

XBOX



# HEADHUNTER REDEMPTION™



MATURE 17+  
**M**  
CONTENT RATED BY  
ESRB

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AMUZE

SEGA®

## Safety Information

### About Photosensitive Seizures

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

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

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

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

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

### Avoid Damage to Your Television

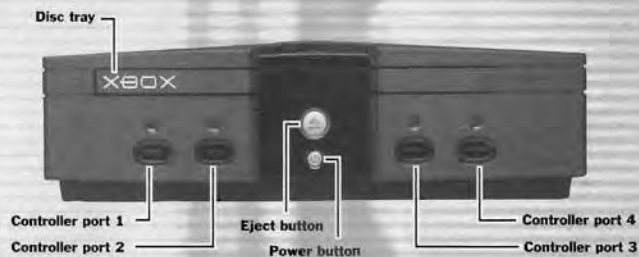
**Do not use with certain televisions.** Some televisions, especially front- or rear- projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing permanent shadow of the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

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## USING THE XBOX® VIDEO GAME SYSTEM



1. Set up your Xbox® video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **HEADHUNTER: REDEMPTION™** disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing **HEADHUNTER: REDEMPTION**.

## AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

### To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers or other foreign objects to discs.

## USING THE XBOX CONTROLLER



1. Connect the Xbox Controller into any controller port on the front of the Xbox console.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play **HEADHUNTER: REDEMPTION**.

## NAVIGATING THE MENUS

The menu screens in **HEADHUNTER: REDEMPTION** can be accessed using the following controls:

Highlight Menu Option	left thumbstick / D-pad ↑ ↓
Confirm a selection	<b>A</b> button
Alter Menu values	left thumbstick / D-pad ← →
Return to the Previous Menu	<b>B</b> button

## IN-GAME CONTROLS



## Weapon Mode Controls

Fire Weapon	<b>A</b> button
Throw grenade	<b>B</b> button
Move forward	left thumbstick ↑
Move backwards	left thumbstick ↓
Strafe left	left thumbstick ←
Strafe right	left thumbstick →
Roll/cartwheel	<b>X</b> button
Change target	tap right thumbstick ↔
Rotate character	hold right thumbstick ↔
Adjust aim	right thumbstick ↑ ↓

## Scanner Controls

Look up	left thumbstick ↑
Look down	left thumbstick ↓
Look left	left thumbstick ←
Look right	left thumbstick →
Zoom in	right thumbstick ↑
Zoom out	right thumbstick ↓
Scan object	right trigger (hold)

## IRIS Controls

Map	D-pad ↑
Rotate map up	right thumbstick ↑
Rotate map down	right thumbstick ↓
Rotate Map left	right thumbstick ←
Rotate Map right	right thumbstick →
Pan map up	left thumbstick ↑
Pan map down	left thumbstick ↓
Pan map left	left thumbstick ←
Pan map right	left thumbstick →
Zoom map in	right trigger
Zoom map out	left trigger
<b>Inventory</b>	D-pad ←
Highlight items	left thumbstick/ D-pad ↑ ↓ ← →
Use items	<b>A</b> button
<b>Code Breaker</b>	D-pad →
Activate software	<b>A</b> button
Select/de-select pixel	<b>A</b> button
<b>Objectives</b>	D-pad ↓
Cycle through IRIS screens	left trigger/right trigger buttons
<b>Enhanced Vision Mode</b>	Click right thumbstick
Exit IRIS	<b>B</b> button



## INTRODUCTION TO THE HEADHUNTER WORLD

Following the cataclysmic events spawned by the spread of the Bloody Mary Virus, the city has erupted in chaos. Millions were wiped out before a vaccine from the Stern Corporation put a stop to the deadly disease. As law and order collapsed in the face of this tragedy, a new disaster struck in the form of a calamitous earthquake that shook the city to its core. But out of the ruins emerged a new order. Two distinct yet dependent societies were divided into separate worlds: Above and Below.

In a world of corporate rule and media manipulation, nothing can be taken at face value. Pursuing the truth behind a terrorist threat, veteran Headhunter Jack Wade and his rebellious apprentice, Leeza X, are led into the greatest danger of their lives.

Each must face their darkest fears... *together they must redeem a world facing chaos...*

## ABOVE AND BELOW

### ABOVE

The world Above is a sunny, sterile, glass and chrome city. A high-rise, high-tech metropolis served by elevators and elevated freeways. The perfect twenty-first century money machine promises safety and comfort for the hard working and law-abiding.

Medical advances mean organs are no longer currency. People live longer, healthier, more productive lives, bombarded by media which reinforces the image of an ideal society. It's a powerful state with strict laws, harsh punishments and rich rewards.

Those who do not conform are punished as misfits and sent to the labor colonies Below. Few see this as unreasonable or unjust.

But Above is not without its enemies.

### BELOW

A network of subterranean labor colonies, Below is not a prison, but the place where everything not wanted Above is sent. Criminals and undesirables, misfits and dropouts abide along with industrial pollution and scientific experiments...

The world Below is mainly the product of earthquake damage. Colonies have been constructed within natural craters and fissures, added to by excavation. Some remains of the old city still stand alongside these purpose-built structures.

Criminals are sent to the harshest colonies, those involving hard labor. Lesser offenders and non-criminals live in the relatively more pleasant areas. The most oppressive colonies are located the furthest Below, while more 'white-collar' areas are closer to the precious daylight.

Each colony Below is a self-contained community, compelled to be productive in exchange for necessities from Above. However, passage between colonies is restricted, and access to Above is prevented by the harsh terrain and ferocious machines that guard all routes out.

Despite this, some inmates, so-called Migrants or 'Migs', have found ways to reach the surface where they have joined with the terrorist Opposition Network to commit acts of sabotage against the city.

The fight against the Opposition must be taken to the colonies. Though not all inmates Below will be a Headhunter's natural enemy, they are unlikely to be his ally either. And his real foes have deeper, darker motives...



## THE MAIN MENU

This screen gives you the opportunity to:

- Start a new game
- Load a saved game
- Change game options
- Access Citizen Mediabank

After watching the opening movies, you will start the game as Leeza X and you will be in Jack's HQ.

There are no HUD items on display because you haven't picked up the IRIS yet (Intelligent Realtime Information Scanner). If you direct Leeza around to the other side of Jack's HQ, you will find the IRIS system on the floor. Walk up to it, pick it up, and initialize the IRIS.

## HUD

Once you acquire the IRIS system, a radar will appear in the top right corner of the screen. This radar will show you a map of the level you are in (only areas you have explored will be shown unless you have downloaded map data from a dataport) and the location of enemies.



You will also notice that by pressing and holding the right trigger you can now enter Weapon Mode. After drawing your gun, HUD items will appear in the bottom right corner of the screen. These new icons show your health, selected weapon, and the ammo for that weapon (loaded ammo/available ammo).

## TARGETING AND FIRING

When facing enemies or target objects, press and hold the right trigger. A target icon that represents your aim will appear and hone in on the target you are pointing at. When the target has been fully acquired, an icon will appear under the radar indicating the health of the enemy.



Press the **A** button to fire directly at the target. You will automatically switch to the next available target when a target is destroyed. To manually change targets, tap the right thumbstick **→←**.

If you press the **A** button when you have no bullets left in your clip, you will automatically reload your gun. To manually reload your gun, press the **Y** button at any time (you must have ammo available).

## THE ACTION BUTTON

In many situations through your adventures, the Hero will be able to interact with objects. When such an opportunity exists, an icon of the **A** button will appear in the bottom left corner of the screen. Press the **A** button to interact with objects, such as boxes and ladders. Look out for the Action button throughout the course of the game, to help you!



## IRIS Scanner

When facing objects, press the white button. This button activates the IRIS scanner. Use the Left thumbstick to move the scanner and use the right thumbstick to zoom in and out. When the scanner reticule passes an item of interest the item will flash. Press and hold the right trigger button to actively scan the item. When the item has been scanned, information will be shown on screen.



Some items can be targeted by your gun once they have been scanned. To aim at an item that is being scanned, press the **A** button while keeping the right trigger button pressed.



**NOTE-** Active use of the scanner throughout **HEADHUNTER: REDEMPTION** is recommended.

## Inventory

By pressing the **←** on the D-pad, you will be able to access your inventory. Within the inventory, you can change weapons and also select any items you have picked up along the way.



## Code breaker

By pressing the **→** on the D-pad, you will be able to access your code breaker. The code breaker software must be acquired. Once you have gained the software, you will be able to break security codes and gain access to new areas.



## Map

By pressing **↑** on the D-pad, you will be able to access your map. Use your map to orientate yourself around the level and see areas you have not explored yet.



## Objectives

By pressing the **↓** on the D-pad, you will be able to review your current objectives. These objectives will help you complete the game.



## Saving

Dataports are checkpoints within the game. Every time you use a dataport, a checkpoint is set which logs your position and game status. Once the dataport has been used, you simply have to press **START** to show the pause menu and select **SAVE GAME**. **HEADHUNTER: REDEMPTION** will then save your game at the last dataport accessed.

**-NOTE-** In order to save assets collected in the Citizen Media Bank, you must save via the Options Menu and not just from the "Save Last Checkpoint" save points.



## PRINCIPAL CHARACTERS

### Jack Wade

Twenty years older, wiser and battle scarred, he is, was, and always will be a Headhunter. Today he keeps the streets 'Above' clean of criminals, capturing Migs (Migrants) who have escaped from 'Below' and tracking Opposition agents and saboteurs. Jack will have nothing to do with 'Below' as he's still suffering the loss of his son, who was snatched away in the tunnels.



### Leeza X

We first meet her as a child of six, terrified by her gun-crazed father, who Jack shoots on a routine mission. She was told that he was dead, and was then raised on a citizen farm and renamed Leeza X, erasing her family name. Rebellious by nature, she turned to being a street kid and worked the black market. When we rejoin her in her mid-twenties, she's no longer vulnerable, but tough and resourceful, quick-witted and sharp tongued, high-spirited and sexy, a force to be reckoned with.



## STERN CORP

### Angela Stern

Now in her 40s, Angela has assumed control of the Stern Corporation, running it with an iron fist. By helping implement a new system of forced labor 'Below', she has made her company more rich and powerful than ever before. The loss of her and Jack's son made her hard and embittered, relentless in pursuit of a crime-free society. She no longer has anything in common with Jack. She respects his skills, but resents his lack of ideals and blames him for the loss of their son.



## THE OPPOSITION

### MIGS

MIGS are the dangerous criminals 'Below'. They have managed to arrange routes between colonies and also to 'Above'. MIGS and Headhunters do not see eye-to-eye and all MIGS should be treated with caution by all Headhunters. The Opposition network has tapped into the MIGS network and uses them for all their activities.



### MW3M

A legendary figure who has acquired near-mythical status both 'Above' and 'Below'. To the inmates he is a mysterious but charismatic leader; the one man capable of challenging those 'Above'. He is believed to be the leader of the 'Opposition Network'.





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process - Amuze will  
continue its mission to  
challenge and to engage  
emotions.

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- web site . . . . . <http://www.sega.com>
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