DARKSIDERS™
Manual

⚠ 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; and 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.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:

For further information visit http://www.pegi.info and pegionline.eu

Support

Product Warranty
Nordic Games GmbH will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order for EUR 8.00 to cover postage and handling fees.
Please be sure to include the following:

- Full Name
- Address, City, State/Prov., Zip Code/Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

Mail to:
Nordic Games GmbH
Landstraßer Hauptstraße 1/Top 18
A-1030 Vienna
Austria

Technical Support
If you are experiencing technical problems with this software, and you have carefully followed the instructions in this manual, you may find further support in the following places:
Please visit the Technical Support section of our Website where we have posted common problems and solutions that may help you at:

Online Support: http://www.nordicgames.at/index.php/contact
Skype contact: support.quantic.lab
Phone Support: +1 (206) 395-3545
Phone: +40 (0) 364 405 777

Please note: We do not provide hints via technical support.

THE SOFTWARE IS PROVIDED „AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

All other brands, product names and logos are trademarks or registered trademarks of their respective owners. All rights reserved. Any unauthorized copying, hiring, lending or reproduction in whole or part is prohibited.

END-USER LICENSE AGREEMENT (EULA)
To read the Nordic Games End-User Licence Agreement (EULA) kindly visit:
http://eula.nordicgames.at

© 2013 by Nordic Games Licensing AB, Sweden. Licensed exclusively to Nordic Games GmbH, Austria. Developed by Vigil Games. Darksiders and its logo is a trademark and/or registered trademark of Nordic Games Licensing AB, Sweden. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.

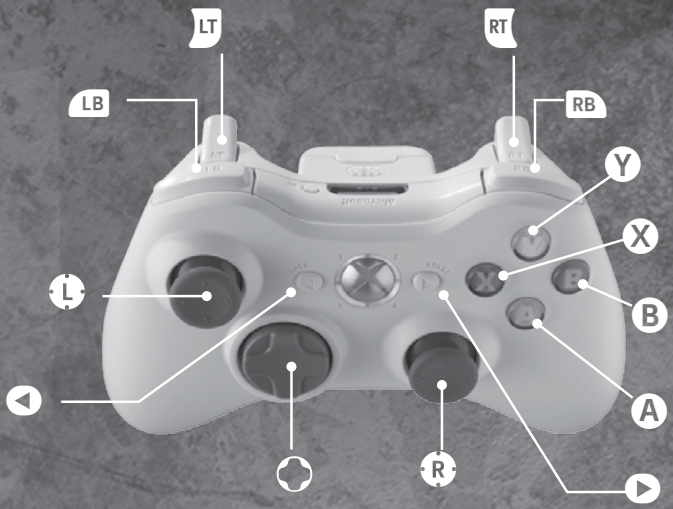
game control

Move	W, A, S, D
Camera	Mouse
Primary Attack	Mouse 1 (Left Click)
Secondary Attack	Mouse 2 (Right Click)
Use Gear Item	Mouse 3 (Middle Click)
Aim Mode	Q
Jump	Space Bar
Drop Down	Left Control
Action	E
Block	Left Alt
Dash	Left Alt + Direction (WASD)
Walk Toggle	B
Focus on Enemy	Shift (Hold) / F (Toggle)
Switch Secondary	Tab
Wrath Power Mode	Caps Lock (Hold)
Use Wrath Power 1	Caps Lock + 1
Use Wrath Power 2	Caps Lock + 2
Use Wrath Power 3	Caps Lock + 3
Use Wrath Power 4	Caps Lock + 4
Select Gear 1	1
Select Gear 2	2
Select Gear 3	3
Select Next/Previous Enemy (Focus)	Mouse Wheel Up/Down
Summon Watcher	~
Chronicle / Map	O
Pause / Inventory	I or ESC
Summon Ruin	C
Chaos Form	V
Toggle Draggables	R

See Read-Me file for additional controls.

game control

Xbox 360 Controller



Move War	Left Stick
Move Camera	Right Stick
Aim Mode	Click the Right Stick
Jump	A
Action/Interact	B
Sword Attack	X
Secondary Attack	Y
Focus on Enemy	LT (Hold)
Use Gear Item	RT

Ability Menu	LB (Hold)
Block	RB
Dash Move	RB + (Left Stick)
Select Gear	+ (Up) / (Left) / (Right)
Secondary Weapon Toggle	(Down)
Chronicle/Map	BACK
Summon Watcher	BACK (Hold)
Pause/Inventory	START

introduction

You are WAR, the first of the FOUR HORSEMEN OF THE APOCALYPSE. Deceived by the forces of evil into ending the World of Man before its destined time, you have been given one chance to salvage your honor and punish the guilty. Fight across the crumbling cities and wastelands of the ravaged Earth armed with ChaosEater—a sword of pure rage and savagery. Ride War's fiery steed, RUIN, into battle against the Hordes of Hell, vengeful Angel Legions, and Arch-Demons in an epic quest for vengeance.

main menu

Continue
Continue the most recently saved game.

New Game
Begin a new game.

Load Game
Load a previously saved game.

Options
Adjust audio, video, and control options.

Show Credits
Display the game credits.

Quit
Exit the game.

options

You can change the default options for the game by choosing "Options" from the start screen, or by pressing the ***ESC*** key or the START button on the controller and selecting "Options" from that menu.

Audio Options

MUSIC

Adjust the volume level of the music.

SOUND

Adjust the volume level of the sound effects.

VOICE

Adjust the volume of speech and voices.

VIDEO

Adjust the volume of video playback.

DEFAULTS

Reset all audio options to their default levels.

options (cont)

Video Options

BRIGHTNESS

Adjust the gamma level or brightness. It is recommended that you adjust this setting to your liking before playing the game.

DEFAULTS

Reset all video options to their default levels.

Aim Sensitivity

AIM X

Adjust aiming sensitivity in the X-Axis.

AIM Y

Adjust aiming sensitivity in the Y-Axis.

Game Options

DISPLAY CONTROLS

Displays the controller scheme and button layout.

KEY MAPPING

Display and adjust the control scheme when utilizing a keyboard and mouse.

VIBRATION

Enable or disable the vibration feature.

INVERT Y-AXIS

Invert the Y-Axis on the Right Stick for camera control.

INVERT X-AXIS

Invert the X-Axis on the Right Stick for camera control.

SUBTITLES

Enable or disable the display of audio subtitles.

ADVANCED OPTIONS

Adjust the video card settings for optimal performance.

Data

Darksiders will automatically save your progress in the game, but you can also choose to save whenever you want. To do this, select DATA from the PAUSE menu. You can also load another game, or manage your saved games.

game screen

1 HEALTH
Evaluate War's current health, displayed here.

2 LIFE STONE
Each Life Stone will replenish War's health once it is depleted.

3 CHAOS
As War fights, this gauge will gradually fill. Once full, War can unleash his devastating Chaos Form.

4 WRATH CORES
The current number of Wrath Cores is displayed here. When War possesses enough Wrath Cores he can execute various Wrath abilities.

5 SOULS
War's current souls are displayed here. Souls are a form of currency and can be traded to the demon Vulgrim for various upgrades and items.

6 MINI-MAP
Consult the mini-map for important items and quest information.

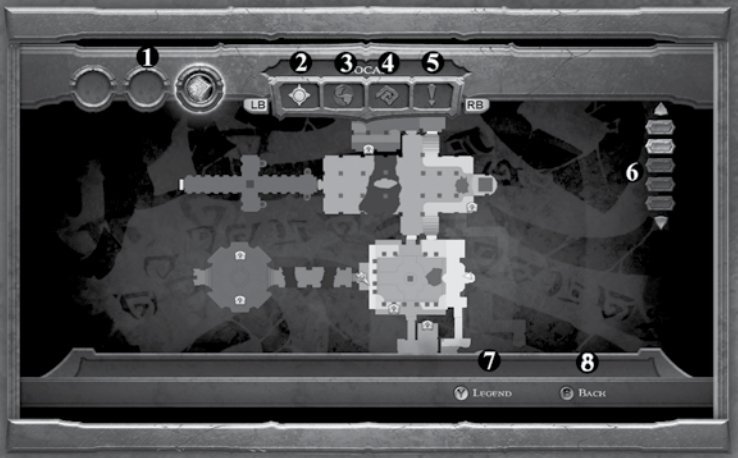
7 CURRENT GEAR ITEM
Shows the currently selected Gear Item.

8 CURRENT SECONDARY WEAPON
Shows the currently selected secondary weapon.

9 RUIN ICON
Glows when War's phantom horse, Ruin, is available to be called upon. When riding, the gauge indicates when Ruin's speed boost ability can be used.

chronicle

Press the *"O"* key or the BACK button on the controller to access the Chronicle. From here, you can study the world map and get an up-close look at your current location, objectives, and other important objects.



1 LOCATION ITEMS
Acquired location items.

2 LOCAL MAP
Displays a localized map of War's current location.

3 WORLD MAP
Displays War's location in relation to the game world.

4 STATS
Keeps track of play data.

5 TIPS
Stores game tips.

6 FLOORS
Shows currently visible floor. Use up and down on the directional pad to switch floor views.

7 LEGEND
Press to toggle the legend on and off.

8 BACK
Press to return to game screen.

character menu

Press the *ESC* key or the START button on the controller to access the Inventory Menus. From here, you can equip Gear Items and Wrath Abilities, insert slot enhancements into your weapons, view accumulated artifacts, save and load games, and adjust gameplay options.

The character menu shows the status of War's primary and secondary weapons, including their level, progress to the next upgrade, and currently slotted enhancements. Select a weapon and press *"Q"* on the keyboard or the Y button on the controller for detailed descriptions. Press *"R"* on the keyboard or the X button on the controller to access the list of currently available attack combos for that weapon.

This menu also allows you to save or load games using the Data icon, adjust settings under the Options icon, or exit the game with the Quit icon.

gear and wrath

From this menu, you can bind currently owned Gear Items to *1*, *2*, and *3* on the keyboard or left, up, or right on the directional pad of a controller. Wrath abilities, as well as items, can be bound to *"1"*, *"2"*, *"3"*, and *"4"* on the keyboard or controller face buttons and accessed in the game by pressing and holding ***Caps Lock*** and the corresponding keyboard key or by holding the LB button on the controller, then pressing the desired face button.

1. **PASSIVE ABILITIES:** Lists all available passive abilities.
2. **WRATH ABILITIES:** Lists all available Wrath Abilities.
3. **GEAR & EQUIPMENT:** Lists all available Gear and Equipment.
4. **ITEMS:** Lists all available consumable Items.
5. **INFO:** Highlight Items and press *"Q"* on the keyboard or the Y button on the controller for detailed descriptions.
6. **ASSIGN:** Highlight Gear Items, Wrath Abilities, or Items and press the ***Enter*** key on the keyboard or use the Mouse to select the item. Press the key you wish to assign the item to, followed by the ***Enter*** key to assign the item. Alternatively, press the A button to map them to the controller for quick access during gameplay.
7. **BACK:** Press *ESC* on the keyboard or B on the controller to return to game screen.

weapon forge

Within the Weapon Forge, you can equip either the Chaoseater or a secondary weapon with enhancements. Each weapon can bear one enhancement, which can be found through exploring or sometimes by dealing with certain nefarious beings. Highlight an enhancement and press *"Q"* on the keyboard or the Ⓨ button on the controller to see detailed descriptions. Press the ***Enter*** button or Mouse click to select an enhancement, then highlight the weapon you with to apply the enhancement to, followed by the ***Enter*** button to assign the enhancement to your weapon. Press the Ⓐ button on the controller or ***Mouse*** click to assign an enhancement to one of your weapons.

weapon forge (cont)

Weapon Enhancements

BANE

Slotted Bonus:

- Generates Wrath naturally over time

CARNAGE

Slotted Bonus:

- Boosts chaos gained by the Chaoseater sword
- Allows chaos generation by all weapons

HELLFIRE

Slotted Bonus:

- Boost weapon damage on strikes
- Inflicts additional fire damage over time

BLOODTHIRST

Slotted Bonus:

- Leeches weapon damage and converts it to health

RAVAGER

Passive Bonus:

- Drastically increases damage inflicted with environmental weapons
- Drastically increases the chance of gaining souls from destroyed objects

REAPER

Slotted Bonus:

- Boosts the amount of souls acquired from enemies & creatures
- Additional soul rewards when assigned to the Scythe

COMBAT LORE

Slotted Bonus:

- Boosts weapon experience gained during combat

Passive Bonus:

- Boosts War's armor level

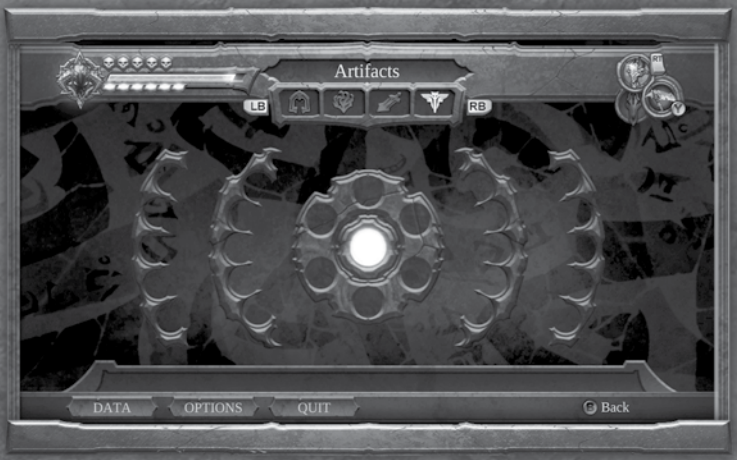
WEAPON MASTER

Slotted Bonus:

- Boosts the damage inflicted by a weapon's attack

artifacts

Ancient artifacts are hidden throughout the world. The demon Vulgrim covets these artifacts almost as much as he thirsts for the souls of the fallen. Seek out these artifacts and return to Vulgrim to strike a deal. The Artifacts screen displays your currently collected artifacts.



trading with vulgrim

War must adapt to dealing with unsavory characters if wants to stay alive long enough to see an end to his mission. Vulgrim, a well-known demon trader, can be found throughout the world and always has something worth bartering for. As long as you have the souls needed to trade, he is willing to do business.

ITEMS

Purchase weapon enhancements, health and Wrath Shards, and Consumables.

SWORD

Learn new moves with the Chaoseater.

WEAPONS

Learn new moves for the Tremor Gauntlet and Scythe.

WRATH

Increase the devastating effects of War's Wrath Powers.

gear items

War can find Gear Items throughout the world to help him through his journey. Gear Items are ancient relics that grant War new abilities. Gear Items can be used in combat, or may be used to solve puzzles and gain access to new areas. Press ***Mouse 3*** (Middle Click) or the RT button on the controller to use Gear Items.

ABYSSAL CHAIN

Fires a grappling chain that attaches to enemies and other environmental objects.

CROSSBLADE

A finely crafted throwing blade that can attack multiple targets.

EARTHCALLER

A masterfully carved horn whose call awakens ancient gates throughout the city.

MASK OF SHADOWS

Allows War to see into the Shadow Realm, revealing things that are hidden from the mortal world.

MERCY

The firearm of the horseman Strife, a rapid-firing handheld cannon that possesses an unlimited quantity of supernatural rounds.

VOID WALKER

Truly an instrument of mythical proportions, the Void Walker opens gateways between our realm and beyond.

wrath abilities

Hold down the ***Caps Lock*** key and press the corresponding key (**"*1*"**, **"*2*"**, **"*3*"**, or **"*4*"**) on the keyboard to unleash a Wrath attack. With a controller, hold the LB button to view War's Wrath Abilities, and then press the corresponding button while holding the LB button to execute a Wrath Ability. Each time a Wrath Ability is used, War loses one of his Wrath Cores. Collect yellow souls, purchase Rage from Vulgrim, or find caskets throughout the world to replenish War's Wrath Cores. You may also purchase upgrades to War's Wrath Abilities from Vulgrim.

AFFLICTION

Summon demons and spirits to afflict their curse upon your enemies.

BLADE GEYSER

Harnessing the power of the Chaoseater, this attack causes a field of deadly blades to erupt around War.

IMMOLATION

War is engulfed in a barrier of smoldering Hellfire, which scorches enemies who come in contact with the fiery Horseman.

STONE SKIN

War's flesh hardens, reducing enemy damage while increasing the effectiveness of War's attacks.

passive abilities

Passive Abilities are supernatural gifts that stay with War on his journey. Passive Abilities are always activated within War and do not use Wrath Cores like his Wrath Abilities do.

SHADOWFLIGHT

These supernatural wings enable War to temporarily glide. After a Double Jump, hold the ***Space Bar*** or Ⓐ button on the controller to activate Shadowflight and glide. Glide inside Shadow Currents to soar high into the air.

CHRONOMANCER

With the Chronomancer ability, chronospheres react to War's presence. Drain their energies to temporarily slow down time.

CHAOS FORM

Temporarily call upon War's battle form to decimate your enemies. Press ***"V"*** or the LB and RT buttons simultaneously on the controller to unleash the Chaos Form.

RUIN

War's phantom steed can be summoned any time the Ruin icon is active. Press ***"C"*** or LB and RB buttons simultaneously on the controller to Summon/Banish Ruin.

BLOCK COUNTER

Allows War to repel projectile and physical attacks. Press ***Left Alt*** or the RB button just before impact to counter them.

SERPENT HOLE TRAVEL

Allows War to use Vulgrim's plinths as a teleportation point. Press ***Mouse 2*** (Right Click) or the Ⓨ button near Vulgrim to select a destination.

War

The first Horseman of the Apocalypse, War has been framed for the premature arrival of Armageddon and the annihilation of mankind. The falsely accused rider returns to a demon-infested Earth with his epic blade the Chaoseater in hand, in search of an answer that will ultimately allow him to restore the balance between Heaven and Hell. War will be confronted by powerful remnants of Heaven's army and endlessly pursued by tortured Hell-spawn in his quest. However, War will stop at nothing to reach The Destroyer and claim vengeance.

The Watcher

After The Charred Council stripped War of his powers, they assigned The Watcher to ensure that War not overstep his bounds. The Watcher is given authority to end War's life should the need arise. A nuisance at times and a guiding light at others, The Watcher is a part of War, so he better learn to live with him.

Samael

Once a mighty and greatly feared demon, the grotesque Samael now lives imprisoned after attempting to rise against The Destroyer. War must seek the aid of Samael if he hopes to ultimately face his dark nemesis.

The Destroyer

The Destroyer's identity and purpose is shrouded in a veil of malicious intent. Unfortunately, if War does indeed intend to clear his name and restore the balance of good and evil, he must confront The Destroyer atop the towering monument from which he reigns.

Support

Product Warranty
Nordic Games GmbH will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order for EUR 8.00 to cover postage and handling fees.
Please be sure to include the following:

- Full Name
- Address, City, State/Prov., Zip Code/Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

Mail to:
Nordic Games GmbH
Landstraßer Hauptstraße 1/Top 18
A-1030 Vienna
Austria

Technical Support
If you are experiencing technical problems with this software, and you have carefully followed the instructions in this manual, you may find further support in the following places:
Please visit the Technical Support section of our Website where we have posted common problems and solutions that may help you at:

Online Support: http://www.nordicgames.at/index.php/contact
Skype contact: support.quantic.lab
Phone Support: +1 (206) 395-3545
Phone: +40 (0) 364 405 777

Please note: We do not provide hints via technical support.

THE SOFTWARE IS PROVIDED „AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

All other brands, product names and logos are trademarks or registered trademarks of their respective owners. All rights reserved. Any unauthorized copying, hiring, lending or reproduction in whole or part is prohibited.

END-USER LICENSE AGREEMENT (EULA)
To read the Nordic Games End-User Licence Agreement (EULA) kindly visit:
http://eula.nordicgames.at

© 2013 by Nordic Games Licensing AB, Sweden. Licensed exclusively to Nordic Games GmbH, Austria. Developed by Vigil Games. Darksiders and its logo is a trademark and/or registered trademark of Nordic Games Licensing AB, Sweden. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.