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STARTING UP

AUTOSAVE NOTIFICATION

THIS GAME SUPPORTS AN AUTOSAVE FEATURE. DO NOT TURN OFF YOUR WII U™ CONSOLE WHEN YOU SEE THE AUTOSAVE ICON.

TITLE SCREEN

PRESSING THE **A** BUTTON OR THE **+** BUTTON (START) OPENS THE LOAD GAME MENU. SELECT A SLOT TO START A NEW GAME OR CONTINUE AN EXISTING SAVE. WHEN STARTING A NEW GAME, YOU ARE PRESENTED WITH THE FOLLOWING OPTIONS:

- SUBTITLES – TOGGLE SUBTITLES ON OR OFF.
- DIFFICULTY – CHOOSE BETWEEN EASY, NORMAL, AND APOCALYPTIC DIFFICULTIES.
- GAMMA & GAMEPAD GAMMA – ADJUST THE GAMMA LEVEL SO THAT THE OUTER RUNES OF THE IMAGE ARE FAINTLY VISIBLE, BUT NOT ENTIRELY BLACK.
- GAME MODES – TOGGLE DISPLAYS ON OR OFF. *TOGGLE BOTH ON TO USE THE GAMEPAD LIVE MENU FEATURE AND PLAY WITHOUT PAUSING THE GAME!

ONCE A DARKSIDERS™ II SAVE IS CREATED OR SELECTED, YOU ARE TAKEN TO THE MAIN MENU:

- CONTINUE – RESUME WHERE YOU LEFT OFF.
- OPTIONS – CHANGE THE GAME SETTINGS.
- CREDITS – THIS SELECTION DISPLAYS A LIST OF THE FINE PEOPLE WHO MADE DARKSIDERS™ II.
- CHOOSE CAMPAIGN – SELECT THE MAIN CAMPAIGN OR THE ARGUL'S TOMB EXPANSION PACK CAMPAIGN

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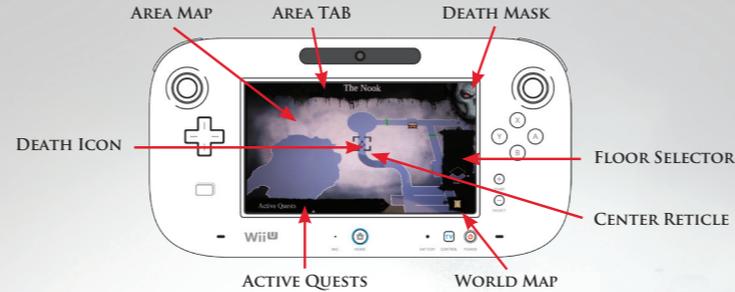
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AREA MAP



DEATH MASK – TAPPING THIS ICON IS USED TO TOGGLE BETWEEN THE INVENTORY PAGE & THE AREA MAP PAGE.

AREA TAB – THE DESIGNATION OF DEATH'S CURRENT LOCATION.

AREA MAP – A 2D DISPLAY OF THE AREA SURROUNDING DEATH. THIS MAP CAN BE PANNED AROUND BY TOUCH-DRAGGING THE DISPLAY.

DEATH ICON – DEATH'S CURRENT POSITION IN THE ENVIRONMENT.

ACTIVE QUESTS – TAPPING THIS TAB WILL PULL UP ALL CURRENTLY AVAILABLE OBJECTIVES. TAPPING & HOLDING A QUEST WILL UPDATE THE BEACON ON THE AREA MAP.

CENTER RETICLE – PLACE THE RETICLE OVER AN ITEM TO GET ITS DESCRIPTION.

FLOOR SELECTOR – THIS ICON IS USED TO CYCLE THROUGH THE AVAILABLE FLOOR OF THE CURRENT DUNGEON.

WORLD MAP – TAPPING THIS ICON WILL BRING UP THE WORLD MAP.

LIMITED WARRANTY AND CUSTOMER 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@nordicgames.com

Phone Support: +1 (209) 395-3545

Phone: +40 (0) 364 405 777

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

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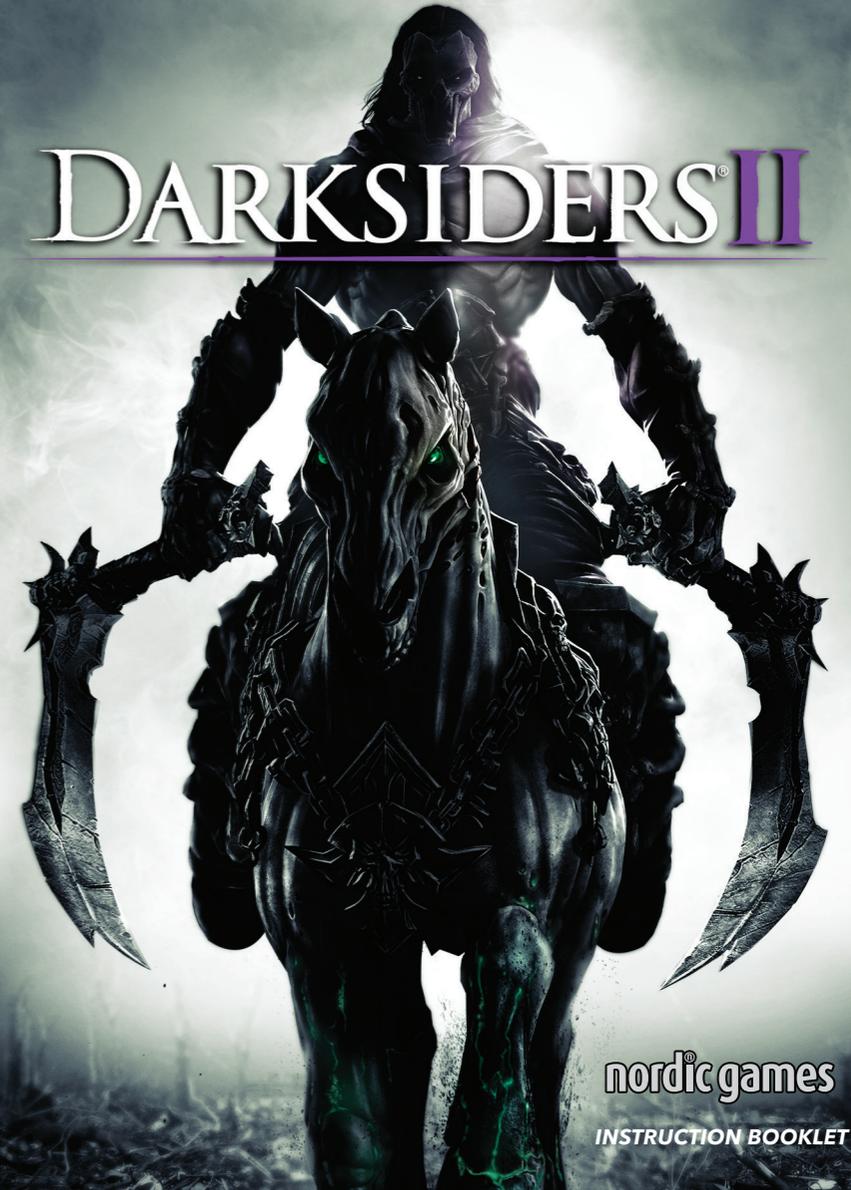


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Wii U™

DARKSIDERS™ II



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INSTRUCTION BOOKLET

PRESS THE HOME BUTTON WHILE THE GAME IS RUNNING, THEN SELECT  TO VIEW THE ELECTRONIC MANUAL.

PLEASE CAREFULLY READ THE Wii U™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii U HARDWARE SYSTEM, DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - SEIZURES

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions Eye or muscle twitching Altered vision
Loss of awareness Involuntary movements Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - REPETITIVE MOTION INJURIES AND EYESTRAIN

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

CAUTION - MOTION SICKNESS

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying and/or distribution of any Nintendo game is illegal and is strictly prohibited by intellectual property laws.

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GAME CONTROLS

MENU CONTROLS

START GAME	A BUTTON OR START
SELECT/CHANGE MENU ITEM	L STICK
CONFIRM/ACCEPT SELECTION	A BUTTON
PREVIOUS SCREEN	B BUTTON
TRANSITION BETWEEN SCREENS THE CHRONICLE & PAUSE MENU GAMEPAD LIVE MENU	L BUTTON & R BUTTON DEATH MASK ICON
SELECT/UPDATE MISSION OBJECTIVES THE CHRONICLE & PAUSE MENU GAMEPAD LIVE MENU	Y BUTTON TOUCH AND HOLD TO SELECT

ON FOOT CONTROLS

MOVE DEATH	L STICK
MOVE THE CAMERA AROUND DEATH	R STICK
JUMP	B BUTTON
INTERACT/DROP DOWN	A BUTTON
SCYTHE ATTACK	Y BUTTON
SECONDARY WEAPON ATTACK	X BUTTON
DODGE	R BUTTON + L STICK OR JOLT THE GAMEPAD
BRING UP THE AIMING RETICLE	PRESS THE R STICK
USE GEAR	ZR BUTTON
REAPER FORM	L BUTTON + ZR BUTTON
USE WRATH ABILITY	(RADIAL MENU) L STICK + B BUTTON OR USE THE TOUCH SCREEN
SUMMON DESPAIR (NOTE: DESPAIR MAY NOT ALWAYS BE AVAILABLE)	L BUTTON + R BUTTON
CENTER CAMERA OR TARGET ENEMY	ZL BUTTON
SWITCH TARGETS (WHILE TARGETING ENEMIES)	(WHILE PRESSING THE ZL BUTTON) R STICK
ACCESS MAP/OBJECTIVES/INVENTORY/SKILL TREES	SELECT OR GAMEPAD LIVE MENU
PAUSE MENU	START
ACCESS RADIAL MENU	L BUTTON OR DOWN ON THE +CONTROL PAD
ASSIGN ABILITY/GEAR TO HOTKEY (IN RADIAL MENU)	L STICK + X/Y/A/B BUTTONS OR GAMEPAD TOUCH & DRAG
SUMMON DUST (NOTE: DUST MAY NOT ALWAYS BE AVAILABLE)	PRESS THE L STICK
SKIP CINEMATICS	B BUTTON

HORSEBACK CONTROLS

MOVE DESPAIR	L STICK
SCYTHE ATTACK	Y BUTTON
BRING UP THE AIMING RETICLE	PRESS THE R STICK
RECENTER CAMERA OR TARGET ENEMIES	ZL BUTTON
FIRE STRIFE'S GUN, REDEMPTION	ZR BUTTON
MAKE DESPAIR GALLOP	R BUTTON OR JOLT THE GAMEPAD (DUAL MODE)
MAKE DESPAIR JUMP	B BUTTON
BANISH DESPAIR	L BUTTON + R BUTTON

UNDERWATER CONTROLS

SWIM IN A DIRECTION	L STICK OR TILT THE GAMEPAD LEFT & RIGHT
SPEED BURST	R BUTTON OR JOLT THE GAMEPAD
SWIM UP	B BUTTON OR TILT THE GAMEPAD UPWARD
SWIM DOWN	X BUTTON OR TILT THE GAMEPAD DOWNWARD

CONSTRUCT CONTROLS

MOVE THE CONSTRUCT	L STICK OR TILT THE GAMEPAD FORWARD, BACKWARD, LEFT & RIGHT (TV MODE AND DUAL MODE)
RECENTER CAMERA OR TARGET ENEMIES	ZL BUTTON
CONSTRUCT ATTACK	Y BUTTON
CONSTRUCT HEAVY ATTACK	X BUTTON
BRING UP THE AIMING RETICLE	PRESS THE R STICK
FIRE CONSTRUCT FIST	ZR BUTTON
DETACH THE CONSTRUCT FIST FROM A GRAB POINT	ZR BUTTON
JUMP OFF THE CONSTRUCT OR ONTO AN EXTENDED CHAIN	A BUTTON

FLIGHT CONTROLS

CAMERA CONTROLS	R STICK
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GAMEPAD LIVE MENU

INVENTORY



DEATH MASK – TAPPING THIS ICON IS USED TO TOGGLE BETWEEN THE INVENTORY PAGE & THE AREA MAP PAGE.
EQUIP/UNEQUIP – TAP THIS ICON TO EQUIP OR REMOVE THE CURRENTLY SELECTED ITEM.
UPGRADE – RARE POSSESSED WEAPONS CAN BE UPGRADED BY TAPPING THE UPGRADE ICON.
DROP – DROP THE CURRENTLY SELECTED ITEM.
INVENTORY CATEGORIES – TAPPING THE ICONS WILL DISPLAY THE CONTENT OF THE CURRENTLY SELECTED CATEGORY.

AVAILABLE INVENTORY – DISPLAYS ALL AVAILABLE ITEMS FOR THE SELECTED CATEGORY.
SELECTED ITEM STATS – DISPLAYS ANY RELATED STATS FOR THE CURRENTLY SELECTED ITEM.
GILT – CURRENTLY AVAILABLE AMOUNT OF GILT.
BOATMAN COINS – CURRENTLY AVAILABLE AMOUNT OF BOATMAN COINS.
CHARACTER LEVEL – DEATH'S CURRENT LEVEL.