



DARKSIDERS® II

WIGIL
GAMES

INSTRUCTION
BOOKLET

THQ
nordic games

DARKSIDERS®II

CONTENTS

INSTALLATION INSTRUCTIONS.....	2
GAME CONTROLS	2
STARTING UP	4
MENUS.....	6
ABILITIES AND GEAR.....	8
GAME SCREEN.....	10
LIMITED WARRANTY	11

nordic games



Powered by
Wwise
audio middleware

© 2013 by Nordic Games Licensing AB, Sweden. Published by Nordic Games GmbH, Austria. Developed by Vigil Games. Uses Wwise © 2006-2013 Audiokinetic Inc. All rights reserved. Uses Bink Video. Copyright © 1997-2013 by RAD Game Tools, Inc. Wwise © 2006-2013 Audiokinetic Inc. Darksiders, THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.

ICU
Copyright (c) 1995-2013 International Business Machines Corporation and others. All rights reserved.

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, provided that the above copyright notice(s) and this permission notice appear in all copies of the Software and that both the above copyright notice(s) and this permission notice appear in supporting documentation.

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 OF THIRD PARTY RIGHTS. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR HOLDERS INCLUDED IN THIS NOTICE BE LIABLE FOR ANY CLAIM, OR ANY SPECIAL INDIRECT OR CONSEQUENTIAL DAMAGES, OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE, DATA OR PROFITS, WHETHER IN AN ACTION OF CONTRACT, NEGLIGENCE OR OTHER TORTIOUS ACTION, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THIS SOFTWARE.

Except as contained in this notice, the name of a copyright holder shall not be used in advertising or otherwise to promote the sale, use or other dealings in this Software without prior written authorisation of the copyright holder.

SIMD
Copyright (c) 2006,2007 Mutsuo Saito, Makoto Matsumoto and Hiroshima University. All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

- Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

- Neither the name of the Hiroshima University nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES, LOSS OF USE, DATA, OR PROFITS, OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

INSTALLATION INSTRUCTIONS

Boxed Copy Installation

If you purchased a boxed copy of *Darksiders® II*, insert the DVD-ROM into your drive. Select your language, and then install the game. You will be prompted during the installation to install Steam if you do not yet have it installed, and then it will ask you to login to your Steam account. Follow the onscreen instructions to finish the installation. You must be connected to the Internet during this initial installation process.

If prompted for your Product Key, please note it is located on the back of the manual cover.

STEAM INSTALLATION

For purchases of *Darksiders® II* through Steam's online storefront, the game will automatically appear in your Games list. Click on the Darksiders® II title to bring up the game page.

Click on the Install button at the top of the page to begin installation.

You can also choose to add a box copy of *Darksiders® II* purchased through a store to your Steam account. From the Games menu, click on "Activate a Product on Steam..." and agree to the Terms of Service. Enter your product key into the provided line and click on Next. You can now download and play your copy of *Darksiders® II* as if you had purchased it directly from within Steam.

TROUBLESHOOTING

Please refer to the Readme file in your installed game directory for the latest information regarding troubleshooting and technical support.

GAME CONTROLS

MENU CONTROLS

Start game	
Select/Change menu item	Arrow keys
Confirm/Accept selection	ENTER
Previous screen	Backspace
Transition between screens	or

ON FOOT CONTROLS

Move Death	
Move the camera around Death (when not targeting)	Mouse
Jump	
Interact/Drop down	
Scythe Attack	Mouse 1 (Left Click)
Secondary Weapon Attack	Mouse 2 (Right Click)
Dodge	Left Alt +
Walk Toggle	
Bring up the aiming reticle	
Use Gear	Mouse 3 (Middle Click)
Show objective and available Wrath Abilities/Gear	Caps Lock
Reaper Form	
Use Wrath Ability	
Summon Despair (Note: Despair may not always be available)	
Recentre camera or target enemy	(Hold) / (Toggle)
Switch targets (while targeting enemies)	Mouse Wheel Up/Down
Access Map/Objectives/Inventory/Skill Trees	
Pause Menu	
Access Radial Menu	
Assign ability/gear to Hotkey (in Radial Menu)	Mouse to Highlight +
Summon Dust (Note: Dust may not always be available)	

HORSEBACK CONTROLS

Move Despair	
Scythe Attack	Mouse 1 (Left Click)
Bring up the aiming reticle	
Recentre camera or target enemies	(Hold) / (Toggle)
Fire Strife's gun, Redemption	Mouse 3 (Middle Click)
Make Despair dash	Left Alt +
Charge attack	Left Alt +
Make Despair jump	
Banish Despair	

CONSTRUCT CONTROLS

Move the Construct	W , S , A , D
Recentre camera or target enemies	Shift (Hold) / F (Toggle)
Construct attack	Mouse 1 (Left Click)
Construct heavy attack	Mouse 2 (Right Click)
Bring up the aiming reticle	Q
Fire Construct Fist	Mouse 3 (Middle Click)
Detach the Construct Fist from a grab point	Mouse 3 (Middle Click)

UNDERWATER CONTROLS

Swim in a direction	W , S , A , D
Speed burst	Left Alt
Swim up	SPACE BAR

FLIGHT CONTROLS

Camera Controls	Mouse
-----------------	-------

STARTING UP

THQ SIGN IN

The first time you start *Darksiders® II* while connected online, you are asked to login or create a THQ Community account in order to access special online features.

AUTOSAVE NOTIFICATION

This game supports an autosave feature. Do not turn off your computer when you see the autosave icon.

TITLE SCREEN

Pressing **SPACE BAR** 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 – Adjust the gamma level so that the outer runes of the image are faintly visible, but not entirely black.

Once a *Darksiders® II* save is created or selected, you are taken to the Main Menu:

Continue – This selection is where you resume where you left off.

Options – This selection is where you change the game settings.

Credits – This selection displays a list of the fine people who made *Darksiders® II*.

Downloadable Content – This selection is where you view and purchase new downloadable content. You can also redeem your Crucible Pass or Promotional Codes. If you do not have a Crucible Pass, one may be purchased from this menu.

DESPAIR

Despair is Death's noble steed. Death can ride his beastly companion to quickly traverse great distances. To summon Despair, press the **C** key while the horse icon is on-screen.

DUST

Besides his trusty steed, a mysterious crow known as Dust also accompanies Death during his quest. Press and hold the **Z** key to have Dust show Death the way to his next objective. Note that Dust may not be available in every situation.

LOOT

In *Darksiders® II*, Death can collect, equip, and sell equipment found on dead enemies and treasure chests scattered throughout the world. Equipment can make Death more powerful and change the way he looks.

PRIMARY AND SECONDARY WEAPONS

Death is the master of all tools of destruction, but he prefers his Scythes. The Scythes are always on hand as his primary weapon. However, Death can use Secondary Weapons such as glaives, hammers, maces, and axes, as well as “hand weapons” such as armblasses, claws, bucklers, and gauntlets. Because of their respective sizes, long weapons take longer to swing but yield massive damage, while hand weapons offer less damage but attack much faster. Keep a sharp eye out for Possessed Weapons, the most powerful weapons available. They can be customised and upgraded by feeding them other weapons and armour.

REAPER FORM

Death feeds upon the demise of his foes. Upon collecting enough energy, Death can transform into a fearsome Reaper that is virtually immune to all damage and mercilessly slays those who dare oppose him. Death gains access to his Reaper Form when he reaches level 6.

TOMES

Throughout the Realms, Death can gain access to a series of Tomes. These Tomes allow you to send and receive items via an Offline Inbox and an Online Inbox. The Offline Inbox is where DLC Gear is received, as well as items sent to Death by NPCs, such as Tarot Cards and Legendary Gear. The Online Inbox is used to send and receive messages, weapons and armour to and from online Friends who are playing *Darksiders® II*.

The Crucible Pass DLC must be installed to gain access to the Tomes' Online Inbox.

PAUSE MENU

Pressing the **[P]** key during gameplay brings up the Pause Menu.

Resume – Exit the Pause Menu and return to gameplay.

Save – Saves your current progress.

Options – This menu allows you to change the game settings and is identical to the Option menu at the Title Screen.

Quit Game – Exit the game and return to the Title Screen. Any unsaved game progress will be lost.

CHARACTER MENU

Pressing the **[C]** key during gameplay brings up the CHARACTER Menu.

CHARACTER

This screen shows the Abilities and Gear that are available to Death. It also shows Death's statistics:

Level – This indicates what level Death is. Each level gained provides a point that can be used to buy or improve Death's abilities.

Experience – This indicates how much experience Death has accumulated and how much experience he needs to gain the next level.

Health – This indicates Death's current and total amount of Health.

Wrath – This indicates Death's current and total amount of Wrath. Wrath is consumed when Death uses any of his unlocked spells.

Strength – This indicates how powerful Death's attacks are when using his Scythes or Secondary Weapons.

Defence – This indicates how resistant Death is to physical attacks.

Arcane – This indicates how powerful Death's Wrath Abilities are.

Resistance – This indicates how resistant Death is to physical or elemental attacks.

Primary Weapon – This is the amount of damage Death deals when using his Scythes.

Secondary Weapon – This is the amount of damage Death deals when using the equipped Secondary Weapon.

INVENTORY

This screen displays Death's stats along with the weapons and armour he currently has equipped. Press the **[S]** key to see additional stats and press the **[E]** or **[R]** keys to cycle through your inventory.

Scythes – Death's signature weapon can be found in many variations. View stats and equip the best Scythe for the task at hand.

Secondary Weapons – Equip any acquired Secondary Weapons.

Shoulders – View and equip shoulder armour found on Death's journey.

Armour – Death's main source of defence, view and equip body armour on this menu.

Gloves – Cycle through any gloves Death has found and equip them to boost his defence.

Boots – Keep Death on his feet by equipping a good pair of boots. Any boots Death acquires are found here.

Talismans – View and equip acquired Talismans. Although they don't usually provide additional armour, Talismans can make Death more powerful in other ways.

Quest Items – Death can come across many objects that are specifically related to quests, including collectable items. View those items here.

SKILLS

This screen shows the various Wrath Abilities that can be unlocked or upgraded by spending the points earned from gaining levels. Many Wrath Abilities cannot be unlocked until Death achieves a certain level. There are two distinct Skill branches offering different play styles.

HARBINGER

Teleport Slash – Death leaps with blinding speed to strike at his enemies, inflicting massive damage and restoring a portion of Death's health.

Harvest – Death's true incarnation appears and unleashes a spinning Scythe attack around himself, dealing damage to any enemies struck by the deadly blades.

Unstoppable – Death's Strength swells, making all of his physical attacks even more deadly.

Reaper Storm – Death's form rips apart into a tornado of debris and fragments of ancient bone, laying waste to those caught in the maelstrom.

NECROMANCER

Exhume – Death summons ghouls to fight for him for a short period of time.

Aegis Guard – Death's Defence and Resistance are raised, allowing him to withstand more damage.

Murder – Death summons a murder of crows to sweep across the battlefield dealing damage as they go.

Frenzy – Death channels his Wrath reserves to attack his enemies. Frenzy increases in power depending on the amount of Wrath available.

QUEST

This screen shows a map of your current location, and provides detailed information about Death's surrounding area. A list of the quests Death has accepted can be toggled on and off by pressing the [S] key. To actively track a quest and display a waypoint on the mini-map, highlight a quest on the list and press the [A] key.

Death – The dagger on the map represents Death and the direction he is facing.

Dust – The purple dot icon indicates Dust's current location.

Primary Quest (Gold) – Represents the main story quest objective.

Secondary Quest (Grey) – Represents the other quest objectives in the area that you have accepted.

Open Door – Most doors you find are open and marked with a green band.

Locked Doors – Some doors are locked and marked with a red band.

Skeleton Key Door – Any doors marked overhead with a red lock icon requires a special key to unlock.

Skeleton Key – In the case of Locked Skeleton Key Doors, a Skeleton Key is needed to unlock them. Once found, you can press the [E] key at a locked door to open it using a Skeleton Key.

Chest – Throughout the Realms, chests can be discovered and opened. Chests may possess both Gilt and valuable equipment!

Fast Travel – Fast Travel is available to Death once he unlocks key locations throughout the world. To Fast Travel, open the Quest Screen and press the [Z] key to toggle the Overworld Map. Move the cursor to a previously discovered Fast Travel point, and Double Click on the destination. Death may Fast Travel in the open world or within dungeons. Fast Travel is unavailable if any enemies are nearby.

STATS

Track various stats that are monitored during gameplay such as Total Blood Spilled and Reaper Form kills. If you have the Crucible Pass installed and are logged in online, you can view the Leaderboards and compare your stats against Friends and the rest of the *Darksiders®II* community.

MOVES LIST

Quickly review Death's various combo attacks. Switch between attack methods by pressing [E] or [R] keys.

ABILITIES AND GEAR

DEATH'S ABILITIES AND GEAR

As Death travels through the Realms, he will acquire new abilities to aid him in his quest to prove his brother's innocence.

REDEMPTION

Early in his quest, Death acquires Redemption. This fearsome weapon can be used to strike Death's enemies from afar. Hold the Shift key to lock on to enemies and press Mouse 3 to fire the gun.

DEATHGRIP

Deathgrip is an ephemeral claw that can be used for travelling across seemingly impossible gaps, drawing small enemies to Death, or pulling him towards larger enemies. Equip Deathgrip in the Radial Menu and activate it by pressing Mouse 3. During certain segments of traversal, you may be prompted to use it without needing to aim or lock on to a target.

INTERDICTION STONE

Death will eventually acquire the ability to summon and command the Dead Lords. These powerful spirits can be called on special summoning pads found throughout the Realm. They can be commanded to trigger pressure plates, or cancel their current action and return. Press the [Q] key to aim and press Mouse 3 to command, or press Mouse 3 again to cancel a command. Target the object where the Dead Lord is and press Mouse 3 once more to recall him. The Dead Lords can help fight off foes as well.

SOUL SPLITTER

Some situations require more than one Death! The Soul Splitter helps Death overcome challenges by splitting his soul in two. When the Soul Splitter is activated, Death's body becomes a Reaper statue and you take control of one of the recently released souls. If a soul is within range of the statue, the Deathgrip can be used to pull the soul to the statue.

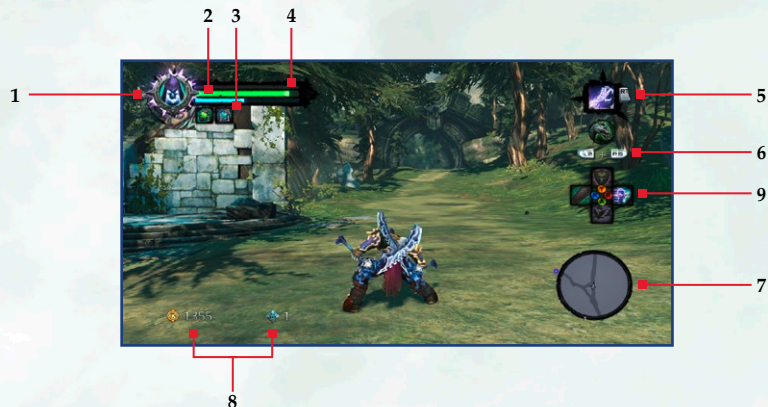
While split, you can hold the [E] key to swap control between the two souls. To return both souls to Death's body, activate the Soul Splitter a second time. Be careful though – if a soul travels too far from Death's body, Death will exit splitter form. Souls are susceptible to damage from enemies as well.

VOIDWALKER

This magical relic allows Death to travel instantaneously between two points by stepping through a shortcut in space. Like other ranged abilities, the Voidwalker can be aimed by pressing the [Q] key and fired by pressing Mouse 3. To create a charged shortcut, out of which Death's exit will be greatly accelerated, press and hold Mouse 3. To cancel any shortcut, aim at the open point you wish to close and press the Shift key. Note that only specific areas in the environment can serve as points of passage between the shortcuts.

PHASEWALKER

When the Voidwalker is upgraded to the Phasewalker, Death can place shortcuts not just through space, but through time as well. With this upgrade, Death can travel to the distant past to make changes to the present world.



1. REAPER METER

This indicates if Death is able to transform into his Reaper Form.

2. HEALTH BAR

This indicates how many hit points Death has.

3. WRATH METER

This indicates how much Wrath Death has.

4. EXPERIENCE BAR

This shows how much experience Death has accumulated and how much more experience is needed to level up. When the bar is fully filled, Death gains a level.

5. EQUIPPED GEAR

This shows which the Gear Death currently has equipped. Press Mouse 3 to use it.

6. SUMMON DESPAIR/DESPAIR STAMINA

When the horse symbol is pulsing, Despair can be summoned to ride upon by pressing the key. When mounted, Despair's stamina is displayed here instead. Stamina is consumed any time Despair dashes.

7. MAP

This shows Death's current location in the environment.

8. GILT/BOATMAN COINS

This area shows the amount of Gilt and Boatman Coins Death currently possesses.

9. ABILITY/GEAR SELECT

This overlay shows the Wrath Abilities/ Gear Death has assigned to his Hotkey slots. Press the appropriate Number key to use the assigned commands.

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.quantica.lab

Phone Support: +1 (206) 395-3545

Phone: +40 (0) 364 405 777

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

LIMITED WARRANTY

Nordic Games GmbH warrants for a period of 90 days starting from the date of purchase that the software will essentially work in accordance with the accompanying printed materials. The complete liability of Nordic Games GmbH and your only claim consists, at the option of Nordic Games GmbH, of a reimbursement of the paid purchase price or of repairing or substituting the software product which is not in accordance with Nordic Games GmbH's limited warranty, insofar as it is returned to Nordic Games GmbH together with a copy of the invoice. This limited warranty will not apply if the failure of the software product is due to an accident, misuse or faulty application.

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>

DARKSIDERS®II



THQ
nordic games

Nordic Games GmbH, Landstr. Hauptstr. 1/Top 18
A-1030 Vienna, AT