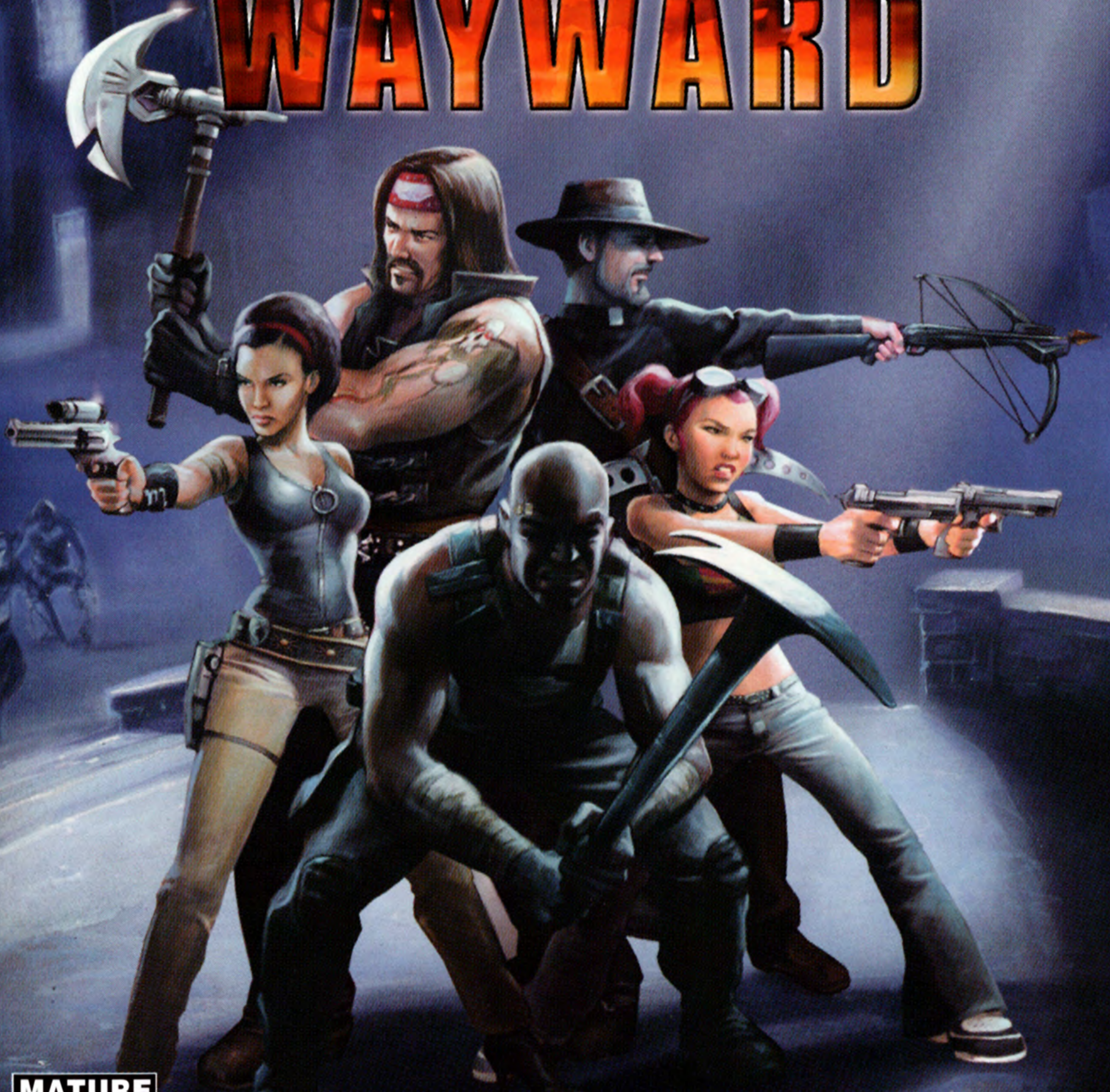


# HUNTER THE RECKONING

## WAYWARD



## **WARNING: READ BEFORE USING YOUR PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM.**

**A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.**

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

**Do not connect your PlayStation 2 console 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.**

## **USE OF UNAUTHORIZED PRODUCT:**

**The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.**

## **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.**
- 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 compact 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.**

# HUNTER: THE RECKONING – WAYWARD

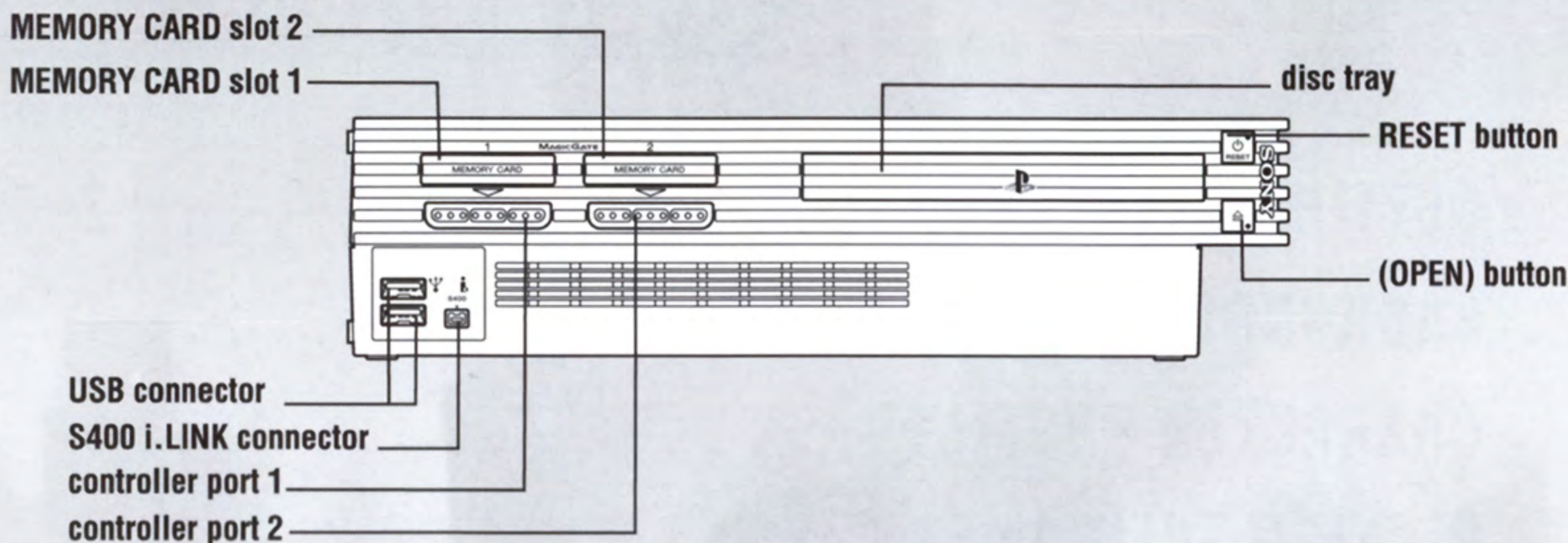
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# GETTING STARTED

## USING THE PLAYSTATION®2 CONSOLE



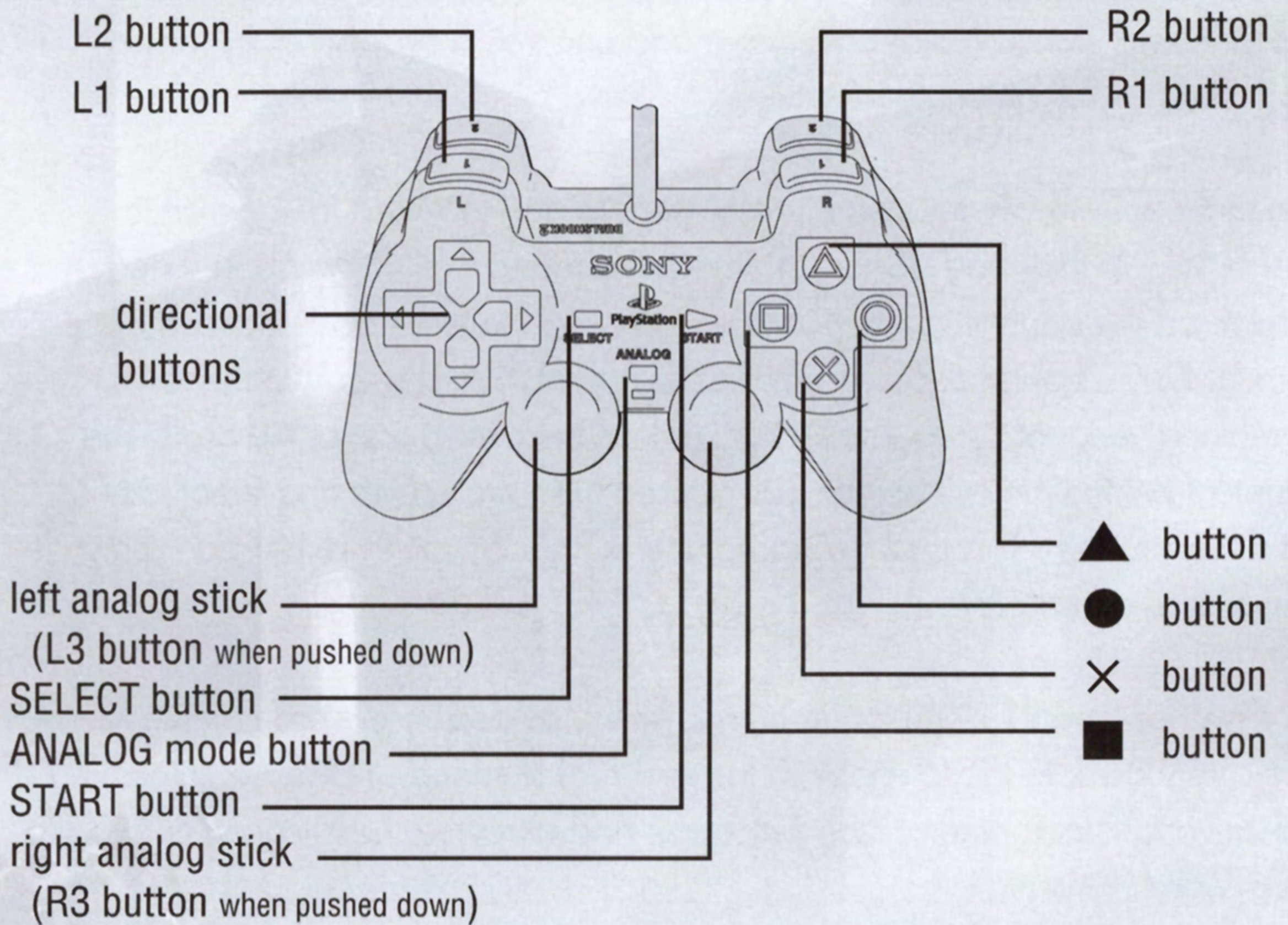
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Hunter: The Reckoning—Wayward* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow the on-screen instructions and refer to this manual for information on using *Hunter: The Reckoning—Wayward*.

### MEMORY CARD (8MB) (FOR PLAYSTATION®2)

*Hunter: The Reckoning—Wayward* lets you save games at their current level of play onto a memory card (8MB) (for PlayStation®2), and resume play on previously saved games. A memory card (8MB) (for PlayStation®2) is required. Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 on the PlayStation®2 game console BEFORE starting play.

Important: Do not switch off the MAIN POWER switch, remove or insert a memory card (8MB) (for PlayStation®2), or Controllers while saving or loading games. Doing so could damage the game data.

# USING THE PLAYSTATION®2 DUALSHOCK®2 ANALOG CONTROLLER



## BACKGROUND

The execution of convicted murderer Nathaniel Arkady exposed the Ashcroft Penitentiary as the terror factory it really was, freeing the tortured spirits of the prisoners to wreak their vengeance in the realm of humanity. Four people witnessed this, and at that moment their normal lives ended. After they repelled the onslaught of angry spirits and locked them inside the penitentiary, Ashcroft was shut down and became a shadow of its former self. Then all fell quiet...for a while.

Soon the four newly imbued Hunters were forced to return to Ashcroft to finish the job they had started. A rave held in the yard of the abandoned prison on the anniversary of Arkady's execution unlocked a Pandora's box of horrors once again. This time the horror spilled over into the town, wreaking vengeance upon all who lived on the cursed soil of Ashcroft. The Hunters battled the evil beings that poured from the prison and eventually laid them to rest. This time no sign of the twisted creatures remained—only the bloodstained ground.

For two long years, Ashcroft remained silent, as people and commerce found their way back to the town. With the return of humanity, however, something otherworldly took note of their presence, and attracted the attention of two Wayward Hunters.

The arrival of the Hunters in Ashcroft has gone unnoticed by its population... well, at least its human population. It will not take long for the Waywards to send a distress call to those who faced evil here before, for it appears that once again it is open season in Ashcroft.



## **Spencer "Deuce" Wyatt**

When Spencer was 14 years old, he watched as Cornelius Boothe murdered his mother on the cold tiled floor of Gertie's Diner. That same night, Spencer drove a butcher knife into the murderer's heart and fled the town.

More than 20 years later, Spencer returned to Ashcroft to visit his mother's grave. Stunned to see Cornelius—not a day older—on the streets of Ashcroft, Spencer followed him to the prison on the day of Arkady's execution and watched as the vengeful dead of the penitentiary rose up and slew the living. At that moment, he saw Cornelius as the vampire he was, and with the other three imbued, killed Cornelius and shut down the prison.

**Creed:** Avenger

**Height:** 7'; **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 be intimidated by the bullying of neighborhood thugs, she learned to defend herself and others. Given her courage and her desire to help others, it was not surprising that the adult Samantha chose to enter the Police Academy.

As one of the officers responsible for taking Nathaniel Arkady into custody and as a favor to her mentor, Detective Waters, Samantha attended Arkady's execution. On that day, she was chosen by the Messengers and witnessed the hidden evils of Ashcroft Penitentiary.

**Creed:** Defender

**Height:** 5'9"; **Weight:** 120; **Age:** 29

**Weapons:** Katana and Magnum Revolver





### **Kassandra Cheyung**

As the sole heir to the Fairday Manufacturing fortune, Kassandra's biggest concern was how to spend her family's money until an incident at a barn rave changed her whole life. When the rave was raided, she and her friend Marnie were nearly trampled by the panicking crowd. When Kassandra woke up in the hospital with a boot print on her back, she acquired a new perspective on life. After that, she started volunteering at the hospital, cheering the patients with her irreverent attitude and enthusiasm.

Kassandra, who went to Ashcroft with Marnie to visit a prisoner, witnessed the execution of Nathaniel Arkady and the deaths of the innocents inside the prison. Wounded while helping Deuce take down Cornelius the Vampire, she was pivotal in bringing about the shutdown of Ashcroft Penitentiary.

**Creed:** Martyr

**Height:** 5'2"; **Weight:** 105; **Age:** 19

**Weapons:** Twin Kamas and Dual Auto-Loading Pistols

### **Father Estaban Cortez**

The last person to speak to Nathaniel Arkady before his execution, Ashcroft's chaplain witnessed his suffering. In his journal, Father Estaban speculated that Arkady was channeling spirits or that they were actually occupying his body.

The day after the execution, Father Estaban was given God's gift of Second Sight, enabling him to see the demons using the bodies of men like puppets. Enraged, he took up arms against these creatures 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





## CHARACTER ATTRIBUTES



Press the **X** button to select a character.

- **Experience** – Numeric measure indicating the Hunter's current experience level
- **Accuracy** – Amount of additional damage a Hunter does during ranged combat
- **Strength** – Amount of additional damage a Hunter does during melee combat
- **Conviction** – A Hunter's dedication to the hunt; conviction is used to activate Edges

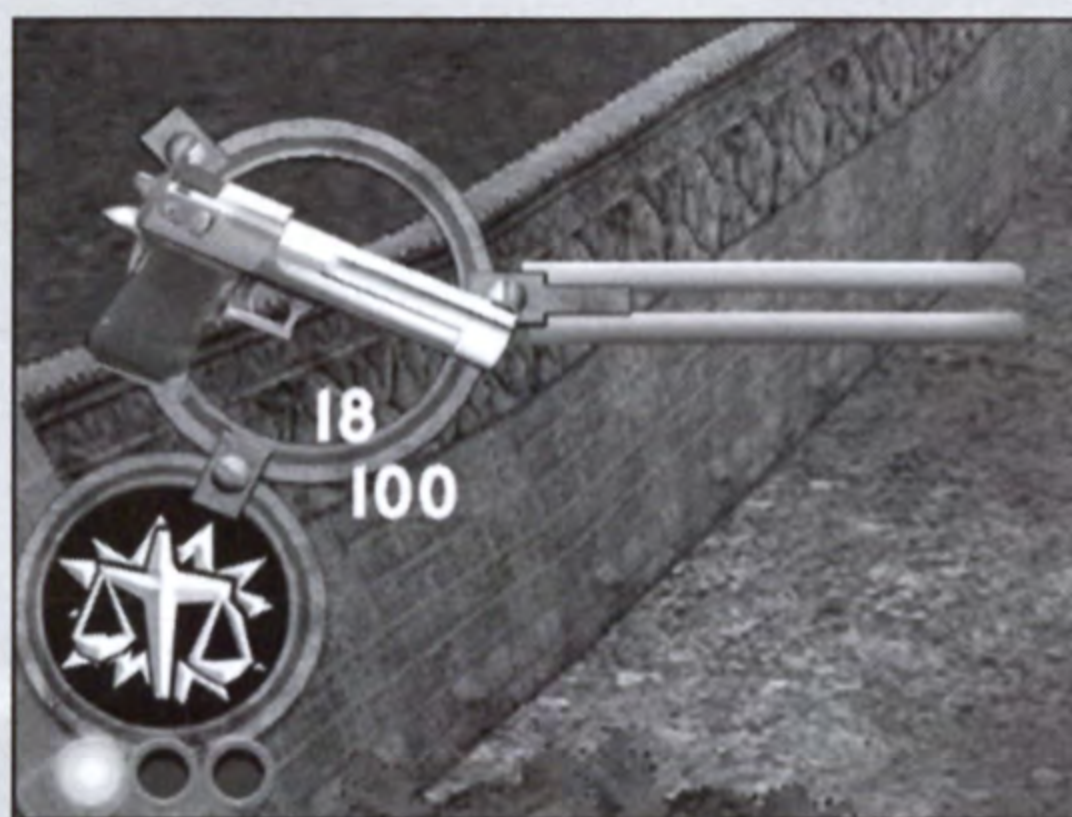
- **Stamina** – Number representing how tough a Hunter is
- **Edges** – Number of Edges the Hunter currently possesses

**Note:** A Hunter's experience increases with the destruction of each enemy as does his attributes and overall power. In multiplayer games, Hunters gain partial experience for the enemies that other Hunters destroy. Players also receive experience points for completing various goals and missions. As your character grows in experience, his or her skills increase, and new Edges become available.

## HEADS-UP DISPLAY

- **Health** – This red bar represents your Hunter's health. Health can be regained by activating Health Glyphs and by gathering the red spheres dropped by enemies.
- **Conviction** – Using Edges costs conviction, represented by the blue bar in the HUD. Conviction can be replenished by gathering blue spheres dropped by enemies.

Conviction makes the Hunter more powerful. Hunters can also recharge conviction from Conviction Glyphs scattered throughout the game.



- **Weapon** – Selected weapon and available ammunition
- **Edge** – Currently selected Edge

## GAME CONTROLS

These are the default controls. Refer to the "Using the PlayStation®2 DUALSHOCK®2 Analog Controller" on page 3 for button locations. There are additional controller configurations available in the Game Options Menu. Please refer to Controller Setup in the Game Options section for further instructions.

## MOVEMENT



- **Move Character** – Left analog stick
- **Aim Character** – Right analog stick
- **Walk Backwards**  
Press the left analog stick in any direction and press the right analog stick in the opposite direction.

- **Strafe**

Press the left analog stick in any direction and press the right analog stick at a 90-degree angle from the left analog stick.



- **Jump** – **L2** button
- **Dodge** – While strafing, press the **L2** button.

## COMBAT



### **Melee Attack**

Use the **R1** button. You may also perform combos by continuing to press the **R1** button during combat.

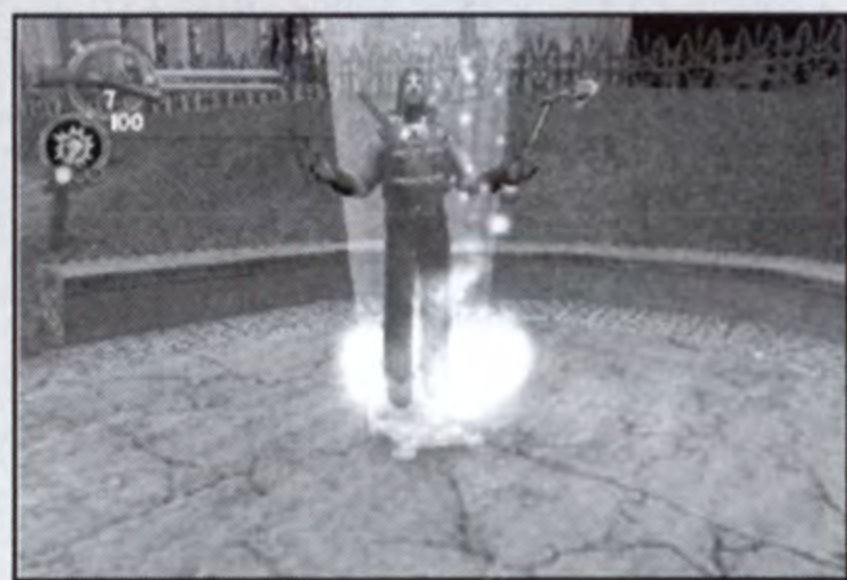


### **Ranged or Special Weapon Attack**

Use the right analog stick to aim, and press the **R2** button to use your ranged or special weapon.

## ADDITIONAL CONTROLS

- **Camera Zoom** – Press the **↑** directional button to zoom the camera in. Press the **↓** directional button to zoom the camera out.
- **Action Button** – **⊗** button. Use this button to open doors, activate glyphs, reload weapons, and select weapons and Edges. This button also gives access to usable items in the Hub levels such as the computer console, trophy room door, level selection board, and entertainment center.



**Note:** Weapons automatically reload when the Hunter's magazine runs out of ammo, when you use the Ranged Attack button, or by pressing the Reload button.

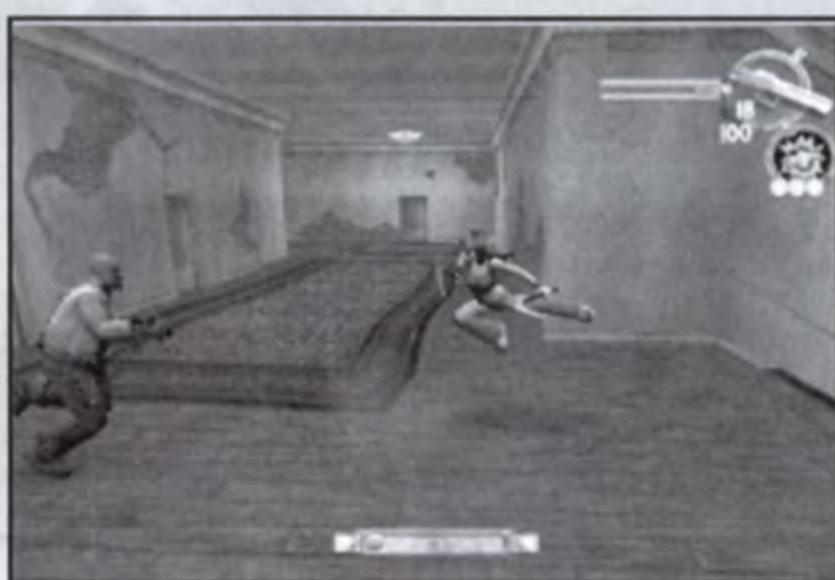
## COMBAT

Basic and combo attacks can only be performed when your Hunter is stationary. There are two basic types of combat in Hunter: Melee and Ranged. Each Hunter begins with a basic melee weapon (axe, sword, knife) and one ranged weapon (pistol, rifle, crossbow). These basic weapons are unique to each Hunter.



### Melee Combat

Press the **R1** button to use basic melee weapons. You may use a variety of melee attacks, including combos, jumping attacks, running attacks, 180-degree sweeps, and 360-degree sweeps. To attack monsters and destroy objects, point your Hunter in the direction of your target using the left or right analog stick and press the **R1** button.



### Combo Attacks

Continue to press the **R1** button to pull off additional attacks. 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. During combo attacks, you may rotate your Hunter to stay targeted on an enemy by using the right analog stick.

### Escape Move Combo Attacks

Press the **L2** button during a combo to perform an additional lunging or jumping attack. To pull off the lunge attack, use the jump button as the third strike in the combo. (**R1** button, **R1** button, **L2** button)

### Charge-Up Sweep Attacks

In addition to combos, Hunters can perform 360-degree sweep attacks by pressing, holding, and releasing the **R1** button. The longer you hold the **R1** button the more damage you will do.

### Running Attacks

To initiate a running attack, press the left analog stick and the right analog stick in the same direction while pressing the **R1** (*melee*) or **R2** (*ranged*) buttons. With fine adjustments of the right analog stick, your Hunter can attack to the left or right while running.

## Airborne Attack

While airborne, your Hunter can also do a diving attack on a nearby enemy. Press the **R1** button when your Hunter is on the way down from a jump or a fall. You must activate the airborne attack after the apex of your jump.

## Ranged Combat

Arm your basic ranged weapon by cycling through your ranged and special weapons with the **○** button and pressing the **×** button to select it. Target the Undead by using the right analog stick to aim and the **R2** button to fire.

# WEAPONS

There are three types of weapons a Hunter may use in battle: basic weapons, special weapons, and Edges.

- **Use melee weapon** – **R1** button
- **Use ranged weapon** – **R2** button
- **Scroll through special weapons** – **○** button
- **Scroll through Edges** – **△** button
- **Activate Edge** – **L1** button



## SPECIAL WEAPONS

A number of special weapons can be picked up and used throughout the game by any Hunter. Press the **○** button to cycle through your inventory until you've highlighted a special weapon; press the **×** button or **R2** button to switch to this weapon.

**Note:** All special weapons have limited ammunition!



**Double-Barrel Shotgun** – This shotgun has a short range, but sprays a volley of buckshot that often destroys enemies in one shot. Careful, you only get two shots before you need to reload!



### Automatic Shotgun

This weapon was made for more than just hunting, as its generous eight-round magazine indicates.



### Pump Shotgun

This sturdy weapon fires military ammunition that is even more powerful than law enforcement loads, and can fire up to eight shots before a reload.



### Submachine Gun

This weapon can empty its 32 rounds of ammo in a matter of seconds, but lacks accuracy at long range.



### Assault Rifle

The assault rifle uses a powerful military cartridge and is accurate at long range. Its magazine carries 30 rounds, and it is capable of fully automatic fire.



### **Bull-Pup Machine Gun**

With its 30-round magazine placed behind the trigger, the bull-pup retains the accuracy and range of the assault rifle, while its size is reduced to that of a submachine gun.



### **Chainsaw**

Watch your gas gauge—this weapon is useless when out of fuel.



### **Flamethrower**

This weapon does staggering damage to those it hits, but its fuel runs out quickly, so watch your fuel gauge.



### **Bazooka**

This weapon is heavy, slow to reload, and fires only one shot at a time. The rocket also delivers explosive damage, so don't shoot it at anything that gets too close.



### **Flare Gun**

The flare gun, which sets single targets on fire at long range, can destroy most objects in a single shot.



### **High-Powered Rifle**

This rifle cuts through armored enemies easily. If it hits weaker enemies, its bullets continue right through them, looking for another home.



### **Grenade Launcher**

This is the weapon to use on enemies behind objects or grouped en masse. The grenade it fires will bounce, so be careful and work on your bank shots.



### **Chain Gun**

This is the fastest machine gun in the game, but watch your ammo, it goes fast—and try not to slip on the mess of body parts it leaves behind.

## **EDGES**

Each Hunter starts off with one Edge at its lowest level of power. As 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. Cleave affects only hand-to-hand weapons and, when activated, causes the weapon to burn with a supernatural power.



**Smite** – Unleashes a powerful wave of energy that radiates from the Hunter's body in a 360° arc. All creatures of darkness caught in the wave will be damaged, often being thrown back by the powerful show of force.



**Ward** – This Edge creates a barrier between the Hunter and beings tainted by evil. The barrier surrounds the Hunter and prevents weaker creatures from making physical contact with him.



**Impact** – This is the ranged combat version of Cleave. When activated, it greatly increases the damage from the Hunter's basic ranged attack.



**Burden** – Passes judgment on the evil near the Hunter. Creatures caught in the radius of this Edge are frozen.



**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.



**Blast** – Allows Hunters to discharge from their hands powerful bolts of electric energy that fan out to damage enemies in front of them.



**Demand** – Boosts the Hunter's speed and performance to superhuman levels. A Hunter who activates Demand can attack at great speed and do additional damage.



**Retribution** – When the Hunter activates this power, all creatures that inflict damage on the Hunter have part of that damage reflected back upon them.



**Rally** – This augments the damage resistance of all Hunters within its radius. Hunters affected by Rally will take less damage from all forms of enemy attacks.



**Rejuvenate** – When this Edge is activated, the Hunter receives a boost to current health.



**Blaze** – This causes concentrated light energy to rain down on the Hunter's enemies.



**Enrage** – Causes Hunters within its range to focus their rage more effectively against enemies. Hunters aided by this Edge receive a temporary increase in their strength and accuracy scores.



**Spiral** – Causes a whirling torrent of wind and debris to circle around the caster, inflicting horrible damage on foes.



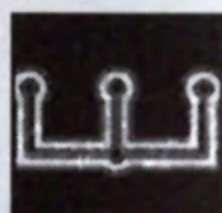
**Pinpoint** – Imbues the Hunter with the ability to see opponents' weaknesses. The damage resistance of enemies is lowered while this Edge is in effect.

There are five types of Glyphs in the Game. To activate one, stand near or over the Glyph and press the **X** button. Glyphs can have multiple charges, so multiple Hunters may use the same Glyph. After a Hunter uses a Glyph there is a short recharge period before you can use it again. 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 increase in strength.



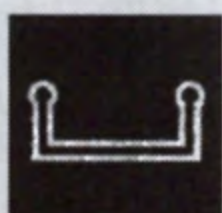
### **Accuracy**

The Accuracy Glyph gives the Hunter a permanent increase in accuracy.



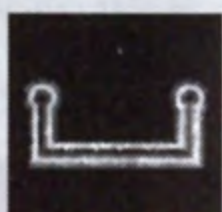
### **Cache**

The Cache Glyph marks areas where equipment is stored. Look around the area and break anything nearby. These glyphs do not need to be activated.



### **Information (Blue)**

Activating the Information Glyph gives the Hunter additional facts about the environment and clues about the game. Information Glyphs have unlimited charges. Sometimes innocents or other characters will be standing on Information Glyphs.



### **Exit (Green)**

Activating an 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.

## HUNTER HEADQUARTERS

Use the **X** button to activate or the **△** button to exit locations within Hunter Headquarters.



### **The Computer**

Hunters can communicate with one another via Hunter.net. The computer stores useful information gathered on missions.

### **The Trophy Room**

Hunters store the trophies they earn while fighting the forces of evil in their Trophy Room. See if you're up to collecting them all!

### **The Mission Board**

Here Hunters select the area of Ashcroft they will venture into, find information on the missions they still need to complete, pick the Hunters from their team who will attempt the

mission, and choose the special weapons they will take with them. If you position the glyph over a level and the glyph does not glow, you can still visit this level to gain additional experience, weapons and ammunition, but you are no longer required to undertake any specific missions there. After making your choices, you're taken to the character selection screen where you'll choose your character and the special weapons you'd like to take into the selected level.

**Hint:** Although you can take only one special weapon with you, you can collect and use up to three more from the level you are visiting. After you have finished the level, the weapons and ammunition you have collected will be added to your weapon inventory for use on later levels.

### **Entertainment Center**

The entertainment center has three features: a movie player, a music player, and a model viewer. To access the entertainment center, stand in front of the television and press the **X** button. To select a feature, press the **L1** button or the **R1** button to cycle through the three sections of the Entertainment Center.

## GAME OPTIONS

From the Main Menu you can start a new game, load a saved game, or access the game's options.

### **Save Games**

To load a saved game, highlight Load Game in the Main Menu selections and press the **X** button. This will bring up the Saved Game menu. In this menu, you may cycle through your saved games (you may save up to 12) by moving the left analog stick or directional buttons to highlight the desired saved game. To load a desired saved game, highlight its icon and press the **X** button.

### **Audio Video Options**

- **Music Volume**

Set the volume of the background music.

- **Speech Volume**

Set the volume of the in-game dialog.

- **SFX Volume**

Set the volume of the sound effects.

- **Cinema Volume**

Set the volume of the cinemas.

- **Brightness**

Set the game's brightness level.





## Gameplay Settings

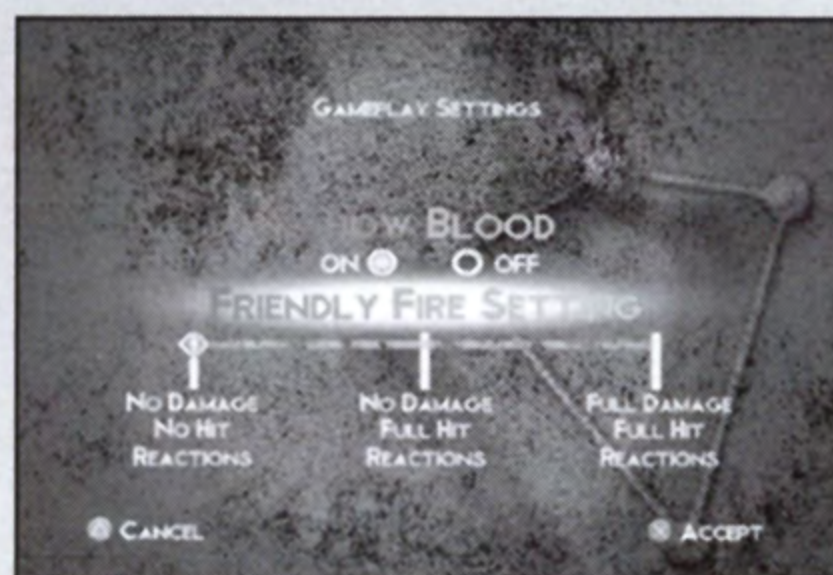
- **Show Blood**

Check this option to see blood in the game.

Uncheck this option to turn blood off.

- **Friendly Fire: No Damage, No Hit Reactions**

Select this option to prevent other Hunters from taking damage from your attacks.

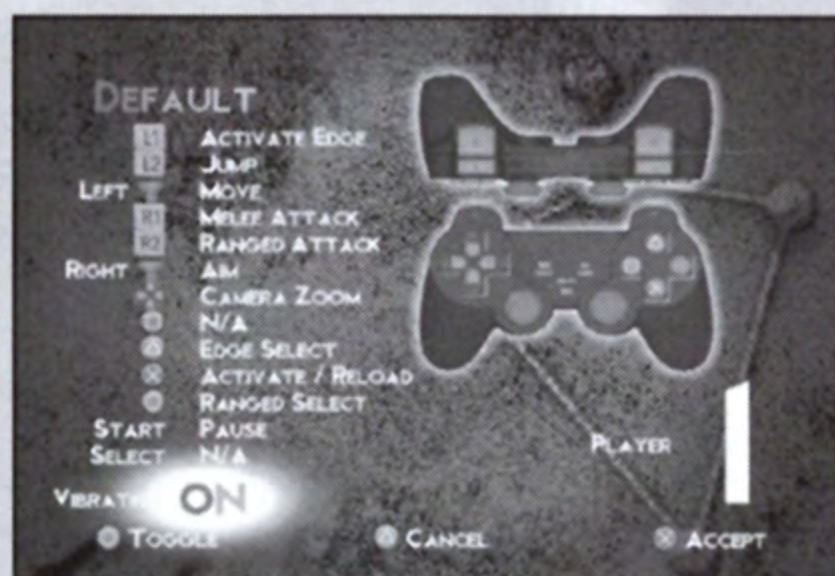


- **Friendly Fire: No Damage, Full Hit Reactions**

Select this option to allow other Hunters to react as though they are taking damage, even though they are impervious to fellow Hunters' attacks.

- **Friendly Fire: Full Damage, Full Hit Reactions**

Select this option to allow other Hunters to take damage from fellow Hunters' attacks.



## Controller Setup

- **Controller Configurations**

Select different controller options.

- **Vibration Controls**

Select On/Off Settings. Default is on.

## CUSTOMER SUPPORT

**If you need help, you can reach Vivendi Universal Games in the following ways:**

- **Customer Service**

Phone: (310) 649-8048

8 AM-4:30 PM PST, Monday through Friday

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Fax: (310) 258-0744

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**Monsters wear the skins of men.**

**They feed on us.**

**They haunt our cities.**

**They hunt through our woods.**

**Who can stop them?**

**You can.**

**You've fought the battle,**

**Now fight the war.**

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