

COMBAT II

TASK FORCE 121



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LIVE ONLINE ENABLED

PARIAH



SAFETY INFORMATION

About 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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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LR-COMMSAT 271 INBOUND

ENCRYPTION STATUS: MULTI-PHASE, PRIVATE KEY

ORIGINATOR: HARMS.OCTAVIAN.MIL.RD

RECIPIENTS: MASON.JACK.TCC.OR; STOCKTON.W.MIL.CC

ATTACHMENTS: NONE

CONTENT: --- FORWARDED MESSAGE RECIPIENT OCTAVIAN HARMS ---

--- ORIGINATOR JULIA HOLDEN, TCC ---

--- RE: TRANSFER OF JACK MASON

OCTAVIAN,

AS PER TRANSGENIC CONTROL PROTOCOL C-117, REGARDING JOINT OPERATIONS BETWEEN THE TCC AND MILCOM, DR. MASON HAS BEEN TEMPORARILY TRANSFERRED TO SECTION FOUR OF THE MILITARY'S TRANSGENIC R&D DIVISION, HAZARDOUS MATERIALS TRANSPORT.

DEBARKATION TO MILCOM HQ FROM THE TRANSGENIC CONTROL COMMISSION (TCC) WILL OCCUR AT 0700H 09212432. UPON ARRIVAL AT MILCOM DR. MASON WILL REPORT TO QUARTERMASTER STEVENSON FOR OUTFITTING. A TRANSPORT WILL BE WAITING TO TAKE HIM TO EARTH.

DR. MASON WILL BE ESCORTING A CRYOCASKET CONTAINING TCC QUARANTINE SUBJECT 'KARINA' FROM MAXIMUM SECURITY PRISON 'C', UNDER SUPERVISION BY COLONEL WILLIAM STOCKTON. UPON ARRIVAL AT THE PRISON, THE QUARANTINE SUBJECT WILL BE HANDED OVER TO DR. MASON WHO WILL RETURN TO MILCOM FOR DEBRIEFING.

DESPITE HIS RECENT INSUBORDINATION CHARGES, WHICH I AM SURE YOU HAVE ALREADY READ IN DETAIL, I HOLD DR. MASON IN THE HIGHEST REGARD. IN THE PAST HE HAS DEMONSTRATED HIMSELF TO BE AN EXCELLENT FIELD OPERATIVE, AND I ASSURE YOU HE IS MORE THAN CAPABLE FOR THE TASK.

SINCERELY,
OLIVIA HOLDEN, MD
JOINT OPERATIONS MANAGER, TCC

--- FORWARDED MESSAGE ENDS ---



MASON,

I DON'T REALLY CARE WHAT DR. HOLDEN THINKS ABOUT YOUR QUALIFICATIONS, OR YOUR RECORD. THE COURT MARTIAL TOLD ME EVERYTHING I NEED TO KNOW.

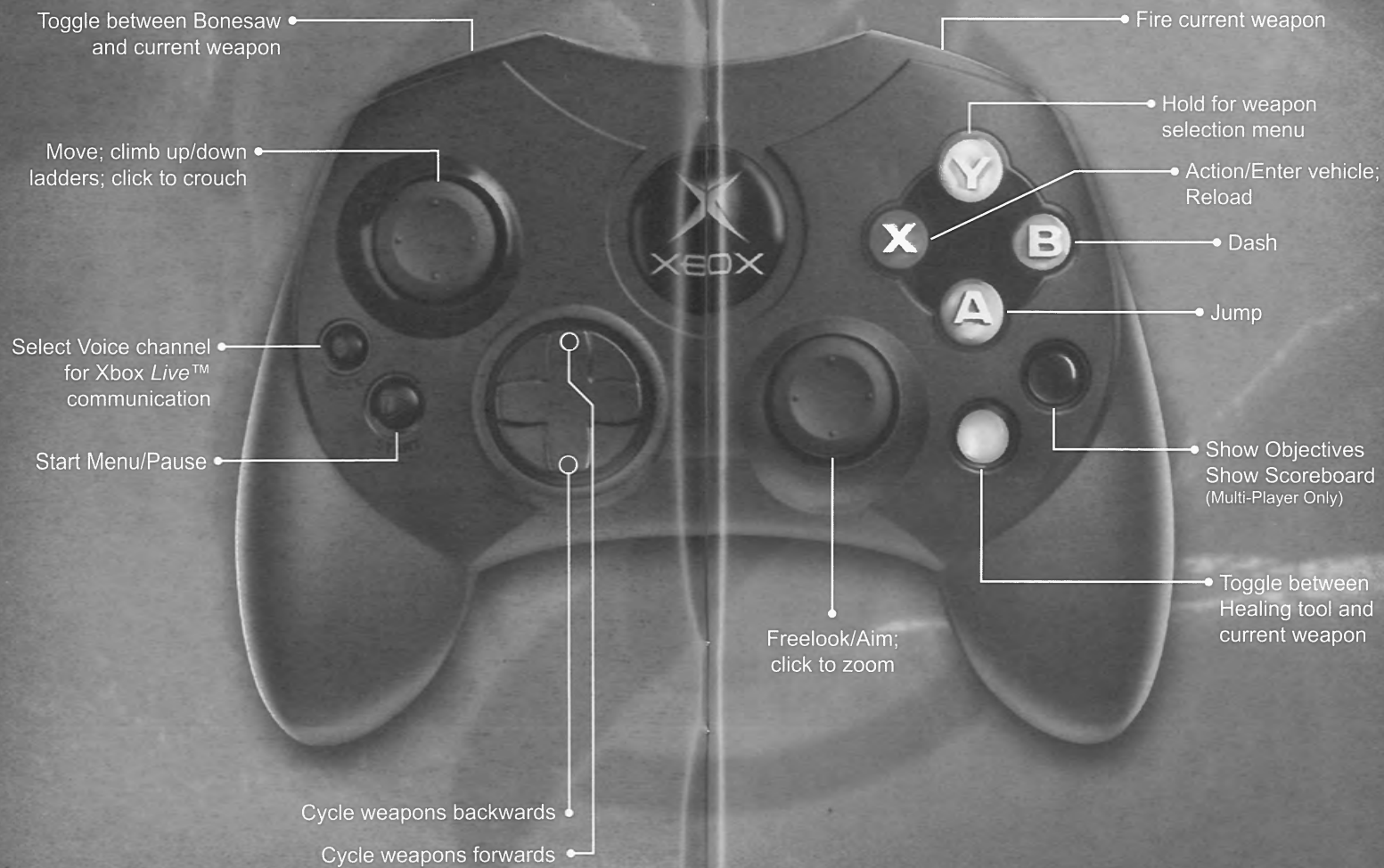
I DON'T GIVE A SHIT IF YOU HAVE 'PROBLEMS WITH AUTHORITY', OR ANY OTHER ISSUES THOSE PSYCH PROFILERS CAN DREAM UP. WHILE YOU'RE WORKING FOR US YOU'RE GOING TO ACT LIKE A SOLDIER.

AND THAT MEANS FOLLOWING ORDERS AND GETTING THINGS DONE.

DON'T FUCK THIS UP MASON. EXECUTION BY FIRING SQUAD IS STILL ON THE BOOKS.

OCTAVIAN HARMS
MILCOM.RD

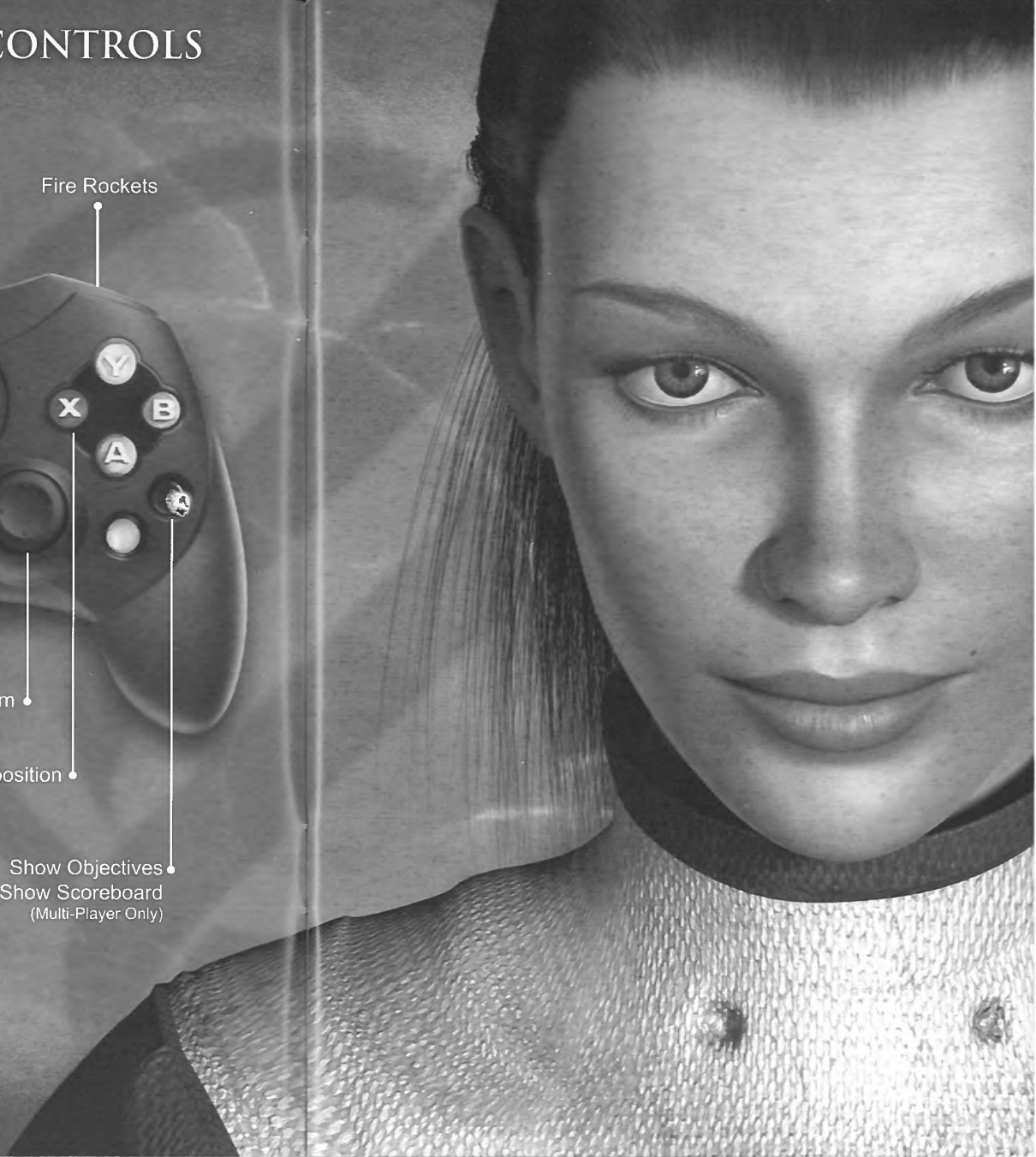
CONTROLS (DEFAULT)



VEHICLE CONTROLS



TURRET/GUNNER CONTROLS



MAIN MENU



Single Player

Starts the Single Player Story Mode

Multiplayer

Starts Practice Mode, System Link or an Xbox Live™ game session.

Map Editor

Loads the Pariah Map Editor.

Settings

Allows you to change your Control, Input, Audio, Video, and extra Xbox Live™ settings.

Profiles

Allows you to create and manage your profiles.

PROFILES



Creating a Profile

The player can set up a new profile by selecting 'New' in the Profiles section and following the on-screen instructions.

Loading and Saving Games

The game will automatically save during and at the end of the Single Player levels. The game information will be saved to the currently loaded profile.

THE HUD



1 Health Bar

Displays the player's health.

2 Direction of Damage

Red highlights will appear on the edge of the screen indicating from which direction the player is receiving damage.

3 Ammo counter

Displays the player's current ammo count with the weapon equipped.

CHARACTERS



Jack Mason

Jack is a doctor for the Transgenic Control Commission (T.C.C.). Through a series of demotions Jack's once brilliant career now has him doing routine transports of patients/prisoners for the numerous military-run prison complexes around the solar system.



Karina

Karina is the subject of Jack's latest prisoner relocation assignment. Mysteriously, her transfer orders lack the usual background information. All Jack knows is that she is reported to have a transgenic virus and his task is to transport her off earth to a medical facility. She has been held in the infamous prison known as "The Anvil" for a number of years.



Stockton

Stockton is the warden of the military prison known as "The Anvil". Jack reports directly to him during his mission.



Stubbs

Stubbs is the pilot for Jack's medical transport.

ENEMIES



Scavengers

A ragged group of people that live off the land by picking ruins and wreckage clean. They are flighty and cautious, attacking guerrilla style then quickly retreating to the safety of their environment.



Mercenaries

Prisoners who manage to escape usually join a mercenary clan. These clans roam Earth prowling for trouble and profiting from skirmishes, dirty deals, and rough trading. They frequently make use of abandoned buildings as strongholds.



Military Alliance Security

The MAS is the governing body of law and order. They're responsible for the 7 large prison facilities on Earth. They are well equipped, highly organised, clean, and brutal.

TOOLS, WEAPONS & UPGRADES



Bone Saw

The bonesaw is a standard tool in any Field Medic kit. A high energy oscillating blade allows the operators to amputate limbs or tissue at the molecular level, for later reattachment at a medical facility. Used as a weapon, the bonesaw severs and cauterizes veins and arteries instantly, cutting off the blood supply to the victim's organs.



Weapon Energy Cores

Weapon Energy Cores (or 'WECs' as they are called) can be found hidden throughout Pariah. Installed into a weapon of your choice, they will permanently increase its power and performance. These are crucial to your survival. Higher upgrade levels require multiple WECs to be installed at once.

To apply a WEC press and hold the Y button to bring up the Weapon Selection menu. Use the left thumbstick to select a weapon, and pull the left trigger to apply the WEC to upgrade the weapon.

TOOLS, WEAPONS & UPGRADES



Healing Tool

Advanced diagnostic and repair device that operates at a micro-cellular level to affect repairs to living tissue. The contents of each cartridge is injected into the bloodstream, where nanite repair units travel to the area of injury and apply corrective micro-surgical repairs.

WEC Level 1: Quick Injector - decreases healing time.

WEC Level 2: Health Booster - increases your maximum health to five bars.

WEC Level 3: Adrenal Increase - increases your maximum health to six bars.

Caution: Over use may result in short-term visual impairment



Assault Rifle

The trusty assault rifle (nicknamed: "The Bulldog") is standard issue for combat situations in 2520. The weapon fires high velocity rounds and is equipped with a zoom mode for more distant targets. Recoil makes burst firing the most tactically efficient method to employ it. It can also be equipped with armor piercing rounds for greater damage to targets.

WEC Level 1: Fire Accelerator - increases the rate of fire.

WEC Level 2: Recoil Stabilizer - decreases recoil and increases accuracy.

WEC Level 3: Armor Piercing - inflict more damage per hit.



Grenade Launcher

The grenade launcher packs a hefty explosive charge into a fist sized projectile, yielding devastating results when launched into a group of hostiles. The upgraded launcher can use remote detonation projectiles to lay traps for the unwary adversary. Additional upgrades allow the grenades to attract debris from the surrounding area and incorporate it into the weapon's fragmentation effect.

WEC Level 1: Remote Detonator - Allows the user to detonate strategically positioned grenades via remote.

WEC Level 2: Fragment Attractor - Draws metallic debris from the environment while deployed. On detonation, deals increased damage.

WEC Level 3: Target Leech - Adheres to targets, preventing them from fleeing the grenades effective range.

TOOLS, WEAPONS & UPGRADES



Frag Rifle

The frag rifle produces intense killing power at close range, though due to the spread of the shot, its efficiency rapidly tails off at medium to long range.

WEC Level 1: *Servo Reloader* - Decreases reload time.
WEC Level 2: *Magneto Concentrator* - Any frag rounds that miss the target and are imbedded within range of the target are drawn to the concentrator round on contact.

WEC Level 3: *Titanium Concentrator* - These rounds may persist even after killing a target, allowing for multiple uses.



Plasma Rifle

The plasma rifle is a high energy weapon capable of inflicting heavy damage via rapid fire charge particle bursts. The plasma rifle's upgrades require you to hold down the trigger to charge the sphere before releasing it.

WEC Level 1: *Arc Sphere* - Releases your remaining plasma canister producing a large energy sphere that electrocutes nearby targets.

WEC Level 2: *Defense Sphere* - Augments the Arc Sphere. On impact the Defense Sphere remains active for a short time, continuing to damage nearby enemies.

WEC Level 3: *Explosive Sphere* - Further augmentation. After this Sphere burns out it will unleash a deadly explosion.



Sniper Rifle

Once exclusively used by military personnel, this modern sniper rifle has found its way into the black market and is now commonly found in the armories of weapons dealers throughout the system. When upgraded, the scope allows the user to isolate targets by heat source, making them easier to pick off.

WEC Level 1: *Enhanced Vision* - Provides a thermal view of surrounding area, creating high contrast on warm-blooded targets.

WEC Level 2: *Expanded Clip* - Allows the user to expend more rounds between reloads.

WEC Level 3: *Armor Piercing* - Inflicts greater damage, and is capable of killing armored foes with a single shot to the head.



Rocket Launcher

Your standard, heavy duty, anti-personnel, anti-vehicle, rocket launcher. Designed with one purpose in mind - to obliterate anything in its way. With WEC upgrades the rocket launcher is a serious threat on the battlefield.

WEC Level 1: *Heat Seeking* - Rockets are able to track both human and vehicle heat signatures.

WEC Level 2: *Dual Warhead* - The launcher fires twin warheads to deliver twice the punch. Hold down the trigger while scanning over targets to lock on. Release the trigger to fire warheads at the targets.

WEC Level 3: *Quad Warhead* - Multiple warheads are deployed in a single shot for a devastating hit. Hold down the trigger while scanning over targets to lock on. Release the trigger to fire warheads at the targets.



VEHICLES



Bogie

Two man All Terrain Vehicle. The driver can shoot the front mounted machine guns directly in front while the passenger can control the vehicle's rocket launcher or machine gun in a full 360 degrees. Made from similar parts as the Wasp, the Bogie is larger and has some storage capacity. It is the most prized vehicle of the Scavengers for its power and maneuverability.



Wasp

Single man, 3 wheeled trike with mounted gatling gun. Used by Scavengers; these vehicles have been built up from parts of old or stolen equipment. Fast and agile; used many times by the Scavengers for quick raids on the prisons to free more of their own.



Dart

Single man hover vehicle with dual mounted pulse cannons. This quick vehicle is used by the prison guards on patrol or for fast ground transfer between prisons.



Dozer

This large, tank-like vehicle is slow but very well armored and can transport a number of people. When fully loaded and everyone using their weapons, it's a moving fortress.

MULTIPLAYER



Split-screen/Co-operative Mode

While playing Pariah a second person may join your game for split-screen play. Simply plug in a second Xbox controller and have the second player press the **START** button to join in.

Practice Mode

Allows up to two players (via split-screen) to play on the same Xbox System, against bots.

Xbox Live™

This option allows you to compete against other players over Xbox Live™. From here you can find and create game sessions, keep track of friends, check your worldwide statistics and even download new content.

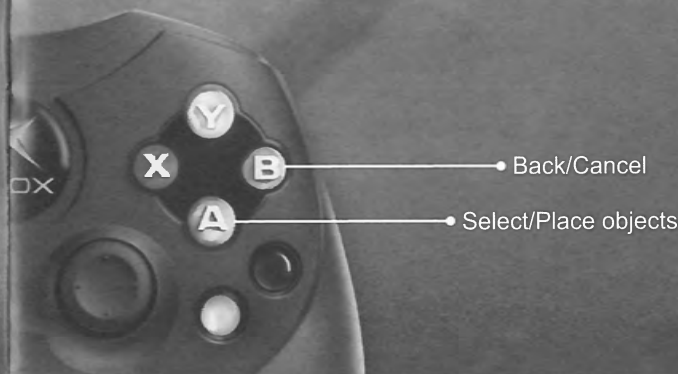
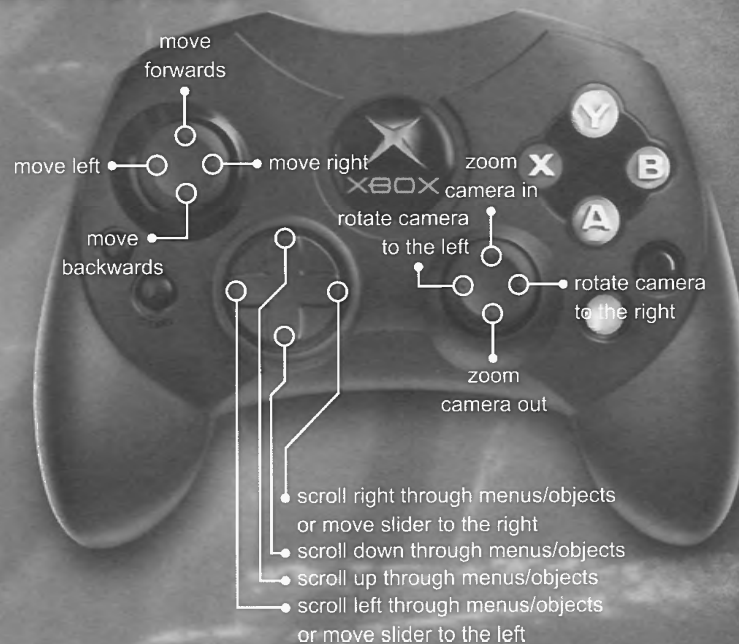
System Link

This option allows players to link Xbox Systems via a Local Area Network (LAN) and use multiple Xbox consoles in one game. Each Xbox can have up to two players (using the split screen feature). Once you select System Link you have the option of either joining a match in progress on another Xbox on the LAN, or hosting a match for other Xbox consoles to join.

PARIAH MAP EDITOR

Welcome to the Pariah Map Editor! This feature allows Players to build their own maps and create levels. Here's how to get started:

CONTROLS



PARIAH MAP EDITOR



Map Types:

There are three map types:

1. **Deathmatch** – kill everyone!
2. **Team Deathmatch** – the team with the most kills wins.
3. **Siege** – work in teams to destroy/defend an objective.



Selecting a Map

Go to the main menu and select 'Map Editor'. You will now enter the Map Editor – when prompted select 'New Map', next choose a map type: Deathmatch, or Siege. Finally, select your map theme.



Loading a Map

Go to the main menu and select 'Map Editor'. You will now enter the Map Editor – when prompted select 'New Map', next choose a map type: Deathmatch, Team Deathmatch, or Siege. Finally, select your map theme.

Loading a Map

Go to the main menu and select 'Map Editor'. You will now enter the Map Editor – when prompted select 'Load Map', now choose the map you want to load from the list of saved maps.

Saving

To save a map - first enter the map editor, make your desired modifications and press the START button. Use the directional pad to highlight the 'Save Map' option and press 'A'. Use the directional pad to enter a map name and select 'Done' when you are done.

Terrain Menu



Raising Terrain

Use this tool to create hills or valleys. To raise the terrain first:

1. Select the 'Raising' tool
2. Center circular cursor on the terrain you wish to elevate
3. Press the 'Y' button to select the diameter of the hill you want to create
4. Press and hold 'A' button to raise the terrain, release the button when the hill reaches the desired height
5. To lower the terrain press and hold the 'B' button

Flatten Area

Use this tool to level terrain:

1. Select the 'Flatten' tool
2. Center circular cursor on the terrain you wish to flatten
3. Press the 'Y' button to select the diameter of the area you want to flatten
4. Press the 'A' button once to flatten terrain up to the highest point in the selected area
5. Press the 'B' button once to flatten the terrain down to the lowest point in the selected area

PARIAH MAP EDITOR

Make Ramps

Use this tool to make ramps. Ramps can only be made on a flat surface. To make a ramp:

1. First use the 'Flatten' tool.
2. Now select the 'Ramp' tool.
3. A rectangular cursor will appear, center the cursor on the flattened area. If the rectangle is outlined in yellow you can make a ramp. If the rectangle is outlined in red it means the area needs to be flattened before you can make a ramp.
4. Press the 'Y' button to select the type of ramp you want to make.
5. Press the left trigger to rotate the ramp.
6. Press and hold 'A' button to increase the ramp angle, release the button when the ramp reaches the desired angle.
7. To lower the ramp angle press and hold the 'B' button.

Paint

Use this tool to paint different surfaces. For example, you can paint a dirt surface, a grass surface or long grass in the Lonely Isle Deathmatch map. To paint a surface:

1. Select the 'Paint' tool.
2. A circular cursor will appear, use the 'left trigger' to select the type of terrain you wish to paint, pressing the 'right trigger' will cycle through the different versions of the texture. Now center the cursor on the area you want to paint.
3. Press the 'Y' button to select the diameter of the area you want to paint.
4. To paint, hold down 'A' while using the thumbsticks to move the cursor.

Terrain Smoothing Tool:

Use this tool to smooth surfaces:

1. Select the 'Smooth' tool.
2. Then center the circular cursor on the terrain you wish to smooth.
3. Press the 'Y' button to select the diameter of the area you want to smooth.
4. Pressing the 'A' button once to smooth the terrain.

Object Menu

The Object menus allow you to place static objects, game objects, and vehicles.



To place an object:

1. Use the directional pad to select the type of object you want, open the menu with the 'Y' button.
2. Use the directional pad to select the object you want to place, then press the 'A' button once to select the object. If you want to deselect the object press 'B'.
3. Use the thumbsticks to move the object to the location you want to place it. Use the left trigger to rotate the object clockwise.
4. If the square shadow under the object is green then press 'A' once to place the object.
5. If the square shadow is red it means that you cannot place the object in that location, find another suitable location to place it.

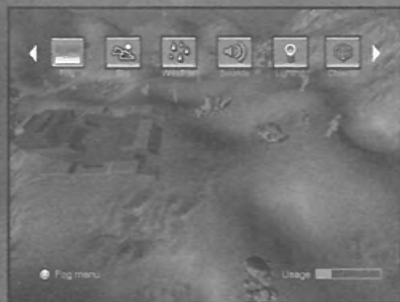
To move or delete an object:

1. Use the directional pad to highlight an object menu.
2. Use the thumbsticks to move the arrow cursor over the object you want to move or delete, the object will highlight blue.
3. To move the object press the 'A' button once to pick it up and use the thumbsticks to move it to a different area.
4. To delete an object, press 'B' once to delete it.

PARIAH MAP EDITOR

Effects Menu

The Effect menus allow you to add fog, choose a sky, add weather effects, add ambient sound, and change the lighting of your map.



To apply an effect:

1. Use the directional pad to highlight the effect you want. Open the menu with the 'A' button.
2. Use the directional pad to highlight the option you want and press 'A' to select it.
3. Some of the effect menus have sliders. You can use the directional pad to adjust the chosen effect.
4. Press 'B' to close the menu.

Fog – add a colored haze to your map.

Sky – select the type of sky you want.

Weather – select weather effects for your map.

Sounds – select an ambient sound theme for your map.

Light Menu



Pick a light color – Allows you to change the color of the light in your map.

Brightness – Use the directional pad to move the slider and adjust the brightness of light in your map.

Night / Day – Toggles lighting to either night or day.

PARIAH MAP EDITOR

Options Menu The Map Editor options can be accessed by pressing the START button while in the Map Editor.

Settings

Use the directional pad to adjust camera speed, dip/hill creation speed, painting tool strength, and smoothing tool strength.



Try Map

Try your map, either on foot or in a vehicle.



Playing A Saved Map

To play a saved map:

1. Go to the main menu.
2. Select Multiplayer.
3. Select System Link or Xbox Live™.
4. Now press the 'X' button (System Link) or select "Create Match" (Xbox Live™) to host your own game.
5. Select the game type under the 'Custom Maps' heading that matches your map (e.g. Deathmatch, Siege).
6. Select 'Map List' and ensure your map name appears and is checked off on the list of maps. If you only want to play your saved map, un-check all of the other maps in the list. Press 'B' when you're done.
7. Select 'Begin!'.



Sharing Custom Maps

Once you've created a custom map, you can share it with your friends one of three ways: using a Memory Unit, Hosting a Multiplayer game or by publishing it on Xbox Live™ (account required).

Sharing Maps with Memory Unit

Enter the Memory section of the Xbox Dashboard. There you can select a custom map and use the copy function to place it on the Memory Unit. Use the same copy functionality on a second Xbox console, copying the map to the hard drive.

Sharing Maps in Multiplayer

If you host a match using System Link or Xbox Live™ any Xbox consoles that join your game session will automatically download the custom map. No additional setup is required.

Sharing Maps over Xbox Live™

Log into Xbox Live™ and select 'Custom Maps' from the Xbox Live™ menu. Here you may download any released Official custom maps. Under Xbox Live™ Maps you can remove maps from your list of shared maps, publish maps for your friends to download, or download your previously published maps to your hard drive. You may also download maps that your friends have published by selecting them from your Friends list and choosing the Custom Maps option. Downloaded maps will appear in your Multiplayer or Instant Action map lists.

Take Pariah Beyond the Box

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Downloadable Pariah Content

If you are an Xbox Live subscriber, you can download the very latest content to your Xbox console.

Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

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To all of our wives and families,
 for tolerating the crazy things we do!

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