

XBOX



HUNTER THE RECKONING



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HUNTER'S MANUAL



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.

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 game play may "burn in" to the screen, causing a 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 safely played 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 on your set.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

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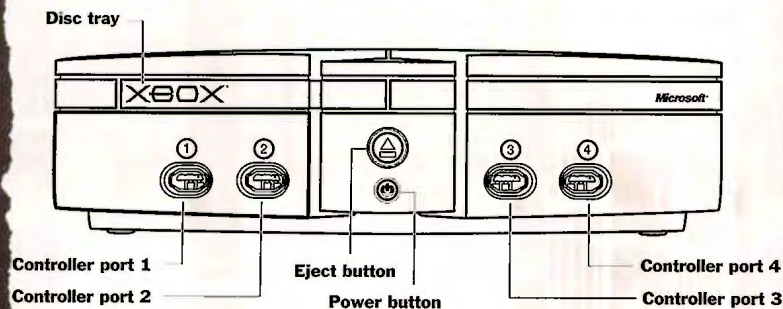
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GETTING STARTED

USING THE XBOX VIDEO GAME SYSTEM



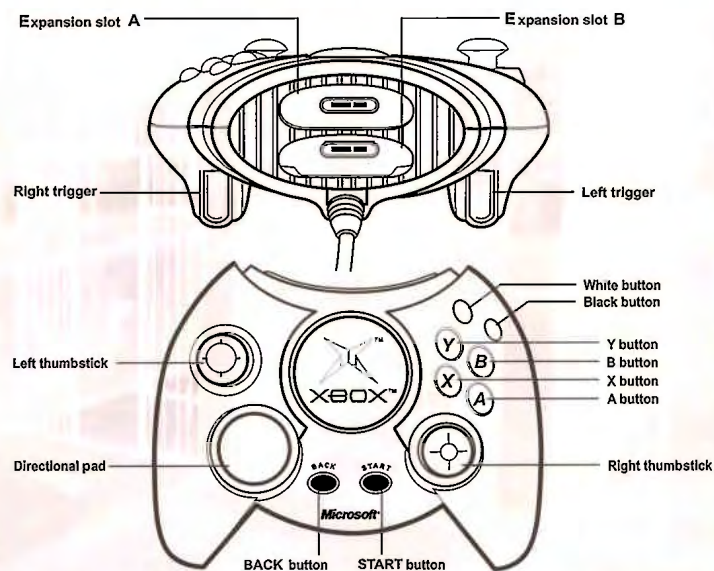
1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Hunter: The Reckoning[®] disc on the disc tray with the label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

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. For multiple players, connect additional controllers to available controller ports.
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 Hunter: The Reckoning[®].

This game supports the Xbox Memory Unit. This peripheral is sold separately.

For centuries, supernatural powers have reigned, warring amongst themselves, culling the human herds and lashing out from the shadows. The creatures of the night have held court since before the dawn of history.

Nothing lasts forever.

From the throng of Humanity, individuals emerge who know the truth. They know monsters exist. Enough is enough. The forces of darkness must pay their due.

You are the Reckoning.

ASHCROFT'S EVIL INSTITUTION

There were only two places to work in Ashcroft: The railroad and the penitentiary. Since the 1920s, the town centered on the large prison. The people didn't know that for over 50 years, the prison was under the control of vampires. The warden himself was turned into a creature of the night and the center of power was secure. Since then, the prison has become a feeding ground, and the inmates no more than cattle. Those unfit to be fed on are subject to horrific acts of torture and experimentation. Such actions cannot be forgotten, and the vengeful spirits of the inmates soon rose from the dead and lashed out at the living. The vengeful spirits were eventually subdued by greater powers, and the vampires regained control of Ashcroft Penitentiary.

When convicted murderer Nathaniel Arkady was subjected to capital punishment by electrocution, the renegade ghosts were freed from their bonds and once more wreaked havoc on the prison. Four people, brought to the scene by circumstance, were witnesses and at that moment their normal lives ended. They pushed back the onslaught of angry spirits and locked the doors of the penitentiary. The prison was shut down, and the town of Ashcroft became a shadow of its former self.

Ashcroft now stands at the brink between the world of the living and the dead, and someone or something is toying with the balance. An act of chance freed the spirits from the prison, and their hatred has been unleashed on the entire town. Nothing is as it seems and it is up to you to save them all.

GAME CONTROLS

These are the default controls. Please refer to the "Using the Xbox Controller" page for button locations. There are other controller configurations available in Game Options. Please refer to the Game Options Section, under Control Options for further instructions.

MOVEMENT ~ DEFAULT CONTROLS

Move Character — Left thumbstick

Aim Character — Right thumbstick

Walk Backwards — Press the left thumbstick in any direction and press the right thumbstick in the opposite direction.

Strafe — Press the Left thumbstick in any direction and press the right thumbstick at a 90-degree angle from the left thumbstick.

Jump — Left trigger.

Roll — While Strafing press the left trigger.



CHOOSING WEAPONS

There are three types of weapons a hunter may use in battle: Basic Weapons, Special Weapons, and Edges. To search your inventory for a weapon or edge, repeatedly press the buttons described below until you find the edge or weapon you wish to use. Then arm the weapon or use the edge by pressing the Activate Edge or Switch Weapon button.

Scroll through Basic Weapons — X button

Scroll through Special Weapons — B button

Scroll through Edges — Y button

Activate Edge or Switch Weapons — A button or right trigger



ATTACKING

Melee Attack — Right Trigger.

Perform combos by continuing to pull the right trigger during combat. Please refer to the section entitled "Playing the Game" for more information on Attack Combos.



Ranged Attack — Use the right thumbstick to aim, and pull the right trigger to fire your ranged weapon.

OTHER ACTIONS

Action Button — A button. Use to open doors, activate glyphs, reload weapons, select weapons and Edges, and access Hunter-net near computer consoles.



Reload Weapon — A button. When a Hunter is not in position to open a door, activate a glyph, select weapons and Edges, or access Hunter-net, then the button will reload your ranged weapon. Weapons automatically reload when the Hunter runs out of ammo on the next fire. However, you can force a reload with this button.



Note: All remaining ammo is returned to your inventory for later use.

Zoom Camera — Directional pad. There are five levels of zoom. Pressing up on the directional pad zooms the camera in. Pressing down zooms the camera out. When playing single player, pressing left on the directional pad will zoom you all of the way in and pressing right will zoom you all of the way out.

MENU SYSTEM

From the Main Menu you can start a new game, continue a saved game, access the game's options, or view special features. For more information on options, see page 19.

MENU NAVIGATION

When navigating through menu screens, use the directional pad or either thumbstick to highlight selections. Press the A button to activate your selection. Pressing the B button in any menu will exit back to the previous screen.

LOADING SAVED GAMES

To load a saved game, highlight Continue and press the A button. Next, select the hard disk or memory unit to which your saved game is stored by pulling the left or right triggers. You may use four controllers with up to 8 memory units connected, including the hard disk. When you have located the save game file highlight it and press the A button. You will be taken to the Character Selection screen. Next, press the START button, select the character you wish to load and press the A button. You will now pick up the game where you left off.

CHARACTER SELECTION

After you choose to begin a new game, you will be taken to the Character Selection Menu. You can choose from up to four characters, each with his or her own strengths, weaknesses, weapons, and Edges. Press down on the directional pad to view different pages of information on the Hunter, such as skills and available Edges. Press A to select a character.



Strength — Amount of additional damage the Hunter does during melee combat

Accuracy — Amount of additional damage the Hunter does during ranged combat

Speed — How quickly the Hunter moves

Conviction — A Hunter's dedication to the hunt. Conviction is used to activate Edges.

Stamina — A Hunter's damage resilience.

As your character grows in experience, his or her skills will increase, and new Edges will become available.

CHARACTER PROFILES

SPENSER "DEUCE" WYATT

When Spenser was 14 years old, he watched as his mother was murdered on the cold tiled floor of Gertie's Diner. The man who killed her was Cornelius Boothe. On that same night, Spenser drove a butcher knife into Cornelius's heart. Cornelius was a very important man in Ashcroft, and afraid of what would happen, Spenser fled the town and jumped a rail.

20 years later Spenser, now nicknamed Deuce, returned to Ashcroft to finally visit his mother's grave. He's stunned when he sees Cornelius climbing out of a car on the streets of Ashcroft—not a day older. Deuce follows Cornelius to the prison on the day Nathaniel Arkady is to be executed. He watches as the vengeful dead of the Ashcroft Penitentiary rise up and slay the living. Cornelius is a Vampire. Together with the other three imbued, Deuce kills Cornelius and shuts down the prison.

Creed: Avenger

Height: 7'0

Weight: 310

Age: 35

Weapons: Battle Axe and Lever Action Rifle



SAMANTHA ALEXANDER

As a child, Samantha was often singled out for being different. Unwilling to back down from bullying, she learned to defend herself. When the bullies moved on to easier targets, Samantha defended those kids as well. She was never able to look away when someone needed help.

Her decision to enter the police academy was natural, and came as no surprise to her family. Police officers help people and that's what Samantha wanted to do. She is one of the officers responsible for bringing Nathaniel Arkady into custody, and as a favor to her mentor, Detective Waters, she attends his execution in Ashcroft. On that day she is chosen by the Messengers and is witness to the hidden evils of Ashcroft Penitentiary.

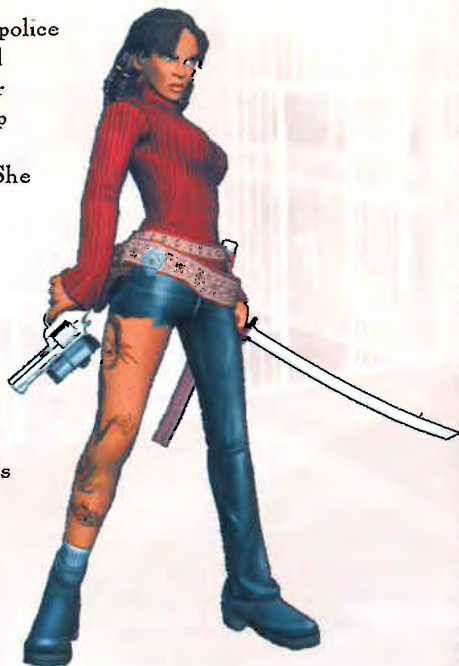
Creed: Defender

Height: 5'9"

Weight: 120

Age: 29

Weapons: Katana and Magnum Revolver



KASSANDRA CHEYUNG

Kassandra is the sole heir to the Fairday Manufacturing fortune, and up until two years ago, her biggest concern was where she would spend her father's money. One night at a barn rave changed her whole life. The rave was raided, and the panicking crowd trampled her friend Marnie. Unable to move her, Kassandra covered her friend's body with her own. When she woke up in the hospital with a boot print in her back, Kassandra had a new perspective on life. Empowered by helping her friend, and validated by the wounds she received, Kassandra started volunteering at the hospital in the critical care ward, cheering up the patients with her irreverent attitude and enthusiasm.

Kassandra went to Ashcroft with her friend Marnie to visit the man who abandoned Marnie when she was trampled at the rave. He was doing time for drug dealing. Kassandra attended the execution of Nathaniel Arkady and was witness to the deaths of the innocents inside the prison. She was wounded while helping Deuce take down Cornelius, The Vampire, and was pivotal in the original shutting down of Ashcroft Penitentiary.

Creed: Martyr

Height: 5'2"

Weight: 105

Age: 19

Weapons: Twin Daggers and Dual Auto-Loading Pistols



FATHER ESTEBAN CORTEZ

Father Esteban was the chaplain at Ashcroft Penitentiary. It was his job to counsel and administer last rites to inmates scheduled to die by electrocution. The priest was the last person to speak to Nathaniel Arkady before his execution, and was witness to his suffering. In his journal, Esteban theorized that Arkady was either channeling spirits, or they were actually occupying his body.

On the day of Nathaniel Arkady's execution, Father Esteban was gifted by God with second sight, and able to see demons using the bodies of men like puppets. Enraged, he took up arms against these creatures like a Holy Templar, and with the other Imbued, purged Ashcroft Penitentiary of the evil within.

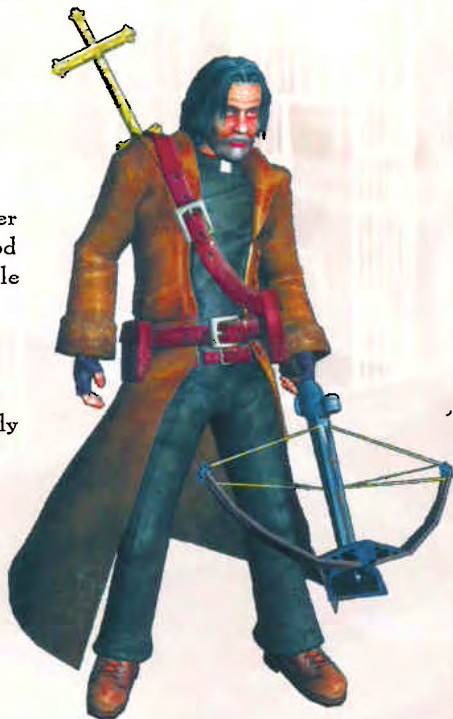
Creed: Judge

Height: 5'11"

Weight: 175

Age: 45

Weapons: Crusader Sword
and Crossbow

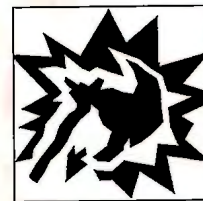


EDGES

Each Hunter starts off with one Edge at its lowest level of power. As the Hunters advance, they gain up to three Edges, and the powers of each Edge increase—up to three levels.

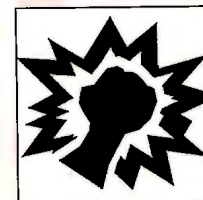
CLEAVE

Imbues the Hunter's weapon with raw power, greatly increasing the damage the weapon does in combat. Cleave only affects hand-to-hand weapons and when activated, causes the weapon to burn with a supernatural power. The strength of this Edge increases as the Hunter gains experience.



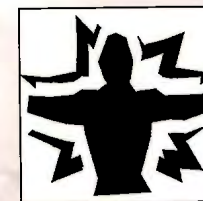
SMITE

Unleashes a powerful wave of damaging energy that radiates out from the body in a 360 degree arc. All creatures of darkness caught in the wave will be damaged, often being thrown back by the powerful show of force. As this Edge becomes more powerful, the amount of damage increases.



WARD

Creates a barrier between the Hunter and beings tainted by evil. The summoned barrier surrounds the Hunter and prevents weaker creatures from making physical contact. Stronger monsters may brave the barrier, but will suffer damage as a result. As the Hunter gains experience, the radius of this Edge increases, allowing other Hunters to become protected as well.



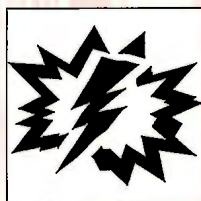
BURDEN

Passes judgment on the evil near the Hunter. Creatures of darkness caught in the radius of this Edge are frozen where they stand as the weight of their misdeeds rushes over them. As the Hunter increases in power, Burden affects a larger number of creatures in its area of effect and will hold them for a longer period of time.



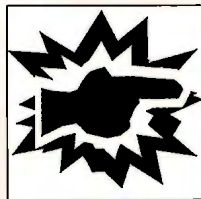
WORD OF POWER

Focuses the power of goodness and purity into a weapon against evil. When a Hunter utters the word of power, it extends forth on a cone of light. Creatures caught in this purifying glow suffer terrible injury. The more powerful this Edge becomes, the more damage it delivers.



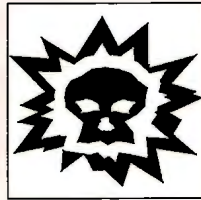
DEMAND

Boosts the Hunter's physical speed and performance to super-human levels. A Hunter who activates demand can attack at great speed and do additional damage, but must pay for this advantage through a loss of conviction and health. Both the speed effect and the amount of damage increase as the Edge becomes more powerful.



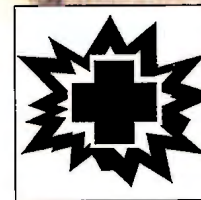
RETRIBUTION





The Martyr's personal form of revenge. When the Hunter activates this power, all creatures that inflict damage on the Hunter suffer a portion of that damage reflected back upon them. As the Martyr gains power, Retribution delivers increasing damage to those who strike her.



REJUVENATE

Calls forth the power to heal. When the Edge is activated, the Hunter receives a boost to his or her current health. At higher levels, any Hunters nearby are also healed.



AVENGER Cleave Smite Ward		MARTYR Demand Retribution Burden	
DEFENDER Rejuvenate Ward Demand		JUDGE Word of Power Burden Rejuvenate	

GLYPHS

There are five different types of Glyphs in Hunter: The Reckoning. To activate, stand near or over the glyph and press the A button. Glyphs can have multiple charges, so multiple hunters may use the same Glyph. When a Glyph runs out of power, its glow will disappear.

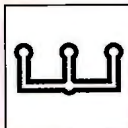
HEALTH

The Health Glyph regenerates the Hunter's Health.



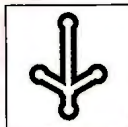
CONVICTION

The Conviction Glyph regenerates the Hunter's Conviction.



STRENGTH

The Strength Glyph gives the Hunter a permanent Strength increase.



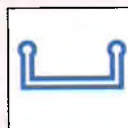
ACCURACY

The Accuracy Glyph gives the Hunter a permanent Accuracy increase.



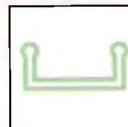
INFORMATION

Activating the blue Information Glyph gives the Hunter additional facts about the environment and clues about the game. Information Glyphs have unlimited charges. Sometimes innocents or other bystanders will be standing on Information Glyphs. You may talk to them by Activating the blue Information Glyph.



EXIT

Activating a green Exit Glyph allows the Hunter to exit the environment and progress to the next one. The Exit Glyph will not be activated until the level's mission has been completed.



GAME OPTIONS

Options screens are available from the main menu and from in-game pause menus. Highlight Options and press the A button. From inside the options screens, press the A button to confirm your changes, or the B button to cancel changes and return to the previous menu.

AUDIO VIDEO OPTIONS

Highlight Audio Video Options and press the A button. To activate the volume sliders, highlight the option and move right or left on the thumbsticks or press right or left on the directional pad.

Music Volume — Set how loud you want the background music.

Speech Volume — Set how loud you want in-game dialog.

SFX Volume — Set how loud you want the sound effects.

Brightness — Set the game's brightness level.



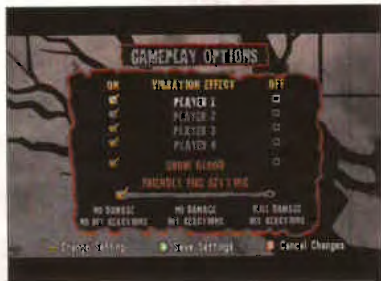
CONTROLLER SETUP

Highlight Controller Setup and press the A button. The player that selected the controller setup screen may now set his or her controller options by moving right or left on the thumbsticks or press right or left on the directional pad. Once the controller is set, press the A button to set controller configurations.



GAMEPLAY SETTINGS

Highlight Gameplay Settings and press the A button. Select an option by moving right or left on the thumbsticks or pressing right or left on the directional pad.



Vibration — Checkmark this option if you want the controller to vibrate from in-game action. Uncheck this box to turn off vibration.

All four players can have their own settings.

Show Blood — Checkmark this option to see blood in the game. Uncheck this option to turn blood off.

Friendly Fire: No Damage, No Hit Reactions — Checkmark this option to prevent other Hunter from taking damage from your attacks.

Friendly Fire: No Damage, Show Hit Reactions — Checkmark this option to allow other Hunters to react as though they are taking damage, but Hunters will still be impervious to other Hunters' attacks.

Friendly Fire: Full Damage, Show Hit Reactions — Checkmark this option to allow other Hunters to take damage from Hunters' attacks.

Warning: Hunters will be able to kill each other in this setting.

PLAYING THE GAME

On your quest to uncover the secrets of Ashcroft and rid the town of its evil infestation, you will encounter a variety of challenges. Understanding the combat and Edge system will be imperative to your success. Good luck!

COMBAT

There are two basic types of combat in Hunter: **Melee** and **Ranged**. Each Hunter begins with a basic melee weapon (axes, swords, and knives) and one ranged weapon (pistols, rifles, and crossbows). These basic weapons are unique to each Hunter. For instance, Deuce carries a Lever-Action Rifle and a Battle Axe, while Samantha carries a Katana and a Magnum Revolver.

MELEE COMBAT

Once you've armed your basic weapon by cycling through your basic weapons with the X button and pressing the A button or pulling the right trigger to select it, you may use a variety of melee attacks including combos, jumping attacks, running attacks, 180-degree sweeps, and 360-degree sweeps.

BASIC ATTACK

To attack monsters and destroy objects, simply point your Hunter in the direction of your target using the left thumbstick, and pull the right trigger.



COMBO ATTACKS

You can pull off additional attacks by continuing to pull the right trigger. Timing is imperative. Tapping the button too quickly or too slowly will abort your Hunter's combo attacks.

Each subsequent strike in the combo does additional damage to your opponent. Pulling off long combos is necessary to defeat some of the most ferocious monsters. During combo attacks, rotate your Hunter to stay targeted on an enemy by using the right thumbstick.



LUNGING COMBO ATTACKS

By pulling the left trigger during a combo, your Hunter will do an additional lunging or jumping attack. To pull off the lunge attack, use the jump button as the third strike in the combo. (right trigger, right trigger, left trigger)

SWEEP ATTACKS

In addition to combos, by pulling and holding the right trigger, Hunters will perform 360-degree sweep attacks. This clearing move is ideal in situations where Hunters find themselves mobbed by hoarding monsters.

RUNNING ATTACKS

Basic and combo attacks can only be performed when your Hunter is stationary. Running attacks allow the Hunter to do some melee damage without coming to a complete stop and becoming exposed to gunfire and hoarding monsters. To initiate a running attack, push the left thumbstick and the right thumbstick in the same direction while pulling the right trigger. With fine adjustments of the right thumbstick, you can force your Hunter to attack to his left or right while running.

AIRBORNE ATTACK

While airborne, your Hunter can also do a diving attack on any nearby enemy. To trigger this strike, simply pull the right trigger on the way down from a jump or from falling from a higher location.

Note: Your melee weapon must be armed to use this move, and you must activate the airborne attack after the apex of your jump.



RANGED COMBAT

After arming your basic ranged weapon by cycling through your basic weapons with the X button and pressing the A button or pulling the right trigger to select it, you may target the undead by using the right thumbstick to aim and the right trigger to fire.



GAINING EXPERIENCE

During the game, each Hunter's experience will increase with the destruction of enemies. In multiplayer games, Hunters will gain partial experience points for damaging monsters. The Hunter who lands the killing blow gains the most experience points. This experience gain increases your Hunter's attributes and overall power.

HEALTH

The top red bar represents your Hunter's health. When that health is reduced to zero, the Hunter dies. Activating Health Glyphs and using the Rejuvenation Edge can regain health. Health can also be replenished by gathering red spheres dropped by enemies.

CONVICTION

The bottom blue bar represents your Hunter's conviction. Using Edges costs conviction. Either activating Conviction glyphs or gathering the blue spheres dropped by enemies can replenish conviction. These spheres are a physical representation of the Hunter's dedication to the hunt. The more walking dead that the Hunter destroys (and thus, the more blue spheres collected), the more dedicated that Hunter is to the eradication of all evil—and therefore, more powerful.



SPECIAL WEAPONS

There are a number of special weapons that can be picked up and used by any Hunter throughout the game. To cycle through the special weapons in your inventory, press the B button until you've highlighted a special weapon and pull the right trigger or the A button to switch.

Shotguns and Machine Guns come in three levels of power. The higher level of shotgun or machine gun replaces the lower level in your inventory, but a lower level weapon will never replace a higher level. Picking up a lower level shotgun will simply add more ammo to the higher-level shotgun. Note: Hunters can carry only a limited amount of ammunition.

SHOTGUNS

Double Barrel Shotgun

The old standard hunting tool put to a new use. This weapon has a short range, but sprays a volley of buckshot that will often destroy enemies in one shot. Careful, don't forget you only get two shots before you need to reload!



Riot Shotgun

This pump-action weapon is the standard long arm of police officers and prison guards around the world. This weapon was made for more than just hunting, and its generous eight round magazine reflects this fact.



Combat Shotgun

This is the ultimate in shotgun technology. This sturdy semi-automatic weapon was made for the rigors of combat. It fires military ammunition that is even more powerful than law enforcement loads. More bang for your buck, so to speak. This weapon can fire up to eight shots before a reload.



MACHINE GUNS

Submachine gun

This little beauty is the perfect weapon when fighting up close and personal! It can empty its thirty-two rounds of ammo in a matter of seconds, but lacks accuracy at long range. So remember, wait till you see the glowing red of their eyes, then use short, controlled bursts.



Assault Rifle

This is the standard issue combat rifle for soldiers around the globe. The Assault Rifle uses a powerful military cartridge and is accurate at long range. Its magazine carries thirty rounds and it is capable of fully automatic fire.



Bull-pup Assault Rifle

This is the sports car of automatic weapons! By placing its thirty round magazine behind the trigger, it retains the accuracy and range of the assault rifle, and reduces the weapons size to that of a submachine gun. Its compact and sturdy nature allows it to fire more powerful ammunition at higher velocities.



OTHER WEAPONS

Chainsaw

It slices, it dices, and produces a fantastic zombie puree! However, watch your gas gauge, this weapon is useless when out of fuel.



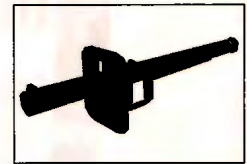
Flamethrower

What better weapon to face down the creatures of darkness? Use the flamethrower to cover your enemies in a satisfying blanket of flaming napalm. This weapon does staggering damage to those it hits, but its fuel runs out quickly, so watch your fuel gauge.



Rocket Launcher

Designed to take out armored vehicles in WWII, this weapon has a punch unequalled to anything else in the Hunter arsenal. A few words of warning, it is heavy, slow to reload and fires only one shot at a time. The rocket also delivers explosive damage, so don't shoot at anything too close.



EVIL ENEMIES

Here are just a few of the enemies your Hunters will face.

SHAMBLERS

This excerpt is taken from an essay by Bookworm55.

The last of the three types of Zombies, and decidedly the least human, is what I call a Shambler. Take a good look at one; a Shambler is unmistakably the Walking Dead. Up close, a Shambler's decaying flesh and putrid odor are immediately obvious.



Shamblers walk with a characteristic shuffling gait and they don't seem to be well preserved, so they're slow moving. They're also dull-witted, but that's not much of a factor; they're single-minded about tormenting and killing people. You might be able to outrun one of these things, but it'll wear you down with dogged endurance.

Unlike other kinds of Walking Dead, Shamblers often appear in groups. What possibly keeps these groups together (maybe the control of another being, like a vampire?) is unknown. They are incredibly strong and can withstand enormous amounts of punishment. Even worse, they don't slow down until they are stopped completely.

SKITTERS

Skitters are a horrifying example of Fleshcraft. These former prison inmates have been warped and twisted into thinking and mobile bombs. A Skitter is a human head placed on spider-like appendages, the mouths forever open in a silent scream as they carry out their single mission. These creatures exist only to charge a target and detonate. The resulting flesh and bone explosion will damage anything in the area. They will not stop pursuing until they have fulfilled their goal.



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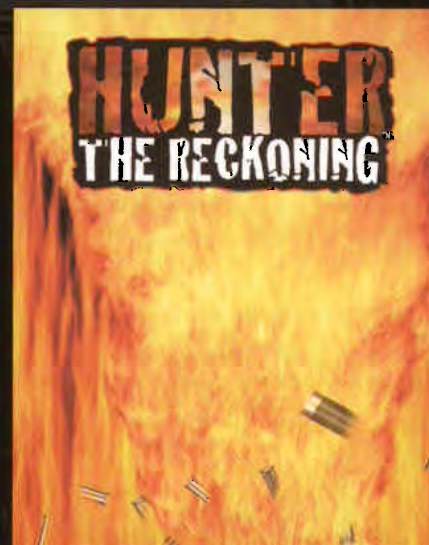
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