

EVOLVE

PC
DVD-ROM
SOFTWARE


TURTLE ROCK
STUDIOS

2K

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THE HUNT IS ON

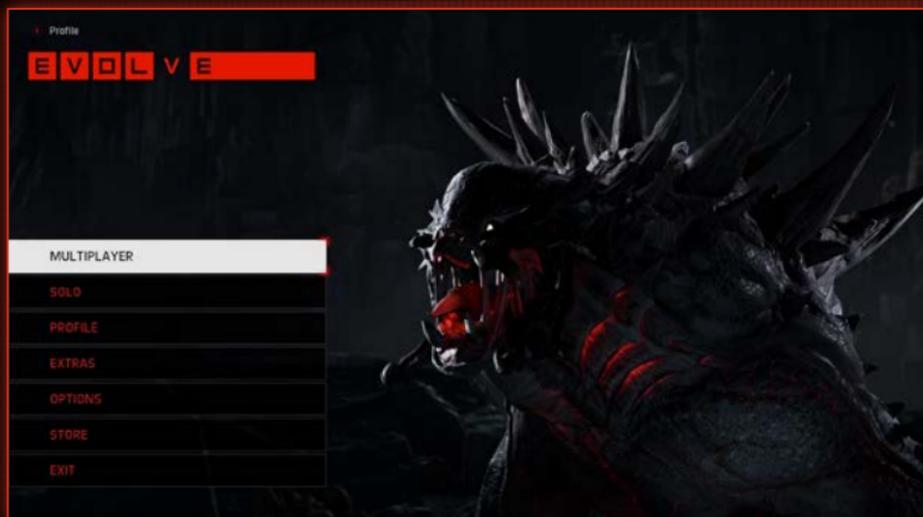
WELCOME TO SHEAR! As with hundreds of planets before it, mankind has arrived to tame the wilderness. Bending nature to their will, Shear's plentiful resources were to be reaped for humanity's prosperity. Only this time, something didn't go according to plan. There's something out there. Something hungry. 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.

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.

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, or browse the Video Gallery.

OPTIONS

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

STORE

Access the Store to purchase additional game content.

EXIT

Exits the application.

GAME CONTROLS

PC KEYBOARD

MENU CONTROLS

Navigate options	MOVE MOUSE
Select option	LEFT MOUSE BUTTON
Exit menu	ESC

HUNTER CONTROLS

Move/Strafe	W/A/S/D
Look	MOVE MOUSE
Sprint	LEFT SHIFT
Mark Waypoint	Q
Jump	SPACE BAR
Jetpack	SPACE BAR (HOLD)
Primary	1
Secondary	2
Reload	R

Use	E
Zoom	RIGHT MOUSE BUTTON
Fire	LEFT MOUSE BUTTON
Equipment	3
Ability	4
Toggle Minimap	TAB
Pause Menu	ESC
Switch Hunter(Solo mode only)	5/6/7/8
Hotswap Assault	5
Hotswap Trapper	6
Hotswap Medic	7
Hotswap Support	8
Push To Talk	G

MONSTER CONTROLS

Move	W/A/S/D
Look	MOVE MOUSE
Smell	RIGHT MOUSE BUTTON
Movement Ability	SPACE BAR
Sneak	LEFT CTRL
Ability 1	1
Ability 2	2
Ability 3	3
Ability 4	4
Feed	E (HOLD)
Melee Attack	LEFT MOUSE BUTTON
Pounce (while sneaking)	LEFT MOUSE BUTTON
Evolve	V (HOLD)
Toggle Minimap	TAB
Push To Talk	G

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 is depleted 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 **R** 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 **5**, **6**, **7**, or **8** to switch to a different Hunter at any time, provided that the Hunter 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 **V** to evolve and stage up. You can also gain energy by incapacitating Hunters.

ANIMAL SENSE

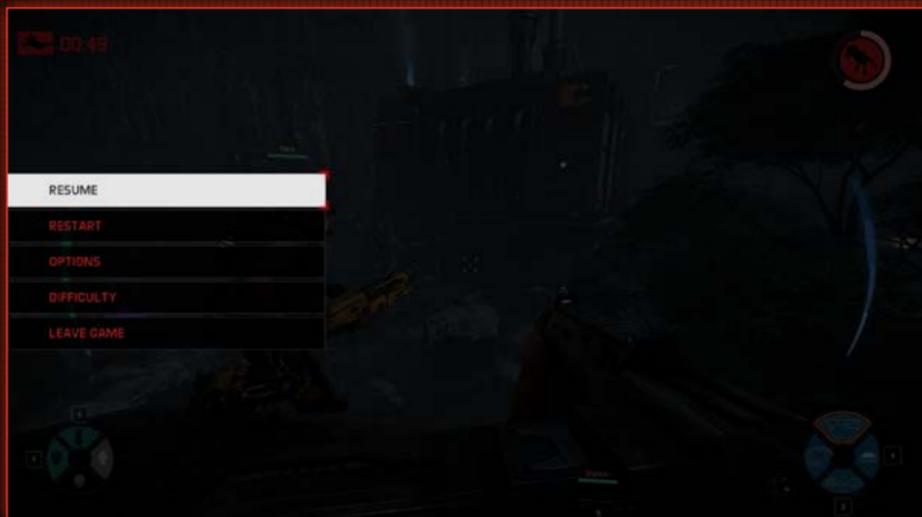
The Monster's sense of smell allows you to see nearby wildlife and hunters, even through walls and terrain.

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 **ESC** 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.

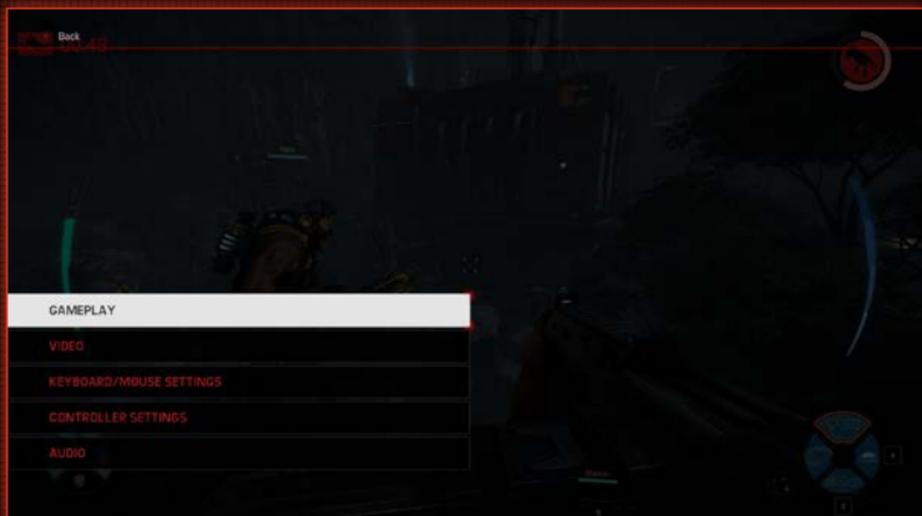
DIFFICULTY (SOLO ONLY)

Adjust the difficulty of the game in solo mode.

LEAVE GAME

Leave the current game.

OPTIONS MENU



GAMEPLAY

Reset the Help text, or adjust your sprinting options, aim toggle, or head bobbing settings.

VIDEO

Adjust the game's gamma level, as well as various other graphical settings.

KEYBOARD/MOUSE SETTINGS

Adjust mouse sensitivity, mouse inversion, key bindings, and how you trigger monster abilities.

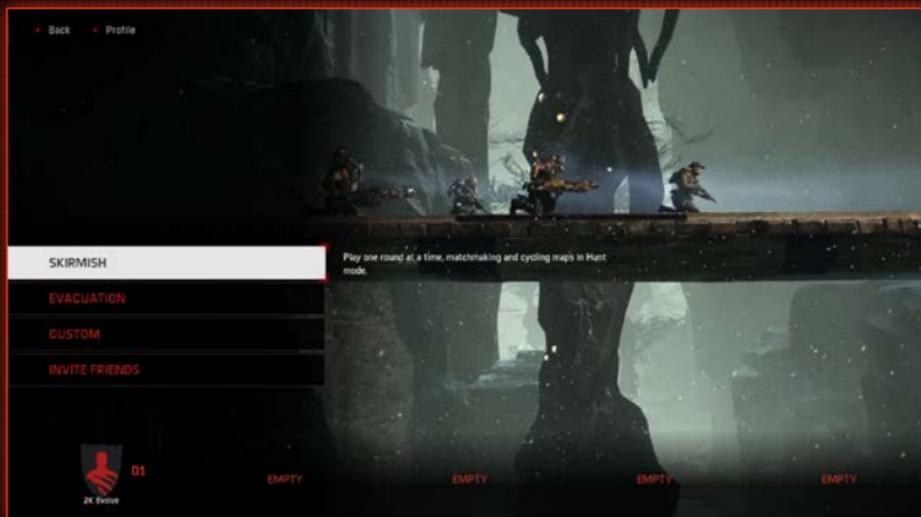
CONTROLLER SETTINGS

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, toggle push to talk functionality, or adjust the music, effects, dialog, and voice chat volume levels.

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.

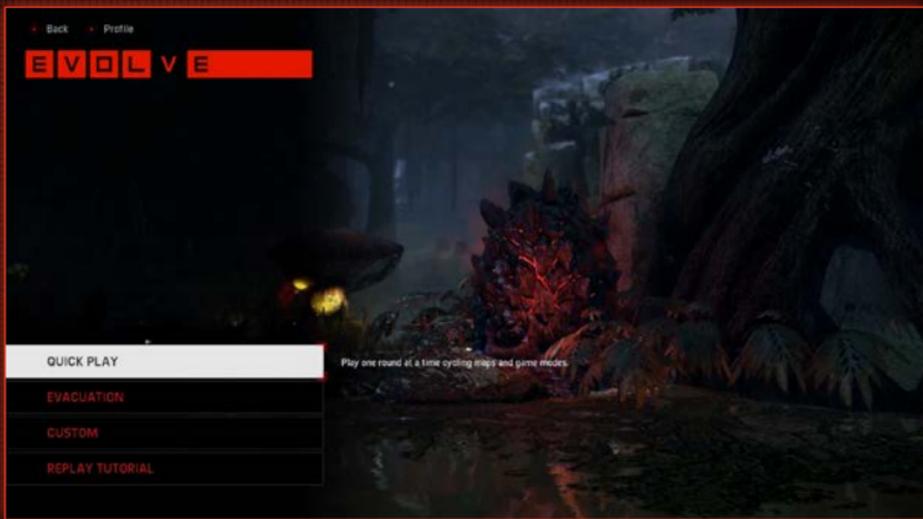
NEST

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.

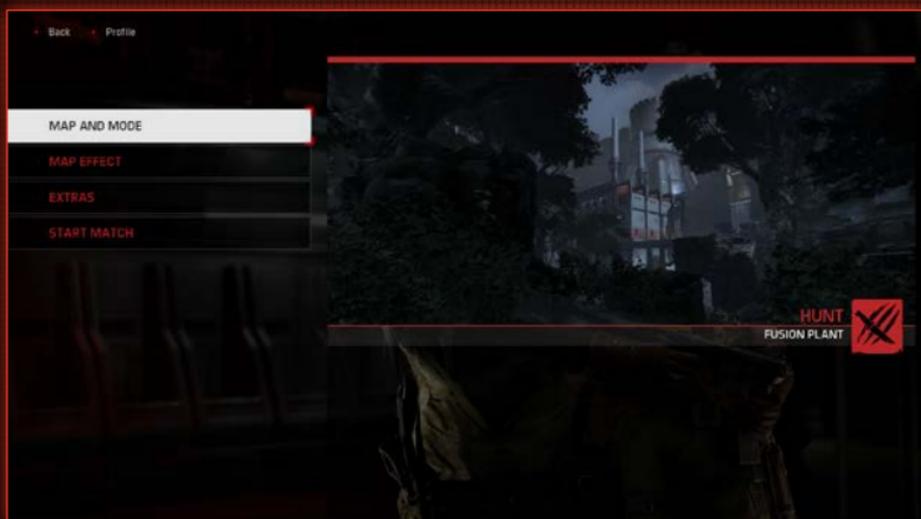
CUSTOM

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 **LEFT CLICK** 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 addition 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

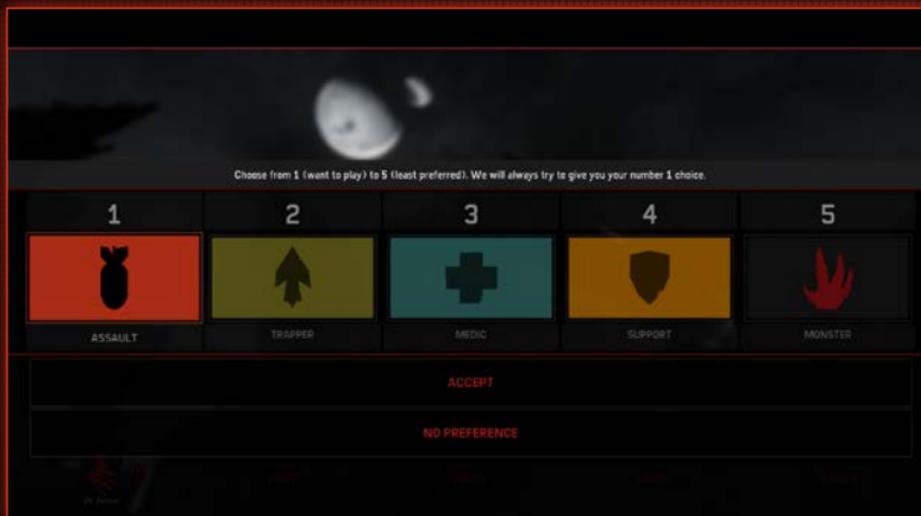
In preparation for the upcoming monster attacks surviving colonists upgraded the defense turrets to do more damage to the Monster.

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.

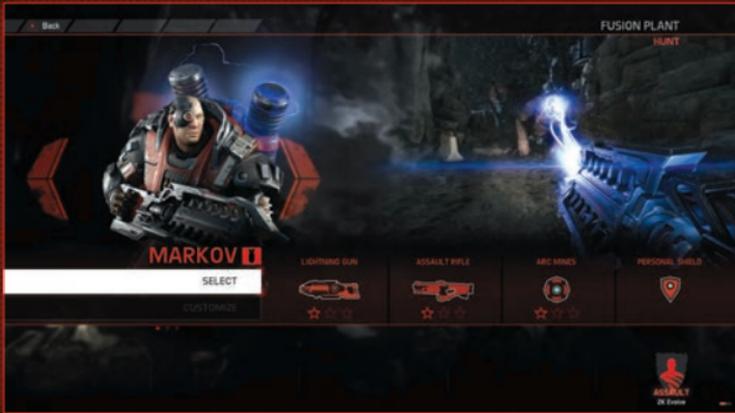
SEARCHING FOR GAMES

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 **Q** 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 Mouse to choose a Hunter from those you have currently unlocked. When you've selected a Hunter, Left Click 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. Left Click the “Undo Changes” button to reset point assignments and start over. Once all ability points are assigned, you can choose a Perk for the Monster.

HUNTER CLASSES

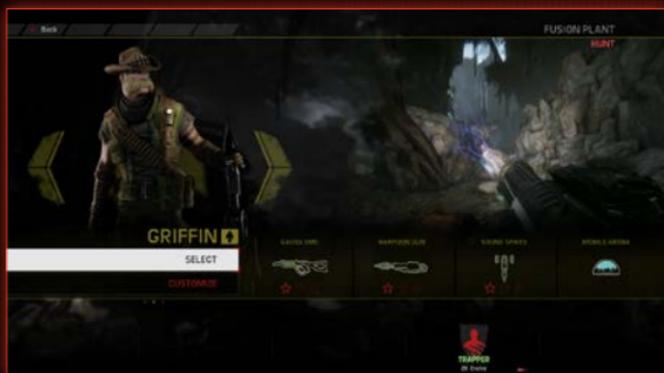
Going on a Hunt requires an experienced, skilled team of Hunters. Each Hunter specializes in a key role that is integral to stopping the Monster's rampage.

ASSAULT



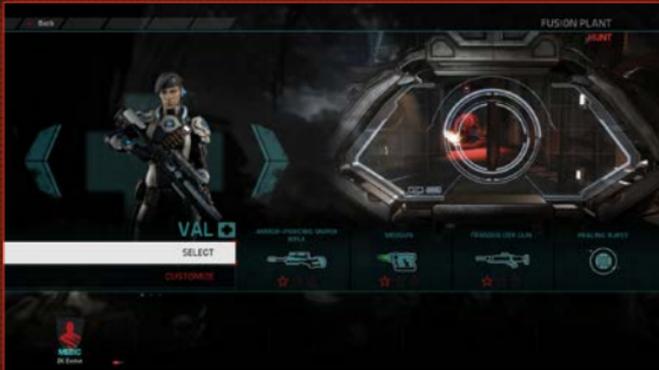
The Assault Hunter's role is to deal damage to the Monster. Playing as this class means going toe-to-toe with the Monster, simultaneously dishing out and bearing the brunt of damage. Heavily armed, Assault Hunters deal massive damage to groups of hostiles at close range as well as dole out rapid-fire 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.

ANIMAL SENSE



Despite their differences, all three Monsters have a keen sense of smell. Click **RIGHT MOUSE BUTTON** to use their animal sense to briefly reveal nearby Hunters and wildlife.

STEALTH

All three Monsters are also capable of stealthy movement. Press **LEFT CTRL** 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



Slithering 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 **E** to feed on their corpses.

FEEDING & ARMOR

The blue meter on 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 also fills as you feed. When it is full, you can evolve your Monster by pressing and holding **V**. 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 can benefit from taking one of these beasts down.

2K SUPPORT INFORMATION

Visit <http://support.2k.com> for the latest on help and support for Evolve, including resolutions to common error messages, for information regarding my2K accounts, or to change your my2K profile.

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EXCLUSIVELY FOR 2K BY
CHANK CO OF MINNEAPOLIS,
MIN.

FONTS DESIGNED BY CHANK

DIESEL AND MARI MIHAI

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"EVOLVE FOOTPRINT" TITLE

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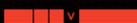
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