THE DARKNESS™ II

2K GAMES

WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to **www.xbox.com/support**.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

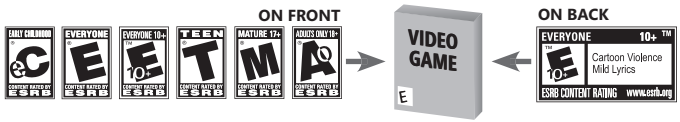
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

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

ESRB ratings have two equal parts:

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



For more information, visit **www.ESRB.org**.

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Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to **www.xbox.com/live** to learn more.

Connecting

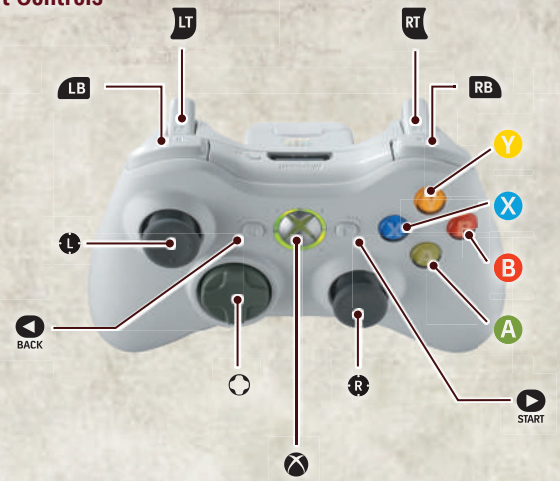
Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries**.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**.

Complete Controls

Default Controls



Move	L
Camera	R
Sprint	Press L
Crouch	Press R
Aim/Fire Left-hand Weapon	LT
Fire Right-hand Weapon	RT
Demon Arm Grab	LB
Demon Arm Throw	Tap LB after Demon Arm Grab
Execute	Press a face button after Demon Arm Grab
Demon Arm Slash/Melee	Hold RB + R
Eat Enemy Heart/Pick up weapon	X button
Activate Gun Channeling (Once Acquired)	Y button
Activate Swarm (Once Acquired)	B button
Jump	A button
Weapon Select	◌
Pause	START
Objective Pop-up	BACK

Navigating In The Darkness II

HUD

Objectives

Jackie's quest for sanity, peace, and Jenny isn't a simple one. There's a mystery that needs to be solved, friends and family to protect, enemies to contend with, and unknown forces that are coming for Jackie's head. To keep things straight, objectives tell Jackie where to go and what to do next.

Objectives appear on-screen whenever there is a change in their status. New objectives appear in white, and completed objectives are crossed through with a red line before fading away. Press BACK to bring up the Objectives interface. A yellow marker will appear with your current destination and how far you have to travel until you get there. If you are unsure of where to go next, use this to guide your way.

Conversations

You'll never learn anything if you aren't willing to ask questions. When in Jackie's Mansion or the Asylum, you may speak to your allies and other non-player characters. If you can speak to them, an icon will appear on-screen indicating so. Press the X button to begin the conversation. To end the conversation or skip portions of it, press the B button.

Conversations reveal important aspects of the plot, further gameplay, and provide information on where to go next. Listen carefully to what people have to say.

Staying Alive

Health

Jackie automatically recovers 25% of his health after he stops taking damage for a brief period of time. A column, corner, or low obstacle is enough to serve as cover, so keep an eye out for safe spots when going into battle against Jackie's enemies. Taking damage resets the amount of time it takes to recharge Jackie's health, so stay under cover until completely recovered.

Jackie can eat hearts to restore more of his health and earn Essence. Hold X to eat a dead enemy's heart. Hearts are only edible for close to a minute, so when you get a chance, move in quickly and eat them before they disappear. Edible hearts glow purple and can be seen through an enemy's skin.

Lights

Jackie's powers depend on darkness. While Jackie is in the light, he cannot use his Darkness powers or regenerate his health.

Attacking Lights

Some enemies carry light cannons or flash bangs, and certain areas have lighting that severely limits Jackie's mobility. To combat this obstacle, shoot out the lights and stick to the shadows. The soldiers carrying light cannons can be killed or have their lights disabled. Some lights cannot be shot out, while others may need to have their power source destroyed.

Attacking

Weapons

Darkness powers are all well and good, but sometimes you need a little extra punch to get the job done. A variety of firearms gives Jackie the ability to take out his enemies from a distance.

Jackie can carry one large weapon and two small weapons at the same time, for a total of three weapons. Jackie can dual-wield the two small firearms at will. Pressing down on the D-pad activates dual-wielding Pressing LT fires the gun in Jackie's left hand, while the RT fires the weapon in his right hand. To aim, press LT with just one gun equipped.

Ammo

When running low on ammo, simply walk over an enemy's gun to pick it up. If your gun is similar to theirs, Jackie will take their ammo. Alternately, there are ammo boxes scattered around every level that allow you to refill your ammo, regardless of what weapon you're using.

Enemy Vascular System

The Darkness powers give Jackie the ability to tell when an enemy is vulnerable to attack. If an enemy's heart and blood vessels are glowing, then that enemy is vulnerable, whether due to being stunned or simply being unaware of your presence. You can grab stunned enemies with the Demon Arm.

Executions

Grabbed enemies are at your mercy. You can throw them at their allies, hit them with a melee attack, or execute them. Tap LB to grab a stunned enemy and begin an execution, and press the appropriate button before time runs out to complete the process.

There are four types of executions, and each type is mapped to a face button. At the beginning of the game, Jackie just has one type of execution. As he earns Essence, he gains access to Power, Hitman, and Demonic Executions. These executions have benefits above and beyond normal executions, such as lowering the cooldown time for other powers.

Attacking (cont.)

Objects

In addition to grabbing enemies, the Demon Arms can turn debris into projectiles or shields. Objects that can be grabbed have a purple glow. Keep an eye out for these objects, and use them to your benefit. You may have to break something with a melee attack before being able to grab it.

When going into battle against several enemies, using a shield may be a good idea. If there is a car nearby, then you can rip off the car's door and use it for cover while firing through its window. Throwing a car door is an enormously effective tactic, as it can bisect or decapitate unprotected enemies. When fighting a shielded enemy or someone in a hard to reach place, throwing a propane tank at them helps even the odds. Pool sticks make good makeshift javelins, and car engines are great projectiles.

Darkness Powers

Talent Shrines

After defeating an enemy, you receive Essence. When you come across a Talent Shrine, you can spend your Essence to upgrade or add to Jackie's Darkness powers. There are several upgrades for Jackie's powers, such as all-new attacks and increased ammo capacity.

Darkness Powers Tree

Eat Hearts: Hold Ⓧ near the corpse of a fallen enemy to replenish some health and earn Essence. Cost: 0.

Executions Tier

Health Execution: Grab vulnerable enemies, then press Ⓐ to perform a Health Execution and regenerate some health. Cost: 400 (Prerequisite: Eat Hearts)

Health Execution Upgrade: Receive more health whenever an enemy is killed with a Health Execution. Cost: 800 (Prerequisite: Health Executions)

Hitman Execution: Press Ⓧ to perform a Hitman execution for some extra ammo. Cost: 600 (Prerequisite: Health Executions)

Hitman Execution Upgrade: Receive more ammo whenever an enemy is killed with a Hitman Execution. Cost: 800 (Prerequisite: Hitman Executions)

Power Execution: Press Ⓨ to perform a Power Execution and hasten the recharge of Swarm and Gun Channeling. Cost: 1250 (Prerequisite: Hitman Executions)

Power Execution Upgrade: Darkness Power recharge time is reduced even more after a Power Execution. Cost: 1000 (Prerequisite: Power Executions)

Demonic Execution: Press Ⓑ to perform a Demonic Execution and gain a Darkness Shield. Cost: 1250 (Prerequisite: Hitman Executions)

Demonic Execution Upgrade: The demonic shield has more hitpoints. Cost: 1000 (Prerequisite: Demonic Executions)

Expert Grabber: Enemies that have been staggered or knocked down will remain vulnerable to being grabbed for longer after they recover. Cost 800 (Prerequisite: Hitman Executions)

Darkness Powers (cont.)

Demonic Lift Tier

Demonic Lift: Slash an enemy into the air and he'll be held there for a moment, suspended by the Darkness. Cost: 400 (Prerequisite: Eat Hearts)

Heart Health: Regain more health after eating a heart. Cost: 1000 (Prerequisite: Demonic Lift)

Demon Blades: The Demon Arm slash will sever flesh with a single swipe for a short time after eating a heart. Cost: 800 (Prerequisite: Heart Health)

Black Hole: Killed enemies sometimes leave behind Black Holes instead of hearts. Grab it with the Demon Arm and then throw it to create a vortex of death. Cost: 1000 (Prerequisite: Demon Blades)

Caustic Black Hole: Increases the size of the Black Hole. Cost 1250 (Prerequisite: Black Hole)

Ground Pound: Slash an enemy into the air and then slash it into the ground for a bloody explosion that will stun close enemies. Cost: 600 (Prerequisite: Demonic Lift)

Air Darkling: Grab the Darkling and throw him at enemies. He'll latch on and tear them apart with glee! Cost: 600 (Prerequisite: Demonic Lift)

Dark Blast: Demon Arm grabbed objects will detonate on impact when thrown. Cost: 1000 (Prerequisite: Air Darkling)

Dark Armor: Gain damage resistance from enemy attacks in the dark. Cost: 1250 (Prerequisite: Dark Blast)

Gun Channeling Tier

Gun Channeling: Tap Ⓨ to channel the Darkness through your guns for several seconds, drastically increasing weapon damage while not using any ammo. Cost: 1000 (Prerequisite: Eat Hearts)

Gun Kata: Use Gun Channeling in concert with Dual Wielding to automatically target enemies. Cost: 1500 (Prerequisite: Expert Channeler)

The Destroyer's Channeling: Extends the time Gun Channeling lasts. Cost: 1250 (Prerequisite: Gun Channeling)

Heart of Darkness: Gun Channeling allows bullets to penetrate through walls and Jackie can see enemies through walls within a short range while Gun Channeling is active. Cost: 1500 (Prerequisite The Destroyer's Channeling)

Expert Channeler: Gun Channeling cooldown is much faster. Cost: 1250 (Prerequisite: Gun Channeling)

Darkness Powers (cont.)

Combat Belt Tier

Combat Belt: Combat Belt increases ammo capacity for all weapons. Cost: 200 (Prerequisite: Eat Hearts)

Active Pump: Press LT immediately after firing a shotgun for a rapid pump action that lessens the spread of the next shot. Cost: 800 (Prerequisite: Combat Belt)

Weapon Handling: Faster reloading for all weapons. Cost: 800 (Prerequisite: Combat Belt)

Pistol Darkness Mod: All Pistols have an extended clip while in the dark. Cost: 800 (Prerequisite: Combat Belt)

Shotgun Darkness Mod: All Shotguns have an extended clip while in the dark. Cost: 800 (Prerequisite: Darkness Mod - Pistols)

SMG Darkness Mod: All SMGs have an extended clip while in the dark. Cost: 1000 (Prerequisite: Darkness Mod - Pistols)

Small Arms Explosive Rounds: Pistols and SMGs fire explosive rounds that do more damage than regular bullets. Cost: 1250 (Prerequisite: Darkness Mod - SMG)

Assault Rifle Darkness Mod: All Assault Rifles have an extended clip while in the dark. Cost: 1000 (Prerequisite: Darkness Mod - SMGs)

2 Handed Weapons Explosive Rounds: Assault Rifles and Shotguns fire explosive rounds that do more damage than regular bullets. Cost: 1250 (Prerequisite: Darkness Mod - Assault Rifle)

Swarm Tier

Swarm: Tap B to release a dark Swarm that will stun your enemies for a few seconds. Cost: 1000 (Prerequisite: Eat Hearts)

Expert Swarm: Swarm cooldown is much faster. Cost: 1250 (Prerequisite: Swarm)

Swarms From Limbo: Allows swarm to reach more targets. Cost: 1500 (Prerequisite: Expert Swarm)

Black Swarm: Increases stun time on swarmed enemies. Cost: 1250 (Prerequisite: Swarm)

Killer Swarm: Increases the damage over time to swarmed enemies. Cost: 1500 (Prerequisite: Black Swarm)

Vendettas

Vendettas exists apart from the main story, but complements its plot. You can play Vendettas alone or cooperatively online as one of four characters: Inugami, Shoshanna, JP Dumond, and Jimmy Wilson. They each have their own specialized weapons and tactics, and each character may be more effective in certain situations than the others. You can play Vendettas as a co-op campaign, or you can take on a Hit List, which is a standalone mission. Certain Hit Lists are only available online, while others can be played offline.

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Credits (cont.)

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Stefanie Frame

Victor
William Salyers

Giorgio
Allan Steele

Angelus
Anastasia Baranova

Frank
Andre Sogliuzzo

Aunt Sarah
Barbara Goodson

Bragg
Bill Lobley

Inugami
Brian Tochi

Eddie
Chris Tardio

Muttley
Daniel Hugh Kelly

JP Dumond
David Fennoy

Johnny Powell
David Hoffman

Jimmy Wilson
David Shaughnessy

Jimmy the Grape/Dr. James
Frank Ashmore

Peevish
James Murray

Tony Cannoli
Joe Hanna

Fred
Joe Sabatino

Mobster
Joey Russo

Shoshanna
Johanna Parker

Enzo
Jonathan Roumie

Leo
John Cygan

Plank
Keith Silverstein

Wiseguy
Ken Garito

Dolfo
Michael Yurchak

Darkling
Peter Newman

Butcher
Phil Idrissi

Vinnie
Rick Pasqualone

Crudd
Roger Jackson

Mobster
Senad Ramovic

Additional Voices
Alan Blumenfeld
Allan Steele
Anastasia Baranova
Andre Sogliuzzo
Barbara Goodson
Bill Lobley
Brian Tochi
Daniel Hugh Kelly

Credits (cont.)

Farshad Farafat
Imari Williams
Jack Angel
James Murray
Joe Hanna
Joe Sabitino
Jonathan Roumie
John Cygan
Keith Silverstein
Ken Garito
Micheal Yurchak
Rick Pasqualone
Roger Jackson
Stefanie Frame
Troy Baker

Motion Capture Actors
Anthony Tominia
Bridger Fox
Chris Tardio
David Hoffman
Nick Bishop
Rick Pasqualone
Steve Park

Special Thanks
Beverly Hynds
Gabe Abarcar
Greg Gobbi
Jennie Sue
Erica Denning
Chad Rocco
Jack Scalici
Tom Bass

Original Score Composer
Tim Wynn

Music
Labels and Publishers

www.2kgames.com/thedarkness2/music

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