

MARS

WAR LOGS



MANUAL

FOCUS
HOME INTERACTIVE

IMPORTANT HEALTH WARNING ABOUT PLAYING VIDEO GAMES

Photosensitive seizures

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

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

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

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

HELP - TECHNICAL SUPPORT

If you encounter difficulties installing or running Mars: War Logs, do not hesitate to contact our technical support department by email.

FAQ : <http://www.focus-home.com/support/mars>

Email: support@focus-home.com

Please provide our tech support team with as much information as possible on the type of problem you are experiencing, how and when it occurs, and your PC's DxDiag.

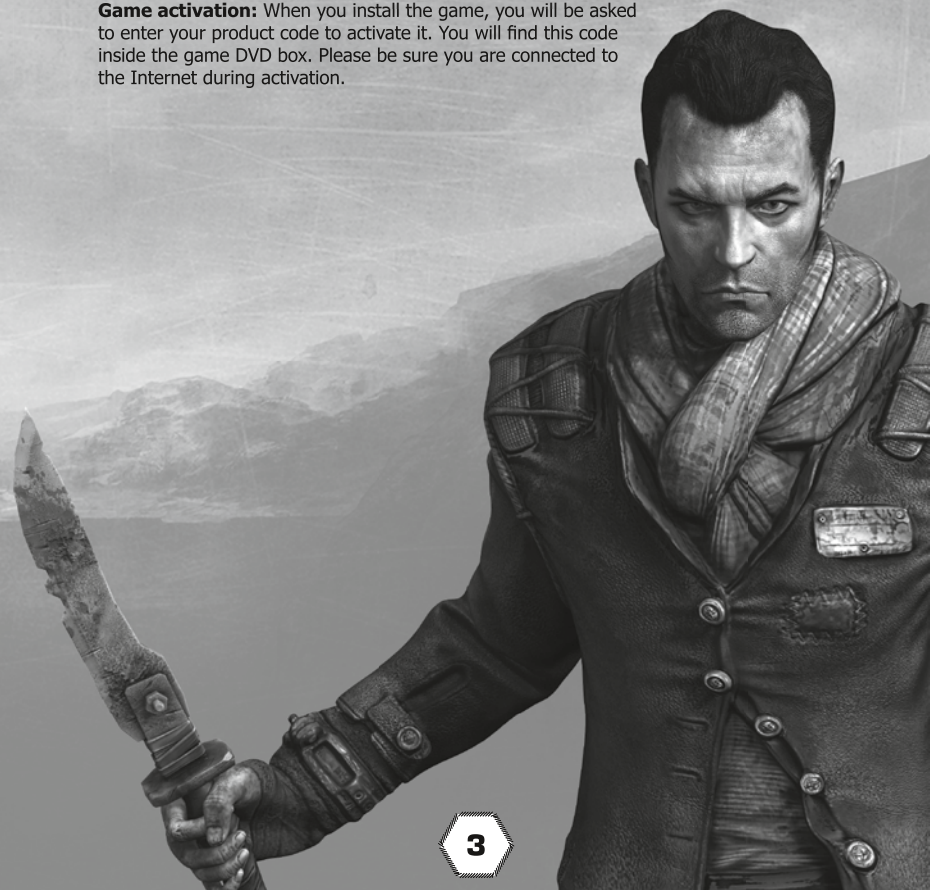
INSTALLATION

To install **Mars: War Logs**, please insert the DVD into your DVD drive and then follow the on-screen instructions. If no window is displayed after you have inserted the disc into your drive, please do the following: double-click on the [Computer] icon on your desktop, then on the [DVD Drive] icon to launch the install program; then follow the install program instructions that appear on-screen.

License Agreement: The license agreement of Mars: War Logs is displayed before you start the game installation. You must read it thoroughly and accept the terms of use before installing the game.

Notice: This product is offered subject to your acceptance of the Steam Subscriber Agreement ("SSA"). You must activate this product via the Internet by registering for a Steam account and accepting the SSA. Please see www.steampowered.com/agreement to view the SSA prior to purchase. If you do not agree with the provisions of the SSA, you should return this game unopened to your retailer in accordance with their return policy.

Game activation: When you install the game, you will be asked to enter your product code to activate it. You will find this code inside the game DVD box. Please be sure you are connected to the Internet during activation.



THE WORLD OF MARS

STORY

Mars: almost a century after the huge catastrophe that plunged the Red Planet and its colonies into chaos, water has become the most precious resource on the planet and various corporations are fighting to gain control of it. In the midst of this ruthless struggle you play Roy Temperance, an adventurer with multiple talents who is now being held prisoner by one of these giant companies: Abundance.

INTERFACES

TUTORIAL

A tutorial will appear on screen during the game when you are able to carry out a new action and learn how the game mechanisms and interface work. The tutorial will explain the basic game elements. You can also find this information in the game guide which you can access via the main menu.

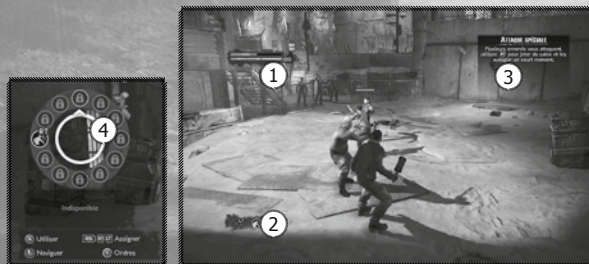
EXPLORATION MODE

Talk to people you meet on your way and ask them questions to help you progress in the game. Remember to search for items scattered around the maps to salvage any elements that could be useful later on.

There are two types of map you can use to find your way around the world of Mars:

- **The Quick Map:** this can be displayed above the game screen. You can move around in this mode.
- **The Full Map:** this map is accessible via the game menu (I), and contains additional information, e.g. the names of the characters and the quest objectives.

COMBAT MODE AND THE TACTICS MENU



1. Life bar (red) // Fluid bar (blue) // Experience (yellow)
 2. Combat shortcuts: use these to quickly launch an attack or use a specific weapon via the tactics menu.
 3. Advice and quest messages are displayed here, and players are also notified when Roy progresses a level.
 4. You can assign skills or items to shortcuts at any time and add them to your basic attacks.
- You can change the skills or item shortcuts at any time as well as your basic attacks. You can also activate a skill direct from the Tactics menu (to treat your injuries, etc.).

MENUS

Press "I" on your keyboard or "BACK" on your controller to access the inventory, the character fact sheet, quests, skills and maps.

INVENTORY AND CRAFTING

The inventory is divided into 4 tabs corresponding to your weapons, equipment, items and ingredients.

The crafting system enables you to upgrade any item of equipment marked with the cog icon. The circles next to the name of the equipment indicate the number of crafting slots for this item.

To upgrade or craft, click the cog icon or press the X button on your controller, select the slot you want to change and then select the change you want to apply. The ingredients required to make the change will be displayed.

The crafting system also allows you to craft ammunition or injections (to treat injuries, etc.). To do this, go to the "Items" tab and select your upgrade kit.

You can acquire ingredients by searching for them or buying them with the in-game currency: Serum.



SKILLS

Any experience points you earn during combat and quests will enable you to level up. Each time you reach a level, you will receive:

- 2 points that can be used in the "Skills" section.
- 1 point that can be assigned in the "Feats" tab in the "Character" section

Skills are what count most in your character's development, and you can unlock and upgrade these (three levels are available per skill) using skill points you earn when you progress a level.

You can specialize by selecting Renegade, Combat and Technomancy, and each of these skills can be developed up to three times. Remember: your selection of skills will exert a strong influence on your combat actions.



Develop the combat tree to improve your attacks, speed, dodge and parry, and to strengthen your hero's defense and resistance.



The renegade tree enables you to improve shooting, vicious attacks, stealth, use of traps, bombs and potions.



The technomancy tree allows you to improve your supernatural powers and fluid generation.

FEATS

You will obtain "Feat" points at every level. Depending on the number required, you can spend points to develop your character's specific feats that will, for example, allow you to gain more experience, search for more items or learn more crafting recipes.

COMPANIONS

Various characters will join you in your adventure and become buddies who will help you both during and away from combat. You will be able to develop friendships with them and each has their own personal principles and ethics. They will therefore react differently depending on your actions or how you address them, and both will have an impact on how effective they are in combat. Some of your friendships may even lead to romance... provided you adopt the right approach and behave appropriately!!

SERUM

Water is a precious resource on Mars and is found in the game in the form of Serum, which is the currency used among the inhabitants.

You will find Serum by searching through the game environment or by going through the pockets of fallen enemies. You will acquire a syringe during the game that allows you to take Serum direct from the body of your enemies which will kill them instantly and cause you to lose some of your Karma (see paragraph on "Karma").

KARMA

However, bear in mind that your character will not only develop through combat; the game is full of important dialog that will influence both the development of the game and the reactions of the NPCs (non-player characters). Each of your actions will influence your Karma; the more Karma you have, the more you will be considered "good" and the less you have, the more you will be considered "bad". The people you meet will treat you differently according to your reputation.

MERCHANTS

The merchants on Mars enable you to exchange your Serum for weapons, armor or even ingredients you can use for crafting. You can also sell them items you want to get rid of.

QUESTS

QUEST LOG

Your progress in the world of Mars is marked by quests (main or secondary) that will guide you in this adventure. All the quests are contained in the War Log. Although the secondary quests are optional, they allow you to advance further in the adventure and may also impact on the progress of the main quests. They may also provide access to additional valuable experience points or new equipment.

The choices you make in certain quests and even during certain conversations will change the options presented to you. Carefully consider the choices available and the way you conduct the dialog.

MAPS



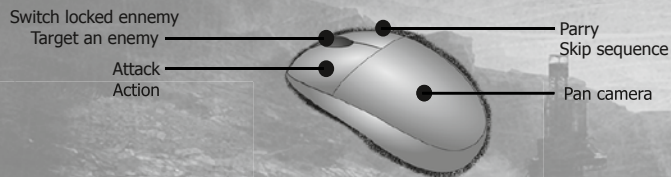
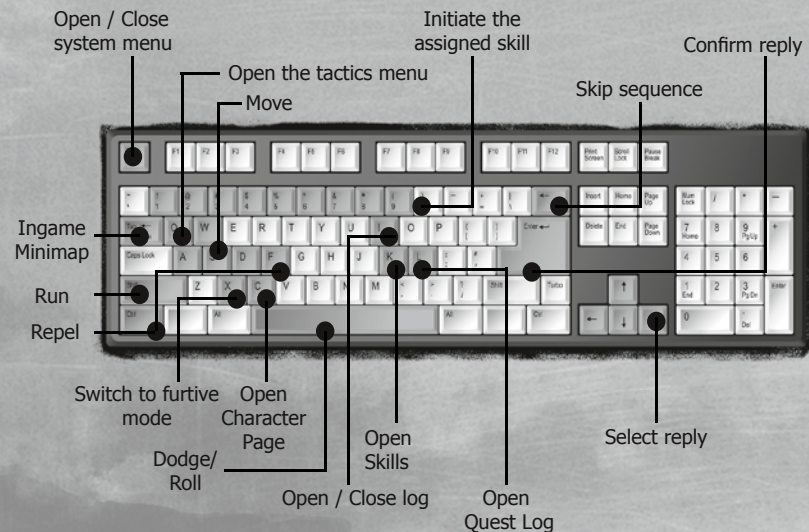
Use the map to find your way around and to locate your position more easily. The key characters and places are marked along with the objectives of the main and secondary quests.

To view the map during the game, go to the inventory menu (I) and the "Maps" tab. Press "Tab" to show the transparent quick map overlay.

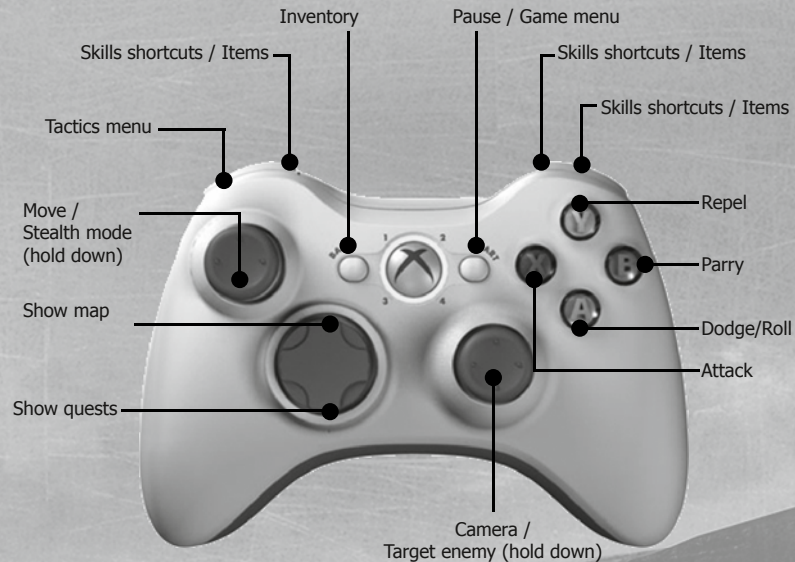
CONTROLS

Mars: War Logs can be played using the keyboard and mouse and the Xbox 360® controller.

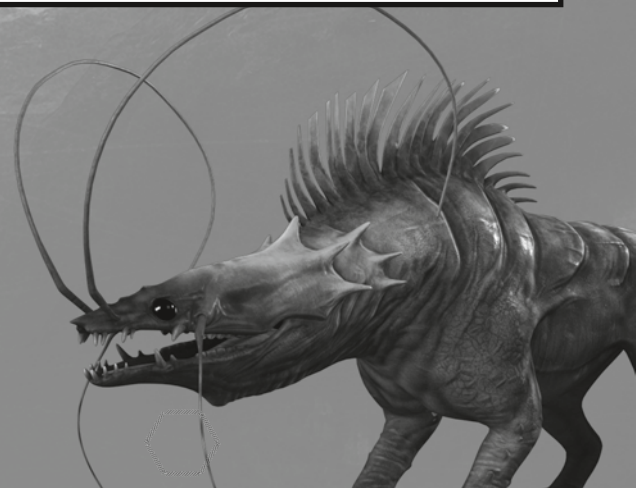
Keyboard / Mouse



Xbox 360® controller for Windows®



NOTE: The information contained in this manual was correct when it went to press, but the game may have been subject to minor changes during the final stages of development. Please consult the in-game controls menu or the tutorial to ensure you are using the up-to-date controls.



SPIDERS

Direction

Jehanne Rousseau

Administration

Caroline Pierini

Project Management

Walid Miled

Junior Assistant Project Management

Jérémy Boistière

Technical Direction

Wilfried Mallet

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Engine Programming

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Mathieu Simon
Guillaume Werlé

Junior Programmers

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Guillaume Burlot
Adrien Delorme

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Léo Lasfargue

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Arnaud Barbier
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Hervé Nedelec

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Stéphane Arson

Additional Game User Interface

Alexandre Chaudret

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Gérard Luu
Arthur Munoz
Bruno Millas

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Stéphane Versini

Additional Game Design

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Lead Level and Quest design

Sébastien Di Ruzza

Level and Quest design

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Romain Wiat

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Sylvain Prunier

Music

Sylvain Prunier

Additional music (resistant song)

Markus Schmidt

Script and dialogues

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Jehanne Rousseau

Tests

Jérémy Boistière
Yann Leparquois

FOCUS HOME INTERACTIVE

Captain of the Praetorian Guard

Cédric Lagarrigue

Praetorian Guard

Thomas Barrau
Anne-Sophie Vernhes
Tristan Hauvette
Xavier Assémat
Sandra Mauri
Thibault Chuffart
Thomas Corbino

The Resistance

Luc Heninger
Mohad Senglali
Nathalie Phung
Thierry Ching
Florent D'Hervé
Théophile Gaudron
Pierre Del Grosso

Dust

Ugo Ribaud
Julian Ricq
Xavier Sanson
Ludovic Marchesseau
Bertrand Maillard
Maxime Guémon
Christopher Pierron
Rémi Lebigre
Hervé Valentino
Alexandre Kapusta
Marie Thérèse Nguyen
Samuel Bagla
Pierre Chiron

Militia

Marie-Caroline Le Vacon

Bounty Hunters

John Bert
Aline Janzekovic
Aurélien Rodriguez

Pierre Vinson
Vincent Chataignier
Yann Le Guellaut
Stéphanie Olbé
Vincent Duhnen

Forgers

François Weytens
Diane Dufraisay-Couraud
Manon Lestrade

Smugglers

Stéphan Le Gac Savoye
Camille Lallement

Security Guards

Jean-Michel Hellendorff
Damien Duca

Mechanics

Jean-Joseph Garcia
Gildas Souka
Léo Millot

The Prisoners

Nathalie Jérémie
Adrien Bro
Florette Nsele
Stéphane Figon
Maureen Bolger
Areski Ouazir
Ramata Diallo

Abundance

Deborah Bellangé
Jean-Pierre Bourdon

BIG WHEELS STUDIO

Voices production

Frédéric Devanlay
Adrien Hermans

Actors voices

Paul Bandey
Corson Bremmer
Robert Burns
Kaycie Chase
David Coburn
Jerry Di Giacomo

Christian Erickson
Steve Gadler
David Gasman
Dominique Gould
Saul Jephcott
Jesse Joe Walsh
Tercelin Kirtley
Thomas Pollard
Doug Rand
Ken Samuels
Barbara Scaff
Ken Starcevic
Kim Tilbury

ALVERNIA STUDIO

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Lukasz Zawlocki

Motion capture expert

Tomek Kowalczyk
Tomasz Wilewski

Reception and Nurse

Sylvia Slusarczyk

Actors

Maciej Kwiatkowski
Tomasz Lewandowski
Agnieszka Przestrzelska

LOCALIZATION

Audiovisual

Communication and
Entertainment Agency, S.L.
Dubbing and Localisation
Multimedia
Toneworx

SPECIAL THANKS

Produced with the support
of the CNC



FOCUS
HOME INTERACTIVE

PhysX
by NVIDIA

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