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WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, 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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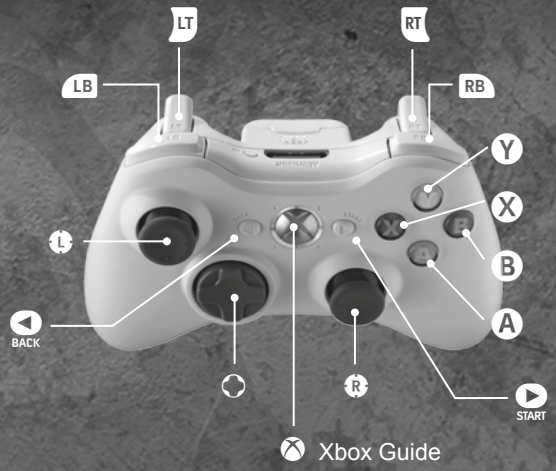
game control

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.

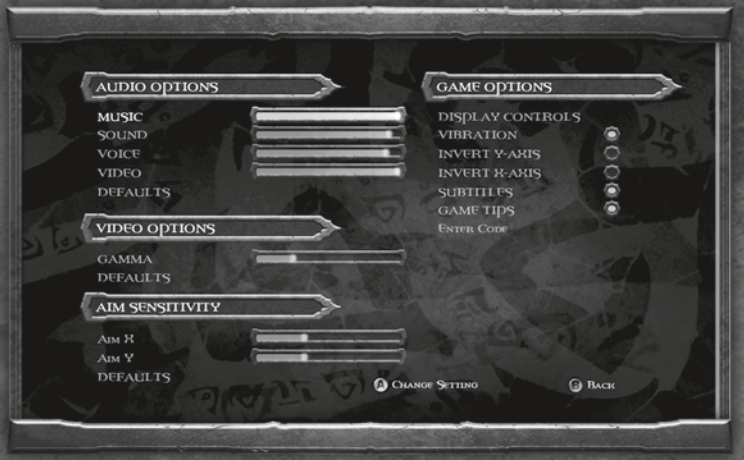
New Game
Begin a new game.

Load Game
Load a previously saved game.

Options
Adjust audio, video, and control options.

options

You can change the default options for the game by choosing OPTIONS from the Main Menu, or by pressing the START button during gameplay and selecting OPTIONS from the Pause Menu. Use the Left Stick to select an option, and then press the A button to modify the highlighted option. Pressing the B button will return you to the previous screen.



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

GAMMA

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.

INVERT X-AXIS

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

VIBRATION

Enable or disable the vibration feature.

SUBTITLES

Enable or disable the display of audio subtitles.

INVERT Y-AXIS

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

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 BACK button 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 START button 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. Highlight each weapon and press the Y button for detailed descriptions, and 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 left, up, or right on the directional pad. Wrath Abilities, as well as items, can be bound to face buttons and accessed in the game by holding the LB button, 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 CONSUMABLES
Lists all available Consumables.

5 INFO
Highlight Items and press the Y button for detailed descriptions.

6 ASSIGN
Highlight Wrath Abilities, Gear & Equipment, or Consumables and press the A button to map them to the controller for quick access during gameplay.

7 BACK
Press 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 the Y button to see detailed descriptions. Press the A button 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 aid in 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. Use the RT button 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

Wrath Abilities are devastating, supernatural moves that War can use in the heat of battle. Use Wrath Abilities in conjunction with War's short and ranged attacks to deal massive amounts of damage to his enemies. 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. 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 A button to activate Shadowflight and glide. Glide inside Shadow Currents to soar high into the air.

CHRONOMANCER

Chronospheres react to War's presence. Activate them to temporarily slow down time.

CHAOS FORM

Temporarily call upon War's battle form to decimate your enemies. Press the LB button and RT to unleash Chaos Form.

RUIN

War's phantom steed can be summoned any time the Ruin icon is active. Press the LB button and RB to Summon/Banish Ruin.

BLOCK COUNTER

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

SERPENT HOLE TRAVEL

Allows War to use Vulgrim's plinths as a teleportation point. Press the Y 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.

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support

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

notes

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