

# HUNTER THE RECKONING WAYWARD

Must-Have  
Battle  
Tactics!



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# HUNTER THE RECKONING WAYWARD

Prima's Official Strategy Guide

Tri Pham

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## The Story So Far

Two years ago, a rave in the abandoned prison yard of Ashcroft released unspeakable horrors into the town. Four Hunters were called to the scene to rid the town of the evils and lay the spirits to rest. The Hunters' success left Ashcroft free of evil, and all was quiet again.

The peace didn't last long, however. As the town began to rebuild, an otherworldly presence took notice of Ashcroft. Two Wayward Hunters caught wind of this lurking terror and arrived to stop it. Their discovery, whatever it was, prompted them to send a distress signal to those who faced evil here two years ago.



And so the story continues....



# The Hunters

Before being imbued by the Messengers, Hunters were ordinary people. Chosen for different reasons, they all work toward one common goal: to rid the world of evil.

You can tell a lot about a player by the Hunter he or she chooses. Selecting the right Hunter to take into battle is half personal preference and half situation based. Each Hunter has different strengths and weaknesses. Peruse the following descriptions and pick your Hunter.

**Tip**

Try out different Hunters to see how you like their styles of combat. You can always switch back according to preference or need.

## Spencer "Deuce" Wyatt

**Creed:** Avenger

**Weapons:** Battle Axe and Lever Action Rifle

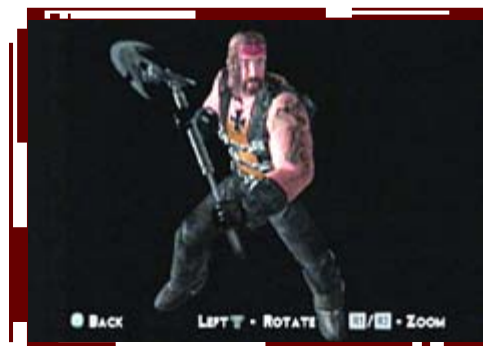
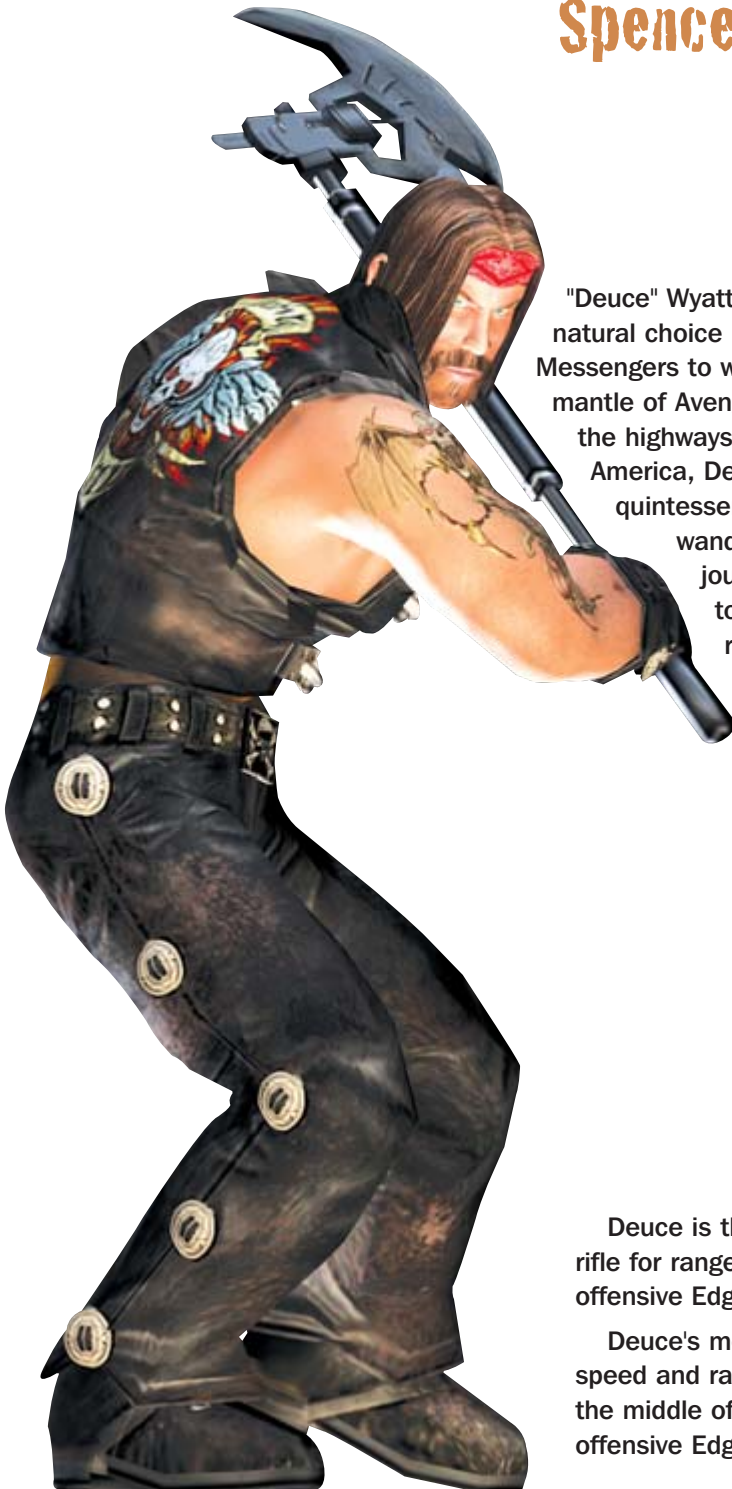
"Deuce" Wyatt was the natural choice by the Messengers to wear the mantle of Avenger. Traveling the highways of North America, Deuce is the quintessential wandering hero, journeying from town to town routing out evil.

### Starting Stats

**Accuracy:** ● ●  
**Strength:** ● ● ● ● ● ●  
**Conviction:** ● ●  
**Speed:** ● ●  
**Stamina:** ● ● ●

### Edges

**Starting:** Cleave  
**1st Earned:** Ward  
**2nd Earned:** Smite  
**3rd Earned:** Impact



Deuce is the damage dealer of the Hunters. Though armed with a rifle for ranged combat, his melee-damage potential and primarily offensive Edge selection make Deuce a living engine of destruction.

Deuce's melee skills are great for fighting in close quarters. His speed and ranged-weapon abilities are limited, so he works best in the middle of a crowded room. Combine this with his mostly offensive Edges, and Deuce is a powerhouse to be reckoned with.



## Samantha Alexander

**Creed:** Defender

**Weapons:** Katana and Magnum Revolver

Ex-cop Samantha Alexander was a born Defender, though she didn't realize it until her imbuing. Now that she's a Hunter, she must "serve and protect" at a whole new level.

Starting Stats	
Accuracy:	● ● ●
Strength:	● ● ●
Conviction:	● ● ●
Speed:	● ● ●
Stamina:	● ●

Edges	
Starting:	Rejuvenate
1st Earned:	Demand
2nd Earned:	Ward
3rd Earned:	Blast

Samantha is a very well-rounded character. She mixes good melee skills with good ranged skills and speed to boot. With access to the Rejuvenate Edge, Samantha proves valuable in solo and group encounters.

Samantha is a jack-of-all-trades. She lacks nothing in the way of skills, but she also isn't the best at any one skill. With a wide variety of Edges, she can adapt to almost any situation while holding her own in combat. If you're looking for speed but don't want to sacrifice too much power, Samantha is the Hunter for you.



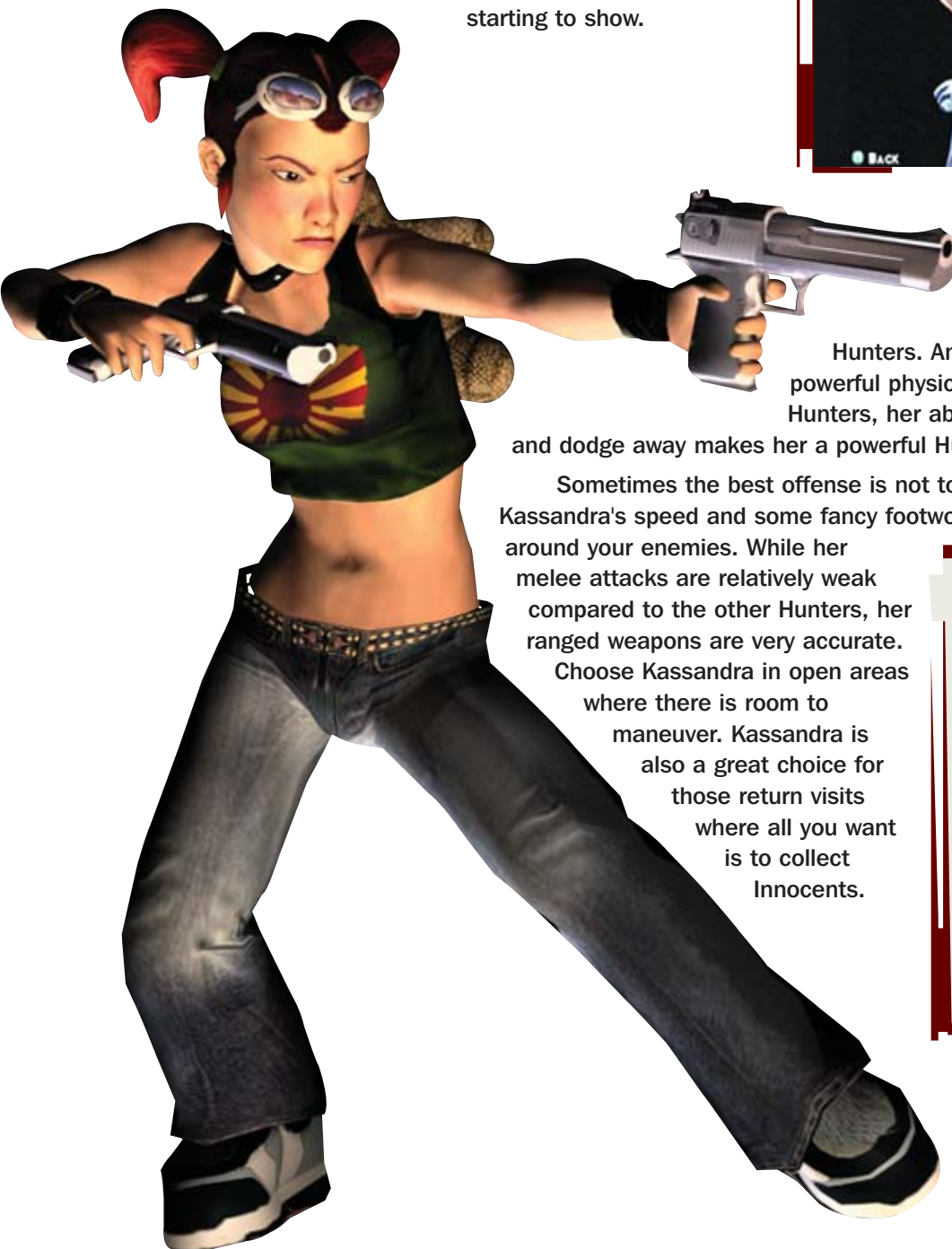
# Kassandra Cheyung

**Creed:** Martyr

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

**Caution**  
As a Martyr, Kassandra's Edges use both Conviction and health.

A Martyr's life is a hard journey full of pain, suffering, and loss. The lucky ones die young. Kassandra Cheyung has been a Martyr for several years, and it's finally starting to show.



Kassandra is the speedster of the Hunters. And though she is not as powerful physically as the other Hunters, her ability to deal damage and dodge away makes her a powerful Hunter nonetheless.

Sometimes the best offense is not to get hit. With Kassandra's speed and some fancy footwork, you can run circles around your enemies. While her melee attacks are relatively weak compared to the other Hunters, her ranged weapons are very accurate. Choose Kassandra in open areas where there is room to maneuver. Kassandra is also a great choice for those return visits where all you want is to collect Innocents.

**Starting Stats**

Accuracy:	● ● ● ●
Strength:	● ●
Conviction:	● ● ● ●
Speed:	● ● ● ● ● ●
Stamina:	● ●

**Edges**

Starting:	Demand
1st Earned:	Retribution
2nd Earned:	Burden
3rd Earned:	Blaze



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## Father Esteban Cortez

**Creed:** Judge

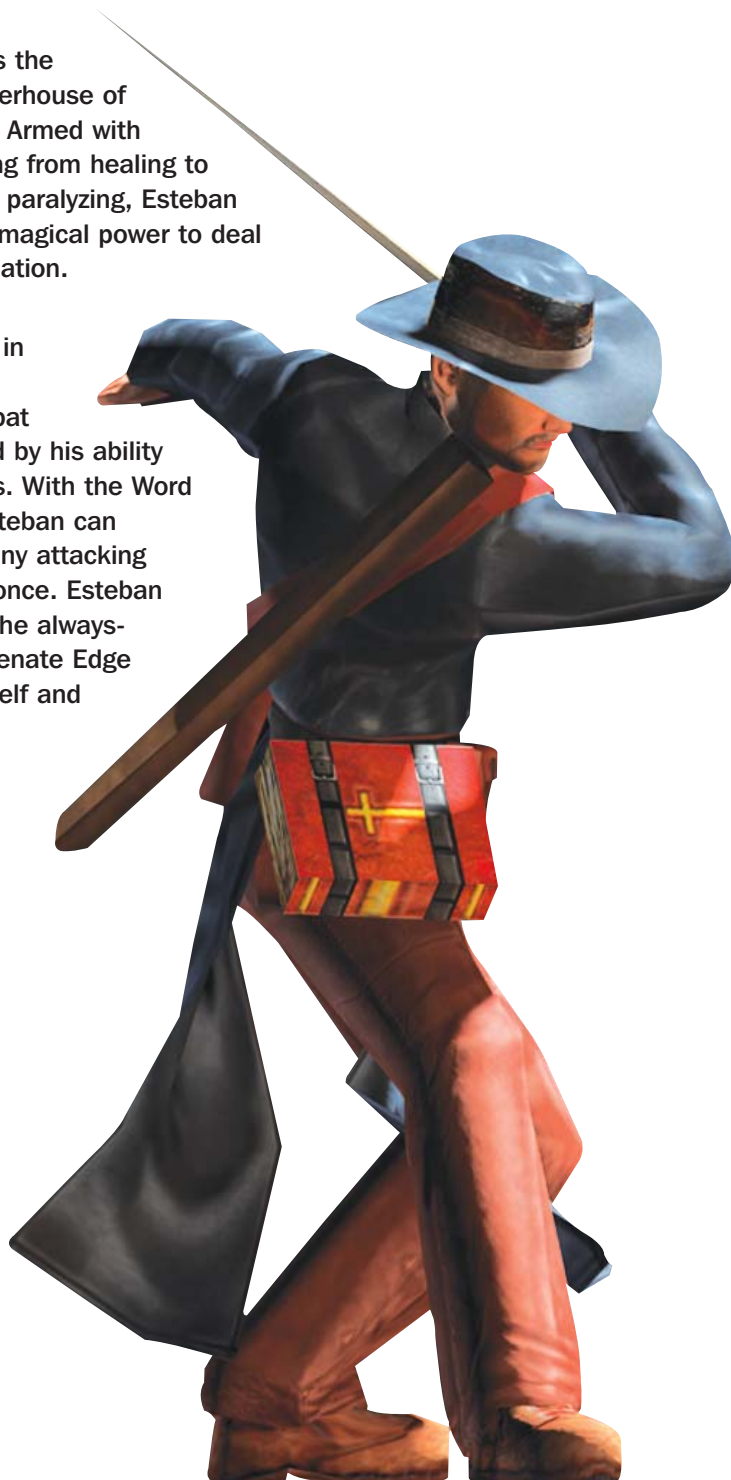
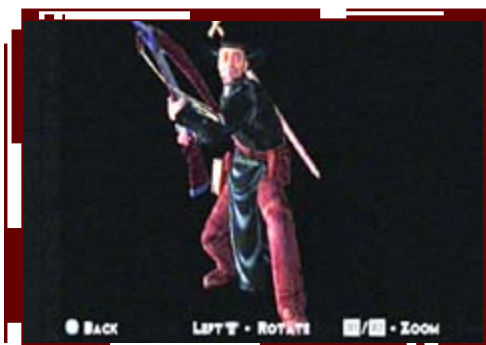
**Weapons:** Crusader Sword and Crossbow

Father Esteban Cortez worked faithfully as the Ashcroft Penitentiary resident chaplain. Up until the day of his imbuing, he quietly served as a counselor and administrator to the needs of his fellow man.

Esteban is the magical powerhouse of the Hunters. Armed with Edges ranging from healing to damaging to paralyzing, Esteban has enough magical power to deal with any situation.

Esteban's weaknesses in melee and ranged combat are balanced by his ability to use Edges. With the Word of Power, Esteban can vanquish many attacking enemies at once. Esteban also sports the always-useful Rejuvenate Edge to heal himself and his ally.

Starting Stats	
Accuracy:	● ● ●
Strength:	● ●
Conviction:	● ● ● ● ●
Speed:	● ● ●
Stamina:	●
Edges	
Starting:	Word of Power
1st Earned:	Rejuvenate
2nd Earned:	Burden
3rd Earned:	Rally



# Joshua "God\_45" Matthews

**Creed:** Wayward

**Weapons:** Wrecking Wrecker and Auto-Pistol

Joshua "God\_45" Matthews is a scary man. Like most Wayward, Joshua has lost a bit of his humanity in the hunt. But with this loss comes "the ability to set one's emotions aside and do what needs to be done."



## Note

Joshua is unlocked after completing the Inner Graveyard.

Armed with a Wrecking Wrecker, Joshua's melee attacks have good speed and do a fair amount of damage. He is a decent shot and sports an Auto-Pistol with a quick rate of fire but relatively low damage potential.

Although not as strong as Deuce, Joshua is a good melee fighter. He makes up for his weakness in ranged weapons with a slightly higher speed. Combine his melee skills with his offensive Edges, and Joshua becomes a raging force of destruction. Choose Joshua if you're a fan of melee and want to use Edges to boost your damage.

## Starting Stats

**Accuracy:** ● ●  
**Strength:** ● ● ● ●  
**Conviction:** ● ● ● ●  
**Speed:** ● ● ● ●  
**Stamina:** ● ● ●

## Edges

**Starting:** Cleave  
**1st Earned:** Pinpoint  
**2nd Earned:** Enrage  
**3rd Earned:** Spiral





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## Carpenter

**Creed:** Risen  
**Weapons:** Twin Machine Pistols  
and Twin Fighting Knives

While still alive, Carpenter was a deadly mafia assassin, enforcing the will of the Don. As a wraith, Carpenter continues his bloody assassinations directed only by his own maliciousness and twisted will.

Carpenter is bad. Period. He has strength that rivals Deuce, speed that rivals Cassandra, and Powers that only the dead may possess. Carpenter is a killer without peers.

Carpenter starts off with the Purify Power. This Power increases the strength of his melee and ranged attacks. The effects of Purify are similar to that of the Cleave Edge with the added benefit of increasing his ranged weapons. As Carpenter grows in experience, he gains two more Powers: Phantom and Crescendo. Phantom strikes fear into enemies and keeps them at a distance, similar to the Ward Edge. Crescendo is similar to Father Esteban's Word of Power Edge. When activated, the Crescendo Power creates a cone of destruction from Carpenter's mouth.

If you're looking for the full package, Carpenter is your Hunter. There is no reason why you wouldn't want him on a mission. Of course, you must first unlock him to play him.



### Starting Stats

**Accuracy:** ●●●●●  
**Strength:** ●●●●●  
**Conviction:** ●●●●●  
**Speed:** ●●●●●  
**Stamina:** ●●●●●

### Powers

**Starting:** Purify  
**1st Earned:** Phantom  
**2nd Earned:** Crescendo



### Note

Carpenter is unlocked after you complete the game on Nightmare difficulty. To unlock Nightmare difficulty, you must complete the game on Normal.

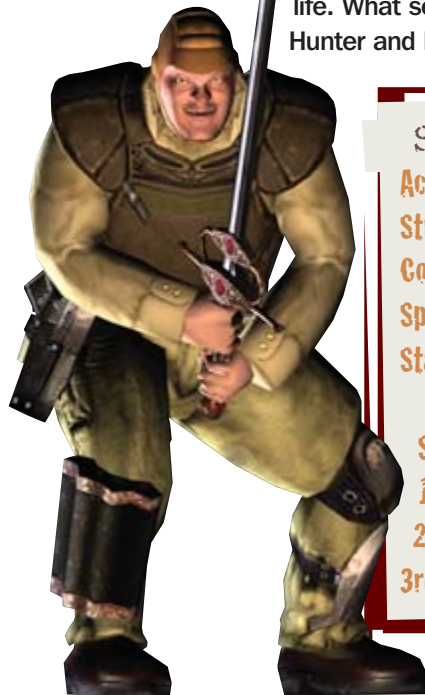
## Devin Lucien

**Creed:** Wayward  
**Weapons:** Sword and .45 Auto-Pistol

Devin Montgomery Lucien would appear to be your stereotypical, run-of-the-mill, rich guy who has never had to work a day in his life. What sets Devin apart is: a) He's a Hunter and b) He's completely insane.

Devin has lost his hold on reality and is unable to distinguish between right and wrong. Armed with excellent combat skills, powerful weapons, and the Edges of a Hunter, Devin is a threat to humanity.

Devin is battle tank, no doubt about it. His high Accuracy and strength means that he's dangerous up close, as well as from afar. Devin's major drawback is his lack of speed. This guy's slower than Deuce!



### Starting Stats

**Accuracy:** ●●●●●  
**Strength:** ●●●●●  
**Conviction:** ●●●●●  
**Speed:** ●●●●●  
**Stamina:** ●●●●●

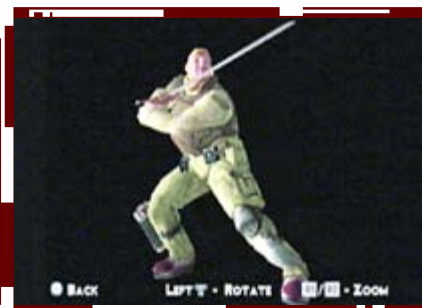
### Edges

**Starting:** Impact  
**1st Earned:** Cleave  
**2nd Earned:** Pinpoint  
**3rd Earned:** Demand



### Note

Devin is available as a playable character after you complete the game once. The stats listed are only valid when you start a new game with a completed game on your memory card. If you simply continue after completing the game, all of the Hunters' stats are what they were when you finished the game.







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## Mission Walkthroughs

The walkthrough sections make up the meat of the book. This is where you find answers to each level.

### Briefing

The "Briefing" section of each level walkthrough is where you find the summary of the level. A quick glance at this section tells you the goals to achieve, the secrets to discover, the number of Innocents to rescue, and the enemies you meet in that particular level.

### First and Return Visits

Most of the levels in Hunter: The Reckoning—Wayward can be revisited. Some levels must be visited more than once in order to advance in the game. Others only require a return visit to collect secrets. The "First Visit" and "Return Visit" headings indicate which information is relevant to which visit.

### Maps

The maps show the basic layout of the mission level. All key items and objectives are shown in the map. Check out the legend for what the symbols mean.

The numbers on the map are key points in that mission. Match the number on the map to the number on the screenshot and caption to read all about that specific point.



### Key Points

Points of interest throughout each mission are labeled with a number on the map. These screenshots and captions are numbered to match those on the map. The numbers do not necessarily indicate the order in which you must complete the mission.

### First Appearance of Enemies

The first time you come across a particular type of enemy, you see a box like this. These boxes reveal information about new types of enemies. Learn how to defeat your foes by studying these.

## Enemies List

All the evil creatures of Ashcroft are listed in this section at the end of the book. The information you find here is the same as in the monster boxes. They are collected here at the end for easy reference.

If you have trouble with a certain type of enemy, check this section for general strategies against it. Bosses are listed here as well, but in-depth strategies to defeating bosses are discussed in their respective sections in the walkthrough.



## Secrets and Extras

Want to see if you've collected everything? How is everything unlocked? This last section lists all the secrets to the levels, as well as all the extras to be discovered. Trophies, sounds, models, and Hunter-Net entries are all listed here.



# Basic Training

Before you can save anyone from the evils plaguing Ashcroft, you must know the basics of what it means to be a Hunter. Everything you need to get started is spelled out in this section, from basic controls to combat tactics. Study this hard; innocent lives are depending on it.

## Controls

The most basic skill in the game is also one of the most important. Knowing how to shake and groove on the battlefield is essential for survival when there are dozens of undead creatures clawing at you.



### Tip

For the best performance, learn to use the PlayStation 2 controller with all your fingers. Most people only use two fingers for all four shoulder buttons. For the best reaction times during gameplay, it's best to use your index fingers for **[L1]** and **[R1]** and your middle fingers for **[L2]** and **[R2]**. It may feel a little strange at first, but once you become comfortable with a finger on each button, you can perform your maneuvers much more quickly and with a lot less fumbling around.

## Movement

### Move Character: Left Analog Stick

The left analog stick controls your character's movement. Pushing the stick forward moves your character away from the screen, and pulling it back takes your character toward the screen. Pushing left or right on the stick moves you in the desired direction.

### Aim Character: Right Analog Stick

The right analog stick controls the direction your character faces. Pushing up on the stick makes the character look away from the screen while pulling back makes him or her look toward the screen.

### Strafing and Walking Backward: Left and Right Analog Stick Together

Walking backward is simple. Aim the right analog stick in the opposite direction as the left analog stick. Walking backward is a little slower than going forward but is great for shooting enemies while getting out of harm's way.

Strafing can be tricky at first. You must push the left analog stick in the direction that you want your character to move. While doing so, push the right analog stick at a 90-degree angle to your character's movement.



Walking backward



To strafe left and right while shooting toward the top of the screen, move the left analog stick left and right while pushing the right analog stick forward.

Strafing and walking backward is crucial to surviving large groups of enemies.

### Jump

To jump, press **[L2]**. You can jump to clear some obstacles and avoid certain enemy attacks.

### Dodge While Strafing

Dodging (**[L2]**) is a quick sidestepping maneuver. Each Hunter's dodge looks a little different, but the effect is the same. Dodging sends your character quickly to one side and allows you to avoid many different attacks from enemies.

To dodge, push the left and right analog sticks at 90-degree angles (strafing) and press **[L2]**. Your character dodges in the direction of the left analog stick.





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## Action and Camera Controls

### Action

The action button (X) is used to open doors, activate switches, or access items in the hubs. The action button is also used to select a weapon once you've scrolled through to the desired one.

### Camera Controls

Change the camera controls to your liking. Press ↑ to zoom in on the action and press ↓ to pull back.



### Tip

Pull the camera back all the way to see more of the field. This allows you to see more enemies, as well as where they're coming from, a lot earlier than if you have the camera zoomed in. However, this makes it harder to spot some of the items.

## Combat Controls



### Note

Discussed here are only the basic combat controls. Refer to "Combat Tactics" later in this section for more details.

### Melee Attack

When enemies get in your face, hack or smash them to pieces with melee attacks. Press R1 to swing your weapon at your attackers. Melee attacks can only reach as far as you can extend your weapon. For enemies that are farther away, use ranged attacks.

### Ranged or Special Weapon Attack

When your enemies are too ugly for melee combat, pull out your ranged weapon and shoot them from a distance. Use the right analog stick to aim, and press R2 to shoot. Your ranged weapon is drawn automatically.



### Note

Special weapons that are not ranged are also used by pressing R2.

### Weapon Scroll

Throughout the game, you pick up and add numerous weapons to your arsenal. During combat, press ● to scroll through your weapons. Each time you press ● you see the weapon icon change. To select that weapon, press X.

### Reload

Ranged weapons all have limited ammo capacities. To reload your weapon to its full capacity, press ■. Your weapon does not need to be empty for you to reload. In fact, your weapon reloads automatically if it runs out of ammo.



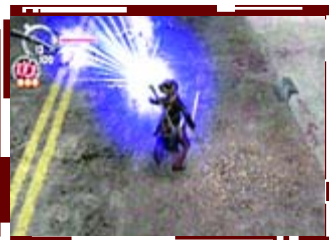
### Tip

Always reload your weapon during lulls in battle. There's nothing worse than being surprised by an enemy with only one or two shots left in your weapon. Reloading takes a second or two, so do it when no one's attacking you.



# Edges

Edges are what distinguish Hunters from everyone else. There are many Edges, but only a few are available to each type of Hunter. Hunters start out with a single Edge and gain additional ones as they advance, up to a total of four Edges per Hunter. As the Hunters advance, so does the power of each of their Edges, up to a maximum of three levels. Consult the following list to see what each Edge does and which Hunters can use which Edges.



## Note

Using an Edge expends Conviction. You can't use Edges anytime you please, or you risk running out of Conviction when you really need to use an Edge. Be frugal with your Edges.

The current available Edge is shown in the upper-left-hand corner of the screen. Press **▲** to scroll through the Edges in your repertoire, and press **L1** to activate your chosen Edge.



**Hunter: Samantha, Devin**

The Blast Edge sends bolts of electric energy toward a target. This Edge has good range and is very powerful. As you grow in power, so does the range and damage of the bolt.



**Hunter: Cassandra**

Blaze causes concentrated light to rain on your enemies within a certain area. When the enemies are hit, they are temporarily frozen in place. As Cassandra advances in the game, the damage is increased, as is the area it affects.



## Burden

**Hunters: Cassandra, Father Cortez**

The Burden Edge causes enemies surrounding the Hunter to freeze in their tracks. The duration and number of creatures affected increases with the power of the Hunter.



## Cleave

**Hunters: Deuce, Joshua, Devin**

The Cleave Edge imbues the Hunter's melee weapon with flaming power, greatly increasing the damage the weapon causes. To activate Cleave, you must have the weapon in hand. As Cleave increases in levels, so does the damage done by the melee weapon.



## Demand

**Hunters: Cassandra, Samantha, Devin**

Demand boosts your speed and performance. You run, shoot, and swing your blade faster. The damage caused by your attacks is also increased.



## Enrage

**Hunter: Joshua**

The Enrage Edge causes the Wayward Hunter to focus his energy more effectively against his enemies. With Enrage activated, Joshua's strength and accuracy are increased.



## Impact

**Hunter: Deuce, Devin**

Like the Cleave Edge, Impact increases the damage dealt to enemies—except it affects your ranged weapons. Unlike other Edges, each time you activate Impact, you fire a shot from your default ranged weapon.



## Pinpoint

**Hunter: Joshua**

The Pinpoint Edge allows the Hunter to see enemies' weaknesses. With Pinpoint activated, enemies' damage resistance is reduced.



## Rally

**Hunter: Father Cortez**

Rally increases the damage resistance of all Hunters within a radius. As the Hunter increases in power, the radius is increased.



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## Rejuvenate

**Hunters:** *Samantha, Father Cortez*

Rejuvenate increases your health meter. As the Rejuvenate Edge increases in levels, it also heals friendly Hunters within range.

## Retribution

**Hunter:** *Kassandra*

With the Retribution Edge activated, damage done to you is partly reflected onto the enemy that dealt it. As you increase in power, so does the amount of damage that is reflected.

## Smite

**Hunter:** *Deuce*

The Smite Edge causes a powerful wave of energy to radiate outward from you. All enemies caught in the wave are damaged and knocked back by the force.

## Spiral

**Hunter:** *Joshua*

The Spiral Edge causes a whirling of wind and debris around the Hunter. Enemies caught in the Spiral Edge are damaged. The radius and damage increases with the level of the Hunter.

## Ward

**Hunters:** *Deuce, Samantha*

Ward protects the Hunter by creating a barrier around the immediate area. Weaker enemies cannot cross this barrier. As the Hunter advances, the radius also increases.

## Word of Power

**Hunter:** *Father Cortez*

Word of Power is Father Cortez's offensive Edge. When activated, Word of Power extends a cone of light that focuses goodness and purity into a weapon. All creatures caught in this cone are damaged.



### Note

Kassandra's Edges use both health and Conviction.

## Glyphs

Glyphs are symbols in the ground that are found throughout the game. Each one serves a different purpose and must be glowing to be activated. To activate a Glyph, stand next to one and press X. Glyphs have limited charges and take a short amount of time to recharge.



## Health Glyph

There's nothing like the feeling of finding a Health Glyph at the right time. Health Glyphs, when activated, increase your health meter. Charges are limited, so make sure you need the health before activating one.



### Tip

Make note of where you run across a Health Glyph so that you can return to refuel if necessary.



## Conviction Glyph

Conviction is what fuels your Edges. To recharge your Conviction meter, activate one of these Glyphs. Conviction Glyphs can be found all over Ashcroft and have limited charges.



## Strength Glyph

Strength Glyphs have only one charge and are rare in Ashcroft. Activating a Strength Glyph permanently increases your strength. Make sure the Hunter you use to activate it is the one you want to gain this bonus. It can only be used once.

## Accuracy Glyph

Like the Strength Glyph, the Accuracy Glyph has only one charge and is a rare sight in Ashcroft. Activating one increases your Accuracy attribute, making your ranged weapons more effective.

## Cache

These Glyphs indicate hidden weapon stashes. When you see one of these, you know there is an important weapon piece nearby. Break everything in sight to find the hidden weapon piece.

## Exit Glyph

This Glyph marks the end of a level. Like all Glyphs, it must be glowing for you to activate it. If you reach an Exit Glyph and it isn't glowing, it means that you haven't yet completed the objectives for that level.

## Weapons

Each Hunter is equipped with a default melee and a default ranged weapon. You can't change the melee weapon, but you can pick up different ranged and special weapons throughout the game.

### Tip

Never underestimate the value of the default ranged weapon. While less glamorous than the weapons you pick up, it is invaluable in action. Ammo for default ranged weapons is also much easier to come by than ammo for other weapons.

After you pick up a weapon, you must scroll to it by pressing ● until you see it. When it's on screen, press × to arm it.

When you start each mission, you are only allowed to pick one special weapon to take with you. However, this doesn't mean that you can't pick up other weapons along the way.

### Tip

Before you can choose a weapon to start a level, you must have already picked it up in one of the previous levels.

## Double-Barreled Shotgun

**Model:** Old Bessie  
**Ammo Capacity:** 2



Old Bessie is great for close-quarter combat. The spray of buckshot at short distances can be fatal in one shot. The nice thing about Old Bessie is that the spray often damages more than one target at a time.

## Automatic Shotgun

**Model:** Iadrei "Pacifier" Auto  
**Ammo Capacity:** 8



The Pacifier is an assault weapon with lots of power. Eight rounds of shells is a lot of firepower for a Shotgun. However, it's the rate of fire this puppy pumps out that sets it apart. The Pacifier shines in combat situations with lots of enemies and little room.

## Pump Shotgun

**Model:** R970 12 Gauge  
**Ammo Capacity:** 8



This is the tried-and-true 12 gauge. With eight shots per reload, you don't have to slow down on the action.

## Submachine Gun

**Model:** Kraislav SMG30  
**Ammo Capacity:** 32



The SMG30 is great for medium-range targets. The rate of fire on it is as good as any, and it packs a decent punch. The only drawback is that it lacks accuracy at longer distances. If you need to mow down a bunch of Rots, consider spraying them with the SMG30.

## Assault Rifle

**Model:** Naidenka 5.56  
**Ammo Capacity:** 30



The Naidenka is extremely powerful. While the rate of fire is a bit slower than the SMG30, the Naidenka makes up for it in its accuracy at long distances. If you don't mind lugging it around, the Naidenka can be a good friend in a tough fight.

## Bullpup Machine G

**Model:** Bullpup  
**Ammo Capacity:** 30



This little guy combines the advantages of the SMG30 and the Naidenka without inheriting any of the faults. The Bullpup has great accuracy and rate of fire all rolled up in a small package.



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## Chainsaw

**Model:** Razorchain Custom Refit

**Ammo Capacity:** One full fuel bubble

The Razorchain is for those of you who like to see the whites of your enemies' eyes as you shred into their flesh. Its power is enormous—great in crowds that encroach on your personal space. The amount of fuel left in the Razorchain is shown by the fuel bubble behind the Chainsaw icon.



## Flamethrower

**Model:** Tzehung F-930

**Ammo Capacity:** One full fuel bubble

Use the F-930 to douse your attackers with fire. The range is limited, but it's great fun to use. The Flamethrower is excellent against fast-moving enemies that swarm around you.



## Bazooka

**Model:** Rachek AT Missile

**Ammo Capacity:** 1

The Bazooka fires rockets with a powerful blast radius that damages anything caught in it, including you. You can only carry four rockets at a time, and the Bazooka can only load one at a time. The damage potential is great for crowds, but the lack of speed and ammo limits its usefulness.



## Flare Gun

**Model:** Vernicht G30 "Cinder"

**Ammo Capacity:** 1

Don't expect to use the Flare Gun to signal for help. Use it to light the undead on fire from a distance. The real usefulness of the Flare Gun is in blowing up cars, barrels, or other explosive items. The ammo is limited, so be frugal.



## Sniper Rifle

**Model:** Jolliff .50 Caliber

**Ammo Capacity:** 16

The Jolliff is a high-caliber Sniper Rifle. It's got enough power to shoot through multiple enemies at once. The slow rate of fire and hard-to-find ammo make this weapon best suited for slow and heavily armored targets.



## Grenade Launcher

**Model:** 40mm HE-6

**Ammo Capacity:** 4

The Grenade Launcher shoots high-energy grenades at your target. The damage it causes is considerable, affecting anything in the blast radius. Don't shoot this weapon into the walls, as the grenades bounce off. Grenades are great for crowds or big, slow enemies.



## Chaingun

**Model:** c500 Overfire

**Ammo Capacity:** 500

This behemoth is the big daddy of all the weapons. It can fire up to 500 powerful rounds before needing a reload. Don't get spoiled by the plentiful ammo; its rate of fire can deplete your supplies in no time. Use the Chaingun for ornery crowds and big bosses.



## Combat Tactics

Now it's time to get down to what being a Hunter is all about: fighting evil. In this section you learn all the techniques necessary to fight the bad guys and come out in one piece.

### Melee Combat

You can't avoid melee combat in this game. Whether you've been ambushed by a crowd of Rots or you're simply trying to save ammo, knowing how to fight up close can mean the difference between life and death.

Melee combat comes in many forms. Study the following moves so that you can perform these instinctively.

#### Standard Melee

The most basic of melee combat is performed by pressing **R1** while aiming with the right analog stick. Once you get the hang of it, you probably won't use the standard attack too often.



### Combo Attack

The combo attack is a series of attacks linked together. Each subsequent attack is more powerful than the last. Combo attacks are performed by repeatedly pressing **R1**. Timing is critical in combo attacks. If you press the buttons too rapidly or too slowly, the combo doesn't work.

Once you're in a combo attack, continue to aim with the right analog stick. This ensures that you're making the most of your swings.



### Tip

Practice combo attacks to get a feel for the timing. You can practice your combo attacks in areas that are clear of enemies, even in the hubs.

### Escape Move Combo Attack

During a combo attack you can add a jump move to escape a mob of enemies. Press **R1**, **R1**, **L2** in succession to perform a lunge after a couple of swings. This is very useful in crowded situations where you just want to get some breathing room. Since you can't run through a wall of enemies, the escape move combo can get you out of those sticky situations.



### Charge-up Sweep Attack

Hold **R1** to charge up a melee attack. In this position you are highly vulnerable. The longer you hold **R1**, the more powerful the attack. When you finally release **R1**, you perform a



powerful sweeping 360-degree arc. If you time it right and release it just as your enemies close in on you, you can defeat a good number of them in one swing.

### Running Attack



The running attack is probably the most useful of all the attacks because it deals damage on the run. This allows you to get in and out of the action with less chance

of being hit. To perform a running attack you must push the right analog stick in the same direction as the left analog stick while pressing **R1**.

### Airborne Attack



Airborne attacks are useful for charging an enemy. While descending from a jump, press **R1** to swing at your enemy on the way down. This move can quickly close the distance

between you and your opponent. Make sure that you're ready to continue the fight as soon as you land.

## Ranged Combat

Sometimes the best way to deal with the undead is to kill them before they reach you. Each Hunter is equipped with a default weapon but can pick up additional weapons throughout the game. The only drawback to ranged weapons is the limited ammo.

### Standard Ranged Attack

To use your ranged weapon, press **R2** while using the right analog stick to aim. The current ranged weapon is shown in the screen's upper-left-hand corner.



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To change your ranged weapon, scroll with ● and press X to arm it. If you don't press X to arm it, you fire with your previously armed weapon.

Each weapon has a different ammo capacity. Keep an eye on the ammo that is loaded in your gun and reload often.

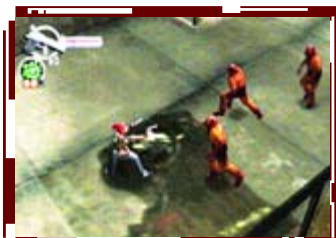


## Note

If you try to fire your ranged weapon while standing too close to an enemy, you swing your weapon instead. You must be a short distance away to use your ranged weapons.

## Strafing Ranged Attacks

The strafing ranged attack is one that you use often. While strafing, press R2 to fire your ranged weapon while on the run. With some practice, you can weave in and out of enemies while mowing them down with your ranged weapon.



## The Hub System

The gameplay in *Hunter: The Reckoning—Wayward* is based on a hub system. From each of the two hubs in the game, you can choose missions, view Hunter-Net entries, and look at all the goodies you've earned.

## The Mission Board

The Mission Board is where you select your next mission. Only certain missions are open to you at any given time. As you progress through the game, new missions become available. The hub system allows you to return to some previous levels to accomplish new goals or find secrets.



Use the flowcharts in Joshua's Hotel Hub and in Prison Yard Hub to help you keep track of where to go next.



## Tip

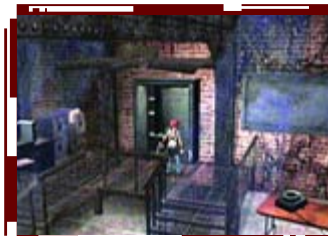
Even if there's nothing left to do in a level, return to beef up your Hunters.

## Hunter-Net



Hunter-Net is the Hunters' computer network. Hunter-Net contains important information gathered on missions, as well as messages from other Hunters. Check Hunter-Net before and after every mission so you don't miss any important information.

## The Trophy Room



The Trophy Room is where all your Trophies are kept. You earn Trophies by accomplishing specific goals in the game. Certain Trophies, when earned, unlock a cheat for the game. Check out the "Secrets and Extras" section at the end of the book to see what you can earn.

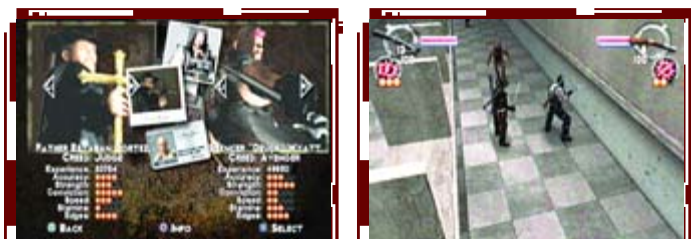
# Entertainment Center



The Entertainment Center is where you view unlocked movies, sounds, and models from the game. Each time you unlock one of these items, it is placed in the Entertainment Center. Some items are earned by unlocking secrets; others are earned simply by progressing through the game. Check out the "Secrets and Extras" section at the end of this guide for details.

# Multiplayer Mode

If you need a little help completing a level or want some company, bring a friend with you during any mission. To do so, your friend can press **START** during the character select screen or at anytime during the mission.



## Tip

The two-player mode allows two Hunters to fight alongside each other on the same screen. This means that you can't stray too far from your partner.

# Communicate

Talk. Talk. Talk. When you're fighting with a partner, keep each other informed on what you're doing or plan to do. Let your partner know if you need help, more ammo, or health. Communicate so you don't waste ammo shooting at the same targets or pick up health that your partner needs.

## Tip

If you're full on ammo or are a primarily melee combatant, leave the ammo pick ups for your partner. Smart allocation of your resources is very important when you have two Hunters to provide for.

# Edges

Once your Hunters have advanced, some of their Edges can benefit both players. The higher level the Edges, the larger the radius that it



affects. For your partner to benefit from your Edge, he or she must be standing within this radius.

# Experience

With two players in the mix, the player that kills the enemy gets the experience points. Low experience points is the price you pay for slacking off during a mission while your partner does all the work. To advance your Hunter, kill as many enemies as possible.

# Mission Objectives

As you advance through the game, your friend can join in at anytime and help you complete each mission's objectives. Completing missions with two players counts toward your advancement in the game just as if you're playing by yourself.

## Tip

Concentrate your attacks on the same enemies. Attacking the same enemies reduces the number of enemies present a lot faster than if you attacked different enemies.

# Glyphs

Remember that Glyphs have limited charges and take a short time to recharge after each use. When fighting with a partner, you must decide who needs it the most. If you're used to playing by yourself, resist the urge to activate every Glyph in sight.

## Tip

If you're both desperate for the health or Conviction that the Glyph gives you, hang around for a while after one of you activates it. If the Glyph hasn't been depleted, it should recharge shortly.




## Joshua's Hotel Hub

After you complete the initial training level, you find yourself in Joshua's Hotel, your base of operations for the first half of the game. This hub is where you select your missions, review Hunter-Net messages, and check out the goodies you earn along the way.

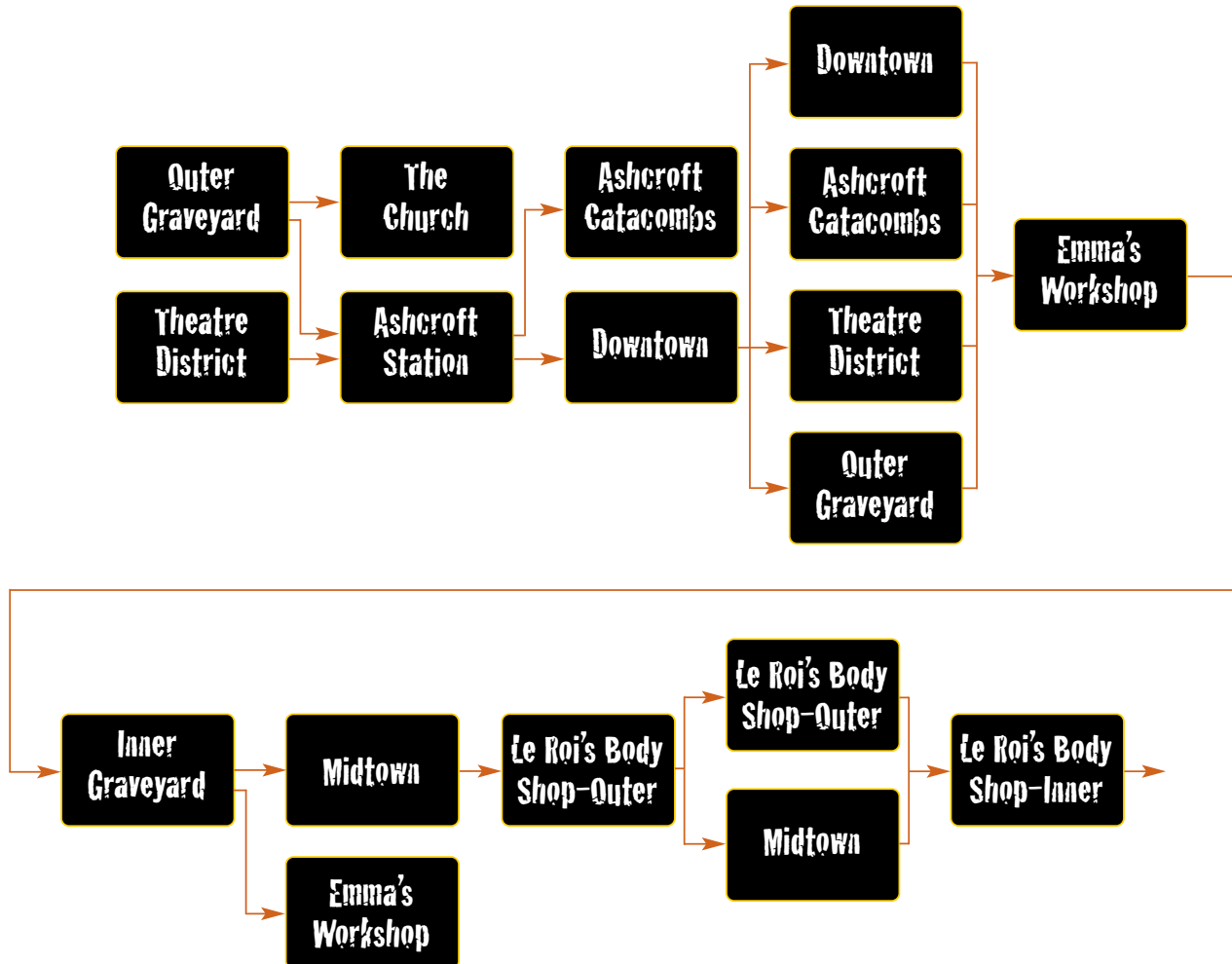
### Mission Flowchart

At the map in Joshua's Hotel, you can select which area you want to explore. As you unlock the levels, there are different ways to proceed. Use the following flowchart to see what your choices are.

The chart moves from left to right and shows what levels you must complete in order to open other levels. For example, to access Ashcroft Station for the first time, you must complete both the Outer Graveyard *and* the Theatre District. To unlock the Church, you need only complete the Outer Graveyard.



**Note**  
Some levels are listed twice if a return visit is required to advance in the game, or if on the return visit the goals are different.



# Outer Graveyard

"The graveyard is divided into two areas. The oldest area is locked shut against intruders; the previous incursions left many graves desecrated. The graveyard, along with the rest of the town, has fallen into disrepair."

## Briefing

The Outer Graveyard is a good introductory level with lots of open space. Explore every corner. Some tombstones are breakable and contain goodies. Of course, the residents of the cemetery might have something to say about you ransacking their resting place. Practice using your Edges and combat skills.

**Note**  
You can start the game here or at the Theatre District.

### Legend

- START** Start
- Exit
- Innocent
- OBJ** Objective
- Health Glyph
- Conviction Glyph
- Breakable Tombstone
- Weapon
- Secrets

### Mission Objectives

- OBJ** Recover two Data CDs hidden in the tombstones.
- OBJ** Release six spirits back to the shroud (optional—unlocks the Church level).
- OBJ** Collect pieces of silver (on return visit, after completing Downtown).

### Secrets

- Find the alternate costume (on return visit).
- Find the Music Easter Egg (on return visit, after completing Downtown).

**Enemy Types:** Gargoyle, Ghost Knife, Rat, Rot, Rotting Hand (on return visit, during hunt for silver)

**Innocents:** 4





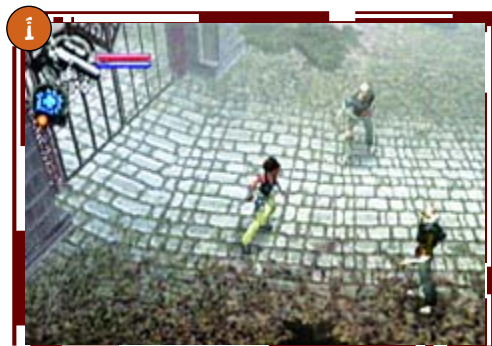
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## First Visit

God\_45 hid a couple of Data CDs in tombstones in this graveyard. If you can find them, they may shed light on his disappearance. Look for the tombstones that are brittle enough for you to smash.

There are also six spirits in the Outer Graveyard that need your help. Look for the skeletons lying about the graveyard and lay them to rest. This is an optional objective that unlocks the Church level when completed.



You begin the level in a quiet corner of the Outer Graveyard. The quiet is punctuated by creepy graveyard sounds that

tell you you're not alone. Take a few steps in any direction and meet some of the inhabitants of this rundown cemetery. Your presence has awakened the buried Rots, who come crawling out of the ground.



### Caution

Don't blindly run in all directions, or soon the whole neighborhood will be chasing you. If you need room to maneuver during a fight, retreat to an area you've already cleared. Never allow yourself to be chased into unexplored territory.



### Rot

The Rot is your basic zombie enemy. Rots crawl out of the ground as you near their vicinity. These undead creatures are slow and aren't too powerful. When you

face only one or two of them, melee combat is a breeze. The danger lies in their numbers. For large groups of Rots, use your ranged weapon from a safe distance to even the numbers.



A skeleton rests against the tombstone. Approach it and press X to lay the spirit to rest. There are five more skeletons throughout the level, so keep your eyes peeled for them.



### Tip



These tall tombstones are breakable. Break each one to reveal what's underneath. The Data CDs you're looking for are hidden in this type of tombstone.



### Tip

Use your Hunter's Edges every chance you get. The more you use them, the more you learn when they're most effective. In the later levels, quick and decisive use of Edges means the difference between life and death.



In this corner is a covering citizen of Ashcroft—an Innocent. While rescuing Innocents isn't a mission objective for this level, rescue every one you encounter. Innocents are the key to your survival in the game because you earn a Continue for every two Innocents you rescue. To rescue Innocents, walk up and touch one. There are four Innocents on this level.

## Rat



These rotting rodents are faster than their humanoid counterparts, the Rots. Rats are easy to destroy with a few shots or swings

from your weapon. Avoid the green gas that Rats spit. Choking on the gas doesn't damage you, but it prevents you from attacking.



Past the Health Glyph and to the right of the broken bridge is another one of those thin tombstones. Break this to find the first of God\_45's Data CDs.



Across the broken bridge and to the left of the path is a skeleton leaning against a tree. Lay it to rest and continue to the Innocent in the nearby corner.



Grab the Shotgun to the left of the path and free the spirit leaning against the wall to the right of the path. Follow these stairs to the narrow path ahead.

## Ghost Knife



Ghost Knives are spectral creatures that appear from the Shadowlands with no warning. From a distance, they shoot several energy balls in

succession. Destroy them with your ranged weapon or charge them. To get close to a Ghost Knife, run around it in a circle and close in on it to avoid its ranged attacks.



Continue along the path until you reach the Conviction Glyph at these gates. Along the way, explore the corners of the map and areas off the path to free two more spirits and rescue an Innocent.



This area holds both the second Data CD and the last spirit. Break the tombstone here to get the CD, and free the spirit nearby. With the second CD in hand, the Exit Glyph glows and is now available for you to use.





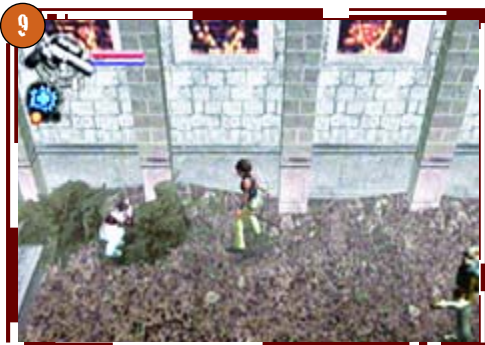
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## Gargoyle



Gargoyles are heavily armored and slow. They pack a punch and are tough to destroy. If you're trying to save ammo, which you should always do, avoid using ranged weapons against Gargoyles. Their tough skin drains your ammo supplies. Gargoyles are slow enough that close melee is a better choice. During melee, position yourself at their sides and keep that position as you attack them. Standing in front of a Gargoyle allows it to charge you. If you're behind the Gargoyle, it sweeps you with its tail and stuns you.



Even though you've completed all the objectives, go to the left side of the building to find the last Innocent and a Machine Gun. With all the objectives complete and the Innocents freed, call it quits by going to the Exit Glyph.

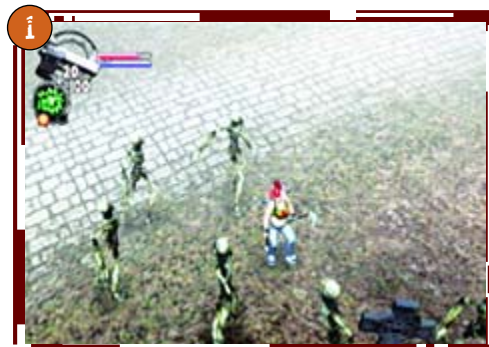
## Return Visit

After you complete the Downtown level, return to the Outer Graveyard to find silver. While you hunt for the silver, you can also unlock the two secrets to the level—an alternate costume and a Music Easter Egg.



### Note

The costume secret can be found any time after the first visit to the Outer Graveyard, except during the silver hunt. The Music Easter Egg can only be found during your silver hunt.



Rotting Hands replaced the basic Rots that were here before. These monsters are more powerful than Rots but are as slow. They deal more damage, so be extra careful when engaging in close-range combat.



Silver can be found just lying around, or it can be found hidden in those thin tombstones. Find the first silver piece in a tombstone near the first spirit you released during your first visit here.



The Innocent that was once in this corner has been replaced with this silver piece. This time, instead of being hidden in a tombstone, it's lying out in the open for you to snatch.



### Tip

Though you can't collect silver until you rescue Emma in the Downtown level, you can return here anytime to rescue Innocents. Running low on Continues? Come back here with Cassandra. She's the fastest Hunter out there, which allows her to run past the enemies and concentrate on earning those Continues.



During the silver hunt, you find the Music Easter Egg here. The thin tombstone holds a new song for your Sound Player.



The alternate costume secret is here, near the last Innocent. The catch is it only appears here when you're not on the silver hunt.

## Multiplayer Tips

The open spaces in the Outer Graveyard make it easy for two players to maneuver. It allows you to get used to each other's playing styles without bumping into each other.

**Note**

The mission objectives can be accomplished with two players. If you're having trouble completing a mission, have a friend jump in to give you a hand.



With two players, use the corners and keep your backs to the wall. This allows you to focus your attacks in one direction. As the Rots come at you, one person can use his or her ranged weapon, while the other can use melee attacks.



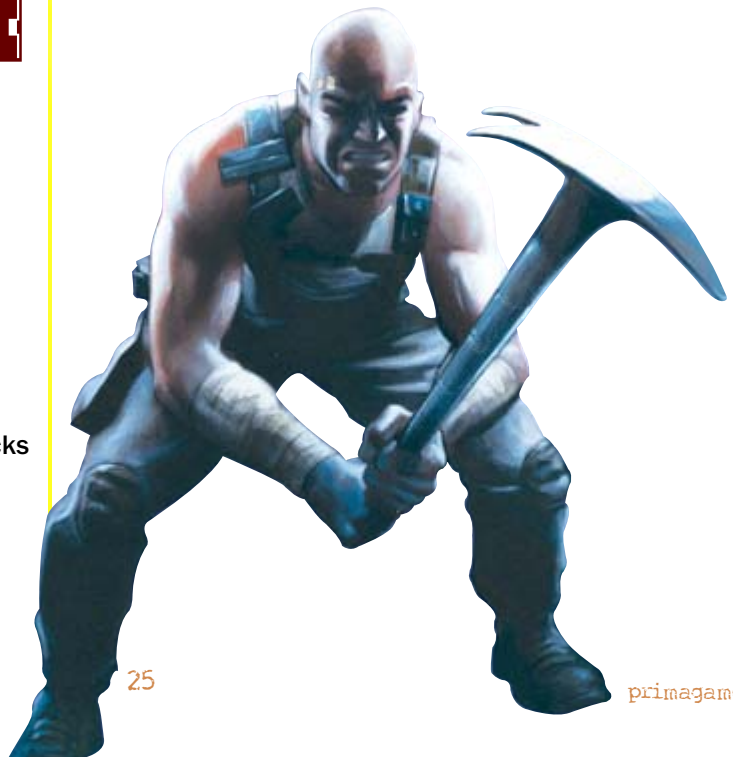
In open spaces, you two need to agree on which directions you control. Assign yourselves sides of the screen to be responsible for. For example, you kill everything on the left and top sides of the screen, while your partner is in charge of protecting the right and bottom side of the screen.

**Tip**

If nothing comes at you from your assigned section, this doesn't mean that you can take a breather. Join in with your partner on his or her side, but keep an eye on yours.



Remember that Glyphs have limited charges and that they take a while to recharge. When you get to one, let the Hunter with the least health activate it.





## Theatre District

"This section of Ashcroft is the Theatre District. It used to house one or two old movie houses. The area is now overrun with Rots and other things...."

### Briefing

The Theatre District is a simple level with Rots being your main concern. They spawn in great numbers here and can overwhelm the unprepared Hunter. The streets are easy to navigate and explore, so look around.

**Enemy Types:** Gargoyle, Rot, Skitter  
**Boss:** War Ghoul



**Innocents:** 4

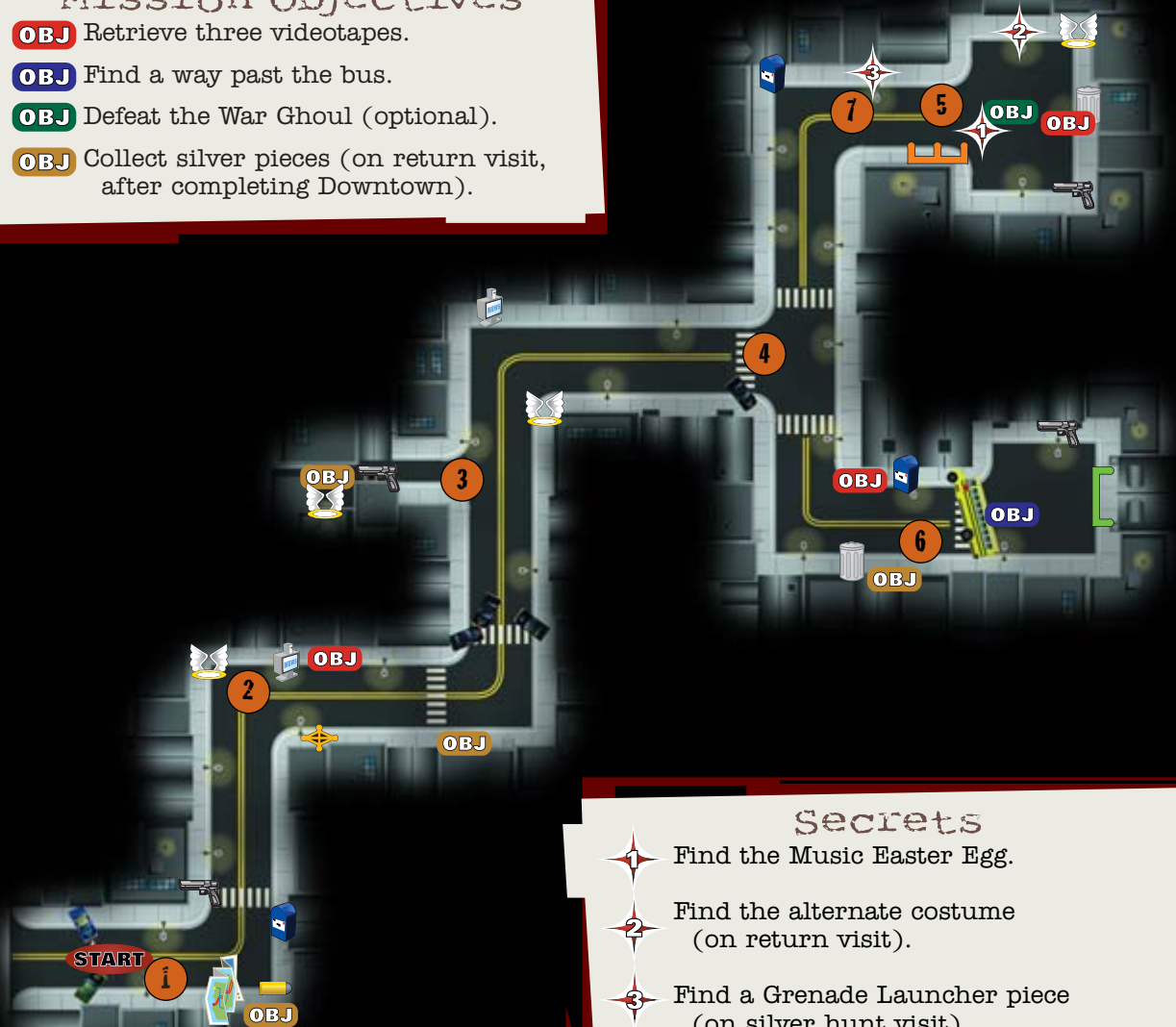


### Note

You can start the game here or at the Outer Graveyard.

### Mission Objectives

- OBJ** Retrieve three videotapes.
- OBJ** Find a way past the bus.
- OBJ** Defeat the War Ghoul (optional).
- OBJ** Collect silver pieces (on return visit, after completing Downtown).



### Secrets

- 1** Find the Music Easter Egg.
- 2** Find the alternate costume (on return visit).
- 3** Find a Grenade Launcher piece (on silver hunt visit).

### Legend

 Start	 Map of Theatre District
 Exit	 Ammo
 Innocent	 Weapon
 Objective	 Trashcan
 Health Glyph	 Mailbox
 Conviction Glyph	 Newspaper Machine
	 Secrets

## First Visit

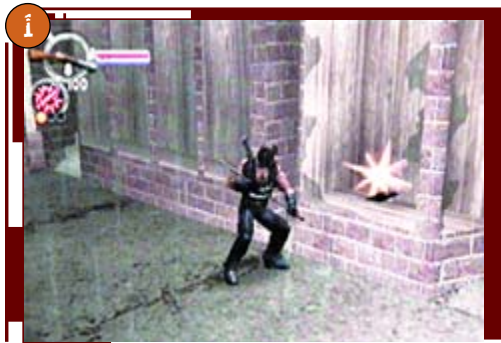
On your first visit to the Theatre District, you're looking for three security camera videotapes. They are hidden in a mailbox, a trashcan, and a newspaper machine. The three tapes may contain the information you need to find the lost Hunters, so leave no breakable objects unbroken.


**Tip**

Before every mission, check Hunter-Net for any new messages. These messages often hold key information you need to complete the mission.

Finding the videotapes isn't your only mission here. You must find a way past the barricade that Frantic set up to deter the zombies. The barricade is an old bus that is rigged to explode, so the trick is to clear it without killing yourself.

The War Ghoul is this level's boss. Killing it is an optional objective that rewards you with the Music Easter Egg. Plus, it's good practice to fight a boss this early in the game. There are many more to come in the later levels, so toughen yourself up.



Your first order of business is to grab the area map. In the broken storefront near your start position is a Theatre District map. After you have the map, hit  to access the menu, and select "Area Map" to view the layout of the area.



There are three important things located near each other. The Innocent in the corner and the glowing Health Glyph are the obvious go-to points. After you rescue the Innocent and refuel on health, check out the newspaper machine across the street from the Health Glyph. Break it to find the first security videotape.

**Tip**

Health Glyphs have limited charges, so use them wisely. Regain health by picking up the health enemies drop before you resort to Health Glyphs. After you use up a Health Glyph, you cannot use it again, even on subsequent visits.



This side area is easy to overlook. Venture down the alley to find an Innocent in the corner. There is also a Machine Gun in the dumpster.

### Skitterer



These fast-moving critters are explosive and attack kamikaze style. To deal with Skitters, pop them with your ranged weapon. The damage they cause when they explode near you is massive. A few explosions and you'll be looking for a Health Glyph.





Things get interesting at this intersection. As you near it, Rots appear in greater numbers than before. A few even spawn behind you. Take your time and don't let yourself be surrounded. Use your Edges to give you an advantage over the mob. Father Esteban Cortez's Word of Power Edge is useful in situations like this.



## Tip

Health Glyphs have limited charges, so use them wisely. Regain health by picking up the health enemies drop before you resort to Health Glyphs. After you use up a Health Glyph, you cannot use it again, even on subsequent visits.

5

## Boss Fight: War Ghoul



The War Ghoul is a huge creature with a long reach. To defeat it, use a Machine Gun or another powerful ranged weapon. Your default ranged weapon will do in a pinch, but the more power the better. Spray the War Ghoul until you've put it out of its misery. Reduce its health meter at the top of the screen all the way down to unlock a Music Easter Egg.

## Boss Fight (continued)



If you stay out of reach of its sweeping limbs, the War Ghoul pounds the ground, sending a shockwave outward that

can knock you to the ground and stun you. Watch for the War Ghoul to raise its arm, and get ready to jump. Jump just as its arm is about to hit the ground. Time it correctly to hurdle over the white waves.



## Boss Fight Tip

For you daring types, perform a jumping attack over the shockwaves toward the War Ghoul. As you land, you deal damage to it while avoiding its attack.



If you run out of ammo, engage in melee combat.

To do this with minimal damage to yourself, keep moving and make sure you're never directly in

front of the War Ghoul when you're up close. Use running attacks to inflict quick damage and run out of its range. Also, use jumping attacks when avoiding the shockwaves.



After you defeat the War Ghoul, rescue the Innocent crouching in the corner and break the trashcan to reveal the second security videotape. Also in the corner is a Flare Gun. You need this to get past the bus barricade.



The last videotape is in the mailbox near the bus barricade. After you grab the tape, you must figure out how to get past the bus. You can damage the bus like any breakable object in the game, only it takes more damage to destroy. The catch is that with enough damage, the bus explodes. The Flare Gun does the job in one shot; you should stand a good distance away. With the bus out of the way, run for the Exit Glyph.

## Return Visit

After you complete the Downtown level, you must return to the Theatre District to find some silver. While you hunt for the silver, you can also unlock the two secrets to the level—an alternate costume and a Music Easter Egg.



There is a trashcan in the War Ghoul area that contains an alternate costume for Cassandra. The War Ghoul is gone, but you have to fight a bunch of thick-shelled Gargoyles. This secret can't be obtained when you're on the silver hunt.



After you complete Downtown, Emma sends you on a silver hunt. Scour the streets of the Theatre District to find all four pieces. Check the map for their exact locations. You need to break apart a couple of mannequins and a newspaper machine to find three of them. The fourth one is in the open in the map's side area.



Theatre District



### Note

There are 16 pieces of silver hidden throughout four levels. Emma only needs 12, but if you collect all 16, you get the Looter's Trophy.



During your silver hunt, you come across a blue Glyph near a trashcan. Stand on the Glyph and press X to see what it says. This one tells you that there's a weapon piece in the trashcan. Bust it open to grab the Grenade Launcher Piece.



### Note

This is the first of two pieces to the Grenade Launcher. When you get both of them, Emma can put them together for you.

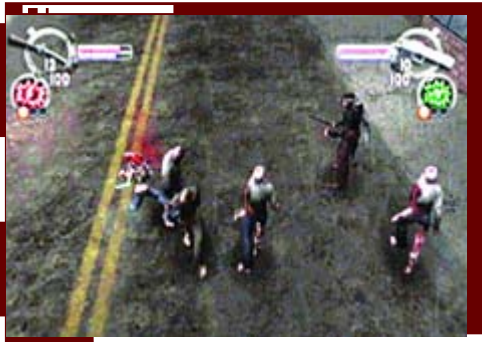


# HUNTER THE RECKONING WAYWARD

Prima's Official Strategy Guide

## Multiplayer Tips

March through the streets of the Theatre District with a friend to see the sights. The streets aren't narrow, but they can help channel the enemies so that the two of you can focus on one direction. At the same time, the streets are not that narrow that you bump into each other.



You and your partner should each pick a side of the street to focus on. As you head through the streets, stick to your side unless your friend needs help.

**Tip**

When you come across weapons and ammo, check to see who needs them the most. You can only carry a limited amount of ammo, so let your partner pick it up if you have plenty.



It's easy to grab everything the enemies drop or that you come across. Make sure you also think about your partner. Leave health or Conviction for your partner if you notice his or her meters running low.



Skitters are quick and explosive if they get too near. Assign one person to target any Skitters with a ranged weapon. It's easy to forget about the Skitters while fighting, which is when they sneak into the vicinity. Their explosive nature can cause damage to the both of you.



When facing the War Ghoul, have each player position themselves on either side of the War Ghoul. Attack it from both sides at the same time so that it can't decide which Hunter to chase after.



If there are still Rots running around when you face the War Ghoul, assign one of you to handle the War Ghoul while the other cleans up the rest of the enemies.

**Caution**

Let your partner know when you shoot the bus with the Flare Gun. The bus is very explosive and can kill your friend if he or she is anywhere near it.

# The Church

"This church has seen better days. A child's parents were struck down by a demonic teddy bear. The people of Ashcroft have rebuilt it, hoping this time it will remain un-deseccated. The organ has a rather beautiful sound."

## Briefing

The Church is a one-room optional level. There is one Innocent to rescue and one secret to uncover. Your mission is to rid the place of baddies.

**Enemy Types:** Ghost Knife, Rot

**Boss:** Mourner (return visit)



**Innocents:** 1



### Note

The Church is a bonus level that is unlocked when you complete the optional objective of freeing the spirits in the Outer Graveyard.



## Legend

Start

Exit

Innocent

Conviction  
Glyph

Health Glyph

Secret

## Mission Objective

Cleanse this place (optional).

## Secret

Find the Music Easter Egg.



# HUNTER THE RECKONING WAYWARD

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## First Visit

This is a close-quarters battle. The idea is simple—hack, slash, and shoot until you're the only one left standing.



You start the level near the huge organ. Rots and Ghost Knives attack you. Don't move around too much at first, or you'll cause enemies to spawn. Stand your ground and shoot enemies with your ranged weapons.



You must play the organ to activate the Health Glyph. Stand in front of the organ and press X to make it glow. Be careful, though—playing the organ summons Rots.

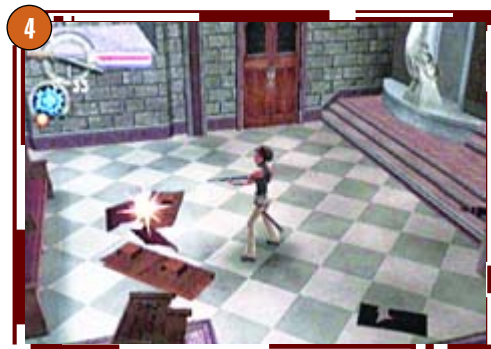


### Tip

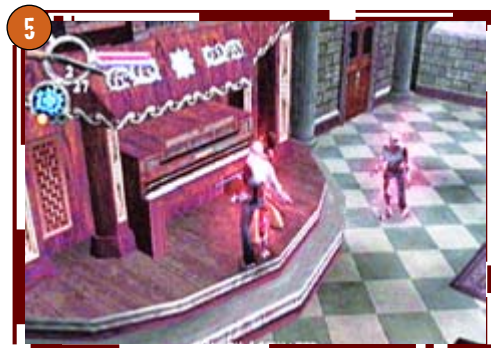
The pews can slow your enemies, but if you prefer to work in an open space, destroy the pews with a few whacks of your weapon.



The Exit Glyph is active from the beginning. You can leave this place at any time because it is a bonus level. But before you leave, there are a few tasks to complete. The Innocent covering behind the altar is one of them.



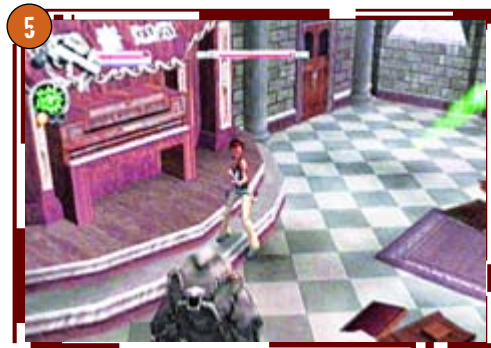
The wooden pews in the Church are breakable. This one in the front contains this level's only secret, a Music Easter Egg.



If you haven't done so, play the organ to activate the Health Glyph and summon the last of the Rots. After killing these guys, you are given the "Objective Complete" message.

## Return Visit

On your return visit, you find that the source of the corruption of the Church is nearby. Your mission is to destroy it so that the Church can be at peace. Like your first visit, this is optional. But if you defeat the Mourner, you get a Bazooka as your prize.



Like in the first visit, playing the organ summons a few goons and activates the Health Glyph. Before you touch those keys, make sure you've cleared the level of Rots and your health is at full. Unlike in the first visit, playing the organ a second time summons the Mourner, the source of the Church's evil.

## Boss Fight: Mourner



The Mourner's ranged attack consists of green globs that cause you to cough. While coughing,

you cannot attack. Keep on the move to dodge the globs, and fire at the Mourner with your most powerful weapon.

If you prefer melee combat, get in close and attack. With faster Hunters like Cassandra or Samantha, you can keep the Mourner stunned with constant attacks. With slower Hunters, use hit-and-run tactics to get out of the way after your attack.



### Boss Fight Tip

Before you summon the Mourner, activate your favorite Edge and renew it during the fight. Activating an Edge during a fight is riskier, however, because of the couple of seconds it takes.



### Tip

An alternative to assigning different enemies to different players, you can choose to concentrate on the same enemies. Concentrating on the same enemies reduces their numbers faster.

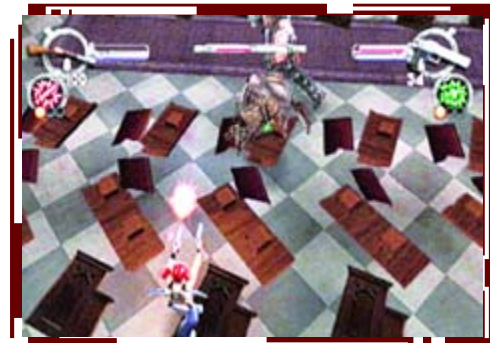


Keep your backs to each other when you are surrounded by enemies. They spawn from all in the Church so make sure to protect each other's blind sides.



### Note

Experience during multiplayer games is given to the player that gives the killing blow. This means that if you sit back and let your partner do all the work, you'll get less experience than he or she does.



The Mourner that appears on the return visit can be easily defeated by working together with your partner. Position yourselves so that there is one of you on each side of the Mourner. One player must engage the Mourner in melee combat to keep it stunned while the other player can join in the melee or fire with a ranged weapon.



### Tip

Remember that the Mourner appears after activating the organ for the second time. Make sure that all enemies are defeated and that your partner is ready before calling the Mourner.

## Multiplayer Tips

The Church is a hectic survival arena. The enemies are numerous and there isn't much room to maneuver, especially for two Hunters. Keep an eye on each other's backs and lend support.



The enemies start their attacks at the start of the level. Stay in the corner and keep your movements to a minimum. If you or your partner moves too far, more enemies will spawn.



# HUNTER THE RECKONING WAYWARD

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## Ashcroft Station

"This subway station has also been rebuilt from previous violence. After much repair the trains are running on time again, although not all of the tunnels have been cleared, almost as if something wants to stay buried...."

### Briefing

With enough information, you can go into the subway to search for the two missing Hunters. Ashcroft Station is a small level, but it's dark and dangerous. Your mission is simple—retrieve one Data CD while avoiding the trains.

The train doesn't move that fast, but it helps to use a fast Hunter like Cassandra or Samantha. Father Esteban Cortez's Word of Power Edge is useful in vanquishing multiple enemies in the tunnel.

**Enemy Types:** Gargoyle, Rotting Hand, Skitter



**Innocents:** 1



### Note

Ashcroft Station is unlocked after you complete both Outer Graveyard and Theatre District.



### Mission Objectives

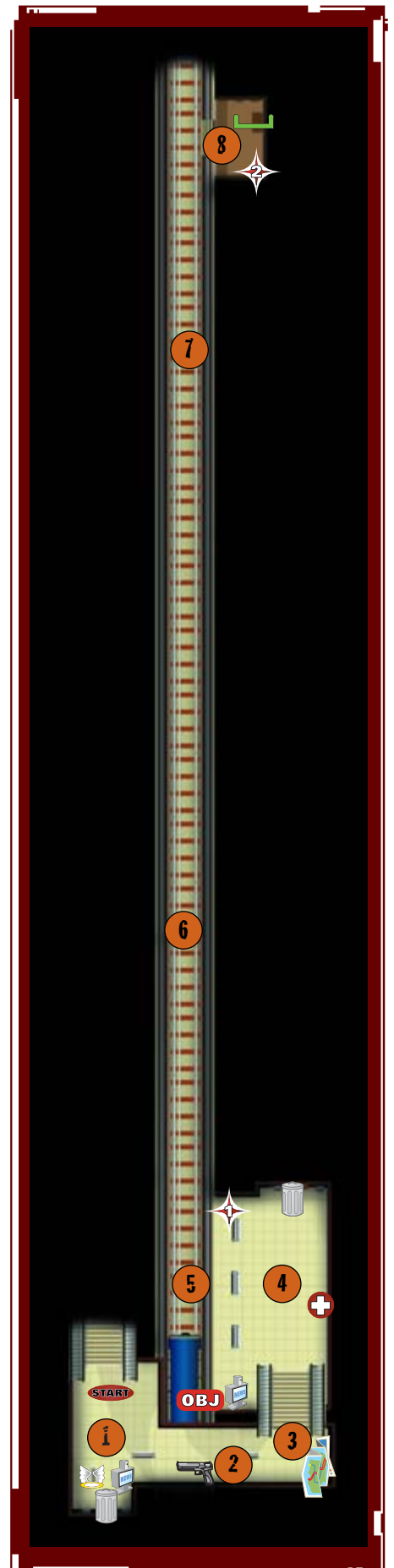
- OBJ** Retrieve the Data CD from Ashcroft Station.
- Avoid the subway trains.

### Secrets

- Find the Music Easter Egg (on return visit).
- Find the alternate costume (on return visit).

### Legend

- START** Start
- Exit
- Innocent
- OBJ** Objective
- Health Pack
- Weapon
- Trashcan
- Newspaper Machine
- Map of Catacombs
- Secrets



# First Visit

The trail of information the missing Hunters left behind has led you here, Ashcroft's subway system. You are slowly catching up with them, but you need to search this area for more information. Look for the Data CD and do not get hit by the train.



Ashcroft Station is poorly lit. You can't see much farther than your flashlight can shine. The only Innocent is in here, near your starting point.

## Rotting Hand



The Rotting Hands are tall, thin creatures. Their long limbs give them quite a reach, but they are as slow as Rots.

Melee combat with Rotting Hands should be deadly and swift. Do not give them time to swipe at you. If you haven't killed them by the time they swing, make sure you're out of reach.



This innocent-looking bench can easily be overlooked. Don't waste ammo on it; smash it apart with your melee weapon and find the prize underneath.

The trashcan in the corner near the escalators holds a map to the Ashcroft Catacombs. You can't use it yet, but it'll come in handy later.



Downstairs at the platform, you meet more Rotting Hands and some breakable objects to check. Along the wall is a bench that holds a handy Health Pack. Near the turnstiles is a trashcan that holds ammo. The real point of interest in this area is the newspaper machine next to the train. In it is the Data CD you've been looking for.



Drop to the tracks and get ready for some fast-paced action. Don't worry about the train yet; you'll know when it starts moving. For now, slowly move through the Rotting Hands blocking your path.

A little ways down, whip out your Machine Guns or Shotguns because you're in for a race. The train moves, and you must stay in front of it. To make matters worse, you have Rotting Hands and Skitters appearing in front of you.





# HUNTER THE RECKONING WAYWARD



## Caution

How you handle yourself in this tunnel is important. The Messengers cannot revive you if you die here, which means you can't continue. Instead, you must start the level again.



As you run down the tunnel, fire at anything that pops up in front of you. You don't have to kill everything in your path; you just need to stun it so you can run around it.



## Tip

When running from the train, don't kill anything behind you. Book on ahead and worry about the guys up front. Of course, if you think you have the skills to avoid the train and clean up the tunnel at the same time, do it. Just remember one thing—if you get overwhelmed here, you'll have to start the level again.



At the end of the tracks is Emma the Weapon Smith. She got trapped here looking for her friend Joshua. She needs your help to get to her workshop and promises you stuff that you could use. Step on the Exit Glyph to leave this place.

## Return Visit

You can only obtain Ashcroft Station's two secrets after the first visit. Luckily, one of the secrets is in the open.



## Tip

Collecting both secrets closes the Ashcroft Station level. So if you like this level and want to repeat it, save a secret until you're ready to move on.



On your return visits, a few of the items have changed. There is armor now in the trashcan near the Innocent. Put it on to further protect you from your enemies.



The bench here has moved and now holds your first secret. Bust it open to get the Music Easter Egg for the level.



## Tip

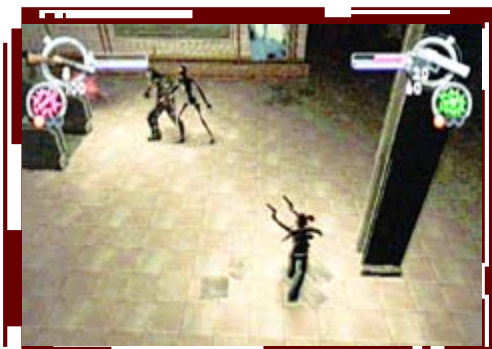
If you're in a hurry, use Cassandra to run through the level. With her speed, you can get away without killing too many enemies. Just run to the secret item locations and get the heck out of there.



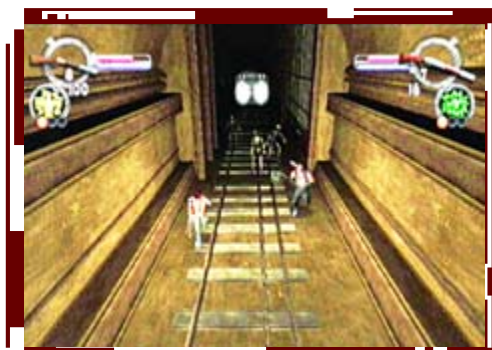
The second and last secret in this level is in the open near the Exit Glyph. The alternate costume is yours as you exit Ashcroft Station for the last time.

## Multiplayer Tips

Fighting in the tight confines of Ashcroft Station is a challenge when there are two of you. Communicate at all times. Let your partner know your intent so you don't stumble over each other.



The spaces are cramped in Ashcroft Station. Complement a melee Hunter with a ranged Hunter. While the melee Hunter engages, the ranged Hunter can pick off the enemies from a safe distance.



Run down the tracks side by side with your partner and aim straight with your ranged weapon. If any creatures appear before you, fire. If you are faster than your partner, don't run ahead. It's safer to have two Hunters side-by-side.

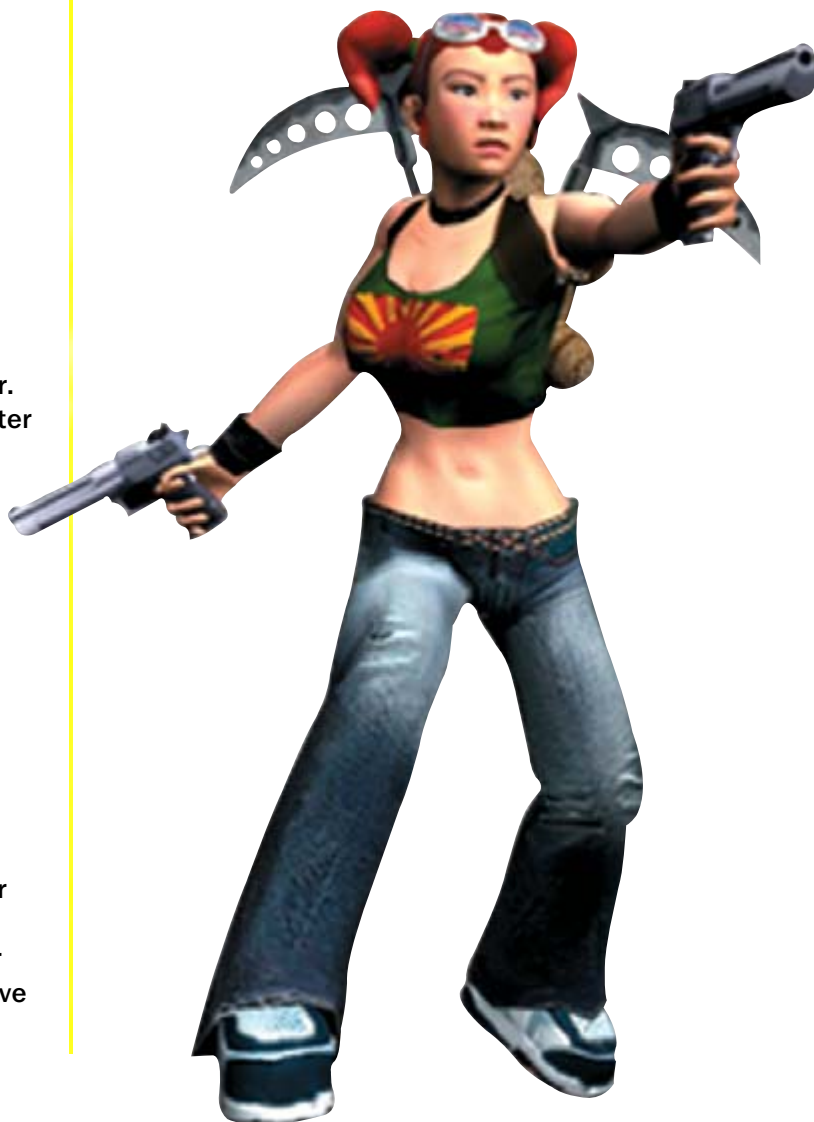


## Tip

Ashcroft Station's lighting is very dim. Keep a short distance away from your partner to see more of the area.



The slower Hunter can charge down the tracks at full speed and take out anything that pops up. The faster Hunter can help out with the creatures up front or can turn around and finish off any stragglers that got past you.





## Ashcroft Catacombs

"The catacombs of Ashcroft used to be a local tourist attraction, not that the town gets that many tourists. It was closed when a portion of the ceiling collapsed several years ago. The whole place could come down at any second."

### Briefing

The Ashcroft Catacombs level is a dark and narrow system of underground tunnels. The only light comes from your own torch and few torches on the wall. The close quarters and lack of light make for dangerous exploring. Luckily, you picked up the map for this area at Ashcroft Station, so getting lost isn't a problem.



### Note

Ashcroft Catacombs and Downtown are unlocked after Ashcroft Station is completed.

### Mission Objectives

- OBJ** Release five spirits back to the shroud.
- OBJ** Collect silver pieces (on return visit, after completing Downtown).

### Secret

- Find the alternate costume (on return visit).

### Legend

- Start
- Exit
- Objectives
- Health Glyph
- Conviction Glyph
- Secret

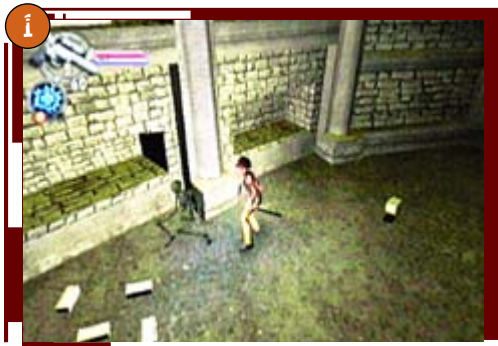
# First Visit

On your first visit to Ashcroft Catacombs, you are only concerned with freeing the five spirits. The lighting is bad down here, so keep your eyes peeled. The skeletons that hold the spirits are hard to see, especially if you're fighting for your life.



## Tip

There is a Strength Glyph in Ashcroft Catacombs. Since Deuce's strength is maxed out, leave him at home. Instead, bring one of your favorite weaker Hunters so you can take advantage of the increased strength.



The first spirit lies near the start in some rubble. In this light, spirits are hard to see, so take your time. Rushing it will only put you in danger, as well as get you lost.



Hang a right at the first intersection. The rubble straight ahead can be jumped, but there's nothing of interest beyond. After the right, go through the door into a circular room. Your second spirit is leaning against the wall. There is also a Health Glyph here if you need it.



## Caution

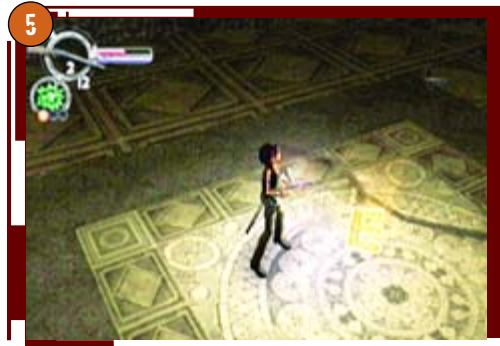
In these confined spaces, enemies can spawn behind you. Watch your back.



The tunnel that leads away from the circular room is home to a Strength Glyph and the third spirit. Unfortunately, it's also home to a bunch of Rats and Rots. Move along the tunnel while destroying everything in your path.



At the next T-intersection, go right and look for a skeleton in the next corner. Send the spirit to the shroud and continue to the next open area.



This is it, the last push before you head into the next tunnel to find the Exit Glyph. There's a Conviction Glyph here, as well as numerous enemies. Don't forget to free the last spirit in this room, or the Exit Glyph won't be activated.

# Return Visit

After the first visit to Ashcroft Catacombs, you need to return twice—once to unlock the next alternate costume, and again to collect silver for Emma. To collect silver, you must first complete Downtown.



## Note

The alternate costume can only be found here on a return visit when you're not on the hunt for silver.



# HUNTER THE RECKONING WAYWARD

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The big circular room houses the only secret to Ashcroft Catacombs. The alternate costume secret lies here after your first visit, but not during the silver hunt.



Unlike in the other levels, the silver in Ashcroft Catacombs is in the open. Keep a lookout for a shiny gleam in the distance. There are four silver pieces in Ashcroft Catacombs. Check the map for all four locations.



## Caution

After you get the third silver piece, don't be fooled by the message that says, "That's probably all the silver in this area." There are four silver pieces in each of the silver hunt areas.

## Multplayer Tips

The narrow tunnels of Ashcroft Catacombs make it difficult for two players to move around. The lighting is dim and enemies appear out of nowhere.



The narrow tunnels make it tough for you and your partner to move around freely. Push forward side by side with your partner and use your ranged weapon on the attacking creatures.



Melee combat is hectic in the tunnels. When fighting up close, concentrate on the same enemy that your partner is fighting. Concentrating your efforts on one enemy at a time reduces their numbers faster than if you split up the damage. Fewer enemies faster mean less damage to you and your partner.



## Tip

If you're low on health, stay back and let your partner move forward. From a safe distance behind your partner, shoot your enemies with your ranged weapon before they reach you.



Even with two of you in the game, the Strength Glyph can only be used by one of you. Don't let greed influence the decision of who gets it. If your partner has a weaker Hunter, let him or her use it.

# Downtown

## Briefing

"This area is eerily quiet. This used to be the main shopping district of Ashcroft. Now the citizens that are left have pretty much looted it dry."

Downtown is a large area with lots of enemies around every corner. Everything looks the same around here, so check the map after you get it. Check all breakable items along your route for goodies, and don't forget to look in the storefronts.




## Note

Ashcroft Catacombs and Downtown are unlocked after you complete Ashcroft Station.

**Enemy Types:** Rat, Rot, Rot Dog

 **Innocents:** 1

### Secrets

-  Find the Music Easter Egg.
-  Unlock the Weapon Smith model.
-  Find the alternate costume (on return visit, after completing silver hunt.)

### Mission Objectives

- OBJ** Escort Emma to her workshop.
- OBJ** Collect silver pieces (on return visit).

### Legend

- START** Start
-  Exit
-  Innocent
- OBJ** Objective
-  Health Glyph
-  Conviction Glyph
-  Ammo
-  Mailbox
-  Trashcan
-  Newspaper Machine
-  Map To Downtown Area
-  Secret



# HUNTER THE RECKONING WAYWARD

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## First Visit

Emma the Weapon Smith has asked you to escort her to her workshop. Like you, she can see the undead and will help you fight them along the way. Help her now so she can help you later. Once you complete this mission, you are sent to the previous levels to search for silver she needs.



Downtown is a long and arduous level, and Emma needs to be protected the whole way. You need every bit of firepower you can find. Near the start of the level, there is a Machine Gun on the corner and a Shotgun in the trashcan across the street.




### Caution

If you have Friendly Fire set to Full Damage in the Gameplay Settings, be careful where you aim or swing your weapon. Set at Full Damage, a stray bullet or swing of the axe could harm the person you're trying to protect.

### Rot Dog



The Rot Dog is the canine version of your basic Rot. Rot Dogs travel in packs and are very fast. Don't think of outrunning them; they can catch up to the fastest Hunter. To deal with Rot Dogs, down them with your ranged weapon before they reach you. Keep moving as you fire at the Rot Dogs so they don't catch up to you as fast.

The Downtown area is easier to navigate once you retrieve the map from the trashcan here. Take a look at the map by pressing  and selecting

"Area Map." Wow, you've still got a long way to go.



### Tip

Ammo is precious on this level. To save ammo, inch your way through the streets so that your enemies spawn only a few at a time. As they appear, let Emma fire at them. She has an unlimited supply of ammo. Stand back and let her fire away, lending a hand only when it looks like she can't handle it.

3



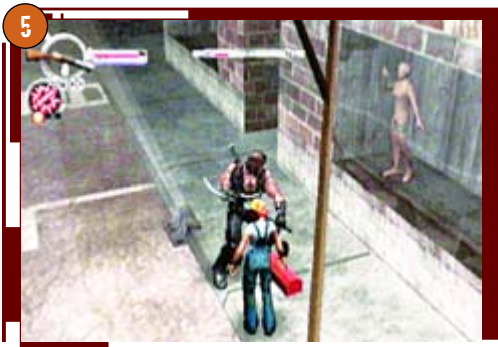
On your first visit Downtown, most of the mannequins in the storefront are empty, but not all of them. They can be hard to see because of the awnings, but make it a habit to destroy them when you find them. This one has some precious ammo hidden inside.

4



There is an Innocent near the Conviction Glyph by the wrecked cars. This is also an area that Rots and Rats occupy. Use the wrecked

cars for cover as you handle your attackers.



You're almost there. In this area, smash the mannequin in the storefront on your right to grab the Music Easter Egg. And across the street, smash the trashcan for a Health Pack if you need it.

**Tip**

Is Emma running low on health? She can be healed by the health dropped by enemies, as well as Health Packs, can heal her. Simply lead her so she walks over one. This is tricky when your health meter isn't full because you'll pick it up instead. Use the Rejuvenation Edge, if your Hunter has it, to fill your health meter before leading Emma to the health.



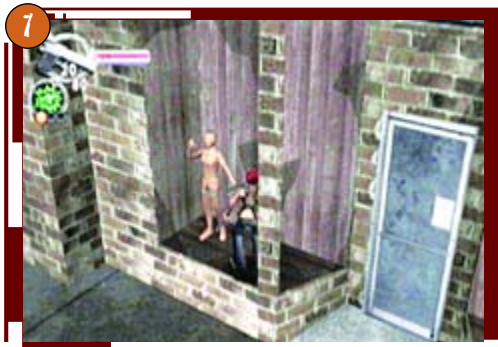
This big open area contains the Exit Glyph. To activate it, you must lead Emma to it after you exterminate the creatures that appear. Once you do that, and activate the Exit Glyph, you unlock the Weapon Smith model.

## Return Visit

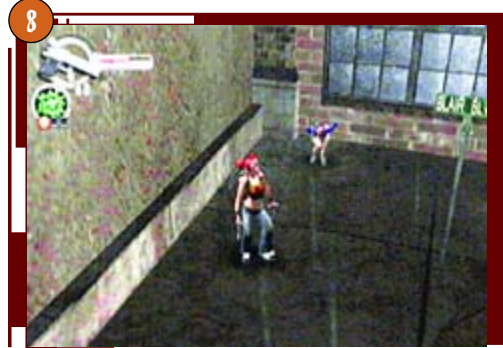
After your first babysitting visit to Downtown, you must return twice if you want to collect everything—once to get the silver and once to unlock an alternate costume. The good news is that you don't have Emma tagging along.

**Note**

You can find the costume secret anytime after the first visit Downtown except during the silver hunt.



Silver on this level is in the storefront mannequins. The first silver piece is in the mannequin near the start point.



On your hunt for silver, the Innocent that was once at point 4 has moved to this corner near the start of the level.



For extra protection, grab the armor in the mannequin here. Watch out for the new Rots with the weapons. These guys are lethal from afar.

### Rot Type 2

These Rots are the upgraded version of regular Rots. They are stronger and can use weapons. Keep your distance from these guys so you can better dodge their lethal bullets. Keep moving but never run toward a Rot Type 2, or you'll run into a bullet. Kill them as quickly as possible so you don't find yourself in the crossfire between two or more of them.



# HUNTER THE RECKONING WAYWARD

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OBJ



The other three silver pieces are in mannequins throughout the level. Travel slowly through the streets until you get them all. With the silver in hand, you can make a run for the Exit Glyph or destroy the enemies in your path. It's up to you.



To get the alternate costume hidden in this mannequin, return Downtown after you've collected the silver.

## Multiplayer Tips

Downtown is a large level and suited for multiplayer action. There are plenty of enemies and enough room for the both of you to maneuver.



Put the Hunter with a rapid-fire ranged weapon on Rot Dog duty. These guys are fast and you need the rapid fire to slow them down before they are killed.

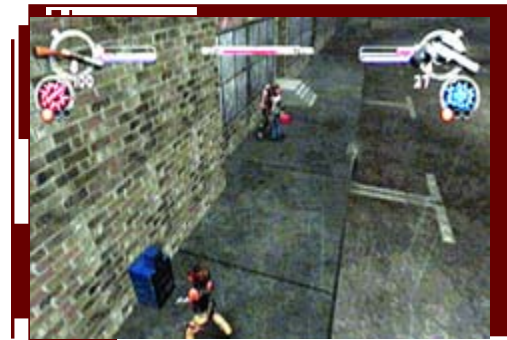


Use the wrecked cars to reduce the number of enemies. With your partner staying behind the car, run around the other side and bring a few Rots back. Your partner can pick off enemies before you get back to him or her.



### Tip

If your partner is low on health, pull out your ranged weapons and shoot a few enemies. When you kill an enemy with your melee weapon, you risk picking up the health yourself. With a ranged weapon, you can make the enemy drop health from a distance.



There is lots of stuff hidden inside mannequins and other breakable objects. With all the confusion of two players running around trying to keep each other alive, it's easy to run right by breakable items. Coordinate your movements so that you cover every inch of the level.

If this is your first visit to Downtown, Emma is along for the ride. Assign one person to stick with Emma to protect her. The second person should lead the way and run around to fight enemies as needed.




# Emma's Workshop

"Emma has set up shop in a small abandoned warehouse in the low rent district of the city. Weapons and gear are lying all over the place in some form or another. This place is not well guarded; Emma relies on her intuition to warn her of danger."

## Briefing

Emma's Workshop soon becomes a familiar place for you Hunters—this is where Emma works her magic. Each time you visit the workshop, your task is to protect Emma while she works. The room is small and has little cover. If you succeed in protecting her until she finishes her task, you're rewarded each time with a valuable prize.

 **Note**  
Emma's Workshop is first unlocked after you complete Downtown and have collected 12 pieces of silver from the previous levels.



**Legend**

-  Start
-  Exit
-  Objective
-  Weapon
-  Conviction Glyph

**Enemy Types:** Rot, Rot Dog, Rot Type 2 (Shotguns)

 **Innocents:** 0

## Mission Objectives

- OBJ** Protect Emma while she makes silver ammunition.
- OBJ** Protect Emma while she builds the Grenade Launcher (return visit).
- OBJ** Protect Emma while she builds the Chaingun (return visit).

Kill all of the Rots (optional).



## First Visit: Silver Ammunition

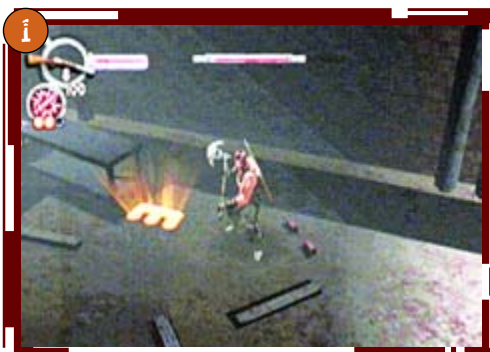
After you collect all the silver pieces from the previous levels, Emma offers to forge them into ammunition. This is the only way you can defeat the Werewolf that's in the area. Protect Emma at all costs against the mob of Rots.

### Tip

Deuce is a great choice here. He's powerful and can take a lot of damage. Deuce's axe has a large radius that can sweep through the sea of Rots.

### Caution

This is Emma's work table. Stay away from it for now. Immediately pick up the numerous items around the perimeter of the room. If you approach Emma before you're ready, the Rots begin to appear. Stay off the steps until then.



There's a Conviction Glyph here. Once the Rots start attacking, it seems impossible to get there. Just wait for a slight lull in the action, and quickly hop over.



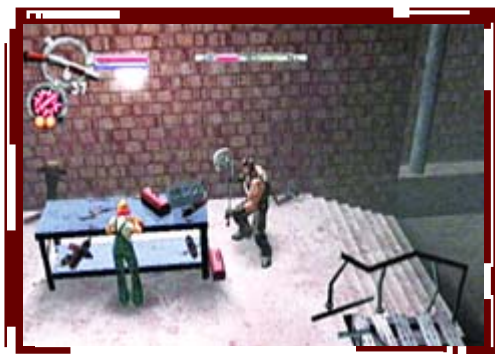
After you collect everything from the room, go up the stairs and stand to the left or right of Emma, on the same side of the table. This way, the table doesn't get in the way of your shots, and you can easily pick off the Rots that reach her.



Start by arming yourself with your most powerful ranged weapon. You must kill as many Rots as possible before they can reach Emma. One of the Machine Guns works well here because of the rapid rate of fire.



Emma takes a full minute to finish her job. That's a long time to make your ammo last. Save ammo by occasionally resorting to your melee skills. The best time for this is when you or Emma find yourselves surrounded by Rots. Combo attacks work well in crowds like this.



Once she's finished, Emma cheers, and you can now move on to face the Werewolf in the Inner Graveyard. Don't worry about equipping the silver; it's automatically loaded and lined in your weapons.

## Return Visit: Grenade Launcher

In order for Emma to build the Grenade Launcher for you, you must have collected both pieces of the weapon. One piece is found in the Theatre District during the silver hunt, and the other is in the Inner Graveyard during your fight with the Werewolf.

On this visit, the attackers are Rot Dogs. If you thought the first visit was fast and furious, wait until you face the much quicker and deadlier Rot Dogs.



As in your first visit to Emma's Workshop, collect all the surrounding items before approaching Emma. There are a couple

of chainsaws along the walls that come in handy.



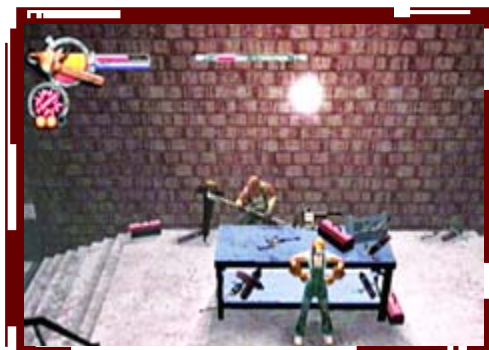
All set? Join Emma at the table, and get ready for the fight of your life. Fast-moving Rot Dogs come from all sides—mow them down with your ranged weapon of choice.



Emma's Workshop



When the dogs surround you and Emma, try out the chainsaw. Its power cuts through their rotting flesh like butter.



Hold your ground for the full minute and you're rewarded with the newly built Grenade Launcher.



### Note

Unlike the silver ammunition, you must grab the Grenade Launcher before you can leave the level. Emma left it on the table, so if you didn't get it by standing next to her, move to the table to pick it up.



# HUNTER THE RECKONING WAYWARD

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## Return Visit: Chaingun

On your third visit to Emma's Workshop, protect her one last time while she builds you the Chaingun. You must keep her and yourself alive for a full two minutes. To make matters worse, you're not dealing with ordinary Rots or Rot Dogs.



### Note

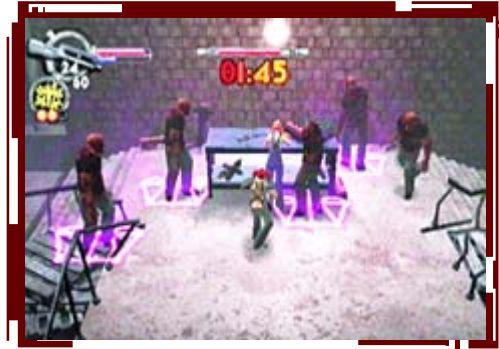
To return here a third time, you must have collected the three pieces to the Chaingun in Le Roi's Body Shop—Outer, Cellblock II, and the Morgue.



When you step up to Emma, the hordes start coming out of the woodwork. These Rots are a bit slower than before, but they're tougher to kill, and some of them carry Shotguns.



Two minutes feels like an eternity in this stage. Whichever Hunter you choose to protect Emma, make full use of his or her Edges to keep both of you alive.



Kassandra's or Father Cortez's Burden Edge can buy you some time by freezing the Rots in place. After they're frozen, safely kill them by the means of your choice.



Deuce or Samantha can create a barrier around Emma with the Ward Edge. While the Rots are repelled by the Edge, pick them off one by one.



Because these Rots move slowly, you may have to take the fight to them. If you clear the platform around Emma, run down the stairs and pop the Shotgun Rots or the ones just entering the room.



### Tip

During lulls in the fight, you can also run to the Conviction Glyph to refuel.



After the two minutes, pick up the new Chaingun on the table. This puppy comes in handy in the later levels. Thank Emma and say your good-byes; after this, you can never return to Emma's Workshop.

## Multiplayer Tips

Emma's Workshop is well suited for two Hunters. Protecting Emma doesn't involve much maneuvering; if each player takes care of his or her duties, Emma can get her work done.



Assign each player a side of the room for which to be responsible, and take your post on the same side next to Emma. From this position, the two of you can take on anything that comes through.



If you have the Ward Edge, stand on the Conviction Glyph side of Emma. Use the Ward Edge to keep the enemies at bay and refresh at the Conviction Glyph when necessary.

### Tip

Which side of Emma should you post up on? Put the Hunter that uses more Conviction on the side nearest the Conviction Glyph. If you run out of Conviction, this allows you to quickly recharge without having to go far.



Emma's Workshop



With two people protecting Emma, it gives you the chance to refuel at the Conviction Glyph when needed. Tell your partner that you're leaving Emma's side for a few seconds before you take off.



If there is a lull in the enemies on your side of the room, give your partner a hand. If you need Conviction or ammo from around the room, use this moment to get them.

### Tip

If you're holding up better than your partner, help him or her during a lull on your side of the room. Keep talking to each other and let each other know if you get in trouble. Communication is key in keeping your partner covered.



# HUNTER THE RECKONING WAYWARD

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## Inner Graveyard

### Briefing

"This part of the graveyard has been locked against intruders. About two years ago there was a rash of grave robbing. Except in this case, the bodies were taken and everything else was left behind."

With silver ammunition in hand, you've got the tools to take on the Werewolf. All the information you've gathered leads to the Inner Graveyard. It's one big, open area with a few buildings that you can use for cover. There is one Health Glyph and one Conviction Glyph that come in handy during the Werewolf showdown.

**Enemy Types:** Ghost Knife, Rot  
**Boss:** The Werewolf



**Innocents:** 0



### Note

Inner Graveyard is unlocked after Emma makes the silver ammunition in Emma's Workshop.

### Mission Objective

Defeat the Werewolf.

### Secrets

- 1 Find the Music Easter Egg.
- 2 Retrieve a piece of the Grenade Launcher.
- Unlock Wayward Hunter.
- Unlock Wayward model.
- Unlock Werewolf model.
- Receive Werewolf Boss Trophy.
- Unlock Movie 1 and 2.



### Legend

- START Start
- Exit
- Weapon
- Ammo
- Armor
- Health Glyph
- Conviction Glyph
- Secret

# First Visit



## Note

You collect everything that you need on this first visit. There is nothing to do on subsequent visits.

You arrive at the graveyard just in time to see the large Werewolf knock out a man. The man might be one of the missing Hunters. Defeat the Werewolf and you may be able to save the fallen Hunter.



## Tip

The Werewolf is quick and powerful. Deuce is a little too slow to dodge its attacks, and Cassandra, while fast, can't take too many hits from the Werewolf. Samantha provides a good balance and can heal herself with her Rejuvenation Edge.

1



Start the level by combing the south side of the graveyard for Rots and Ghost Knives. Stay off the paved areas for now. Get rid of as many Rots and Ghost Knives as possible so that when you face the Werewolf, you can concentrate on it.

2



A Health Glyph is located in this far corner. Make a mental note of where it is; you'll need it later.

3



There is armor hidden in this breakable tombstone. For now, just shoot the tombstone to reveal the armor. Don't pick it up just yet. If you put

it on too soon, the Rots may weaken it before your fight with the Werewolf. Without armor, any damage you sustain can be healed with health dropped by the Rots.

4



This is the point of no return. Cross beyond this spot and the Werewolf appears. Spend some time clearing out the Rots and Ghost Knives so you can concentrate on the Werewolf when it appears. Before facing the Werewolf, grab that armor you saved before.



## Note

Check out the map before continuing. Note where the Music Easter Egg and the Grenade Launcher Piece are. After you defeat the Werewolf, you don't have a chance to finish exploring the Inner Graveyard. If you want these two secret items, you must get them during the fight with the Werewolf.

5

## Boss Fight: The werewolf



As you near its spawn point, the Werewolf suddenly appears. It's a scary sight at first, but with a level head and a little luck, you can defeat it without losing any lives.



## Boss Fight (continued)



Use the surrounding buildings for cover as you fight the Werewolf. With its speed, it can pounce on you in a flash. Always keep

something between you and it.



## Boss Fight Caution

While fighting the Werewolf, Rots join in. Don't discount the danger that they pose. They can slow you down enough to allow the Werewolf to attack you. Destroy them with a few shots from your ranged weapon or use a couple of quick running attacks.



Take your time and watch how the Werewolf moves. Each time you jump out from behind a building, unload your Machine Gun or Shotgun into it. Then immediately take cover again.



Stay on the run and keep the buildings near you for cover. Head over to this building to collect the Music Easter Egg. You must maneuver carefully so that the Werewolf stays on the opposite side of the building.

## Boss Fight (continued)



Your next task while fighting the Werewolf is to grab the Grenade Launcher Piece. This one isn't as easy to get, as it is hidden in a breakable tombstone. To retrieve it with minimal damage to yourself, move to the near side of this building while the Werewolf is on the opposite side. Then make a run for it, shooting the tombstone open as you approach it. Time it correctly and you can grab the Grenade Launcher Piece on the run.



## Boss Fight Tip

Don't activate the blue Glyph next to the tombstone. Doing so just tells you that there's a weapon piece there and makes you a sitting target.



Here comes the bad news. After you reduce the Werewolf's health meter to about half, it automatically heals itself. In addition, it starts to use its Tainted Breath and Bale Fire attacks. The Tainted Breath is the Werewolf's noxious gas attack. If you get caught in the gas, keep running until its effects wear off.



## Boss Fight Caution

As you wear down the Werewolf, it begins to protect itself with its Shield of Souls spell. When the Shield of Souls is activated, a green aura surrounds the Werewolf, protecting it from damage. Stay away from it or you'll get painfully knocked back.

## Boss Fight (continued)

The Bale Fire is a violent fireball that explodes on impact. Keep moving to avoid the Bale Fire. A direct hit is devastating. Keep running around the buildings for cover and keep firing. With some patience and well-placed shots, you finally defeat the Werewolf.



### Boss Fight Note

With the defeat of the Werewolf, you receive the rest of the level's secrets. This includes the Wayward Hunter, now a playable character.



### Boss Fight Tip

The fountain in the center of the level is a good sniper post. The Werewolf has trouble attacking you up there, but if you do jump up there, skitters will spawn on the top of the fountain with you.



### Tip

If you run low on health or Conviction, let your partner distract the Werewolf so that you can go fill up. You two can be separated by only a limited distance; your partner will have to follow you a bit so that you can reach the Glyphs.

During the fight, keep the Werewolf between the two of you. Use different buildings for cover as you take turns distracting and firing at the Werewolf.



## Multiplayer Tips

With the help of your buddy, the Werewolf boss is a little easier to defeat than on your own. With two, you can divide its attention and chip away at its health without taking as much damage. However, this fight isn't a cakewalk. An experienced Hunter never underestimates an opponent.

The Werewolf doesn't come out until you near its spawn point. Clear out the Rots and Ghost Knives on the opposite side of the paved path. The more of them you kill now, the fewer you'll have to deal with when fighting the Werewolf.



### Caution

If you use the same building for cover as your partner's, you'll bump into each other. Use different buildings on opposite sides of the Werewolf to avoid being slowed down.



### Tip

Discuss your plan with your partner before moving on to the Werewolf. You're asking for trouble and frustration if you go into this fight without a game plan you both agree on.



Two players make it easy to handle the Rots and Ghost Knives that pop up during the fight with the Werewolf. Assign one person ahead of time to be primarily in charge of these lowly creatures.



# HUNTER THE RECKONING WAYWARD


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## Midtown

### Briefing

Back on the streets of Ashcroft, you find yourself in an area known as Midtown. These streets are dark and dangerous. The Rots wield butcher knives and are tough to kill. Now that you've got Joshua on the team, you have a fifth choice of Hunters to throw in. Why not give him a whirl?

"This is one of the more rundown areas of Ashcroft. It is a combination of warehouses and old apartment buildings. You could probably find just about anyone or anything in here."

 **Note**

Midtown is unlocked after defeating the Werewolf in the Inner Graveyard.



#### Secrets

-  Find the alternate costume.
-  Unlock the mechanic model.

#### Mission Objectives

- OBJ Search the area for the mechanic.
- OBJ Escort Le Roi to his body shop.

#### Legend

<span style="border: 1px solid red; border-radius: 50%; padding: 2px;">START</span> Start	 Weapon
 Exit	 Armor
 Innocent	 Health Pack
<span style="border: 1px solid red; border-radius: 50%; padding: 2px;">OBJ</span> Objectives	 Newspaper Machine
 Health Glyph	 Mailbox
 Conviction Glyph	 Trashcan
 Accuracy Glyph	 Map to Midtown
 Ammo	 Secret

**Enemy Types:** Rat, Rot Type 2 (knives), Rot Dog

**Innocents:** 3 (4 on return visit)

# First Visit

The latest Hunter-Net message from Bookworm\_55 tells you that your activity in the hotel base is getting you noticed. It's time to move the base of operations elsewhere. To do so, you need wheels. And to get wheels, you need to find the mechanic.

**Tip**

There's an Accuracy Glyph on this level. It can only be used once, so choose the Hunter wisely. If you've been rotating your Hunters regularly, they should all have about the same Accuracy at this point. Deuce starts out a little short on Accuracy, so give him the point if you want to balance him out. Otherwise, give it to the one you most enjoy playing.



You immediately find yourself surrounded by butcher-knife-wielding Rots. It is very important in this level not to go running

off in all directions. Running around in a panic causes more Rots to spawn before you can deal with the present ones.

**Tip**

These Rots are tough to kill, no matter who you are. They suck up ammo like mad. Remember the basics and leave nothing breakable unbroken. You need all the ammo you can find. And of course, don't forget the ammo dropped by Rots.



This newspaper machine hides a map to Midtown. It's not very detailed, but it does reveal an important area separate from the main streets. You find the mechanic in there.



This dead end contains a Health Glyph and a Shotgun. To get to them, however, you must go through a bunch of Rots.



The first Innocent to rescue is hiding behind this pillar. This one is tough to see, but make sure you rescue it. The Continues that Innocents provide are very useful later on.



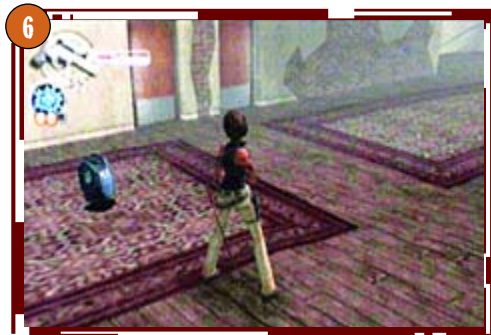
According to the map, this gate leads inside the building. Before you head inside, take a look around the car parked outside. That's the first secret to the level, an alternate costume for Deuce.

**Tip**

If you look at the parked car with the costume, it is pointing toward the Apartment building. In front of it are some red bricks that have been torn from the road. They are shaped into an arrow pointing to the building entrance where you find the mechanic.



# HUNTER THE RECKONING WAYWARD



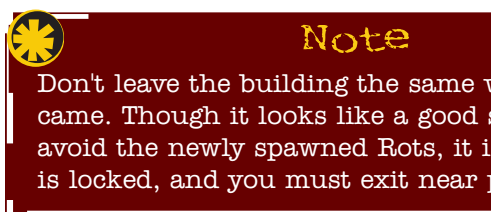
6 In the building, you're faced with tons of Rots and little room to maneuver. Move slowly through the halls to pick up some much-

needed armor. And just beyond the armor is your man, Le Roi the mechanic. Once you meet him, your new objective is to escort Le Roi to his body shop.



3 Exit the building and you find yourself back here. The Rots you previously cleared are back. The fighting gets really inter-

esting with the added challenge of protecting Le Roi.



## Note

Don't leave the building the same way you came. Though it looks like a good shortcut to avoid the newly spawned Rots, it isn't. The door is locked, and you must exit near point 3.



7 After you make it past the gate leading into the building, you find your second Innocent in the corner. A little farther and

you see the Exit Glyph. Take Le Roi there to activate it.



## Caution

Because Le Roi won't leave the level without you, any adventuring you attempt after this point puts him at risk. If Le Roi is low on health, exit the level so that he doesn't die. On the other hand, if you've got the confidence to finish off the level, go for it.



8 Before leaving, continue down the street and look underneath the trashcan against the wall. There's the Accuracy

Glyph. To activate it, stand next to it and press X.



9 For even more punishment before you leave the level, head to the dead end. There you find the last Innocent in Midtown. Finally, lead Le Roi out of here by taking him back to the Exit Glyph.



## Note

The second and last secret in Midtown is the mechanic model. No need to search for it—it's unlocked when you exit the level with Le Roi safe and sound.

## Return Visit

After you've found the Prison Blueprints, you are sent to look for three bus parts. One of them is back in Le Roi's Body Shop—Outer, and another is here in Midtown. The third bus part is in Le Roi's Body Shop—Inner, which opens after you find these first two.

You've already found the only two secrets here on your first visit, so find this bus part and you're done.



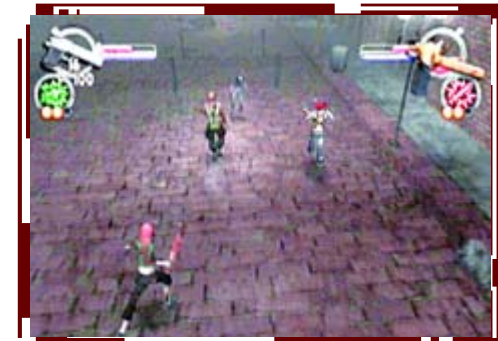
If you're rescuing Innocents along the way, there is now one in the building. The other three are still in their old spots.



The bus part is hidden behind this parked car near the Exit Glyph. It's a long way to go for a bus part, but without it, Le Roi can't rebuild that bus.

## Multiplayer Tips

Midtown is another escort mission. This time, you're escorting Le Roi to his body shop. With two players, you can do this with ease if you're smart about it.



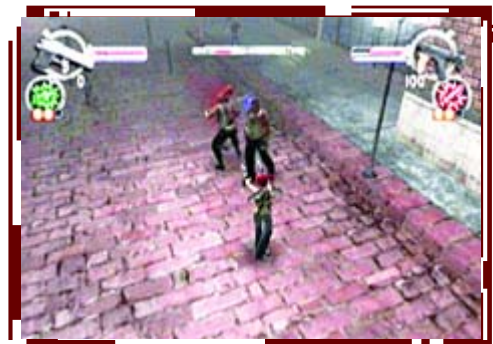
Before you can escort Le Roi, you must find him. Like the other street levels, march down the streets side by side while strafing and firing at the oncoming enemies.

**Tip**

If you and your partner are both using melee Hunters, stick close to each other. Melee attacks often swing around in wide angles. If you're close enough to your partner, a few of your wild swings can damage your partner's enemies as well as yours.



Inside the building, the fighting gets cramped. If you charge ahead too quickly, the enemies will swarm you. Instead, use yourself as bait as you run ahead just enough to spawn a few enemies. Then run back to your partner and dispose of them at your leisure.



When you have Le Roi with you, stay by his side at all times. Your partner should lead the way and take care of as many enemies as possible. Finish off any enemies that get past your partner.

**Note**

Le Roi can defend himself with his toolbox. He's not a very good fighter and has no ranged attacks, so keep the bad guys away from him or he'll take some damage.

**Tip**

You get experience points for the number of kills you get. If you notice that your role in protecting Le Roi is getting you less kills, switch up with your partner.

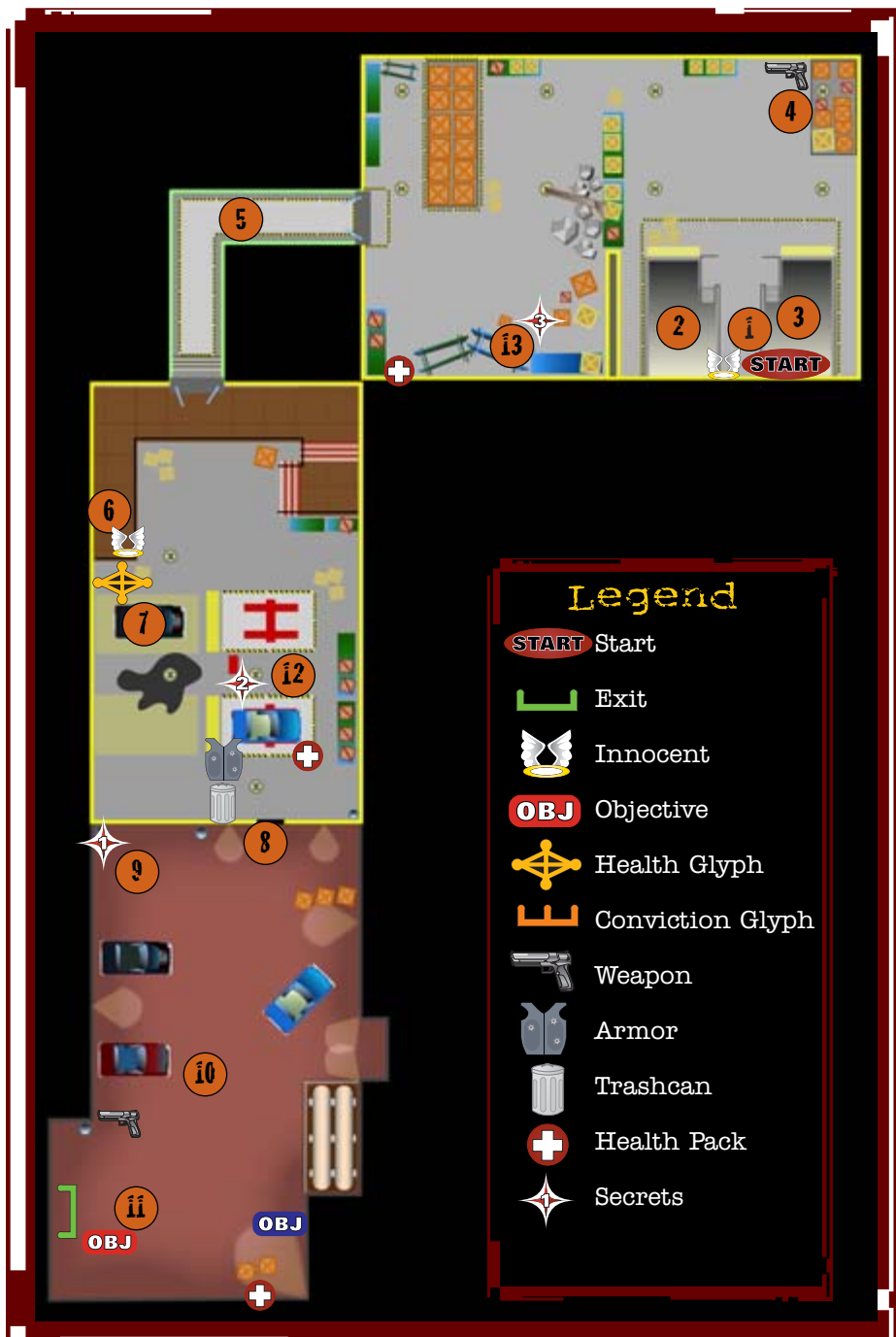


## Le Roi's Body Shop—Outer

### Briefing

"Le Roi runs the family business out of this warehouse. The front area is an electrical workshop and warehouse. The rear area is where Le Roi keeps his body shop."

Le Roi's Body Shop—Outer is divided into four areas swarming with Rots, Rats, and Machines that have come to life. The Machines are slow, but have vicious melee and ranged attacks. To make matters worse, the Rots here are tougher than ever. They keep on ticking even without their torsos.



 **Note**  
This level is unlocked after you complete Midtown.

**Enemy Types:** Rat, Rot, Rot Type 2 (Pistol, third visit), Machine




 **Innocents:** 2

### Mission Objectives

**OBJ** Find the Prison Blueprints.

**OBJ** Recover a bus part (on return visit).

### Secrets

-  Find a piece of the Chaingun.
-  Find the alternate costume (return visit, during search for bus part).
-  Find the Music Easter Egg (return visit, after search for bus part).

# First Visit

Your mission is to find the Prison Blueprints in Le Roi's Body Shop. You must survive through four areas laden with sentient Machines and tough-as-nails Rots. The fighting here is so frantic that it is best to avoid combat.



You start the level in this recessed part of the floor. Above you is an Innocent huddled behind barrels. The safest way through the level is to rescue the Innocent and run for it. But if you insist on fighting, stay behind the Machine and whack at it until it falls. It is so slow that it can't turn around fast enough to hurt you.

## Machine



These walking Machines are extremely slow. However, they more than make up for it with their attack capabilities. Machines shoot

spinning blades at long distances, spit a stream of fire at medium distances, and swipe with their arms at short distances. The only safe place to stand is directly behind one. From that position, hack it at your leisure. It is too slow to turn around in time to hurt you.

If you are fighting more than one Machine at a time, or even a Machine and a Rot, you can use its firepower to your advantage. Position yourself directly in between the two enemies so that the Machine's fire attack burns the other enemy.



## Caution

Rescue the Innocent before you start fighting the nearby Machine. Those explosive barrels kill the Innocent if it takes a stray hit from one of your weapons.



There's another Machine here. During your fight with the first Machine, it may have found its way up to the platform. If not, jump down to it to send it on its way using the same tactics as before.



If you're the fighting type, clear out the Rots and Rats infesting this place. Lure a few enemies at a time to drop to this recess. From there, you can fight them at your leisure. Use the stairs if you need to retreat.

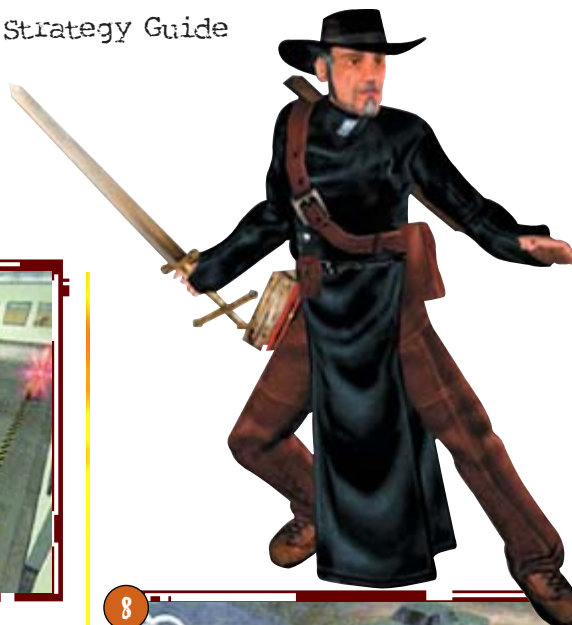


There's a Flare Gun in this corner behind a crate. There are two ways to grab it. The first way involves ridding the area of danger as you slowly head to it. The other way is to ignore the Rots and Rats and make a run for it. Once you grab the Flare Gun, continue booking it until you reach the door. The mob that is chasing you won't follow you inside the hallway.



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This narrow hallway is a good escape from the last room but is far from safe. It's a short hallway. Rots and Machines are the only things in this hallway, so feel free to sprint to the door leading into the next room.



**Caution**  
The alternative to running through these rooms is to stand your ground and fight. Doing so depletes your ammo, health, or both. Fight at your own risk.



There is an Innocent at the end of this catwalk that needs to be rescued. There is also a Machine patrolling the area. Grab the

Innocent and head for the door on the far side of the room. There's no need to fight the Rots and Rats here if you don't want to risk getting hurt.

If you get stuck fighting the mob of Rots and Machines here, pull out your Flare Gun and shoot the car in the middle of the room. Keep a safe distance, though—the explosion that clears out the Rots can also harm you if you stand too close.



The time for running is over. There is a boss at the end of this area that holds your Prison Blueprints. But before you get to it, you

should clear out the area of pesky Rots and Machines.



Check out the trashcan in this corner. The conspicuous blue Glyph points out that there is a weapon piece here.

Smash the trashcan to retrieve the Chaingun piece.

Wander past this point, and the boss appears. Make sure you've cleared out all of the Rots before you cross this spot. You have your hands full enough with the boss that you don't need those pesky Rots ruining the party.



## Boss Fight: Machine



The boss that holds the Prison Blueprints is another Machine. It's not much different from the ones you've fought earlier in the level.



One way to beat the boss is to saddle up behind it and whack away at it. If you've still got some ammo left, dump it into the Machine. Keep yourself positioned behind it so that you are out of its reach.

### ▶ Boss Fight Tip

Speed things up with the help of Edges. The Cleave Edge adds a flaming boost to Joshua and Deuce's swings while the Demand Edge adds speed and damage to Samantha and Cassandra's weapons. For Father Cortez, the Word of Power can add some damage, even if you're not within sword's reach.



There are three old cars parked in this lot. For some flashy fun, lure the Machine over to one of the cars and hop over it. With the Machine stuck on the opposite side, whip out your Flare Gun and blast the car. Make sure you're a safe distance away, or you'll be caught in the blast as well.

## Boss Fight (continued)



During your skirmish with the boss, a few Rots decide to join in the festivities. It is difficult to stay close behind the Machine and fight the Rots at the same time. When the Rots appear, simply keep moving while swinging your melee weapon. To swing your weapon on the run, keep the right analog stick pushed in the direction you are going while you press [R1].

### ▶ Boss Fight Tip

With a fast Hunter like Cassandra or Samantha, you can use the Machine to help you get rid of the Rots. Simply lead the Rots in front of the Machine. While trying to douse you with fire, the boss will accidentally ignite the Rots. This won't kill a healthy Rot, but it'll soften it up for you to finish it off.



A little persistence and you defeat the Machine. In doing so, you receive a map to the prison and the Prison Blueprints. Objective complete. Now step over the Exit Glyph and get some rest; you deserve it.



### Note

With Le Roi's Body Shop—Outer complete, you must now search for the three missing bus parts that Le Roi needs to rebuild the bus. Return to Midtown and Le Roi's Body Shop—Outer once more to find a bus part in each level. Once you find these two, you can access Le Roi's Body Shop—Inner to get the third and last bus part.



## Return Visit

With the Prison Blueprints in hand, all you need now is transportation to the prison. Le Roi can rebuild that old bus if only he had three more bus parts. One of the bus parts is here for you to find on your first return visit. While you're at it, you can also pick up the second secret to the level, an alternate costume for Deuce.

The last secret to Le Roi's Body Shop—Outer is found on the third visit, after you've collected the bus part.



### Note

The costume secret can only be found during the search for the bus part. The Music Easter Egg secret can be found on a return visit after you've found the bus part.



On your trip to find the bus part, destroy this red toolbox. This is the alternate costume secret, new threads for Deuce.



### Tip

On return visits, use Cassandra's speed to blaze through the level and collect the items that you need.

i10



The bus part is hidden inside another red toolbox. This one is outside, near where you fought the boss on your first visit. With the bus part in hand, you only have to come back here once more to grab the last secret.

i13



The final secret of Le Roi's Body Shop—Outer is here. The Music Easter Egg is just sitting in this hard-to-see corner. Grab it and make a run for the exit, and you're done for this level.



### Tip

Remember that there are still Innocents on your subsequent visits. Don't forget to grab them on your mad dash to collect the bus part and secrets.



# Multiplayer Tips

Le Roi's Body Shop—Outer is teeming with tough enemies. With two players it is still a rough level to complete. You can still run through most of it without having to kill too many things, but what fun is that? With a partner, you can clean up the place and rack up those experience points.



Team up on a single Machine to destroy it faster. Because of its flame attack, you can't position yourself on either side of it like you do for other enemies. You both must stay behind the Machine and hack away at it while it slowly tries to turn around.



If more than one Machine appears, split up the work. You take one while your partner takes the other one. This prevents the Machine that you're not fighting from shooting those deadly blades at you. Separating the two Machines also keeps the flame from hitting you.



Ammo is precious in this level. Use a combination of melee and ranged attacks to minimize ammo use and damage. The Rots here are tough and pure melee combat puts you at risk of getting hurt. While you are fighting up close to an enemy, your partner can fire a few shots at it to help you finish it off. This conserves ammo while quickening the defeat of the enemy.



The boss at the end of the level is another Machine. You can both pummel him in the rear or divide up the labor. If there are still a few Rots or Rats running around, assign your partner to manage them while you continue on the Machine.



If you picked up the Flare Gun early in the level, it's easy to use the cars to damage the Machine. Position the Hunter with the Flare Gun near the vehicle while the other Hunter brings the Machine over. When the Machine is near the car, blow it up with the Flare Gun.



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## Le Roi's Body Shop—Inner

"This is the back storage area for the shop. Le Roi keeps everything here, but he mostly uses it for old vehicle storage. Le Roi and his workers haven't been able to go in here for a few days because something keeps attacking them."

### Briefing

Le Roi's shop is a small, enclosed room of death. The Machine Boss has made this its home and isn't giving up the last bus part willingly. Though the Machine Boss is stationery, it gives life to smaller Machines that gladly sacrifice themselves. Come prepared, Hunter—this is your toughest fight yet.

**Note**

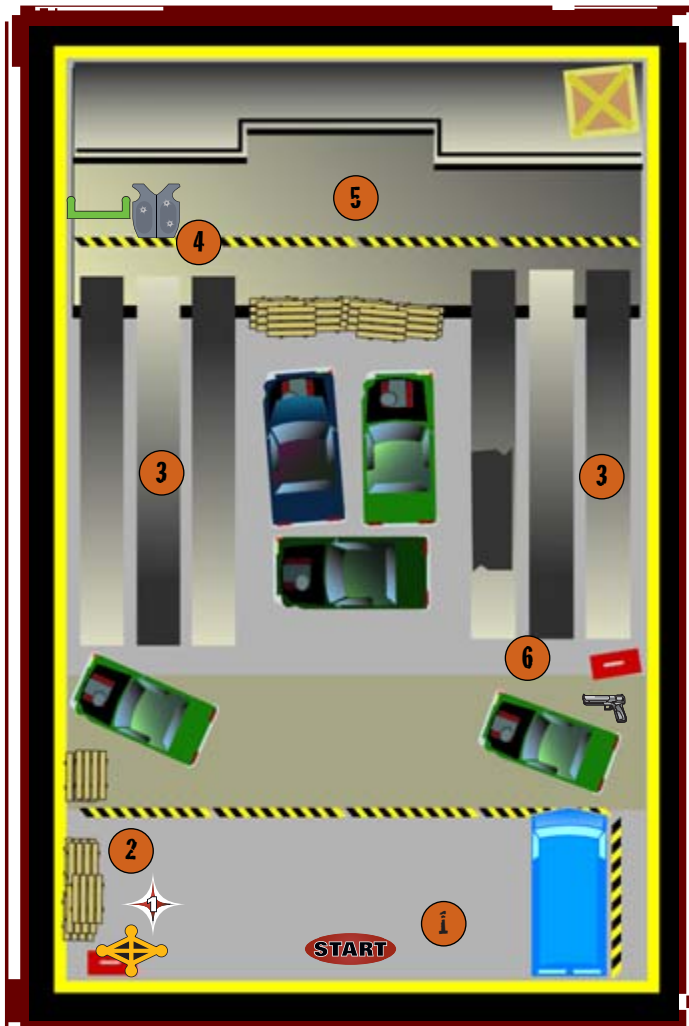
Le Roi's Body Shop—Inner is unlocked after you return to Midtown and Le Roi's Body Shop—Outer for the first two bus parts.

**Caution**

If there are still items or secrets that you need to collect in previous levels, now is the time to do it. Once you defeat the Machine Boss and grab the last bus part, you are whisked away to the next hub, the Prison Yard, never to return. The only level that you can revisit is Emma's Workshop, once you get all the pieces of the Chaingun. So if you're short on Continues, go back to the earlier levels and rescue more Innocents.

**Enemy Types:** Machine  
**Boss:** Machine Boss

 **Innocents:** 0



**Secrets**

- Find the Music Easter Egg.
- Unlock the Machine model.
- Get the Machine Boss Trophy.
- Unlock Movie 1 and 2.

**Mission Objectives**

- Defeat the Machine Boss.
- Retrieve the last bus part.

**Legend**

-  Start
-  Exit
-  Armor
-  Weapon
-  Health Glyph
-  Secret

# Boss Fight: Machine Boss

As soon as you start the level, you are thrown into battle. Though the fight begins right away, don't blindly charge in. As you attack, note your surroundings. Strategic use of the obstacles and conveyor belts is key to defeating the Machine Boss without losing too many Continues.

## Choosing a Hunter

Who's the best Hunter to throw into this fight? The nature of this beast forces ranged combat, which means that the women Hunters of the group are best suited for the task. Cassandra is fast, allowing you to dodge the mostly ranged attacks. The drawback is that using her Edges costs her precious health. Samantha, the more balanced character, should have the Blast Edge by now. The Blast Edge works great on the Machine Boss, but Conviction is hard to come by in this level. In the end, it's going to be a tough fight regardless of who you choose. Pick a Hunter you're comfortable with so that you're not stumbling with Edges or weapons in the middle of the fight.

## Tip

When choosing your weapon to take into battle, grab the Grenade Launcher. This bad boy can put a good dent in the Machine Boss. Plus, the blast radius of the grenades has a good chance of damaging the smaller Machines as well.



You begin the fight on this side of the room, opposite the Machine Boss. As soon as you enter the room, smaller Machines materialize next to you, ready to defend their master. Don't waste ammo on these guys; save it for the boss.



Knock over the red toolbox in the corner. Underneath are a handy Health Glyph and a Music Easter Egg.

## Caution

The Health Glyph here can only be used three times. Don't use it unless your health meter is less than half. Using it prematurely wastes health. You need every last bit during the fight.



On either side of the room are conveyor belts that run in both directions. Study the belts on both sides of the room to see which belts go which way. During the fight, smart use of the conveyor belts can keep you alive.

## Tip

Use the conveyor belts to move around quickly. Run on the conveyor belt that is moving in the direction you want to go. This speed boost will help you dodge the many projectiles in the air.



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The toolbox up here holds much-needed armor. Use the conveyor belt to get to it quickly, and smash it open with your melee weapon. Your ranged weapon's ammo is too precious to waste on something that doesn't hit back.



Now that you're familiar with the area, it's time to get down to business. Forget about the Machines roaming around. By the time you destroy all of them, you will have used up a bunch of ammo and Continues. Instead, concentrate on the Machine Boss.



The Machine Boss only has three attacks. The Claw is a melee attack that you don't have to worry about if you keep your distance. Its medium-range attack, the Lightning Aura, is a blue shockwave that ripples outward. This is the less dangerous of its two ranged attacks. You can easily jump the Lightning Aura when you see it coming toward you.



The Machine Boss's real danger comes from its long-range Lightning Bolt attack. This weapon can reach all the way to the opposite side of the room and cause substantial damage. You can't dodge the Lightning Bolt, but you can stay close enough to the Machine Boss that it doesn't use it.



## Tip

You can hide from the Lightning Bolt by standing behind the pillar. Or, if you're feeling frisky, you can stand behind the smaller Machines and use them as shields.



Begin your attack by jumping up to the conveyor belt on either side. Position yourself on the floor just beyond or stay at the end of the belt near the boss. This may seem too close for comfort, but it's the safest place to be. The Machine Boss won't use its more dangerous Lightning Bolt attack if you're close enough. Instead, it will use the easily jumpable Lightning Aura attack.



You must keep moving, as the smaller Machines are relentless in protecting their boss. As the Machines catch up to you, move to the other side of the room, staying close enough to the Machine Boss so that it keeps using its Lightning Aura attack.



With your Grenade Launcher, carefully unload on the Machine Boss and watch its health meter go down. Don't get too excited; you must continue to jump over the blue shockwave ripples as they come to you. This isn't as easy as it sounds, especially when you're busy dodging flames and flying blades from the smaller Machines.

**Caution**

When jumping over the Lightning Aura attack, be careful not to let the conveyor belt pull you too far away from the boss. The Machine Boss is waiting for you to leave its immediate vicinity so that it can use its more powerful Lightning Bolt attack.

By the time you run out of grenades, the Machine Boss should be noticeably hurt. Now it's time to finish it off. If you haven't



already grabbed the Assault Rifle from here, do so now. With it in hand, return to your two posts near the Machine Boss and commence firing.

**Tip**

Samantha's Blast Edge is a very effective weapon against the Machine Boss. Make sure you aim it so that you don't waste Conviction by missing your target.



If you run out of ammo before the Machine Boss is destroyed, you must engage in some dangerous melee combat with it. Because of its sweeping range, your only choice is to do drive-by attacks. Run in swinging and try to escape before it can swing at you.



When the fight is finally over, any remaining smaller Machines lose their spirit and break down as well. With the Machine Boss defeated, you are awarded the rest of the secrets to the level, as well as the much-needed bus part.



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## Multiplayer Tips

To beat the Machine Boss with two players, use strategy that is similar to the one player game. Avoid the lesser Machines and concentrate on the boss.



### Tip

Make sure that the camera is zoomed out as far as possible. Because the Hunters can't move off of the screen, the farther the camera pulls back, the more room your Hunters have to maneuver in.



The best seat in the house is still just beyond the conveyor belt near the boss. This keeps you close enough to avoid the Lightning Bolt and far enough to avoid the Claw.



You and your partner can post up on either side of the Machine Boss. If you are on opposite sides of the boss your movements are somewhat limited because of the camera angle. Even so, this is a good position to be in because it divides the attention of the Machines.



If ammo becomes an issue you will have to engage in melee combat. The safest way to do this is to attack the Boss from both sides simultaneously. This helps divide up the damage dealt by its Claw melee attack.



### Tip

Don't forget to make good use of your Edges during the fight. Performance boosting Edges like Demand or Cleave helps speed up the destruction of the boss. Defensive Edges like Rally and Rejuvenate keeps you alive longer.



# Prison Yard Hub

After you grab the last bus part, Le Roi can finish fixing the bus. It's now time to leave Joshua's Hotel behind and move to your new base of operations—the Prison Yard. There's no turning back now, as you cannot return to any of the previous levels.



## Note

Emma's Workshop is the only level that you can revisit once you arrive in the Prison Yard hub. However, you must have collected all of the Chaingun pieces before Emma's Workshop is unlocked here.



## Mission Flowchart

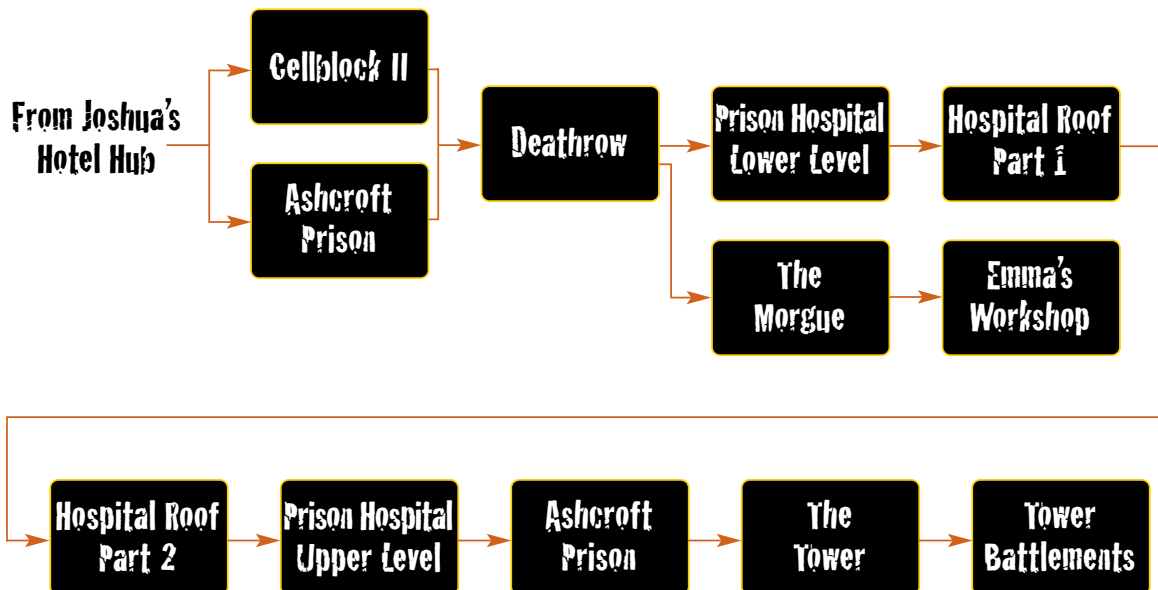


In the Prison Yard hub you are a bit more restricted when deciding what mission to take next. There are only a few possible choices. Go up to the slide projector and press X to see the missions.



## Note

Some levels are listed twice if a return visit is required to advance in the game, or if on the return visit the goals are different.





## Cellblock II


**Note**  
Once you complete Le Roi's Body Shop—Inner, both Cellblock II and Ashcroft Prison are unlocked.

### Briefing



"This cellblock housed the criminals awaiting execution. When the prisoners were allowed into their courtyard they could see the gallows rising up over the walls."

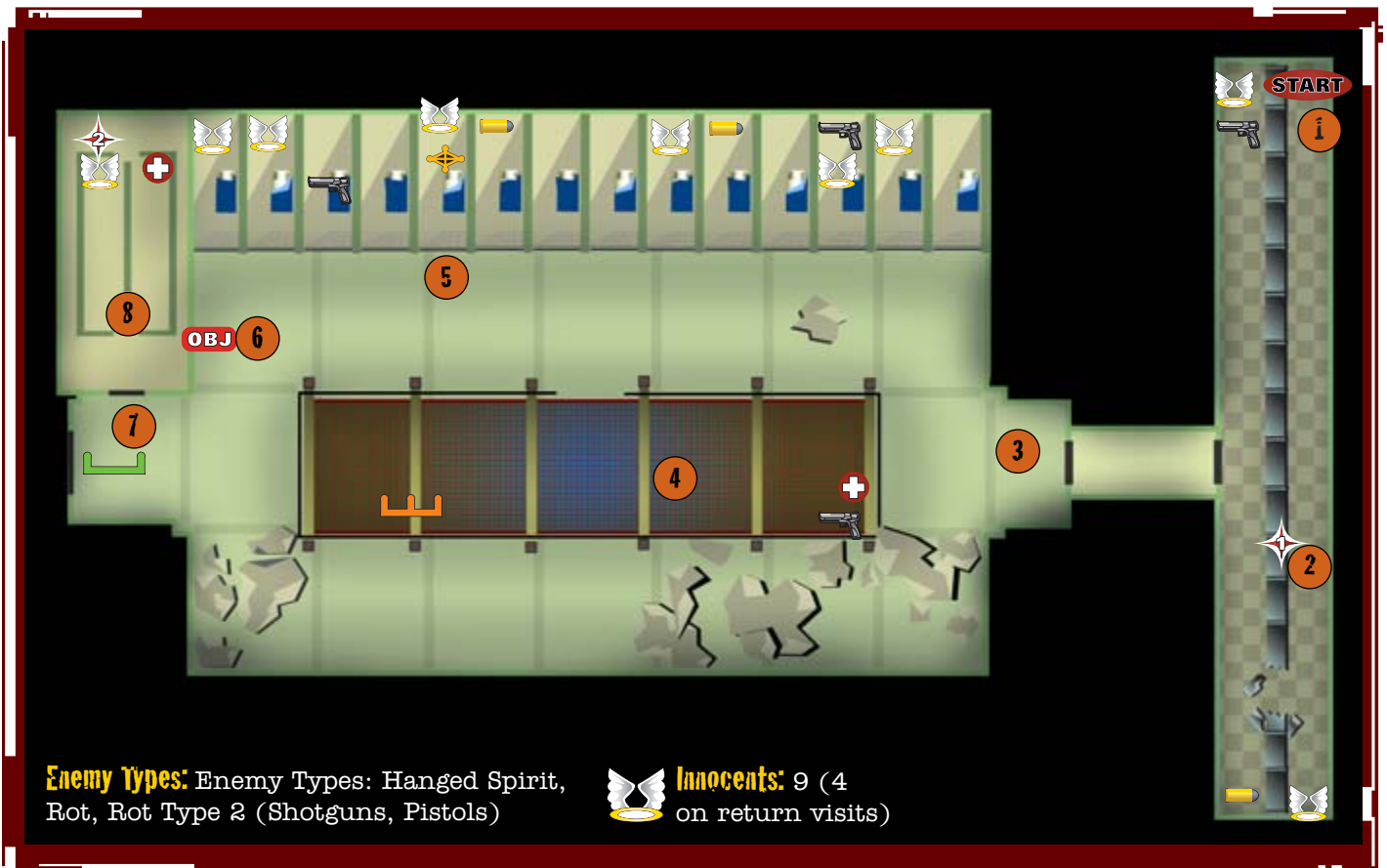
Cellblock II is exactly what you would expect from a prison cellblock. It's dark, cramped, and full of dangerous bodies. Your first order of business in the Prison Yard is to turn on the power.

#### Mission Objectives











- OBJ** Activate the power switch.
-  Rescue the Innocents.

#### Secrets

-  Find the Music Easter Egg.
-  Retrieve a piece to the Chaingun.



#### Legend

- |  |  |   |   |
|--|--|---|---|
|  Start    |  Objective        |  Weapon      |  Secrets |
|  Exit     |  Health Glyph     |  Ammo        |   |
|  Innocent |  Conviction Glyph |  Health Pack |   |

# First Visit

The power switch is your target. Unfortunately, it's on the other side of Cellblock II. In addition, you need to rescue a bunch of Innocents along the way. How they got this deep into a prison cellblock, you don't know.

**Tip**

The cramped fighting conditions in Cellblock II are perfectly suited for melee Hunters like Deuce and Joshua. Throw the Grenade Launcher into the mix to handle the crowds.



You start the level in this long corridor where the prisoners once saw visitors. The lighting is dim, so keep your eyes peeled. Right off the bat, jump over the divider to rescue the first of nine Innocents.

**Tip**

Most of the Rots have a hard time crossing over the partition. Use it for cover by jumping back and forth to avoid Rots and the bullets they fire.



On your way to grab that Innocent at the end of the hallway, check out the divider running down the middle of the room. There's a Music Easter Egg resting on the divider, just past the door. It's hard to see it with the partition in the way, so jump up and explore between each of the partitions.



Once you go through the door, you're in the main cellblock area. There are open prison cells along the top side of the screen. Check inside each one of them for Innocents and items. Of course, it's not that easy. The inmates don't like visitors.



The recessed, open area in this room is fenced in and spawns lots of Rots, some of them wielding Pistols. The good news is that most of them can't reach you. The bad news is that their bullets can. As you're going from cell to cell, watch out for bullets coming from off screen.







## Caution

There's a Conviction Glyph in the recessed part of the room. Getting down to this area is easy; hop over the railing. The tricky part is getting out. You can only exit through the one broken section of the railing. The Rots spawn at blinding speeds down here, so make sure the Conviction is worth it.

## Hanged Spirit



Hanged Spirits are all that's left of executed prisoners. They move a few feet above the ground and attack with their feet. Fortunately, they are slow. One-on-one, hack away at a Hanged Spirit and stun it so it can't attack. The problem is that they rarely spawn by themselves. Against more than one, move around so they don't surround you. Use the running attack

5



As you move along the row of cells, pick up the ammo and Shotguns strewn about. There is also a Health Glyph in one of the middle cells.



## Tip

If you chose to grab the Grenade Launcher before you came to Cellblock II, you can use it to clear away the crowd of Rots in the recessed area.

The power switch is over here.

Unfortunately, as you approach it, several more Rots appear. Use the inside of the cells for

cover from their weapon fire. From inside the cells, you can systematically kill the weaponless Rots and Hanged Spirits without worrying about the bullets.

6



## Note

Some Rots fire into the cells, depending on where they're standing. If you find yourself in a vulnerable cell, move to a safer one until you get rid of the weaponless Rots. Divide and conquer.

7



There's the Exit Glyph, but it's not lit up yet. You've only rescued eight Innocents and need one more. The last Innocent is in the next room, through this door.

The last Innocent is in this tiny room, in the far corner with the Chaingun piece. Of course, Rots and Hanged Spirits have already

claimed this space. With some fancy footwork, you can run through here, grab what you need, and get out.

8





## Multiplayer Tips

Cellblock II is another level where the cramped spaces make it easy for two players to step on each other's feet. The Rots here are tough and relentless. To survive this level with two players you must stick close together and support each other every second of the way.



Use the divider in this long hallway to fight the Rots. You can fight on one side while your partner supports you from the other side. Don't hesitate to jump back and forth, and use the divider for cover against the Rots.



With two melee Hunters, you can use running attacks to mow down your opponents in this hallway. Stand side-by-side and run down the hallway while attacking. With the two of your weapons swinging together, the enemies drop like flies. If they don't drop on the first pass, turn around together and finish them off together.



When you enter the main cellblock area, the fighting really gets going. Advance slowly through the cells so that you don't get too many Rots and Hanged Spirits on your tail.



Melee Hunters can enter the same cells and start swinging. The combined melee strength of two Hunters wipes out everything in the cell. Hunters with good ranged skills should keep moving and defeat the enemies before entering the cells.

**Tip**

To safely reduce the number of enemies, stay back and have your partner lure a few enemies at a time toward where you're standing.



## Ashcroft Prison

### Briefing

"This is the main exercise yard for Ashcroft Prison. The central building in the yard was mainly used as a ready room for guards on duty in the yard. A steel walkway surrounds the yard and provides access to each of the guard towers."

**Note**  
Once you complete Le Roi's Body Shop—Inner, both Cellblock II and Ashcroft Prison are unlocked.

Ashcroft Prison is a large level that takes you on a tour of the prison's outdoor recreation facilities. The area is cluttered with rubble and other obstacles. Exploring every inch of Ashcroft Prison is no easy task.



**Enemy Types:**  
Rot, Rot Type 2 (Pistols)

**Innocents:** 4

### Legend

- Start
- Objective
- Strength Glyph
- Health Pack
- Exit
- Health Glyph
- Weapon
- Secrets
- Innocent
- Conviction Glyph

## Tip

While Ashcroft Prison and Cellblock II are available simultaneously, complete Cellblock II first. In Cellblock II, you turn on the power to the facilities, making it easier to see in Ashcroft Prison.

## Mission Objectives

- OBJ** Activate five security cameras.
- OBJ** Destroy the totems.

## Secrets

- ✦ Find the alternate costume.
- ✦ Find the Music Easter Egg (return visit after Prison Hospital—Upper Level).

## First Visit

Your team is approaching the source of the chaos in Ashcroft. Now that you've turned on the power in Cellblock II, it's time to activate the security cameras. Hopefully, with the cameras working again, you can get even closer to the evils plaguing Ashcroft.

This level is divided into five fenced areas. Each of the areas has its own security camera switch. Each time you pass through a doorway in a fence, you know that you are in a new area with its own switch.

## Tip

There is a Strength Glyph hidden in this level. Choose a Hunter who could use the extra oomph in melee combat.



You start the level on the walkway above the Prison Yard. There are no enemies up here and only a couple of items. Down this narrow walkway is a Health Pack. Of course, you can't use it until you're injured. For now, just note its location; you may need it later.



Before you cross the bridge, grab the Shotgun alongside the building. You need every bit of firepower in this level.

## Tip

Remember that you got the map to the prison in Le Roi's Workshop—Outer. To see where you are in the game, press **START** and select "Area Map."



Once you climb down from the walkway above, Rots appear out of nowhere, intent on making you one of their own. Fight them off with your usual zeal. Thankfully, there's a lot more room to maneuver here than there was in Cellblock II. On this side of the immediate area is an Innocent for you to rescue.



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The first security camera is against the wall. Walk up to it and press X. One down, four more to go.



This is a totem. Unfortunately, there are 13 of these throughout Ashcroft Prison. Destroying all of them is a mission objective. Start with this one by slashing and hacking at it.

 **Tip**  
Totems are best destroyed with your melee weapon. Ammo is much better spent on the Rots.



The next area is where the prisoners pumped up. Their barbells and weight benches are still here, along with a couple of totems. Destroy the totems, as well as the Rots, then smash all the weights. Underneath one of the benches is a Strength Glyph.



The security camera switch for this area is in this far corner. Turn it on and go through the doorway on your right into the next area.



When you enter this next section, head straight for the two totems and destroy them. The faster you do so, the fewer Rots you have to deal with. Once that's done, you can leisurely grab the Innocent and the alternate costume on either end of this fenced area. Don't forget to flip the switch for the security camera.



At the top of the stairs are two totems, a Conviction Glyph, and an Innocent waiting to be rescued. Again, destroy the totems first unless you feel like dealing with more Rots than necessary.



The fourth camera switch is near the Exit Glyph. On either side of it are two more totems. Even after you destroy both totems and turn on the switch, the Exit Glyph is not activated. You have yet another fenced area to clean out.



With four totems in this open area, the Rots come at you in thick waves. Even though the last switch is right where you enter the area, you can't leave until all the totems are destroyed. Keep on the move to dodge the Rots while you take down the totems. Once all the totems are destroyed and the camera's turned on, you can finally leave the level.

**Tip**  
There is an Innocent and a Health Pack in opposite corners in this final area.

## Return Visit

*(After Prison Hospital—Upper Level)*

On your return visit, you simply pass through. You must get to the Tower as quickly as you can. There are also a few Innocents to rescue, as well as a Music Easter Egg.

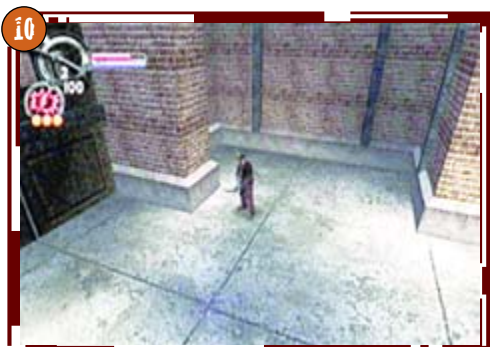
The enemies on this return visit are Ailerons, Boojums, Cultists, and Gargoyles.

**Note**  
This return visit must happen after Prison Hospital—Upper Level. Unlike other return visits, you must return here and complete it to advance in the game.

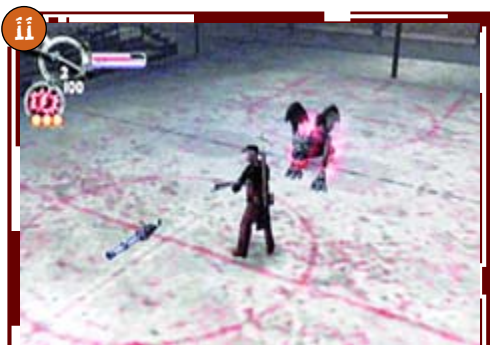


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You begin the level where you left the first time you were here. You can either run for the exit or roam around looking for Innocents and the last secret to the level.



If you have Emma building the Chaingun, you can find a piece sitting in the middle of the basketball court. There is also an Innocent hiding in the corner of this area.

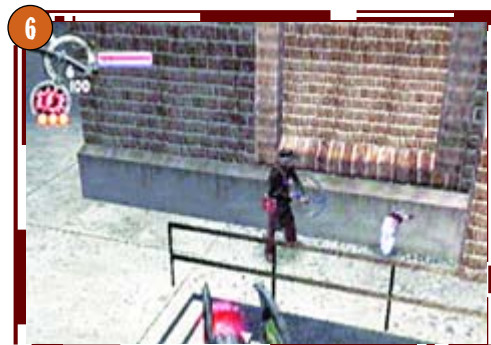


## Tip

Don't bother with the upgraded Gargoyles in this level. They are extremely slow, so you can avoid them easily. Killing them takes too much precious ammo. And when you do kill one, it spawns a bunch of Boojums. Leave them alone and get to the matter at hand—reaching the base of the Tower.



Moving through the next two fenced areas, you come to this one, which holds the Music Easter Egg and another Innocent. Grab them and refresh yourself at the Health Glyph if you need to. Watch out for the Cultists lurking around here.



Rescue the third Innocent on your way through this area. There's only one Innocent left to rescue. Continue into the next area and up the ramp. Unlike before, the walkways above the Prison Yard aren't safe from enemies.



Before you exit, grab the last Innocent at the end of the walkway here. When you do, be ready to face several Cultists that appear out of nowhere. There is also armor off the side of the building here. With the last Innocent free, you can exit and begin the trek up the Tower.

# Multiplayer Tips

There's a lot of open space in Ashcroft Prison for two players to explore. With plenty of space to move around in, take your time and watch your partner's back. Around every corner are dangerous enemies so stay alert and keep talking to each other.



**Tip**  
If this is your first visit to Ashcroft Prison, the Strength Glyph is available to be activated here. So when you choose your characters, make sure to pick one that can use a boost in Strength.



The key to this level is to use the space available when fighting the enemies. As enemies appear, one of you should run around to the side and flank them. With your enemies surrounded, you can decimate their numbers more quickly.

**Caution**  
Surrounding enemies works best when there are only a few of them. With too many enemies, the plan can easily backfire and the enemies will surround both of you. Leave your partner behind and bait a few enemies toward him or her before attempting to surround your enemy.



The totems are the source of the spawning enemies. With two players you can assign one Hunter, preferably a melee Hunter, to destroy the totems. The other Hunter should handle the enemies and protect the totem-hacker.

**Tip**  
Keep your movements through the Ashcroft Prison slow and steady. Rushing through will only put you in difficult situations. Keeping it slow allows you to defeat the enemies in smaller groups.



Play to your character's strengths. If you are a melee Hunter, activate an offensive Edge and deal your damage up close. If you are a faster ranged-weapons specialist, use your speed and accuracy to down your opponents before they reach you. Whichever type of Hunter you are, work closely with your partner when fighting enemies.



## Deathrow

"This used to be an open-air courtyard with a gallows. Later on the state switched to the more humane electric chair. No one has been in here since the last Ashcroft incident two years ago."

### Briefing

Deathrow is where the other Wayward Hunter, Devin, is being held by the Witch. The room itself has nothing that can provide you with cover. Attached to either side of the room are two small and narrow observation rooms with no windows.

**Enemy Types:** Cultist

**Boss:** Witch Boss

 **Innocents:** 0

### Mission Objective

Defeat the Witch.

### Note

Deathrow is unlocked after you complete both Cellblock II and Ashcroft Prison.

### Secrets

Unlock the Witch model.

Receive the Witch Boss Trophy.

Unlock Movie 1 and 2.



### Legend

-  Start
-  Health Glyph
-  Conviction Glyph
-  Strength Glyph
-  Weapon
-  Armor
-  Health Pack

# Boss Fight: Witch Boss

Devin is being held captive by the Witch. He's tied up near the electric chair, so he can't help you in the fight. It's up to you alone to defeat the Witch and her Cultist followers.

## Tip

This boss fight involves a lot of running and dodging bullets. Choose a Hunter who is quick. It's OK to sacrifice melee combat proficiency here because most of the enemies attack you from a distance. There's also a Strength Glyph here for the Hunter of your choosing.



You start in this corner of the room. The Witch lounges near the electric chair with the bound Wayward Hunter. There's a handful of Cultists scattered throughout the area, ready to pounce on you.

## Cultist

Cultists are the Witch's faithful followers. They are willing to give their lives for her. The Cultists carry Assault Rifles and are most dangerous from



a distance. The ones that do not carry guns are quick and agile, often dodging your attacks.

If ammo is plentiful, blast the Cultists from afar. It's better to defeat them quickly. If you find yourself face-to-face with one, use running attacks. They're quick but not very tough, and a few swipes from your weapon should do it.



The Witch starts out over here—happy to watch the action until you attack her or execute a few of her Cultists. Don't bother killing all of the Cultists before taking on the Witch. They keep spawning no matter how many you kill. The longer you wait, the more health you stand to lose.



Start your attack on the Witch by using your most powerful ranged weapon. Keep on the move as you fire at her and any Cultists that get in your way. Grab that armor that's sitting there, too.



At a medium distance, the Witch uses her Push attack. This is a quick flash of energy that extends outward in a semicircle. To avoid this attack, simply time your jump so that it passes underneath you.



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From a longer distance, the Witch throws the aptly-named Ball of Abysmal Flame. This is a high-energy flaming ball with a devastating blast radius. The blast is very powerful, so whenever you're a good distance away from her, expect one to come your way. When it does, make certain that you're somewhere else.



## Tip

There's a Strength Glyph underneath the electric chair. Don't forget to activate it before you finish off the Witch.



Duck in and out of these small rooms for cover. It's not much, but it's better than nothing. This one on the left side of the room is preferable because of the Health Glyph inside.



## Caution

Occasionally the Witch casts the Speed Leech spell. When this happens, your speed is greatly reduced. Keep moving and dodging to avoid this spell. If you're hit with multiple Speed Leech spells, they will accumulate. It's important to keep moving until the spell wears off.



When you've weakened the Witch substantially, she loses her ability to float above the ground. When this happens, she pulls out yet another weapon from her arsenal. This one is called the Blood Lightning attack. You can't dodge this attack, but you can avoid it by taking cover in the side rooms. If you're in there while she's outside, the electric attack is less likely to hit you.



## Tip

The Cultists drop Assault Rifles when you kill them, providing you with plenty of ammo. Keep firing at the Witch and the Cultists, and run around to pick up the ammo that is dropped.



Once the Witch is grounded, hide in one of the side rooms and shoot her through the windows. Strafe back and forth from this position while you shoot at her. Continue this until the Witch is dead.



## Note

You can only shoot at the Witch through the windows once she's been grounded. Otherwise, the bullets fly right beneath her.

# Multiplayer Tips

With the two of you up against the Witch, the odds might be a little more even. With some careful maneuvering around the small room, you can turn the tables on the Witch and put her on the run.

**Tip**

When going up against the Witch, pick Hunters with speed and accuracy. Melee combat isn't very effective against the Witch so choose Samantha or Cassandra in this fight.



There's no time like the present to launch your attack on the Witch. The Cultists will always be there so you might as well start reducing the Witch's health meter as soon as you enter the level.

**Tip**

The advantage of fighting with a partner is the ability to come at your enemies from different angles. Against single enemies like bosses, this is a very effective technique.



Stay on opposite sides of the Witch as you fire your ranged weapons at her. Coordinate your movements so that you stay on opposite sides of her even as you jump and move around.

**Caution**

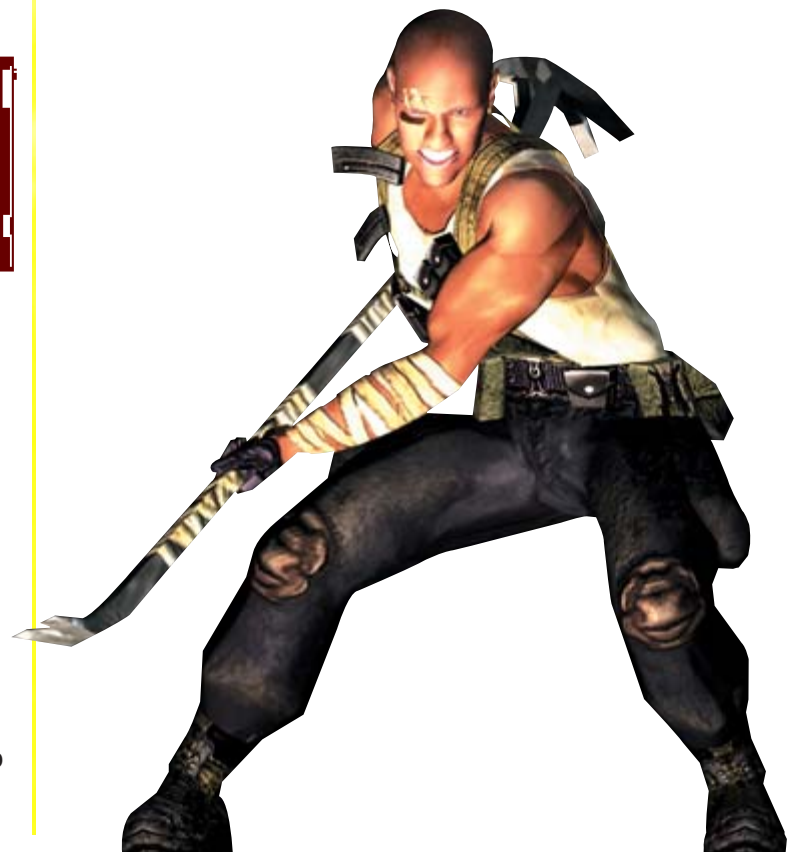
Keep a good distance from your partner. If you stay close together, one shot from the Witch's Ball of Abysmal Flame will damage both of you.



The Cultists aren't your focus, but they need a little attention now and again. They drop valuable ammo for your Assault Rifle when you kill them. Assign a player to attack the Cultists while the other player keeps on the Witch, or both of you can take shots at the Cultists. Either way, you need the ammo they drop.

**Tip**

If you are hit by the Speed Leech spell, your partner should step up the attack on the Witch. This will distract the Witch long enough for you to recover from the spell.



Deathrow



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## The Morgue

"The Morgue was more of a laboratory than a morgue. The vampires used the inmates from the hospital above as guinea pigs in their experiments to test the limits of the human body."

### Briefing



#### Note

The Morgue is a bonus level that is unlocked after completing Deathrow.

With the Witch defeated, you can now enter the Morgue. This place is deserted of people now and is crawling with Mourners and Ailerons. There are a couple of Innocents and the last piece to the Chaingun in this area. This level is optional and is not needed to complete the game. However, if you want the Chaingun, you need this last piece.

#### Mission Objective

**OBJ** Defeat the War Ghouls (optional).

#### Secret

Retrieve a piece of the Chaingun (optional).



### First Visit

On your first visit to the Morgue you can accomplish everything you need to do. The first goal is to defeat the two War Ghouls. The second is to retrieve the last piece to the Chaingun. Both goals are optional, but completing them makes the upcoming levels easier.



You start the level in this small hallway. The Ailerons don't waste any time in their attack. Shoot them down or slice and dice them.

## Aileron



Ailerons are batlike flying creatures. While they aren't strong, they make up for it in speed and sheer numbers. To make matters worse, they can

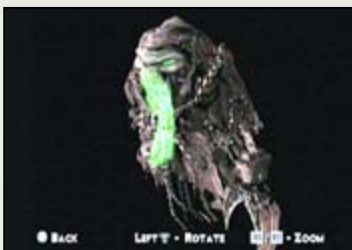
attack from just about any range. Ailerons often start their attacks from afar by spitting corrosive green globs at you. They continue to close in on you until you are surrounded. They bite and sting you from up close.

Hunters with good Accuracy should shoot them from a distance if possible. Strafe while you shoot to avoid their ranged attacks. Melee Hunters should use running attacks to cut a line through the group of Ailerons. Ailerons aren't tough to kill; they're just so darn fast and numerous.



If you try to run to the door and move to the next area, you're in for a surprise. The door here is locked, and you need a key to open it—a key held by a Mourner. The Mourner doesn't appear right away, so keep killing Ailerons until he materializes. You must now defeat the Mourner to grab the key.

## Mourner



This isn't the first time you've run into a Mourner. Remember the Church near the beginning of the game? This time, he's no boss—just

an ordinary enemy.

The Mourner still attacks with those annoying green globs that make you cough. Melee Hunters can still kill a Mourner with continuous attacks. However, as ordinary enemies, they also travel in packs. This means that you must keep on the move as you run and attack.



The next area has rows of lockers that you can use for cover. Dart from one row to the next as you defeat waves of Ailerons. Grab the armor and rescue the Innocent as you blast or swing through the locker room. Again, the Mourner that appears near the door holds your key to the next room.

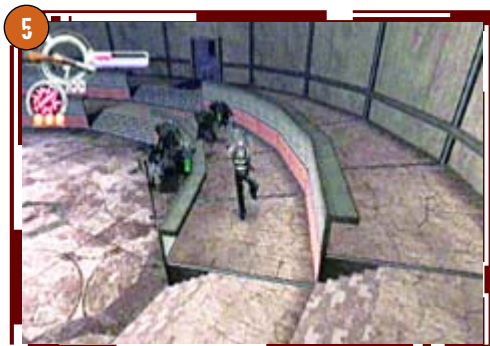


Get ready for some fast-paced action in this room. The circular room has a main arena in the middle with two concentric rings around it. Start by traveling around the outermost ring. There's an Innocent and a couple items here. Watch out for Mourners.



### Tip

Clear each ring of enemies before moving to the center. This allows you to fight a few enemies at a time instead of all of them at once.



When the outer ring is free of Mourners, move toward the center. The idea is to rid the area of as many Mourners as you can before you enter the open area in the center.



# HUNTER THE RECKONING WAYWARD



6 As soon as you step foot in the center area, Cultists and Ailerons join the fight. With more room to run around, keep moving, and

target the Cultists first. Their ranged weapons can do you in while you're fighting the others.



## Note

The second door in this area is locked. You must defeat the War Ghoul to obtain the key that lets you pass.



7 Once the Cultists are all defeated, a War Ghoul appears. You must defeat it to receive the key that opens the door to the next area.

## War Ghoul

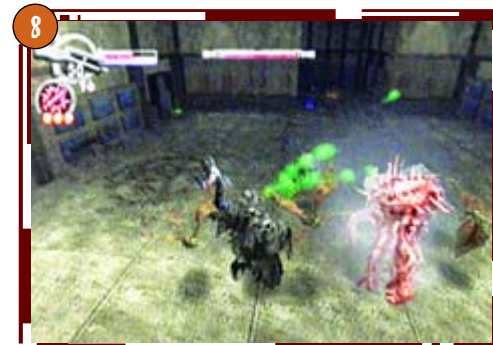


You first faced a War Ghoul in the Theatre District. The same tactics you used there also apply here.

Stay out of reach of the War Ghoul's limbs, and unload all the lead you have into it. When it raises its arms, be prepared to jump over the shockwave as it pounds the ground. If the shockwave hits you, it'll knock you over.

If you're low on ammo, try a jumping attack over the shockwave. Running attacks work well because they get you in and out of there while quickly dealing some damage.

In the next hallway, you encounter more Mourners and Ailerons. Fight through them and smash apart the stretcher and table to find a map for the hospital.



8 With the hallways free of enemies, head to the final open area of the level. This is where you fight another War Ghoul.



## Note

The Exit Glyph is ready to be used at any time, but don't go through it until you've defeated this last War Ghoul. Why come all this way just to exit prematurely?



You should be familiar with handling War Ghouls by now. If you need some extra health, there's a Health Glyph in the small area on the far end of the room. Once the War Ghoul is defeated, you receive the last piece of the Chaingun.



## Note

With the last piece of the Chaingun in your hand, Emma's Workshop is again unlocked. Before moving on, return to Emma's Workshop and let her build the Chaingun for you. It's a handy weapon, and you need all the help you can get.

# Return Visit

You collect everything the first time you go through the Morgue. Even so, it may be a good idea to return here a couple of times before you continue. The goal on your subsequent visits should simply be to increase your Hunter's stats.

**Tip**  
If you're having a difficult time battling enemies, it helps to go back to a level and repeat it. This increases your Hunter's stats and allows you to experiment with different tactics.

# Multiplayer Tips

Don't worry about a shortage of enemies on this bonus level. There are enough bad guys to go around, even for two experienced Hunters. The tough Mourners and quick Ailerons put your adaptation skills to the test. Add to them a bunch of Cultists and a couple War Ghouls to round things out. Can you handle this challenge, even with two Hunters?

**Tip**  
The mixture of fast and powerful enemies calls for a team that can match them in both power and speed. Pick one Hunter for melee combat and complement him with one with range and Accuracy.



In the first hallway, you are attacked by a bunch of Ailerons. The Hunter with the faster guns should pop them from a distance, while the Hunter with melee skills should charge them with running attacks.



Use the lockers for cover as you bait out the enemies. Stay in-between the lockers and defeat the enemies in small groups as one of you lures them to their doom.

Work your way through the rings by sticking close together. The Mourners spawn like mad here, so it is important to focus on the same targets. Doing so reduces their numbers a lot quicker.



When you face the War Ghoul and Cultists in the center, use the open space in the arena to maneuver. If you've got speed, run circles around the enemies that your partner is fighting with.



The second and final War Ghoul is also in an open area. This time, it's at the end of the level, near the Exit Glyph. Position yourselves on opposite sides of the War Ghoul to confuse it. Every moment it hesitates on who to attack is a moment to your advantage.



## Prison Hospital—Lower Level

### Briefing

"The hospital was added to hold the infirm and insane criminals committed to Ashcroft Prison in 1936. This building was used by the vampires of the area as a cattle yard knowing that the insane would never be believed by the outside world."

This is the lower level of the Prison Hospital. The area consists of a central reception area and four hallways that lead into small rooms. The hallways and rooms are dimly lit, making everything look the same. Running around lost in this place can cost you the lives of Innocents.



#### Note

Prison Hospital—Lower Level is unlocked after you complete Deathrow.

#### Mission Objective

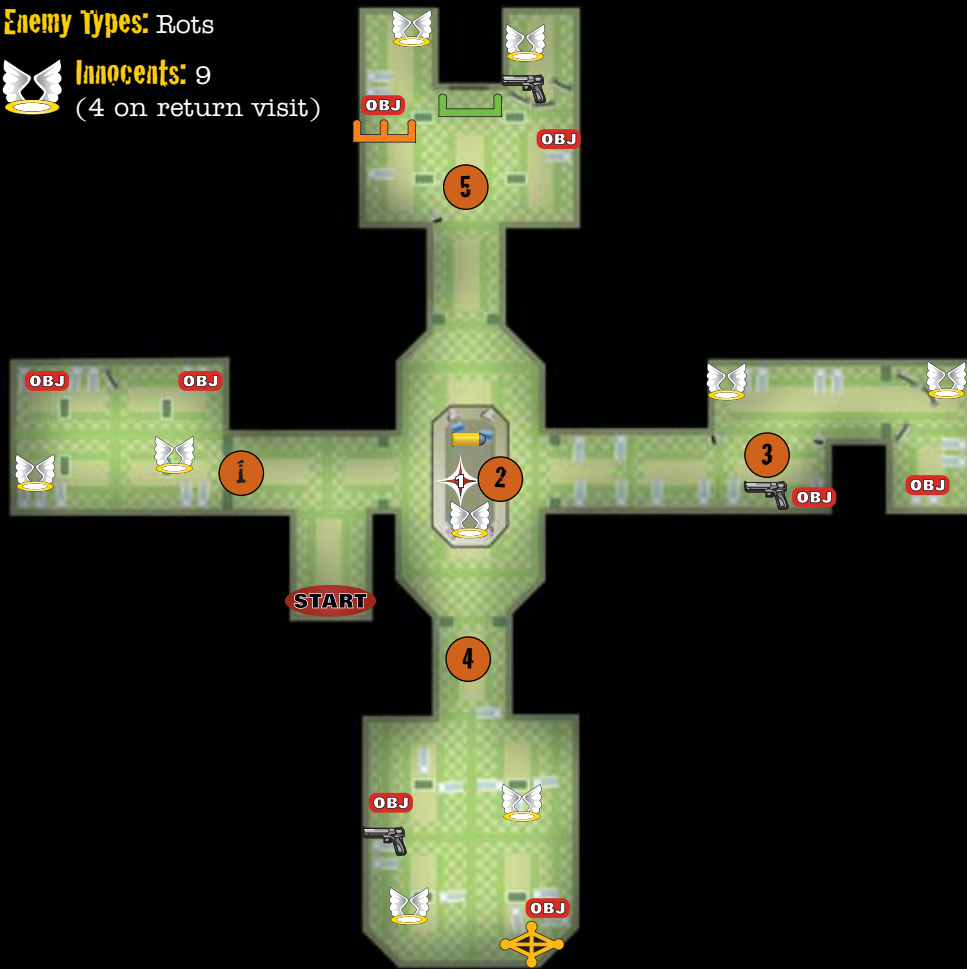
**OBJ** Prevent the rogue Hunter from killing the Innocents.

#### Secret

✦ Find the Music Easter Egg (on return visit).

**Enemy Types:** Rots

**Innocents:** 9  
(4 on return visit)



#### Legend

**START** Start

Exit

Innocent

**OBJ** Objective

Health Glyph

Conviction Glyph

Weapon

Ammo

Secret

# First Visit

Joshua's former partner Devin Lucien has gone nuts and has become a rogue Hunter. Devin's run off to kill all of the Innocents in town so that they can't be sacrificed. Your job in the Prison Hospital—Lower Level is to save at least six out of the nine Innocents in the level.

**Tip**

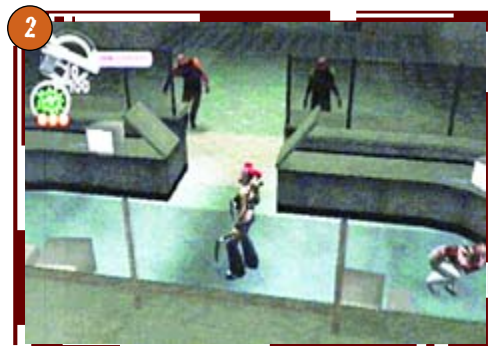
Kassandra is the best-suited Hunter for this mission. To save the Innocents, you need her speed.



Speed is of the essence. Enter this room at a run and head for the Innocents. Do not stop for anything; dodge Rots if you have to. Devin spawns in the right corner of the room as you enter and tries to shoot the Innocents with his Sniper Rifle. You must get to the Innocents before he shoots them.

**Note**

Once you rescue the two Innocents in each area, you can slow down a bit and kill a few Rots. Devin only spawns as you approach the next two Innocents.



The Innocent behind the desk in this central area is the only one that isn't in danger of being killed by Devin.



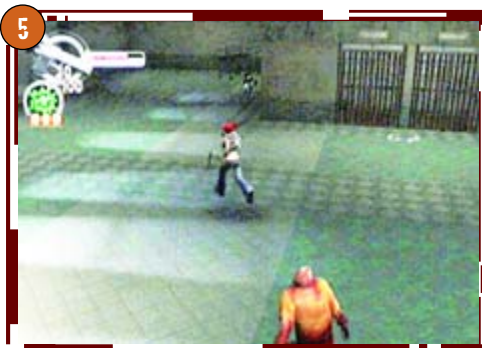
The Innocent in this corner is easy to bypass if you are careless. Turn the corner quickly and rescue the Innocent before Devin shoots. Do not stop; continue running to the next Innocent in this room.



Again, rush to save the two Innocents in this room. Leave the Rots alone until you've saved both Innocents. Once they are rescued, you can get back to fighting Rots.

**Caution**

If you try to shoot Devin before you've saved the first Innocent, he immediately teleports to the next Innocent. This means certain death for the second Innocent in that room.



In this final room are the last two Innocents. Even if you've saved the required six Innocents before you get here, rush to save these two as well. Remember that the more Innocents you rescue, the more Continues you earn.

**Tip**

If you're Trophy hunting, let four Innocents die in this level to receive the Deserter Trophy. Once you receive the Deserter Trophy, you can return and complete the mission.



# HUNTER THE RECKONING WAYWARD

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## Return Visit

On your return visit to the Prison Hospital—Lower Level, you pick up the

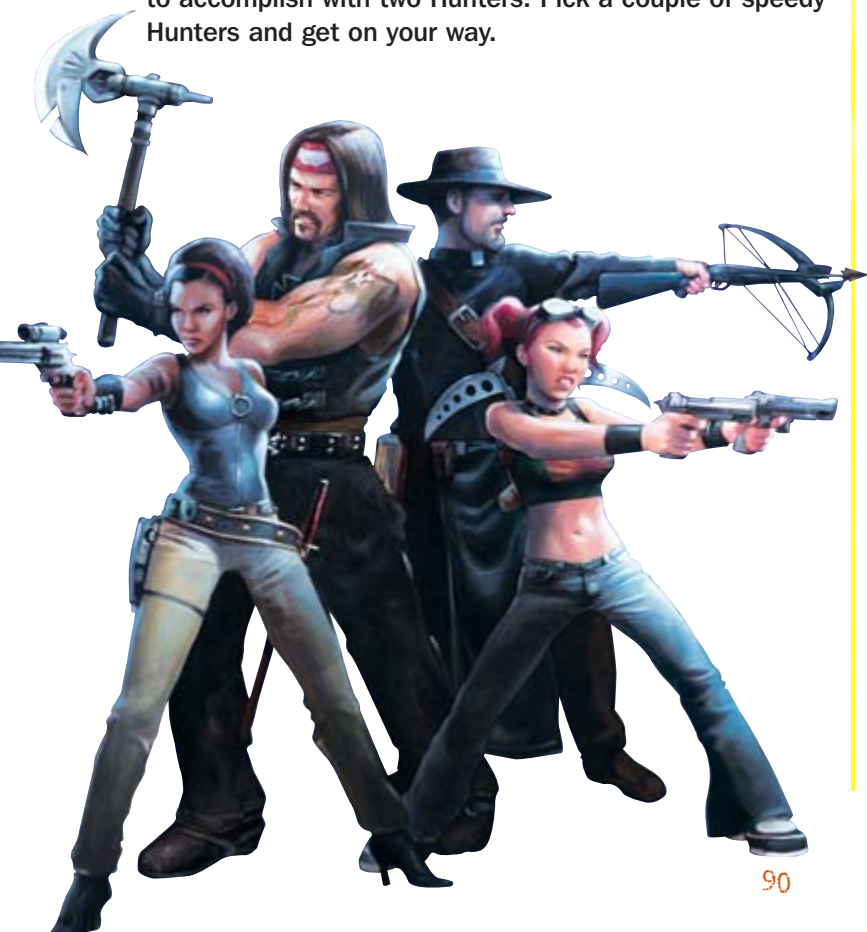
only secret of the level. This time around, there are only four Innocents to rescue.



The Music Easter Egg is behind the desk in the central area. Once you grab it, it's up to you whether or not you save all of the Innocents in the level. It's not required, but you may need the extra Continues later.

## Multiplayer Tips

It's time to rescue the Innocents. This task is a lot easier to accomplish with two Hunters. Pick a couple of speedy Hunters and get on your way.



There are two Innocents in each of the four major rooms. Decide before you enter each room which Innocent you're going after. Once you enter the room, head straight for your assigned Innocent as fast as you can. Avoid any Rots that get in your way.



### Tip

Kassandra and Samantha should activate the Demand Edge before entering each room. Demand increases their speed and allows them to reach the Innocents faster.



After you rescue the Innocents, spend some time in the rooms to clear out the Rots. You don't want the whole floor chasing you as you move on to the next area.



### Caution

Don't shoot at Devin when you enter a room even if you have a clean shot. Shooting him will only make him teleport to the next Innocent.



### Tip

Send the faster Hunter after the Innocent farthest from the entrance to each room.


# Hospital Roof Part 1

## Briefing

You've tracked Devin the rogue Hunter to the hospital's roof. The roof is small with a few ventilation ducts that provide some cover. There are also air-conditioning units that are highly explosive.

"This is the back storage area for the shop. Le Roi keeps everything here, but he mostly uses it for old vehicle storage. Le Roi and his workers haven't been able to go in here for a few days because something keeps attacking them."

 **Note**  
This level is unlocked after you complete Prison Hospital—Lower Level.

 **Note**  
This is your last chance to revisit any of the previous levels. Once you complete Hospital Roof Part 1, you can't return to any of the other levels. If you're low on Continues, it's a good idea to go earn some more. You may need them.

**Mission Objective**  
Defeat the rogue Hunter.

**Enemy Types:** Skitters

**Boss:** Devin Lucien, the rogue Hunter

 **Innocents:** 0

**Secrets**  
Receive the Rogue Boss Trophy.  
Unlock the Rogue Hunter Model  
Unlock Movie 1 and 2.



**Legend**

-  **START** Start
-  Weapon
-  Health Pack
-  Health Glyph
-  Conviction Glyph
-  Map to Hospital Roof Part 2



# HUNTER THE RECKONING WAYWARD

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## Boss Fight: Rogue Boss

It's time to put an end to Devin's insane rampage. The killing of Innocents by a Hunter stops now. Defeating Devin is your only goal here.



### Tip

If you choose Deuce to fight Devin, pick a weapon that has a rapid rate of fire. Deuce's default Shotgun is slow to reload, allowing the fast-moving Skitters to blow up in his face.



Things seem quiet and Devin is nowhere to be seen. Do not wander off just yet. Shoot the annoying Skitters with a fast-firing ranged weapon while you take in your surroundings.



Devin is a sniper. He is most dangerous from a long distance, but he needs the cover provided by these air-conditioning units to shoot. Once he appears, he hides behind the units while he snipes at you. As soon as you near him, Devin teleports to the next unit. The solution is simple: destroy the air-conditioning units to flush him out.



### Note

The Health and Conviction Glyphs are under air-conditioning units. You must blow up the units to uncover the Glyphs.

2



From this side of the burning pit, you can destroy two of the air-conditioning units before Devin even shows up.



### Tip

Unless you're Deuce, use your default ranged weapon to kill the Skitters. You need all your other ranged weapons' ammo for Devin himself. If you're Deuce, your shotgun may be too slow to catch all the Skitters. Use a gun with a faster rate of fire, or use running attacks to destroy the Skitters before they blow up.

After you destroy the two air-conditioning units near where you started, destroy the others. Devin shows up and tries to snipe

2



you. Strafe to dodge the bullets, and shoot him as you move closer to him. This forces him to teleport to the next unit. Once he's gone, you can finish off the air-conditioning unit he was hiding behind.



Repeat this tactic until all of the air-conditioning units are destroyed, or until Devin comes after you directly. Devin is really

slow, and most of the Hunters can run circles around him. The best way to fight Devin is to run and shoot.



### Tip

Make sure you grab the map to Hospital Roof Part 2 in the corner of the roof.



Stay close enough to Devin that he can't shoot you with his Sniper Rifle, but also stay far enough ahead of him that he can't

reach you with his blade. Run and strafe in tight circles while you pump lead into Devin.



There is a Flamethrower sitting on a plank in the middle of the burning pit. The close-range combat that Devin forces you into is perfect for the Flamethrower. Keep running in circles and light him up. There's also a Shotgun in the corner of the roof that is useful if you run out of ammo for your weapons.



If you run out of ammo completely, it's time for some melee action. Devin is a big guy and knows how to swing his blade. Combo attacks are good, but they can leave you vulnerable if you miss. Running attacks are preferable against Devin because if you miss, it puts you out of harm's way. Hopefully, if you run out of ammo, Devin is weak enough that it doesn't take much melee combat to defeat him.

## Multiplayer Tips

Get a friend to join you in the fight against Devin on the roof. Devin's killing spree has got to stop and you and your partner are just the Hunters to do so.

With two players, the strategy is the same as for one player. Start by destroying the air-conditioning units so that Devin



comes out of hiding. You can't start your attack on Devin until he is flushed out.



Once Devin comes out of hiding, you and your partner can begin the assault on him. When he charges you, let him chase you around while your partner stands back and shoots him.



### Tip

When your partner runs out of ammo, switch positions. Let Devin chase your partner around while you unload your clips into Devin.



If you and your partner run out of ammo before Devin is defeated, begin your melee attacks. Running attacks work best against Devin. Keep Devin between you and your partner while you do so to keep him confused.



### Caution

Be careful when you use the Flamethrower. Your partner can just as easily catch fire if you point it in the wrong direction. Tell your partner when you're ready to shoot the Flamethrower so that he or she knows to stay out of the way.




## Hospital Roof Part 2

"The world is starting to change around you. You have to get to that tower that just formed at the prison. Also, to make matters worse, a fire has started on the roof. Guess you will have to take the long way around."

### Briefing

The appearance of the Tower is a sure sign that Ashcroft is beginning to shift into the Shroud. With the roof on fire, you need to find an alternate way down. To do this, you must traverse a bunch of catwalks to and from other buildings. The route is teeming with undead enemies, so bring some heavy firepower.

 **Note**  
Hospital Roof Part 2 is unlocked after you complete Hospital Roof Part 1

**Mission Objective**  
Reach the lower levels.

**Secret**  
Find the Music Easter Egg.



**Enemy Types:** Aileron, Boojum, Rot, Rot Type 2 (Flamethrower), Mourner

**Innocents:** 4

**Legend**

-  Start
-  Exit
-  Innocent
-  Health Glyph
-  Conviction Glyph
-  Weapon
-  Ammo
-  Armor
-  Health Pack
-  Secret

# First Visit

The mission is simple: find a way down from the roof. Along the way, grab a Music Easter Egg and the four Innocents.



From the start, fight through the disgusting swarms of Boojums. At the first intersection, hang a left. Down this dead end you find your first Innocent and the only secret to the level. There is also armor in this area.

## Boojum



Boojums are fast, creepy critters. They slither low to the ground and travel in great numbers. Boojums are easy to kill if you can keep up with them. A

single bite doesn't hurt much, but many bites from many Boojums can be fatal.

The best way to deal with Boojums depends on how many and where they are. A few Boojums charging you should be shot with your ranged weapon. If they've already surrounded you, simply start swinging your melee weapon until they're gone. The Flamethrower also works great against a mob of Boojums.



Head back past the intersection and on to the next area. There is more armor, another Innocent, and a Health Glyph in this area.

Use the ventilation ducts for cover if you need to. The enemies are numerous, so don't let them overwhelm you in open spaces. The Ward Edge is very useful in keeping all the bad guys at a safe distance while you shoot at them.



## Tip

With a quick Hunter like *Kassandra* or *Samantha*, you can use the Rots with Flamethrowers against other enemies. Simply lead your pursuers around the Rots and let them catch fire. Of course, you must be very careful not to burn yourself too.

Continue to the walkway. Because the walkway is so narrow, it's easier to shoot at the enemies as they appear in front of



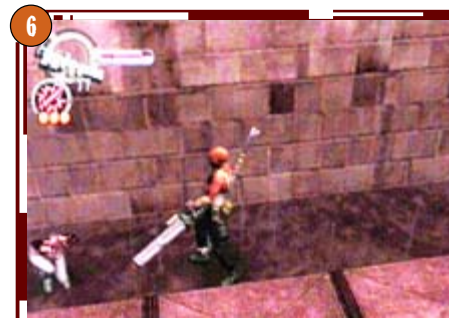
you. Simply strafe and shoot at them, backing up when necessary if they are coming too fast.



Use the skylight along with the ventilation ducts for cover as you take on the crowd of Mourners and Boojums. Make sure you rescue the Innocent in the corner.

As you approach this next walkway, a couple of Flamethrower-toting Rots appear with a few Mourners.

Retreat to the open area at point 4 to fight them. There's much more room to maneuver there, as well as a handy Health Glyph for support.



The last Innocent of the level is in the far end of this last area. If you're low on health, make a run for it. The Exit Glyph is close by, and there's nothing else here.



# HUNTER THE RECKONING WAYWARD

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## Return Visit

Subsequent visits to Hospital Roof Part 2 are great for raising your

Hunters' stats. The plentiful bounty of enemies to defeat ensures quick experience points for your Hunters. On your return visits, there are no new goals to accomplish and no new secrets to find. Regardless, it's a good idea to buff up your Hunters.



### Caution

This is one of your last chances to rescue Innocents to earn Continues. Except for the four Innocents left in Ashcroft Prison, there is only one other Innocent throughout the rest of the game. If you need Continues, rescue the Innocents now or you're stuck with what you have.

## Multiplayer Tips

This level is nothing more than a mad dash for the exit. Along the way, you'll find enough fodder to challenge even two Hunters. The terrain is varied between semi-open spaces and narrow walkways.



The enemies spawn in dense swarms on this level. Use any obstacles you come across for cover. The ventilation ducts that stick out of the ground make good cover, especially against the Boojums.



### Tip

The Ward Edge can help keep the enemies at bay for a short time. At this point in the game, the radius should be large enough to cover the two of you while you pick off the enemies with your ranged weapons.



The narrow walkways make good hunting grounds for ranged weapons specialists. Strafe together and mow down the enemies that pop up.



### Tip

There are a couple of armor pick-ups on this level. Don't be greedy and pick it up if your partner needs it more.



Use the skylights to slow down the enemies. If you both stand on the skylight, you can attack the few that filter through as they do.



### Tip

If you have the Rejuvenate Edge and your partner is low on health, activate it near him or her. At this point in the game, your Rejuvenate Edge can heal your partner also.



# Prison Hospital—Upper Level

## Briefing

"The world is rapidly becoming an unfriendly place. Escape as fast as you can from what was the hospital of Ashcroft Prison."

This is the upper level of the Prison Hospital. You should have no problem navigating these hallways, as the layout is similar to that of Prison Hospital—Lower Level.



### Note

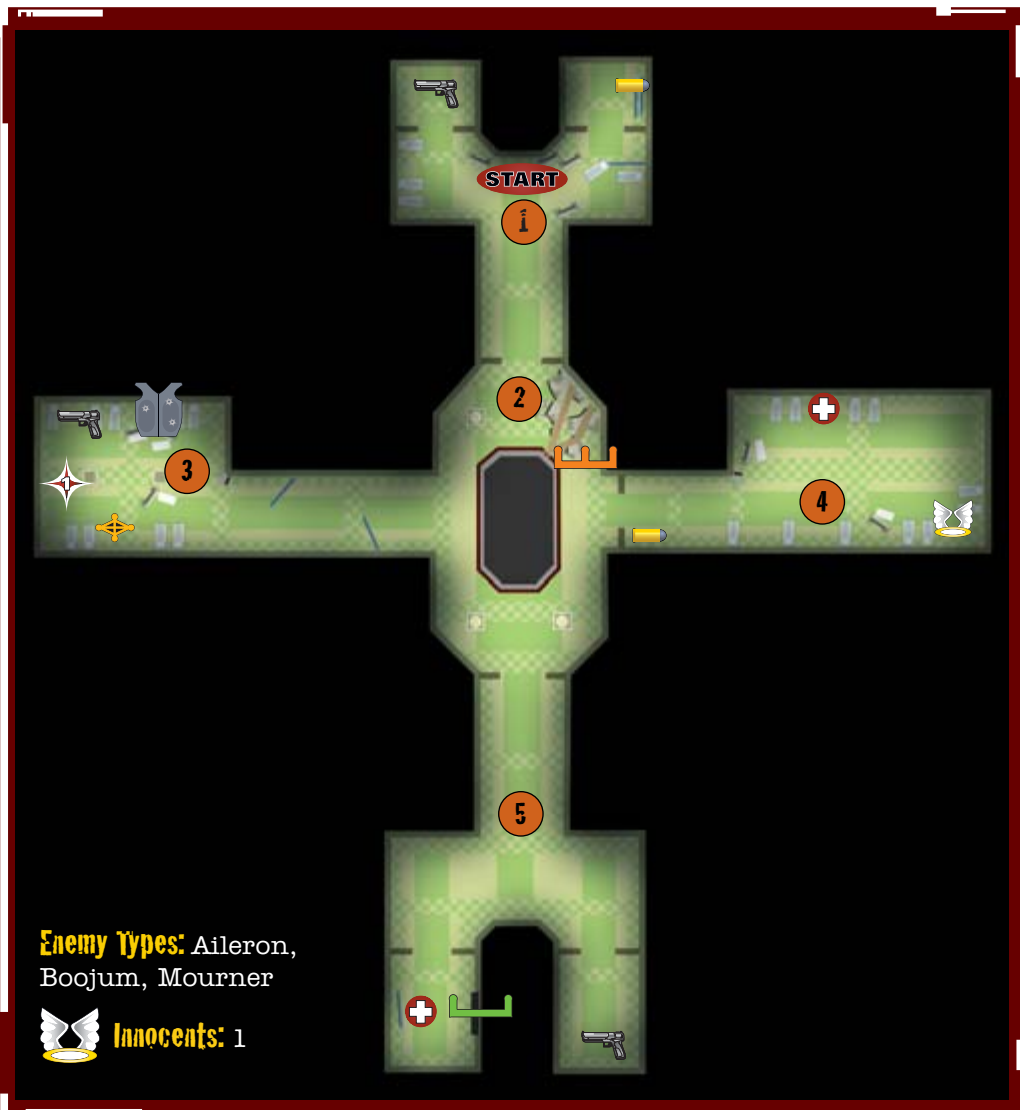
This level is unlocked after you complete Hospital Roof Part 2.

### Mission Objectives

Get to the prison yard.  
Rescue the Innocent.

### Secret

Find the alternate costume.



### Legend

START Start

Exit

Innocent

Health Glyph

Conviction Glyph

Weapon

Ammo

Armor

Health Pack

Secret



# HUNTER THE RECKONING WAYWARD

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## First Visit

Your mission is to travel through these hallways and on to the prison yard. To

do so, you must first rescue the single Innocent on this level. The Innocent holds the key to activate the Exit Glyph.



### Note

Once you complete Prison Hospital—Upper Level, you can only return here. You can't return to Hospital Roof Part 2 or anything before that. The only exception is Ashcroft Prison, which you must make your way back through after you complete this level to advance in the game.



The room you start in has two areas on either side. One side holds some ammo, and the other holds a Flamethrower. The Flamethrower works great on the swarms of Boojums that are all over the level.



### Tip

It's OK to run past enemies. Sometimes it's better to hightail it than to be overwhelmed.



The pile of rubble here prevents you from going straight for the Innocent in the east wing. Fight off the Mourners that get in your way, and head into the west wing.

There are a bunch of goodies in the west wing. The secret costume is hidden behind the far pillar, and the Health Glyph is



tucked away behind one of the beds. In here you also find some armor and a nice Machine Gun.



### Tip

It's always a good idea to pick up every weapon you find. If you already have the weapon, picking up another of the same type adds to your ammo supplies.



Even though point 5 is on the way, skip it for now and head over to point 4. In this room is the Innocent that needs to be rescued.

Rescue this Innocent to receive the key that activates the Exit Glyph at point 5. The Innocent is hiding in the dark corner behind a screen.



With the key in hand, head to the south wing and the Exit Glyph. Before you leave, grab the Flamethrower in the corner

and the Health Pack in the opposite corner.



### Note

With the completion of Prison Hospital—Upper Level, you must retrace your steps through Ashcroft Prison once more. Check out page 77.

# Return Visit

At this point in the game, once you complete a level, you are only allowed to return to that level. If you wish to return here, you must do it immediately after you complete it. If you move on, it becomes closed to you.

There are no new goals or secrets to discover on return visits here. If you return it's for your own benefit. There are only a few levels left and some tough fights ahead. The extra experience points you gain from repeating the levels is priceless. This is also a good way to pick up new weapons and ammo.

# Multiplayer Tips

The hallways and rooms of this level are dark and dingy. For two players, this means you must stick together and be ready for enemies to pop out of the dark. There isn't much room to run around, so play it smart and work your way slowly through the halls.



With two players and countless undead in your way, ammo is a precious commodity. Collect every weapon and ammo you come across. It's also worth it to go out of your way to grab some.



Father Esteban's Word of Power works great on the numerous enemies that attack all at once. At this point in the game, its power and range is very formidable.



## Caution

The poor lighting and the lack of space makes it hard for a Hunter to freely maneuver. If you panic and run off into the dark, you're likely to cause more enemies to appear. Stay calm and stick by your partner.



No matter which Hunters you pick, make sure you play to their strengths. Melee Hunters should stick to melee, and ranged weapons Hunters should stick to shooting enemies from a distance. Combine the two complementary skills against enemies and you will be unstoppable.



## Tip

As you're nearing the end of the game, it's important to build your Hunter's experience. Killing enemies is the only way to do this. When you look at your characters, notice how much experience each of them have relative to each other. Repeat a few levels with the Hunters who are low on experience to even things out.



# HUNTER THE RECKONING WAYWARD

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## The Tower

"The Tower reaches up into the heavens. The skies are boiling. What or whoever is responsible is at the top. They must be stopped. This is no longer a local problem."

### Briefing

You're almost there. The source of all this trouble in Ashcroft is at the top of the Tower. Getting to the top isn't easy, as the narrow stairs are filled with minions from the Shadowlands.

**Note**

The Tower is unlocked after you retrace your steps in Ashcroft Prison.

**Caution**

From here on out, there are no more Innocents to rescue. If you're short on Continues, return to Ashcroft Prison with Cassandra and rescue Innocents. After you complete the Tower, there are no more chances for you to earn Continues.

**Mission Objective**

Reach the Tower Battlements.

### Legend

- START** Start
- Exit
- Health Glyph
- Conviction Glyph
- Weapon
- Armor
- Health Pack

**Enemy Types:** Aileron, Boojum, Ghostwall, Mourner

**Innocents:** 0

# First Visit

The Tower actually consists of a couple of spires. You start out at the bottom of one and ascend a spiral staircase. From there, you cross a narrow bridge to the next spire, where you continue to ascend on another spiral staircase. Naturally, the climb up is barred by plenty of creatures from the Shadowlands.



## Tip

The close-quarters combat on these narrow staircases is suited to Deuce or Joshua's fighting style.



From the start, the only direction to go is up. You don't have to go far before you run into some Ailerons and Boojums. The narrow nature of the stairs makes maneuvering a challenge, but it also makes it easier to focus your attacks in one direction.



As you travel around the Tower, you reach a platform that extends away from the stairs. There is a fully charged Health Glyph there. Fill up your health meter before continuing.



## Tip

The Health Glyph recharges itself after a short time. If you find your health meter depleted as you progress, you can always come back down and refuel.



Just beyond the platform with the Health Glyph is a strange-looking wall that appears to be a large mirror. This is a Ghostwall, which is made of pure ectoplasm. To get past the Ghostwall you must destroy it. Use your melee weapon to attack its frame. If you attack the reflective center you'll get a painful surprise.

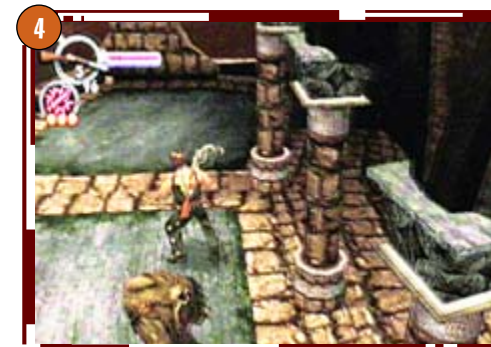
## Ghostwall



Ghostwalls are stationary objects that block your path up the Tower. The reflective surface in the center of the wall can harm its

attacker. Swinging a blade at this surface only drains your health meter.

The only way to destroy a Ghostwall is to attack the frame on either side of the reflective surface. Simply use your melee weapon on its frame until the whole thing collapses. Using your ranged weapon on it only wastes ammo.

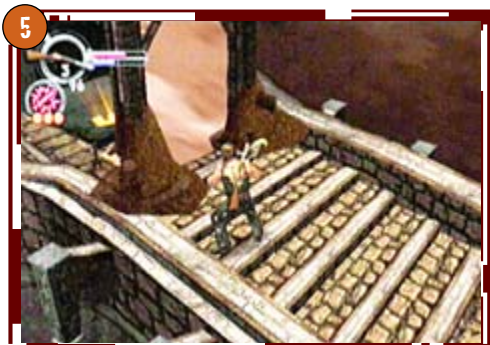


The bridge to the other spire connects to this platform here. You can use the pillars for some cover against the Mourners and their friends. There's also a much-needed Health Pack in the far corner.



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There's another Ghostwall blocking your path at the end of the bridge. Defeat the hordes of creatures on the bridge first before tackling the Ghostwall. Even a melee Hunter like Deuce needs a little time to destroy the wall. Make sure there are no enemies left to attack you as you work on the wall.



## Tip

If you get thrown into a coughing fit by the Mourners or Ailerons, run away until you stop coughing. You can't attack when you're in a coughing fit, so get out of harm's way until payback time.



You're now more than halfway up the Tower. Continue around the stairs until you reach the next Ghostwall. This last Ghostwall has a bunch of Mourners and Ailerons defending it. Use the nearby platform if you need more room to maneuver.



Finally, there's the Exit Glyph. There's nothing special you need to do to make it glow; just getting here in one piece is enough. If you're low on health, don't bother fighting the monsters that linger here. Step over the Exit Glyph, and the next stop is the Tower Battlements.

## Return Visit

If you want to improve your skills at this late stage in the game, your only choice is to revisit the Tower. Everything else is closed to you. If you're having a hard time with the final level, Tower Battlements, you might need to improve some of your Hunters' stats by returning here. Unfortunately, if you're looking to earn Continues, you can't earn them in the Tower. The last place with Innocents to rescue was Ashcroft Prison.



# Multiplayer Tips

Narrow staircases and one narrow bridge make up the terrain of the Tower. The lack of running room should tell you to prepare for some up-close-and-personal encounters with the hordes of enemies. Luckily for you, you've brought back-up.



## Tip

A good combination for this level would be Deuce and Father Esteban. Deuce can jump into the fray and attack the enemies while Father Esteban can stand back and lend support. Father Esteban's Word of Power can drop multiple enemies at once and he can also heal with the Rejuvenation Edge.



If you've got two melee Hunters climbing up the Tower, you can power through the crowds together. Stick close to each other and use combo attacks. The combo attacks often swing around and damage your partner's enemies as well as your own.



## Caution

If you've got friendly damage turned on, be careful that you don't stand right next to each other. One false swing or stray bullet could damage your partner.

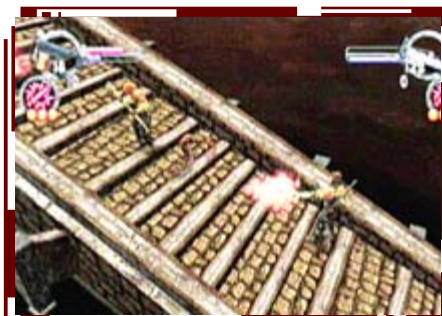


Let the heavy melee Hunter tackle the Ghostwall. Melee Hunters have the power to quickly destroy these tough mirrorlike walls. The partner's focus should be to stand guard and kill anything that approaches.



## Tip

Ammo is tough to come by in this level. Let the Hunter that can use ranged weapons more effectively pick up the majority of ammo drops. Ammo doesn't do any good if it sits in a melee Hunter's pocket while he isn't using a ranged weapon.



The narrow walkway and stairs are perfect to use a lure and kill strategy. Lure a few enemies at a time to your partner and defeat them in small groups. This technique lessens your chances of being surrounded and taking damage.



## Tower Battlements

"Was that Carpenter?!"

### Briefing

This is it, Hunters. The source of Ashcroft's troubles this time around is Nephrack, and it's waiting for you in the open arena. All that space also means that there is practically no cover to protect you from enemies. Nephrack is stationery but also very dangerous. Not only are its attacks far reaching, but it also has an army of creatures to support it. All the Continues that you've been saving up pay off here.

**Enemy Types:** Aileron, Boojum, Mourner

**Boss:** Nephrack

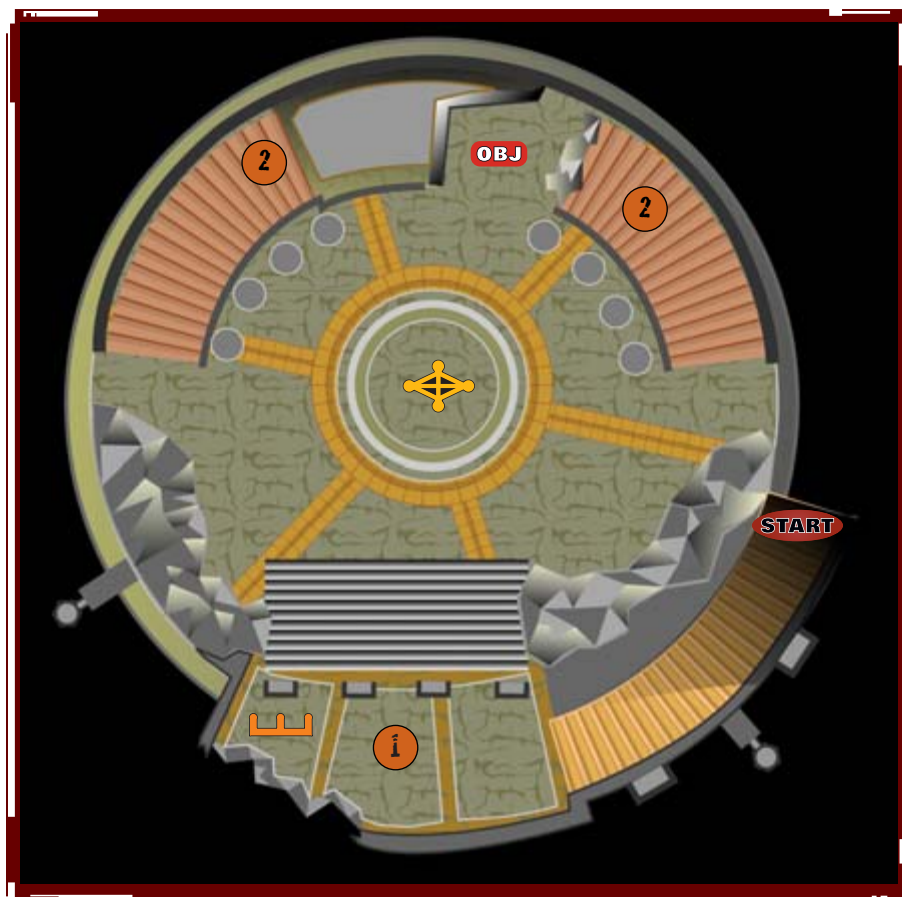


**Innocents:** 0



### Note

This is the final level in the game and is unlocked after completing the Tower.



### Mission Objective

**OBJ** Destroy Nephrack.

### Secrets

- Unlock the Nephrack model.
- Unlock the Nephrack Boss Trophy.
- Unlock Movie 1, 2, and 3.

### Legend

- START** Start
- OBJ** Objective
- Health Glyph
- Conviction Glyph

### Final Boss Fight: Nephrack

Nephrack doesn't move around, so you must take the fight to it. In the meantime, its army of Ailerons, Boojums, and Mourners pecks away at you. This is going to be a long and arduous battle.



### Tip

Deuce and Samantha's Ward Edge is very useful in this fight. It keeps away the minions while you shoot at Nephrack. As for a weapon, the Chaingun is your best choice simply because it holds so much ammo.



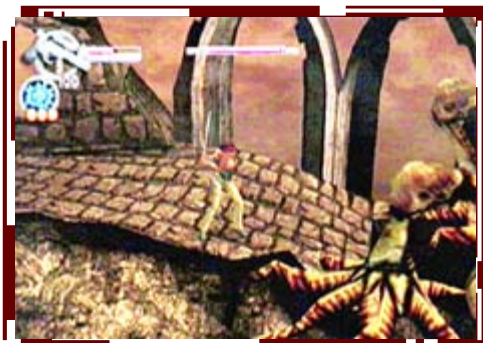
The stairs from the start point lead to this platform with the Conviction Glyph. Enjoy the peace and quiet while you can because as soon as you step onto the stairs, all hell breaks loose.



Totems on the stairs on either side of Nephrock are the source of its minions. The totems appear two at a time. The first set spawns Boojums. Destroy the totems so that you can tackle Nephrock unhindered.

**Caution**

Do not shoot Nephrock with your ranged weapon yet. You must wait until the second set of totems appears. All damage dealt by ranged weapons right now is reflected back to you.



With the totems gone, go up the stairs to either side of Nephrock. From there, start hacking away at Nephrock with your melee weapon. At this close range, beware its melee attack, the Tentacle Slap. Run in, attack, and run back out.



While you hack away at Nephrock from the side, it also uses its Ectoplasm Blast attack. If you're caught by this attack, it knocks you on your rear. Time your jump so that you are in the air as it passes beneath you.

**Caution**

When you are close enough to Nephrock, beware its Tempest Wrack. It causes a great deal of damage and leaves a blue aura around you. There is no way to dodge the Tempest Wrack once it is cast. To avoid it, you must not stay within its range for too long.



Once you damage Nephrock enough with your melee weapon, it calls forth another pair of totems. This time, the totems spawn Ailerons. Unlike the first set of totems, destroying this set doesn't stop the Ailerons from spawning. It merely slows down their spawn rate.

**Tip**

Nephrock's pool of minions is endless. Do not bother trying to kill every one of them. Concentrate your efforts on Nephrock and only kill its minions as needed.



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At this point you can begin your ranged assault on Nephrock. You've weakened it enough that it no longer reflects the damage from ranged weapons. It's time to pull out the Chaingun and hold down the trigger.



Keep your distance from Nephrock and fire away. Your priority is to damage Nephrock, not kill minions. Keep moving to dodge the Ailerons and their green projectiles while you continue aiming at Nephrock.



## Tip

With the Ward Edge, Deuce or Samantha can shoot at Nephrock with little movement. They must only dodge the projectiles from the Ailerons and Mourners.



The third set of totems spawns Mourners, lots of them. With them in the mix, you must be more careful where you move and at what you're shooting. Mourners tend to surround you so that you can't get a good shot at Nephrock. A good place to stand is on the stairs near Nephrock. From there, the Mourners have a tough time reaching you, but you still must dodge their ranged attacks.



## Caution

Stay away from Nephrock's immediate front side. If you spend too much time in front of Nephrock, it casts the Speed Leech spell on you. Get caught by a few of these and your movements are reduced to a painful crawl. Once hit by one, your only choice is to let it wear off.



Eventually you run out of ammo, even if you're using the Chaingun. When this happens, you can either start hacking at Nephrock's side like you did in the beginning, or you can kill minions in hopes that they drop ammo.



## Caution

Nephrock will occasionally activate its Miasmal Breath spell. If you're caught by this, you'll be helpless to attack for a short time because of the coughing it induces. To avoid the Miasmal Breath you must keep moving and dodging as you attack Nephrock.



Continue the hit-and-run tactics until Nephrock is ultimately beaten. The fight is rough, and you probably will lose a few Continues along the way. With Ashcroft saved once again, it's time to get out of here—finally.

## Multiplayer Tips

Nephrock is the last boss of the game. Bring along some back-up to smooth out the fight a little. Even with two Hunters on the job, this is still going to be the toughest battle of your lives.



### Tip

If you've been beefing up your Hunter adequately, the Ward Edge should provide enough cover for two Hunters.



Assign one person to destroy the totems while the other begins hacking away at Nephrock. You must both move together when going from one side to the other.

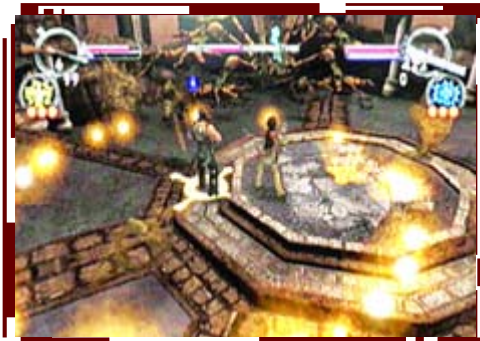


### Tip

Always keep an Edge activated. Whether it's the Demand Edge to increase your attack skills or the Rally Edge to help protect you from damage, Edges give you the advantage when fighting this monstrosity.



Once the second set of totems appears, you can begin your ranged weapons assault on Nephrock. The Hunter with the better accuracy should concentrate on Nephrock while the other Hunter should split his or her time between Nephrock and keeping the minions at bay.



Coordinate your movements with your partner's. Stay close to each other as you dodge and maneuver around Nephrock and its minions. Sticking near your partner allows you to concentrate your attacks on the same group of enemies while you pepper Nephrock.



### Tip

If you're forced into melee combat with Nephrock, take turns hacking away at Nephrock from the walkway on either side. If you both try to stand too close to Nephrock at once, you both stand to get damaged by its short ranged attacks. The Hunter not directly attacking Nephrock should focus on destroying a few of the minions.



# HUNTER THE RECKONING WAYWARD

## Enemies

Your quest to find out what's causing all the trouble in Ashcroft isn't without resistance. Along the way, you fight countless creatures bent on stopping you. The enemies you face can be divided into two categories: standard and boss.

Standard enemies are found all over town. They come in great numbers with the sole purpose of stopping you in your tracks. Boss enemies are only found on certain levels. In order to advance in the game, you must get through each boss. Bosses are more powerful and dangerous than standard enemies.

Listed here are all the creatures in Ashcroft, both standard and boss types. Use this reference to find the weak spots of all your enemies. If you're having problems with a certain type of enemy, look it up here for information to help you defeat it more efficiently.

### Standard Enemies

#### Aileron



Ailerons are extremely fast, batlike flying creatures. While they aren't very strong, they make up for it in

speed and sheer numbers. To make matters worse, they can attack from any range. Ailerons often start their attacks from afar by spitting corrosive green globs at you. As they do, they continue to gather toward you until you are surrounded. They bite and sting you from up close.

Hunters with good Accuracy should shoot them from a distance. Strafe while you do to avoid their ranged attack. Melee Hunters should use running attacks to cut a line through the group of Ailerons. Ailerons aren't tough to kill; they're just so darn fast and numerous.

#### Boojum



Boojums are fast, creepy critters. They slither low to the ground and travel in great numbers. Boojums are easy to

kill if you can keep up with them. A single bite doesn't hurt much, but many bites from many Boojums are fatal.

The best way to deal with Boojums depends on how many and where they are. A few charging you should be shot with your ranged weapon. If they've already surrounded you, simply swing your weapon until they're gone. The Flamethrower also works great against a mob of Boojums.

#### Cultist



Cultists are the Witch's faithful followers, willing to give their lives for her. The Cultists carry Assault Rifles and are most dangerous from a distance. The ones that do not carry guns are quick and agile, often dodging your attacks.

If ammo is plentiful, blast the Cultists from afar. It's best to defeat them as quickly as possible. If you find yourself face-to-face with one, use running attacks to defeat it. Cultists are quick but not very tough, and a few swipes from your weapon should do it.

#### Gargoyle



Gargoyles are heavily armored and slow. They pack quite a punch and are tough to destroy. If you're trying to save ammo,

which you should always be doing, avoid using ranged weapons against Gargoyles. Their tough skin drains your ammo supplies. Gargoyles are slow enough that melee is a much better choice. During melee, position yourself at their side and keep that position as you attack them. Standing in front of a Gargoyle only allows it to charge you. If you're behind the Gargoyle, it will sweep you with its tail, stunning you.

#### Ghostwall



Ghostwalls are stationary objects that block your path up the tower. The reflective surface in the center of the wall

can harm its attacker. Swinging a blade at this surface only drains your health meter.

The only way to destroy a Ghostwall is to attack the frame on either side of the reflective surface. Simply use your melee weapon on its frame until the whole thing collapses. Using your ranged weapon on it only wastes ammo.

#### Ghost Knife



Ghost Knives are spectral creatures that appear from the Shadowlands with no warning. From a distance, they shoot several energy balls in succession. Destroy them with your ranged weapon or charge up close. To get near a Ghost Knife, you must run around it in a circle and close in on it to avoid its ranged attacks.

#### Hanged Spirit



Hanged Spirits are all that's left of executed prisoners. They move a few feet above the ground and attack with their feet.

Fortunately, they are slow. One-on-one, hacking away at a Hanged Spirit stuns it so it can't attack. However, they rarely spawn by themselves. With more than one, move around so they don't surround you. Use the running attack.

#### Machine



Machines are extremely slow. However, they more than make up for it with their attack capabilities. Machines

shoot spinning blades at long distances, spit a stream of fire at medium distances, and swipe with their arms at short distances. The only safe place to stand is directly behind one. From that position, you can hack it at your leisure. It is too slow to turn around in time to hurt you.

If you are fighting more than one Machine at a time, or even a Machine and Rot, you can use their firepower to your advantage. Position yourself directly between the two

enemies so that the Machine's fire attack burns the other enemy.

## Mourner



You first encounter a Mourner in the Church as a boss. In the later levels, Mourners can be found in swarms.

The Mourner attacks with green projectile globs that make you cough. If you get hit by one you go into a coughing fit and become helpless. Keep moving to dodge the globs. When you're up against a single Mourner, you can charge it and continuously attack it. Doing so keeps it stunned as you strike until it is dead. When facing more than one, you must perform running attacks while you stay mobile. Don't let yourself be surrounded by Mourners.

## Rat



These rotting rodents are faster than their humanoid counterparts, the Rots. Rats are easy to destroy with a few

shots or swings from your weapon. Avoid the green gas that Rats spit. Choking on the gas doesn't damage you, but it prevents you from attacking.

## Rot



The Rot is your basic zombie enemy. These undead creatures crawl out of the ground as you near their vicinity. Rots are

slow and aren't powerful at first. As you progress through the game, however, they become more powerful. When there are only one or two of them, melee combat is a breeze. The real danger lies in their numbers. For large groups of Rots, use your ranged weapon to even the numbers from a safe distance.

For the more powerful Rots later in the game, you must perfect your running attacks. Running attacks allow you to charge the Rot, deal the damage, and retreat to a safe distance.

## Rot Dog



The Rot Dog is the canine version of your basic Rot. Rot Dogs travel in packs and are very fast. Don't even think of

outrunning a Rot Dog; it can catch even the fastest Hunter. The best way to deal with Rot Dogs is to down them with your ranged weapon before they reach you. Remember to keep moving as you fire at the Rot Dogs so they can't catch up to you.

## Rot Type 2



These Rots are the upgraded version of regular Rots. They are stronger and can use Pistols, Shotguns, and even Flamethrowers. Keep your distance from these guys so you can better dodge their lethal bullets. Continue moving but never run directly toward a Rot Type 2, or you'll run directly into a bullet. Kill them as quickly as possible so you don't get in the crossfire between two or more of them.

## Rotting Hand



The Rotting Hands are tall, thin, skeleton-like creatures. Their long limbs give them quite a reach, but they are

just as slow as Rots. Melee combat with Rotting Hands should be swift and deadly. Do not give them time to swipe at you. If you haven't killed them by the time they swing, make sure you're out of reach.

## Skitter



These fast-moving, spiderlike critters are highly explosive and attack kamikaze style. The best way to deal with Skitters is to pop

them with your ranged weapon. The damage that they cause when they explode near you is massive. A few explosions and you'll be running around looking for a Health Glyph.

## War Ghoul



You first face a War Ghoul in the Theatre District as a mini-boss. War Ghouls appear later as standard enemies.

Stay out of reach of the War Ghoul's limbs and unload all the lead you have into it. When it raises its arms, be prepared to jump over the shockwave as it pounds the ground. If the shockwave hits you, it'll knock you over.

If you're low on ammo or are the daring type, try a jumping attack over the shockwave. Running attacks also work well because they get you in and out while quickly dealing some damage.

## Bosses



### Note

For more information on how to beat the bosses, refer to each boss's individual section in the walkthrough.

## Machine Boss

Level: Le Roi's Body Shop—Inner (page 64)



### Claw

The claw is the Machine Boss's melee attack. Stay out of its reach.

### Lightning Aura

This is the Machine Boss's medium-range attack, which causes a shockwave to extend outward. Avoid the attack by jumping over the waves.

### Lightning Bolt

The Machine Boss's most dangerous weapon, this electric attack can reach you from across the room and packs quite a punch. The only way to avoid it is to stand behind a smaller Machine or a pillar.

### Spawn Machine

The Machine Boss never fights alone. It summons smaller Machines to its aid.



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## Nephrack

Level: Tower Battlements (page 104)



### Ectoplasm Blast

This causes a shockwave of ectoplasm to radiate outward. If you're far enough away, you can jump to avoid it.

### Miasmal Breath

This area-of-effect attack leaves you choking. If you get caught in it, you can't attack until it wears off. Use the dodge move to avoid it.

### Speed Leech

If you get caught by this slowing spell, your movement is reduced. If you get caught by more than one, your speed slows with each hit.

### Tempest Wrack

This is a very powerful attack that affects the area around Nephrack. The only way to avoid this attack is to stay out of its reach.

### Tentacle Slap

This is Nephrack's melee attack. Get near it and it will swipe at you with its tentacle, knocking you back.

## Devin Lucien, the Rogue Hunter

Level: Hospital Roof Part 1 (page 91)



### Sniper Rifle

Devin begins his attacks with a Sniper Rifle. He hides behind air-conditioning units and takes shots at you. Once you destroy enough units, Devin comes out of hiding and uses his other attacks.

### Edges

Devin has four Edges available to him: Cleave, Impact, Demand, and Pinpoint. Pinpoint is mostly used when he's sniping.

### Pistol

Once Devin charges and you get a short distance away from him, he pulls out his Pistol. Dodge this like you would any other ranged weapon.

### Sword

Devin's melee weapon of choice is his sword. If you get close enough to him, he draws his sword and starts swinging. You can easily dodge his sword attacks with faster characters.

## The Werewolf

Level: The Inner Graveyard (page 50)



### Bale Fire

This is an exploding fireball attack. Even if you dodge it, you can be damaged by its blast radius. Keep moving and dodging to increase your chances of avoiding this attack.

### Bite Attack

This is one of the Werewolf's melee attacks. Even though a bite from the Werewolf won't turn you into one, it's best to keep your distance to avoid getting damaged by it.

### Claw Attack

Here is another melee attack the Werewolf uses when you're at close range. This one is a swipe of the claw and has a longer range than the bite attack.

### Tainted Breath

This attack sends you into a coughing fit. You can dodge it by continuing to move and using obstacles to hide behind.

### Shield of Souls

The Shield of Souls protects the Werewolf from harm. After the Werewolf uses its one-time healing ability, it uses the Shield of Souls to protect itself. The green swirling souls can knock you back if you're standing next to them.

## The Witch

Level: Deathrow (page 80)



### Ball of Abysmal Flame

This ranged attack shoots a fireball at you and can reach across the room. Its blast radius is very dangerous, so even if you dodge it, make sure you're also out of the blast range.

### Blood Lightning

The Witch uses this spell once she's been damaged enough that she's grounded. You can't dodge a direct shot, but you can avoid it by hiding in the side rooms.

### Push Attack

If you try to damage the Witch with melee attacks, you get pushed back by this spell. It does little damage to you, but you get knocked on your rear and are made vulnerable to her other attacks.

### Speed Leech

This is the same as Nephrack's slowing spell of the same name.

### Summon Entity

The Witch summons Cultists to her aid with this spell. Don't bother trying to defeat all of her helpers before getting to the Witch. Concentrate on defeating her.



# Secrets and Extras

## Secrets

<b>Outer Graveyard</b>	Music Easter Egg—Kruk Alternate Costume—Father Esteban	<b>Le Roi's Body Shop—Inner</b>	Unlock Machine Model Machine Boss Trophy
<b>Theatre District</b>	Music Easter Egg—Hype Alternate Costume—Kassandra Grenade Launcher Piece	<b>Cellblock II</b>	Music Easter Egg—Shedding Chaingun Piece
<b>The Church</b>	Music Easter Egg—Vivil	<b>Ashcroft Prison</b>	Music Easter Egg—Datch Alternate Costume—Samantha
<b>Ashcroft Station</b>	Alternate Costume—Samantha Music Easter Egg—Plantua	<b>Deathrow</b>	Unlock Witch Boss Trophy Unlock Witch Model Unlock Movie 1 and 2
<b>Ashcroft Catacombs</b>	Alternate Costume—Kassandra	<b>The Morgue</b>	Chaingun Piece
<b>Downtown</b>	Music Easter Egg—It's Real Alternate Costume—Samantha Unlock Weapon Smith Model	<b>Prison Hospital—Lower Level</b>	Music Easter Egg—Drift
<b>Emma's Workshop</b>	No secrets	<b>Hospital Roof Part 1</b>	Unlock Rogue Boss Trophy Unlock Rogue Boss Model Unlock Movie 1 and 2
<b>Inner Graveyard</b>	Music Easter Egg—Cut Grenade Launcher Piece Unlock Wayward Hunter Unlock Wayward Model Unlock Werewolf Model Unlock Werewolf Boss Trophy Unlock Movie 1 and 2	<b>Hospital Roof Part 2</b>	Music Easter Egg—What If I Don't
<b>Midtown</b>	Alternate Costume—Deuce Unlock Mechanic Model	<b>Prison Hospital—Upper Level</b>	Alternate Costume—Joshua
<b>Le Roi's Body Shop—Outer</b>	Chaingun Piece Alternate Costume—Deuce Music Easter Egg—Recalm	<b>The Tower</b>	No secrets
		<b>Tower Battlements</b>	Unlock Nephrack Model Unlock Nephrack Boss Trophy Unlock Movie 1 and 2

## Trophies List

The Trophy Room is where you can go to admire all the Trophies you've earned. Trophies are earned by accomplishing different things. The following table lists the Trophies and what it takes to earn them. Earning some of the Trophies also reveals a cheat.



### Note

To activate a cheat, you must first enter the code to enable it. This is only available after you complete the game and receive the Nephrack Boss Trophy.

Trophy	How to Earn	Cheat?
<b>Chaingun</b>	Collect all three pieces of the Chaingun	No cheat
<b>Deserter</b>	Fail to rescue enough Innocents in Prison Hospital—Lower Level	No cheat
<b>Grenade Launcher</b>	Collect both pieces of the Grenade Launcher	No cheat
<b>Gun Bunny</b>	Complete Downtown (any visit) by killing all of the enemies with only your default ranged weapon	Max Ammo Cheat
<b>Life Saver</b>	Rescue all of the Innocents in Prison Hospital—Lower Level	No Conviction Cost for Edges Cheat
<b>Looter</b>	Collect all 16 silver pieces	Gain All Weapons
<b>Nephrack</b>	Defeat Nephrack	Enable Cheats
<b>Pit Fighter</b>	Complete Downtown (any visit) by killing all of the enemies with only your basic melee weapon	Max Health Cheat
<b>Rogue Hunter</b>	Defeat the Rogue Hunter	Unlimited Ammo
<b>Team Up</b>	Complete the game with two players	Tougher Monsters Cheat
<b>The Machine</b>	Defeat the Machine Boss	Mega Melee Damage
<b>Warrior</b>	Kill all of the enemies in Midtown (first visit)	Unlimited Life
<b>Werewolf</b>	Defeat the Werewolf	Monster Spawning On/Off
<b>Witch</b>	Defeat the Witch	Improve your Edges

## Cheats

In order to enable cheats, you must complete the game. Once the game is completed, you are given the Nephrack Boss Trophy. When you view the Nephrack Boss Trophy in the Trophy Room, you are given the Enable Cheat code. You can enter the cheat codes at anytime during gameplay or in the hubs.

Each cheat is then unlocked as you earn Trophies. Not all Trophies unlock a cheat.

### Enable Cheats

Requires: Nephrack Trophy

● ■ ▲ × [L1] [L1] ← →

### Monster Spawning On/Off

Requires: Werewolf Trophy

■ ■ ● ● ▲ [L1] [L1]

### Improve Edges

Requires: Witch Trophy

[L1] [L1] ● ● ↓ ↓ ↑ ↑

### Unlimited Ammo

Requires: Rogue Hunter Trophy

× ▲ ● ■ ▲ ↑ ↓ ↓

### Mega Melee Damage

Requires: Machine Boss Trophy

↓ ↓ [R1] [R1] ↑ × ↑ ●

### Gain All Weapons

Requires: Looter Trophy

■ × ● × ↑ ↓ ↑ ↓

Then in the weapon select screen, press the ● button.

### Unlimited Life

Requires: Warrior Trophy

→ → → × ↑ ▲ ↑ ■

### Max Health

Requires: Pit Fighter Trophy

▲ ▲ ● ● ■ [L1] ■ [R1]

### No Conviction Cost for Edges

Requires: Life Saver Trophy

[L2] ↑ × ↑ ■ ■ ↓ ↓

### Max Ammo

Requires: Gun Bunny Trophy

→ → → → ↑ ↓ ↑ ↓

### Tougher Monsters

Requires: Team Up Trophy

■ ■ ▲ ■ [L2] [L2] ↑ ↓



## Sounds

Each Music Easter Egg you collect in the game unlocks a song for your Sound Player. There are 12 songs to collect.

<i>Song</i>	<i>Location</i>	<i>Notes</i>
<b>Chemical</b>	—	Open at start of game
<b>Cut</b>	Inner Graveyard	Inside one of the buildings
<b>Datch</b>	Ashcroft Prison	Return visit after completing Prison Hospital—Upper Level
<b>Drift</b>	Prison Hospital—Lower Level	Second visit
<b>Hype</b>	Theatre District	Defeat the War Ghoul
<b>It's Real</b>	Downtown	In window, near end of level
<b>Kruk</b>	Outer Graveyard	On return visit, during hunt for silver
<b>Plantua</b>	Ashcroft Station	On return visit
<b>Recalm</b>	Le Roi's Body Shop—Outer	Third visit
<b>Shedding</b>	Cellblock II	On divider in first hallway
<b>Vivil</b>	The Church	Under breakable pew
<b>What If I Don't</b>	Hospital Roof Part 2	Near the first Innocent

## Models

The Model Viewer in the Entertainment Center allows you to view all the models that you unlock throughout the game. Models are unlocked in several ways. Check the following table to find out how to unlock all 24 models. Each item is listed in the order it appears on your screen so you can tell which items you have yet to unlock.

<i>Model</i>	<i>How to Unlock</i>
<b>Deuce</b>	Open at start of game
<b>Samantha</b>	Unlock 8 other models
<b>Father Esteban</b>	Unlock 12 other models
<b>Kassandra</b>	Unlock 18 other models
<b>Joshua</b>	Rescue him in Inner Graveyard
<b>Devin</b>	Defeat him in Hospital Roof Part 1
<b>Carpenter</b>	Complete the game in Nightmare difficulty
<b>Rot Hand</b>	Kill 25 Rot Hands
<b>Rot</b>	Kill 199 Rots
<b>Prison Guard Rot</b>	Kill 20 Prison Guard Rots
<b>Flamethrower Rot</b>	Kill 8 Flamethrower Rots
<b>Gargoyle</b>	Kill 10 Gargoyles
<b>Hanged Spirit</b>	Kill 7 Hanged Spirits
<b>Mourner</b>	Kill 40 Mourners
<b>Aileron</b>	Kill 75 Ailerons
<b>Cultist</b>	Kill 20 Cultists
<b>War Ghoul</b>	Kill 2 War Ghouls
<b>Machine Monster</b>	Kill 20 Machine Monsters
<b>Emma</b>	Rescue her in Downtown
<b>Le Roi</b>	Rescue him in Midtown
<b>The Werewolf</b>	Defeat the Werewolf in Inner Graveyard
<b>The Machine</b>	Defeat the Machine Boss in Le Roi's Body Shop—Outer
<b>The Witch</b>	Defeat the Witch in Deathrow
<b>Nephrock</b>	Defeat Nephrock in Tower Battlements

