighter actually has two different modes of attack. The primary button fires a machine gun, while the secondary one fires missiles. Other than that, it controls exactly like the submarine.

Look directly up and fly toward the ceiling, which will open up into a tunnel and then the next area will load.

Fighter Testing Grounds

When you emerge from the tunnel, you'll find yourself flying through a murky cave. Follow the red lights forward, and you'll run into a rival fighter. Since you have a machine gun in addition to missiles, you can use the gun to weaken the fighter and then fire one missile off to finish him. Continue following the red lights, destroy three or four more fighters, and eventually you'll reach a base with two towers at the entrance.

Each tower has a guard on it, with the left one packing a Rocket Launcher. You can actually kill these guys with one or two shots from your machine guns. The two rear towers each have one guard in them, and then there will be about four guards running around the landing platforms. Before you can continue you need to take out each guard, after which there will be a cut-scene of you landing and running into the next building. Hit the switch on the wall to trigger the next area to be loaded.

Refuse Disposal Plant

Welcome to one of the more difficult encounters in the game. You'll have to dispose of a big ass robot, and he can be a pain as his attacks are extremely damaging, and your weapons only seem to piss him off even more rather than actually to any lasting damage him.

To find this guy, you can simply run straight ahead from the elevator and go through the double doors, but that won't do you much good. Instead turn left, then right and run through the double doors and you'll come face to face with a really big robot. Save your game.



Equip your Riot Shield (finally a good use for the thing), and walk backwards as you lure him into the large incinerator room. Unfortunately he will pause before the conveyor belt that leads into the room, so you'll have to piss him off a bit before he'll follow you all the way. Unload a few rockets into the 'bot and he'll follow you into the room. As soon as he gets into the room, climb up the ladder on the left side of the room and hit both of the switches in the booth. The fan will turn on and the incinerator door will open, causing the robot to be blown to bits.

After the cut-scene, explore the area a little bit to fill up your health, ammo, and weapons, and then climb down the ladder in the incinerator shaft and enter the vent to continue onto the next area.

Capek

Medical Research

You can actually avoid quite a bit of combat in this level if you are careful how you navigate the halls.

In the vent walk forward past the first grate and then continue all the way to the end where there is another. Silence your handgun, and wait until you hear the technician say that she better get a doctor. She'll then leave the room and you'll be able to shoot the grate and drop down. Collect the First Aid Kit on the counter (if needed), hide your weapon, and then leave the room. If you want to lose all of your weapons and ammo again, you can go in to the room to your right and collect the lab coat as a disguise, but you probably don't want to do that so turn left and run down the hall to the end. Go left again and run up through the door.

Kill the four guards at the far end of the room, and then go through the door to your left. With luck, the two guards on the other side will still have their backs turned to you, so quickly turn right and run down the stairs to an area with three doors. Take the left one, run up the stairs in the next area, go through the door turn right through another, then right again through yet another door. In the operating room, turn left through the double doors and then follow the hall to the left. At the bottom of the stairs turn right through the doors. Follow this hall to the next area.

Cryogenic Storage

This area is very simple. As soon as you enter through the double doors there will be two guards ahead of you and one up top. Quickly shoot them and then enter the door to your left. Climb up the ladder and enter the left door next to the catwalk. Next simply run forward on either the top or bottom level straight through each double door until the next area is loaded.

Capek's Lair

Again, here is another rather simple level, as long as you don't approach it with a stealth mindset. The time for stealth in this part of the game has ended, and besides – it's a lot more fun to run in with guns blazing.



Go through the double doors, strafe over to the right wall, and run straight ahead. Enter the door to your left, run past the glass window, and then go through the door to the right (you can also blast through the glass if you are feeling destructive). Kill the three guards in this room, then run upstairs and go through the only door. Kill the helpless guy sitting at his desk to get a keycard, and then exit this area and return to the large entry hall with the pit.

With the key card in hand, you can now go through the door labeled "Restrictive Access".

Capek's Lair (part 2)

At the end of the hall, go through the door to your left. Kill the guard, then enter the elevator and hit the switch to head down. Once down, go directly ahead through the doors. There will be one guard to your right, and another will be incoming to your left. With them down, head through the left hall, up the stairs, and through the door.

Quickly dispatch the two guard who greet you, then run up the stairs to your left to meet Capek. Unfortunately, he'll flee and you'll have to chase him. So run forward through a tunnel until you come to an airlock, which should be the familiar sign of a new area by now.

Cavern Entrance

After leaving the airlock, run forward into the clearing and look to your right to see Capek fleeing into a tunnel. There will be two guards behind you, so kill them and then head into the tunnel that Capek went into. You'll come face to face with his pets for the first time, you'll encounter two small "rat monkeys" and one grande one. Pop some shells into their skulls and continue down the tunnel (the Assault Rifle works very well).

After killing a second grande rat monkey, you'll return to a clearing with a rocket launcher guard on the opposite side. Pop him, and then follow the wall to another tunnel, which will lead you to the next area.

Underwater Cavern

As soon as you enter the large cavern with water, two more guards will appear behind you and you'll see Capek running across the far side of the room. Kill the two guards, then dive into the water to head over to another tunnel.

It looks like you'll have to do a little swimming, so follow the underwater tunnel. About halfway through you'll enter a large clearing with a huge pillar. To the left of the pillar will be one of the sonar whales. Equip your handgun (as you can fire underwater with it) and kill the whale before continuing on.



The tunnel will exit out to where you saw Capek headed at the start of the level. Run into the tunnel to the left, kill the two guards, and run forward until the level loads.

The Artifact

Turn right out of the tunnel, and run forward into a passage that exits out into a cavern full of rat monkeys. Kill the four small ones, then continue forward into a room with steam vents and grande rat monkeys. Be careful of the steam as it can harm you and take out the few rats that are in here.

There is a small passage to the left that you need to jump up into, so follow that into a room with four small rats and a flamethrower on the ground. Kill them, then enter the tunnel to your left.

Waterfall!

Continue forward, kill the monkey to your left, and then keep running down the tunnel. It will eventually open up to a huge cliff with a waterfall to your left.

A small rat monkey will appear, so kill it, then run forward to meet four more. Enter the tunnel to, you guessed it, fight even more rat monkeys in both the mini and grande sizes. Just keep fighting through these little pests using your shotgun or assault rifle and follow the tunnel until it exits out down near the waterfall.

The waterfall was concealing another tunnel that holds five sentry robots. Two of these fire machine gun rounds at you, while the other three fire energy blasts. Take them out however you want, and then press the switch next to the giant metal beams to cause them to open, and give you access to Capek's Zoo.

Capek's Zoo

The hall that you're in leads to a large room with a passage ahead of you and one to your right. Some rat monkeys will come out of the right one, while two guards come from ahead. This may sound tough, but there is a jeep to the left and as most people know, you can cause a lot of damage in a car.

Hop into the jeep and drive up the tunnel with the guards. They'll try to run for their lives, but your truck is quicker, so just run over them to kill them. At the end of the passage, you'll see a gate close ahead of you, which blocks your jeep. So jump out, and run up the tunnel to your right.

Flip the switch on the catwalk (that opens a gate on the other side of the glass), then break the glass, shoot the three mutants, and run forward through the gate. Turn left and run down the tunnel to find a switch that will open the gate that is blocking your car.

Then get back into the truck and drive down the tunnel while squishing the two guards that get in your way.



Icy Underwater Cavern

Drive your jeep straight-ahead. You'll come into a small room with steam pipes to the left, but just continue forward while mowing down and guards that get to your path. The tunnel will turn to ice and you'll have to hug the left wall as the right side is a sheer cliff, but continue forward through the icy cavern.

Eventually you'll come to a split bridge where you'll see a few guards on the other side. Jump out of the jeep and run to the back to the machine gun. Press the action button to gain control of the gun and dispose of the guards across the gap.

Then drop down to the ice below and look into the water. You'll see a whale, so before you dive into the water, shoot it with a few shells, then dive in and follow the white lights.

Icy Sub Bay

Continue to follow the white lights through the underwater tunnel. At the end, you'll enter a large cavern with an opening at the top and two whales. Ignore the whales or kill them, then exit the water through the opening.

After killing a couple guards, flip a switch on the wall right next to the water and a sub will splash down. Jump into the water and into the sub, and continue to follow the white lights. In the tunnel you'll encounter an enemy sub and one whale and then you'll begin to load again.

Worm Food

Once again, the white lights will lead you to victory and in this case they lead to a massive underwater research base. As soon as you clear the water, jump out of the sub and kill the couple of guards that are surrounding the water.

Then run forward and into the far hall where there are a couple more guards to take care of. To your right will be a ice shaft blocked by two bars. Slide between them, arm your Rocket Launcher or grenades, and run down the long and twisting ice tunnel until it drops you out in to a lair will one nasty looking worm.

To defeat this one fire rockets into its mouth while strafing left or right to avoid it's green slime attack. Once it is down, you can exit the area in the far end of the room or you can flip the left switch to drop down into another room to fight another worm before exiting the area.

Lab Entrance

If you killed the first worm and exited the level right afterwards, run forward through the tunnel and kill the four guards at the bridge. Press the button at the two giant doors to cause the airlock to open and then go inside.



If you killed both worms you will arrive in this base up a ladder the exits out of the door that the first guard is protecting.

Once out of the airlock, kill the guard next to the right door and shoot the turret. Then run forward and shoot another turret. Follow the hall to the right to kill four more guards, and you guessed it, another ceiling mounted turret.

Walk forward and duck into the small alcove to your left to gather some life. Then shoot the turret in front of the door, then press the button and board the lift. At the bottom, you'll encounter two more guards, then a door that leads to the next area.

Nanotech Lab

Go through the double doors and fire at the guard on the catwalk above you. Then turn left and run through the doors to find another guard. Run directly ahead and through the doors and follow the hall as it curves to your right. At the end there will be two guards in front of a set of double doors.

Head through the doors and run up the ramp to your right to get on the catwalk. Follow the walkway as it heads to the left, past the glass tunnel, and then jump down and go through the set of double doors against the far wall.

Kill the guard and then run up the ramp to more doors. Once inside the next room, kill the first guards that you encounter and run straight ahead through the doors in front of you. Right inside will be two guards, then press the button on the door to enter the elevator and head down to the next level.

Capek's Inner Sanctum

Save your game. Exit the elevator to find two guards to your left, then run towards the only doors in the room, but don't go through them. Creep forward to cause the doors to open, but don't step through them. Three guards will be lured to them, so kill them while still in the entrance room. Then move forward and stop right at the doorway so that the doors remain open. Equip your sniper rifle and aim at the guard in the far distant left side of the screen. Kill him with a head shot then head through the doors, at which point a metal sheet will cover the windows.

Follow the path as it curves around the windows, and then run through the doors at the end of the hall. Kill the guard to your left, then run down the stairs to kill another guard at the bottom. If you need life, you can splatter the scientist for a Medi Pack.

Save your game and then go through the door at the bottom of the staircase. Inside the doors will be two guards directly ahead of you, as well as one more on the catwalk to your left (if you didn't sniper the guard earlier, he will be on the highest point of the catwalk as well). Once all three guards are



dead, Capek will appear from a pillar in the center of the room.

He will hover above the pillar while firing slowly moving energy bolts at you. Strafe quickly left to right while firing off your favorite weapon at him. Eventually, the shield will drop and he will stand in the center of the pillar while continuing to fire bolts at you. Keep attacking him and you'll know he is dead when the cut-scene begins.

After that ends run up the catwalk to the right and go through the door. Stock up on ammo and then follow the red lights to an airlock, which will lead you outside.



Canyon and Comm Center

Grand Canyon

As soon as you exit the tunnel leading from the lab, you'll enter a large clearing that leads to a canyon. Ahead of you will be another jeep with a fellow miner handling the driving, your mission here is to man the machine gun on the rear and defend the two of you as you make your way down the canyon.

Firstly, you'll only be encountering lone guards that are easy to take out, but through the course of the canyon, you'll have to fight off three air fighters. When you encounter one, ignore the guards on the ground (your driver will run them over), and instead keep your gun trained on the fighters until they explode.

At the end of the canyon, get off of the gun and look to your right towards the large rocks. You'll see some light coming out from under them, and if you investigate you'll find a tunnel. Run down that tunnel to enter the next area.

Dry Waterfall

When you exit the tunnel drop down to the small pool that is to your left and swim through the small tunnel. After you emerge, you'll have to fight about three small rat monkeys. Follow the path up, through another winding tunnel, and then jump across the gap at the top. You'll then see a dead miner with some Remote charges and health.



Place a charge on the cave wall near the metal grate and blast a hole. Drop into the long sewage tunnel and run up to the ladder. At the top, drop down and then run up the tunnel to your left.

Grand Canyon (part 2)

You'll find yourself back out in the canyon, only much higher up than you were before. If you look down the cliff, you can actually see the path that you drove on earlier in the game.

Run up and get into the cable car, but don't press the button to activate it yet. Equip your sniper rifle and zoom in on the opposite ledge where the cables are headed. You should see two guards. Snipe each one in their head and then activate the car.

When you arrive on the other side, you'll only have to deal with one guard (if you killed the first two before heading over), and then enter the air lock door that is inside the small cave.

Communications Center

After the airlock, open the door ahead and go up the lift. Once you enter the main room, there will be one guard coming out of the door to your left, and another one in the corner to the right. Take them out then go through the door ahead.

Immediately turn to your left to kill a guard waiting there, and then creep ahead to destroy a ceiling turret in the left doorway and another guard in the outpost in the middle of the room. There will also be a couple guards running around the room loose, so take care of them before going through the left door (the one that the turret was guarding).

Take out the two guards behind the sandbag barriers, and one will drop a Precision Rifle. Equip that and run forward to kill two more guards (one from the left and the other from the right), then follow the catwalk around and enter the door to the left.

Kill the mercenary directly ahead of you, and then enter the first door on your left and run up the hall.

Communications Tower

Once again you'll have to go through another door and ride a lift up high. As soon as your ride stops run out of the elevator as fast as you can (jumping helps) and run to your right and go through the right most door.

There will be wave after wave of guards trying to kill you, but you can use this little bunker for safety and cover as you pick them off one by one. Even when the troops stop flooding into the room, you still are not safe as there is a sniper high on the catwalk that will be hidden from your view if you are in the bunker.



He is behind the large tower in the center of the room, so equip either your Precision Rifle or Sniper Rifle, activate the scope, and slowly side step to the left until you can barely see him. If you have a clear shot, take it, and then leave the room.

Run up the staircase in the center of the room, shoot the turret at the top, and then enter the control center by going through the door. Press the button on the center console, then fight your way through mercenaries on the way back down the stairs, then enter the airlock that is to the left of the small door that you entered at the beginning of the area.

Subway and Shuttle

Shooting Gallery

Save your game. You'll exit out into a canyon where there will be a group of rocks ahead as well as a couple Miners getting blown to bits from two high powered cannons mounted on top of a doorway.

Do not rush into the chaos, as there are a couple mercs in the area and one has a Heavy Machine Gun, while another has a Rail Driver. Hang back and use either scope rifles or the Rail Driver to kill the three or so mercs that are out in the area, then run forward and use the large rocks for cover.

Keep moving and the gunners in the tower will be too slow to target you. Enter the door ahead and follow the hall to the left. There will be a passage that heads down to your left (and you can get some life and armor down there if you need it), but if you head down you will have to fight two or three guards upon your return to the top.

Pause before the airlock doors and use the scope on the Rail Driver to see two guards inside. Kill each one before opening the doors, then run inside and press the button on the opposite door.

Tramway Tunnel

Save your game. Walk forward through the door ahead and quickly turn to the left and run along the wall to the first alcove in the wall. Duck in quickly, as there is a tram that is coming that will kill you. Inside the door is a lone merc, but he'll quickly call his buddies for help.

The safest way to deal with these guys is to equip the Rail Driver and hide out behind the door and pick them off one by one as they come in by using the scope to see them through the wall/door.

With them out of the way, head into the opening and enter the tram. Run back to the lower left-hand corner of the car, and duck down. Wait until the car stops at the next station, then equip the Rail Driver to shoot the four guards in the next area through the wall. Save your game.

After the tram starts to move again, you'll pass another car with two guards. One has a Rail Driver



and the other one has a Heavy Machine Gun. After you pass it, the car will come back up and both will be side to side for a while. Dodge their attacks, then use the Rail Driver from behind a wall to eliminate the Machine Gun guard, then kill the Rail Driver guard however you want. Once they are gone, the area will end.

Missile Command Center

When the tram stops, you'll be at another station with two mercs immediately visible. One has a Heavy Machine gun, and the other one is fast and annoying. Use your own Heavy Machine Gun to take them out, and then more mercs will begin to pour out of the doors.

Keep a steady stream of fire on them, then open the crates in this small room to get much needed life and armor, and finally save your game and go through the door ahead of you. Press the button near the window to open the large double doors, then head through the new passage.

There will be one turret on the ceiling and two mercs coming from the right. Once they are down, two more will come out of the door straight ahead. Kill them, then whack the two scientists for extra life if you need it (as well as open the containers for some ammo and life), then return to the hall and follow it to the right to two more giant doors.

Save your game. Press the button on the wall to open up the two giant doors and a large group of enemies (one with a Rail Driver – so strafe left or right) will appear in the door ahead. Use a rocket or other highly damaging weapon to rip through them, then enter the next room.

Activate the center console near the window to view a cutscene, then run out of the room. Be sure to kill the scientist who is running into the room. If he reaches the console, he will stop the launch and it will be game over for you. Tear through the next two mercs and then return to the tramcar to end the area.

Stranded!

After the tram crashes, you will only have 10 minutes to reach the shuttle to take you to the space station. Exit out of the tram window, and turn left. Creep against the left wall until you can see the ceiling turret to your left, and then three mercs. Wipe them out, then continue forward to the double doors.

Kill the mercs right inside, then run up to the control room on the left. Press the button against the wall, then kill the two mercs coming out of the garage. Enter the large vehicle and drive up to the airlock door.

Go inside, drive over the merc, and then drive towards the next door to enter the next area.



Ancient Riverbed

This next level has you piloting a large ground vehicle down a canyon toward the spaceport where your shuttle awaits. Unfortunately the mercs will be throwing everything they have at you on your trip.

Little mercs with guns don't pose a huge threat to you, so you can either ignore them or run over them, but the ones with Rail Drivers, grenades, and the one with a Fusion Rocket launcher do. When you find one of these slow down enough to place a few rounds of bullets into their skulls before continuing on.

At the end of the canyon, you'll enter another airlock and the next area will be loaded.

Unexpected Cargo

After the airlock opens, you'll see a poor miner getting blown away. Around the corner from him will be two mercs, one with a Rail Driver. Kill them however you want, then equip your Precision Rifle and go through the door to your left.

As soon as you jump down to the grating, two mercs will appear from the catwalk ahead of you. Immediately pump some Precision Rifle slugs into their melons, then run along the conveyor belt. Two more mercs will appear around the next corner, then at the end of the belt will be a sole guard firing off a Fusion Rocket launcher at you. Dodge the rocket, kill the punk, then pick up the weapon that he drops.

To your left will be a small lift that will take you to two more mercs. Then open the large double doors to your left. Use the Fusion Rocket Launcher to quickly dispatch the few guards in the next room, then run directly forward to a dead end. On the left side of this little alcove will be a switch that will activate a lift to raise you up to the next level.

Run over to the left side of the room where there is a small hatch on the floor. Open it, drop down inside, and you'll view a cut scene of the shuttle lifting off.

Space Station

Space Station Hub

Once the level is loaded, you'll still be in the shuttle. However if you jump, you'll notice that you'll be in micro gravity – meaning that you are in space and have docked with the space station.

Exit the shuttle the way you came in (by jumping down to the lower level and running out the corridor), and you'll find yourself in the docking hub of the station. There will be one guard up to your left in the control room, one on the left side of the glass walkway ahead of you, and one on the right side of it. Also, two security bots will come out of the circular doorway in front of you.



If you need life or ammo, you can get it in a small room on the right side of the glass walkway, then go through the circular doors and go through the circular door to your right that is labeled "Reactor". Walk forward and make note of the door to your left that is also labeled "Reactor" (you'll need to return here later in the level), then climb up the ladder and enter the circular door at the top. Run down the hall to load the level.

Satellite Control

Go through the door, and climb up the ladder while destroying the security bot. At the first stop, go through the Security door. Head forward, through the door on your right, then take a right at the end of the hall to enter the control room.

Destroy the four computers in this room (you can do it with your gun – it only takes a couple shots), then climb up the ladder on the right wall, go through the door, and destroy the four computers in this room.

Return to the ladder and climb up to the next level and go through the next Security door. Walk forward, go through the left door, and then go through the second door to your left to find a console against the wall. Press the button on the console to unlock the lower levels, then return to the ladder and leave this area the way you came in and go all the way back to the first ladder you climbed up in the Space Station Hub area (the room has the orange tint).

Space Station Hub (part 2)

Return to the Reactor room, and go inside. In the Reactor area, go down to the very bottom and flip the switch on the wall, then go up one level from the entrance level and flip another. A short timer will begin to count down, then immediately run out of the room and run to the orange tunnel shaft. Run down to the very bottom level and go through the open passage.

Living Quarters

Run forward through the next doors, then climb down the ladder (fast) to the very bottom. Go through the escape pod doors, kill the three mercs, and then enter the right escape pod to end the level.

Merc Base and Final Battle

Crash Site

Jump out of the smoldering escape pod, grab the life on the ground, and then follow the miner down the path. At the bottom strafe around to the right to avoid the steam coming out of the pool, as it will damage you, then go into the tunnel next to the pool.

Walk forward slowly and to your right will be one merc ambushing you and to your left will be two. If you have any Rail Driver ammo, you can use that to snipe them through the walls before they see you.



If not, toss a couple grenades to them then save your game.

Turn down the hall to your right and you will see sniper positions up high decimate two Miners. Stop, arm either the Precision or Sniper Rifle, and crouch down. Activate the scope and creep forward slowly while looking toward where the gunfire was coming from until you see the feet of the attackers. Then slowly move until you have a good shot, but you are still behind cover. Quickly sniper the three or four guards up there, then run forward to the far tunnel while hugging the wall to your left (there will be another guard up there).

Sniper Alley

When you come to the area with two miners launching off rockets towards a bridge, use their fire for cover as you follow the path into a tunnel to the left. Run forward into the next room, and there will be a merc high up on a bridge firing off a Fusion Rocket Launcher at you. Just keep running forward and his rocket will explode behind you.

Run up the next tunnel to view a fighter crashing into a bridge. Kill the merc, collect the health and armor, then run up the tunnel with the metal supports. Turn left at your first chance and follow the tunnel until it loads.

A Bridge Too Far

You arrive at a ramp leading up to a catwalk that crosses a bridge. Run up the ramp, kill the merc, go across the catwalk, and then leap into the tunnel on the opposite wall. That passage leads to some grenades and a vantagepoint looking down onto a guard flanked by two machine gun cannons.

Naturally, you'll want to take this guy out in one hit as to not alert his machine guns to start attacking you, so hit him with a Rail Driver charge or Fusion Rocket launcher if you have it, then go through the large double doors to your right.

Open up the airlock, quickly press the opposite switch and immediately back away from that corner. Poisonous green gas will be flooding into the compartment, and if you stand right on the gas you will die. Eventually you will pass out, and then awaken in the next level.

Merc Prison Cells

You'll wake up in a prison cell with no armor or weapons. A miner across from you will explain how you got there, and then you'll hear "RED FACTION!" and you'll be freed. Immediately run forward and grab the precision rifle from the downed miner, and kill the guard right to your left. Then run into that room, quickly grab the armor on the locker, and then activate the machine gun to kill the mercs that are coming in from the hall.



Once enough are down, run through that hall and in the next room will be an elevator to the right and a control room to the left. Shatter the windows of the control room to find fuel canisters, a heavy machine gun, health, and armor, then go into the elevator and press the button to close the door.

Merc Barracks

This level can either be very difficult or very easy as you can avoid most fights and run right to the elevator at the end of the hall.

The first door on your left holds three mercs, while the one on your left houses four. Halfway through the hall will be the mess hall where you'll have to face at least four. The left door before the end of the hall houses three, the right two, and behind the final door in the hall there are two as well.

Merc Command Center

Once the door opens kill the merc, then head forward as the hall curves to the left. Enter the first door on your left and walk around the computer walls to meet up with Hendrix. Save your game. Then exit the room and run into the elevator on the other side of the hall.



Merc Power Plant

After the elevator doors open, enter the first door to your left and kill the merc directly ahead, the turret to your right, and the merc on the other side of the room. Then run along the catwalk and climb down the ladder in the middle. Find the "Power" button on the turbine and press it.

Once that is done, Hendrix will call you and tell you to meet him outside of the Power Plant. He will open a door at the end of the hall, and you'll have to run forward and kill the enemies before he'll follow you. If he dies in this area, it's game over.

Right after the door, there will be two mercs coming to from the left. Then after the next door there will be a ceiling turret and two more guards, followed by another ceiling turret and yet another two mercs. Once Hendrix hacks the doors, you'll be able to continue to the next area. Save your game.

Docking Bay Entrance

In the next area, kill the guard directly in front of you (he'll have a Rail Driver), then run along the



left side of the room to kill another merc with another Rail Driver. Equip the Precision Rifle and tear through the other mercs in the room, then go through the far door. Save your game.

Follow the next hall as it turns to the left, and kill the three mercs you encounter, then go through the next door and immediately press yourself up against the right barrier. Equip the Rail Driver (you should have one from the Mercs you killed earlier in this area), and use it to snipe the mercs that are on top of the small shack. Once they are down, go inside the shack and press the button to cause the fighter to drop down. Board it, and go through the door ahead. Save your game. Save your game. Save your game!!

Misako's Lair

Ok, this is it. The final stretch of the game. You'll be in a fighter and will have to deal with enemy after enemy on the final run to defeat Misako once and for all.

Save your game!

The path to the final confrontation takes you through two halls separated by a docking bay. Many people may suggest that you fly close to the ground in the first hall as to avoid any fighters. Here's the kicker- if you do not kill ANY of the mercs in the first hall, you will not have to deal with any fighter at all in that hall. So, stick close to the ceiling. If you get to the end of the first hall with 600-700 life, you are doing fine and you should save your game once you pass through the docking bay. If not, reload from your last save and try again.

When you go through the second hall, there will be fewer mercs on the ground as well as two fighters up high. Fly through it however you want, then turn right at the fork and enter the final room. If you enter it with 200-300 life, you'll have a good run to the end and you should save your game. If you get in there with less than 100 life, reload from your last save and try again.

Inside this room, you'll have to fight off two fighters, then Misako will appear in her own fighter. Use a combination of machine gun fire and missiles to take her down, then she will start to float around the room in an energy shield similar to Capek's.

If you are looking toward the two lifts, there will be a ladder to your left. If you run up that, Misako will stop moving around and simply float in the middle of the room as a sitting duck. Tear down her shielding with the Precision Rifle, Assault Rifle, or Rockets, then duck behind the cover of the ledge that you are standing on once she is on the ground.

She is equipped with a Precision Rifle of her own, and she is extremely accurate with it. She'll run against the wall that is right under where you are standing, so if you have a Rail Driver, you can equip

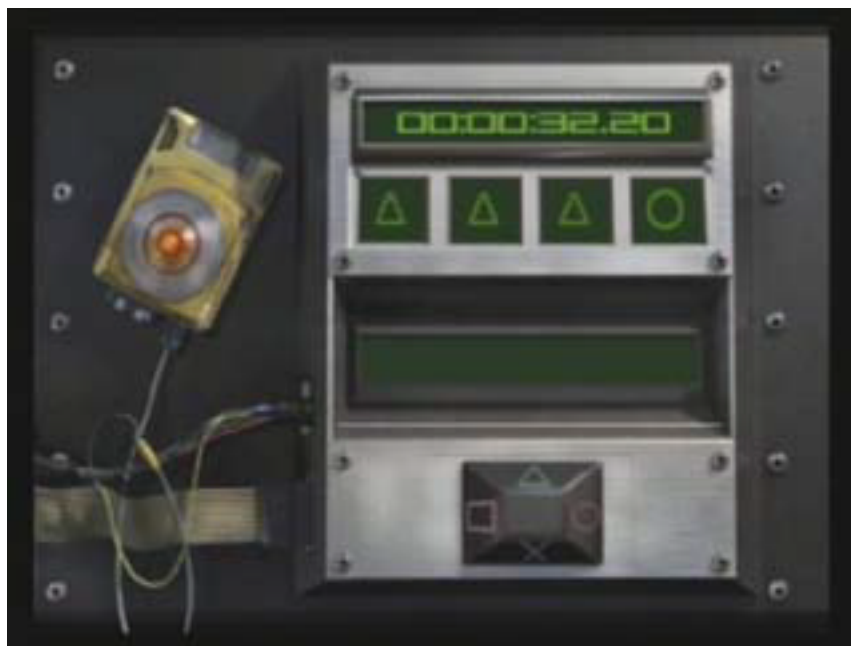


it and use the scope to kill her in one hit. Alternatively, you can gun ho it and jump down with a Heavy Machine Gun blazing and strafe to the left and right.

Once she is dead, run over to the left lift and press the button on the rail. When you get down, you'll see Eos and she'll tell you about the bomb. **SAVE YOUR GAME** before pressing the action button in front of the bomb, cause if you mess up you'll have to do the final battle all over again.

You'll have to enter two codes, and both are randomly generated. The first one is four-digits, and the second is seven. Basically it's a memory game. If you miss a button, the code will clear and you will have to start over. So just remember what buttons were working and figure the code out using memory.

Once the bomb is disarmed, the ending will play and the end credits will roll. Congratulations. You've earned it.



RED FACTION

IGN's In-Depth PDF Guide



Multiplayer

The Lobby

Indoor/Outdoor: Indoor

of Players: 2 – 4

Straight out of The Matrix comes The Lobby map. The center area features pillars that can be blown up, as well as doorways on each side of the room. At one end of the pillar room is a small alcove that holds a Submachine gun. The doorways lead to ramps that take you up to a higher ledge and each of these holds a Rocket Launcher and each ramp holds a different weapon. One is an Automatic Shotgun, while the other is a Heavy Machine Gun. You can also find Precision Rifles, Assault Rifles, and Automatic Shotguns scattered around the map.



You can actually get up on the roof of the Lobby (where there is the giant skylight) to find a Fusion Rocket Launcher and a Rail Driver, as well as a great sniping spot. To get there, first go up to the second level of the area where you are able to pick up the Rocket Launcher. Next arm that weapon and aim for the corner of the wall where the skylight begins. Fire off rockets to punch a hole into the ceiling and the wall. Continue to fire rockets until you form a small alcove where you can then jump up onto the roof.

Once you are up there, you can grab a Fusion Rocket Launcher at one end of the skylight, and a Rail Driver at the other end.

The signs and graffiti on the walls aren't just there for decoration, they actually mark hidden rooms that you can access by blowing out the walls via use of the Rocket Launcher. In these four rooms you are able to grab a Submachine Gun, FlameThrower, Rail Driver, and a Fusion Rocket Launcher (that last one only has one shot though). Also, each room holds two Medi Packs and one Evirosuit Armor pickup.

One of the better tactics in this map is to keep moving, and avoid the center hall as much as possible. Since most people will be running through the area with guns blazing, you can easily get slaughtered before you know what happened if you wander there. Instead, use the halls and hidden rooms to your advantage, as well as using the Rocket Launcher to punch holes in walls and pillars to give you more opportunities to peg someone.

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Installation XJ5

Indoor/Outdoor: Indoor

of Players: 3 - 5

The second Multiplayer map is quite similar to the first one, except it is slightly larger and contains one additional weapon. Installation XJ5's main area includes hallways and ramps that wind around a large central courtyard. There is plenty of health and armor scattered about, as well as the usual assortment of weapons.



As with The Lobby, each of the hidden areas in the map are labeled "clearly" by markings on the wall. Most of the markings are signs, but one is a white sun logo on the wall in the inside courtyard. You are able to locate Remote Charges, a Thermal Rocket Launcher, Rail Driver, and a FlameThrower in the secret areas of the map.

Since the layout is similar to The Lobby, stick and move tactics will once again save your ass, as will liberal doses of rocket and flamethrower fire.

Waste Disposal Plant

Indoor/Outdoor: Indoor

of Players: 4-6

Red Faction's Waste Disposal Plant is one of those levels where the Automatic Shotgun becomes a beautiful thing. The map is made up of small, cramped tunnels that twist and wind around a multi-level three-way intersection. Due to the limited space to move around in the small tunnels, the shotgun is one of the most useful weapons that you are able to use as most players will be killed via one or two shots.

Just like with the previous multiplayer maps, this one has its own share of secrets. The first hidden weapon is right in the open. In the multi-level intersection, drop down to the water to grab a Fusion Rocket Launcher.

The Water Reclamation signs signify the hidden areas in the map, which there are only two even though there are three signs. Two of the signs lead to one of the areas (both the upper and lower parts of it). The upper part holds Grenades, while the lower has a Rail Driver. As for the other hidden area, you can find a heavy machine gun in it.



The Badlands

Indoor/Outdoor: Outdoor

of Players: 3-5

The Badlands is the first outdoor multiplayer map, and as so it's a little faster paced, yet contains fewer secrets than the previous maps.

Every weapon that you would need is scattered along the winding paths and tunnels of this giant Martian canyon. The level centers around a giant pit in the center, which the walkways cross over. It is very easy to get knocked into this pit by a stray rocket blast, and whoever falls in will die instantly.

Since the level is so large and wide-open, the Sniper Rifle can be a little fun here, due to its scope and the power to peg someone in the head with one shot. Also, the previously mentioned Rocket Launcher is a very popular weapon here due to the splash damage that it causes. If you find yourself chasing someone through a tunnel, the Heavy Machine Gun is another good choice.

Another fun tactic is to shoot a bunch of rockets directly up into the air while over the large pit. As soon as you fire them, leave, and then turn around to watch the rockets rain down from above and kill the poor people who weren't expecting death from above.

Hangar 18

Indoor/Outdoor: Indoor

of Players: 2

Hangar 18 is the first map in the game that is designed for a one-on-one two-player game. It is also the first map where the GeoMod terrain deformation is not active. That means that even with the rocket launcher you will not be able to blast holes into walls.

Just because you can't go on a super destructive killing spree, it doesn't mean that this level can't be fun. It's a very small level filled with halls and ramps that lead to a double-layered center area. A metal grate that you can shoot through, so you can attack your opponent from above or below them, separates the top and bottom parts of this room.

Also, breaking glass can damage someone by the shards. So, if you are in the upper part of the center room you can both break the skylights and cause the glass to fall on your opponent, or you can shoot out the glass observation windows that are on one side of the room.

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Blasted Canyon

Indoor/Outdoor: Both

of Players: 2-4

Blasted Canyon is the second smallest multiplayer map in the game, and is best suited for a small number of players. Four is a lot of people for this map, and it actually works very well as a one-on-one dual stage.

Each player starts off inside one of two small alcoves with a couple weapons (Rocket Launcher and Precision Rifle are the common ones). Right out the three windows is a small canyon full of giant boulders and other weapons including Sniper Rifles.

You can use the boulders for cover by hiding behind one and then jumping out to fire. Also, some players like to hide out in the alcove to snipe people from a safe distance by using their Precision Rifle scope. You can easily get around this by firing off a few rockets and destroying the wall of the alcove that they were using for cover.



Waterlogged

Indoor/Outdoor: Indoor

of Players: 3-5

This map is similar to Hanger 18 as you are unable to blast holes in the walls. This difference between this map and that one however is that more players can run around conformably here.

As it may sound, this is an underwater base situated under the Martian ocean. It's a three story complex, and you can move between the levels via elevators that are in the corner rooms as well as a ramp from level 2 to level 3.

One happy little camping location in this map is the hallway on the second level where you find the Rail Driver. Behind the driver is a room with an elevator, which is the only place you will need to watch your back (but it also holds a medi pack and armor so you can replenish yourself). The sneaky and annoying thing to do is grab the driver and use the secondary fire function on it (the scope) to see through the walls into the next rooms and blast the other players when they get close enough to hit.



Mine Warfare

Indoor/Outdoor: Indoor

of Players: 3-5

Mine Warfare is just what it sounds like – a deathmatch map set in the mines that occupy most of your time in the early levels of the single player game. It is also a map that allows you to blast through walls, which is always very fun.

The level is laid out a lot like the first level of the single player game, and it does have a few secrets to find. As in the original mines, X-marks the spot as to where you can blow up the wall to find something cool. In this level, the marking is a yellow X that is circled. The secrets stashes hold remote charges in one, and a precision rifle and ammo in the other.

As for weapons to use in this level, the Rocket Launcher is fun due to the splash damage it can do. The Shotgun works well, and if you get the Precision Rifle out of its hiding place you can easily mop up the kills due to its accuracy.

Warlords

Indoor/Outdoor: Outdoor

of Players: 2

This is my personal favorite multiplayer map, and it is also one of the best maps in the entire game to show off how damn cool the GeoMod Engine really is. Its another one-on-one dual map set in a tiny canyon between two buildings.

Each player can use one of the buildings as their “base” as there are weapons scattered across each of its floors. At the top you can grab a Heavy Machine Gun and Fusion Rocker Launcher. A Sniper Rifle, Rail Driver, and Rocket Launcher waits for you on the third floor, with a Precision Rifle and Automatic Shotgun on the second. At the ground floor you can find a Flamethrower and Assault Rifle with more Assault Rifles and Rocket Launchers scattered in between the two bases.

What makes this level so cool and fun is that you can literally blow the buildings to bits. Via liberal usage of the Rocket Launcher, you can pretty much completely obliterate the outer wall of each base, leaving whoever runs inside it defenseless. To add to that, there are enough Rocket Launchers in the level to make this one of the most destructive and fun maps in the entire game.