



EVOLVE





WARNING Before playing this game, read the Xbox One™ system, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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THE HUNT IS ON

WELCOME TO SHEAR! As with hundreds of planets before it, mankind has arrived to tame the wilderness. Bending nature to their will, Shear's plentiful resources were to be reaped for humanity's prosperity. Only this time, something didn't go according to plan. There's something out there. Something hungry. Something mankind hasn't seen before. It's terrorizing the colony, leaving trails of death and destruction in its wake.

The corporation needs someone of particular talents, an experienced Hunter who can finally purge Shear of its problematic pests. For those who have the skills and the tools, there's no greater challenge than bagging yourself a trophy worthy of your wages.

But no lone Hunter can hope to stand toe-to-toe with what lurks within the Shear's dense underbelly. Monsters beyond imagination, mighty apex predators that grow more powerful with each feeding, pose the greatest threat these trained killers have ever faced.

Fight to protect the colonies as the Hunters or fight back against the encroaching human infestation as the Monster. The choice is yours. To the victor go the spoils...and the whole of Shear.

INSTALLATION

After beginning the installation process, you can play Tutorial missions for Goliath (your first Monster) and Markov (your first Hunter) before the entire game has completed installation. Until installation is complete, you will be restricted to specific menu choices on the Main Menu.

MAIN MENU



MULTIPLAYER

Host or join a multiplayer game.

SOLO

Play a solo game as a Hunter with an AI team, or as a Monster against AI Hunters. You can also replay the tutorials to unlock medals.

SWITCH USER

Change which user is currently signed into Evolve.

PROFILE

View Leaderboards for each Monster and Hunter type, check your progress toward various accolades and unlocks, or create a custom Badge for your Hunter.

EXTRAS

View the credits, link/unlink your my2K account, browse the Video Gallery, or view the in-game manual.

OPTIONS





Access the Options Menu, where you can adjust various settings.

STORE

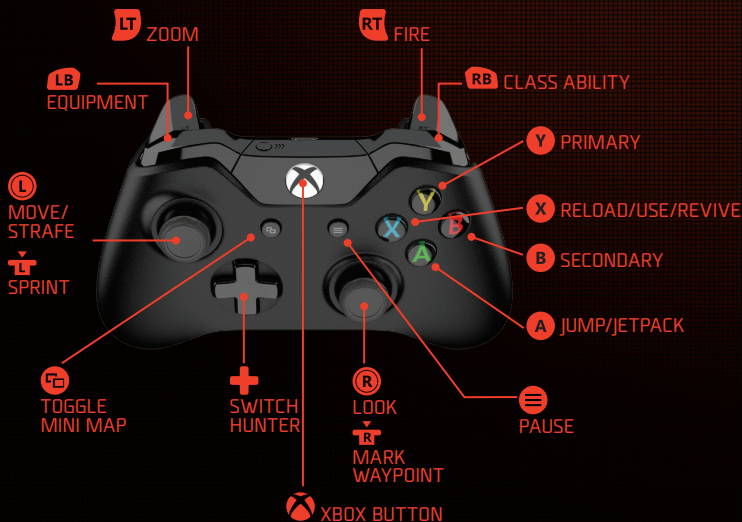
Access the Xbox Store to purchase additional game content.

GAME CONTROLS

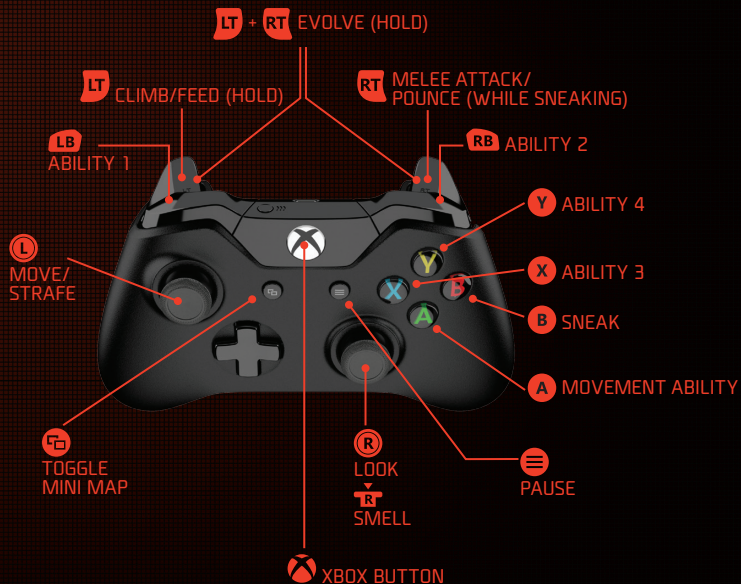
MENU CONTROLS

Navigate options	
Select option	
Exit menu	
Access Profile	

HUNTER CONTROLS



MONSTER CONTROLS



HUNTER HUD



RETICLE

A targeting reticle appears in the center of the screen and changes depending on the currently equipped weapon or equipment.

HEALTH METER

The meter along the left side of the screen depletes as you take damage. Health can only be replenished by the Medic under most circumstances.

JETPACK METER

The meter along the right side of the screen depletes as you use your jetpack. It recharges over time when not in use.

HUNTER LOADOUT

Displays the weapons, equipment, and abilities available to your class. The background behind each loadout component starts fully blue and depletes as you exhaust your supply. It flashes red as a warning when a component is nearly empty.

Press **X** to manually reload; weapons will otherwise automatically reload or recharge when depleted. Note that certain equipment and weapons recharge or replenish their ammunition or energy over time. Others, such as mines, have a maximum number that can be deployed at any given time. Deploying additional items beyond the maximum will result in the oldest active item self-destructing.

COMPASS

When coordinating with other Hunters, use the compass to keep track of your current heading.

MONSTER TRACKS

These glowing tracks appear in the environment and indicate where the Monster has traversed. The Monster's tracks fade over time.

MONSTER ALERT

Provides relevant information on the Monster's status. (e.g. Monster Tracks, location of wildlife disrupted by the Monster, etc.)

ACTIVE BUFF

A circular countdown meter appears in the upper-right corner of the screen when a Buff is acquired from Elite Wildlife. The effects of the Buff last until the Buff timer fully depletes.

HUNTER SWITCH

Use the D-pad to switch to a different Hunter at any time, provided that the Hunter is an A.I. bot and is still alive.

MONSTER HUD



RETICLE

A targeting reticle appears in the center of the screen. The red segments beneath it each represent the Monster's stamina and its ability to execute special mobility maneuvers.

ARMOR

The blue meter indicates Monster armor. Recover lost armor by feeding on wildlife or human corpses.

HEALTH

The red meter indicates Monster health. This resource cannot be regenerated or reclaimed once it has been lost, although a portion can be reclaimed by Evolving or acquiring specific health-related Buffs.

ABILITIES

Each of the Monster's abilities, along with their button assignments, are displayed here. After use, an ability requires a cooldown period during which it will be greyed out. The icon lights up red when the ability is available again.

ENERGY

While feeding, this segmented, circular meter appears over the Monster. As you feed, you gain more energy. Once the meter is full, you may hold **LT** + **RT** to evolve and stage up. You can also gain energy by incapacitating Hunters.

SMELL ABILITY

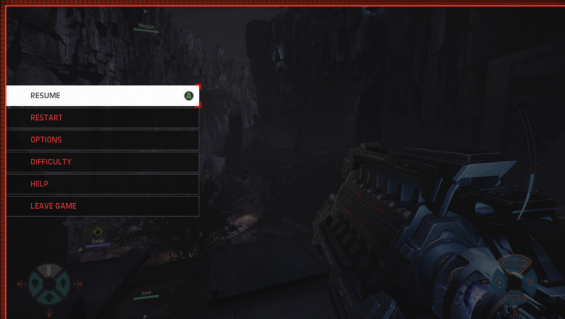
The Monster's sense of smell allows you to see nearby wildlife and hunters, even through walls and terrain.


ACTIVE BUFF

A circular countdown meter appears in the upper-right corner of the screen when a Buff is acquired from Elite Wildlife. The effects of the Buff last until the Buff timer fully depletes.

MENUS

PAUSE MENU



Press  during gameplay to access the Pause Menu.

RESUME

Exit the Pause Menu and return to gameplay.

RESTART

Restart the current game.

OPTIONS

Adjust your controller, audio, and graphics settings.

DIFFICULTY (SOLO ONLY)

Adjust the difficulty of the game in solo mode.

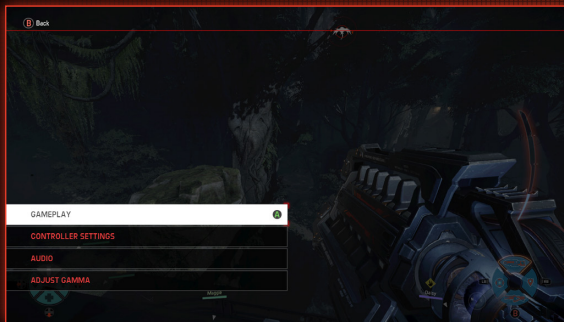
HELP

View the in-game manual.

LEAVE GAME

Leave the current game.

OPTIONS MENU



GAMEPLAY

Reset the Help Text or adjust your sprinting options.

CONTROLLER SETTINGS

Adjust the game controls, including controller icons, Hunter controls, Monster controls, stick layout, look sensitivity, look inversion, vibration, and aim assist.

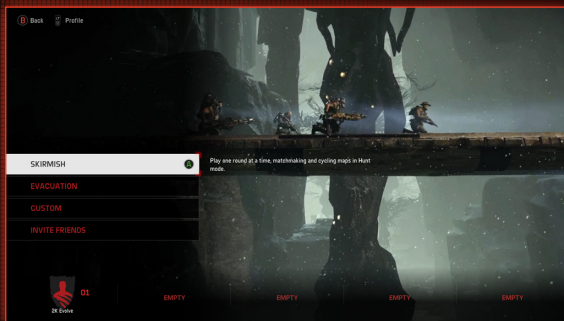
AUDIO

Toggle the subtitles or adjust the music, effects, and dialog.

ADJUST GAMMA

Adjust the game's gamma level.

MULTIPLAYER MENU



Select a game mode to join a match with up to four other players online.

SKIRMISH

Play one round at a time, matchmaking and cycling maps in Hunt mode.

EVACUATION

Play 5 missions in a dynamic campaign where all game modes are played and the environment is affected by wins and losses.

CUSTOM

Play a private game with your friends using modified rules.

INVITE FRIENDS

Access a list of your Friends and invite them to join a game.

MULTIPLAYER MODES

HUNT

Hunters must find and kill the Monster before the Monster kills them. When the Monster reaches Stage 3, it can destroy the objective.

DEFEND

The Monster must destroy the transport ship's power source before the time expires. Hunters must defend the power source until the time expires or kill the Monster.

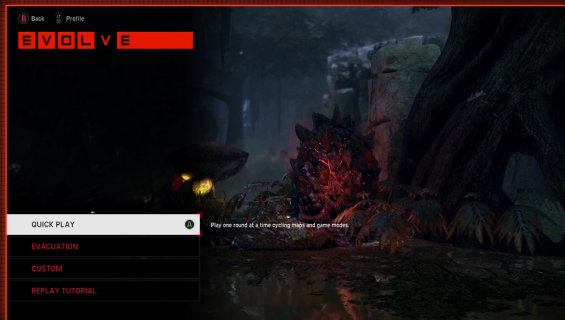
NEST

The Monster must kill the Hunters before the Hunters destroy all of the Monster's eggs and minions. The Monster can hatch an egg to spawn a minion, but does so at the cost of an egg.

RESCUE

Hunters must revive and evacuate 5 survivors before the Monster kills 5 survivors.

SOLO MENU



QUICK PLAY

Play one round at a time, cycling through maps and game modes.

EVACUATION

Play five missions in a dynamic campaign where all game modes are played and the environment is affected by wins and losses.

CUSTOM

Set up a game of Evolve tailored to your parameters.


REPLAY TUTORIAL

Replay the tutorials to unlock medals.

CUSTOM GAME MENU



START MATCH

Select this option and press  to begin the Hunt.

MAP AND MODE

Specify which game mode and map you wish to play. You may also select Quick Play to select a random map and game mode.

MAP EFFECT

Modify your map and mode by selecting one of these modifiers.

EXTRAS

Set up additional game parameters of your choosing.

MAP EFFECTS

The number and type of Map Effects available change depending on the map selected.

CARGO SHIP

A cargo ship patrols the map and helps the hunters spot the Monster.

SECOND MONSTER

A Monster minion follows the Monster and attacks Hunters.

TELEPORT GATES

Teleport Gates allow Hunters to teleport to a central location.

TELEPORT RIFTS

Teleport rifts allow the Monster to teleport to different locations.

CLEAR SKIES

Clear skies force predators into hiding and make the Monster easier to see.

CARNIVOROUS PLANTS

Additional plants make environments more dangerous for Hunters.

ATTACK DRONES

Attack drones patrol the map to spot and attack the Monster.

EMP

EMP blasts temporarily cancel and shut down Hunter abilities.

COLONISTS

Colonists join the Hunters to fight the Monster.

CANYON STRIDERS

Additional canyon striders give more food for the Monster.

EBONSTAR ALLY

An EbonStar ally joins the Hunters to fight the Monster.

EBONSTAR CORPSES

EbonStar corpses provide more food for the Monster.

FAIR WEATHER

Natural lighting, no adverse weather effects.

STORMS

The type of storm depends on the chosen map.

SENTRY GUNS

Sentry guns defend areas against Monster attacks.

RADIOACTIVE CLOUDS

Radioactive clouds damage Hunters in their vicinity.

BIRDS

More birds makes it easier to find the Monster.

PHANTOMS

Phantoms create more hostile encounters for the Hunters.

MEDBAYS

Medbays allow Hunters to heal and remove strikes.

MUTATED PLANTS

Mutated plants allow the Monster to restore health when eating them.

FORCEFIELD

Forcefield walls limit the available space for the Monster to run and hide.

MAN-EATING EELS

Flooded areas with man-eating eels make environments more dangerous for Hunters.

SPACE LASER

A laser from space periodically fires at the Monster to severely damage it.

FALLING SATELLITES

Pieces of satellite fall to the earth that damage Hunters.

UPGRADED TURRETS

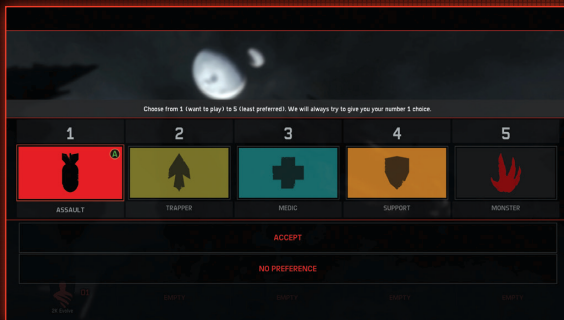
In preparation for the upcoming monster attacks surviving colonists upgraded the defense turrets to do more damage to the Monster.

ARMORED MINIONS

The Monster minions feasted on recent colonial casualties providing them armor for the upcoming onslaught.

MATCHMAKING

CHOOSE YOUR CLASS



Before queuing up for a match of Evolve, you have the opportunity to choose the roles you prefer to play, and Evolve will try to place you in a match where you can play your preferred role. You will rank each role from 1-5, with 1 being the most preferred class, and 5 being the least preferred class. After the initial set up, you can rearrange your preferences at any time by selecting the “Choose Role” option from the Matchmaking menu.

If you are in a party of 2-4 players, your role preferences will be restricted to Hunters only. However, if you are in a party of 5 players, you will automatically be placed into a Custom Match, and the Monster role will be available to everyone.

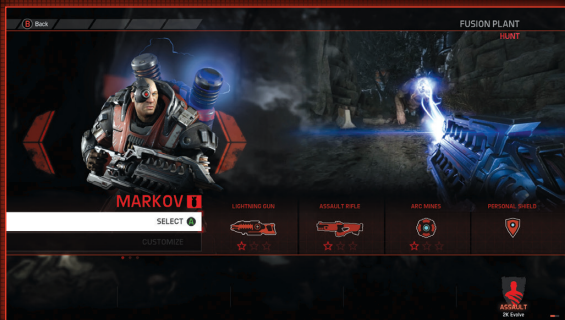
SEARCHING FOR GAMES

After choosing your Role Preferences and creating a Party with friends, you can search for available matches to play. As you play more Evolve, you will gain Rank based on your XP (experience) earned. Your Rank will help to determine which players you are matched with, in order to keep games competitive and fun.

COMMUNICATION!

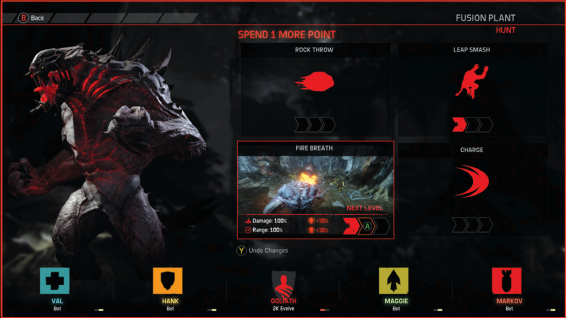
In Evolve, effective communication makes the difference between predators and their prey. While you can press the Right Stick to place a waypoint marker to attract your teammates' attention to points of interest, we recommend plugging in your favorite headset to enjoy Evolve's cooperative play experience at its fullest.

HUNTER CONFIGURATION



Use the Left Stick to choose a Hunter from those you have currently unlocked. When you've selected a Hunter, press **A** to select which Perk your Hunter will take into the match.

MONSTER CONFIGURATION

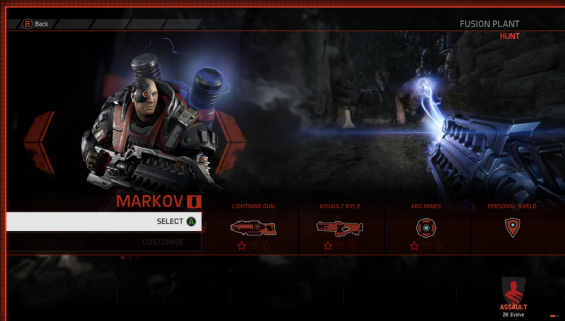


Here you can assign three points to four different ability categories unique to each monster. A maximum of three points can be assigned to an ability category, improving it up to three levels. Press **Y** to reset point assignments and start over. Once all ability points are assigned, you can choose a Perk for the Monster.

HUNTER CLASSES

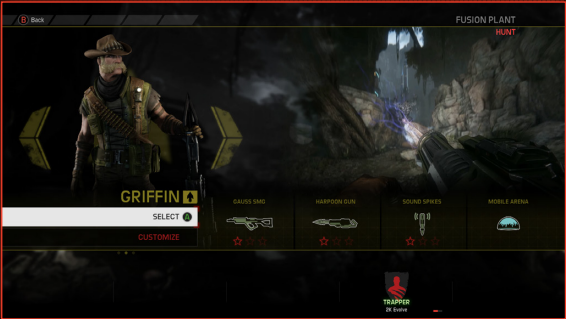
Going on a Hunt requires an experienced, skilled team of Hunters. Each Hunter specializes in a key role that is integral to stopping the Monster's rampage.

ASSAULT



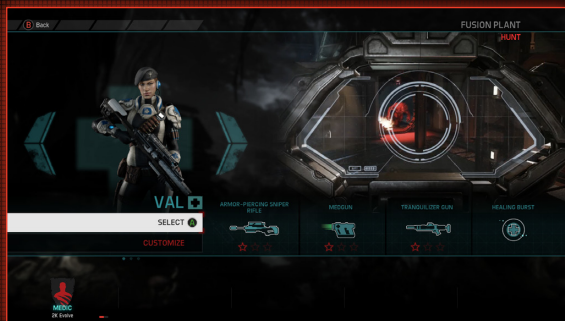
The Assault Hunter's role is to deal damage to the Monster . Playing as this class means going toe-to-toe with the Monster, simultaneously dishing out and bearing the brunt of damage. Heavily armed, Assault Hunters deal massive damage to groups of hostiles at close range as well as dole out rapid-fire medium range punishment. A personal shield allows them to charge in fearlessly, while a complement of specialized weaponry allow for tactical firefights.

TRAPPER



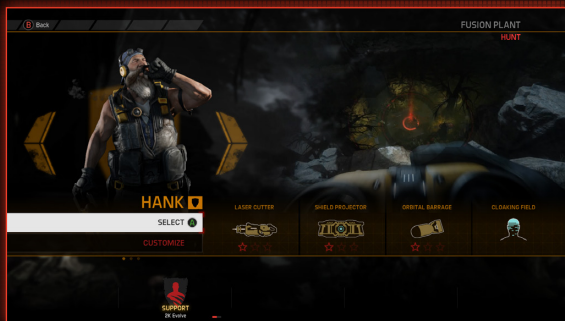
The Trapper's role on the team is to track, trap, and contain the Monster. Trappers have unique methods and tools that enhance their ability to track down elusive prey. Their mobile arena traps the Monster within its bounds when they close in on the creature. This, in combination with movement-inhibiting traps, creates an opportunity to deal massive damage.

MEDIC



The Medic's job is to keep the team alive. Medics keep a team of Hunters in top condition, wielding powerful technology that can heal wounds and sometimes even revive the dead. With the ability to heal both themselves and nearby teammates in a flash, it is important for Medics to steer clear of the Monster's attacks to ensure their team's survival.

SUPPORT




The Support's role is to provide an offensive or defensive tactical advantage for the team depending on the situation. Whether it's shielding a teammate from damage or deploying automated sentries, Support is there by your side. In addition to wielding long-range heavy firepower at critical moments, their cloaking field facilitates quick escapes for both themselves and any teammates within range.

MONSTERS


More than one Monster lurks on the planet Shear. These three predatory terrors are as diverse as the world in which they live.

SMELL ABILITY

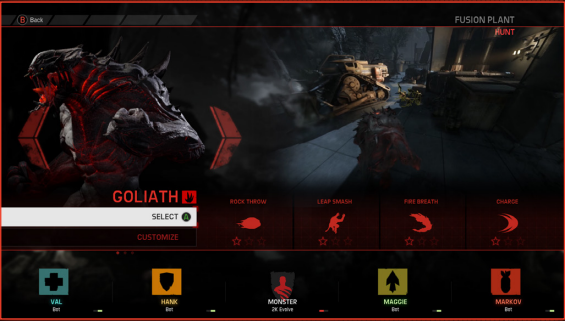


Despite their differences, all three Monsters have a keen sense of smell. Click the  to use their smell ability to briefly reveal nearby Hunters and wildlife.

STEALTH

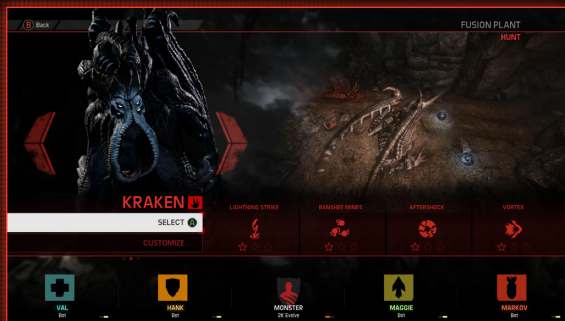
All three Monsters are also capable of stealthy movement. Press  to sneak. While sneaking, it is possible to perform a pounce that strikes silently and kills without alerting any nearby Hunters or wildlife.

GOLIATH



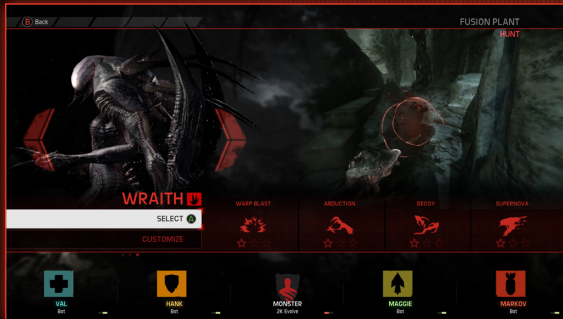
Boasting brute strength matched by staggering agility, Goliath scales obstacles and vertical surfaces with ease. From a distance, it can throw boulders large enough to crush multiple hunters at once. It closes distances with a devastating Leap Smash, or a Charge guaranteed to crush anyone caught underfoot. Up close, its Flame Breath chars anything to a crisp.

KRAKEN



The Kraken soars over the battlefield. A dangerous opponent that controls the skies, it summons down an electrifying Lightning Strike or whiplash-inducing Vortex winds to knock back Hunters. In close quarters, its Aftershock fries those in the Kraken's immediate vicinity. Strategic retreats are facilitated by Banshee Mines that automatically home in on Hunters.

WRAITH



Slihtering across the fields of Shear, the Wraith is a master of speed, stealth, and subterfuge. Its powerful Warp Blast teleports the Wraith across short distances and unleashes a powerful explosion. Abduction allows the Wraith to quickly grab a Hunter, pulling its prey away from the action. The Wraith can turn invisible and create a temporary duplicate of itself with the Decoy ability, allowing it to distract even the cleverest Hunters. Finally, its Supernova ability charges the Wraith with massive amounts of bioelectric energy, greatly increasing its melee attack speed.

SHEAR WILDLIFE



There are diverse ecosystems scattered across the surface of the planet Shear, abundant with natural flora and fauna. Tread lightly. Absent-minded Hunters can quickly fall prey to carnivorous plants, wild beasts, and other environmental hazards which can leave them vulnerable to Monsters.

EVOLVE OR DIE

Apex predators at the top of the food chain, Monsters prey on everything around them. Kill wildlife and hold **RT** to feed on their corpses.

FEEDING & ARMOR

The blue meter at the Monster HUD indicates your armor. Damage depletes your armor, and feeding on wildlife and dead hunters replenishes it. When no Armor remains, the Monster begins to lose Health and, once lost, can only be restored by evolving or by gaining specific buffs.

EVOLVING



Pay close attention to the circular energy meter that fills as you feed on wildlife. Once full, you can evolve by pressing and holding **LT** + **RT**. Evolving increases the size, strength, and overall power of your Monster. In addition, you can allocate additional points to your Monster's abilities to improve their effectiveness.

ELITE CREATURES



Keep an eye out for Elite Creatures: they are albino wildlife that reward you with Buffs when you kill them. Both Hunters and Monsters benefit from taking one of these beasts down.

2K SUPPORT INFORMATION

For technical and Customer Support, please visit the 2K website <http://support.2k.com> where you will find answers to the most frequently asked questions in the self-help knowledge database.

If this does not solve your problem then you can submit your query by clicking on the "SUBMIT A REQUEST" tab.

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You hereby agree that if the terms of this Agreement are not specifically enforced, Licensor will be irreparably damaged, and therefore you agree that Licensor shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to any of this Agreement, including temporary and permanent injunctive relief, in addition to any other available remedies.

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You shall be responsible for and shall pay and shall indemnify and hold harmless Licensor and any and all of its affiliates, officers, directors, and employees against all taxes, duties, and levies of any kind imposed by any governmental entity with respect to the transactions contemplated under this Agreement, including interest and penalties thereon (exclusive of taxes on Licensor's net income), irrespective of whether included in any invoice sent to you at any time by Licensor. You shall provide copies of any and all exemption certificates to Licensor if you are entitled to any exemption. All expenses and costs incurred by you in connection with your activities hereunder, if any, are your sole responsibility. You are not entitled to reimbursement from Licensor for any expenses, and will hold Licensor harmless therefrom.

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MISCELLANEOUS

If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected.

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This Agreement shall be construed (without regard to conflicts or choice of law principles) under the laws of the State of New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law. Unless expressly waived by Licensor in writing for the particular instance or contrary to local law, the sole and exclusive jurisdiction and venue for actions related to the subject matter hereof shall be the state and federal courts located in Licensor's principal corporate place of business (New York County, New York, U.S.A.). You and Licensor consent to the jurisdiction of such courts and agree that process may be served in the manner provided herein for giving of notices or otherwise as allowed by New York state or federal law. You and Licensor agree that the UN Convention on Contracts for the International Sale of Goods (Vienna, 1980) shall not apply to this Agreement or to any dispute or transaction arising out of this Agreement.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS AGREEMENT, YOU MAY CONTACT US IN WRITING AT: TAKE-TWO INTERACTIVE SOFTWARE, INC., 622 BROADWAY, NEW YORK, NY 10012.

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Goods presented for repair may be replaced by refurbished goods of the same type rather than being repaired. Refurbished parts may be used to repair the goods.

Any benefits to you given by the Licensor's warranty are in addition to other rights and remedies of the consumer in relation to the goods and services to which the warranty relates.

All claims under the warranty for this product should be made to:

Take-Two Interactive Software Pty Ltd. Suites 12 & 16, Upper Deck, Jones Bay Wharf, 26-32 Pirrama Road, Pyrmont Point, NSW 2009

Email: <http://support.2k.com/home>

The procedure for claims under the warranty for this product is outlined within the warranty terms set out above.

Licensor will cover all costs associated with a successful claim under this warranty. Proof of any reasonable costs you incur in making a claim under this warranty should be sent to the Licensor address specified above for reimbursement.

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To the extent that this notice is inconsistent with any of the provisions of the warranty terms set out above, this notice supersedes those provisions.