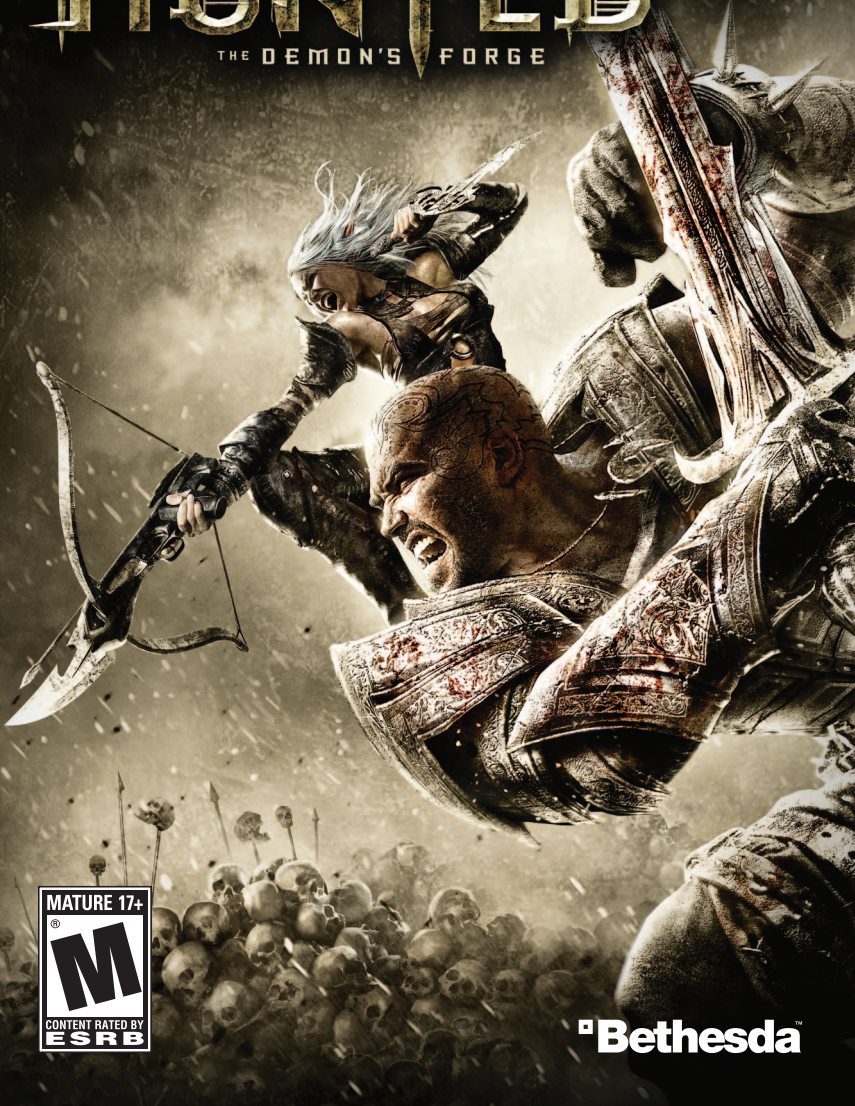




Games
for Windows®

HUNTED™

THE DEMON'S FORGE



Bethesda™

⚠ 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; and 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.

TABLE OF CONTENTS

Gameplay Controls	2
Main Menu	4
Screen Layout	5
Combat	6
Magic	7
Gameplay	8
Crucible	10
Multiplayer	11
Family Settings	11
Warranty and Technical Support	13

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

GAMEPLAY CONTROLS



Pause Menu
ESC

Mapped Skills
1 2 3 4

Character Info
TAB

Use active skill (Hold for Battle Charge)*
Q

Move
W A S D

Use (Hold for Point of Interest)
E

Use health potion
R

Switch to secondary weapon
F

Character Info
T

Heavy melee attack (Fury bonus attack) / **Zoom** (ranged)
SHIFT

Golden Waypoint / Find Buddy
Z

Toggle melee/ranged
CTRL

Take Cover / Dive
SPACE

Heavy melee attack (Fury bonus attack) / **Zoom** (ranged)
CLICK WHEEL:
Toggle melee/ranged

Light Attack (melee) / Shoot (ranged)

Block (melee) / Aim (ranged)

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.

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.

Online – Select to play Hunted cooperatively online.

LAN – Select to play Hunted cooperatively via LAN.

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 | 6 Fury Attack Meter |
| 2 Health Potion | 7 Charge Meter |
| 3 Mana Potion | 8 Arrow Count |
| 4 Mana | 9 Mapped Skills |
| 5 Enemy Health | 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.

MULTIPLAYER

You can play Hunted cooperatively with a friend either online or via LAN.

FAMILY SETTINGS

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. For more information, go to www.gamesforwindows.com/isyourfamilyset.



HUNTED: THE DEMON'S FORGE

WARRANTY INFORMATION

LIMITED WARRANTY

Bethesda Softworks LLC, a ZeniMax Media company ("Bethesda Softworks") warrants to you, the original purchaser of this disc and the game software encoded thereon ("Game"), that under normal use the Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of purchase ("Warranty Period"). This Limited Warranty: (a) does not apply if the Game is used for a business or commercial purpose; and (b) is void if failure of the Game has resulted from accident, abuse, virus or misapplication.

EXCLUSIVE REMEDY AND LIMITATION OF LIABILITY

Warranty claims must be made to the retailer from whom you purchased the Game. You must return the Game to your retailer during the Warranty Period, together with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer may either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original Warranty Period or 30 days, whichever is longer. Bethesda Softworks' and its licensors' and suppliers' entire liability and your exclusive remedy shall be, at the retailer's option, the repair or replacement of the Game that does not meet this Limited Warranty and is properly returned to the retailer. Outside the United States, neither of these remedies nor any product support services are available without proof of purchase from an authorized international source.

WARRANTY PROTECTION

To be eligible for warranty protection hereunder, you must register at www.bethsoft.com within thirty (30) days of purchase. Failure to register within thirty (30) days of purchase shall result in the loss of your warranty protection. Warranty protection is available only to you, the original purchaser. In the event of any questions in this regard, Bethesda Softworks reserves the exclusive right to determine warranty eligibility and appropriate redress, if any.

NO OTHER WARRANTIES, CONDITIONS OR DUTIES.

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, BETHESDA SOFTWORKS AND ITS LICENSORS AND SUPPLIERS DISCLAIM ANY AND ALL OTHER WARRANTIES, CONDITIONS AND DUTIES, WHETHER EXPRESS, IMPLIED, STATUTORY OR OTHERWISE, INCLUDING BUT NOT LIMITED TO ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, NON-INFRINGEMENT, OR NON-MISAPPROPRIATION OF INTELLECTUAL PROPERTY RIGHTS OF A THIRD PARTY.

EXCLUSION OF CONSEQUENTIAL, INCIDENTAL AND CERTAIN OTHER DAMAGES

To the full extent allowed by law, neither Bethesda Softworks and nor its licensors and suppliers are liable for any: (a) consequential or incidental damages; (b) damages for loss of any nature relating to lost profits, loss of data, privacy or confidentiality, or failure to achieve desired results or to meet any duty, including but not limited to any duty of lack of negligence or of workman-like effort; or (c) indirect, special or punitive damages; arising out of or relating in any way to any breach of this Limited Warranty. The foregoing applies even if Bethesda Softworks or its licensors and suppliers have been advised of the possibility of such losses or damages. Some jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential or incidental damages so the above limitations and/or exclusions of liability may not apply to you. This Limited Warranty gives you specific rights, and you may also have other rights that vary from jurisdiction to jurisdiction.

TECHNICAL AND CUSTOMER SUPPORT

For technical and customer support, please call 410-568-3685, 9:00 am to 5:00 pm Eastern time Monday through Friday, excluding holidays or visit www.bethsoft.com. If you are outside the United States, send your Game disc to Bethesda Softworks, 1370 Piccard Drive, Suite 120, Rockville, MD 20850, USA, together with a dated proof of purchase, your product number, a brief description of the error or defect, and your return address.



Autodesk[®]
Beast[™]

 **Scaleform[®]**

Bethesda[™]

ZeniMax[®]
MEDIA INC.

inXile[®]
entertainment

Hunted: The Demon's Forge[™] © 2011 ZeniMax Media Inc. Hunted: The Demon's Forge, Bethesda, Bethesda Softworks, ZeniMax and related logos are registered trademarks or trademarks of ZeniMax Media Inc. in the U.S. and/or other countries. Developed in association with inXile Entertainment Inc. inXile Entertainment and the inXile Entertainment logo are registered trademarks or trademarks of inXile Entertainment Inc. Unreal[®] is a registered trademark of Epic Games, Inc. Unreal[®] Engine, Copyright 1998-2011, Epic Games, Inc. All Rights Reserved. Uses Scaleform GfX © 2011 Scaleform Corporation. All Rights Reserved. Uses Bink Video. Copyright © 1997-2010 by RAD Game Tools, Inc. This product contains software technology licensed from GameSpy Industries, Inc. © 1999-2011 GameSpy Industries, Inc. GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. All Rights Reserved. The ratings icon is a trademark of the Entertainment Software Association. All other trademarks and copyrights are the property of their respective owners. All Rights Reserved. Windows, the Windows Start button, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies, and "Games for Windows" and the Windows Start button logo are used under license from Microsoft.

17358-NA-ENGLISH