XBOX 360

HUNTED®

THE DEMON'S FORGE

Bethesda™

WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to **www.xbox.com/support**.

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.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:

For further information visit http://www.pegi.info and pegionline.eu

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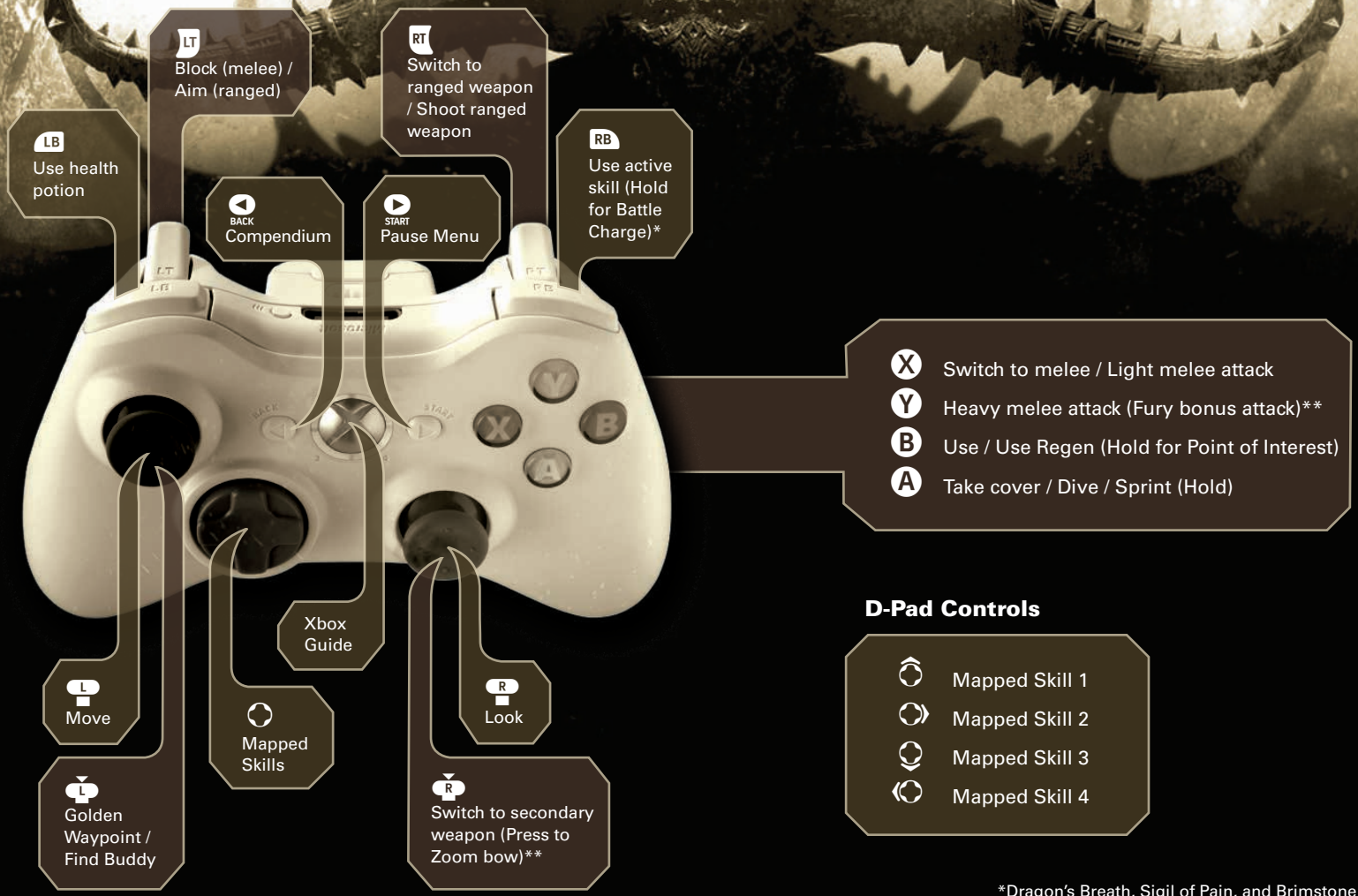
GAMEPLAY CONTROLS



D-Pad Controls

- Mapped Skill 1
- Mapped Skill 2
- Mapped Skill 3
- Mapped Skill 4

*Dragon's Breath, Sigil of Pain, and Brimstone only
** While using applicable weapon(s)

MAIN MENU

Continue
Resumes play from the last saved checkpoint. Autosaves occur when the Hunted logo appears in the bottom right corner of the screen. Note that only the most recent checkpoint is saved.

Adventure

Slots – Hunted provides the player with two save game slots. This allows the player to create a separate set of heroes while preserving the previous set. Press X to toggle between the two saved game slots.

Single Player –

Start adventure will start a single player campaign.
To return to the campaign, choose **Continue**.
To begin a new campaign, choose **Adventure** and select a new save game slot.

Xbox LIVE – To play cooperatively with a friend, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

Split Screen – Select to play Hunted cooperatively on one display.

System link – Select to play Hunted cooperatively via system link.

Adventure +

Once you've completed the campaign in either Casual, Gamer, or Hardcore mode, you'll unlock Adventure +. This mode will allow you to play with ungraded armaments and unlock tweaks, and unlock Old School mode.

Crucible
Gold collected during the Adventure unlocks creatures, maps, and weapons that be used to create and share custom experiences.

Options
Adjust game, display, audio, and control settings or view game credits.

Special Features

Extras – Manage Campaign Tweaks unlocked after winning a campaign.
Enter Preorder Code – Redeem your pre-ordered premium content.

SCREEN LAYOUT

E'lara's Screen Layout

Caddoc's Screen Layout:

1. **Health**
2. **Health Potion**
3. **Mana Potion**
4. **Mana**
5. **Enemy Health**
6. **Fury Attack Meter**
7. **Charge Meter**
8. **Arrow Count**
9. **Mapped Skills**
10. **Weapon Comparison**

COMBAT

On the battlefield Caddoc and E'lara are a deadly combination. Both characters can attack enemies using either a melee weapon, like a sword, or by using a ranged attack with a bow. Caddoc excels at close-quarters combat and E'lara is most dangerous from a distance. Only by working together will Caddoc and E'lara survive what lies ahead.

Caddoc

By successfully blocking and chaining attacks, Caddoc's heavy attack meter will fill up. This heavy attack meter allows Caddoc to unleash devastating attacks when face-to-face with a foe. However, when unused this meter depletes over time, so be sure to take advantage of this power before it drains away.

Caddoc's crossbow can be deadly, he is slow to reload. In order to close the gap between him and his target without incurring damage from ranged attacks, players will need to sprint, take cover, and effectively use their shield.

E'lara

E'lara is a master huntress and unlike Caddoc she can use a variety of bows. Some of these ranged weapons allow for an additional level of zoom or a rapid fire of arrows. E'lara can either devastate enemies from a distance while using cover and pinpoint accuracy, or she can unload a barrage of arrows while dodging attacks and flanking her opponents.

Twice as Deadly

Caddoc and E'lara can heal themselves by using health potions, but when all health is depleted the characters will fall to the ground in an injured state. Their uninjured partner then has a short amount of time to throw a regen vial to bring them back into the game. If both Caddoc and E'lara go down to the ground the game is over and players will have the opportunity to start at their last check point.

MAGIC

Early in the adventure Caddoc and E'lara will learn to use two types of magic. Weapon magic is applied to Caddoc's melee attacks and to E'lara's bow. Battle magic is used to attack enemies directly and some spells like Brimstone, Sigil of Pain, and Dragon's Breath are not just offensive spells but they can be used to make to make your ally twice as powerful.

When enough Dragon Tears are collected, Caddoc and E'lara will gain access to perform a Battle Charge. By holding down the magic button they will infuse their partner with the power of a spell. When even more Dragon Tears are collected Caddoc and E'lara can perform an advanced move called Spell Link. If both characters perform a Battle Charge at the same time a magic tether with form between them that destroys anything in its path.

GAMEPLAY

Weapons

Various weapons are at the players' disposal. New weapons can be found by breaking weapon racks and exploring the environment.

Shields

Shields can be used to block enemy attacks but degrade over time and must be replaced.

Armor

Armor discovered can be used to reduce the damage of incoming attacks.

Battle Charge and Spell Link

By collecting enough Dragon Tears the player will gain the ability to Battle Charge (see Controls), and eventually the ability to Spell Link. To perform a Spell Link both players must simultaneously Battle Charge each other.

Obelisks

Interacting with an Obelisk allows players to swap characters. If playing cooperatively, both players must interact with an Obelisk in order to swap characters.

Secrets and Puzzles

While playing Hunted, players can discover secret areas. These secret areas may require players to solve puzzles that unlock gold, weapons, and other bonuses.

Gold

Collect gold while playing the Adventure to unlock content in Crucible.

Deathstone

The Deathstone can be used to speak with the dead who provide story information and hints to discovering secret treasures.

Crystals

Exchanging crystals at Seraphine portals allows players to upgrade their skills and spells. Crystal shards can be collected and pieced together into full crystals. Crystals and crystal shards can be found throughout the environment.

Dragon's Tears

While playing Hunted, players can discover Dragon's Tears which unlock new Abilities.

Prisoners

While adventuring, Caddoc and E'lara may encounter bound prisoners. Shoot the ropes to release them and to receive helpful hints.

CRUCIBLE

Gold collected during the Adventure unlocks creatures, maps, and weapons that be used to create and share custom experiences.

Create – Create a new Crucible dungeon.

Browse Maps – Select previously created maps to play or edit.

Join – Join another player's Crucible dungeon.

Unlockables (Gold) – View content unlocked by collecting Gold from playing Adventure and Crucible maps.

Use the grid to piece Rooms together or randomize a dungeon and begin playing Crucible instantly. Each Room can be customized to the creator's preferences, including:

Room Theme – Select the style and setting of the room.

Pick Ups – Select items dropped by defeated enemies.

Surge – Select enemy types and the order in which enemies spawn.

Modifiers – Select bonuses or punishments for players and enemies.

Loadout – Select starting equipment for the players.

XBOX LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to *www.xbox.com/live to learn more*.

Connecting
Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to *www.xbox.com/live/countries*.

Family Settings
These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to *www.xbox.com/familysettings*.

WARRANTY INFORMATION

ZeniMax Europe Limited guarantees to the original purchaser of this computer software product that the disk/cartridge supplied with this product shall not show any fault during the first 90 days from the date of receipt of ownership. In the first instance please return the faulty product to the point of purchase, along with any proof of purchase. If for any reason this is not possible then please return the product to ZeniMax Europe Limited at the address below along with any proof of purchase, location of purchase, a statement describing the fault and any original packaging you may have. ZeniMax Europe Limited will reimburse the postage costs of returning any faulty products. This warranty is in addition to and does not affect your existing statutory rights regarding the product and your statutory rights are in no way restricted or affected by this warranty. If you require further advice regarding your statutory rights then please contact a citizen's advice bureau, consumer affairs adviser or lawyer.

ZeniMax Europe Ltd.
Skypark – 9th Floor
8 Elliot Place
Glasgow, G3 8EP
United Kingdom

TECHNICAL AND CUSTOMER SUPPORT

For technical and customer support, please call **+44 (0) 20 3027 0982**, UK opening hours: 8:00am to 7:00pm Monday to Friday with the exception of UK public holidays, and Saturday from 09:00am to 5:00pm email **SupportEXP@bethsoft.com** or visit **www.bethsoft.com**. English Speaking customer service. This is an international call. The Call charges may vary dependent on your provider and the country you are calling from. For warranty claims send your game disc to ZeniMax Europe Limited, Skypark – 9th Floor, 8 Elliot Place, Glasgow, G3 8EP, United Kingdom, together with a dated proof of purchase, your product number, a brief description of the error or defect, and your return address.

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