MATURE 17+
M
Blood
Violence
ESRB CONTENT RATING www.esrb.org

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CONTENT RATED BY ESRB

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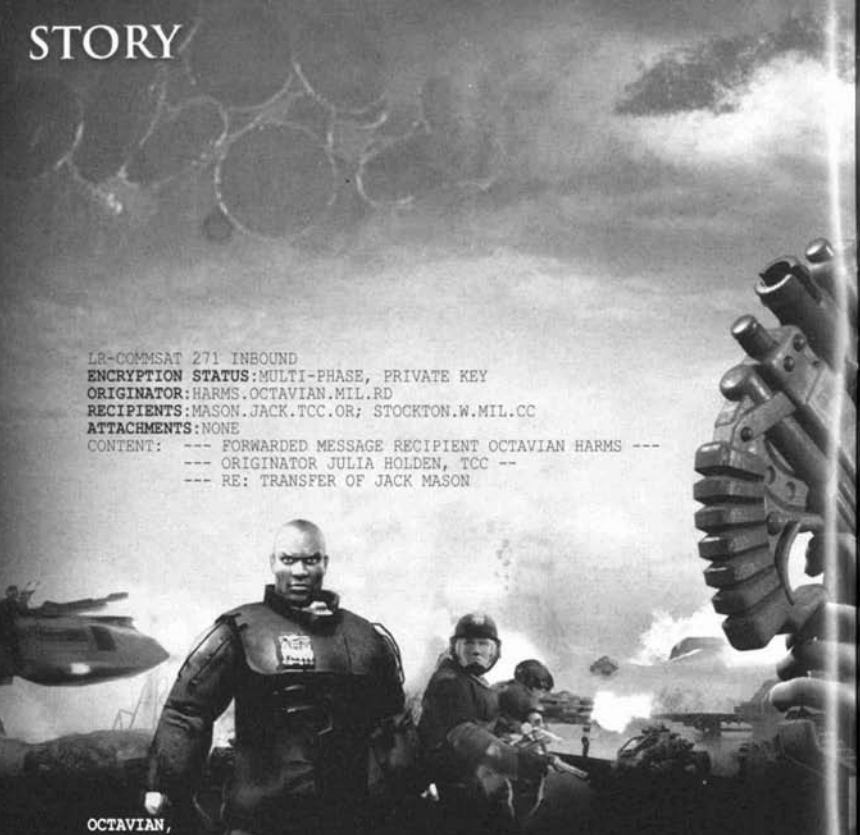
STORY



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 COMMISION (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

KEY	ACTION
W	Move Forward
S	Move Backward
D	Strafe Right
A	Strafe Left
Left mouse button	Fire weapon
Right mouse button	Zoom
Spacebar	Jump
Shift	Hold down to walk
C	Crouch
O	Show objectives / Scores
E	Action; Enter / Exit vehicle
F	Dash
R	Reload
Z	Switch between current weapon and Health Tool
Q	Switch between current weapon and Bonesaw
X	Hold to bring up the weapon selection menu, mouse over a weapon and release X to select that weapon. Click to apply any available WECs

Vehicle Controls

KEY	ACTION
W	Accelerate
S	Reverse
Alt	Rear view
E	Enter / Exit vehicle
Left mouse button	Fire weapon

Turret Controls

KEY	ACTION
E	Enter / Exit turret
Left mouse button	Fire Turret

Bogie Gunner Controls

KEY	ACTION
E	Enter / Exit vehicle
Left mouse button	Fire Rockets
Right mouse button	Fire Machine gun

Main Menu

Single Player
Starts the Single Player story mode.

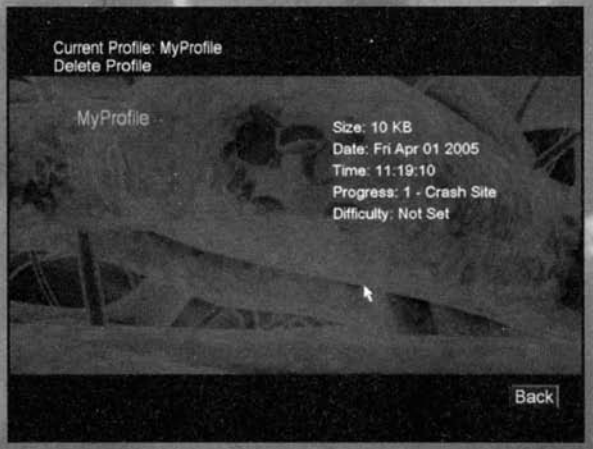
Multiplayer
Starts Local Network game, Internet game, or Practice game.

Map Editor
Loads the Pariah Map Editor.

Settings
Allows you to change your Controls, Input, Audio, Video, and Perfomance settings.

Profiles
Allows you to create and manage your profiles.

Creating a Profile
To create a new profile, first select 'New' in the Profiles section. Move the cursor over the profile name and type your name in the field, then click 'OK'.



Loading and Saving Games
The game will autosave during a level and at the end of the Single Player levels.

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 the direction the player is receiving damage from.

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, and 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 X key to bring up the Weapon Selection menu. Click on the weapon you wish to upgrade.

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.

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

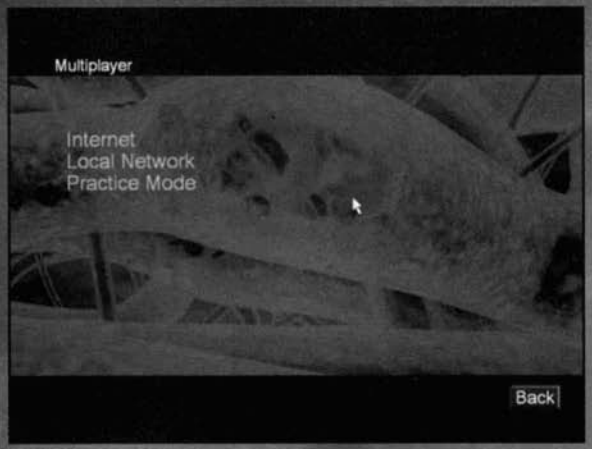
Single man, 3 wheeled trike with mounted gatling gun. Used by Scavengers; these vehicles have been built up from parts of old or stolen equipment. Fast and agile; used many times by the Scavengers for quick raids on the prisons to free more of their own.

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

Local Network

Allows you to play against other players over a LAN connection.

Internet

Allows you to join and host multiplayer games over an internet connection.

Practice Mode

Allows you to practice various game modes by yourself or with bots

Pariah Map Editor

Welcome to the **Pariah Map Editor**. This feature allows you to create your own maps and share them with friends.

Here's how to get started:

Controls

KEY	ACTION
W	Move Forward
S	Move Backward
D	Turn Right
A	Turn Left
Mouse wheel up	Zoom In
Mouse wheel down	Zoom Out
Left mouse button	Select / Place Objects

Map Types:

There are three map types:

1. **Deathmatch** – kill everyone!
2. **Siege** – work in teams to destroy/defend an objective.

Selecting a Map

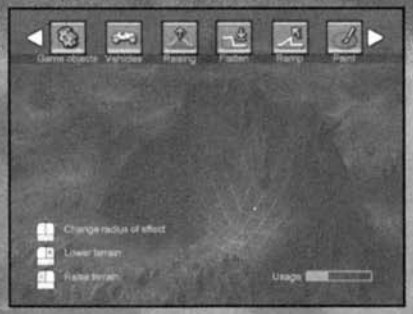
Go to the main menu and select 'Map Editor'. You will now enter the Map Editor – when prompted select 'New Map', next choose a map type: Deathmatch, Team Deathmatch, or Siege. Finally, select your map theme.

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 A Map

Press the ESC key while in the Map Editor to bring up the editor menu and click Save Map. Name the map or generate a random name. Click Done to save your map.



Terrain Menu

Raising Terrain

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

1. Select the 'Raising' tool.
2. Center the circular cursor on the terrain you wish to elevate.
3. Press and hold the left mouse button to raise the terrain, release the button when the hill reaches the desired height.
4. To lower the terrain press and hold the right mouse button.

Flatten Area

Use this tool to level terrain:

1. Select the 'Flatten' tool.
2. Center the circular cursor on the terrain you wish to flatten.
3. Press the left mouse button to flatten the terrain.

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 and hold the left mouse button to increase the ramp angle, release the button when the ramp reaches the desired angle.
5. To lower the ramp angle press and hold the right mouse button.

Paint

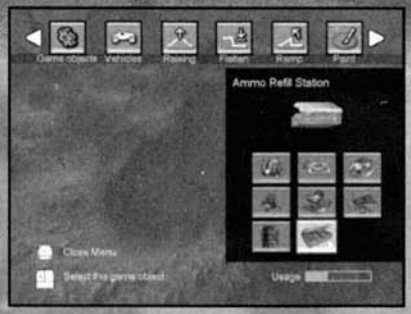
Use this tool to paint different surfaces. For example, you can paint a dirt surface, a grass surface or long grass in the Lonely Isle Deathmatch map. To paint a surface:

1. Select the 'Paint' tool
2. A circular cursor will appear, click one of the three tiles on the right side of the screen to select the type of terrain you wish to paint, pressing the right arrow key will cycle through the different versions of the texture. Now center the cursor on the area you want to paint.
3. To paint, hold down the left mouse button.

Terrain Smoothing Tool

Use this tool to smooth surfaces:

1. Select the 'Smooth' tool.
2. Center the circular cursor on the terrain you wish to smooth.
3. Press and hold the left mouse button to smooth the terrain.



Object Menu

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

To place an object:

1. Click on the type of object you want (Game objects, Vehicles, etc).
2. Select the object that you want to place.
3. If the rectangular shadow under the object is green then click the left mouse button to place the object.
4. 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. Left click on the item you wish to select to pick it up
2. Move the move to the desired location and click the left mouse button to place it again.
3. To delete the object, press the DELETE key.

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. Click the effect you want to open its menu.
2. Adjust the settings for the effects you would like to add to your map.
3. Press the ESC key 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.

Lighting – select a light color and the amount of ambient light for your map.

Lighting Menu

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

Brightness – Adjust the slider to adjust the brightness of light in your map.

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

Options Menu
The Map Editor options can be accessed by pressing the ESC key while in the Map Editor.

Settings
Adjust the sliders 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 LAN or Internet.
4. Select Host Match.
5. Select the gametype under "Custom Maps" heading that matches your map type (e.g. Deathmatch, Siege)
6. Select 'Map List' and ensure that 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. Click Back when you have all the maps you want to play selected.
7. Click Begin!

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

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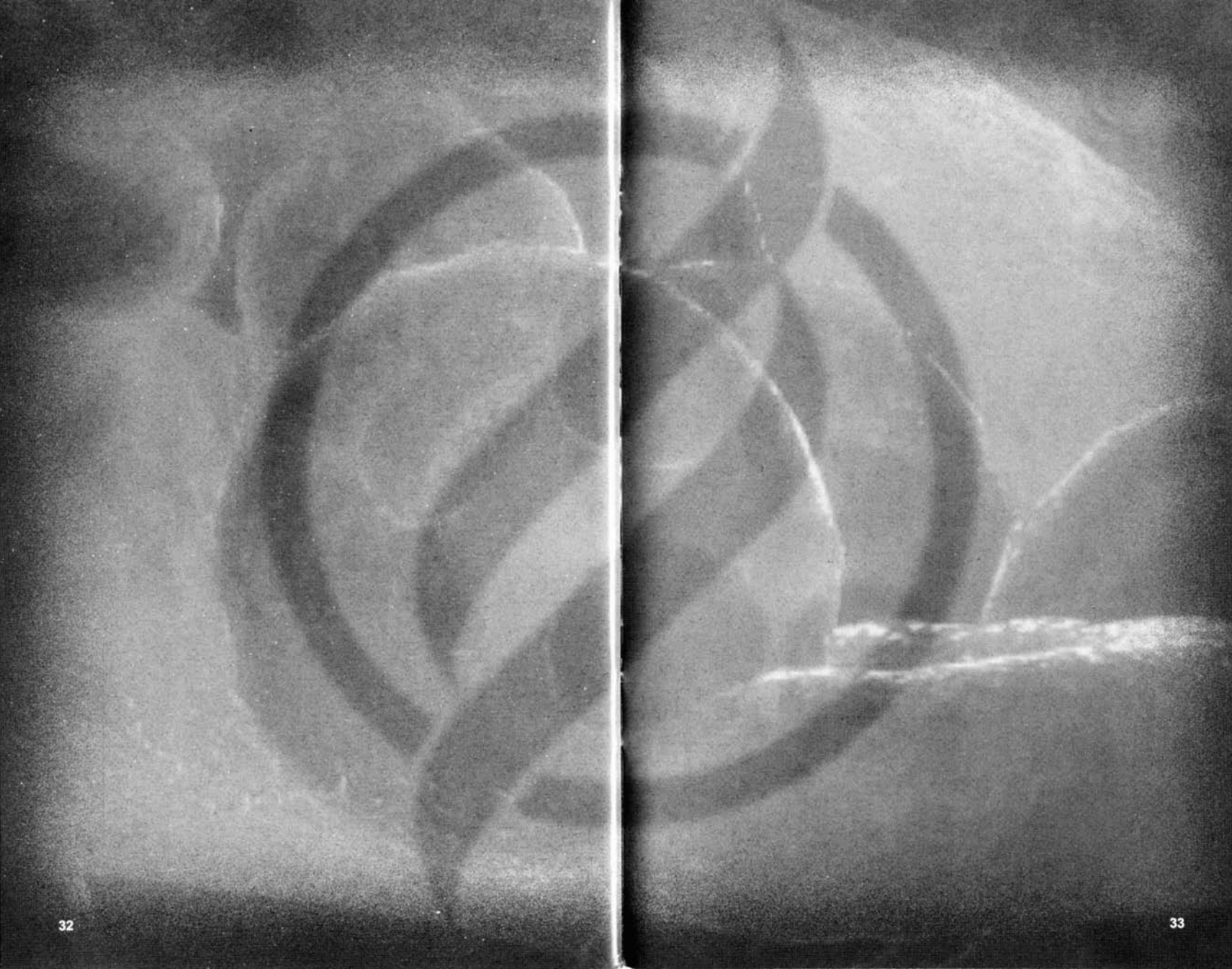

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