

THE ART OF MIRROR'S EDGE™ CATALYST


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CATALYST


THE ART OF
MIRROR'S EDGE
CATALYST
DARK HORSE BOOKS
DICE

DARK HORSE

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TABLE OF CONTENTS

RISE OF AN ICON 6

LIFE ON THE ROOFTOPS 50

A CITY RE-FORMED 66

ALWAYS WATCHING 138

SOCIETY IN REVOLT 176

RISE OF AN ICON

Faith Connors's home, the glittering city of Glass, is composed of soaring buildings of steel and reflective surfaces, slick vehicles, and stylish citizens. Elegance permeates everything. Elegance and fear—a beautified tyranny. It's a world ruled by the ruthless Conglomerate, which is willing to do whatever it takes to maintain its authority while hiding anything unsightly behind a slick façade.

Glass is situated on the southeastern coast of Cascadia, a nation consisting, for the most part, of endless, barren Greylands where everything exists to serve the never-ending needs of the sprawling cities.

The ordinary citizens are called "employs" because if you're not employed, you're not a citizen. The employs are in turn divided into a strict caste system. The promise fueling Cascadian society is that anyone can rise from the bottom to the top. The reality, though, is that very few do, and in many ways, Cascadia has become a stagnant nation in desperate need of change.

The Conglomerate, consisting of the thirteen largest corporations in Cascadia, is well aware of the steadily growing unrest, as well as the increasing tensions with the neighboring countries of OmniStat and Sabaeus. Yet its only response so far has been to clamp down harder on all subversive tendencies, with the help of its security arm, KrugerSec. At the same time, the general populace has been lulled by consumption and entertainment into complacency. They live in fear of losing their jobs and employ status, which would mean a slow death in the Greylands.

This is Faith's world. This is the environment that has forged her into a substance stronger than the steel that holds the wealthy high above the rest of the city in towering skyscrapers. This is a city desperate for someone like Faith—someone who has the potential to be a catalyst for change.

Born to Martin and Erika Connors, Faith lost both her parents and her kid sister, Caitlyn, in a cataclysmic event called the November Riots. Faith survived and was taken in by a man named Noah, a friend of her parents and one of the original runners of Glass. She has since grown to become a strong-minded and daring young woman, a thrill seeker running more for the joy of it than the money it pays. She's fiercely protective of the ones she loves and cares for. In *Mirror's Edge: Catalyst*, her audacity causes her to be pulled into the ongoing struggle against the Conglomerate, and before the end, she will have uncovered many secrets—concerning both the society she lives in and her own painful past.

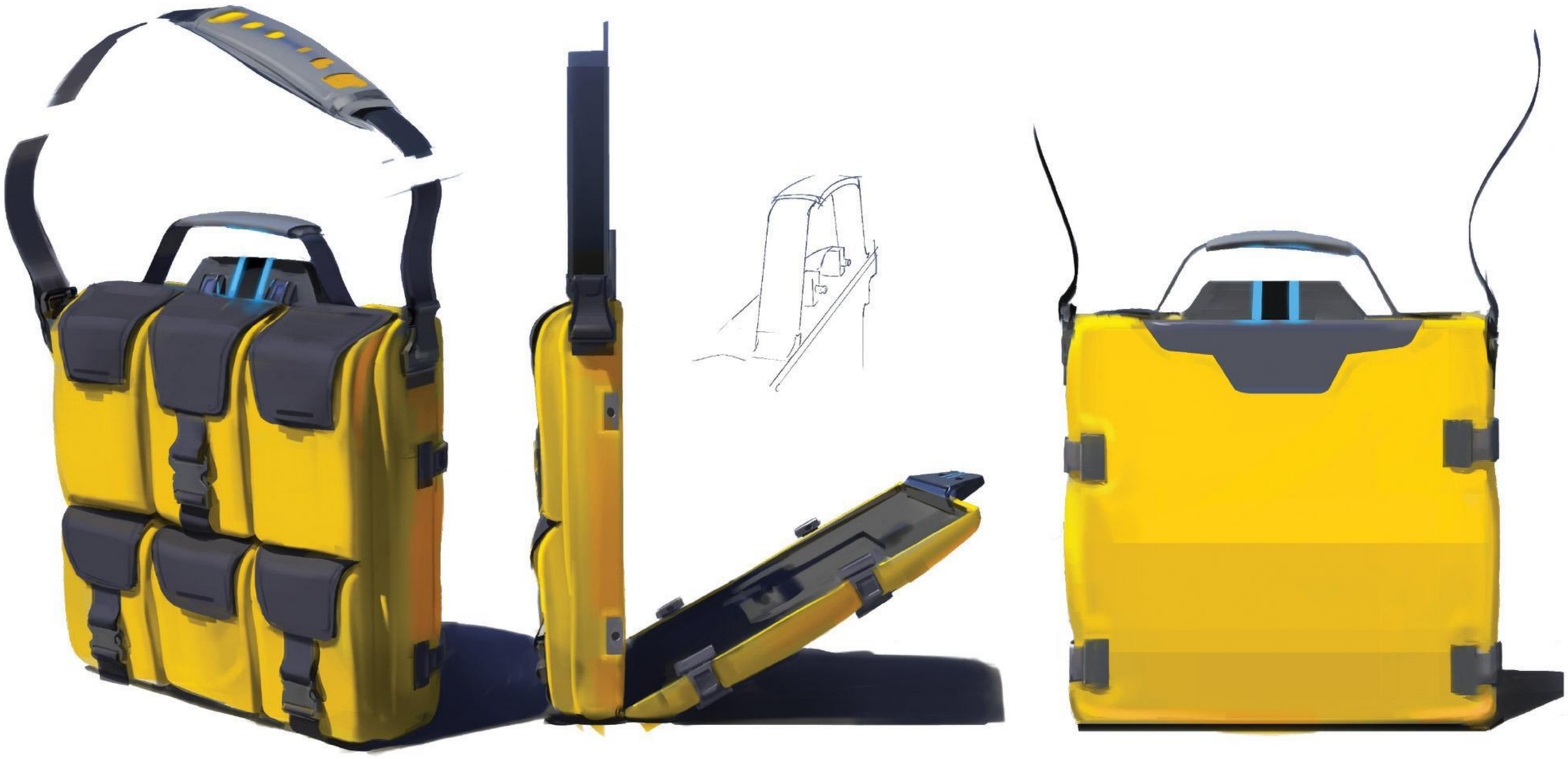


LOOKING TO THE PAST

Mirror's Edge has always been close to our hearts here at DICE, and Faith is an iconic heroine that we always wanted to see more of. Because of our love for this universe, we knew that when we *did* revisit it, it needed to be in the most spectacular way possible. This raised a lot of questions. How would we best pay homage to the city of Glass and its inhabitants when building this world? We had so much respect for the visual style and tone of the first game, and we wanted to make sure we understood that world and were able to use the work of the past to build the future.





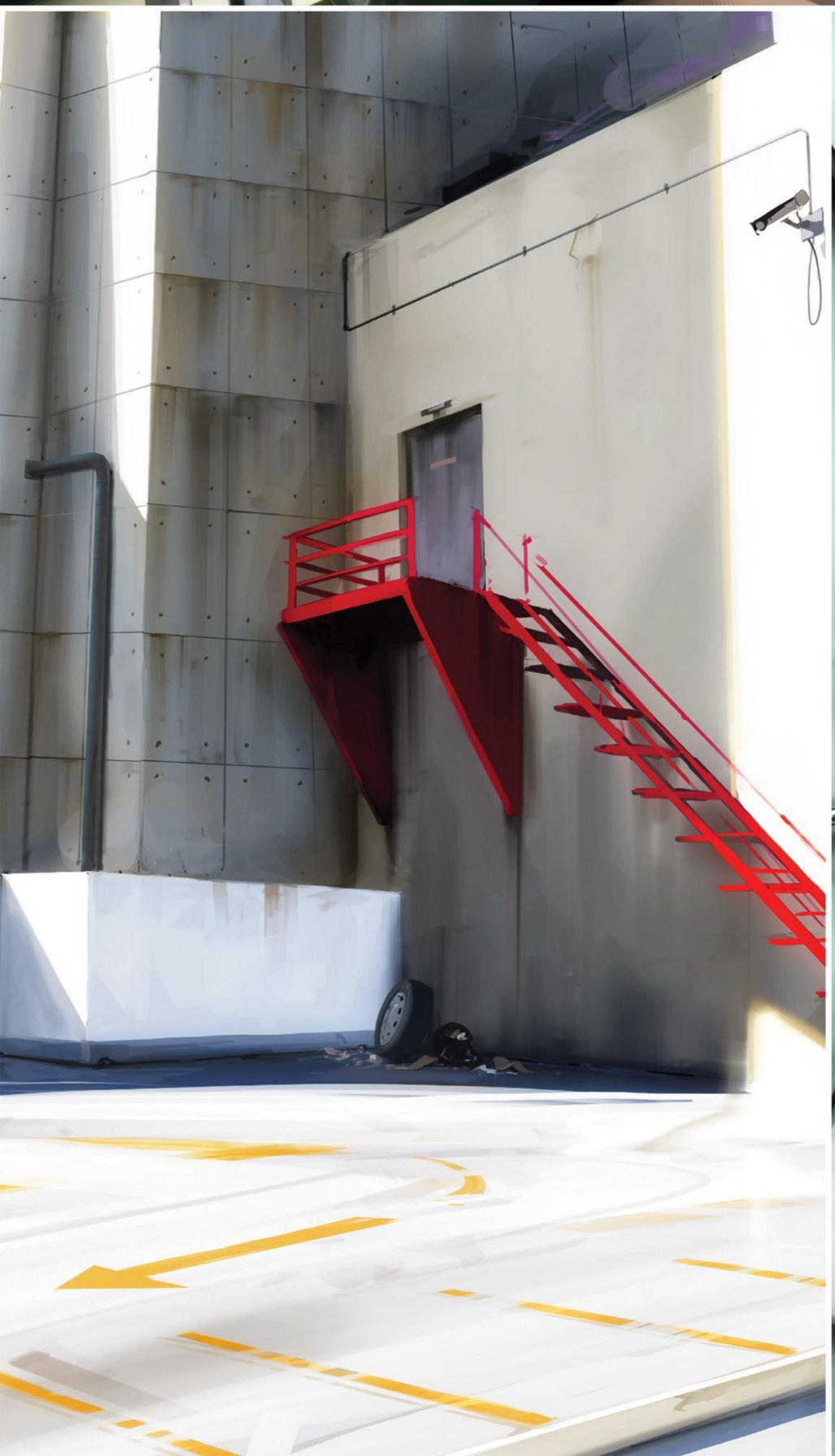


Mirror's Edge has been praised for its unique art style, which was a huge inspiration for us during the redesign. We studied in depth the architectural styles used in the first game, the shapes and forms, the bold use of accent colors against white backgrounds, and more. From there we started to see how we could evolve those visuals and give them an even more stylized look. What should we keep? What wouldn't work in this reimagining? How could we remove what no longer quite fits without losing the original flavor? We asked ourselves these questions before we began the concept exploration.







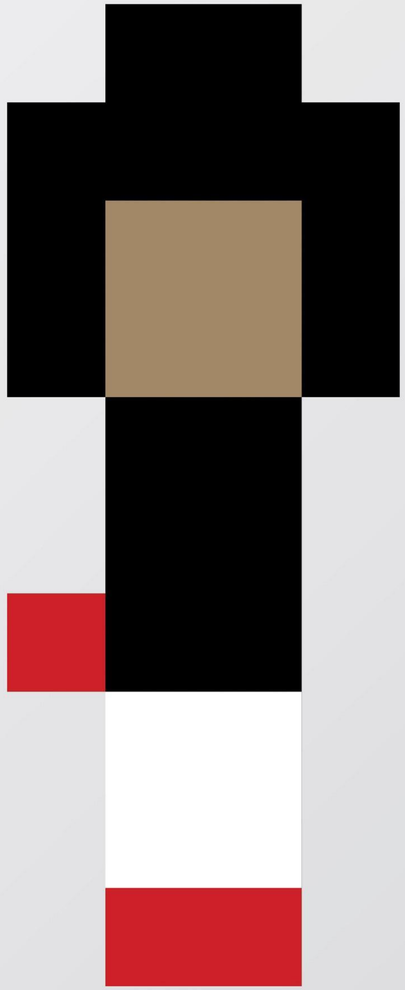




FAITH

In a lot of ways, Faith is the embodiment of the core values of the game. Everything about her is elegant and minimalistic, but with a certain attitude. She is a runner. She is very strong. Her overall look should make people think, “Wow, that’s someone you don’t want to mess with.”





White, red, and black are the basic building blocks of Faith's look.
Of course we kept her iconic red glove.

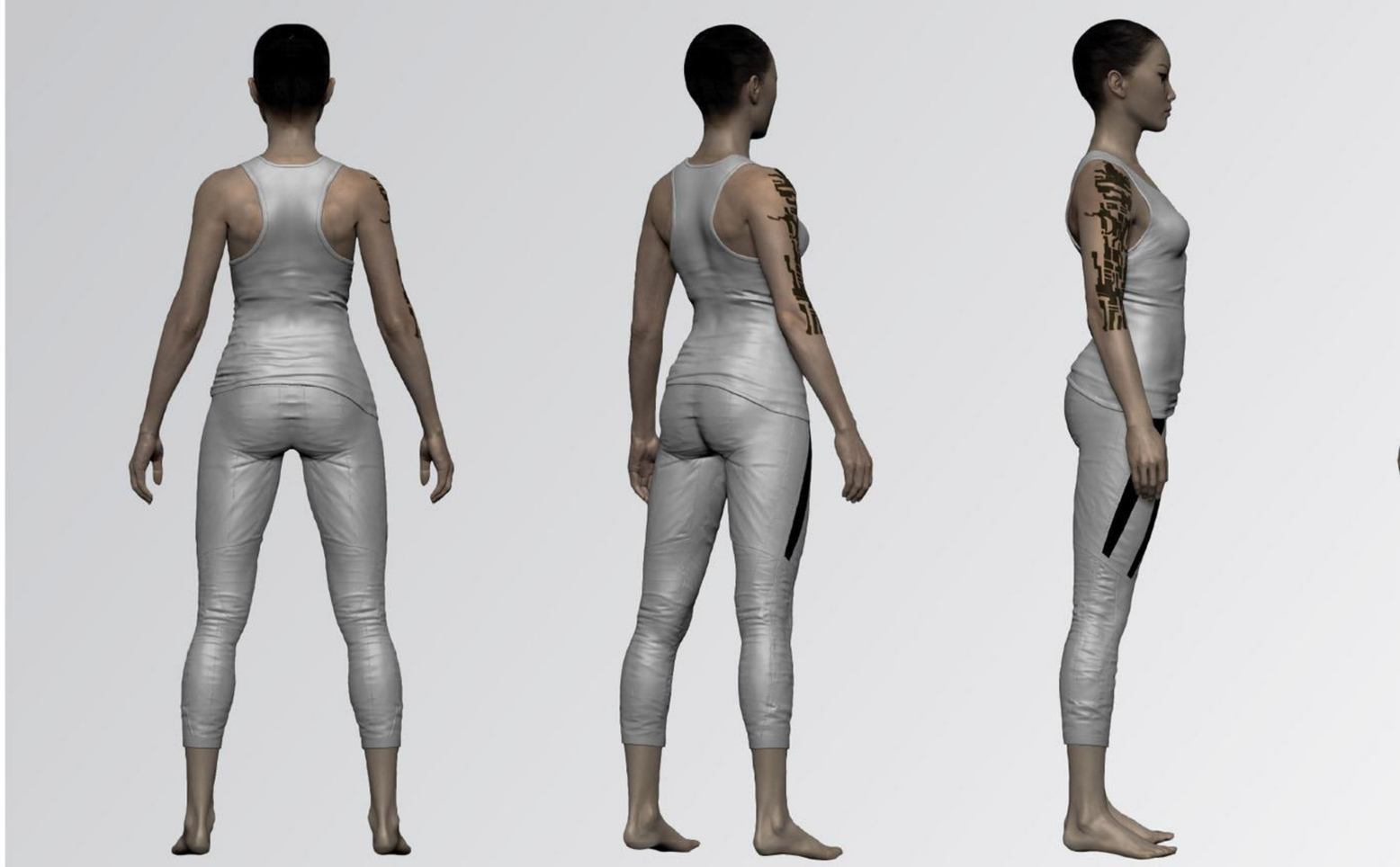












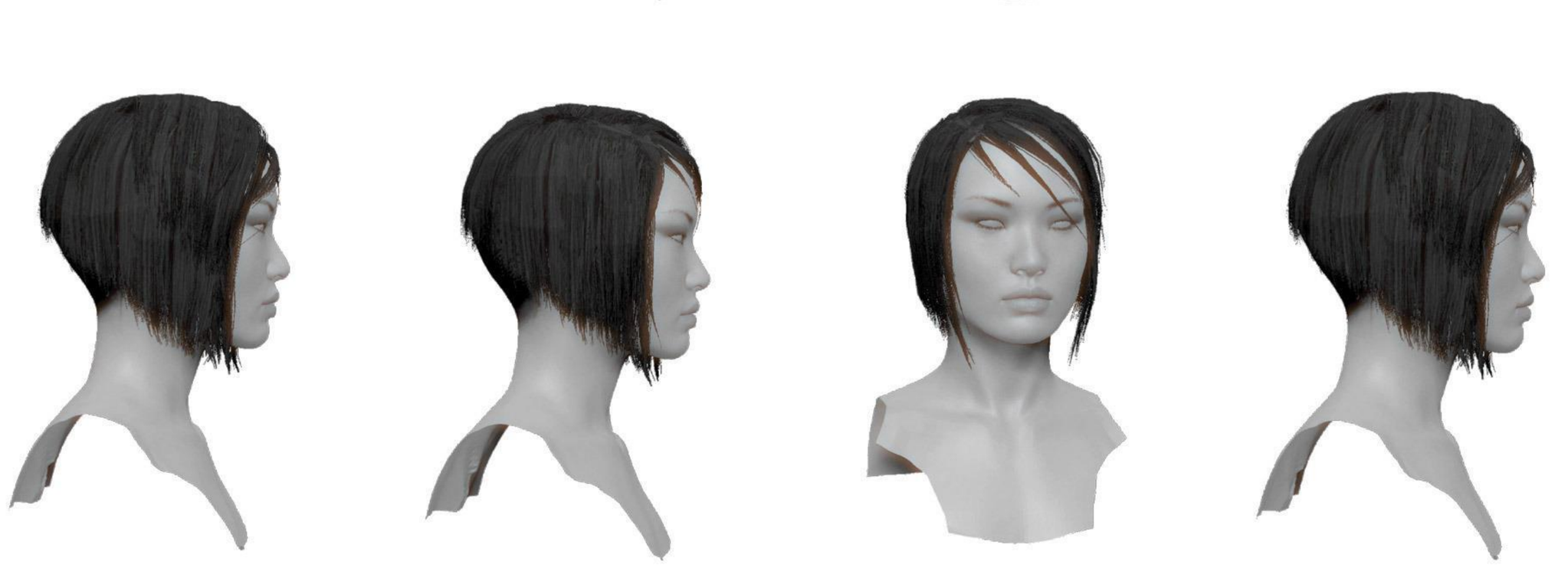
We explored a number of options when trying to find a new look for Faith while staying within the very simple black, white, and red color scheme. Some costumes were more tactical, almost military; others, more casual and sporty. The end result combines functional and tactical design with sleek and sporty elements.

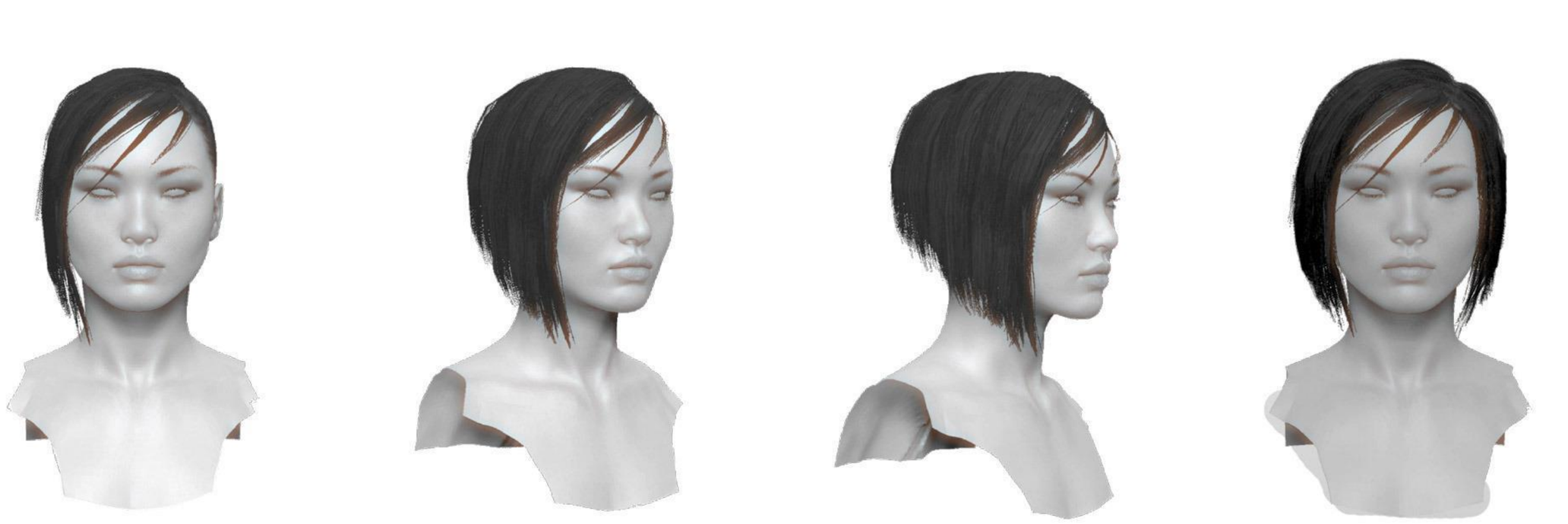
Early on, we decided to explore new hairstyles for Faith. We wanted something with more of an edge that would complement her eye tattoo and also fit her attitude and lifestyle.











Complicated running missions require a variety of tools, so we gave Faith a tool bag with a low-profile and close fit that wouldn't be in the way but would still remain accessible. The style accentuates speed and movement.










EVADE
CYCLONtech


CYCLONtech
mR-707
REPTILE






BRYS




BRYSON


BRYSON



The Cyclontech glove is an essential tool for traversing the city. Faith receives several upgrades to the tool over the course of the game that improve its functionality.

Faith's shoes draw on elements from real running, climbing, and martial arts shoes. Runner's shoes need to be flexible and able to grip a variety of surfaces, yet retain enough sensitivity for careful positioning in small spaces.


EVADE










EVADE






EVADE






EVADE





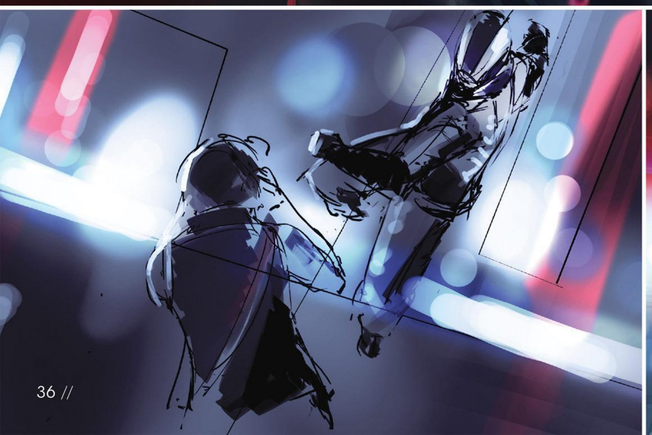


When she is released from prison, Faith is given civilian clothes in the same subdued style as those worn by most regular citizen employs, but hers are also flexible and designed to allow for fluid movement.

A HEROINE IN MOTION

Mirror's Edge focuses heavily on movement, and Faith embodies this. We brought in parkour specialists to teach us the moves featured in the game. Having trained since she was a young girl not only to run on the rooftops but also to survive there, Faith makes traversing the urban landscape look easy with her graceful and elegant movements. Every step is perfectly executed. Every move is perfectly balanced. Every motion is effortless. This is also reflected in her combat. She hits hard and with precision. She is efficient and wants to disable her opponents as fast as she can. She knows that as long as she is in motion, no one can touch her. Faith is a master of her body and a fearful opponent for KrugerSec.









Faith encounters many dangerous opponents during her journey. She will need to rely on all the skills that she has picked up as a runner if she is to evade capture.

PAF!

KICK!

VAULT!

BZZ...

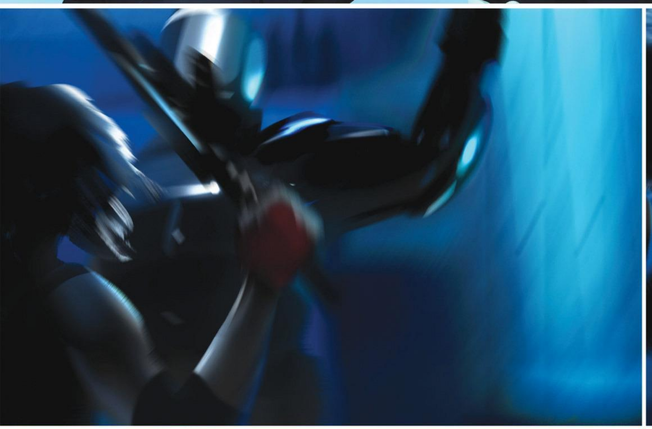
EH!

SNATCH!

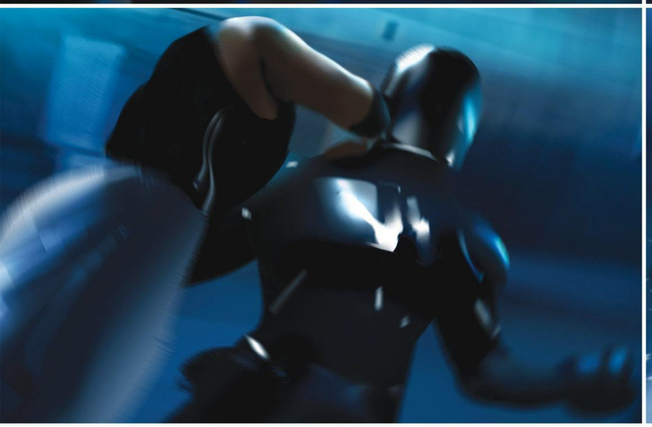
THU

WHACK!







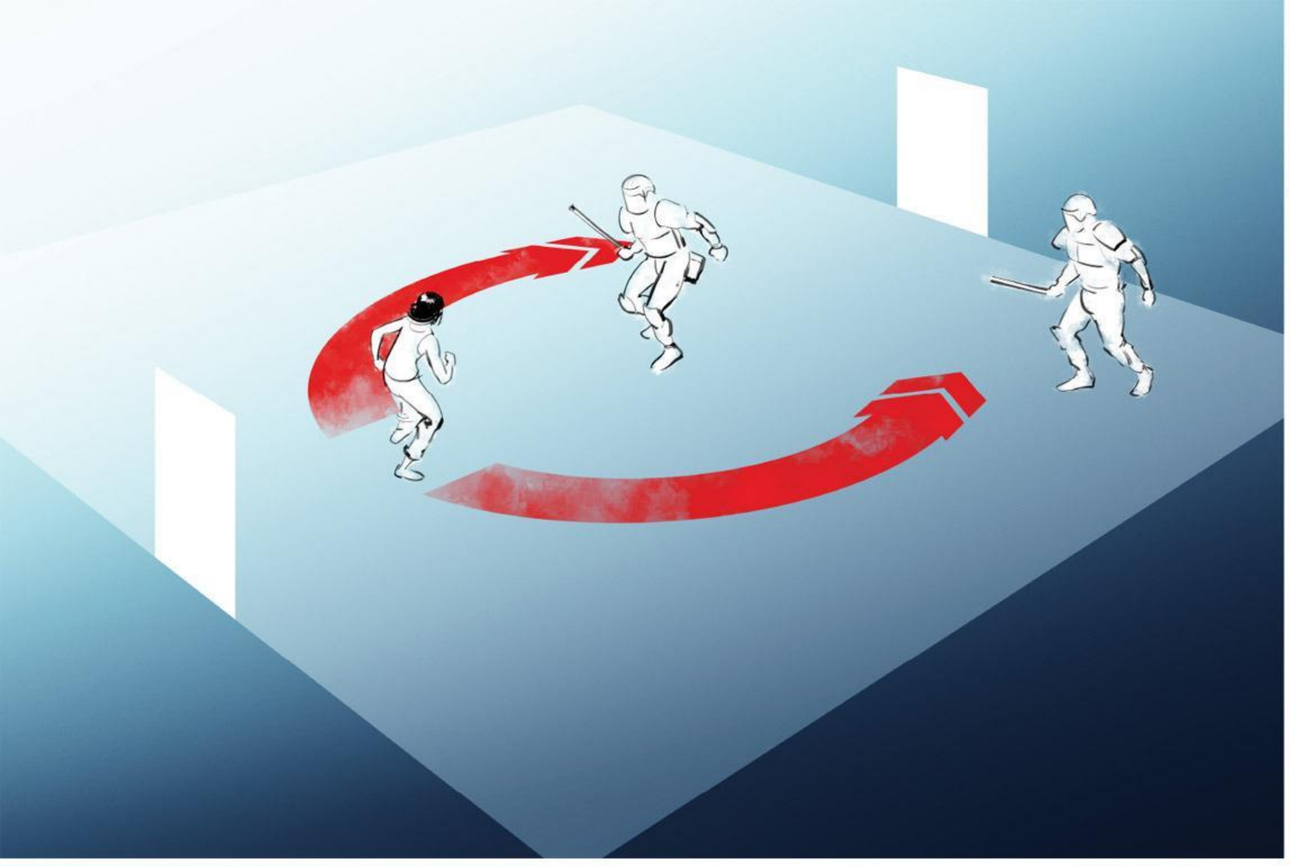


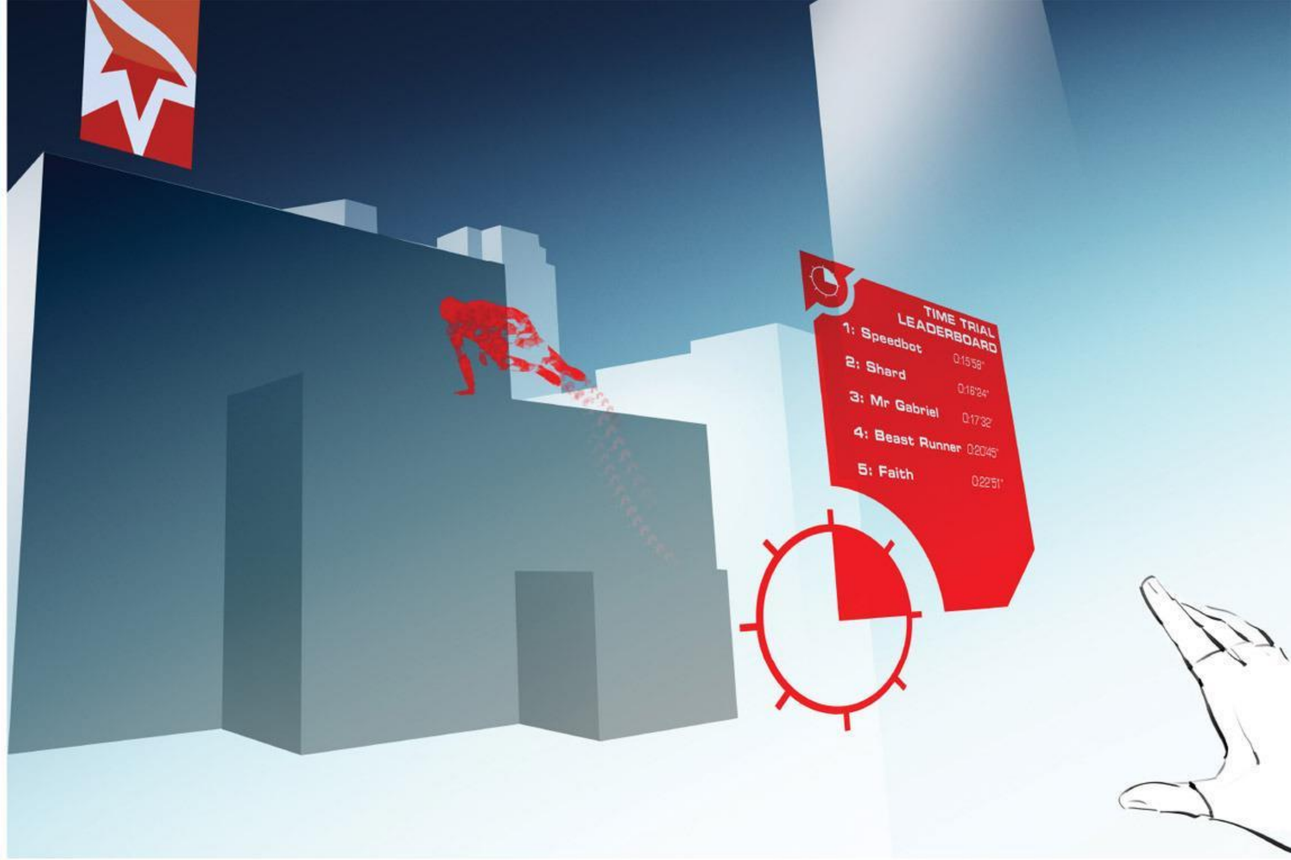


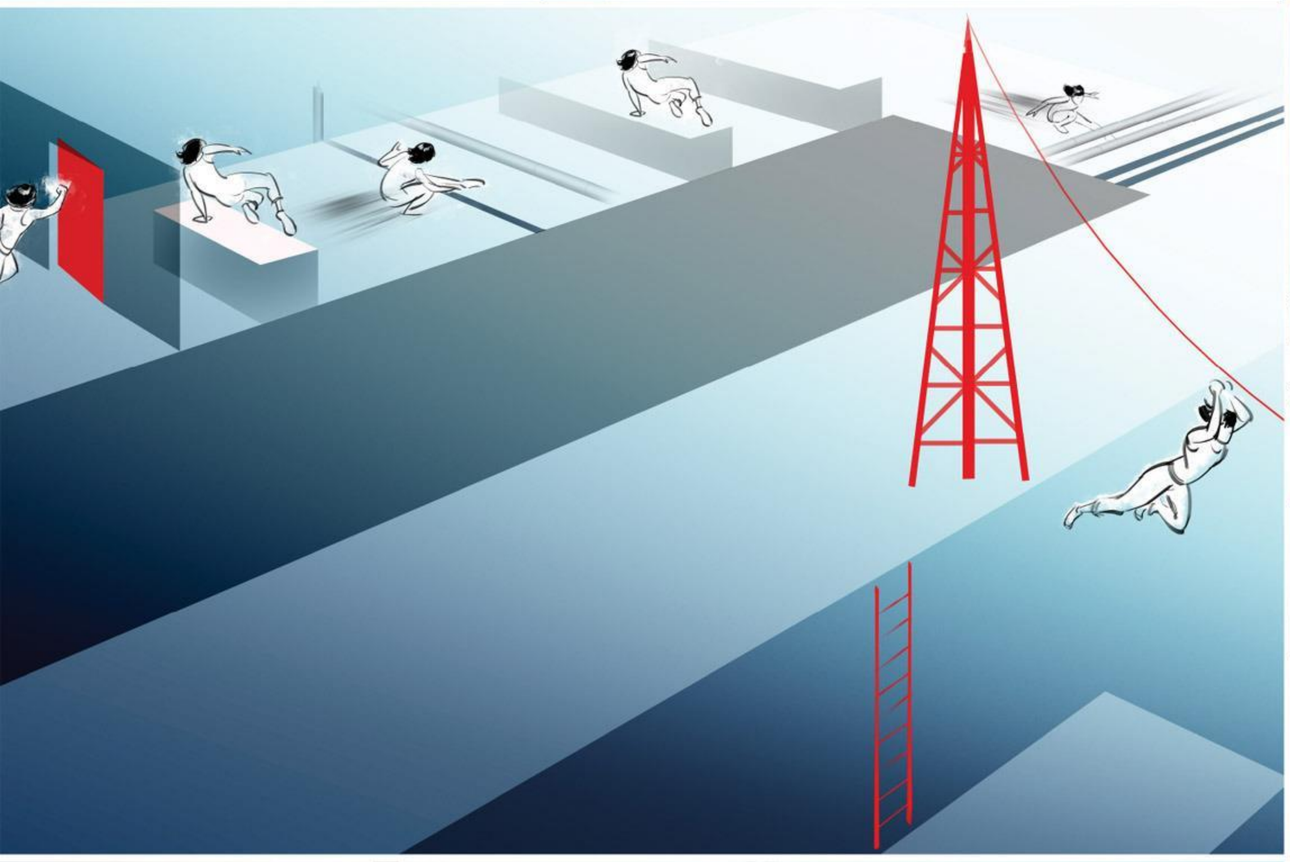


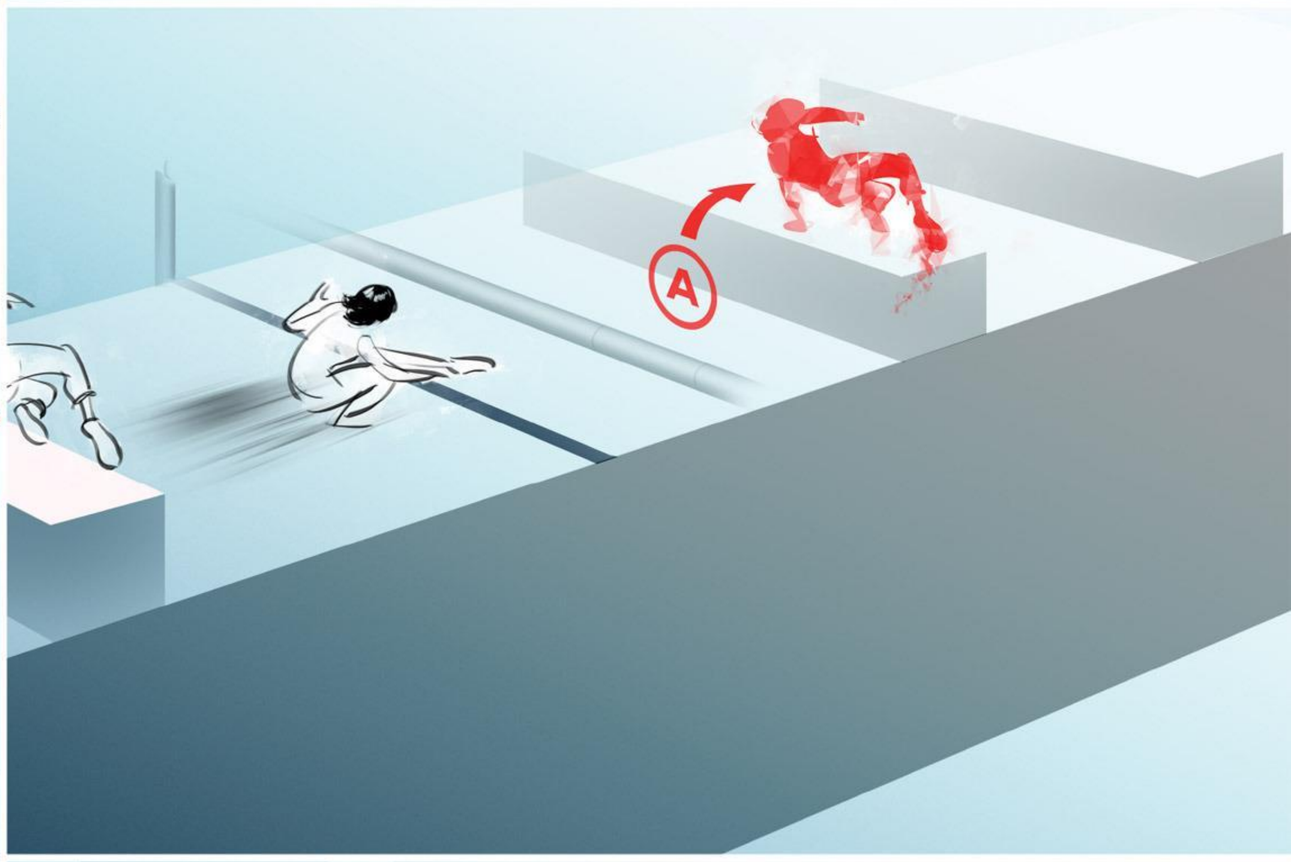




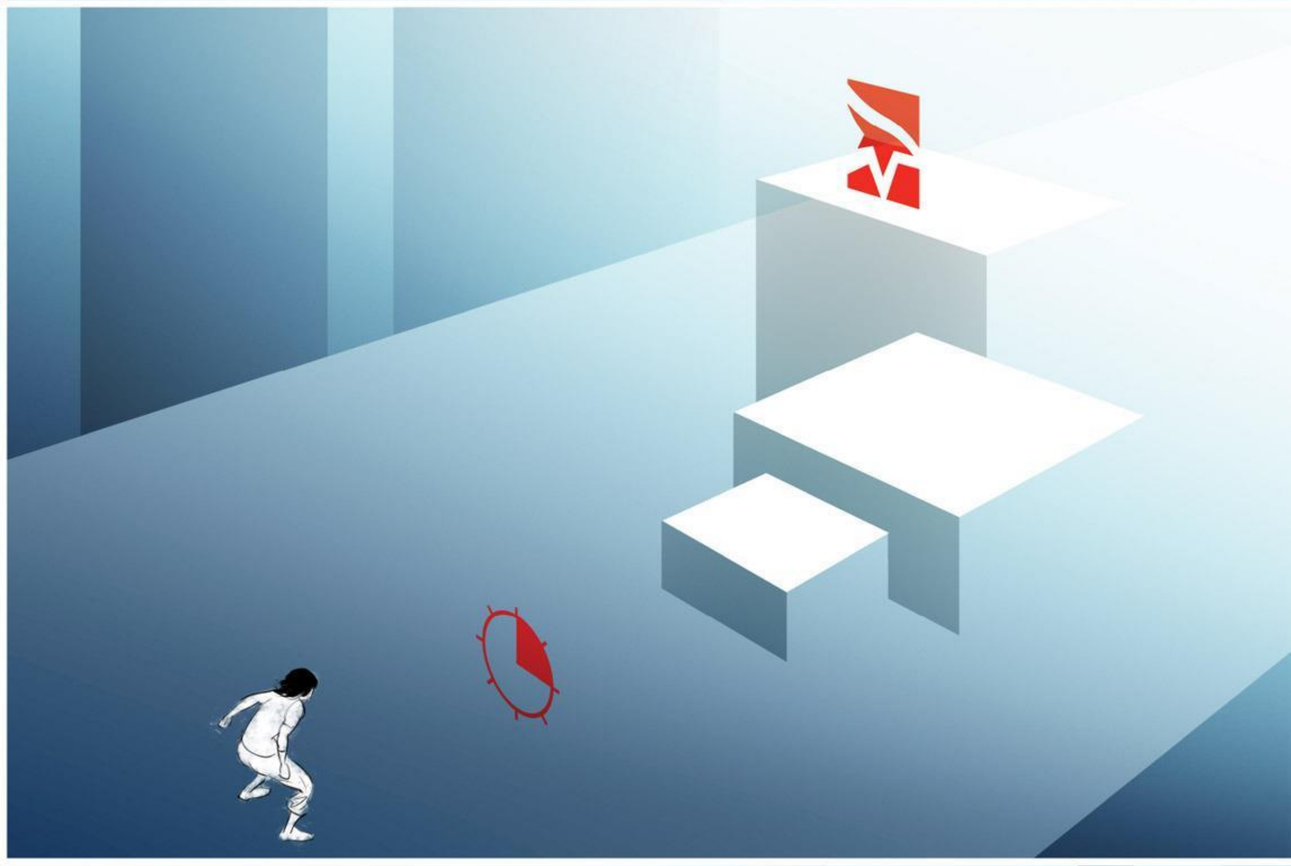


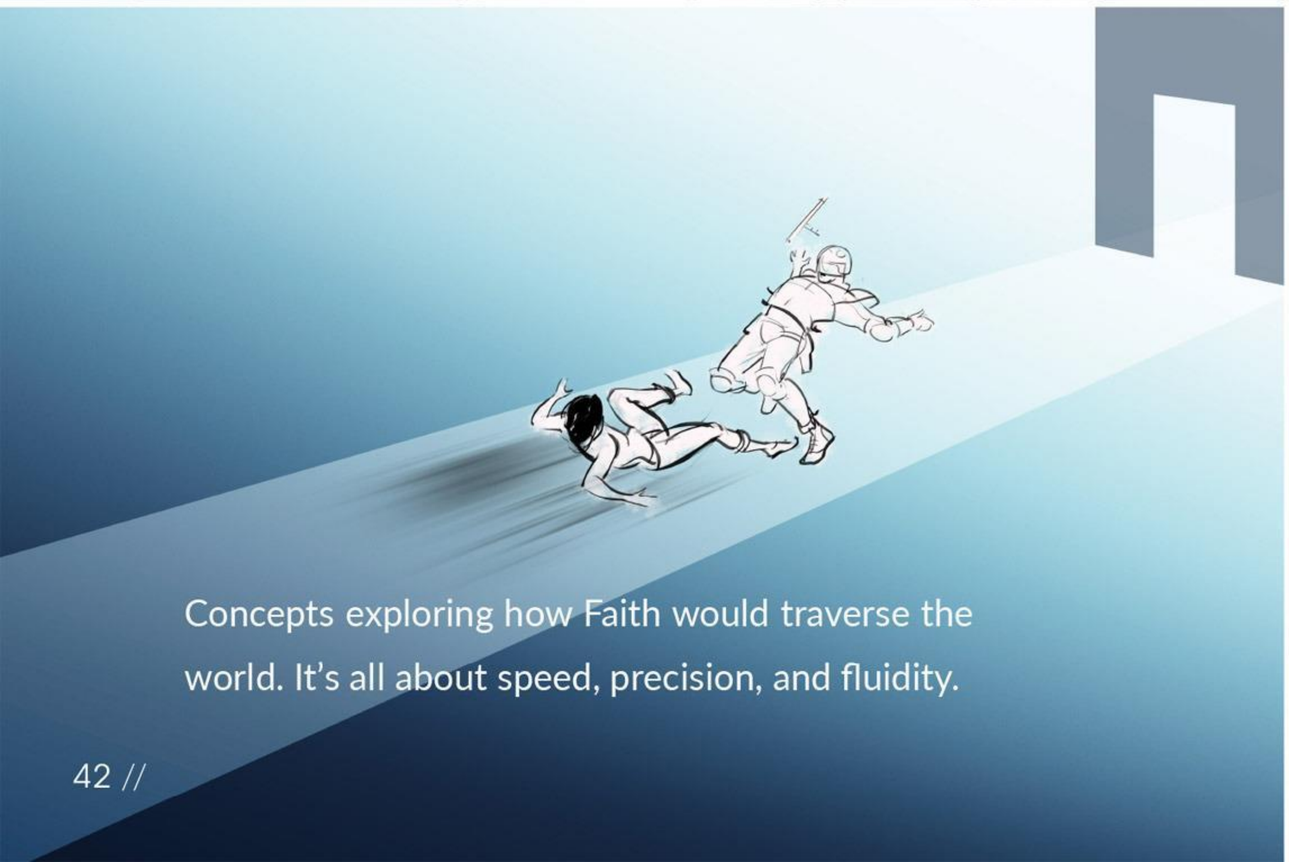












Concepts exploring how Faith would traverse the world. It's all about speed, precision, and fluidity.







As a runner, Faith strives to be the best. As a person, she will have to push herself even further to help free the citizens of Glass from oppression. She has to be better than the best if she is to become the runner—and liberator—this city needs.



LIFE ON THE ROOFTOPS

Every society has its fringe groups—those who, for various reasons, have chosen to ignore the norms and regulations governing the rest of the population. In Cascadia, one such group is the runners. Individualistic and competitive, they have claimed dominion over the rooftops. Many of them look down on the regular employs with disdain, even contempt. Why submit to mind-numbing rules and superficial pleasures when one can run free of all shackles and limitations?

Though officially banned by the authorities, the runners play a vital part in the ongoing corporate power struggle. They serve the mighty corporate families as couriers, spies, and cat burglars. Though the runners' clashes with KrugerSec are frequent and often violent, the Conglomerate has yet to crack down on them, having so far reluctantly accepted their existence as necessary.

Most runners have lived their entire lives off the grid, born to outCaste parents or running away when they were very young. A few left conventional society behind as adults, looking to satisfy a deep yearning for absolute freedom. To survive on the rooftops, they maintain their extraordinary skills through constant practice and by running races called "dashes." Many runners are also accomplished fighters who can effectively defend themselves against KrugerSec personnel when needed.

All runners are connected to the Beat, the runners' own underground network. It is used for communication, job postings, and bragging, among other things. Those runners who can afford them use beatLinks, advanced augmented-reality interfaces which maintain a constant connection to the Beat and can also be upgraded with different mods to aid in navigation and other tasks. Runners themselves are usually not very tech oriented, and though they regularly hack into and subvert different systems, they rely on other tech-savvy offGrids to provide them with the tools they need. These tools include "shotguns," used for hacking and information theft, and Cyclontech gloves, used for traversing the city.

Runners look out for their own, and though they pride themselves on their independence and carefree attitude, they do adhere to an informal code of sorts. Anyone who breaks it is severely ostracized by the rest of the runner community, and they seldom run again. A few runners work on their own, but most of them are gathered into tight-knit cabals, each with its own culture and job specialties.

One such cabal is led by Noah Kekai, Faith's mentor and adoptive father. He and his runners specialize in high-end corporate espionage. Members of his group have come and gone over the years, but they have all belonged to the very top tier of runners in Glass. Noah himself used to hold the most records in the city when he was still actively running. This is the "family" Faith grew up in, and it's no wonder she has such exceptional skills, considering the teachers she's been surrounded with along the way.


СОТОВ

When runners need to hide from the Conglomerate, they can find a safe haven in Noah's cabal lair, hidden in the Zephyr Transit Hub at the heart of Glass.

NOAH

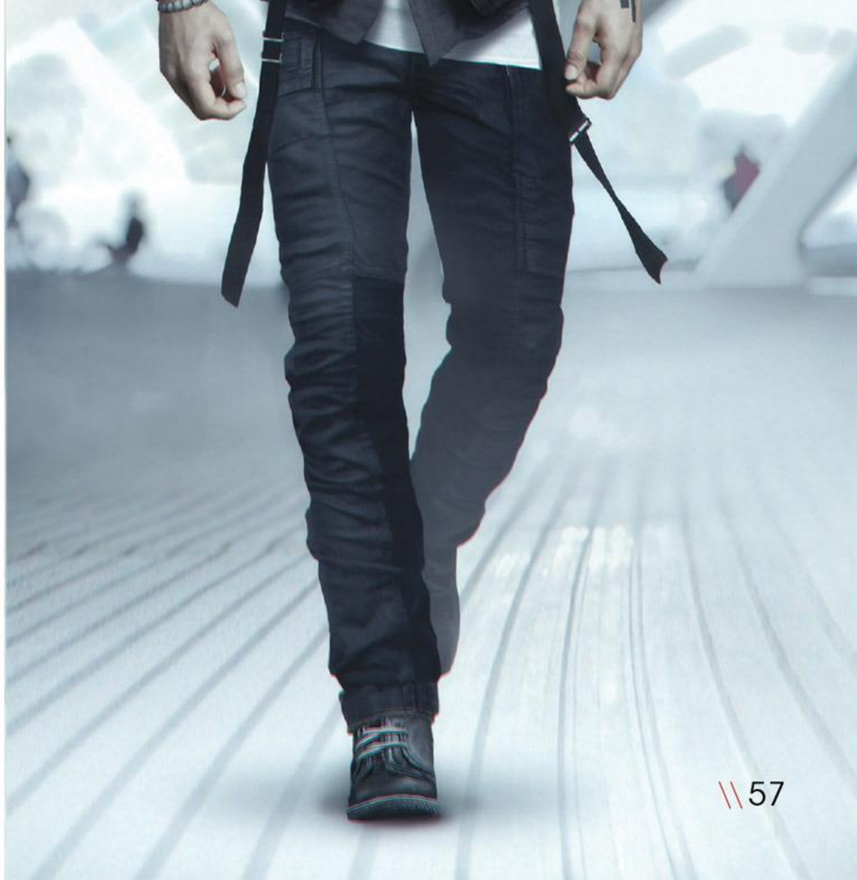
Noah's tattoo hints at his past and adds a dash of mystery. The design is inspired by a variety of cultures but is purposely nonspecific. His outfit's comfortable design reflects his relaxed life as an ex-runner.











ICARUS

Icarus is an experienced runner with amazing skills. He is an ally to Faith, but also her rival. He considers himself better than everyone else, and his look, posture, and costume demonstrate this attitude.



NOMAD

Nomad is an offGrid graffiti artist and general mischief maker. He's not a runner but still hangs out on the rooftops. He and Faith have been friends since they were both kids. He carries a backpack that holds his art supplies. We distinguished him from the runners by outfitting him in regular clothes and boots rather than running shoes.

RUNNERS

Runners are couriers of information, but they can also be hired to steal it. They go where very few can, and they do what very few are able to, so they need to project strength and speed. They meet strong opposition from KrugerSec and need to project confidence and look as if they are able to fight when needed.





They are athletic but never bulky. Their outfits need to feel functional, so we went for sporty looks but also gave them a high-fashion vibe. We worked with diagonal cuts and asymmetrical lines to add attitude. Red, Faith's color and a legacy from the first game, is used as an accent color. Faith only sees what's important to her when she runs, and that is why elements indicating paths, ledges, and ramps are displayed in red.

A CITY RE-FORMED

Covering a vast expanse of blasted desert, mountains, and a few stunted forests, Cascadia is completely structured around its eight major population centers. All the megafactories, food domes, and strip mines exist to serve these sprawling clusters of spires and high-rises where the urban employs consume resources at an alarming rate. There are small villages and hamlets in the Greylands, but they have no entries in the official database, and the outCaste living there matter little to the Conglomerate, except as target practice on occasional KrugerSec outings or as test subjects for different corporate projects.

Home to eight million employs (mainly midCaste), Glass is the largest metropolis in southwestern Cascadia. Its warm coastal climate, tech-friendly atmosphere, and award-winning architecture have resulted in a recent influx of career-hungry citizens, all eager to move up the corporate ladder. Silvine Systems has its main headquarters here, and Bryson Industries, Elysium Corp., and Kruger Holding all maintain heavy presences in the city. It is also the home of Gabriel Kruger himself, CEO of KrugerSec; it is rumored that he is heavily involved in a joint project with Elysium and Silvine, the fruits of which are soon to be revealed.

Glass, located far from the border with OmniStat and also far removed from the quagmire of politicking and deal making that Cascadia Prime has become, is in many ways a model city. Callaghan Construction Corp. has been hard at work remodeling the city since the terrible November Riots almost two decades ago, and it has done a stellar job.

The four main districts constituting the central area of Glass are DownTown, Anchor, the View, and Sky City, with its proud spire stretching up through the clouds. DownTown is mainly a commercial district; its street layout has been allowed to retain some of its old, chaotic flair. Anchor too is focused on commerce, but it also houses an abundance of restaurants and upscale clubs catering to a discerning clientele. The View is mainly a residential district, reserved for affluent hiCaste and eXecs. Here one can also find the Malus Art Museum, which prides itself on finding and showcasing the latest talent from all over Cascadia.

Sky City is reserved for the absolute elite, and access to the island is restricted to the very top tier of the population. The view from the top is unparalleled, and the vast gardens hidden away inside are said to house more greenery than the rest of the city combined. The island is reached by a single monorail bridge, and trains leave every hour from the Zephyr Transit Hub in the middle of the city.

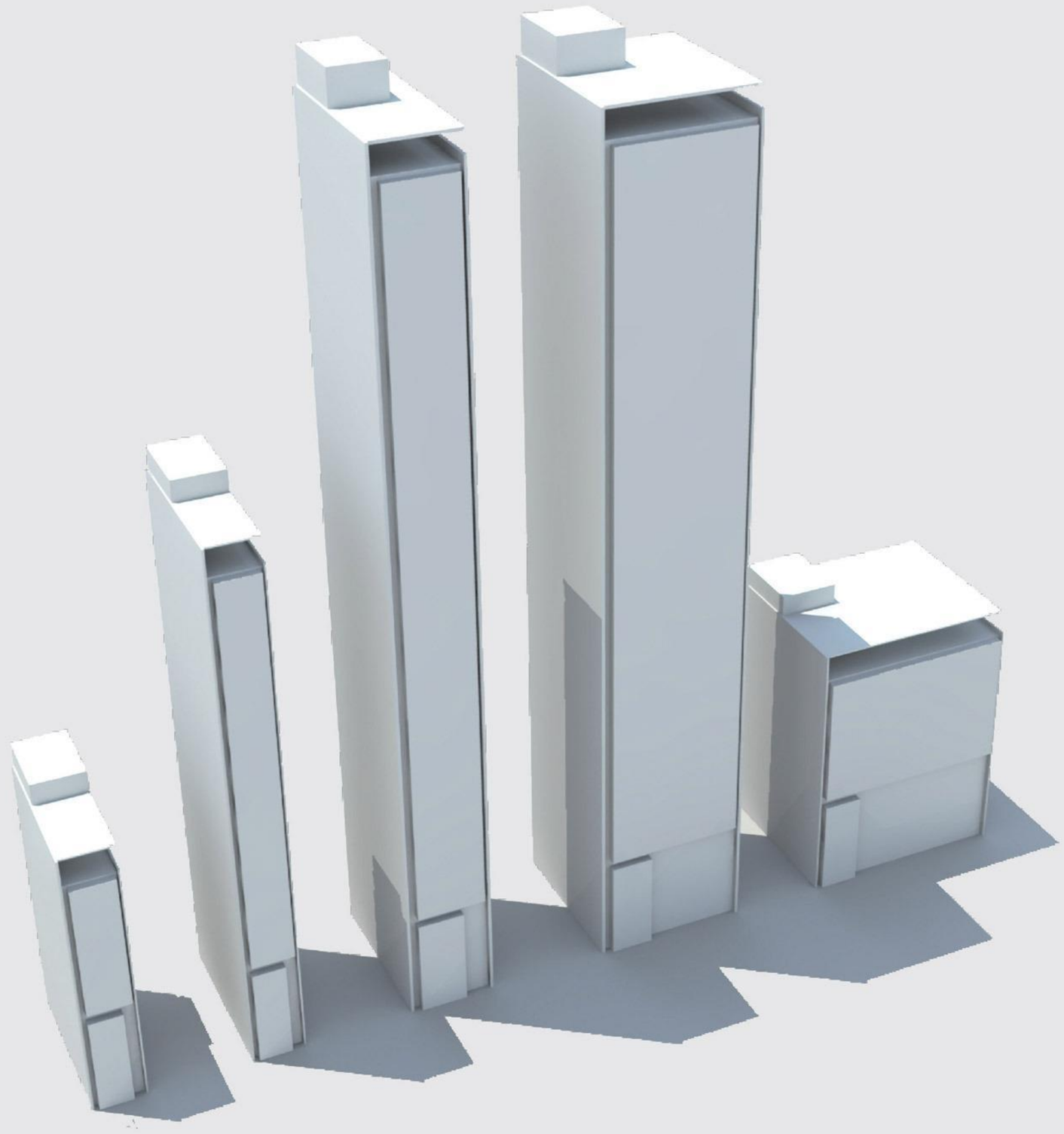
But all is not well in Glass. The resistance group Black November strike with impunity from their hidden base somewhere beneath the city, and they continue to defy all efforts to track down and neutralize them. Some say that they have control of the vast Rezoning Area, but all such rumors have been vehemently denied by KrugerSec and the authorities.



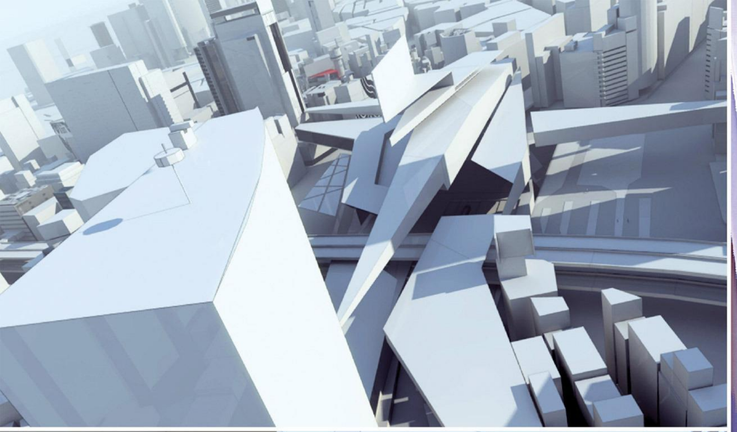
CONSTRUCTING A UTOPIA

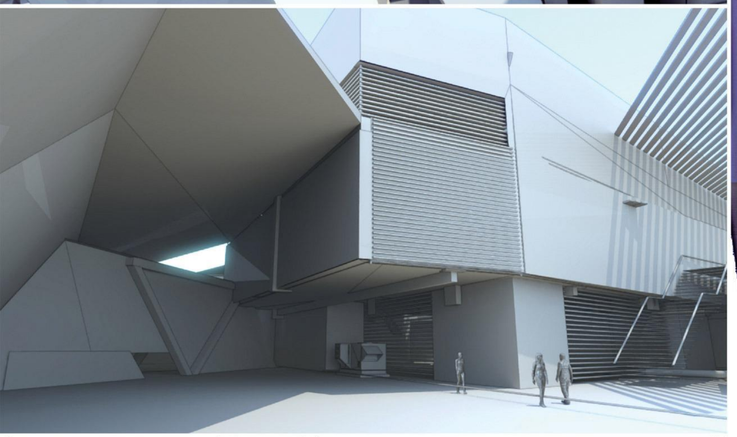
The city of Glass is a character in itself. We wanted to create a plausible world and society not too dissimilar from our own. At the same time, the look of this world needs to enhance the experience and help immerse the player in the game and the story. We did lots of research into city planning and architectural styles. We studied construction materials and visited real-world locations to find the right inspiration. Then we used this research to give different areas their own visual signatures through the use of colors, shapes, forms, materials, atmosphere, and advertising. The key for us was to create a varied experience for the player: some areas would feel cluttered, dark, and gritty, while others would feel minimalistic, clean, and pristine. We also wanted to enhance the journey through color. We used color to excite the senses in some places, and then took it away completely in others.

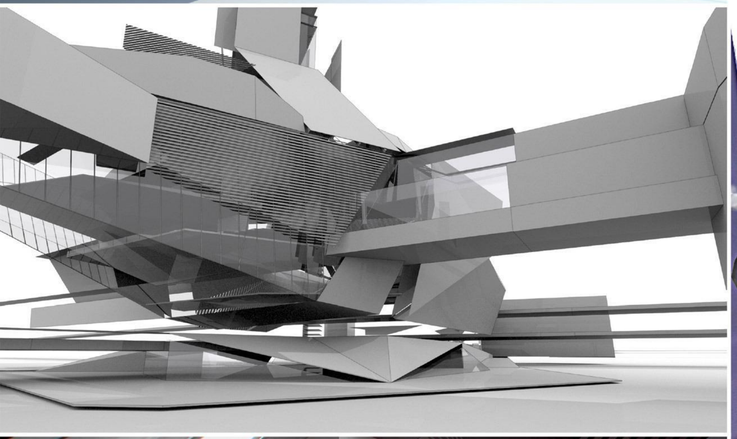




We started with the simplest forms and shapes and built from there—a blank canvas where we could paint our vision.



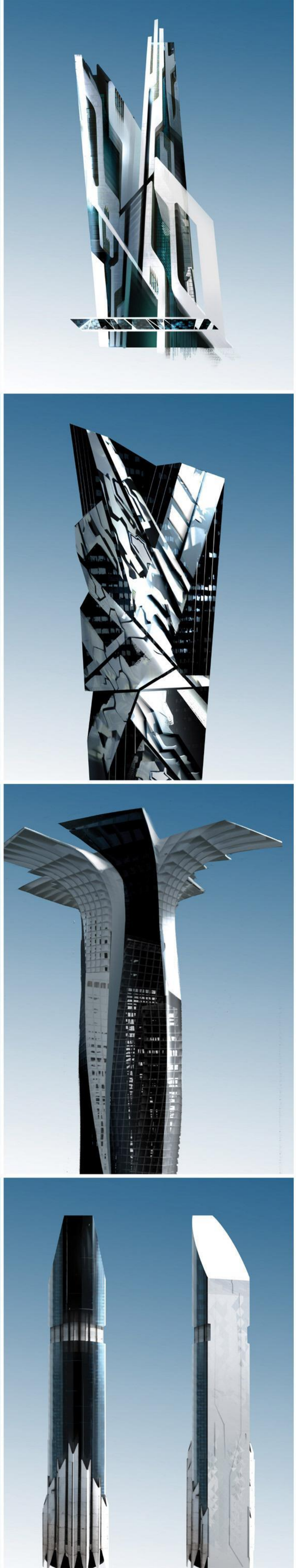
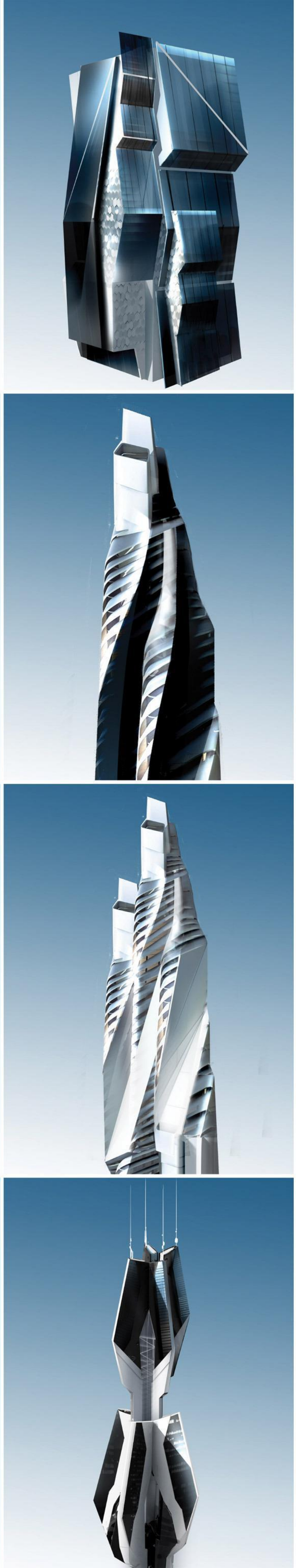






The Zephyr Transit Hub connects all districts in Glass and also connects Glass to the rest of Cascadia.





reflection TECH

DOWNTOWN

DownTown is the heart of Glass. We decided early on that the design of DownTown should be based on its history as the old city center, which led to high building density and narrow streets that, for the most part, have been allowed to retain their original layout. We aimed to create a part of the city that felt hip and cool, noisy and loud, with strong contrasts and advertising fighting for your attention.

Early concept exploration.


KSEC
KSH
WFYO
GXRA
KRUGER
active


BRYSON
CALLAGHAN






aircon



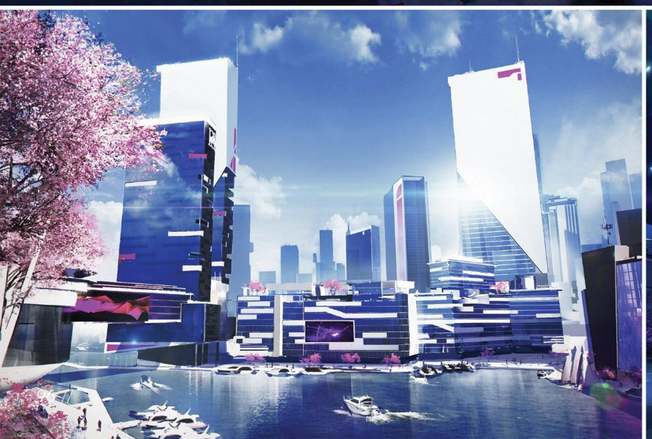

WFYO
FLOW
qlcom
SILVINE
KRUGER

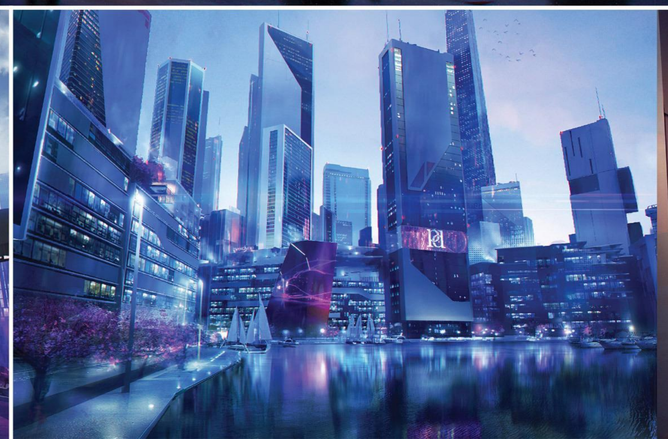

BRYSON
PIRANDELLO
SILVA
systems

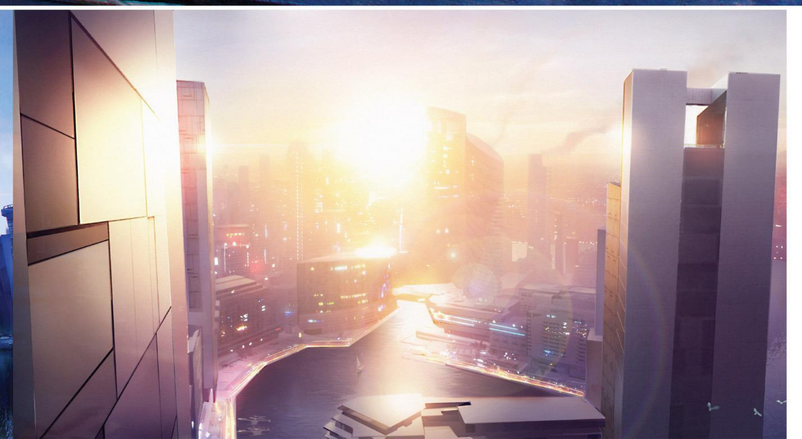
THE VIEW

An affluent residential area dedicated to upwardly mobile citizens, Ocean Glass View is considered by many to be the final step before getting invited to Sky City. The design of the View focuses on calm and inviting scenery. We used water features, interesting architecture, soothing locations, soft lighting, and smooth surfaces to highlight this. The area feels modern and cultured.









The View emphasizes personal space and airiness with large terraces and balconies, beautiful trees, and gardens.

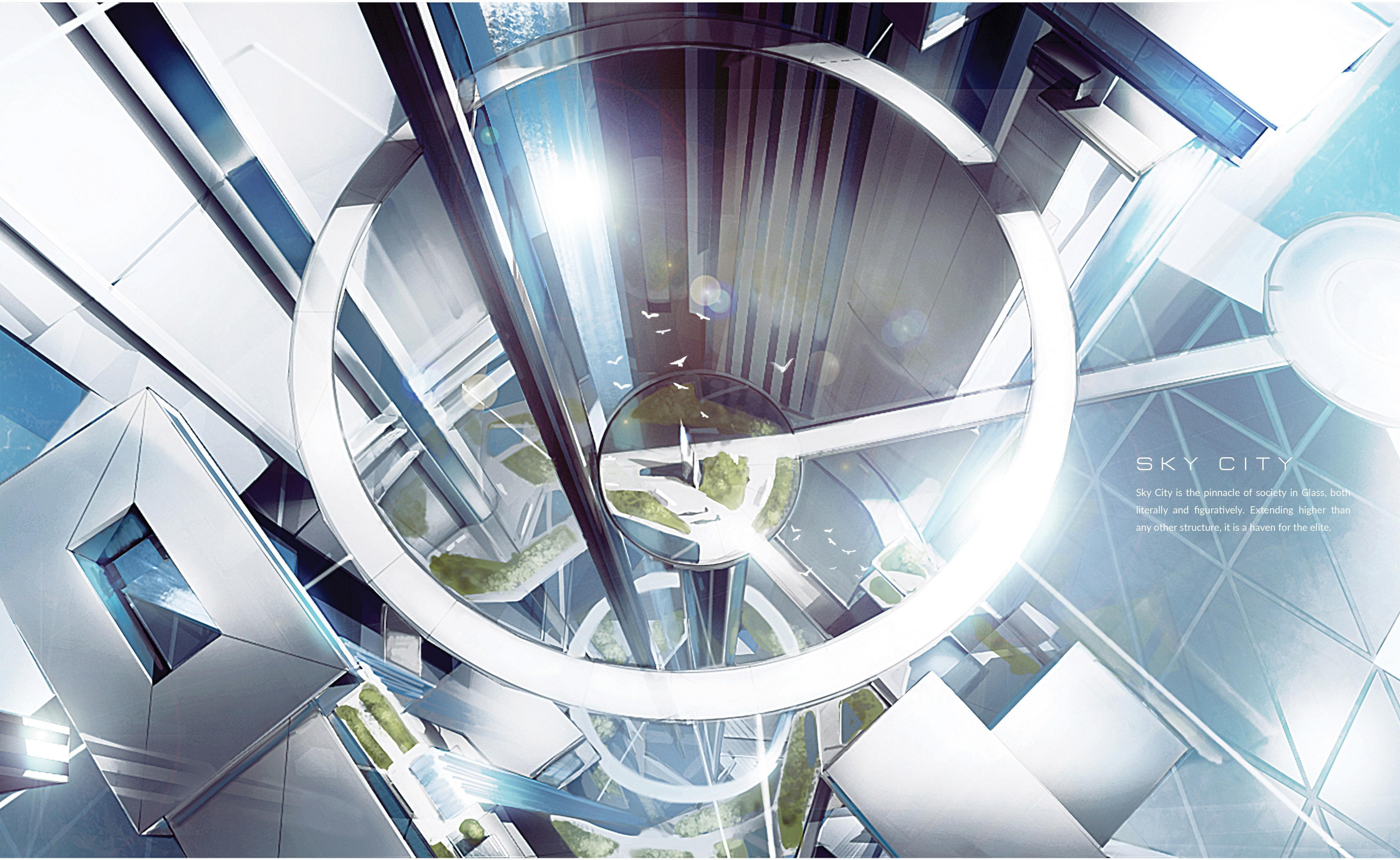
ANCHOR

The Anchor district is one of the most affluent areas in Glass. People come here to shop and dance at the most popular nightclubs in the city, including the fabled Sloth, where only the most exclusive guests are allowed entrance. We created these areas using clean and simple forms. Anchor is exclusive and expensive, and its vertical design sets the style and the tone of the area.


anansi
PIRANDELLO
BRYSON


BRYSON
SILVNO systems
WEYO FINANCE
everdyne

flow
transcendent
everdyne
everdyne



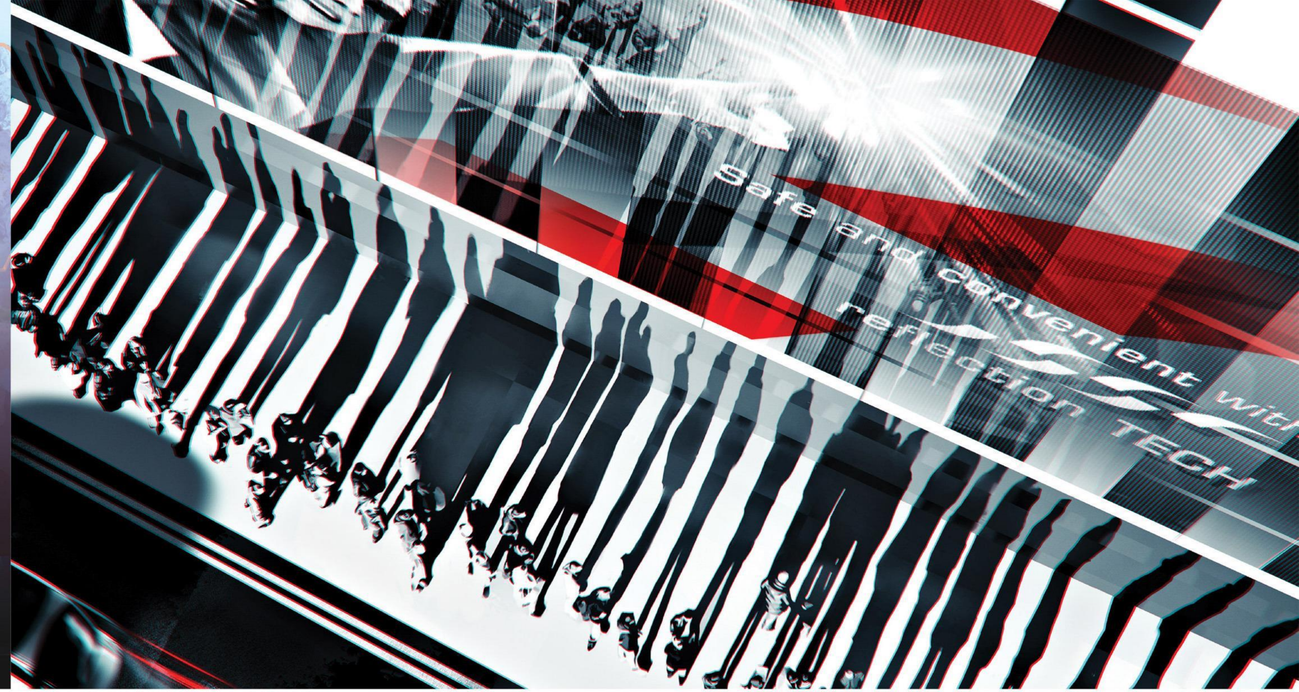
SKY CITY

Sky City is the pinnacle of society in Glass, both literally and figuratively. Extending higher than any other structure, it is a haven for the elite.

CORPORATIONS

Corporations own and run this world. The shapes and fonts of their logos reflect what they stand for. Each corporation also has its own distinct color palette. We focused on three key phrases when designing the look of each corporation: elegant, minimalistic, and high end.


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Safe and convenient with
reflection TECH

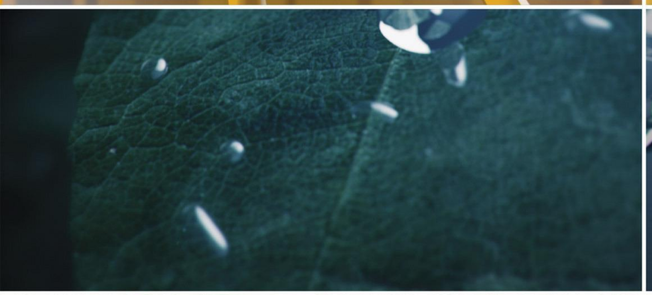

reflection
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KSEC
POLICE


CALLAGHAN
CONSTRUCTION CORP


CALLAGHAN


BUILDING
THE PILLARS
OF SOCIETY

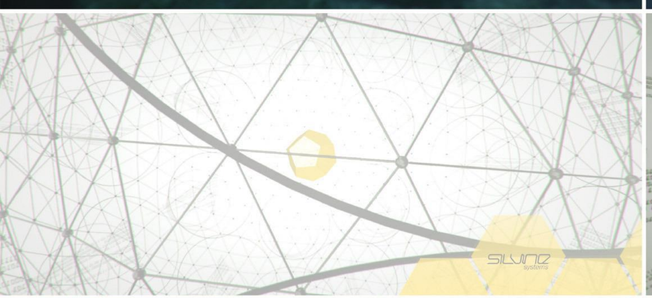

CALLAGHAN
CONSTRUCTION CORP

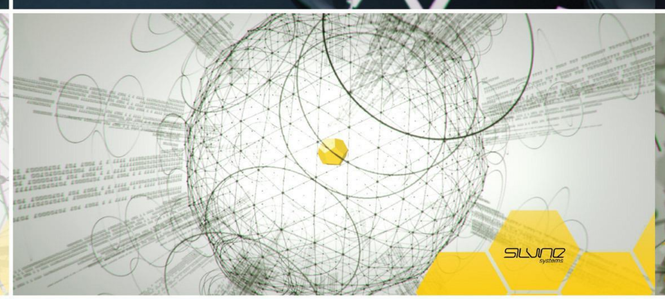





ECLIPSE
by Pirandello


PIRANDELLO

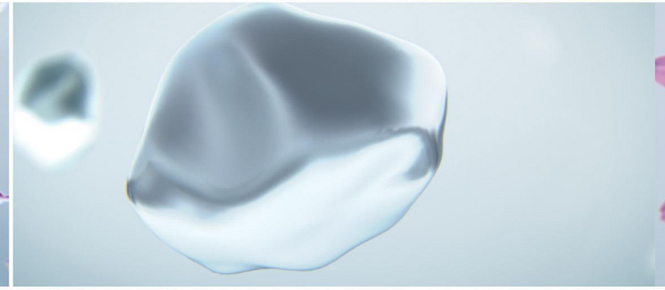





EXPANDING
THE POSSIBILITIES

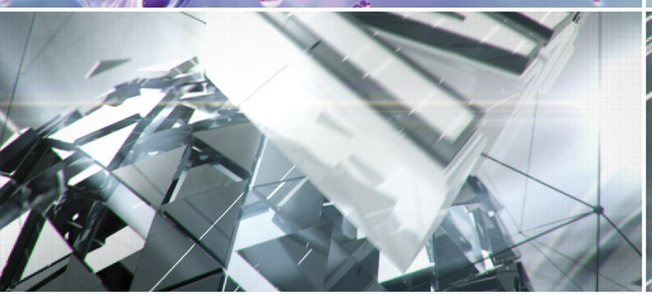

systems







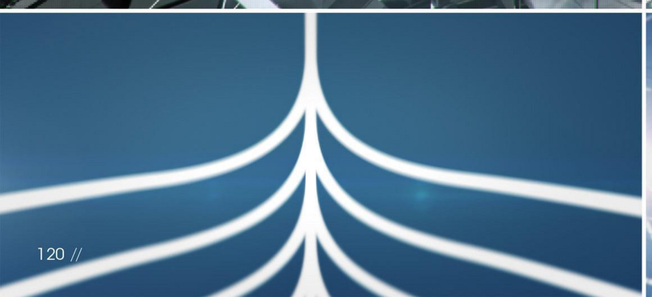

aposa



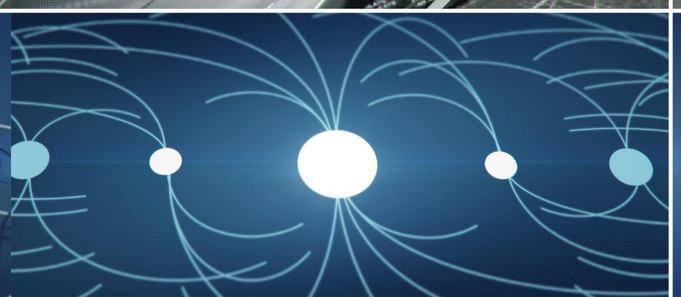

NEWS


BUSINESS


maya media group







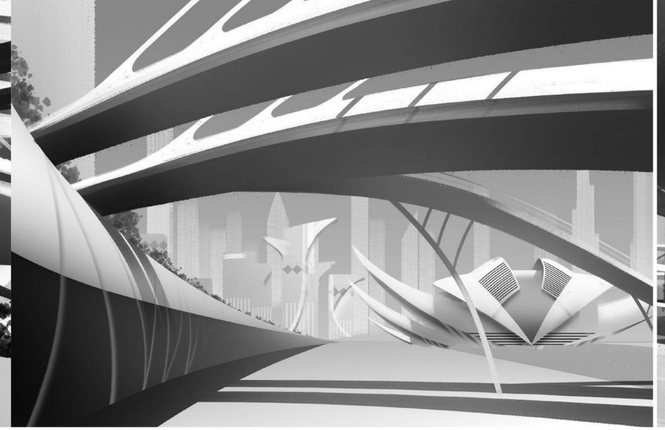

cascadia logistics

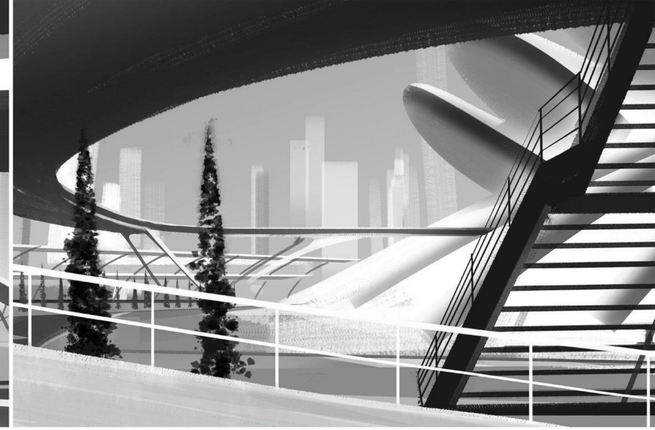
LIFE IN GLASS

In order to make the city feel interesting to traverse, we wanted to create distinct areas and districts and give them their own personalities. The residents needed to reflect the places where they live as well, whether it is an expensive penthouse apartment in the exclusive Anchor district or a more practical apartment in busy DownTown. The hiCaste in the luxurious View district wear lighter and brighter colors influenced by their proximity to water and their sunny rooftop terraces. The loCaste are confined to their small and cold apartments in the older parts of the city, overshadowed by the towering skeletal forms of new buildings under construction, where the Conglomerate is erecting "a new utopia." The city of Glass holds much to explore and discover, and not all is as elegant and perfect as the authorities would have you believe.





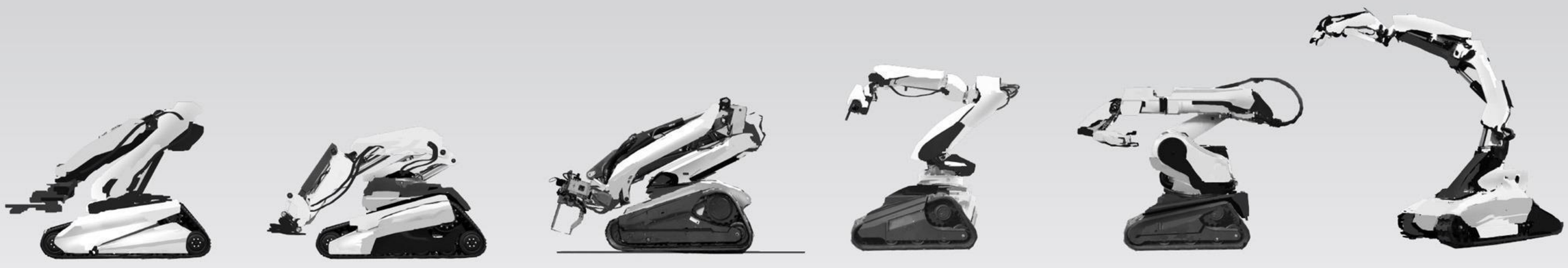




Infrastructure plays an important role in *Mirror's Edge: Catalyst*. We wanted to imbue Glass with vitality by showcasing the flow of human life on the roads and the railway that stretches across the city.

Early concept exploration.


CALLAGHAN
CONSTRUCTION CORP



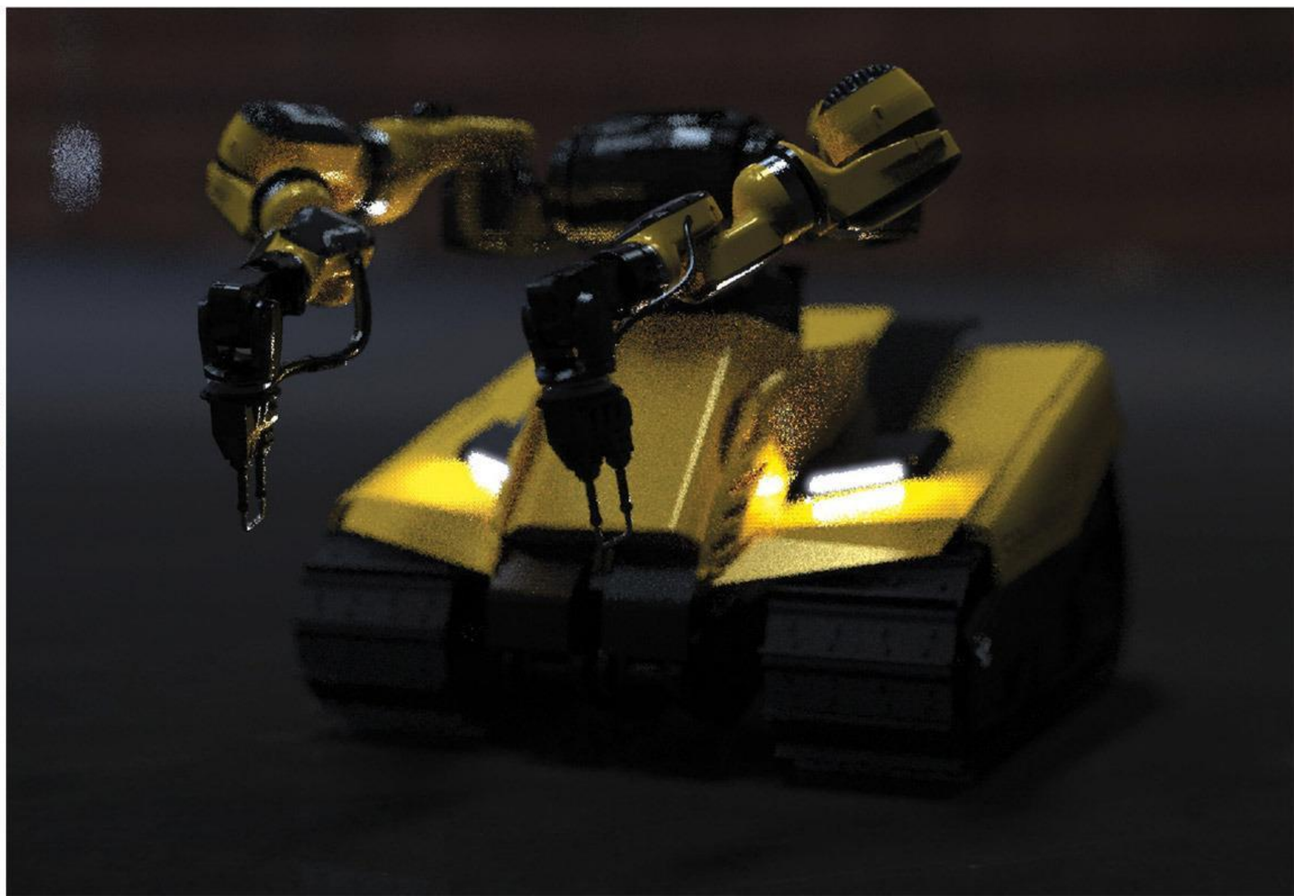






The drones and service droids were created with a form-follows-function aesthetic, with an emphasis on believable technology. We stayed within the boundaries of modern and prototype technology in our designs.






NEWS - 01


NEWS - 01

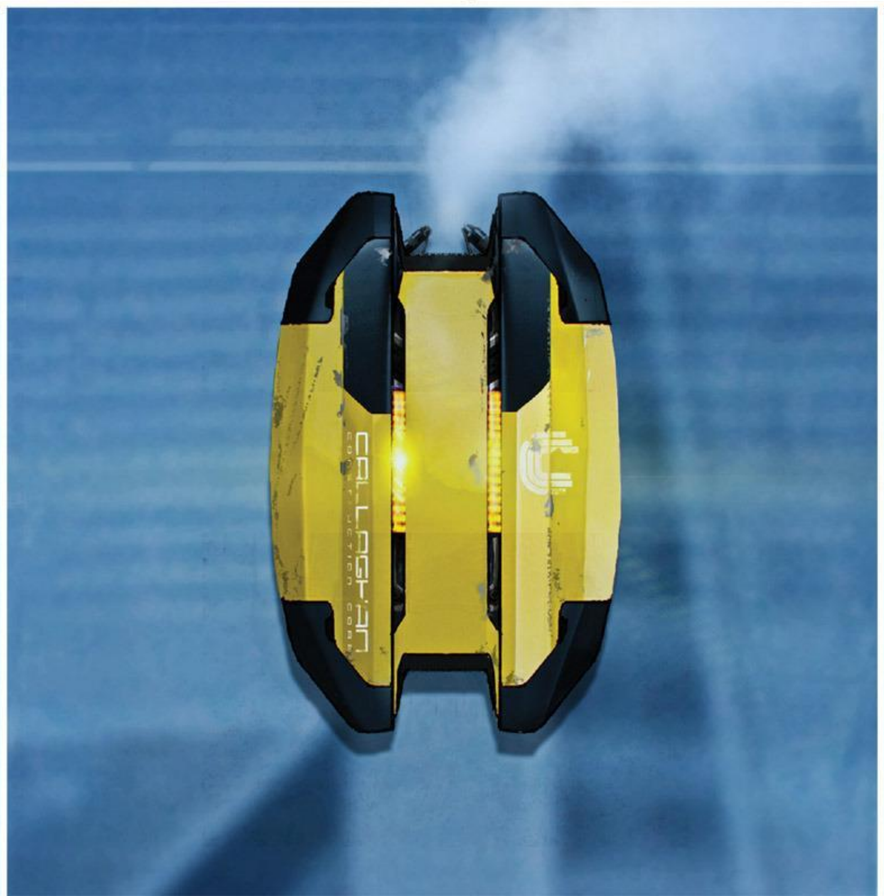

microtechsupport.c


S WE BROADCAST


EST NEWS : RIOTS IN THE WEST
KSEC calls for witnesses to the syh35




CALLAGH'AN


CALLAGH'AN


CALLAGH'AN

CITIZENS

Every citizen is a member of one of the social castes in this world. From the lightweight, exclusive materials worn by the hiCaste to the warm clothing necessary to protect against the cold, harsh environments of the loCaste, every element of the citizens' clothing reflects their status. The castes are also separated by color palettes, posture, and attitude.










SCIENTISTS

Employees of Elysium Corp., one of the major corporations in Glass, wear elegant, minimalistic clothing that visually illustrates the great wealth of their company.

AURORE

Aurore Lupain-Tanner was groomed from an early age to be a successful media figure. She is well aware of her beauty, and does not hesitate to flaunt it. Employs in Glass know her as the main newscaster on *Glass Daily News*. Here we broke the “elegant” rule and gave her a more provocative look with a low-cut blouse, expensive jewelry, and clothing made from fine fabrics.





ALINE

Aline Maera always wanted to be a scientist. After years of study and scientific achievement, she found employment with Elysium Corp., already a premier biotech and pharmaceutical company, and soon became the head of her own division. Her motherly and warm outfit, with a soft jacket and scarf, reflects her character. Aline comes from midCaste origins and therefore dresses more conservatively. Orange accents make her stand out in the crowd.

BEATRIX

Beatrix Bloch belongs to House Bloch, owners of Cascadia Logistics, where she ranks among the third circle of heirs. Beatrix comes off as a delicate animal trapped in a cage of conventions and expectations, but in reality she would never dare give up the life she knows, and part of her is all too happy to enjoy the privileges of being a house girl, third-circle heir or not. Beatrix needs to look like someone who comes from great wealth and has a very privileged life. We outfitted her in expensive clothing and jewelry. This is a girl who likes to spend money. White, elegant fabrics to match her ice-cold blue eyes and a diagonal cut on her dress give her a severe but daring look.







ALWAYS WATCHING

KrugerSec is contracted by the Conglomerate Board to uphold security and enforce policy throughout Cascadia. The contract is renegotiated every three years, but ever since it was first employed just before the November Riots, there have been no other serious contenders. All corporate families also maintain their own security forces, but only Bryson Industries has the infrastructure and resources in place to potentially challenge Kruger one day for the overall security contract. In order to ensure fairness, KrugerSec national command includes representatives from all the other corporate houses. They form an oversight committee whose job is to make sure that KrugerSec remains neutral in the constant power struggle between the houses.

KrugerSec is one of the largest employers in Cascadia and a common destination for those lacking other prospects. The education level of its work force is generally low, and many hail from poor loCaste suburbs or Greyland settlements. They join with the hope that KrugerSec will help them become upwardly mobile. Because of their background, many are already used to violence and harsh conditions, and only after basic training is some of that feral nature restrained by an adherence to rules and regulations.

As with all huge organizations, one will find both rotten apples and shining beacons there. Though KrugerSec might have an abundance of the former, there are enough of the latter to keep the rest in line. Unfortunately, respect through fear is one of the basic tenets of KrugerSec's Protectors, and so many thrive on this notion that most Cascadian employs have learned to rightly fear KrugerSec intervention in their lives.

As a Protector rises through the ranks and earns better pay, he or she is often given more responsibilities as well, and with this maturation process an increased respect for fellow citizens often follows. At the same time, KrugerSec employs are constantly reminded that they are a breed apart, and it is common for an off-duty Protector to not admit to working for KrugerSec. Former KrugerSec employs are highly sought after by the other corporate houses to augment their own security forces, but all prospective hires must go through a rigorous screening process to ensure that their loyalties do not remain with KrugerSec.

Gabriel Kruger is the CEO of KrugerSec. A fast-rising star within the Kruger family, he made his mark during the November Riots and was pegged for a senior position at an early age. Under his leadership, the organization has steadily grown more powerful, and he is the driving force behind several collaborative efforts with both Silvine Systems and Elysium Corp. This has ensured that KrugerSec enjoys the very latest technological and medicinal breakthroughs. Though a stern and demanding leader, Kruger holds a high approval rating among the rank and file.



FOR YOUR SAFETY

The city of Glass might look pristine on the outside, but there is boiling unrest just beneath the surface that is ready to explode. KrugerSec are the enforcers, keeping the wealthy and glamorous safe from the perceived threat of the downtrodden. They may think they're on the side of the angels, but that is a matter of interpretation.



KRUGER

Gabriel Kruger, Faith's main antagonist in our story, is the CEO of KrugerSec and manages all of the private security forces in Glass and the rest of Cascadia. Gabriel is a man who strives for perfection. Strong and masculine, he exudes confidence and determination. High fashion inspired his look. A strict, close-fitting coat gives him an official aura. His elegant and expensive brooch is a hint that he comes from a family with a long history of wealth.





KRUGER'S ASSISTANT

Wherever Gabriel Kruger goes, his assistant follows. A young woman clearly destined for the upper echelons of society, her origins are unknown, and many wonder what her true relationship to Kruger is. As Kruger's bodyguard, she has to be the best of the best. She is confident and fearless. Her white outfit contrasts with Gabriel's when they are together. The expensive materials hint at a wealthy upbringing. Her strong physique betrays that she has been training all her life; she might very well become one of the toughest opponents Faith will encounter.



KRUGER SECURITY

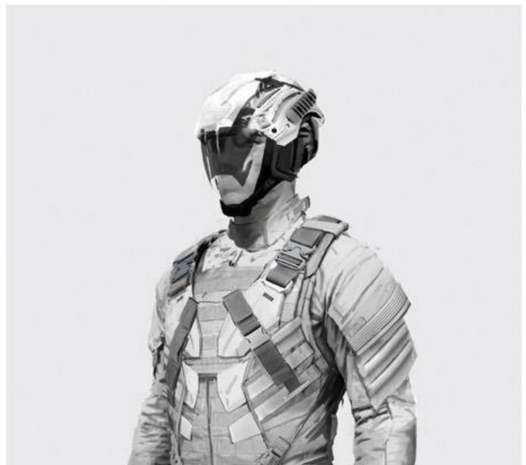
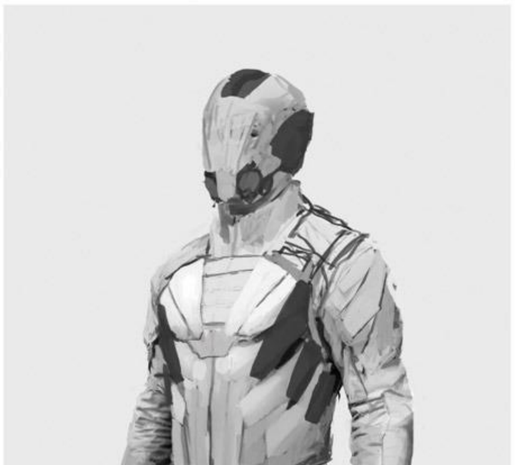
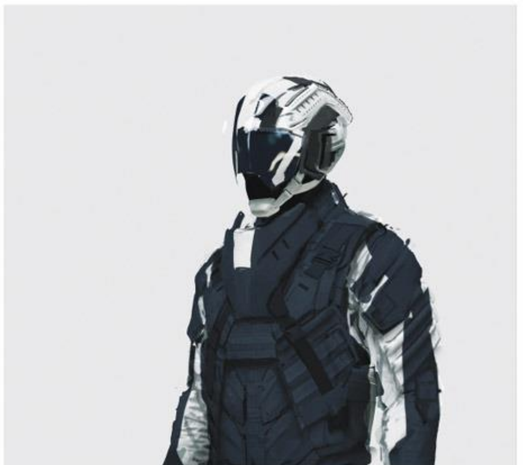
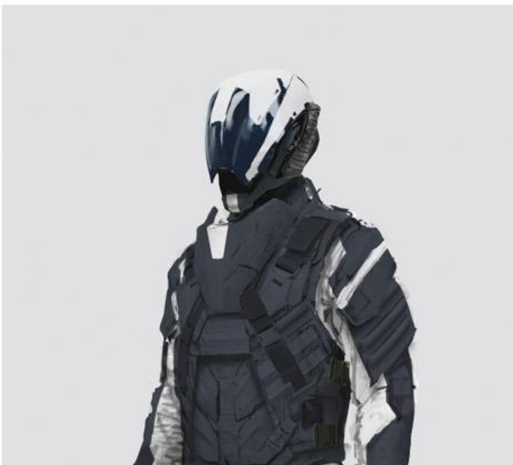
KrugerSec, the police force of Glass, is owned and controlled by Gabriel Kruger. The KSEC uniforms were designed to appear aggressive; they establish blue as a color to be wary of. Their outfits combine breathable, high-tech materials with reinforced tactical gear for added protection. The Sentinel stands out in full-body armor; although heavy, it is flexible enough to allow him to give chase to runners and engage them in close combat. The armor was inspired by research into military, sports, and motocross uniforms.



















SHOCK PROTECTOR

Highly trained Shock Protectors are the main line of policy enforcement. Equipped with the latest integrated technology, they move fast and can take down an average individual quickly using their sound-wave-driven shock glove.














CP-2
FORCE
CYCLON | Engineered Armor

ENFORCER

Enforcers are the SWAT of KrugerSec. They specialize in tactical positioning and firearms. Their clothing was inspired by military and tactical equipment, combined with high fashion to fit with the visual style of *Mirror's Edge: Catalyst*.











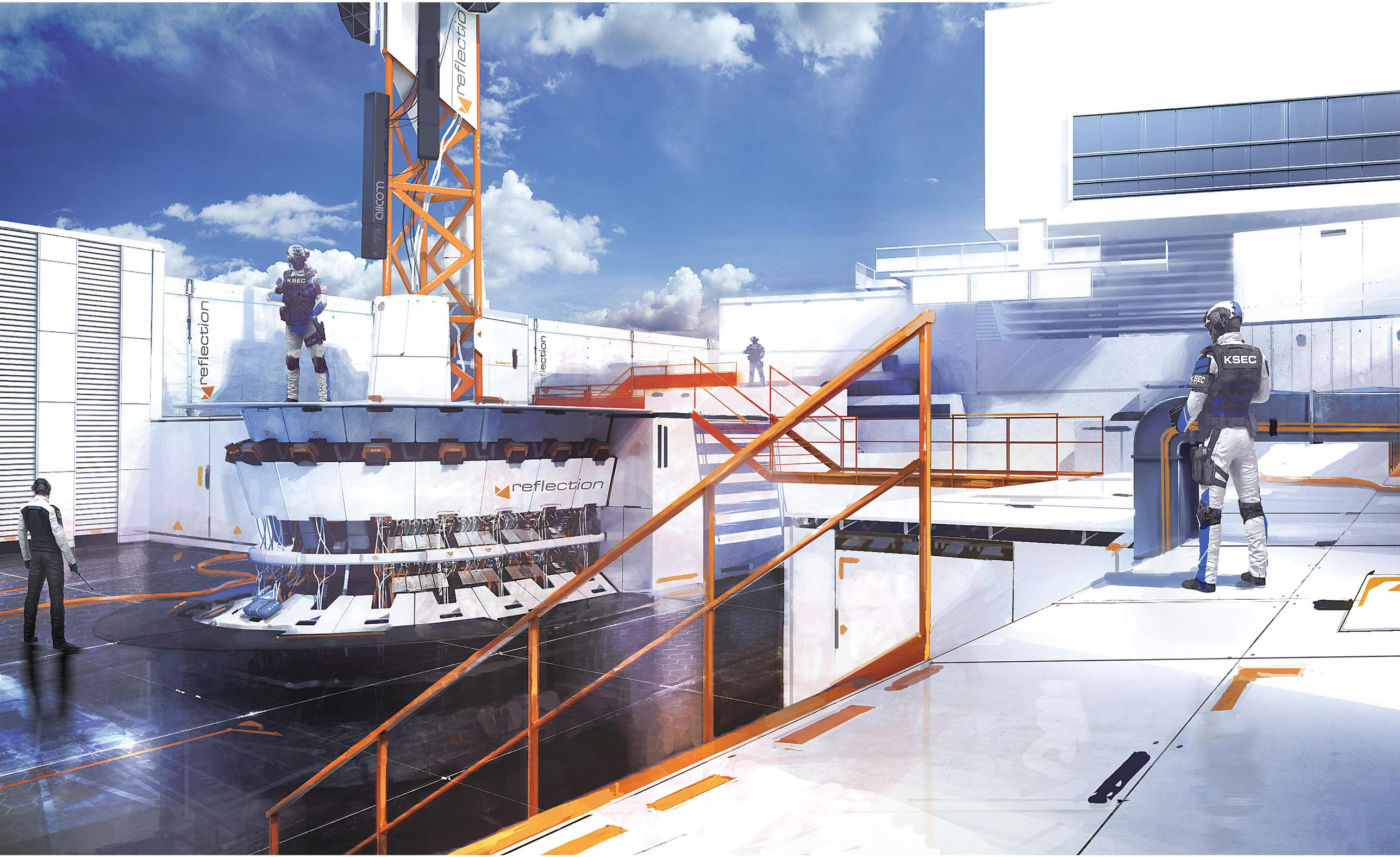
Military and tactical inspiration can be found even in the most minute details of the costumes.

SENTINEL

The Sentinels are KrugerSec's elite. It takes years of service to even be considered for the Sentinel Training Program. Few enter, and even fewer graduate.






reflection
KSEC
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KSEC

KRUGER CITY

KrugerSec is the force that controls this world. They will strike down anyone who dares disobey the rules laid down by the Conglomerate. In their distinct shade of blue, they are instantly recognizable, and everyone knows it's best to stay out of their way. Their sterile, high-tech facilities are cold and uninviting. Their presence in the world is pervasive. Massive advertisements are displayed all over the city. Their VTOLs and drones patrol the sky. The lives of citizens are monitored at all times, and privacy is at a premium. Patrolling the rooftops as well as the streets, they are Faith's constant opposition in her mission to free her city from oppression.

WEAPONS AND VEHICLES

Faith never uses guns, but the world she lives in is filled with them. From the drones and helicopters watching her every move to the handheld weaponry used by KrugerSec and Black November, her enemies are all armed. Each vehicle and weapon has its place in the universe, and when designing these, we always had the style and tone of the city in mind. We wanted to craft weapons that are elegant in design but also hint at the controlled but dysfunctional society that exists right beneath the pristine surface.



KSEC official handguns.







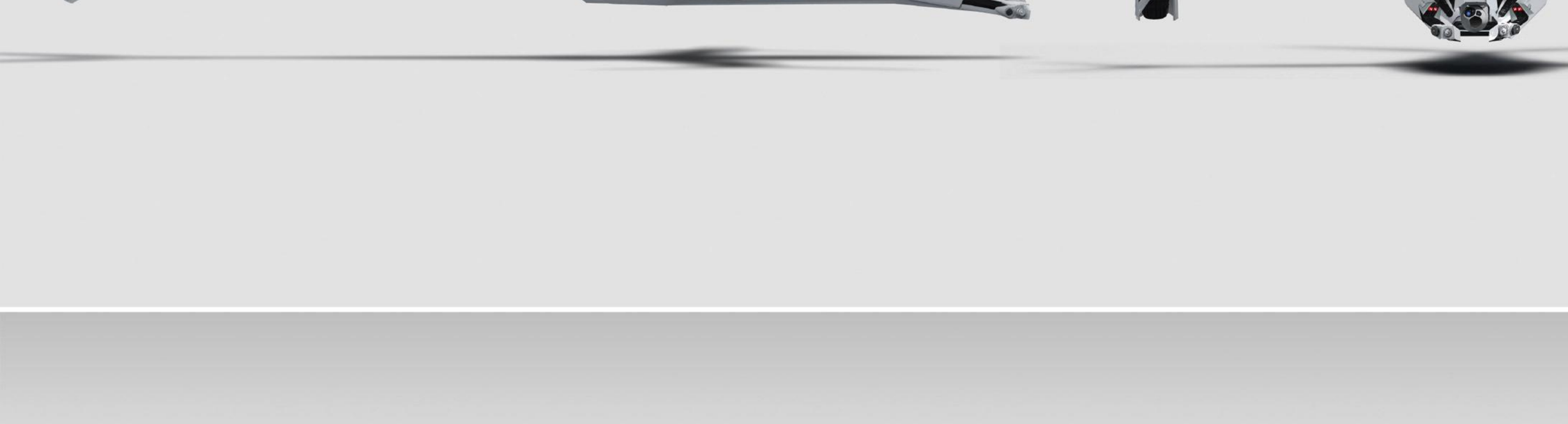
Weapons used by the underground movement Black November, stolen from OmniStat and repurposed.




K80
KRUGERSEC
CP-F
K80


K80
KRUGERSEC
CP-F
K80


POLICE


K80
KRUGERSEC
CP-F
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K80
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IC303
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CITY
PROTECTION
FORCE


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KRUGER
Tactical Drone Defense System
KRUGERSEC
E22
KRUGERSEC
DANGER


KRUGER SEC
KST-313
DANGER




KRUGER SEC


KRUGER SEC




KRUGER
KRUGER

SOCIETY IN REVOLT

The runners are not the only group living off the grid in Cascadia. Hidden away from the general populace are also the other outCaste, criminals, resistance fighters, and foreign spies, all doing their part in chipping away at corporate control. While all regular employs are united through their gridLinks (the wristbands connecting them to the grid), outCaste are distinguished by having cut theirs off or by never having had them in the first place.

Every city suffers from these outCaste groups to some extent, and in Glass everybody is aware of Black November, though no one would dare to speak of them for fear of censure by the authorities. Black November was created by a woman named Rebecca Thane following the November Riots. An outspoken proponent for more violent measures against the Conglomerate, Rebecca always had a certain hardcore following, who now saw in her a leader ready to carry on the fight against the corporate families in a more direct way.

Rebecca organized the first bombing just two years after the riots, when a KrugerSec guard posting was blown up. At the same time, she and her people hacked several billboard screens across the city and sent out the message that the resistance group Black November had formed and would make sure the Conglomerate would be destroyed. The Conglomerate Board immediately responded by labeling them a serious threat to national security.

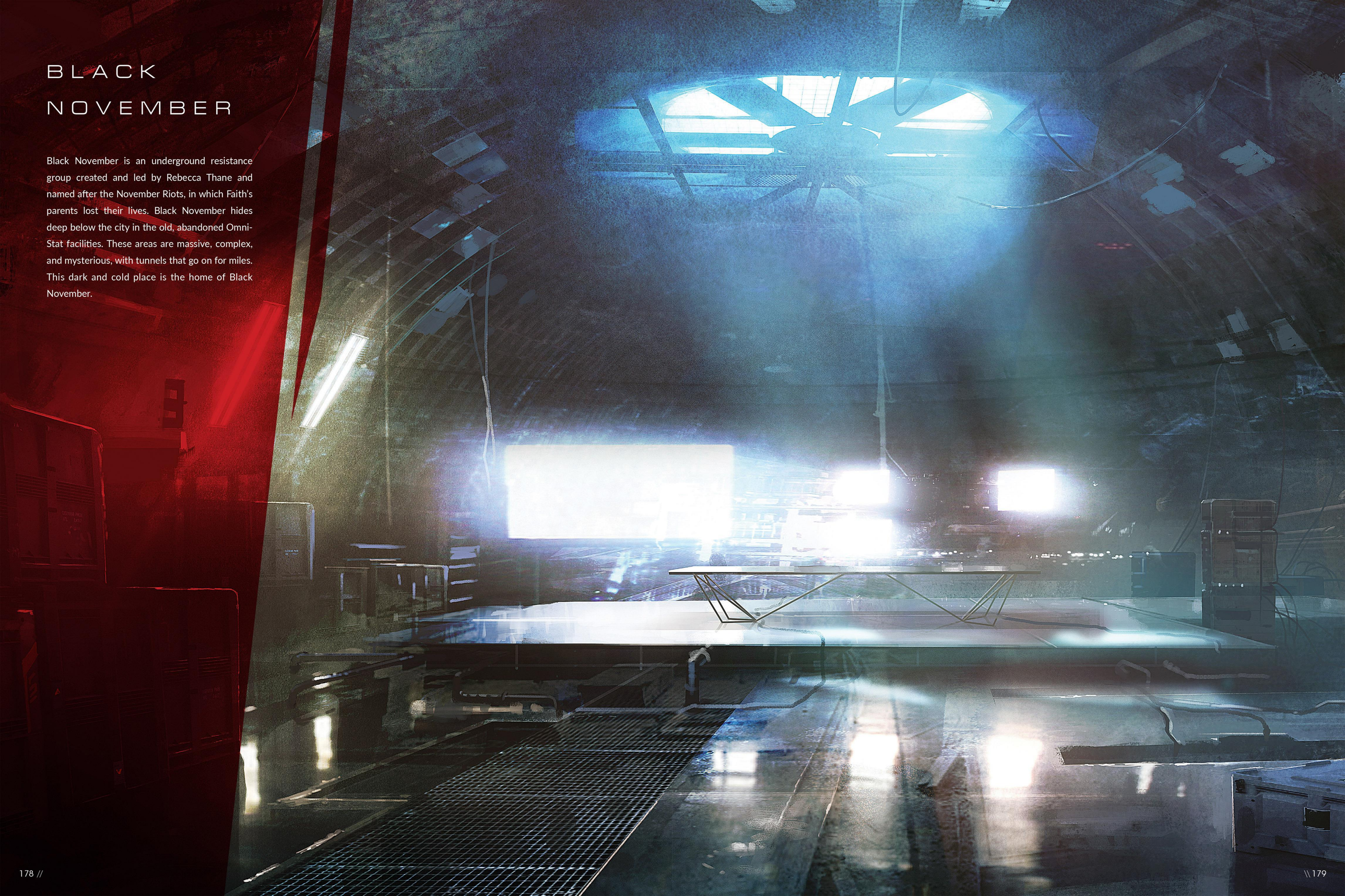
So far, Black November have focused their actions against KrugerSec and other representatives of Conglomerate oppression, but they are also actively working against many of the ideals which form the foundation of Cascadia, such as consumerism, corporatism, and the caste system. While their actions against KrugerSec are primarily of a violent nature, other campaigns revolve around the shaping of public opinion and can involve anything from simple graffiti to billboard hacking or the destruction or defamation of Conglomerate and corporate symbols. They generally do all they can to avoid civilian casualties, but lately, Rebecca has been hinting that all regular employs are silent supporters of the Conglomerate and thus accomplices in perpetuating tyranny. Exactly what this means remains to be seen.

Some outCaste would rather consider themselves offGrids, indicating a life that was chosen rather than forced upon them. Many make a living as criminals and, over the years, they have made their services an integrated part of Cascadian society, the Conglomerate, and the ongoing corporate house rivalry. There are even rumors that some of these criminals have all the major corporations eating out of their hands and to defy them is to invite disaster upon your family and corporation. Other offGrids live alone, offering hacking or communication services. Like the runners and criminals, they too have become an integral part of Cascadian society to some extent, and the authorities have yet to make a concentrated effort to clear them out and deport them to the Greylands.



BLACK NOVEMBER

Black November is an underground resistance group created and led by Rebecca Thane and named after the November Riots, in which Faith's parents lost their lives. Black November hides deep below the city in the old, abandoned Omni-Stat facilities. These areas are massive, complex, and mysterious, with tunnels that go on for miles. This dark and cold place is the home of Black November.



REBECCA

Once an aggressive idealist who worked with Faith's parents before the November Riots, Rebecca Thane is now the leader of Black November. She exudes confidence and determination. Scarred during the riots, she hates the Conglomerate more than anyone else. She wears tough clothing and a long hoodie to keep her warm in the cold tunnels beneath Rezoning. A glove hides some of the burn marks, and she wears a necklace whose meaning is known by very few.

RESISTANCE FIGHTER

To be a member of Black November, you need to prove yourself worthy. Only the strongest and most determined to do whatever it takes for the cause are allowed to join. Hiding in the old OmniStat tunnels beneath Rezoning, these people wear layers of sturdy clothing. Tattoos, which are looked upon as base and unclean in this world, are a common sign you are part of the group.

OFF THE GRID

OffGrids are residents of the city who are cut off from the grid that connects all citizen employs. They have chosen to live outside the bounds of regular society. But being an outsider comes with a price: you must either become a career criminal like Dogen or hide away and try to remain invisible. The rest of society considers you an outCaste, and the only way to survive is by stealing while avoiding the ever-present eyes of KrugerSec. If you choose to become a criminal, you need to make sure you have enough power, connections, or leverage over the top families to protect yourself. Dogen built an empire that way.



DOGEN

Dogen is the crime czar of Glass. For reasons that are somewhat mystifying even to him, he finds himself caring for Faith, but his outlook on life, and how to stay ahead in corporate Cascadia, differs radically from hers. With eccentric taste and an excellent eye for detail, Dogen likes to dress as a hiCaste. He is one of the few offGrids who can afford to do so and is not afraid to show it. In his exclusive boots and distinct silk vest, Dogen stands out. He doesn't want to be invisible.

BIRDMAN

Birdman was one of the first runners, maybe even the *first* runner, but age has overcome his abilities, and he now lives a simple life on the rooftops, running a carrier pigeon service between the cities. As a veteran runner who still hasn't left that trade completely behind him, he stays informed. His birds are not only his pets but also gather and deliver information for him. Birdman wears what he can find and steals what he cannot afford. Though he won't openly admit it, he cares deeply for Faith.

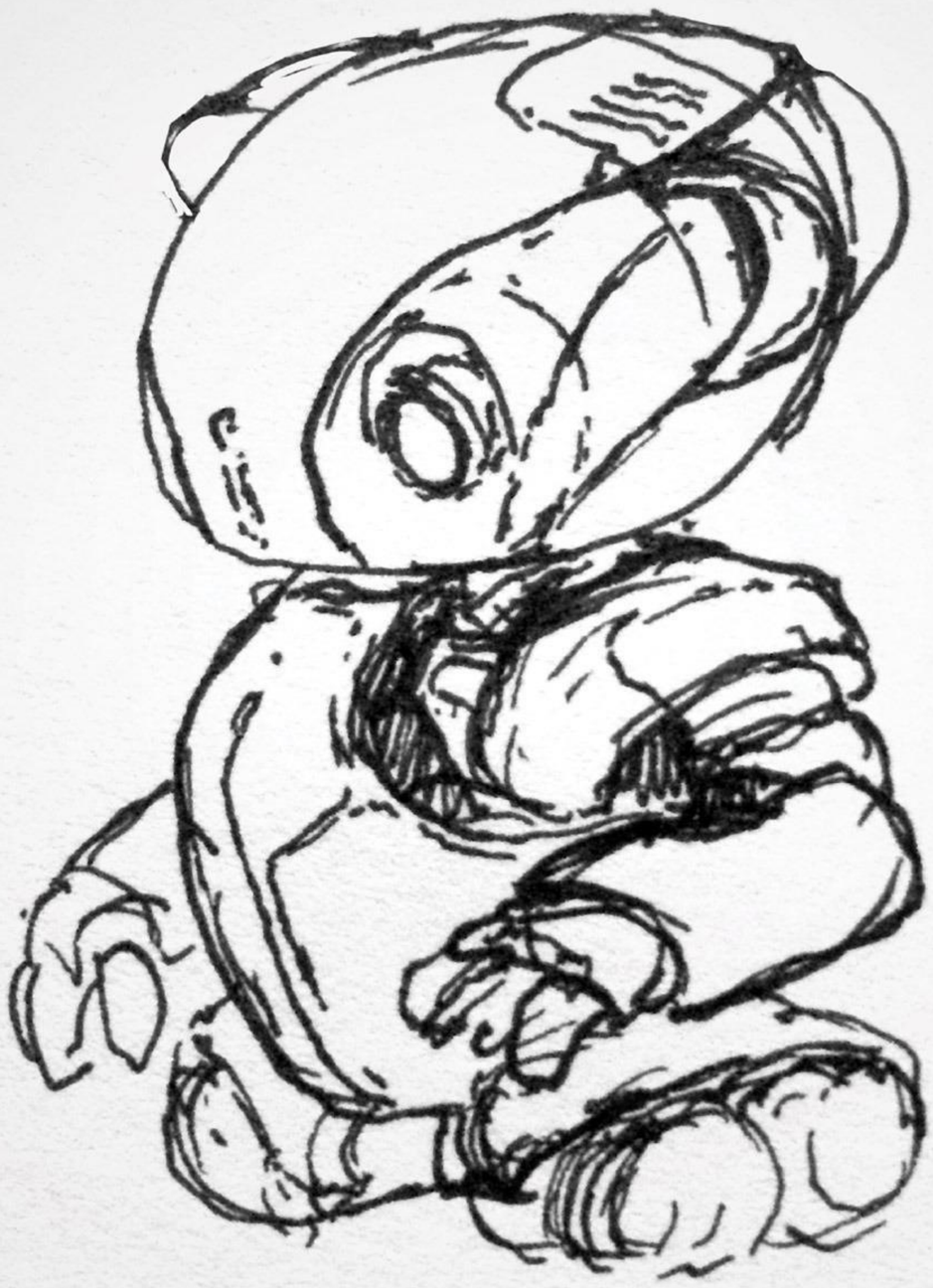
PLASTIC

Plastic is the best hacker in town and an important ally to Faith. Though quite young, her talents are remarkable. There is little she can't do when it comes to manipulating the grid. She is not a runner but still lives off the grid. As an offGrid, Plastic likes her isolation and her only close friend is KUMA the robot. Like Birdman, she dresses in what she can find but prefers to keep it casual and comfortable, since she spends most of her time indoors, hidden away from the world. Her persona is also reflected in her hideout, which is full of stolen technical equipment and tools—messy but cozy.

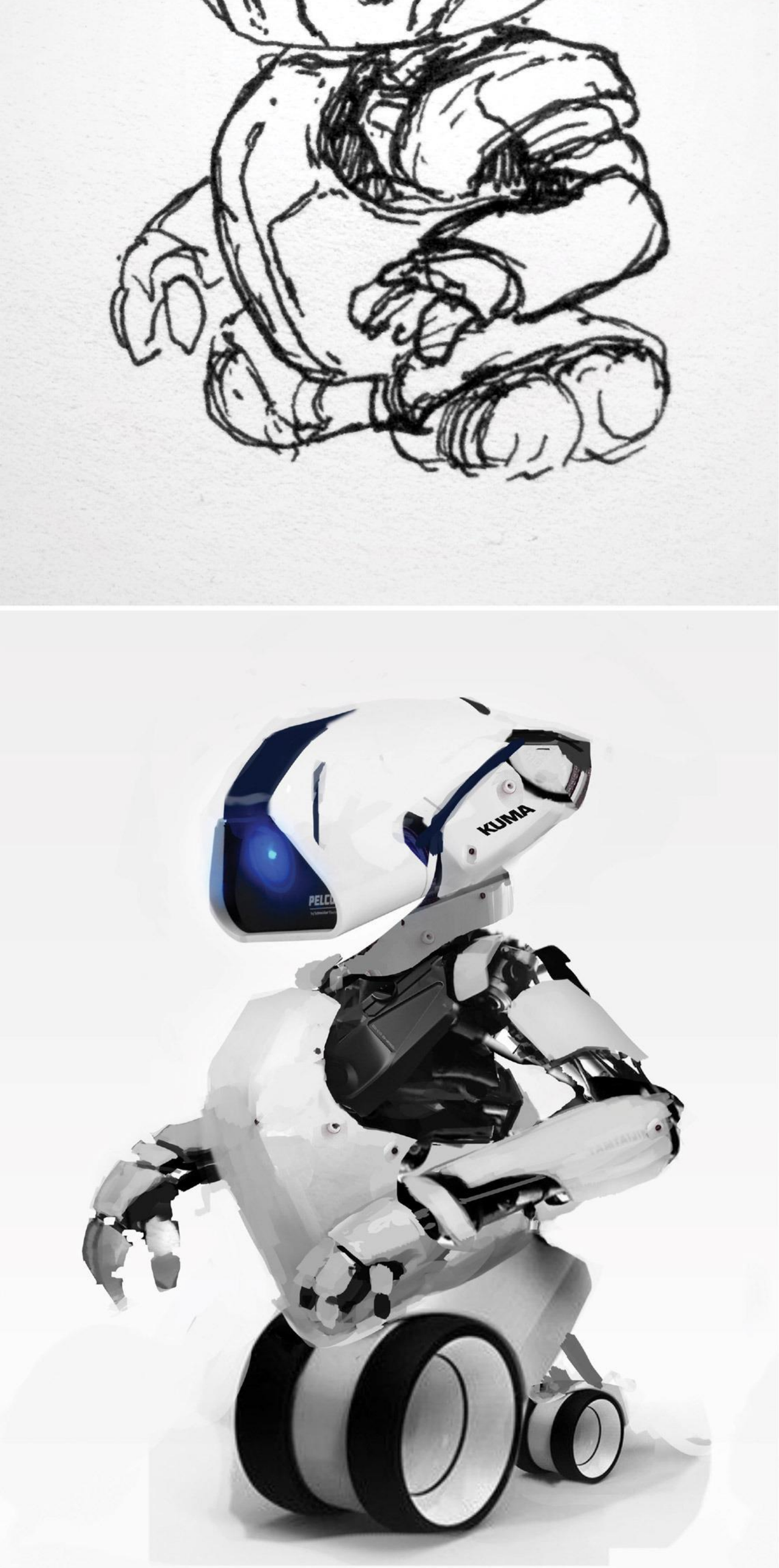
KUMA

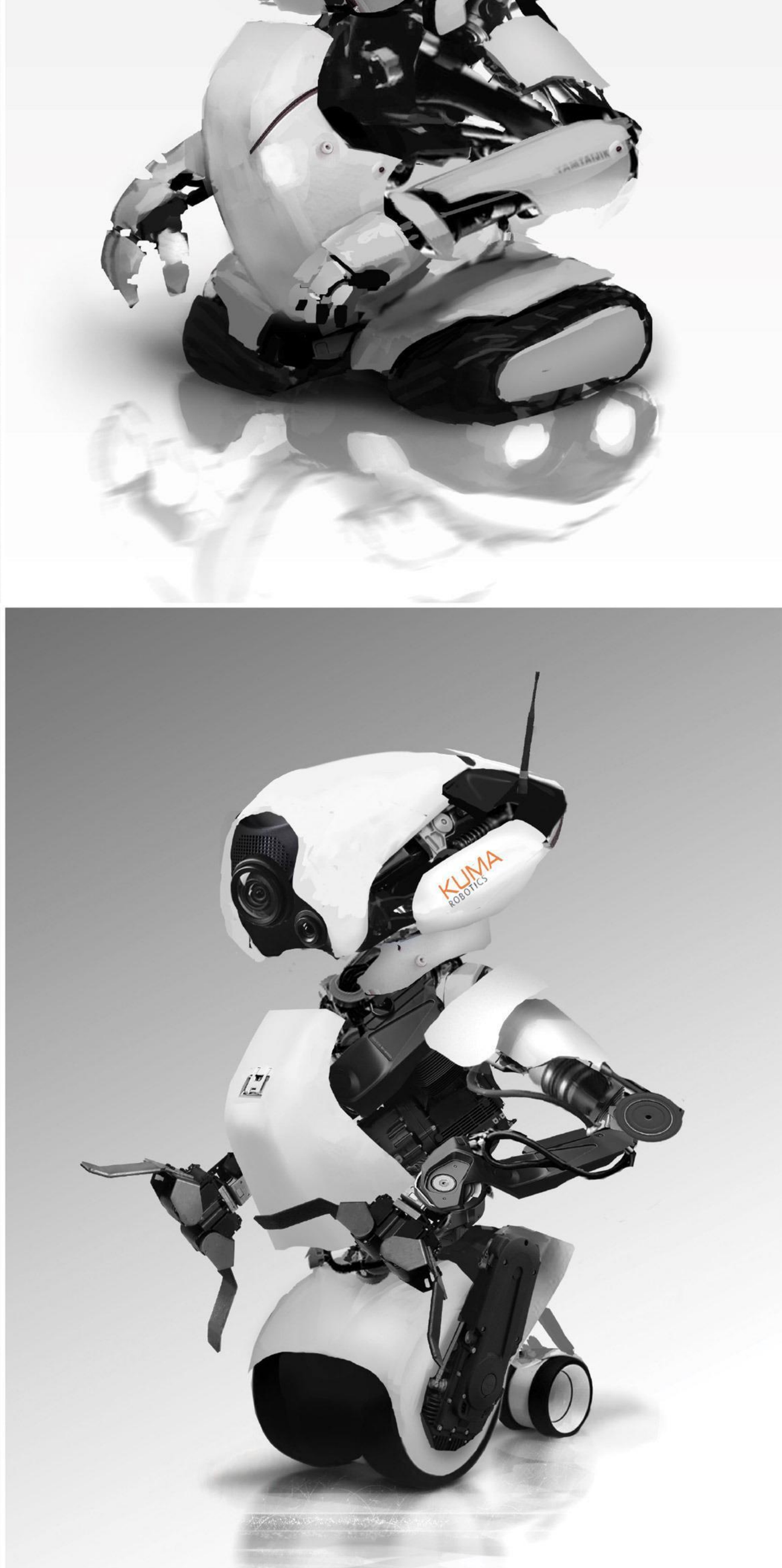
KUMA is Plastic's personal assistant. She built him using parts that she procured from different contacts all over the city. She is now busy perfecting his AI. He is a work in progress. As a result, he has acquired a somewhat eccentric personality characterized by a sarcastic wit and hysterical mannerisms encased in a diminutive body, which makes it difficult to take him seriously.






KUMA


KUMA


KUMA
ROBOTICS

OMNISTAT AGENT

The OmniStat agent is a devoted servant of the brutal and totalitarian regime located far to the west of Glass. His dark, minimalistic uniform reflects a military origin. He operates in the shadows and carries an assortment of tools designed for infiltration and assassination.

THE MIRROR'S EDGE

Glass is a city on the brink of revolution. The citizens are pushing back against the iron grasp of the Conglomerate, and cracks are beginning to form in the burnished steel and glass façades of the glittering metropolis. The world is balancing precariously on the mirror's edge. Sometimes it just takes the actions of one fearless person to tip the balance of power and change the course of history. Can Faith be the hero this city so desperately needs—a catalyst for change?

Follow the red.




THE ART OF
MIRROR'S EDGE™
CATALYST

LIFE ON THE MIRROR'S EDGE

The Art of Mirror's Edge™: Catalyst gives a behind-the-scenes look into the creation and realization of the stunning futuristic universe of *Mirror's Edge: Catalyst*. Each page of this oversized hardcover is overflowing with never-before-seen art, commentary, and insight from the creators of the game! See the concepts behind Faith, her friends and enemies, and the city of Glass with this essential art book!



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