WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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TABLE OF CONTENTS

Getting Started ................................................................. 2
Controls .............................................................................. 3
Main Menu .......................................................................... 4
Screen Layout ..................................................................... 5
Combat ............................................................................... 6
Magic ................................................................................ 7
Gameplay .......................................................................... 8
Crucible ............................................................................. 10
End User License Agreement ............................................. 11
Warranty and Technical Support .......................................... 13
NOTICES:
Video output in HD requires cables and an HD-compatible display, both sold separately.

GETTING STARTED

PlayStation®3 system

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the HUNTED: The Demon’s Forge disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system’s home menu, and then press the $ button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select “Quit Game” from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

Saved data for PS3™ format software
Saved data for PS3™ format software is saved on the system’s hard disk. The data is displayed under “Saved Game Utility” in the Game menu.

CONTROLS

L 2
Block (melee) / Aim (ranged)

L 1
Use health potion

R 2
Switch to ranged weapon / Shoot ranged weapon

R 1
Use active skill (Hold for Battle Charge)*

L 3
Golden Waypoint / Find Buddy

L
Move / Look

R
Switch to secondary weapon (Press to Zoom bow)**

Mapped Skill 1

Mapped Skill 2

Mapped Skill 3

Mapped Skill 4

Switch to melee / Light melee attack

Heavy melee attack (Fury bonus attack)**

Use / Use Regen (Hold for Point of Interest)

Take cover / Dive / Sprint (Hold)

*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 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.

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 upgraded 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 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.

CRUCIBLE

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.

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