

DARKSIDERS™



Instruction Booklet



Instruction Booklet



Mode d'emploi



Spielanleitung



Manuale di istruzioni



Manual de instrucciones



Handleiding (Mode d'emploi, Instruction Booklet)



Instruction Booklet



사용 설명서



使用手冊



Home

DARKSIDERS™



PC
DVD-ROM
SOFTWARE



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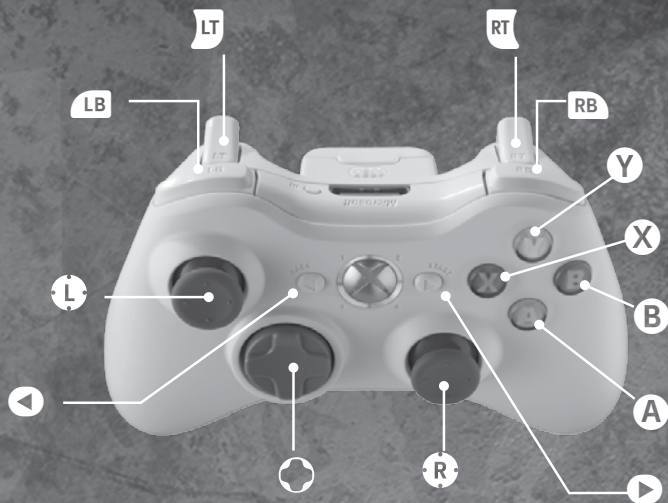
game control

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

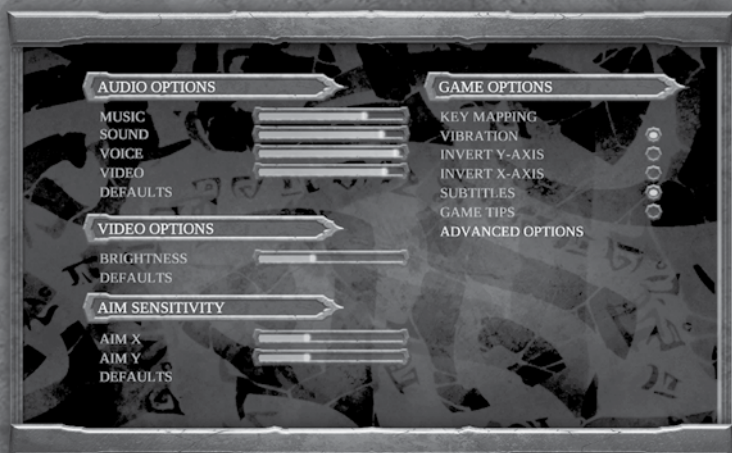
Display the game credits.

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  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.

Aim Sensitivity

AIM X

Adjust aiming sensitivity in the X-Axis.

DEFAULTS

Reset all video options to their default levels.

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

Glow 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  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  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  button on the controller for detailed descriptions. Press "R" on the keyboard or the  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 Chaoeater 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 **Y** button on the controller to see detailed descriptions. Press the **Enter** button or Mouse click to select an enhancement, then highlight the weapon you wish to apply the enhancement to, followed by the **Enter** button to assign the enhancement to your weapon. Press the **A** 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 Chaoeater 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



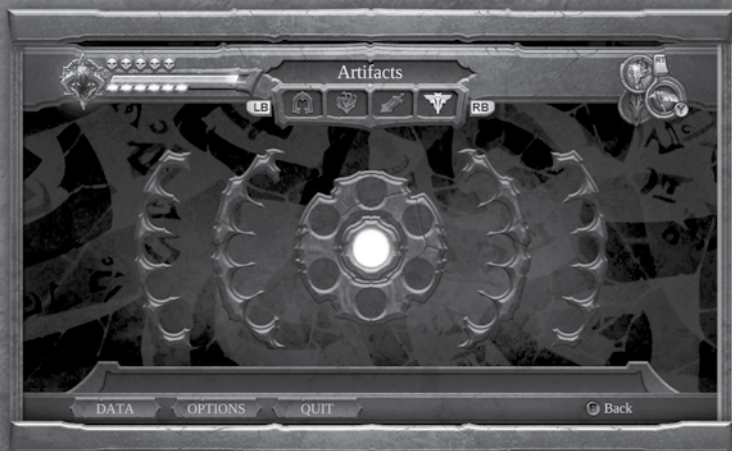
WEAPON MASTER

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 Chaoeater.

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  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  button to view War's Wrath Abilities, and then press the corresponding button while holding the  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 Chaoeater, 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 **A** 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 **Y** button near Vulgrim to select a destination.

characters

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 Chaoeater 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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Customer Service Department
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Agoura Hills, CA 91301

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limited warranty

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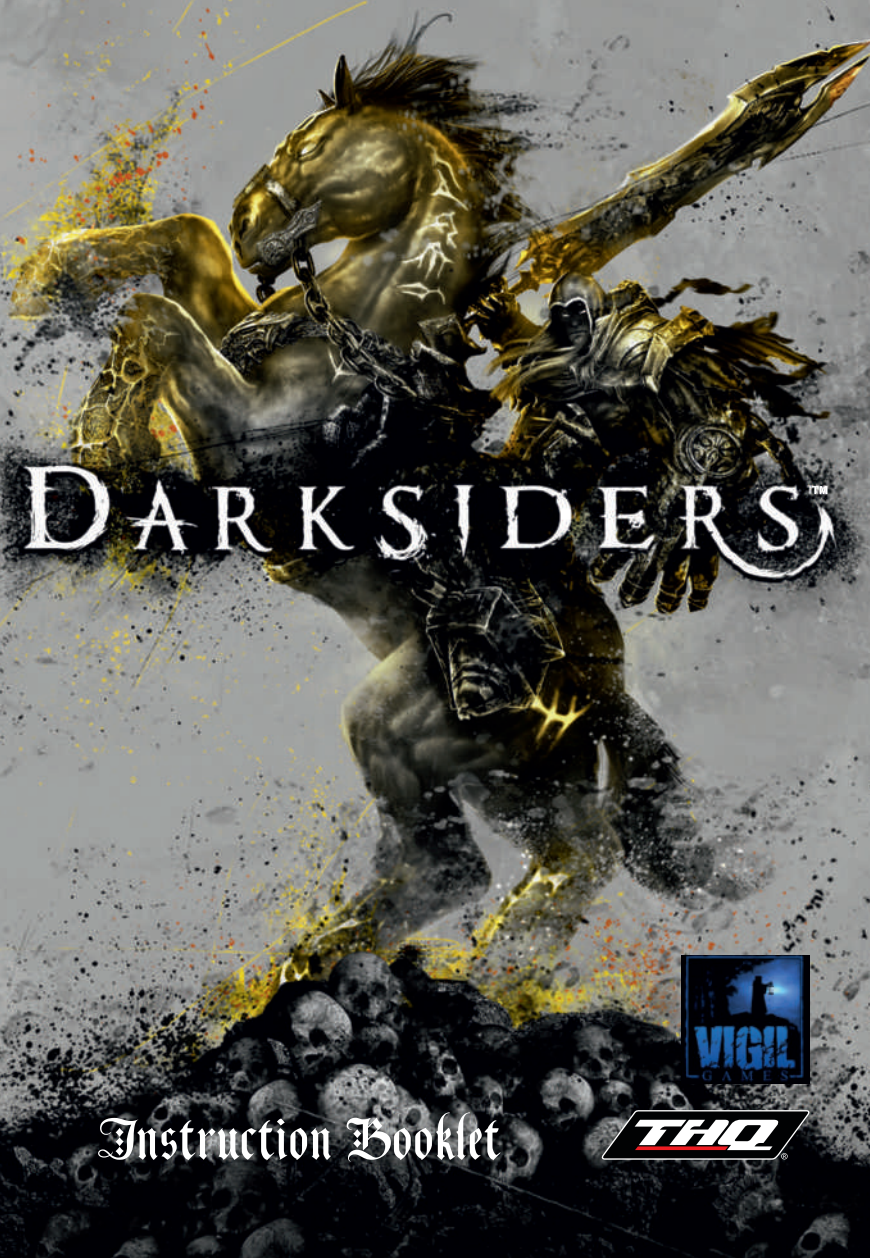


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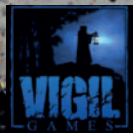
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This CD Key is required to fully use this product!



Home



DARKSIDERS™



Instruction Booklet



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

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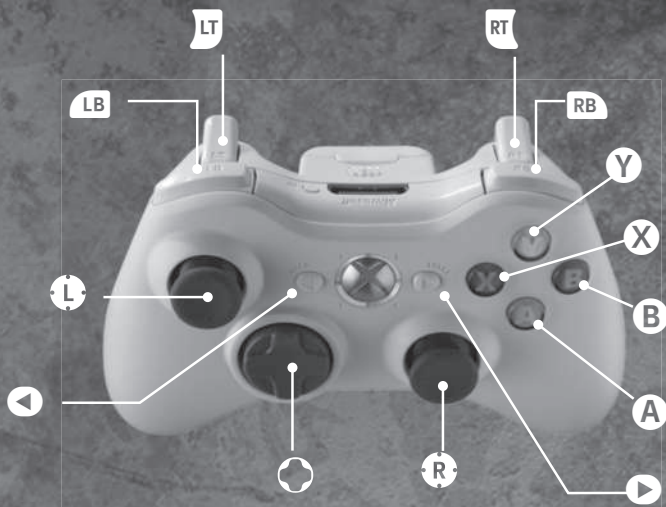
game control

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	⏮ (Hold) BACK
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

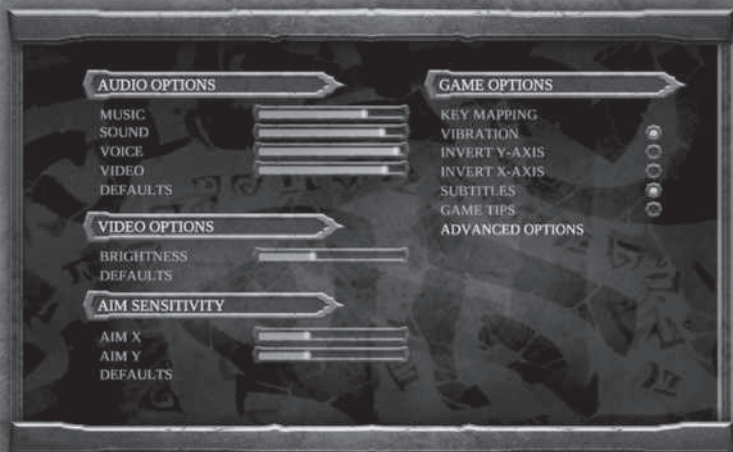
Display the game credits.

Quit

Exit the game.

options

You can change the default options for the game by choosing “Options” from the start screen, or by pressing ESC key or the  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.

Aim Sensitivity

AIM X

Adjust aiming sensitivity in the X-Axis.

DEFAULTS

Reset all video options to their default levels.

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

Glowes 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  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  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 the **B** button on the controller to return to game screen.

weapon forge

Within the Weapon Forge, you can equip either the Chaoeater 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 **Y** button on the controller to see detailed descriptions. Press the *Enter* key or Mouse click to select an enhancement, then highlight the weapon you wish to apply the enhancement to, followed by the *Enter* key to assign the enhancement to your weapon. Press the **A** 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 Chaoeater 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 Chauseater.

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  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  button to view War's Wrath Abilities, and then press the corresponding button while holding the  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 Chaoeater, 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 the **A** 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 the **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 **Y** button near Vulgrim to select a destination.

characters

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 Chaoeater 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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An Important Note Regarding Graphics and Having the Best Possible Experience. The Developers of Darksiders along with the engineers at AMD worked closely during development to test the game on advanced ATI Radeon™ graphics processors. Increased performance will be noticed on more powerful systems. We recommend ATI Radeon™ HD 5700 Series (or better) video cards for maximum performance and visual quality.



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notes

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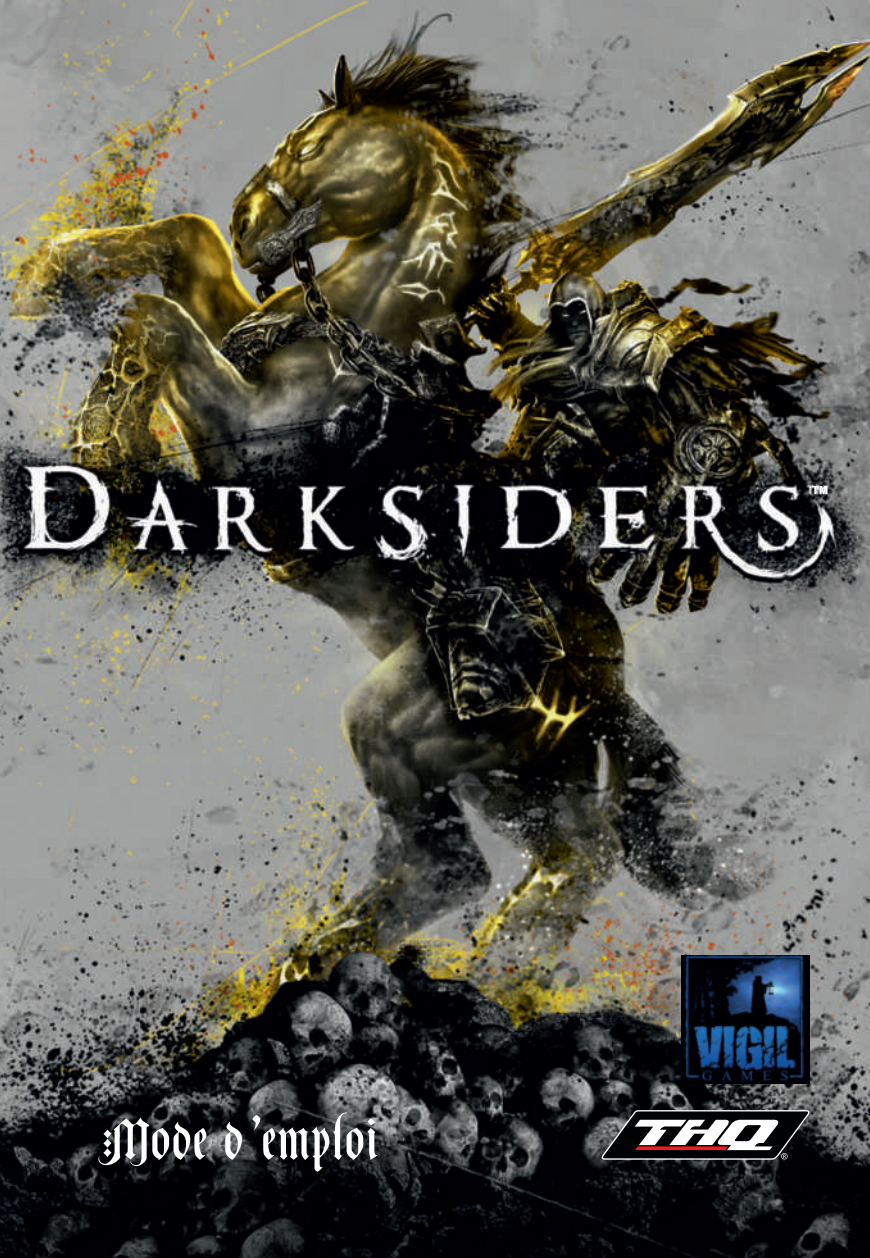


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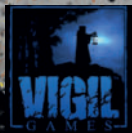
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Home



DARKSIDERS™

Mode d'emploi



⚠ A lire avant toute utilisation d'un jeu vidéo par vous-même ou par votre enfant

I. Précautions à prendre dans tous les cas pour l'utilisation d'un jeu vidéo

Évitez de jouer si vous êtes fatigué ou si vous manquez de sommeil.

Assurez-vous que vous jouez dans une pièce bien éclairée en modérant la luminosité de votre écran.

Lorsque vous utilisez un jeu vidéo susceptible d'être connecté à un écran, jouez à bonne distance de cet écran de télévision et aussi loin que le permet le cordon de raccordement. En cours d'utilisation, faites des pauses de dix à quinze minutes toutes les heures.

II. Avertissement sur l'épilepsie

Certaines personnes sont susceptibles de faire des crises d'épilepsie comportant, le cas échéant, des pertes de conscience à la vue, notamment, de certains types de stimulations lumineuses fortes : succession rapide d'images ou répétition de figures géométriques simples, d'éclairs ou d'explosions. Ces personnes s'exposent à des crises lorsqu'elles jouent à certains jeux vidéo comportant de telles stimulations, alors même qu'elles n'ont pas d'antécédent médical ou n'ont jamais été sujettes elles-mêmes à des crises d'épilepsie.

Si vous-même ou un membre de votre famille avez présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, consultez votre médecin avant toute utilisation.

Les parents se doivent également d'être particulièrement attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants : vertige, trouble de la vision, contraction des yeux ou des muscles, trouble de l'orientation, mouvement involontaire ou convulsion, perte momentanée de conscience, il faut cesser immédiatement de jouer et consulter un médecin.

Qu'est-ce que le système PEGI ?

Le système de classification par catégorie d'âge PEGI a été conçu pour éviter que les mineurs soient exposés à des jeux au contenu inapproprié à leur groupe d'âge. VEUILLEZ NOTER qu'il n'indique pas le niveau de difficulté du jeu. Ce système de classification, comprenant deux parties, permet aux parents et aux personnes qui achètent des jeux vidéo pour des enfants de faire un choix avisé et approprié à l'âge du joueur. La première partie est une évaluation de l'âge :-



La seconde partie présente des icônes décrivant le type de contenu du jeu. Selon le jeu, il peut y avoir plusieurs descripteurs de contenu. L'évaluation de l'âge reflète l'intensité de ce contenu. Les descripteurs de contenu sont les suivants :-



Pour plus d'informations, rendez-vous sur <http://www.pegi.info> et pegionline.eu

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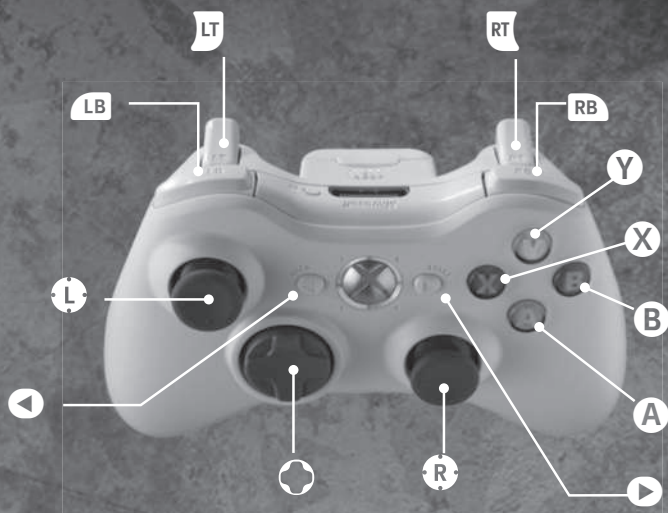
commandes

Se déplacer	Z, Q, S, D
Caméra	Souris
Attaque principale	Souris 1 (clic gauche)
Attaque secondaire	Souris 2 (clic droit)
Utiliser matériel	Souris 3 (clic central)
Mode visée	A
Sauter	Barre d'espace
Lâcher	Ctrl gauche
Action	E
Bloquer	Alt gauche
Ruer	Alt gauche + direction (ZQSD)
Marcher	B
Se concentrer sur l'ennemi	Maj (App. longuement) / F (changer)
Choisir arme secondaire	Tab
Mode pouvoir du Courroux	Verr. maj (App. longuement)
Utiliser pouvoir du Courroux 1	Verr. maj + 1
Utiliser pouvoir du Courroux 2	Verr. maj + 2
Utiliser pouvoir du Courroux 3	Verr. maj + 3
Utiliser pouvoir du Courroux 4	Verr. maj + 4
Sélectionner matériel 1	1
Sélectionner matériel 2	2
Sélectionner matériel 3	3
Sélectionner ennemi suivant / précédent (concentration)	Molette souris haut / bas
Invoquer le Guetteur	~
Chronique / Carte	O
Pause / Inventaire	I ou Échap
Invoquer Ruine	C
Forme Chaos	V
Activer Objets déplaçables	R

Consultez le fichier Lisez-moi pour de plus amples informations sur les commandes.

commandes

Manette Xbox 360®



Déplacer War	Stick analogique gauche
Déplacer caméra	Stick analogique droit
Mode visée	Appuyer sur le stick analogique droit
Sauter	A
Action/Interagir	B
Attaque à l'épée	X
Attaque secondaire	Y
Se concentrer sur l'ennemi	LT (App. longuement)
Utiliser le matériel	RT

Menu capacité	LB (App. longuement)
Bloquer	RB
Mouvement Ruée	RB + (Stick analogique gauche)
Choisir le matériel	⬅ + (Haut) / (Gauche) / (Droite)
Activer arme secondaire	⬇ (Bas)
Chronique / Carte	⬅ BACK
Invoquer le Guetteur	⬅ BACK (App. longuement)
Pause / Inventaire	⬅ START

introduction

Vous incarnez WAR, le premier des QUATRE CAVALIERS DE L'APOCALYPSE. Trompé par les forces du mal qui vous ont poussé à détruire le monde des humains avant l'heure, vous avez l'opportunité de laver votre honneur et de punir les coupables. Battez-vous dans les villes en ruines et les régions désolées de la Terre, armé de l'Absorbeur de Chaos, une épée semant la destruction et la mort. Chevauchez RUIN, le fougueux coursier de War, et affrontez des hordes venues des Enfers, des légions d'anges vengeurs et des démons, dans une quête épique où la vengeance prédomine.

menu principal



Continuer

Jouez à la dernière partie sauvegardée.

Nouvelle partie

Commencez une nouvelle partie.

Charger partie

Chargez une partie sauvegardée.

Options

Réglez les paramètres audio et vidéo, ainsi que les commandes.

Afficher générique

Regardez les crédits du jeu.

Quitter

Quittez le jeu.

options

Vous pouvez modifier les options par défaut en choisissant « Options » dans le menu de démarrage, ou bien en appuyant sur la touche Échap ou sur la touche  de la manette et en sélectionnant « Options » dans le menu qui s'affiche.



Options audio

MUSIQUE

Réglez le volume de la musique.

SON

Réglez le volume des effets sonores.

VOIX

Réglez le volume des dialogues et des voix.

VIDÉO

Réglez le volume des vidéos.

PAR DÉFAUT

Rétablisiez les options audio par défaut.

options (suite)

Options vidéo

LUMINOSITÉ

Réglez le niveau gamma ou la luminosité. Il est recommandé de régler ce paramètre avant de commencer une partie.

PAR DÉFAUT

Rétablissez les options vidéo par défaut.

Sensibilité visée

AXE X

Réglez la sensibilité de la visée sur l'axe X.

AXE Y

Réglez la sensibilité de la visée sur l'axe Y.

Options du jeu

AFFICHER COMMANDES

Affiche la manette et la configuration des touches.

VIBRATION

Activez ou désactivez la fonction de vibration.

INVERSER AXE X

Inversez l'axe X sur le stick analogique droit pour le contrôle de la caméra.

OPTIONS AVANCÉES

Réglez les paramètres de votre carte graphique pour une performance optimale.

MAPPAGE DE TOUCHES

Affichez et modifiez la disposition des commandes au clavier et à la souris.

INVERSER AXE Y

Inversez l'axe Y sur le stick analogique droit pour le contrôle de la caméra.

SOUS-TITRES

Activez ou désactivez l'affichage des sous-titres.

Données

Darksiders sauvegardera automatiquement votre progression, mais vous pouvez également choisir de sauvegarder lorsque vous le désirez. Pour ce faire, choisissez DONNÉES dans le menu PAUSE. Vous pouvez également charger une autre partie, ou gérer vos sauvegardes.

écran de jeu



1 SANTÉ

Consultez ici la santé de War.

2 PIERRE DE VIE

Chaque pierre de vie redonne de la santé à War lorsqu'il vient à en manquer.

3 CHAOS

Cette jauge se remplit au fur et à mesure que War se bat. Lorsqu'elle est pleine, War peut déclencher la forme Chaos.

4 NOYAUX DE COURROUX

Le nombre de noyaux de Courroux que vous possédez s'affiche ici. Lorsque War en possède suffisamment, il peut réaliser différentes capacités du Courroux.

5 ÂMES

Consultez ici le nombre d'âmes de War. Ces dernières servent de monnaie d'échange et peuvent être utilisées pour acquérir diverses améliorations et du matériel auprès du démon Vulgrim.

6 MINI-CARTE

Consultez la mini-carte pour obtenir des informations sur les objets importants et les quêtes.

7 MATÉRIEL ACTUEL

Montre le matériel sélectionné.

8 ARME SECONDAIRE ACTUELLE

Montre l'arme secondaire sélectionnée.

9 ICÔNE RUIN

Elle luit lorsque le cheval fantôme de War, Ruin, peut être appelé. Lorsque vous chevauchez ce dernier, la jauge vous indique quand vous pouvez utiliser l'amélioration de vitesse de Ruin.

chronique

Appuyez sur la touche « O » ou sur la touche  de la manette pour accéder à la Chronique. C'est là que vous pouvez étudier la carte du monde afin d'en savoir plus sur votre position, vos objectifs, et autres éléments importants.



1 OBJETS DE L'EMPLACEMENT

Objets de l'emplacement possédés.

2 CARTE LOCALE

Affiche une carte indiquant la position actuelle de War.

3 CARTE DU MONDE

Affiche la position de War sur la carte du monde.

4 STATS

Permet de suivre la progression du jeu.

5 ASTUCES

Permet de stocker les conseils de jeu.

6 ÉTAGES

Affiche l'étage visible. Appuyez en haut et en bas sur le bouton multidirectionnel pour passer d'un étage à l'autre.

7 LÉGENDE

Appuyez pour activer ou désactiver la légende.

8 RETOUR

Sélectionnez pour revenir à l'écran de jeu.

menu personnage

Appuyez sur la touche *Échap* ou sur la touche  de la manette pour accéder aux menus de l'inventaire. Ici, vous pouvez vous équiper de matériel et de capacités du Courroux, améliorer vos armes, voir les artefacts que vous avez acquis, sauvegarder et charger vos parties, ainsi que régler les options de jeu.

Le menu personnage affiche le statut des armes principale et secondaire de War, notamment leur niveau, leur niveau avant la prochaine amélioration, ainsi que les améliorations actuellement utilisées.

Sélectionnez une arme et appuyez sur la touche « A » du clavier ou sur la touche  de la manette pour obtenir sa description détaillée. Appuyez sur la touche « R » du clavier ou sur la touche  de la manette pour accéder à une liste de combos d'attaque actuellement disponibles pour cette arme.

Ce menu vous permet également de sauvegarder et de charger des parties à l'aide de l'icône Données, de régler les paramètres sous l'icône Options, ou de quitter la partie grâce à l'icône Quitter.



matériel et courroux

Dans ce menu, vous pouvez associer le matériel que vous possédez aux touches 1, 2 et 3 du clavier ou au bouton multidirectionnel (gauche, haut, droite) de la manette. Les capacités du Courroux, tout comme le matériel, peuvent être associées aux touches « 1 », « 2 », « 3 » et « 4 » du clavier ou à des touches de la manette. Vous pouvez ainsi y accéder en appuyant longuement sur Verr. maj et la touche correspondante du clavier ou en appuyant longuement sur la touche **LB** de la manette et sur la touche souhaitée.



1 CAPACITÉS PASSIVES

Répertorie toutes les capacités passives disponibles.

2 CAPACITÉS DU COURROUX

Répertorie toutes les capacités du Courroux disponibles.

3 MATÉRIEL ET ÉQUIPEMENT

Répertorie le matériel et l'équipement disponibles.

4 OBJETS

Répertorie toutes les denrées disponibles.

5 INFO

Sélectionnez un Objet et appuyez sur la touche « A » du clavier ou la touche **Y** de la manette pour obtenir des informations.

6 ATTRIBUER

Sélectionnez Matériel, Capacités du Courroux, ou Objets, puis appuyez sur la touche *Entrée* ou cliquez avec la souris pour choisir un élément. Appuyez sur la touche à laquelle vous voulez assigner cet élément, puis à nouveau sur *Entrée* pour valider. Vous pouvez également appuyer sur la touche **A** pour les associer à la manette afin d'y accéder rapidement pendant la partie.

7 RETOUR

Appuyez sur la touche *Échap* du clavier ou sur la touche **B** de la manette pour revenir à l'écran de jeu.

forge d'armes

Dans la Forge d'armes, vous pouvez vous équiper de l'Absorbeur de Chaos ou d'une arme secondaire améliorée. Chaque arme peut bénéficier d'une amélioration, que vous pouvez trouver en explorant l'environnement ou en faisant affaire avec certains êtres malhonnêtes. Sélectionnez une amélioration et appuyez sur la touche « A » du clavier ou sur la touche **Y** de la manette pour obtenir des informations. Appuyez sur la touche **Entrée** ou cliquez avec la souris pour choisir une amélioration, puis sélectionnez l'arme à améliorer et appuyez sur **Entrée** pour attribuer l'amélioration à cette arme. Appuyez sur la touche **A** de la manette ou cliquez avec la *souris* pour associer une amélioration à l'une de vos armes.



forge d'armes (suite)

Améliorations d'arme



FLÉAU

Bonus inséré :

- Génère du Courroux naturellement au fil du temps



CARNAGE

Bonus inséré :

- Augmente le Chaos gagné par l'Absorbeur de Chaos
- Permet à toutes les armes de générer du Chaos



FEU DES ENFERS

Bonus inséré :

- Augmente les dégâts des armes
- Inflige des dégâts par le feu supplémentaires au fil du temps



SOIF DE SANG

Bonus inséré :

- Absorbe les dégâts et les reconvertit en énergie



DÉVASTATEUR

Bonus passif :

- Augmente considérablement les dégâts par armes improvisées
- Augmente considérablement les chances de gagner des âmes en détruisant des objets



FAUCHEUR

Bonus inséré :

- Augmente le nombre d'âmes obtenues sur des ennemis
- Rapporte des âmes supplémentaires si assigné à la Faux



ART DU COMBAT

Bonus inséré :

- Augmente l'expérience des armes gagnée au combat

Bonus passif :

- Améliore l'armure de War



MAÎTRE D'ARME

Bonus inséré :

- Augmente les dégâts infligés par une attaque avec arme

artefacts

D'anciens artefacts sont cachés à travers le monde. Le démon Vulgrim les convoite presque autant que les âmes des perdus. Recherchez ces artefacts et retournez voir Vulgrim pour lui proposer un échange. L'écran Artefacts affiche les artefacts que vous avez récupérés.



échanges avec Vulgrim

War doit apprendre à passer des accords avec des personnages peu recommandables s'il veut rester vivant assez longtemps pour mener à bien sa mission. Vous trouverez Vulgrim, un célèbre marchand démon, partout dans le monde. Il dispose toujours de quelque chose à troquer. Si vous avez les âmes nécessaires au négoce, il sera toujours prêt à faire commerce.



OBJETS

Achetez des améliorations d'arme, de la santé, des éclats de Courroux et des denrées.

ÉPÉE

Apprenez de nouveaux coups avec l'Absorbeur de Chaos.

ARMES

Apprenez de nouveaux coups pour le gantelet Secousse et la Faux.

COURROUX

Augmentez les effets dévastateurs des pouvoirs du Courroux de War.

matériel

War peut trouver du matériel partout dans le monde pour l'aider dans son aventure. Il s'agit d'anciennes reliques qui offrent à War de nouvelles capacités. Le matériel peut être utilisé au cours des combats ou pour résoudre des énigmes et accéder à de nouvelles zones. Utilisez *souris 3* (clic central) ou la touche  de la manette pour utiliser un matériel.



CHAÎNE ABYSSALE

Envoie une chaîne qui s'agrippe aux ennemis ou à des objets de l'environnement.



LAME BOOMERANG

Une lame de lancer finement forgée pouvant atteindre des cibles multiples.



CRIEUR DE TERRE

Une corne aux gravures de maître dont l'appel réveille les portes antiques de la ville.



MASQUE DES OMBRES

Permet à War de lire dans le Royaume des Ombres pour y découvrir des choses cachées aux mortels.



PITIÉ

L'arme à feu du cavalier Discorde, un canon à main ultra-rapide possédant des munitions surnaturelles illimitées.



COULOIR DU NÉANT

Arme aux proportions légendaires, le Couloir du Néant ouvre des portails entre notre royaume et l'au-delà.

capacités du courroux

Appuyez longuement sur la touche *Verr. maj* puis sur la touche correspondante (« 1 », « 2 », « 3 » ou « 4 ») du clavier pour utiliser une capacité du Courroux. Avec une manette, appuyez longuement sur la touche **LB** pour voir les capacités du Courroux de War, puis appuyez sur la touche correspondante tout en appuyant longuement sur la touche **LB** pour utiliser une capacité du Courroux. À chaque fois que vous en utilisez une, War perd un de ses noyaux de Courroux. Ramassez des âmes jaunes, achetez de la rage auprès de Vulgrim ou trouvez des coffrets dans l'environnement pour remplir les noyaux de Courroux de War. Vous pouvez également acheter des améliorations pour les capacités du Courroux de War auprès de Vulgrim.



AFFLICTION

Invokez des démons et des esprits pour lancer une malédiction sur vos ennemis.



GEYSER DE LAMES

En exploitant le pouvoir de l'Absorbeur de Chaos, cette attaque invoque un champ de lames mortelles autour de War.



IMMOLATION

War est entouré d'une barrière ardente de Feu des enfers qui consume les ennemis qui touchent le Cavalier flamboyant.



PEAU DE PIERRE

La chair de War durcit, ce qui limite les dégâts subis tout en augmentant l'efficacité de ses attaques.

capacités passives

Les capacités passives sont des dons surnaturels que War conserve avec lui. Ces capacités sont toujours actives chez War et ne nécessitent pas de noyaux de Courroux contrairement aux capacités du Courroux.

VOL D'OMBRE

Ces ailes surnaturelles permettent à War de planer quelques instants. Après un double saut, appuyez longuement sur la *barre d'espace* ou sur la touche **A** de la manette pour activer le Vol d'Ombre. Utilisez les courants d'Ombre pour prendre de l'altitude.

CHRONOMANCIER

Avec la capacité Chronomancier, les chronosphères réagissent en présence de War. Absorbent leur énergie pour ralentir le temps temporairement.

FORME CHAOS

Incite brièvement la forme Chaos de War à décimer vos ennemis. Appuyez sur la touche « V » ou simultanément sur les touches **LB** et **RT** de la manette pour déchaîner la forme Chaos.

RUIN

Le coursier fantôme de War peut être invoqué à chaque fois que l'icône Ruin devient active. Appuyez sur la touche « C » ou simultanément sur les touches **LB** et **RB** de la manette pour invoquer / bannir Ruin.

BLOCAGE

War peut repousser toute menace physique ou tout projectile. Appuyez sur la touche *Alt gauche* ou sur la touche **RB** juste avant l'impact pour les contrer.

VOYAGE PAR L'ANTRE DES SERPENTS

Permet à War d'utiliser les passages de Vulgrim pour se déplacer entre des lieux. Appuyez sur *souris 2* (clic droit) ou sur la touche **V** près de Vulgrim pour choisir une destination.

personnages

War



Premier Cavalier de l'Apocalypse, War a été accusé à tort de l'arrivée prématurée d'Armageddon et de l'annihilation de la race humaine. Le Cavalier retourne sur une Terre infestée de démons avec l'Absorbeur de Chaos, son épée légendaire, en quête d'une réponse qui lui permettra enfin de rétablir l'équilibre entre les Cieux et les Enfers. Dans cette quête, War devra affronter les soldats restants de l'armée des Cieux et sera poursuivi par des êtres torturés tout droit sortis des Enfers. Toutefois, rien ne pourra empêcher le Cavalier de trouver le Destructeur et de se venger.

Le Guetteur



Après avoir privé War de ses pouvoirs, le Conseil Ardent a engagé le Guetteur afin de s'assurer que War n'enfreigne pas les règles. Le Guetteur a obtenu le droit de tuer War si nécessaire. Parfois pénible et d'autres fois utile, le Guetteur est indissociable de War. Il vaut mieux donc qu'il apprenne à vivre avec lui.

Samael



Autrefois puissant et redoutable, le grotesque démon Samael est aujourd'hui emprisonné après avoir tenté de s'insurger contre le Destructeur. War doit faire appel à lui s'il espère affronter un jour son pire ennemi.

Le Destructeur



L'identité et les intentions du Destructeur sont teintées de machiavélisme. Malheureusement, si War tient vraiment à se dédouaner et à rétablir l'équilibre entre le bien et le mal, il doit affronter le Destructeur au sommet de la tour où celui-ci règne.

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An Important Note Regarding Graphics and Having the Best Possible Experience. The Developers of Darksiders along with the engineers at AMD worked closely during development to test the game on advanced ATI Radeon™ graphics processors. Increased performance will be noticed on more powerful systems. We recommend ATI Radeon™ HD 5700 Series (or better) video cards for maximum performance and visual quality.



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notes

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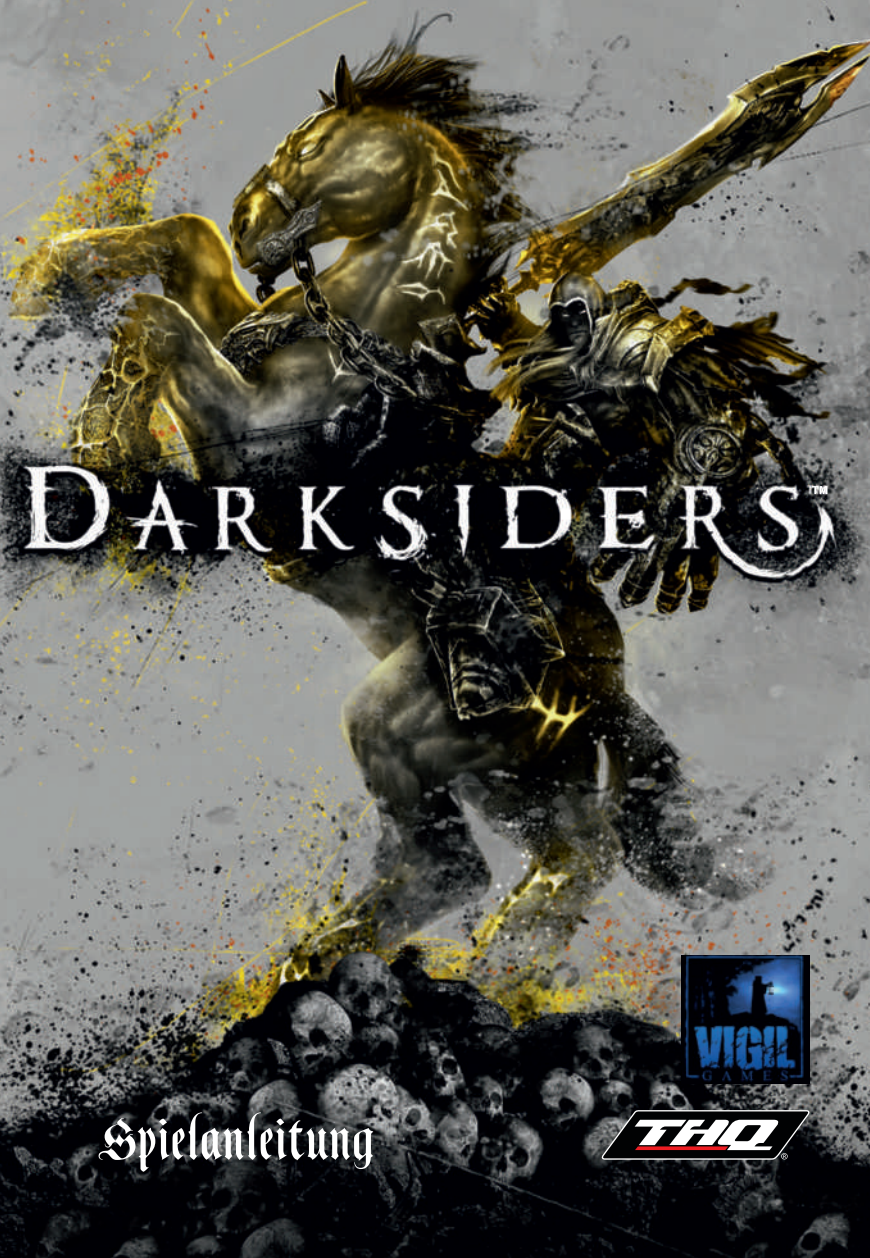
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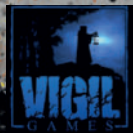
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Home



DARKSIDERS™

Spielanleitung



Wichtige Gesundheitsinformationen zum Verwenden von Videospielen

Photosensitive Anfälle (Anfälle durch Lichtempfindlichkeit)

Bei einer sehr kleinen Anzahl von Personen können bestimmte visuelle Einflüsse (beispielsweise aufflackernde Lichter oder visuelle Muster, wie sie in Videospielen vorkommen) zu photosensitiven Anfällen führen. Diese können auch bei Personen auftreten, in deren Krankheitsgeschichte keine Anzeichen für Epilepsie o. Ä. vorhanden sind, bei denen jedoch ein nicht diagnostizierter medizinischer Sachverhalt vorliegt, der diese so genannten „photosensitiven epileptischen Anfälle“ während des Anschens von Videospielen hervorrufen kann. Derartige Anfälle können mit verschiedenen Symptomen einhergehen, z. B. Schwindel, Veränderungen der Sehleistung, Zuckungen im Auge oder Gesicht, Zuckungen oder Schüttelbewegungen der Arme und Beine, Orientierungsverlust, Verwirrung oder vorübergehendem Bewusstseinsverlust. Im Rahmen von Anfällen auftretende Bewusstseinsverluste oder Schüttelkrämpfe können ferner zu Verletzungen durch Hinfallen oder das Stoßen gegen in der Nähe befindliche Gegenstände führen.

Falls beim Spielen ein derartiges Symptom auftritt, müssen Sie das Spiel sofort abbrechen und ärztliche Hilfe anfordern. Eltern sollten ihre Kinder beobachten und diese nach den oben genannten Symptomen fragen. Die Wahrscheinlichkeit, dass derartige Anfälle auftreten, ist bei Kindern und Teenagern größer als bei Erwachsenen. Die Gefahr des Auftretens photosensitiver epileptischer Anfälle kann durch die folgenden Vorsichtsmaßnahmen verringert werden:

Vergrößern Sie die Entfernung zum Bildschirm, verwenden Sie einen kleineren Bildschirm, spielen Sie in einem gut beleuchteten Zimmer und vermeiden Sie das Spielen bei Müdigkeit.

Wenn Sie oder ein Familienmitglied in der Vergangenheit unter epileptischen oder anderen Anfällen gelitten haben, sollten Sie zunächst ärztlichen Rat einholen, bevor Sie die Videospiele verwenden.

PEGI-Alterseinstufungen und Empfehlungen gelten nur für PEGI-Märkte

Was ist das PEGI-System?

Das Alterseinstufungssystem PEGI schützt Minderjährige vor Spielen, die nicht für ihre jeweilige Altersgruppe geeignet sind. **BITTE BEACHTEN** Sie, dass es sich nicht um eine Einstufung des Schwierigkeitsgrades des Spieles handelt. PEGI beinhaltet zwei Teile und ermöglicht Eltern und anderen Personen, die Spiele für Kinder kaufen möchten, eine sachkundige, dem Alter des Kindes entsprechende Auswahl zu treffen. Der erste Teil umfasst die Alterseinstufung:



Den zweiten Teil stellen Symbole dar, die auf den Inhalt des Spiels hinweisen. Im Einzelfall können für ein Spiel auch mehrere Symbole angegeben sein. Die Alterseinstufung des Spiels spiegelt wider, wie intensiv dieser Inhalt im Spiel umgesetzt wurde. Es werden folgende Symbole eingesetzt:



Weitergehende Informationen finden Sie auf: <http://www.pegi.info> und pegionline.eu

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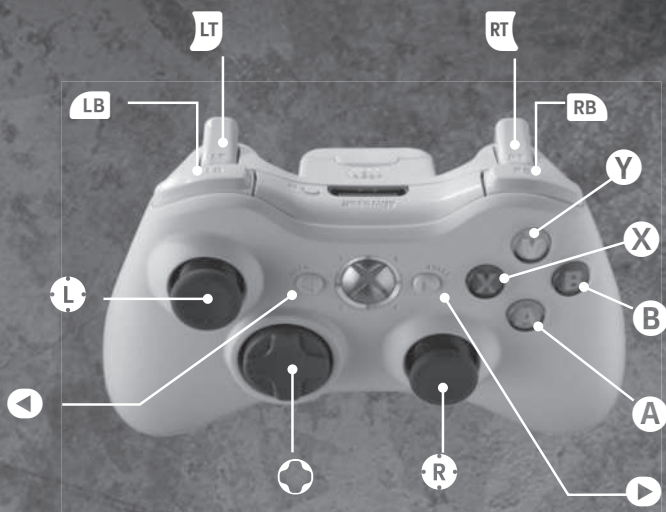
steuerung

Bewegen	W, A, S, D
Kamera	Maus
Hauptangriff	Maus 1 (Linksklick)
Zweitangriff	Maus 2 (Rechtsklick)
Ausrüstungsgegenstand benutzen	Maus 3 (Mittelklick)
Zielmodus	Q
Springen	Leertaste
Ablegen	Strg links
Aktion	E
Angriff blocken	Alt links
Sprintangriff	Alt links + Richtung (WASD)
Gangart umschalten	B
Auf Feind konzentrieren	Umschalt-Taste (halten) / F (umschalten)
Zweitwaffe umschalten	Tab
Zornfähigkeitenmodus	Feststelltaste (halten)
Zornfähigkeit 1 nutzen	Feststelltaste + 1
Zornfähigkeit 2 nutzen	Feststelltaste + 2
Zornfähigkeit 3 nutzen	Feststelltaste + 3
Zornfähigkeit 4 nutzen	Feststelltaste + 4
Ausrüstungsgegenstand 1 auswählen	1
Ausrüstungsgegenstand 2 auswählen	2
Ausrüstungsgegenstand 3 auswählen	3
Nächsten / vorigen Gegner auswählen (Fokus)	Mausrad hoch / runter
Beobachter rufen	°
Chronik / Karte	O
Pause / Gepäck	I oder Esc
Ruin rufen	C
Chaosgestalt	V
Ziehbare Objekte wechseln	R

In der Readme-Datei findet sich die vollständige Steuerung.

steuerung

Xbox 360® Controller



Krieg bewegen	Linker Stick
Kamera bewegen	Rechter Stick
Zielmodus	Rechten Stick klicken
Springen	A
Aktion/interagieren	B
Schwertangriff	X
Zweitangriff	Y
Auf Feind konzentrieren	LT gedrückt halten
Ausrüstungsgegenstand benutzen	RT

Fähigkeitenmenü	LB gedrückt halten
Angriff blocken	RB
Sprintangriff	RB + linker Stick
Ausrüstung auswählen	○ + (Oben) / (Links) / (Rechts)
Zweitwaffe ein/aus	○ (Unten)
Chronik / Karte	BACK
Beobachter rufen	BACK gedrückt halten
Pause / Gepäck	START

einleitung

Sie sind KRIEG, der Erste der VIER REITER DER APOKALYPSE. Sie wurden von den Mächten des Bösen betrogen. Das Ende der Menschheit wurde vorzeitig heraufbeschworen, und Ihnen wird die Schuld dafür gegeben. Doch Sie haben eine Chance, Ihre Ehre wiederherzustellen und die Schuldigen zu bestrafen. Kämpfen Sie in zerfallenen Städten und in den Wüsten der geschundenen Erde. Bewaffnet sind Sie mit dem Chaosfresser - einem Schwert voller Zorn und Gewalt. Reiten Sie auf Kriegs feurigem Ross, RUIN, in die Schlacht gegen die Horden der Hölle, gegen rachsüchtige Engelslegionen sowie Erzdämonen. Es ist eine epische Suche nach Vergeltung.

hauptmenü



Fortfahren

Setzen Sie das zuletzt gespeicherte Spiel fort.

Neues Spiel

Starten Sie ein neues Spiel.

Spiel laden

Laden Sie ein zuvor gespeichertes Spiel.

Optionen

Nehmen Sie Einstellungen für Audio, Video und Steuerung vor.

Mitwirkende zeigen

Anzeigen lassen, wer am Spiel mitgearbeitet hat.

Beenden

Das Spiel verlassen.

optionen

Sie können die Standardeinstellungen dieses Spiels ändern, indem Sie im Startbildschirm den Menüpunkt "Optionen" aufrufen, oder indem Sie die Esc-Taste auf der Tastatur oder die -Taste auf dem Controller drücken und im erscheinenden Menü "Optionen" auswählen.



Audio-Optionen

MUSIK

Stellen Sie die Lautstärke der Musik ein.

GERÄUSCHE

Stellen Sie die Lautstärke der Geräusche ein.

SPRACHE

Stellen Sie die Lautstärke von Sprache und Stimmen ein.

VIDEO

Stellen Sie die Lautstärke der abgespielten Filme ein.

VOREINSTELLUNG

Setzen Sie alle Audio-Optionen auf ihre Standardwerte zurück.

optionen (fortsetzung)

Video-Optionen

HELLIGKEIT

Stellen Sie den Gammawert oder die Helligkeit ein. Es wird empfohlen, dass Sie diese Einstellung bereits vor dem Spielen vornehmen.

Zielempfindlichkeit

ZIEL X

Stellen Sie die Zielempfindlichkeit für die X-Achse ein.

VOREINSTELLUNG

Setzen Sie alle Video-Optionen auf ihre Standardwerte zurück.

ZIEL Y

Stellen Sie die Zielempfindlichkeit für die Y-Achse ein.

Spieloptionen

STEUERUNG ANZEIGEN

Zeigt die Belegung des Controllers.

VIBRATION

Schalten Sie die Vibration ein oder aus.

X-ACHSE UMKEHREN

Kehren Sie die X-Achse am rechten Stick für die Kamerasteuerung um.

ERWEITERTE OPTIONEN

Stellen Sie die Grafikkarte so ein, dass die optimale Leistung genutzt wird.

TASTENBELEGUNG

Stellen Sie die Tastenbelegung für Tastatur und Maus ein.

Y-ACHSE UMKEHREN

Kehren Sie die Y-Achse am rechten Stick für die Kamerasteuerung um.

UNTERTITEL

Schalten Sie die Anzeige von Untertiteln ein oder aus.

Daten

Darksiders speichert Ihren Fortschritt während des Spiels automatisch. Sie können aber auch jederzeit manuell speichern. Wählen Sie hierzu im Pausemenü den Menüpunkt DATEN aus. Dort können Sie auch einen anderen Spielstand laden und die gespeicherten Spielstände verwalten.

spielbildschirm



1 GESUNDHEIT

Hier können Sie Kriegs Gesundheitszustand ablesen.

2 LEBENSSTEIN

Jeder Lebensstein stellt Kriegs Gesundheit wieder her, wenn sie aufgebraucht ist.

3 CHAOS

Während Krieg kämpft, füllt sich diese Anzeige langsam. Sobald sie voll ist, kann Krieg seine vernichtende Chaosgestalt entfesseln.

4 ZORNKERNE

Hier wird die aktuelle Anzahl Zornkerne angezeigt. Sobald Krieg genug Zornkerne besitzt, kann er bestimmte Zornfähigkeiten nutzen.

5 SEELEN

Hier werden Kriegs aktuelle Seelen angezeigt. Sie sind eine Art Währung und können beim Dämonen Vulgrim

gegen verschiedenste Verbesserungen und Gegenstände getauscht werden.

6 MINIKARTE

Konsultieren Sie die Minikarte, um wichtige Gegenstände und Informationen ausfindig zu machen.

7 AKTUELLER AUSTRÜSTUNGS- GEGENSTAND

Zeigt den aktuell ausgewählten Ausrüstungsgegenstand an.

8 AKTUELLE ZWEITWAFFE

Zeigt die aktuell ausgewählte Zweitwaffe an.

9 RUIN-SYMBOL

Leuchtet auf, wenn Kriegs Phantomross, Ruin, zur Verfügung steht und gerufen werden kann. Während des Ritts zeigt das Symbol an, wenn Ruins Fähigkeit zu einem Geschwindigkeitsschub genutzt werden kann.

chronik

Drücken Sie die **O**-Taste auf der Tastatur oder die **BACK**-Taste auf dem Controller, um auf die Chronik zuzugreifen. Hier können Sie die Weltkarte studieren und einen genaueren Blick auf aktuelle Position, Aufträge sowie andere wichtige Objekte werfen.



1 ORTSGEGENSTÄNDE

Erhaltene Ortsgegenstände.

2 GEBIETSKARTE

Zeigt eine Karte vom Gebiet, in dem Krieg sich derzeit aufhält.

3 WELTKARTE

Zeigt Kriegs Position in Relation zur Spielwelt.

4 WERTE

Notiert die Spieldaten mit.

5 TIPPS

Speichert Spieltipps.

6 EBENEN

Zeigt die aktuell sichtbare Ebene. Benutzen Sie Oben und Unten auf dem Steuerkreuz, um die Ebene zu wechseln.

7 LEGENDE

Blendet die Legende ein oder aus.

8 ZURÜCK

Hier geht's zurück zum Spielbildschirm.

charaktermenü

Drücken Sie die *Esc*-Taste auf der Tastatur oder die -Taste auf dem Controller, um das Gepäckmenü aufzurufen. Hier können Sie Ausrüstungsgegenstände und Zornfähigkeiten ausrüsten, Erweiterungen für die Waffen platzieren, gesammelte Artefakte ansehen, Spielstände speichern und laden sowie die Einstellungen für das Spiel vornehmen.

Das Charaktermenü zeigt den Status von Kriegs Haupt- und Zweitwaffe, einschließlich Stufe, Fortschritt bis zur nächsten Verbesserung sowie aktuell verwendete Erweiterungen. Wählen Sie eine Waffe aus und drücken Sie die *Q*-Taste auf der Tastatur oder die -Taste auf dem Controller, um eine detaillierte Beschreibung zu erhalten. Drücken Sie die *R*-Taste auf der Tastatur oder die -Taste auf dem Controller, um eine Liste der aktuell verfügbaren Angriffskombinationen für diese Waffe zu sehen.

In diesem Menü können Sie mit dem Daten-Symbol auch den Spielstand speichern oder laden, Sie können mit dem Options-Symbol die Einstellungen ändern, und mit dem Beenden-Symbol können Sie das Spiel beenden.



ausrüstung und zorn

In diesem Menü können Sie Ausrüstungsgegenstände, die Ihnen zur Verfügung stehen, den Tasten 1, 2 und 3 auf der Tastatur oder dem Steuerkreuz auf dem Controller zuweisen. Zornfähigkeiten können ebenso wie Gegenstände den Tasten 1, 2, 3 und 4 auf der Tastatur oder den Tasten an der Vorderseite des Controllers zugewiesen werden. Der Zugriff im Spiel erfolgt, indem Sie die *Feststelltaste* und die entsprechende Zifferntaste auf der Tastatur oder die **LB**-Taste auf dem Controller gedrückt halten und die gewünschte Taste an der Vorderseite des Controllers drücken.



- 1 PASSIVE FÄHIGKEITEN:** Listet alle verfügbaren passiven Fähigkeiten auf.
- 2 ZORNFÄHIGKEITEN:** Listet alle verfügbaren Zornfähigkeiten auf.
- 3 AUSRÜSTUNG:** Listet die verfügbare Ausrüstung auf.
- 4 GEGENSTÄNDE:** Listet alle Verbrauchsgegenstände auf.
- 5 INFO:** Wählen Sie Gegenstände aus und drücken Sie die *Q*-Taste auf der Tastatur oder die **Y**-Taste auf dem Controller, um detaillierte Beschreibungen zu erhalten.
- 6 ZUWEISEN:** Wählen Sie Ausrüstungsgegenstände, Zornfähigkeiten oder Verbrauchsgegenstände aus und drücken Sie die *Eingabetaste* auf der Tastatur oder die Maustaste. Drücken Sie die zur Zuweisung gewünschte Taste, gefolgt von der *Eingabe*-Taste, um den Gegenstand zuzuweisen. Alternativ können Sie auch die **A**-Taste drücken, um ihn zum schnellen Zugriff während des Spiels dem Controller zuzuweisen.
- 7 ZURÜCK:** Drücken Sie die *Esc*-Taste auf der Tastatur oder die **B**-Taste auf dem Controller, um zum Spielbildschirm zurückzukehren.

waffenschmiede

In der Waffenschmiede können Sie entweder den Chaosfresser oder eine Zweitwaffe mit Erweiterungen ausstatten. Jede Waffe kann eine Erweiterung tragen. Diese Erweiterungen findet man, indem man die Gegend erkundet, und manchmal, indem man gewisse schändliche Gestalten erledigt. Wählen Sie eine Erweiterung aus und drücken Sie die **Q**-Taste auf der Tastatur oder die **Y**-Taste auf dem Controller, um eine detaillierte Beschreibung zu erhalten. Drücken Sie die **Eingabetaste** auf der Tastatur oder eine **Maustaste**, um eine Erweiterung auszuwählen. Heben Sie dann die Waffe hervor, die Sie der Erweiterung zuweisen möchten und drücken Sie die **Eingabetaste** auf der Tastatur, um die Zuweisung vorzunehmen. Drücken Sie die **A**-Taste auf dem Controller oder eine **Maustaste**, um eine Erweiterung einer Ihrer Waffen zuzuweisen.



waffenschmiede (forts.)

Waffenerweiterungen



FLUCH

Nutzungsbonus:

- Generiert mit der Zeit auf natürliche Weise Zorn.



BLUTBAD

Nutzungsbonus:

- Erhöht das Chaos, das durch den Chaosfresser gewonnen wird.
- Ermöglicht Chaosgeneration mit allen Waffen.



HÖLLEFEUER

Nutzungsbonus:

- Erhöht den Schaden, den die Waffe bei Treffern verursacht.
- Verursacht mit der Zeit zusätzlichen Feuerschaden.



BLUTDURST

Nutzungsbonus:

- Verwandelt erhaltenen Waffenschaden in Gesundheit.



VERWÜSTER

Passivbonus:

- Erhöht den Schaden, der mit Umgebungswaffen verursacht wird, erheblich.
- Erhöht die Wahrscheinlichkeit, aus zerstörten Objekten Seelen zu erhalten, erheblich.



SCHNITTER

Nutzungsbonus:

- Erhöht die Anzahl Seelen, die Krieg von Gegnern erhält.
- Zusätzliche Seelenbelohnungen, wenn an der Sense angebracht.



KAMPFLEHRE

Nutzungsbonus:

- Erhöht die Waffenerfahrung, die während des Kampfes gewonnen wird.



WAFFENMEISTER

Nutzungsbonus:

- Erhöht den Schaden, den Krieg mit einem Waffenangriff verursacht.

Passivbonus:

- Erhöht Kriegs Rüstungsstufe.

artefakte

In der ganzen Welt sind uralte Artefakte versteckt. Der Dämon Vulgrim begehrt diese Artefakte fast so sehr, wie es ihn nach Seelen düstet. Finden Sie diese Artefakte und bringen Sie sie zu Vulgrim, um mit ihm handeln zu können. Auf dem Artefaktebildschirm können Sie sehen, welche Artefakte Sie derzeit gesammelt haben.



handel mit vulgrim

Krieg muss sich mit widerwärtigen Kreaturen abgeben, um lange genug zu überleben und seinen Auftrag zu Ende zu führen. Vulgrim, ein wohlbekannter Dämonenhändler, ist in der ganzen Welt zu finden und hat immer etwas, das das Handeln lohnt. So lange Sie die geforderten Seelen für den Handel haben, sind Sie im Geschäft.



GEGENSTÄNDE

Kaufen Sie Waffenerweiterungen, Bruchstücke von Lebenssteinen oder Zornkernen sowie Verbrauchsgegenstände.

SCHWERT

Lernen Sie neue Angriffe mit dem Chaosfresser.

WAFFEN

Lernen Sie neue Angriffe mit Tremorhandschuh und Sense.

ZORN

Erhöhen Sie die vernichtenden Wirkungen von Kriegs Zornkräften.

ausrüstungsgegenstände

In der ganzen Welt kann Krieg Ausrüstungsgegenstände finden, die ihm bei seiner Reise helfen. Dies sind uralte Relikte, die Krieg neue Fähigkeiten verleihen. Ausrüstungsgegenstände können im Kampf genutzt werden, oder auch, um Rätsel zu lösen und Zutritt zu neuen Bereichen zu erlangen. Drücken Sie die *mittlere Maustaste* oder die -Taste auf dem Controller, um Ausrüstungsgegenstände zu benutzen.



ABGRUNDKETTE

Feuert eine Kette mit Spitze ab, die sich an Feinden oder Objekten in der Umgebung festsetzt.



KREUZKLINGE

Eine fein gearbeitete Wurfklinge, die mehrere Ziele auf einmal treffen kann.



ERDRUFER

Ein meisterhaft gearbeitetes Horn, dessen Ruf uralte Tore in der Stadt erweckt.



MASKE DER SCHATTEN

Ermöglicht es Krieg, ins Schattenreich zu blicken. Es werden Dinge enthüllt, die ansonsten vor der Welt der Sterblichen verborgen sind.



GNADE

Die Schusswaffe des Reiters 'Hader'. Eine Schnellfeuerwaffe, die unendliche Mengen übernatürlicher Munition enthält.



LEERELÄUFER

Wahrlich ein Instrument mythischen Ausmaßes! Der Leereläufer öffnet Portale zwischen unserem Reich und allem dahinter.

Zornfähigkeiten

Halten Sie die **Feststelltaste** auf der Tastatur gedrückt und drücken Sie eine entsprechende Zifferntaste (1, 2, 3 oder 4), um einen Zornangriff zu entfesseln. Bei einem Controller müssen Sie die **LB**-Taste gedrückt halten, um sich Kriegs Zornfähigkeiten anzusehen. Drücken Sie dann zusätzlich die entsprechende Taste, während Sie die **LB**-Taste gedrückt halten, um eine Zornfähigkeit zu nutzen. Jedes Mal, wenn eine Zornfähigkeit genutzt wird, verliert Krieg einen seiner Zornkerne. Sammeln Sie gelbe Seelen ein oder kaufen Sie neuen Zorn bei Vulgrim oder finden Sie in der Welt Truhen, um Kriegs Zornkerne aufzufüllen. Von Vulgrim können Sie auch Kriegs Zornfähigkeiten erwerben.



HEIMSUCHUNG

Beschwören Sie Dämonen und Geister, um ihren Fluch auf Feinde zu übertragen.



KLINGENGEYSIR

Dieser Angriff nutzt die Kraft des Chaosfressers und lässt um Krieg herum ein tödliches Feld aus Klingen entstehen.



VERBRENNUNG

Krieg wird von einer Barriere aus loderndem Höllenfeuer umgeben, die alle Feinde verbrennt, die mit dem Reiter in Kontakt kommen.



STEINHAUT

Kriegs Fleisch verhärtet sich und die Angriffe der Feinde verursachen weniger Schaden. Seine eigenen Angriffe werden jedoch wirkungsvoller.

passive Fähigkeiten

Passive Fähigkeiten sind übernatürliche Gaben, die Krieg während seiner Reise behält. Sie werden automatisch aktiviert und benötigen keine Zornkerne.

SCHATTENFLUG

Diese übernatürlichen Flügel ermöglichen es Krieg, vorübergehend durch die Luft zu gleiten. Halten Sie nach einem Doppelsprung die *Leertaste* auf der Tastatur oder die **A**-Taste auf dem Controller gedrückt, um den Schattenflug zu aktivieren und zu gleiten. Gleiten Sie in Schattenströmungen hinein, um Auftrieb zu bekommen.

CHRONOMANT

Besitzt Krieg die Fähigkeit 'Chronomant', reagieren Chronosphären auf seine Gegenwart. Entziehen Sie ihnen die Energie, um vorübergehend die Zeit zu verlangsamen.

CHAOSGESTALT

Lassen Sie Krieg vorübergehend seine Chaosgestalt annehmen, damit er seine Feinde dezimieren kann. Drücken Sie die **V**-Taste auf der Tastatur oder gleichzeitig die Tasten **LB** und **RT** auf dem Controller, um die Chaosgestalt zu entfesseln.

RUIN

Kriegs Ross kann jederzeit gerufen werden, wenn das Ruin-Symbol zu sehen ist. Drücken Sie die **C**-Taste auf der Tastatur oder gleichzeitig die Tasten **LB** und **RT** auf dem Controller, um Ruin zu rufen bzw. fortzuschicken.

BLOCK-GEGENANGRIFF

Krieg kann physische Angriffe und Geschossangriffe abwehren. Drücken Sie dazu kurz vor dem Einschlag die *linke Alt-Taste* auf der Tastatur oder die **RB**-Taste auf dem Controller.

REISEN DURCH SCHLANGENLÖCHER

Ermöglicht es Krieg, Vulgrims Sockel als Teleportationspunkte zu nutzen. Drücken Sie in der Nähe von Vulgrim die *rechte Maustaste* oder die **Y**-Taste auf dem Controller, um ein Ziel auszuwählen!

charaktere



Krieg

Der erste Reiter der Apokalypse, Krieg, wird des vorzeitigen Auslösens des Armageddon sowie der Auslöschung der Menschheit beschuldigt. Der zu Unrecht beschuldigte Reiter kehrt mit seinem epischen Schwert, dem Chaosfresser, auf eine dämonengeplagte Erde zurück und sucht nun eine Antwort, die es ihm ermöglicht, das Gleichgewicht zwischen Himmel und Hölle wiederherzustellen. Krieg trifft auf die mächtigen Überreste der Himmelsarmee und wird endlos von den Ausgeburten der Hölle verfolgt. Jedoch macht Krieg vor nichts Halt, um den Zerstörer zu finden und sich zu rächen.



Der Beobachter

Nachdem der Feurige Rat Krieg seiner Kräfte beraubt hat, teilt er den Beobachter dazu ein, darauf zu achten, dass Krieg keine Grenzen überschreitet. Der Beobachter erhält die Erlaubnis, Kriegs Leben zu beenden, sollte dies notwendig werden. Im einen Moment ist er eine lästige Plage, während er im anderen ein führendes Licht darstellt. Der Beobachter ist ein Teil von Krieg, daher sollten die beiden lernen, miteinander auszukommen.



Samael

Der groteske Samael war einst ein mächtiger und sehr gefürchteter Dämon. Jetzt lebt er in einem Gefängnis, nachdem er sich gegen den Zerstörer stellte. Krieg braucht die Hilfe Samaels, wenn er letztendlich seinen Erzfeind treffen will.



Der Zerstörer

Die Identität des Zerstörers und seine Pläne sind von einem Schleier bösen Tuns verdeckt. Um dieses Rätsel zu lösen und das Gleichgewicht zwischen Gut und Böse wiederherzustellen, muss Krieg den Zerstörer auf dem riesigen Monument herausfordern, von dem aus dieser herrscht.

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THQ Entertainment GmbH, Krefeld, Juli 2010

THQ Entertainment GmbH
Kimplerstraße 278
47807 Krefeld

An Important Note Regarding Graphics and Having the Best Possible Experience. The Developers of Darksiders along with the engineers at AMD worked closely during development to test the game on advanced ATI Radeon™ graphics processors. Increased performance will be noticed on more powerful systems. We recommend ATI Radeon™ HD 5700 Series (or better) video cards for maximum performance and visual quality.



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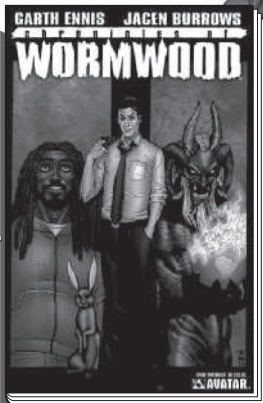
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Games for Windows



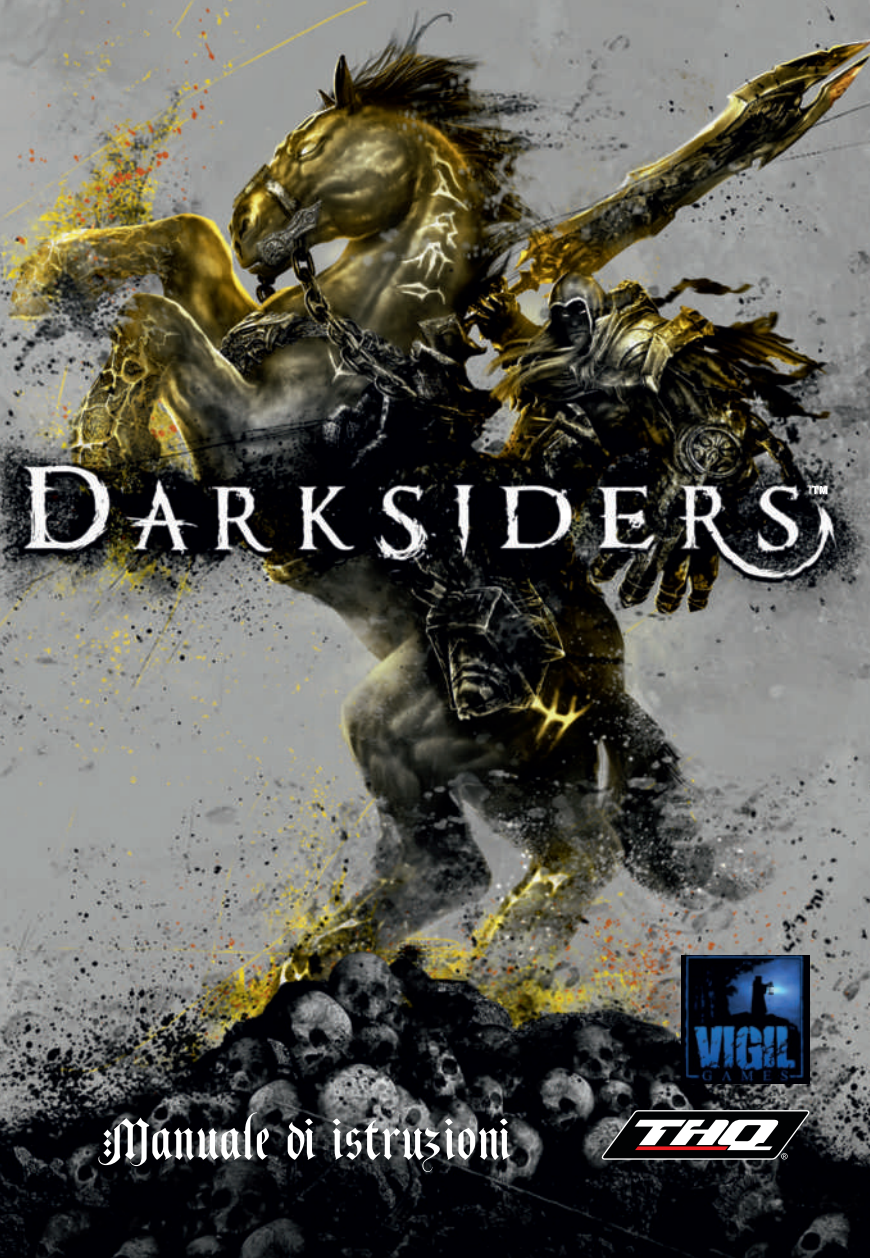
XBOX 360



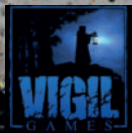
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Home



DARKSIDERS™



Manuale di istruzioni



Importanti avvertenze per la salute relative all'utilizzo dei videogame

Disturbi dovuti alla fotosensibilità

In una percentuale minima di utenti potrebbero insorgere disturbi dovuti all'esposizione ad alcune immagini, inclusi motivi o luci intermittenti, contenute nei videogiochi. Anche nei soggetti che in precedenza non hanno mai accusato disturbi di fotosensibilità o epilessia potrebbe celarsi una patologia non diagnosticata in grado di causare attacchi epilettici dovuti alla fotosensibilità durante l'utilizzo di videogiochi.

Tali disturbi possono essere accompagnati da vari sintomi, inclusi vertigini, visione alterata, spasmi al volto o agli occhi, spasmi o tremori alle braccia o alle gambe, senso di disorientamento, confusione o perdita temporanea dei sensi. Le convulsioni o la perdita dei sensi provocate dagli attacchi possono causare conseguenze dovute a cadute o all'impatto contro gli oggetti circostanti.

In presenza di uno qualsiasi di questi sintomi, interrompere immediatamente l'utilizzo del videogioco e consultare un medico. Poiché i bambini e gli adolescenti sono più soggetti a questo tipo di attacchi rispetto agli adulti, i genitori dovrebbero osservare o farsi descrivere direttamente l'eventuale insorgenza dei sintomi sopra indicati. È possibile ridurre il rischio di attacchi epilettici dovuti alla fotosensibilità adottando le seguenti precauzioni: sedersi lontano dallo schermo; utilizzare uno schermo di dimensioni inferiori; giocare in una stanza ben illuminata; evitare di giocare quando si è stanchi o affaticati.

Se nell'ambito familiare si sono verificati in precedenza casi di fotosensibilità o epilessia, consultare un medico prima di utilizzare il gioco.

Cosa è il sistema PEGI (Pan European Games Information)?

Il sistema di classificazione PEGI ha come obiettivo la tutela dei minori scoraggiando l'utilizzo di giochi non adeguati ad una determinata fascia d'età. Non si tratta di una guida alla difficoltà del gioco. Il sistema PEGI, che è composto da due diversi fattori, consente ai genitori o a chiunque acquisti dei giochi per bambini di effettuare una scelta informata e adeguata all'età del bambino per il quale si intende acquistare il gioco. Il primo fattore è una classificazione sulla base dell'età:-



Il secondo fattore è costituito da un'icona che indica il tipo di contenuto presente nel gioco. A seconda del gioco, possono essere visualizzate diverse icone.

La classificazione in base all'età tiene conto della concentrazione dei contenuti indicati dalle icone del gioco. Le icone sono:-



Per ulteriori informazioni, visitare il sito <http://www.pegi.info> e pegionline.eu

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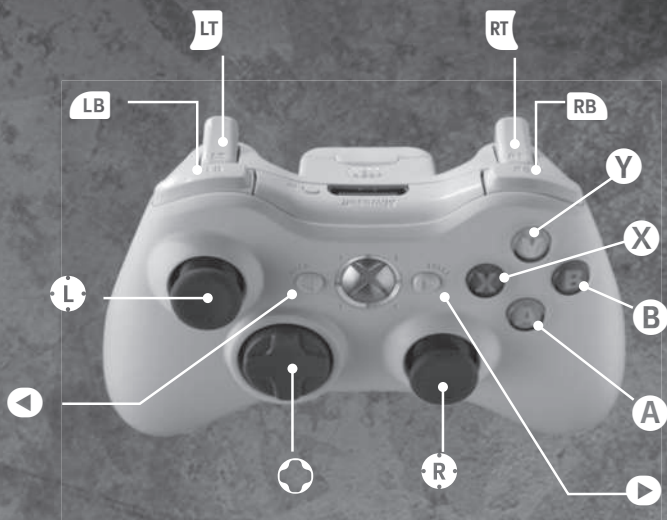
comandi di gioco

Muovi Guerra	W, A, S, D
Muovi la telecamera	Mouse
Attacco primario	Mouse 1 (tasto sinistro)
Attacco secondario	Mouse 2 (tasto destro)
Usa accessorio	Mouse 3 (tasto centrale)
Modalità mira	Q
Salta	Barra spaziatrice
Calati	CTRL di sinistra
Azione	E
Para	ALT di sinistra
Scatto	ALT di sinistra + direzione (WASD)
Alterna camminata	B
Concentrati sul nemico	MAIUSC (tieni premuto) / F (alterna)
Cambia arma secondaria	TAB
Modalità Potere dell'Ira	BLOC MAIUSC (tieni premuto)
Usa Potere dell'Ira 1	BLOC MAIUSC + 1
Usa Potere dell'Ira 2	BLOC MAIUSC + 2
Usa Potere dell'Ira 3	BLOC MAIUSC + 3
Usa Potere dell'Ira 4	BLOC MAIUSC + 4
Seleziona accessorio 1	1
Seleziona accessorio 2	2
Seleziona accessorio 3	3
Seleziona nemico precedente / successivo (concentrazione)	Rotellina mouse su / giù
Evoca Sentinella	~
Cronache / Mappa	O
Pausa / Inventario	I o ESC
Evoca Rovina	C
Forma caotica	V
Alterna oggetti mobili	R

Consulta il file Readme per ulteriori comandi.

comandi di gioco

Controller Xbox 360®



Sposta Guerra	Levetta sinistra
Muovi la telecamera	Levetta destra
Modalità mira	Premi la levetta destra
Salta	A
Azione / Interazione	B
Attacco di spada	X
Attacco secondario	Y
Concentrati sul nemico	LT (tieni premuto)
Usa accessorio	RT

Menu abilità	LB (tieni premuto)
Para	RB
Tecnica di scatto	RB + (levetta sinistra)
Seleziona accessorio	◻ + (su) / (sinistra) / (destra)
Alterna arma secondaria	◻ (giù)
Cronache / Mappa	BACK
Evoca Sentinella	BACK (tieni premuto)
Pausa / Inventario	START

introduzione

Tu sei GUERRA, il primo dei QUATTRO CAVALIERI DELL'APOCALISSE. Dopo essere stato ingannato dalle forze del male e aver causato lo sterminio dell'umanità prima del tempo, ti viene data un'ultima opportunità per salvare il tuo onore e punire i colpevoli. Tra città distrutte e ciò che rimane di una Terra devastata, dovrai combattere impugnando Divoracaos, la tua spada, emblema di ira e ferocia. A cavallo di ROVINA, il destriero infuocato di Guerra, affronterai le Orde dell'Inferno, le vendicative Legioni degli Angeli e gli Arcidemoni in un'epica lotta di vendetta.

menu principale



Continua

Riprendi l'ultima partita salvata.

Nuova partita

Inizia una nuova partita.

Carica partita

Carica una partita salvata.

Opzioni

Imposta le opzioni audio, video e i comandi di gioco.

Mostra riconoscimenti

Visualizza i riconoscimenti del gioco.

Esci

Esci dal gioco.

opzioni

Per modificare le opzioni di gioco predefinite, scegli “Opzioni” dalla schermata di avvio, oppure premi il tasto ESC o il pulsante  del controller e seleziona “Opzioni” dal menu.



Opzioni audio

MUSICA

Regola il volume della musica.

SUONO

Regola il volume degli effetti sonori.

VOCE

Regola il volume dei dialoghi e delle voci.

VIDEO

Regola il volume delle sequenze filmate.

IMPOSTAZIONI PREDEFINITE

Reimposta tutte le opzioni audio ai livelli predefiniti.

opzioni (cont.)

Opzioni video

LUMINOSITÀ

Regola il livello gamma, ovvero la luminosità. È consigliabile regolare questa impostazione prima di iniziare a giocare.

Sensibilità mira

ASSE X

Regola la sensibilità della mira sull'asse X.

IMPOSTAZIONI PREDEFINITE

Reimposta tutte le opzioni video ai livelli predefiniti.

ASSE Y

Regola la sensibilità della mira sull'asse Y.

Opzioni di gioco

MOSTRA COMANDI

Visualizza la configurazione di comandi e pulsanti.

VIBRAZIONE

Attiva o disattiva la funzione di vibrazione.

INVERTI ASSE X

Inverte l'asse X della levetta destra per il controllo della telecamera.

OPZIONI AVANZATE

Regola le impostazioni della scheda video per ottenere prestazioni ottimali.

ASSEGNARE TASTI

Visualizza e imposta la disposizione dei comandi per l'utilizzo di mouse e tastiera.

INVERTI ASSE Y

Inverte l'asse Y della levetta destra per il controllo della telecamera.

SOTTOTITOLI

Attiva o disattiva la visualizzazione dei sottotitoli.

Dati

Darksiders salva automaticamente i progressi di gioco, ma puoi anche effettuare salvataggi manualmente, in qualsiasi momento, selezionando DATI dal menu PAUSA. Puoi inoltre caricare un'altra partita oppure gestire quelle salvate.

schermata di gioco



1 SALUTE

La barra visualizza la salute attuale di Guerra.

2 PIETRA DELLA VITA

Ogni Pietra della Vita ripristina la salute di Guerra quando è esaurita.

3 CAOS

Quando Guerra combatte, questo indicatore si riempie gradualmente. Quando l'indicatore è pieno, Guerra può scatenare la sua devastante Forma caotica.

4 SFERE DELL'IRA

Qui viene visualizzato il numero di Sfere dell'Ira attualmente possedute. Quando Guerra possiede abbastanza Sfere, può eseguire diverse abilità Ira.

5 ANIME

Qui viene visualizzata la quantità di anime di cui dispone attualmente Guerra. Le anime sono un tipo di

denaro e possono essere utilizzate per contrattare potenziamenti e oggetti con il demone Vulgrim.

6 MINIMAPPA

Consulta la minimappa per ottenere importanti informazioni su oggetti e missioni.

7 ACCESSORIO ATTUALE

Mostra l'accessorio attualmente selezionato.

8 ARMA SECONDARIA ATTUALE

Mostra l'arma secondaria attualmente selezionata.

9 ICONA ROVINA

Si illumina quando Rovina, il cavallo fantasma di Guerra, può essere evocato. Mentre cavalchi, l'indicatore segnala quando è possibile utilizzare l'abilità di accelerata improvvisa di Rovina.

cronache

Premi "O" sulla tastiera o il pulsante  del controller per accedere alle Cronache. Qui puoi studiare la mappa del mondo e visualizzare informazioni dettagliate sul luogo in cui ti trovi, sugli obiettivi attuali e altro ancora.



1 OGGETTI AREA

Oggetti dell'area acquisiti.

2 MAPPA AREA

Visualizza una mappa dettagliata dell'area in cui si trova Guerra.

3 MAPPA MONDO

Visualizza la posizione di Guerra nel contesto del mondo del gioco.

4 STATISTICHE

Riporta le statistiche di gioco.

5 CONSIGLI

Fornisce consigli di gioco.

6 PIANI

Visualizza il piano visibile al momento. Premi il tasto direzionale in su o in giù per passare da un piano all'altro.

7 LEGENDA

Premi per attivare o disattivare la legenda.

8 INDIETRO

Premi per tornare alla schermata del gioco.

menu personaggio

Premi il tasto **ESC** o il pulsante  del controller per visualizzare i menu dell'inventario. Da qui potrai equipaggiare accessori e abilità, assegnare potenziamenti, visualizzare gli artefatti accumulati, salvare partite, caricarle e regolare le opzioni di gioco.

Nel menu Personaggio sono visualizzati lo stato delle armi primarie e secondarie di Guerra (compreso il livello), i progressi necessari per il potenziamento successivo e i potenziamenti attualmente assegnati. Seleziona un'arma e premi **"Q"** sulla tastiera o il pulsante  del controller per visualizzarne una descrizione dettagliata. Premi **"R"** sulla tastiera o il pulsante  del controller per accedere alla lista delle combo d'attacco disponibili per quell'arma.

Questo menu consente inoltre di salvare o caricare partite usando l'icona Dati, regolare le impostazioni tramite l'icona Opzioni o uscire dal gioco utilizzando l'icona Esci.



accessori e ira

Questo menu consente di assegnare gli accessori in tuo possesso ai tasti "1", "2", "3" della tastiera o a sinistra, su, destra del tasto direzionale del controller. Così come per gli oggetti, puoi assegnare le abilità Ira ai tasti "1", "2", "3" e "4" della tastiera o ai pulsanti frontali del controller. Per usarle durante il gioco, tieni premuto sulla tastiera BLOC MAIUSC e premi il tasto corrispondente, oppure tieni premuto LB e premi il relativo pulsante frontale.



1 ABILITÀ PASSIVE

Visualizza un elenco di tutte le abilità passive disponibili.

2 ABILITÀ IRA

Visualizza un elenco di tutte le abilità Ira disponibili.

3 EQUIPAGGIAMENTO E ACCESSORI

Visualizza un elenco di tutto l'equipaggiamento e gli accessori disponibili.

4 OGGETTI

Visualizza un elenco di tutti gli oggetti disponibili.

5 INFO

Per informazioni dettagliate, evidenzia un oggetto e premi "Q" sulla tastiera o il pulsante Y del controller.

6 ASSEGNA

Evidenzia un'abilità Ira, un accessorio o un oggetto e premi il tasto **INVIO** o fai clic con il mouse per selezionarlo. Premi il tasto a cui desideri associarlo, quindi premi **INVIO** per assegnare l'oggetto. In alternativa, premi il pulsante A e assegna l'elemento selezionato al controller per un accesso rapido durante il gioco.

7 INDIETRO

Premi **ESC** sulla tastiera o il pulsante B del controller per tornare alla schermata del gioco.

forgia

Nella forgia puoi assegnare potenziamenti a Divoracaos o a un'arma secondaria. A ogni arma puoi assegnare un solo potenziamento alla volta. Puoi acquisire potenziamenti esplorando o contrattando con alcuni esseri particolarmente nefasti. Per visualizzare informazioni dettagliate, evidenzia un potenziamento e premi "Q" sulla tastiera o il pulsante **Y** del controller. Premi il tasto **INVIO** o fai clic con il mouse per selezionare un potenziamento, quindi evidenzia l'arma a cui desideri applicarlo e premi il tasto **INVIO** per assegnare il potenziamento all'arma. Per assegnare un potenziamento a un'arma, premi il pulsante **A** del controller o fai clic con il mouse.



forgia (cont.)

Potenziamenti armi



SUPLIZIO

Bonus assegnato:

- Genera Ira spontaneamente nel tempo



CARNEFICINA

Bonus assegnato:

- Incrementa il Caos ottenuto dalla spada Divoracaos
- Consente a tutte le armi di generare Caos



FUOCO INFERNALE

Bonus assegnato:

- Incrementa il danno dell'arma
- Infligge danno di fuoco aggiuntivo nel tempo



SETE DI SANGUE

Bonus assegnato:

- Sottrae danno all'arma e lo converte in salute



DEVASTATORE

Bonus passivo:

- Incrementa drasticamente il danno inflitto con armi ambientali
- Incrementa drasticamente la possibilità di acquisire anime dagli oggetti distrutti



REAPER

Bonus assegnato:

- Incrementa la quantità di anime acquisite dai nemici e dalle creature
- Quando è assegnato alla Falce fa ottenere anime aggiuntive



DOTTRINA DEL COMBATTIMENTO

Bonus assegnato:

- Incrementa l'esperienza ottenuta con l'arma in combattimento



MAESTRO D'ARMI

Bonus assegnato:

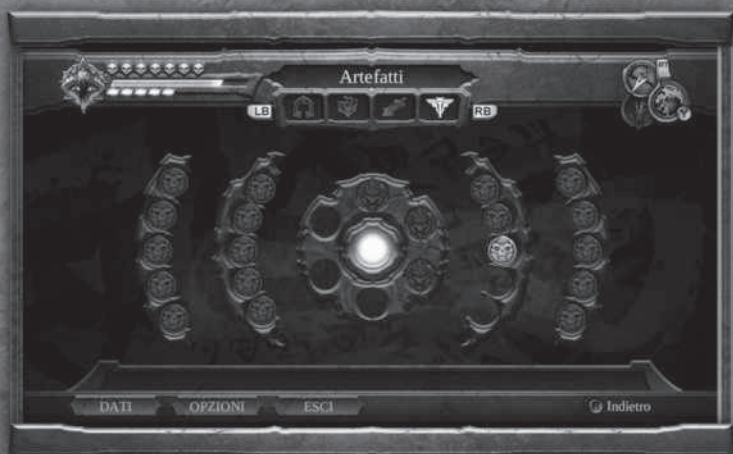
- Incrementa il danno inflitto dall'attacco di un'arma

Bonus passivo:

- Incrementa il livello dell'armatura di Guerra

artefatti

Ovunque possono essere nascosti antichi artefatti. Il demone Vulgrim li brama quasi quanto le anime dei caduti. Per fare affari con Vulgrim, trova gli artefatti e portaglieli. Gli artefatti raccolti sono visualizzati nella schermata Artefatti.



fare affari con Vulgrim

Per restare in vita e portare a termine la sua missione, Guerra dovrà abbassarsi a contrattare con personaggi sgradevoli. Vulgrim, un famigerato demone mercante, sarà sempre e ovunque pronto a contrattare merce di valore con te. Se hai le anime necessarie, non si tirerà mai indietro.



OGGETTI

Puoi comprare potenziamenti per le armi, salute e Frammenti d'Ira, oppure oggetti vari.

SPADA

Apprendi nuove tecniche per Divoracaos.

ARMI

Apprendi nuove tecniche per il Quanto sismico e la Falce.

IRA

Aumenta gli effetti devastanti dei Poteri dell'Ira di Guerra.

accessori

In tutto il mondo, Guerra può trovare accessori che lo aiutino nel suo viaggio. Gli accessori sono antiche reliquie in grado di fornire nuove abilità a Guerra. Possono essere usati in combattimento, oppure per risolvere enigmi e accedere a nuove aree. Per utilizzare gli accessori, premi il tasto *Mouse 3* (tasto centrale) o il pulsante  del controller.



CATENA DEGLI ABISSI

Lancia un rampino che si attacca ai nemici e ad altri oggetti dello scenario.



LAMA INCROCIATA

Un'arma da lancio finemente realizzata, in grado di attaccare bersagli multipli.



EVOCATORE DELLA TERRA

Un corno magnificamente scolpito il cui richiamo risveglia gli antichi cancelli della città.



MASCHERA D'OMBRA

Consente a Guerra di scrutare nel Regno d'Ombra per scoprire cose invisibili nel mondo dei mortali.



MISERICORDIA

L'arma del cavaliere Conflitto: un cannoncino portatile dal ritmo di fuoco vertiginoso con una scorta infinita di proiettili soprannaturali.



SENTIERO ASTRALE

Una reliquia mitica in grado di aprire varchi che trascendono il nostro mondo.

abilità ira

Tieni premuto il tasto BLOC MAIUSC e premi il tasto corrispondente ("1", "2", "3" o "4") sulla tastiera per eseguire una tecnica Ira. Se usi un controller, tieni premuto **L8** per visualizzare le abilità Ira di Guerra, quindi usane una premendo il pulsante corrispondente senza rilasciare **L8**. Ogni volta che usa un'abilità Ira, Guerra perde una delle sue Sfere dell'Ira. Per accumulare nuovamente Sfere dell'Ira, raccogli le anime gialle, acquista Rabbia da Vulgrim o trova gli scrigni sparsi per il mondo. Vulgrim, inoltre, vende anche potenziamenti per le abilità Ira di Guerra.



TORMENTO

Evoca demoni e spiriti che tormenteranno e malediranno i tuoi nemici.



GETTO DI LAME

Controllando il potere di Divoracaoos, questo attacco genera un campo di lame mortali attorno a Guerra.



IMMOLAZIONE

Guerra viene avvolto da una barriera di Fuoco infernale che brucia i nemici che entrano in contatto con il cavaliere.



PELLE DI PIETRA

La pelle di Guerra si indurisce, riducendo il danno nemico e incrementando l'efficacia degli attacchi di Guerra.

abilità passive

Le abilità passive sono doni soprannaturali che supportano Guerra nel suo viaggio. Sono sempre attivate da Guerra e centrate su di lui e, al contrario delle abilità Ira, non consumano Sfere dell'Ira.

VOLO DELL'OSCURITÀ

Queste ali soprannaturali permettono a Guerra di planare temporaneamente. Dopo un doppio salto, tieni premuta la *Barra spaziatrice* o il pulsante **A** del controller per attivare Volo dell'Oscurità e planare. Plana nelle Correnti Oscure per librarti nell'aria.

CRONOMANTE

L'abilità Cronomante fa sì che le cronosfere reagiscano alla presenza di Guerra. Consuma la loro energia per rallentare momentaneamente il tempo.

FORMA CAOTICA

Scatena temporaneamente la Forma belligerante di Guerra per decimare i nemici. Premi *"V"* o i pulsanti **LB** e **RT** del controller simultaneamente per liberare la Forma caotica.

ROVINA

Il destriero fantasma di Guerra può essere evocato ogni volta che l'icona Rovina è attiva. Premi *"C"* o i pulsanti **LB** e **RB** del controller simultaneamente per evocare o congedare Rovina.

CONTRATTACCO

Consente a Guerra di respingere proiettili e attacchi fisici. Premi *ALT di sinistra* o il pulsante **RB** appena prima dell'impatto.

VIAGGIO NEI VARCHI SERPENTINI

Consente a Guerra di usare le aree di Vulgrim come terminali di teletrasporto. Premi *Mouse 2* (tasto destro) o il pulsante **Y** vicino a Vulgrim per selezionare una destinazione.

personaggi

Guerra



A causa di un inganno, Guerra, il primo Cavaliere dell'Apocalisse, ha anticipato l'avvento del giorno del giudizio, annientando così l'umanità. Ingiustamente accusato, il cavaliere fa ritorno su una Terra infestata da demoni. Armato della sua epica spada Divoracaos, Guerra inizia a cercare le risposte che potranno consentirgli di ristabilire l'equilibrio tra Paradiso e Inferno. Per farlo, dovrà affrontare i potenti sopravvissuti dell'Armata del Paradiso e sarà costantemente inseguito da tormentate creature infernali. Ma niente potrà fermare Guerra e impedirgli di affrontare il Distruttore per compiere finalmente la sua vendetta.

La Sentinella



Dopo aver privato Guerra dei suoi poteri, l'Arso Consiglio ha assegnato al cavaliere la Sentinella per assicurarsi che Guerra non si spinga troppo oltre. Se lo ritiene giusto, la Sentinella ha il potere di porre fine alla vita di Guerra. La sua presenza può essere un intralcio o una preziosa guida: in ogni caso, la Sentinella è parte di Guerra e il cavaliere dovrà imparare a convivervi.

Samael



Un tempo, il grottesco Samael era un demone potente e molto temuto. Ora è imprigionato e aspetta solo l'occasione giusta per ribellarsi al Distruttore. Per affrontare la sua oscura nemesi, Guerra dovrà chiedere l'aiuto di Samael.

Il Distruttore



L'identità e lo scopo del Distruttore sono avvolti da un velo di malvagità. Per riavere il suo onore e ripristinare l'equilibrio tra bene e male, Guerra dovrà affrontare il Distruttore proprio sulla cima della torre da cui regna.

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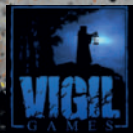
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Home

DARKSIDERS™



Manual de instrucciones



! Información importante sobre la salud y la seguridad en los videojuegos

Ataques epilépticos fotosensibles

Un porcentaje escaso de personas pueden sufrir un ataque epiléptico fotosensible cuando se exponen a ciertas imágenes visuales, entre las que se incluyen los patrones y las luces parpadeantes que aparecen en los videojuegos. Incluso las personas que no tengan un historial de este tipo de ataques o de epilepsia pueden ser propensas a estos "ataques epilépticos fotosensibles" cuando fijan la vista en un videojuego.

Estos ataques presentan varios síntomas: mareos, visión alterada, tics nerviosos en la cara o en los ojos, temblores de brazos o piernas, desorientación, confusión o pérdida momentánea del conocimiento. Además, pueden ocasionar la pérdida del conocimiento o incluso convulsiones, que terminen provocando una lesión como consecuencia de una caída o de un golpe con objetos cercanos.

Si sufre cualquiera de estos síntomas, deje de jugar inmediatamente y consulte a un médico. Los padres deben observar a sus hijos mientras juegan y/o asegurarse de que no hayan experimentado los síntomas antes mencionados; los niños y los adolescentes son más susceptibles que los adultos a estos ataques. El riesgo de sufrir un ataque epiléptico fotosensible puede reducirse tomando las siguientes precauciones: siéntese a una distancia considerable de la pantalla; utilice una pantalla más pequeña; juegue en una habitación bien iluminada; no juegue cuando esté somnoliento o cansado.

Si usted o algún miembro de su familia tiene un historial de ataques epilépticos, consulte a su médico antes de jugar.

¿Qué es el sistema PEGI?

El sistema de clasificación por edades PEGI protege a los menores de los juegos no adecuados para un grupo de edad específico. **TENGA EN CUENTA** que no se trata de una guía de la dificultad del juego. Consta de dos partes y permite a los padres y a aquellos que adquieren juegos para niños, realizar la elección apropiada en función de la edad del jugador. La primera parte es una clasificación por edades:



La segunda muestra los iconos indicando el tipo de contenido del juego. Dependiendo del juego, puede haber un número diferente de iconos. La clasificación por edades refleja la intensidad del contenido del juego. Estos iconos son:



Para más información, visite <http://www.pegi.info> y pegionline.eu

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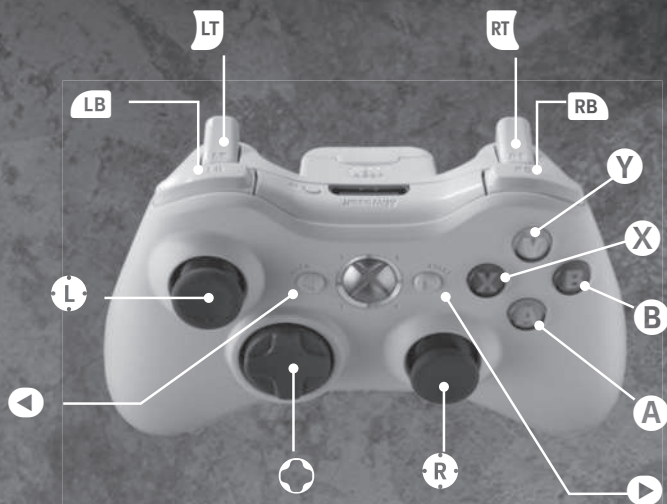
controles del juego

Mover	W, A, S, D
Cámara	Ratón
Ataque primario	Ratón 1 (clic izquierdo)
Ataque secundario	Ratón 2 (clic derecho)
Usar objeto de equipo	Ratón 3 (clic central)
Modo Apuntar	Q
Saltar	Barra espaciadora
Soltar	Control izquierdo
Acción	E
Bloquear	Alt izquierdo
Lanzarse	Alt izquierdo + dirección (WASD)
Alternar paso	B
Centrarse en los enemigos	Mayús (Mantener)/F (Alternar)
Cambiar secundaria	Tab
Modo de Poder de Ira	Bloq Mayús (Mantener)
Usar Poder de Ira 1	Bloq Mayús + 1
Usar Poder de Ira 2	Bloq Mayús + 2
Usar Poder de Ira 3	Bloq Mayús + 3
Usar Poder de Ira 4	Bloq Mayús + 4
Seleccionar equipo 1	1
Seleccionar equipo 2	2
Seleccionar equipo 3	3
Seleccionar enemigo siguiente/anterior (enfocar)	Rueda del ratón arriba/abajo
Invocar Vigilante	~
Crónica/Mapa	O
Pausa/Inventario	I o ESC
Invocar a Ruina	C
Forma del caos	V
Alternar desplazables	R

Consulta el archivo Read-Me para ver más controles.

controles del juego

Mando Xbox 360®



Mover a Guerra	Stick izquierdo
Mover cámara	Stick derecho
Modo Apuntar	Haz clic en el stick derecho
Saltar	A
Acción/Interactuar	B
Ataque con espada	X
Ataque secundario	Y
Centrarse en los enemigos	LT (Mantener pulsado)
Usar objeto de equipo	RT

Menú de habilidades	LB (Mantener pulsado)
Bloquear	RB
Movimiento lanzado	RB + (Stick izquierdo)
Seleccionar equipo	○ + (Arriba)/ (Izquierda)/ (Derecha)
Alternar arma secundaria	○ (Abajo)
Crónica/Mapa	BACK
Invocar Vigilante	BACK (Mantener pulsado)
Pausa/Inventario	START

introducción

Eres GUERRA, el primero de los CUATRO JINETES DEL APOCALIPSIS. Engañado por las fuerzas del mal para poner fin al Mundo de los Hombres antes del momento señalado por su destino, se te ha concedido una oportunidad de recuperar tu honor y castigar a los culpables. Lucha por las ciudades derruidas y los desiertos de la Tierra devastada armado con Devoracaos, una espada forjada con ira y ferocidad. Cabalga sobre RUINA, el fogoso corcel de Guerra, y adéntrate en la batalla contra las hordas del Infierno, las legiones de ángeles vengativos y los archidemonios en una búsqueda épica de la venganza.

menú principal



Continuar

Continúa la última partida guardada.

Nueva partida

Empieza una nueva partida.

Cargar partida

Carga una partida guardada.

Opciones

Ajusta las opciones de sonido, vídeo y de control.

Ver créditos

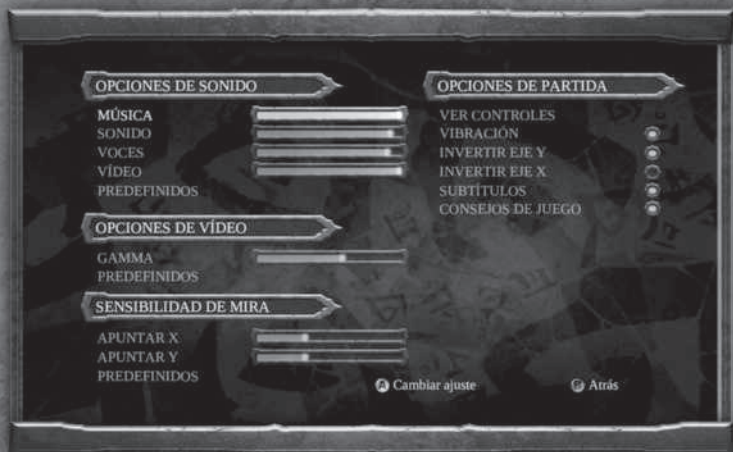
Muestra los créditos del juego.

Salir

Sale del juego.

opciones

Puedes cambiar las opciones predeterminadas del juego eligiendo “Opciones” en la pantalla de inicio, o pulsando la tecla ESC o el botón  del mando y seleccionando “Opciones” en el menú.



Opciones de sonido

MÚSICA

Ajusta el nivel de volumen de la música.

SONIDO

Ajusta el nivel de volumen de los efectos de sonido.

VOCES

Ajusta el volumen de las voces.

VÍDEO

Ajusta el volumen de la reproducción de vídeo.

PREDEFINIDOS

Restablece todas las opciones de sonido a los niveles predeterminados.

opciones (continuación)

Opciones de vídeo

BRILLO

Ajusta el brillo o el nivel gamma. Te recomendamos realizar este ajuste según tus preferencias antes de empezar a jugar.

Sensibilidad de mira

APUNTAR X

Ajusta la sensibilidad de mira en el eje X.

PREDEFINIDOS

Restablece todas las opciones de vídeo a los niveles predeterminados.

APUNTAR Y

Ajusta la sensibilidad de mira en el eje Y.

Opciones de juego

MOSTRAR CONTROLES

Muestra el esquema del mando y la disposición de los botones.

INVERTIR EJE X

Invierte el eje X en el stick derecho para el control de la cámara.

ASIGNACIÓN DE TECLAS

Muestra y permite ajustar el esquema de control cuando se usa un teclado y un ratón.

VIBRACIÓN

Habilita o deshabilita la función de vibración.

OPCIONES AVANZADAS

Modifica los ajustes de la tarjeta gráfica para obtener un rendimiento óptimo.

INVERTIR EJE Y

Invierte el eje Y en el stick derecho para el control de la cámara.

SUBTÍTULOS

Habilita o deshabilita la visualización de los subtítulos.

Datos

Darksiders guarda de forma automática tu progreso en el juego, pero también puedes optar por guardarlo cuando tú quieras. Para hacerlo, selecciona DATOS en el menú de PAUSA. También puedes cargar otra partida, o administrar las partidas guardadas.

pantalla del juego



1 SALUD

Evalúa la salud actual de Guerra, que se muestra aquí.

2 PIEDRA DE VIDA

Cada piedra de vida repone la salud de Guerra una vez se haya agotado.

3 CAOS

Cuando Guerra lucha, este indicador se va llenando gradualmente. Una vez lleno, Guerra puede desatar su devastadora Forma del Caos.

4 NÚCLEOS DE IRA

El número actual de núcleos de ira de Guerra se muestra aquí. Cuando posea suficientes núcleos, Guerra puede ejecutar diversas habilidades de ira.

5 ALMAS

Las almas actuales de Guerra se muestran aquí. Las almas son una forma de moneda, y pueden usarse para comerciar con el demonio Vulgrim y obtener diversas mejoras y objetos.

6 MINIMAPA

Consulta el minimapa para obtener información sobre búsquedas y objetos importantes.

7 OBJETO DE EQUIPO ACTUAL

Muestra el objeto de equipo seleccionado actualmente.

8 ARMA SECUNDARIA ACTUAL

Muestra el arma secundaria seleccionada actualmente.

9 ICONO DE RUINA

Brilla cuando Ruina, el caballo fantasmal de Guerra, está disponible para llamarlo. Al cabalgar, el indicador muestra cuándo puede usarse la habilidad de galope de Ruina.

crónica

Pulsa la tecla “O” o el botón  del mando para acceder a la Crónica. Desde aquí, puedes estudiar el mapa del mundo y ver con detalle tu ubicación actual, tus objetivos y otros objetos importantes.



1 OBJETOS DE UBICACIÓN

Objetos de ubicación adquiridos.

2 MAPA DE ZONA

Muestra un mapa de zona de la ubicación actual de Guerra.

3 MAPA DEL MUNDO

Muestra la ubicación de Guerra en relación con el mundo del juego.

4 ESTADÍSTICAS

Lleva un registro de los datos del juego.

5 CONSEJOS

Almacena los consejos del juego.

6 PISOS

Muestra el piso actualmente visible. En el mando de dirección, usa arriba y abajo para cambiar las vistas del piso.

7 LEYENDA

Pulsa para alternar la visualización con y sin leyenda.

8 ATRÁS

Pulsa para volver a la pantalla del juego.

menú del personaje

Pulsa la tecla *ESC* o el botón  del mando para acceder a los menús del Inventario. Desde aquí, puedes equipar objetos de equipo y habilidades de ira, introducir mejoras en tus armas, ver los artefactos acumulados, guardar o cargar partidas y ajustar las opciones del juego.

El menú del personaje muestra el estado de las armas primarias y secundarias de Guerra, incluido su nivel, el progreso hacia la próxima mejora y las mejoras actualmente introducidas. Elige un arma y pulsa “Q” en el teclado o el botón  del mando para obtener descripciones detalladas. Pulsa “R” en el teclado o el botón  del mando para acceder a la lista de combos de ataque actualmente disponibles para esa arma.

Este menú también te permite guardar o cargar partidas utilizando el icono de Datos, establecer ajustes en el icono de Opciones o salir del juego con el icono de Salir.



equipo e ira

Desde este menú puedes asignar los objetos de equipo que posees actualmente a las teclas 1, 2 y 3 del teclado o a izquierda, arriba o derecha del mando de dirección de un mando. Las habilidades de ira, al igual que los objetos, pueden asignarse a las teclas "1", "2", "3" y "4" del teclado o a los botones de la parte superior del mando. Puedes acceder a ellos durante el juego manteniendo pulsado *Bloq Mayús* y la tecla correspondiente o el botón **LB** del mando y pulsando luego el botón deseado de la parte superior del mando.



- 1 HABILIDADES PASIVAS:** Muestra todas las habilidades pasivas disponibles.
- 2 HABILIDADES DE IRA:** Muestra todas las habilidades de ira disponibles.
- 3 OBJETOS Y EQUIPO:** Enumera todos los objetos y equipo disponibles.
- 4 OBJETOS:** Muestra todos los objetos de un solo uso disponibles.
- 5 INFORMACIÓN:** Resalta los objetos y pulsa "Q" en el teclado o el botón **Y** del mando para obtener descripciones detalladas.
- 6 ASIGNAR:** Resalta objetos de equipo, habilidades de ira u objetos y pulsa la tecla *Entrar* o haz clic con el ratón para seleccionarlos. Pulsa la tecla que desees asignar al elemento, seguida por *Entrar* para asignarla. Como alternativa, puedes pulsar el botón **A** para asignarlos al mando y acceder rápidamente a ellos durante el juego.
- 7 ATRÁS:** Pulsa *ESC* en el teclado o el botón **B** del mando para volver a la pantalla del juego.

forja de armas

Dentro de la Forja de armas, puedes equipar con mejoras la Devoracaos o un arma secundaria. Cada arma puede llevar una mejora, que puede encontrarse explorando o, a veces, tratando con ciertos seres viles. Resalta una mejora y pulsa "Q" en el teclado o el botón **Y** del mando para obtener descripciones detalladas. Pulsa la tecla *Entrar* o haz clic con el ratón para seleccionar una mejora, luego resalta el arma a la que quieras aplicar la mejora y vuelve a pulsar la tecla *Entrar* para asignar dicha mejora al arma. Pulsa el botón **A** del mando o haz clic con el Ratón para asignar una mejora a una de tus armas.



forja de armas (continuación)

Mejoras de armas



PERDICIÓN

Bonificación introducida:

- Genera ira con el tiempo de forma natural



MATANZA

Bonificación introducida:

- Potencia el caos obtenido por la espada Devoracaos
- Permite la generación de caos con todas las armas



FUEGO DEL INFIERNO

Bonificación introducida:

- Aumenta el daño de ataque con armas
- Inflige daño adicional por fuego con el tiempo



SED DE SANGRE

Bonificación introducida:

- Drena daño de las armas y lo convierte en salud



DEVASTADOR

Bonificación pasiva:

- Aumenta de forma drástica el daño que causan las armas del entorno
- Aumenta de forma drástica la probabilidad de obtener almas de los objetos destruidos



SEGADORA

Bonificación introducida:

- Aumenta la cantidad de almas adquiridas de enemigos y criaturas
- Recompensa de almas adicionales si se asigna a la Guadaña



TRADICIÓN DE COMBATE

Bonificación introducida:

- Aumenta la experiencia con armas adquirida durante el combate

Bonificación pasiva:

- Aumenta el nivel de la armadura de Guerra



MAESTRO DE LAS ARMAS

Bonificación introducida:

- Aumenta el daño infligido por los ataques con armas

artefactos

Existen antiguos artefactos ocultos por el mundo. El demonio Vulgrim codicia estos artefactos casi con la misma intensidad con que ansía las almas de los caídos. Búscalos y llévalos a Vulgrim para hacer un trato. La pantalla de Artefactos muestra los artefactos que llevas recogidos actualmente.



comerciar con vulgrim

Guerra debe acostumbrarse a tratar con personajes indeseables si quiere mantenerse con vida durante el tiempo suficiente para concluir su misión. Vulgrim es un conocido demonio comerciante que se puede encontrar por cualquier parte del mundo y que siempre tiene algo por lo que merezca la pena negociar. Estará dispuesto a hacer tratos contigo siempre y cuando tengas las almas necesarias para comerciar.



OBJETOS

Compra mejoras de armas, fragmentos de ira y salud y objetos de un solo uso.

ESPADAS

Aprende nuevos movimientos con la Devoracaos.

ARMAS

Aprende nuevos movimientos con el Guantelete sísmico y la Guadaña.

IRA

Aumenta los devastadores efectos de los poderes de ira de Guerra.

objetos de equipo

Guerra puede encontrar por el mundo objetos de equipo que le ayuden en su viaje. Los objetos de equipo son antiguas reliquias que conceden a Guerra nuevas habilidades. Pueden usarse durante el combate, o también para resolver problemas y obtener acceso a nuevas zonas. Pulsa **Ratón 3** (clic central) o el botón  del mando para usar objetos de equipo.



CADENA ABISAL

Dispara una cadena que se engancha a los enemigos y a otros objetos del entorno.



HOJA CRUZADA

Una hoja arrojadiza de fina forja que puede atacar a múltiples objetivos.



LLAMADOR DE LA TIERRA

Un cuerno tallado con maestría cuya llamada despierta antiguos portales por toda la ciudad.



MÁSCARA DE LAS SOMBRAS

Permite a Guerra ver dentro del Reino de las Sombras y revelar cosas ocultas al mundo de los mortales.



MISERICORDIA

El arma de fuego del jinete Disputa: un pequeño cañón de disparo rápido que posee una cantidad ilimitada de balas sobrenaturales.



ANDADOR DEL VACÍO

El Andador del Vacío, un instrumento de proporciones míticas, abre puertas entre nuestro reino y el más allá.

habilidades de ira

Mantén pulsada la tecla *Bloq Mayús* y pulsa la tecla correspondiente ("1", "2", "3", o "4") para lanzar un ataque de ira. Con un mando, mantén pulsado el botón **LB** para ver las habilidades de ira de Guerra y, a continuación, pulsa el botón correspondiente mientras mantienes pulsado el botón **LB** para ejecutar una de ellas. Cada vez que se usa una habilidad de ira, Guerra pierde uno de sus núcleos de ira. Recoge almas amarillas, cómprale Furia a Vulgrim o busca cofres por el mundo para reponer los núcleos de ira de Guerra. También puedes comprarle a Vulgrim mejoras para las habilidades de ira de Guerra.



AFLICCIÓN

Invoca demonios y espíritus para que su maldición aflija a tus enemigos.



GÉISER DE ESPADAS

Aprovechando el poder de la Devoracaos, este ataque provoca que un campo de mortíferas espadas rodee a Guerra.



INMOLACIÓN

Una barrera de abrasador fuego del infierno envuelve a Guerra, quemando a los enemigos que entren en contacto con el fogoso jinete.



PIEL DE ROCA

La carne de Guerra se endurece, reduciendo el daño que recibe a la vez que aumenta la efectividad de sus ataques.

habilidades pasivas

Las habilidades pasivas son dones sobrenaturales que permanecen con Guerra durante su viaje. Siempre están activas en él, y no utilizan los núcleos de ira como lo hacen las habilidades de ira.

VUELO DE LAS SOMBRAS

Estas alas sobrenaturales le permiten a Guerra planear temporalmente. Después de un salto doble, mantén pulsada la *barra espaciadora* o el botón **A** del mando para activar Vuelo de las sombras y planear. Pasa por las corrientes de las sombras para ascender por el aire.

CRONOMANTE

Con la habilidad del Cronomante, las cronosferas reaccionan a la presencia de Guerra. Si extrae su energía, puede ralentizar el tiempo.

FORMA DEL CAOS

Apela temporalmente a la forma de batalla de Guerra para diezmar a tus enemigos. Pulsa “V” o los botones **LB** y **RT** simultáneamente para desatar la Forma del Caos.

RUINA

El corcel fantasmal de Guerra se puede invocar en cualquier momento en el que esté activado el icono de Ruina. Pulsa “C” o los botones **LB** y **RB** simultáneamente para invocar / despedir a Ruina.

CONTRAATAQUE POR BLOQUEO

Permite a Guerra repeler ataques con proyectiles o físicos. Pulsa *Alt izquierdo* o el botón **RB** justo antes de un impacto para contraatacar.

DESPLAZAMIENTO POR LOS AGUJEROS DE SERPIENTE

Permite a Guerra utilizar los pedestales de Vulgrim como puntos de teletransporte. Pulsa ratón 2 (clic derecho) o el botón **Y** cerca de Vulgrim para elegir un destino.

personajes



Guerra

A Guerra, primer jinete del Apocalipsis, le han tendido una trampa para provocar el advenimiento prematuro del Armagedón y la aniquilación de la raza humana. Víctima de una acusación falsa, el jinete regresa a una Tierra plagada de demonios con el épico filo de la Devoracaos en sus manos, en busca de una respuesta que, en última instancia, le permitirá restaurar el equilibrio entre el Cielo y la Tierra. Guerra tendrá que hacer frente a los poderosos vestigios del ejército del Cielo, y durante su búsqueda será perseguido sin tregua por las torturadas criaturas del Infierno. Sin embargo, no se detendrá ante nada en su empeño por llegar hasta el Destructor y clamar venganza.



El Vigilante

Después de que el Consejo Abrasado despojara a Guerra de sus poderes, al Vigilante se le encomendó la tarea de cuidar de que Guerra no traspasara sus límites, con licencia para acabar con su vida si fuera necesario. A veces un incordio y otras su guía, el Vigilante es al fin y al cabo una parte de Guerra, por lo que será mejor que aprenda a vivir en su compañía.



Samael

Antaño un poderoso y temido demonio, el grotesco Samael vive ahora prisionero tras intentar rebelarse contra el Destructor. Guerra deberá buscar la ayuda de Samael si quiere finalmente enfrentarse a su oscura némesis.



El Destructor

La identidad y el propósito del Destructor se ocultan tras un velo de maliciosas intenciones. Desgraciadamente, si Guerra pretende en verdad limpiar su nombre y restaurar el equilibrio entre el bien y el mal, deberá hacerle frente en lo alto de la monumental torre desde la que reina.

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An Important Note Regarding Graphics and Having the Best Possible Experience. The Developers of Darksiders along with the engineers at AMD worked closely during development to test the game on advanced ATI Radeon™ graphics processors. Increased performance will be noticed on more powerful systems. We recommend ATI Radeon™ HD 5700 Series (or better) video cards for maximum performance and visual quality.



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notas

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notas

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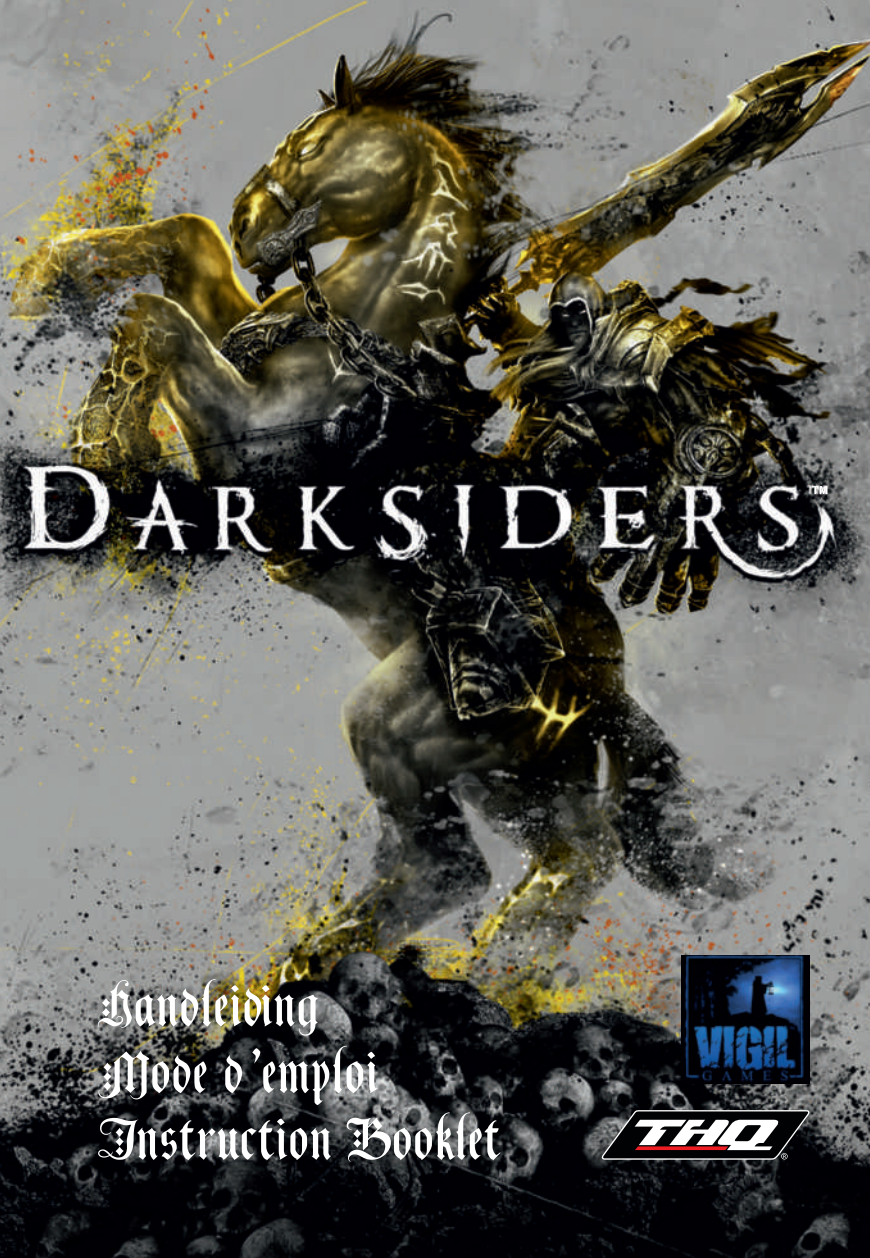


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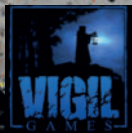
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Instruction Booklet



Belangrijke gezondheidswaarschuwingen voor het spelen van videogames

Lichtgevoelige aanvallen

Bij een zeer klein percentage personen kan een aanval optreden wanneer zij worden blootgesteld aan bepaalde visuele beelden, waaronder lichtflitsen of bepaalde patronen die in videogames kunnen voorkomen. Ook bij mensen die geen ziektegeschiedenis hebben van dergelijke aandoeningen of van epilepsie kan een lichte aandoening optreden waardoor zij "lichtgevoelige epileptische aanvallen" ervaren bij het bekijken van videogames.

Deze aanvallen kunnen gepaard gaan met verschillende symptomen, waaronder een licht gevoel in het hoofd, verminderend gezichtsvermogen, zenuwtrekken in het gezicht of de ogen, trillen van armen of benen, desoriëntatie, verwarring of tijdelijk verlies van bewustzijn. Deze aanvallen kunnen ook leiden tot bewusteloosheid of stuiptrekkingen waarvan verwondingen als gevolg van vallen of het in aanraking komen met nabije objecten het gevolg kunnen zijn.

Wanneer je een van deze symptomen ondervindt, dien je onmiddellijk de game te staken en een arts te raadplegen. Ouders moeten letten op deze symptomen of hun kinderen ernaar vragen - het ondervinden van deze aanvallen treedt met meer waarschijnlijkheid op bij kinderen en tieners dan bij volwassenen. Het risico van lichtgevoelige epileptische aanvallen kan worden verminderd door de volgende voorzorgsmaatregelen te treffen: verder van het scherm af te gaan zitten; een kleiner scherm te gebruiken; in een goed verlichte kamer te spelen en niet te spelen wanneer je slaperig of moe bent.

Wanneer bij jezelf of een van je familieleden een ziektegeschiedenis van epilepsie bestaat, dien je een arts te raadplegen voordat je een game speelt.

Wat is het PEGI-classificatiesysteem?

Het PEGI-classificatiesysteem beschermt minderjarigen tegen games die niet geschikt zijn voor een bepaalde leeftijd. OPMERKING dit systeem geeft geen informatie over de moeilijkheidsgraad van games. Het PEGI-systeem bestaat uit twee delen, die ouders en anderen die games kopen voor kinderen helpen bij het kiezen van een game die geschikt is voor de leeftijd van de speler. Het eerste deel is een leeftijdscategorie:



Het tweede deel bestaat uit pictogrammen die een indicatie geven van het type game-content. Afhankelijk van de game kan er een aantal verschillende pictogrammen worden gebruikt. De leeftijdscategorie heeft betrekking op de intensiteit van de game-content. De pictogrammen zijn:



Ga naar <http://www.pegi.info/> en pegionline.eu voor meer informatie.

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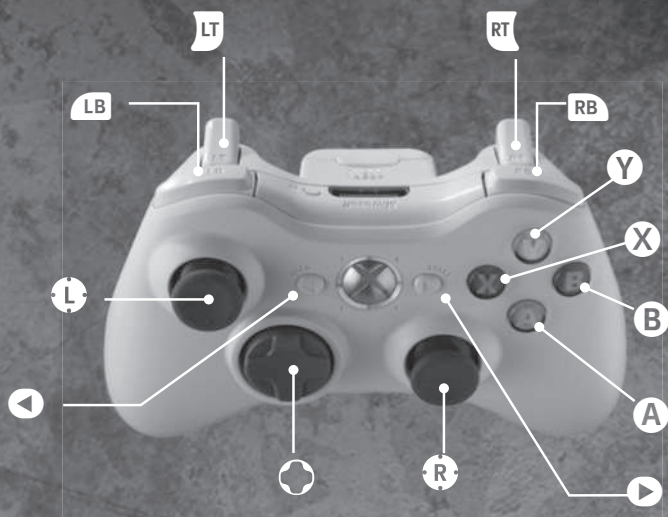
spelbesturing

Bewegen	W, A, S, D
Camera	Muis
Primaire aanval	Muis 1 (Links klikken)
Secundaire aanval	Muis 2 (Rechts klikken)
Uitrustingitem gebruiken	Muis 3 (Midden klikken)
Richtmodus	Q
Springen	Spatiebalk
Laten vallen	Ctrl links
Actie	E
Blokkeren	Alt-links
Sprint	Alt-links + richting (WASD)
Lopen wisselen	B
Focus op vijand	Shift (ingedrukt houden) / F (wisselen)
Wisselen naar secundair	Tab
Toornkrachtmodus	Caps Lock (ingedrukt houden)
Toornkracht 1 gebruiken	Caps Lock + 1
Toornkracht 2 gebruiken	Caps Lock + 2
Toornkracht 3 gebruiken	Caps Lock + 3
Toornkracht 4 gebruiken	Caps Lock + 4
Uitrusting 1 selecteren	1
Uitrusting 2 selecteren	2
Uitrusting 3 selecteren	3
Volgende/vorige vijand selecteren (concentreren)	Muiswiel omhoog / omlaag
Bewaker aanroepen	~
Kroniek / Kaart	O
Pauze / Inventaris	I of Esc
Ruin aanroepen	C
Chaosvorm	V
Verplaatsbare voorwerpen wisselen	R

Zie Leesmij-bestand voor aanvullende besturing.

spelbesturing

Xbox 360®-Controller



War bewegen	Linker stick
Camera bewegen	Rechter stick
Richtmodus	Klik met de rechter stick
Springen	A
Actie/interactie	B
Zwaardaanval	X
Secundaire aanval	Y
Focus op vijand	LT (vasthouden)
Uitrustingitem gebruiken	RT

Vaardigheidsmenu	LB (vasthouden)
Blokkeren	RB
Sprintbeweging	RB + linker stick
Uitrusting selecteren	⬇ + (Omhoog) / (Links) / (Rechts)
Secundaire wapen wisselen	⬇ (Omlaag)
Kroniek/Kaart	BACK
Bewaker aanroepen	⬇ BACK (Vasthouden)
Pauze/Inventaris	START

inleiding

Jij bent WAR, de eerste van de VIER RUITERS VAN DE APOCALYPS. Misleid door het Kwaad is eerder dan was voorbestemd het einde van de mensheid ingezet, en jij krijgt één kans om je eer te redden en de schuldigen te straffen. Vecht je een weg door afbrokkelende steden en verwoeste landschappen op Aarde, bewapend met ChaosEater: een zwaard van pure razernij en wreedheid. Berijd RUIN, de woeste hengst van War, in de strijd tegen de horden van de hel, legioenen wraakzuchtige engelen en aartsdemonen in een epische zoektocht naar wraak.

hoofdmenu



Continue (Doorgaan)

Doorgaan met het meest recent opgeslagen spel.

New Game (Nieuw spel)

Een nieuw spel starten

Load Game (Spel laden)

Een eerder opgeslagen spel laden.

Options (Opties)

De geluids-, video- en besturingsinstellingen aanpassen.

Show Credits (Credits weergeven)

De gamecredits weergeven.

Quit (Stoppen)

Stoppen met het spel.

opties

Je kunt de standaardopties voor het spel wijzigen door Options (Opties) te kiezen in het beginscherm of door op de *ESC*-toets of de -knop van de controller te drukken en Options (Opties) te kiezen in dat menu.



Audio Options (Geluidsopties)

MUSIC (MUZIEK)

Het volumeniveau van de muziek aanpassen.

SOUND (GELUID)

Het volumeniveau van de geluidseffecten aanpassen.

VOICE (SPRAAK)

Het volumeniveau van spraak en stemmen aanpassen.

VIDEO

Het volumeniveau van afgespeelde videobeelden aanpassen.

DEFAULTS (STANDAARDINSTELLINGEN)

Alle geluidsopties opnieuw instellen op de standaardwaarden.

opties (vervolg)

Video Options (Video-opties)

BRIGHTNESS (HELDERHEID)

Het gammaniveau of de helderheid aanpassen. Het is raadzaam dat je deze instelling aan jouw voorkeuren aanpast voordat je het spel begint te spelen.

DEFAULTS

(STANDAARDINSTELLINGEN)

Alle video-opties opnieuw instellen op de standaardwaarden.

Aim Sensitivity (Richtgevoeligheid)

AIM X (RICHTEN X)

De richtgevoeligheid van de X-as aanpassen.

AIM Y (RICHTEN Y)

De richtgevoeligheid van de Y-as aanpassen.

Game Options (Spelopties)

DISPLAY CONTROLS (BESTURING WEERGEVEN)

Het besturingsschema en de knoppenindeling weergeven.

VIBRATION (TRILLING)

De functie Vibration (Trilling) in- of uitschakelen.

INVERT X-AXIS (X-AS OMKEREN)

De X-as op de rechter stick omkeren voor camerabesturing.

ADVANCED OPTIONS

(GEAVANCEERDE OPTIES)

De instellingen van de videokaart aanpassen voor optimale prestaties.

KEYS MAPPING (TOETSENFUNCTIES)

Het besturingsschema weergeven en aanpassen bij gebruik van een toetsenbord en muis.

INVERT Y-AXIS (Y-AS OMKEREN)

De Y-as op de rechter stick omkeren voor camerabesturing.

SUBTITLES (ONDERTITELING)

De weergave van ondertiteling in- of uitschakelen.

Data

In Darksiders wordt je voortgang in het spel automatisch opgeslagen, maar je kunt ook zelf bepalen wanneer je wilt opslaan. Hiervoor kies je DATA in het menu PAUSE (PAUZE). Je kunt ook een andere spel laden of je opgeslagen spellen beheren.

spelscherm



1 GEZONDHEID

Hier kun je de actuele gezondheid van War beoordelen.

2 LEVENSSSTEEN

Met elke Levenssteen vul je de gezondheid van War aan als deze bijna is uitgeput.

3 CHAOS

Naarmate War vecht, wordt deze meter langzaam opgevuld. Als de meter vol is, kan War zijn verwoestende Chaosvorm ontketenen.

4 TOORNSEGMENTEN

Het actuele aantal Toornsegmenten wordt hier weergegeven. Zodra War over voldoende Toornsegmenten beschikt, kan hij een aantal Toornacties uitvoeren.

5 ZIELEN

De actuele zielen van War worden hier weergegeven. Zielen zijn een vorm van valuta, waarmee je bij

de demon Vulgrim verschillende upgrades en items kunt kopen.

6 MINIKAART

Raadpleeg de minikaart voor belangrijke items en informatie over de zoektocht.

7 GEACTIVEERDE UITRUSTINGITEM

Toont het momenteel geselecteerde uitrustingitem.

8 GEACTIVEERDE SECUNDAIRE WAPEN

Toont het momenteel geselecteerde secundaire wapen.

9 RUIN-PICTOGRAM

Gaat branden wanneer het spookpaard van War, Ruin, kan worden opgeroepen. Te paard geeft de meter aan wanneer de boostsnelheid van Ruin kan worden gebruikt.

kroniek

Druk op de toets "O" of op de -knop van de controller om de Kroniek te openen. Hier kun je de wereldkaart bestuderen en je huidige locatie, je doelen en andere belangrijke objecten van dichtbij bekijken.



1 LOCATIE-ITEMS

Verworven locatie-items.

2 LOKALE KAART

Geeft een lokale kaart weer van de huidige locatie van War.

3 WERELDKAART

Geeft de locatie weer van War met betrekking tot de spelwereld.

4 STATISTIEKEN

Hier worden de spelgegevens bijgehouden.

5 TIPS

Hier worden de speltips bewaard.

6 ETAGES

Toont de momenteel zichtbare etage. Gebruik omhoog en omlaag op het navigatiepad om een andere etage weer te geven.

7 LEGEND (LEGENDA)

Druk hierop om de legenda in of uit te schakelen.

8 BACK (TERUG)

Druk hierop om terug te keren naar het spelscherm.

menu Character (Personage)

Druk op de *ESC*-toets of de -knop van de controller om de inventarismenu's te openen. Hier kun je uitrustingsitems en toernacties activeren, slotverbeteringen aan je wapens toevoegen, verzamelde voorwerpen bekijken, spellen opslaan en laden, en de spelopties aanpassen.

In het menu Character (Personage) wordt de status van primaire en secundaire wapens van War getoond, inclusief hun niveau, voortgang tot aan de volgende upgrade en de momenteel toegevoegde verbeteringen. Selecteer een wapen en druk op "Q" op het toetsenbord of op de -knop van de controller voor een gedetailleerde omschrijving. Druk op "R" op het toetsenbord of op de -knop van de controller voor een lijst van momenteel beschikbare aanvalscombo's voor het desbetreffende wapen.

In dit menu kun je ook spellen opslaan of laden met behulp van het pictogram Data, de instellingen aanpassen met het pictogram Options (Opties) of het spel verlaten met het pictogram Quit (Stoppen).



uitrusting en toorn

In dit menu kun je uitrustingsitems die je momenteel in je bezit hebt, koppelen aan 1, 2 en 3 op het toetsenbord of links, omhoog of rechts op je navigatiepad. Je kunt Toornacties net als items koppelen aan "1", "2", "3" en "4" op het toetsenbord of knoppen van de controller en activeren in het spel door Caps Lock ingedrukt te houden en de bijbehorende toets op het toetsenbord te gebruiken of door **LB** ingedrukt te houden, waarna je de desbetreffende knop indrukt.



1 PASSIVE ABILITIES (PASSIEVE VAARDIGHEDEN)

Een overzicht van alle beschikbare passieve vaardigheden.

2 WRATH ABILITIES (TOORNACTIES)

Een overzicht van alle beschikbare toornacties.

3 GEAR & EQUIPMENT (UITRUSTING & MATERIAAL)

Een overzicht van alle beschikbare uitrusting en materiaal.

4 ITEMS (ARTIKELEN)

Een overzicht van alle beschikbare verbruiksartikelen.

5 INFO

Selecteer items en druk op "Q" op het toetsenbord of de **Y**-knop op de controller voor een gedetailleerde omschrijving.

6 ASSIGN (TOEWIJZEN)

SELECTEER UITRUSTINGEN, Wrath Abilities (Toornacties) of Items (Artikelen) en druk op **Enter** of de muis om het te selecteren. Druk op de toets die je aan het artikel wilt koppelen en druk daarna op **Enter** om het toe te wijzen. Je kunt ook op de **A**-knop drukken om ze toe te wijzen aan de controller, zodat je ze tijdens het spel snel kunt oproepen.

7 BACK (TERUG)

Druk op **ESC** op het toetsenbord of op de **B**-knop van de controller om terug te keren naar het spelscherm.

weapon forge (wapensmidse)

In de Weapon Forge (Wapensmidse) kun je de Chouseater of een secundair wapen uitrusten met verbeteringen. Elk wapen kan worden uitgerust met slechts één verbetering, die je tijdens je zoektocht of door handel te drijven met een aantal snode wezens kunt vinden. Selecteer een verbetering en druk op "Q" op het toetsenbord of op de Y-knop van de controller voor een gedetailleerde beschrijving. Druk of *Enter* of klik met de muis om een verbetering te selecteren, markeer dan het wapen waarop je de verbetering wilt toepassen en druk op *Enter* om de verbetering op je wapen toe te passen. Druk op de A-knop op de controller of klik met de muis om een verbetering toe te wijzen aan een van je wapens.



wapensmidse (vervolg)

Wapenverbeteringen



BANE (VERDERF)

Slotbonus:

- Laat op natuurlijke wijze toorn los over tijd



CARNAGE (SLACHTING)

Slotbonus:

- Zorgt voor meer chaos door het Chaeateer-zwaard
- Chaos kan nu met elk wapen worden uitgedeeld



HELLFIRE (HELLEVUUR)

Slotbonus:

- Zorgt voor meer schade bij het gebruik van een wapen
- Brengt extra vuurschade toe over tijd



BLOODTHIRST (BLOEDDORSTIGHEID)

Slotbonus:

- Zet wapenschade om in gezondheid



RAVAGER (VERWOESTER)

Passieve bonus:

- De schade die wordt toegebracht met omgevingswapens wordt drastisch vergroot
- Hiermee wordt de kans op het verzamelen van zielen uit vernietigde objecten enorm vergroot



REAPER (MAGERE HEIR)

Slotbonus:

- Zorgt voor meer zielen van vijanden & wezens
- Indien toegewezen aan de Zeis, zorgt het voor nog meer zielen



COMBAT LORE (STRIJDLER)

Slotbonus:

- Zorgt voor meer wapenervaring tijdens het vechten

Passieve bonus:

- Geeft een hoger wapenuitrustingsniveau



WEAPON MASTER (WAPENMEESTER)

Slotbonus:

- Zorgt voor meer schade bij een wapenaanval

voorwerpen

Oude voorwerpen liggen overal in de wereld verborgen. De demon Vulgrim hunkert naar deze voorwerpen, net zoals hij smacht naar de zielen van de gevallenen. Zoek deze voorwerpen en keer terug naar Vulgrim om een deal te slaan. In het scherm Artifacts (Voorwerpen) worden de voorwerpen weergegeven die je hebt verzameld.



handelen met vulgrim

War moet handel drijven met snode personages als hij lang genoeg in leven wil blijven om zijn missie te voltooien. Vulgrim, een bekende demonische handelaar, is overal ter wereld te vinden en heeft altijd wel iets wat de moeite waard is. Zolang je beschikt over zielen om mee te handelen, zal hij zaken met je blijven doen.



ITEMS

Koop verbeteringen voor wapens, gezondheid, Wrath Shards (Flarden toorn) en Consumables (Verbruiksartikelen).

SWORD (ZWAARD)

Leer nieuwe bewegingen met de Chouseater.

WEAPONS (WAPENS)

Leer nieuwe bewegingen voor de Tremor Gauntlet (Bevingshandschoen) en Scythe (Zeis).

WRATH (TOORN)

Vergroot de vernietigende effecten van de Toornkrachten van War.

uitrustingitems

War kan overal in de wereld uitrustingitems vinden die hem helpen op zijn reis. Uitrustingitems zijn oude relikwieën die War nieuwe mogelijkheden verschaffen. Uitrustingitems kunnen worden ingezet in gevechten, of worden gebruikt om puzzels op te lossen en toegang te verschaffen tot nieuwe gebieden. Druk op *muis 3* (klik in het midden) of op de -knop van de controller om uitrustingitems in te zetten.



ABYSSAALKETTING

Vuurt een werpketting af die zich vasthaakt aan vijanden en andere objecten in de buurt.



WERPSTER

Een zorgvuldig samengestelde werpster waarmee je meerdere doelen kunt aanvallen.



AARDHOORN

Een meesterlijk gevormde hoorn waarmee je de oude poorten van de stad kunt aanroepen.



MASKER DER SCHADUWEN

Hiermee kan War zien in het schaduwenrijk en dingen onthullen die verborgen zijn voor de wereld der stervelingen.



BARMHARTIGHEID

Het vuurwapen van de ruiter Strife, een krachtig snelvurend handkanon dat beschikt over een oneindig aantal bovennatuurlijke kogels.



ACUÛMLOPER

De Vacuumloper is een instrument met mythische eigenschappen, dat de poorten opent tussen ons koninkrijk en dat van daar voorbij.

toornacties

Houd Caps Lock ingedrukt en druk op de bijbehorende toets ("1", "2", "3" of "4") op het toetsenbord om een toornaanval te ontketenen Met een controller houd je de **L3**-knop ingedrukt om de toornacties van War weer te geven en druk vervolgens op de desbetreffende knop terwijl je de **L3**-knop ingedrukt houdt, om een toornactie uit te voeren. Telkens als een toornactie wordt gebruikt, verliest War een van zijn toornsegmenten. Je kunt gele zielen verzamelen, Rage (Woede) kopen van Vulgrim of kistjes vinden in de wereld waarmee je de toornsegmenten van War kunt aanvullen. Je kunt ook upgrades voor de Toornacties van War kopen van Vulgrim.



ONHEIL

Roep demonen en geesten op om hun vloek uit te spreken over je vijanden.



ZWAARDFONTEIN

Met deze aanval wordt een veld van dodelijke zwaarden met de kracht van de Chaoeater opgeworpen rondom War.



OPOFFERING

War wordt omringd door smeulend Hellevuur, waarmee iedere vijand die de vurige ruiter aanraakt wordt verschroeid.



STENEN HUID

De huid van War verhardt, zodat de vijand bijna geen schade meer kan toebrengen en de aanvallen van War effectiever zijn.

passieve vaardigheden

Passieve vaardigheden zijn bovennatuurlijke gaven die War blijft behouden tijdens zijn reis. Passieve vaardigheden worden altijd geactiveerd vanuit War zelf, en verbruiken geen toornsegmenten zoals toornacties.

SCHADUWVLUCHT

Deze bovennatuurlijke vleugels stellen War in staat om tijdelijk te zweven. Houd na een dubbele sprong de *spatiebalk* of de **A**-knop van de controller ingedrukt om de schaduwvlucht te activeren en te zweven. Zweef in schaduwstromen om hoger in de lucht te kunnen vliegen.

CHRONOMANCER

Met de Chronomancervaardigheid reageren chronosferen op de aanwezigheid van War. Punt hun energie uit om de tijd even te vertragen.

CHAOSVORM

Roep tijdelijk de strijdvorm van War op om je vijanden een zware slag toe te brengen. Druk op "V" of druk tegelijkertijd op de **LB**- en **RT**-knop van de controller om de Chaosvorm te ontketenen.

RUIN

Het spookros van War kan wanneer het Ruin-pictogram actief is, te allen tijde worden aangeroepen. Druk op "C" of druk tegelijkertijd op de **LB**- en **RB**-knop van de controller om Ruin aan te roepen / weg te bannen.

BLOKTELLER

Hiermee kan War projectielen en fysieke aanvallen afweren. Druk net voor de inslag op *Alt-links* of op de **RB**-knop om ze te blokkeren.

SERPENT HOLENREIS

Stelt War in staat om de sokkels van Vulgrim te gebruiken als teleporteerpunt. Druk op *muis 2* (rechts klikken) of op de **Y**-knop nabij Vulgrim om een bestemming te selecteren.

personages

War



War is de eerste ruiter van de Apocalyps en heeft de schuld gekregen voor de voortijdige komst van Armageddon en de vernietiging van de mensheid. De vals beschuldigde ruiter keert terug in een door demonen overspoelde aarde met zijn epische zwaard, de Chaoseater, ter hand, op zoek naar een antwoord waarmee hij uiteindelijk de balans tussen hemel en aarde kan herstellen. War komt in deze zoektocht tegenover sterke overlevenden van het hemelse leger te staan en wordt eindeloos achternagezeten door gekwelde schepsels van de hel. War zal zich echter door niets laten stoppen om de Vernietiger te vinden en wraak te nemen.

De Bewaker



Nadat de verbeterde raad War zijn krachten had ontnomen, wezen zij de Bewaker aan om erop toe te zien dat War zijn grenzen nooit zou overschrijden. De Bewaker kreeg de bevoegdheid om het leven van War te beëindigen als dat nodig mocht zijn. De Bewaker, soms een kwelling en soms een leidend licht, vormt een onderdeel van War, dus je kunt maar beter leren met hem om te gaan.

Samael



De groteske Samael was ooit een machtige en alom gevreesde demon, maar leeft nu als gevangene na een mislukte opstand tegen de Vernietiger. War moet de hulp inroepen van Samael als hij kans wil maken om tegenover zijn duistere vijand te komen staan.

De Vernietiger



De identiteit en het doel van de Vernietiger is gehuld in een sluier van kwaadaardige bedoelingen. Als War inderdaad zijn eer kan redden en de balans tussen goed en kwaad kan herstellen, zal hij echter tegenover de Vernietiger, bovenop zijn gigantische monument van waaraf hij regeert, komen te staan.

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WANPRESTATIE, ONRECHTMATIGE DAAD OF ANDERSZINS), OF ZAL DEZE HOGER LIGGEN DAN HET LICENTIEBEDRAG DAT IS ONTVANGEN DOOR THQ VOOR DE SOFTWARE. GEEN THQ-LEVERANCIER ZAL AANSPRAKELIJKHEID ZIJN ONDER DEZE OVEREENKOMST. IN GEEN GEVAL ZULLEN THQ OF LEVERANCIERS VAN THQ AANSPRAKELIJK ZIJN VOOR ENIGE DIRECTE OF INDIRECTE, UITZONDERLIJKE, SPECIALE OF GEVOLG- OF INCIDENTELE SCHADE IN WELKE FORM DAN OOK (INCLUSIEF EN ZONDER BEPERKING GEDORVEN WINST) ZELFS INDIEN THQ OF DE LEVERANCIER OP DE HOOGTE IS GESTELD VAN DE MOGELIJKHEID VAN ZULKE SCHADE. IN SOMMIGE RECHTSGBIEDEN IS DE BEPERKING OF UITSLUITING VAN AANSPRAKELIJKHEID VOOR GEVOLG- OF INCIDENTELE SCHADE NIET TOEGESTAAN, ZODAT DE BOVENSTAANDE BEPERKING MOGELIJK NIET VAN TOEPASSING IS. THQ IS NIET AANSPRAKELIJK VOOR CLAIMS VAN DERDEN MET BETREKKING TOT DE SOFTWARE. DE BEPERKTE GARANTIE, BEPERKTE VERGOEDINGEN EN BEPERKTE AANSPRAKELIJKHEIDSVORZIENINGEN IN DEZE OVEREENKOMST VORMEN EEN FUNDAMENTEEL ONDERDEEL VAN DE BASIS VAN DE ONDERSTAANDE AANBIEDING, EN THQ IS NIET IN STAAT OM DE SOFTWARE TE VERSCHAFFEN ZONDER DEZE BEPERKINGEN. IN SOMMIGE RECHTSGBIEDEN IS DE BEPERKING OF UITSLUITING VAN AANSPRAKELIJKHEID NIET TOEGESTAAN, ZODAT DE BOVENSTAANDE DISCLAIMER MOGELIJK NIET VAN TOEPASSING IS. IN DAT GEVAL IS DE DUUR VAN ENIGE BEPERKING OF UITSLUITING VAN AANSPRAKELIJKHEID BEPERKT TOT NEGENTIG (90) DAGEN NA ONTVANGST VAN DE SOFTWARE. DEZE GARANTIE GEEFT U BEPAALDE WETTELIJKE RECHTEN. U BESCHIKT MOGELIJK OOK OVER ANDERE WETTELIJKE RECHTEN DIE VAN RECHTSGBIED TOT RECHTSGBIED KUNNEN VERSCHILLEN.

5. **BEËINDIGING.** U kunt deze Overeenkomst te allen tijde beëindigen. Deze overeenkomst wordt automatisch beëindigd indien u in strijd handelt met een van de bepalingen van deze overeenkomst. Na beëindiging dient u de software en de reservekopie die eventueel conform de Overeenkomst is gemaakt, te vernietigen.

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An Important Note Regarding Graphics and Having the Best Possible Experience. The Developers of Darksiders along with the engineers at AMD worked closely during development to test the game on advanced ATI Radeon™ graphics processors. Increased performance will be noticed on more powerful systems. We recommend ATI Radeon™ HD 5700 Series (or better) video cards for maximum performance and visual quality.



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⚠ A lire avant toute utilisation d'un jeu video par vous-meme ou par votre enfant

I. Précautions à prendre dans tous les cas pour l'utilisation d'un jeu vidéo

Evitez de jouer si vous êtes fatigué ou si vous manquez de sommeil.

Assurez-vous que vous jouez dans une pièce bien éclairée en modérant la luminosité de votre écran.

Lorsque vous utilisez un jeu vidéo susceptible d'être connecté à un écran, jouez à bonne distance de cet écran de télévision et aussi loin que le permet le cordon de raccordement. En cours d'utilisation, faites des pauses de dix à quinze minutes toutes les heures.

II. Avertissement sur l'épilepsie

Certaines personnes sont susceptibles de faire des crises d'épilepsie comportant, le cas échéant, des pertes de conscience à la vue, notamment, de certains types de stimulations lumineuses fortes : succession rapide d'images ou répétition de figures géométriques simples, d'éclairs ou d'explosions. Ces personnes s'exposent à des crises lorsqu'elles jouent à certains jeux vidéo comportant de telles stimulations, alors même qu'elles n'ont pas d'antécédent médical ou n'ont jamais été sujettes elles-mêmes à des crises d'épilepsie.

Si vous-même ou un membre de votre famille avez présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, consultez votre médecin avant toute utilisation.

Les parents se doivent également d'être particulièrement attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants : vertige, trouble de la vision, contraction des yeux ou des muscles, trouble de l'orientation, mouvement involontaire ou convulsion, perte momentanée de conscience, il faut cesser immédiatement de jouer et consulter un médecin.

Qu'est-ce que le système PEGI ?

Le système de classification par catégorie d'âge PEGI a été conçu pour éviter que les mineurs soient exposés à des jeux au contenu inapproprié à leur groupe d'âge. VEUILLEZ NOTER qu'il n'indique pas le niveau de difficulté du jeu. Ce système de classification, comprenant deux parties, permet aux parents et aux personnes qui achètent des jeux vidéo pour des enfants de faire un choix avisé et approprié à l'âge du joueur. La première partie est une évaluation de l'âge :-



La seconde partie présente des icônes décrivant le type de contenu du jeu. Selon le jeu, il peut y avoir plusieurs descripteurs de contenu. L'évaluation de l'âge reflète l'intensité de ce contenu. Les descripteurs de contenu sont les suivants :-



Pour plus d'informations, rendez-vous sur <http://www.pegi.info> et pegionline.eu

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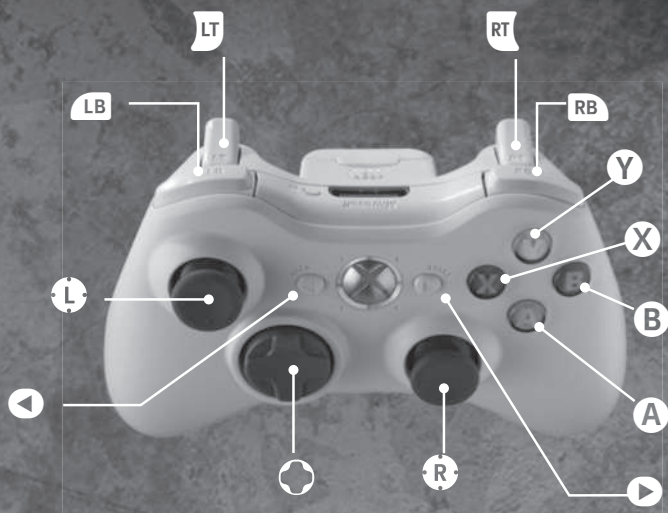
commandes

Se déplacer	Z, Q, S, D
Caméra	Souris
Attaque principale	Souris 1 (clic gauche)
Attaque secondaire	Souris 2 (clic droit)
Utiliser matériel	Souris 3 (clic central)
Mode visée	A
Sauter	Barre d'espace
Lâcher	Ctrl gauche
Action	E
Bloquer	Alt gauche
Ruer	Alt gauche + direction (ZQSD)
Marcher	B
Se concentrer sur l'ennemi	Maj (App. longuement) / F (changer)
Choisir arme secondaire	Tab
Mode pouvoir du Courroux	Verr. maj (App. longuement)
Utiliser pouvoir du Courroux 1	Verr. maj + 1
Utiliser pouvoir du Courroux 2	Verr. maj + 2
Utiliser pouvoir du Courroux 3	Verr. maj + 3
Utiliser pouvoir du Courroux 4	Verr. maj + 4
Sélectionner matériel 1	1
Sélectionner matériel 2	2
Sélectionner matériel 3	3
Sélectionner ennemi suivant / précédent (concentration)	Molette souris haut/bas
Invoquer le Guetteur	~
Chronique / Carte	O
Pause / Inventaire	I ou Échap
Invoquer Ruine	C
Forme Chaos	V
Activer Objets déplaçables	R

Consultez le fichier Lisez-moi pour de plus amples informations sur les commandes.

commandes

Manette Xbox 360®



Déplacer War	Stick analogique gauche
Déplacer caméra	Stick analogique droit
Mode visée	Appuyer sur le stick analogique droit
Sauter	A
Action/Interagir	B
Attaque à l'épée	X
Attaque secondaire	Y
Se concentrer sur l'ennemi	LT (App. longuement)
Utiliser le matériel	RT

Menu capacité	LB (App. longuement)
Bloquer	RB
Mouvement Ruée	RB + (Stick analogique gauche)
Choisir le matériel	⬅ + (Haut) / (Gauche) / (Droite)
Activer arme secondaire	⬇ (Bas)
Chronique / Carte	⬅ BACK
Invoquer le Guetteur	⬅ (App. longuement) BACK
Pause / Inventaire	⏸ START

introduction

Vous incarnez WAR, le premier des QUATRE CAVALIERS DE L'APOCALYPSE. Trompé par les forces du mal qui vous ont poussé à détruire le monde des humains avant l'heure, vous avez l'opportunité de laver votre honneur et de punir les coupables. Battez-vous dans les villes en ruines et les régions désolées de la Terre, armé de l'Absorbeur de Chaos, une épée semant la destruction et la mort. Chevauchez RUIN, le fougueux coursier de War, et affrontez des hordes venues des Enfers, des légions d'anges vengeurs et des démons, dans une quête épique où la vengeance prédomine.

menu principal



Continuer

Jouez à la dernière partie sauvegardée.

Nouvelle partie

Commencez une nouvelle partie.

Charger partie

Chargez une partie sauvegardée.

Options

Réglez les paramètres audio et vidéo, ainsi que les commandes.

Afficher générique

Regardez les crédits du jeu.

Quitter

Quittez le jeu.

options

Vous pouvez modifier les options par défaut en choisissant « Options » dans le menu de démarrage, ou bien en appuyant sur la touche Échap ou sur la touche  de la manette et en sélectionnant « Options » dans le menu qui s'affiche.



Options audio

MUSIQUE

Réglez le volume de la musique.

SON

Réglez le volume des effets sonores.

VOIX

Réglez le volume des dialogues et des voix.

VIDÉO

Réglez le volume des vidéos.

PAR DÉFAUT

Rétablisiez les options audio par défaut.

options (suite)

Options vidéo

LUMINOSITÉ

Réglez le niveau gamma ou la luminosité. Il est recommandé de régler ce paramètre avant de commencer une partie.

PAR DÉFAUT

Rétablissez les options vidéo par défaut.

Sensibilité visée

AXE X

Réglez la sensibilité de la visée sur l'axe X.

AXE Y

Réglez la sensibilité de la visée sur l'axe Y.

Options du jeu

AFFICHER COMMANDES

Affiche la manette et la configuration des touches.

VIBRATION

Activez ou désactivez la fonction de vibration.

INVERSER AXE X

Inversez l'axe X sur le stick analogique droit pour le contrôle de la caméra.

OPTIONS AVANCÉES

Réglez les paramètres de votre carte graphique pour une performance optimale.

MAPPAGE DE TOUCHES

Affichez et modifiez la disposition des commandes au clavier et à la souris.

INVERSER AXE Y

Inversez l'axe Y sur le stick analogique droit pour le contrôle de la caméra.

SOUS-TITRES

Activez ou désactivez l'affichage des sous-titres.

Données

Darksiders sauvegardera automatiquement votre progression, mais vous pouvez également choisir de sauvegarder lorsque vous le désirez. Pour ce faire, choisissez DONNÉES dans le menu PAUSE. Vous pouvez également charger une autre partie, ou gérer vos sauvegardes.

écran de jeu



1 SANTÉ

Consultez ici la santé de War.

2 PIERRE DE VIE

Chaque pierre de vie redonne de la santé à War lorsqu'il vient à en manquer.

3 CHAOS

Cette jauge se remplit au fur et à mesure que War se bat. Lorsqu'elle est pleine, War peut déclencher la forme Chaos.

4 NOYAUX DE COURROUX

Le nombre de noyaux de Courroux que vous possédez s'affiche ici. Lorsque War en possède suffisamment, il peut réaliser différentes capacités du Courroux.

5 ÂMES

Consultez ici le nombre d'âmes de War. Ces dernières servent de monnaie d'échange et peuvent être utilisées pour acquérir diverses améliorations et du matériel auprès du démon Vulgrim.

6 MINI-CARTE

Consultez la mini-carte pour obtenir des informations sur les objets importants et les quêtes.

7 MATÉRIEL ACTUEL

Montre le matériel sélectionné.

8 ARME SECONDAIRE ACTUELLE

Montre l'arme secondaire sélectionnée.

9 ICÔNE RUIN

Elle luit lorsque le cheval fantôme de War, Ruin, peut être appelé. Lorsque vous chevauchez ce dernier, la jauge vous indique quand vous pouvez utiliser l'amélioration de vitesse de Ruin.

chronique

Appuyez sur la touche « O » ou sur la touche  de la manette pour accéder à la Chronique. C'est là que vous pouvez étudier la carte du monde afin d'en savoir plus sur votre position, vos objectifs, et autres éléments importants.



1 OBJETS DE L'EMPLACEMENT

Objets de l'emplacement possédés.

2 CARTE LOCALE

Affiche une carte indiquant la position actuelle de War.

3 CARTE DU MONDE

Affiche la position de War sur la carte du monde.

4 STATS

Permet de suivre la progression du jeu.

5 ASTUCES

Permet de stocker les conseils de jeu.

6 ÉTAGES

Affiche l'étage visible. Appuyez en haut et en bas sur le bouton multidirectionnel pour passer d'un étage à l'autre.

7 LÉGENDE

Appuyez pour activer ou désactiver la légende.

8 RETOUR

Sélectionnez pour revenir à l'écran de jeu.

menu personnage

Appuyez sur la touche **Échap** ou sur la touche  de la manette pour accéder aux menus de l'inventaire. Ici, vous pouvez vous équiper de matériel et de capacités du Courroux, améliorer vos armes, voir les artefacts que vous avez acquis, sauvegarder et charger vos parties, ainsi que régler les options de jeu.

Le menu personnage affiche le statut des armes principale et secondaire de War, notamment leur niveau, leur niveau avant la prochaine amélioration, ainsi que les améliorations actuellement utilisées.

Sélectionnez une arme et appuyez sur la touche « **A** » du clavier ou sur la touche **Y** de la manette pour obtenir sa description détaillée. Appuyez sur la touche « **R** » du clavier ou sur la touche **X** de la manette pour accéder à une liste de combos d'attaque actuellement disponibles pour cette arme.

Ce menu vous permet également de sauvegarder et de charger des parties à l'aide de l'icône Données, de régler les paramètres sous l'icône Options, ou de quitter la partie grâce à l'icône Quitter.



matériel et courroux

Dans ce menu, vous pouvez associer le matériel que vous possédez aux touches 1, 2 et 3 du clavier ou au bouton multidirectionnel (gauche, haut, droite) de la manette. Les capacités du Courroux, tout comme le matériel, peuvent être associées aux touches « 1 », « 2 », « 3 » et « 4 » du clavier ou à des touches de la manette. Vous pouvez ainsi y accéder en appuyant longuement sur Verr. maj et la touche correspondante du clavier ou en appuyant longuement sur la touche **LB** de la manette et sur la touche souhaitée.



1 CAPACITÉS PASSIVES

Répertorie toutes les capacités passives disponibles.

2 CAPACITÉS DU COURROUX

Répertorie toutes les capacités du Courroux disponibles.

3 MATÉRIEL ET ÉQUIPEMENT

Répertorie le matériel et l'équipement disponibles.

4 OBJETS

Répertorie toutes les denrées disponibles.

5 INFO

Sélectionnez un Objet et appuyez sur la touche « A » du clavier ou la touche **Y** de la manette pour obtenir des informations.

6 ATTRIBUER

Sélectionnez Matériel, Capacités du Courroux, ou Objets, puis appuyez sur la touche *Entrée* ou cliquez avec la souris pour choisir un élément. Appuyez sur la touche à laquelle vous voulez assigner cet élément, puis à nouveau sur *Entrée* pour valider. Vous pouvez également appuyer sur la touche **A** pour les associer à la manette afin d'y accéder rapidement pendant la partie.

7 RETOUR

Appuyez sur la touche *Échap* du clavier ou sur la touche **B** de la manette pour revenir à l'écran de jeu.

forge d'armes

Dans la Forge d'armes, vous pouvez vous équiper de l'Absorbeur de Chaos ou d'une arme secondaire améliorée. Chaque arme peut bénéficier d'une amélioration, que vous pouvez trouver en explorant l'environnement ou en faisant affaire avec certains êtres malhonnêtes. Sélectionnez une amélioration et appuyez sur la touche « A » du clavier ou sur la touche **Y** de la manette pour obtenir des informations. Appuyez sur la touche *Entrée* ou cliquez avec la souris pour choisir une amélioration, puis sélectionnez l'arme à améliorer et appuyez sur *Entrée* pour attribuer l'amélioration à cette arme. Appuyez sur la touche **A** de la manette ou cliquez avec la *souris* pour associer une amélioration à l'une de vos armes.



forge d'armes (suite)

Améliorations d'arme



FLÉAU

Bonus inséré :

- Génère du Courroux naturellement au fil du temps



CARNAGE

Bonus inséré :

- Augmente le Chaos gagné par l'Absorbeur de Chaos
- Permet à toutes les armes de générer du Chaos



FEU DES ENFERS

Bonus inséré :

- Augmente les dégâts des armes
- Inflige des dégâts par le feu supplémentaires au fil du temps



SOIF DE SANG

Bonus inséré :

- Absorbe les dégâts et les reconvertit en énergie



DÉVASTATEUR

Bonus passif :

- Augmente considérablement les dégâts par armes improvisées
- Augmente considérablement les chances de gagner des âmes en détruisant des objets



FAUCHEUR

Bonus inséré :

- Augmente le nombre d'âmes obtenues sur des ennemis
- Rapporte des âmes supplémentaires si assigné à la Faux



ART DU COMBAT

Bonus inséré :

- Augmente l'expérience des armes gagnée au combat

Bonus passif :

- Améliore l'armure de War



MAÎTRE D'ARME

Bonus inséré :

- Augmente les dégâts infligés par une attaque avec arme

artefacts

D'anciens artefacts sont cachés à travers le monde. Le démon Vulgrim les convoite presque autant que les âmes des perdus. Recherchez ces artefacts et retournez voir Vulgrim pour lui proposer un échange. L'écran Artefacts affiche les artefacts que vous avez récupérés.



échanges avec Vulgrim

War doit apprendre à passer des accords avec des personnages peu recommandables s'il veut rester vivant assez longtemps pour mener à bien sa mission. Vous trouverez Vulgrim, un célèbre marchand démon, partout dans le monde. Il dispose toujours de quelque chose à troquer. Si vous avez les âmes nécessaires au négoce, il sera toujours prêt à faire commerce.



OBJETS

Achetez des améliorations d'arme, de la santé, des éclats de Courroux et des denrées.

ÉPÉE

Apprenez de nouveaux coups avec l'Absorbeur de Chaos.

ARMES

Apprenez de nouveaux coups pour le gantelet Secousse et la Faux.

COURROUX

Augmentez les effets dévastateurs des pouvoirs du Courroux de War.

matériel

War peut trouver du matériel partout dans le monde pour l'aider dans son aventure. Il s'agit d'anciennes reliques qui offrent à War de nouvelles capacités. Le matériel peut être utilisé au cours des combats ou pour résoudre des énigmes et accéder à de nouvelles zones. Utilisez *souris 3* (clic central) ou la touche  de la manette pour utiliser un matériel.



CHAÎNE ABYSSALE

Envoie une chaîne qui s'agrippe aux ennemis ou à des objets de l'environnement.



LAME BOOMERANG

Une lame de lancer finement forgée pouvant atteindre des cibles multiples.



CRIEUR DE TERRE

Une corne aux gravures de maître dont l'appel réveille les portes antiques de la ville.



MASQUE DES OMBRES

Permet à War de lire dans le Royaume des Ombres pour y découvrir des choses cachées aux mortels.



PITIÉ

L'arme à feu du cavalier Discorde, un canon à main ultra-rapide possédant des munitions surnaturelles illimitées.



COULOIR DU NÉANT

Arme aux proportions légendaires, le Couloir du Néant ouvre des portails entre notre royaume et l'au-delà.

capacités du courroux

Appuyez longuement sur la touche *Verr. maj* puis sur la touche correspondante (« 1 », « 2 », « 3 » ou « 4 ») du clavier pour utiliser une capacité du Courroux. Avec une manette, appuyez longuement sur la touche **LB** pour voir les capacités du Courroux de War, puis appuyez sur la touche correspondante tout en appuyant longuement sur la touche **LB** pour utiliser une capacité du Courroux. À chaque fois que vous en utilisez une, War perd un de ses noyaux de Courroux. Ramassez des âmes jaunes, achetez de la rage auprès de Vulgrim ou trouvez des coffrets dans l'environnement pour remplir les noyaux de Courroux de War. Vous pouvez également acheter des améliorations pour les capacités du Courroux de War auprès de Vulgrim.



AFFLICTION

Invokez des démons et des esprits pour lancer une malédiction sur vos ennemis.



GEYSER DE LAMES

En exploitant le pouvoir de l'Absorbeur de Chaos, cette attaque invoque un champ de lames mortelles autour de War.



IMMOLATION

War est entouré d'une barrière ardente de Feu des enfers qui consume les ennemis qui touchent le Cavalier flamboyant.



PEAU DE PIERRE

La chair de War durcit, ce qui limite les dégâts subis tout en augmentant l'efficacité de ses attaques.

capacités passives

Les capacités passives sont des dons surnaturels que War conserve avec lui. Ces capacités sont toujours actives chez War et ne nécessitent pas de noyaux de Courroux contrairement aux capacités du Courroux.

VOL D'OMBRE

Ces ailes surnaturelles permettent à War de planer quelques instants. Après un double saut, appuyez longuement sur la *barre d'espace* ou sur la touche **A** de la manette pour activer le Vol d'Ombre. Utilisez les courants d'Ombre pour prendre de l'altitude.

CHRONOMANCIER

Avec la capacité Chronomancier, les chronosphères réagissent en présence de War. Absorbent leur énergie pour ralentir le temps temporairement.

FORME CHAOS

Incite brièvement la forme Chaos de War à décimer vos ennemis. Appuyez sur la touche « V » ou simultanément sur les touches **LB** et **RT** de la manette pour déchaîner la forme Chaos.

RUIN

Le coursier fantôme de War peut être invoqué à chaque fois que l'icône Ruin devient active. Appuyez sur la touche « C » ou simultanément sur les touches **LB** et **RB** de la manette pour invoquer / bannir Ruin.

BLOCAGE

War peut repousser toute menace physique ou tout projectile. Appuyez sur la touche *Alt gauche* ou sur la touche **RB** juste avant l'impact pour les contrer.

VOYAGE PAR L'ANTRE DES SERPENTS

Permet à War d'utiliser les passages de Vulgrim pour se déplacer entre des lieux. Appuyez sur *souris 2* (clic droit) ou sur la touche **V** près de Vulgrim pour choisir une destination.

personnages

War



Premier Cavalier de l'Apocalypse, War a été accusé à tort de l'arrivée prématurée d'Armageddon et de l'annihilation de la race humaine. Le Cavalier retourne sur une Terre infestée de démons avec l'Absorbeur de Chaos, son épée légendaire, en quête d'une réponse qui lui permettra enfin de rétablir l'équilibre entre les Cieux et les Enfers. Dans cette quête, War devra affronter les soldats restants de l'armée des Cieux et sera poursuivi par des êtres torturés tout droit sortis des Enfers. Toutefois, rien ne pourra empêcher le Cavalier de trouver le Destructeur et de se venger.

Le Guetteur



Après avoir privé War de ses pouvoirs, le Conseil Ardent a engagé le Guetteur afin de s'assurer que War n'enfreigne pas les règles. Le Guetteur a obtenu le droit de tuer War si nécessaire. Parfois pénible et d'autres fois utile, le Guetteur est indissociable de War. Il vaut mieux donc qu'il apprenne à vivre avec lui.

Samael



Autrefois puissant et redoutable, le grotesque démon Samael est aujourd'hui emprisonné après avoir tenté de s'insurger contre le Destructeur. War doit faire appel à lui s'il espère affronter un jour son pire ennemi.

Le Destructeur



L'identité et les intentions du Destructeur sont teintées de machiavélisme. Malheureusement, si War tient vraiment à se dédouaner et à rétablir l'équilibre entre le bien et le mal, il doit affronter le Destructeur au sommet de la tour où celui-ci règne.

accord de licence

CONTRAT DE LICENCE UTILISATEUR

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Avertissement sur l'épilepsie

Certaines personnes sont susceptibles de faire des crises d'épilepsie comportant, le cas échéant, des pertes de conscience à la vue, notamment, de certains types de stimulations lumineuses fortes; succession rapide d'images ou répétition de figures géométriques simples, d'éclairs ou d'explosions. Ces personnes s'exposent à des crises lorsqu'elles jouent à certains jeux vidéo comportant de telles stimulations, alors même qu'elles n'ont pas d'antécédent médical ou n'ont jamais été sujettes elles-mêmes à des crises d'épilepsie. Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, consultez votre médecin avant toute utilisation. Les parents se doivent également d'être particulièrement attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants: vertige, troubles de la vision, contraction des yeux ou des muscles, troubles de l'orientation, mouvement involontaire ou convulsion, perte momentanée de conscience, il faut cesser immédiatement de jouer et consulter un médecin.

An Important Note Regarding Graphics and Having the Best Possible Experience. The Developers of Darksiders along with the engineers at AMD worked closely during development to test the game on advanced ATI Radeon™ graphics processors. Increased performance will be noticed on more powerful systems. We recommend ATI Radeon™ HD 5700 Series (or better) video cards for maximum performance and visual quality.



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notes

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has rounded corners at the top and bottom. The background is a light gray surface.

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

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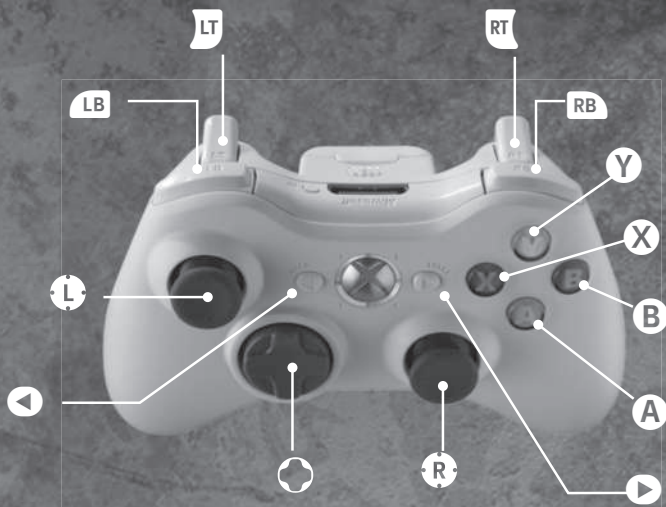
game control

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	⏮ (Hold) BACK
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 ESC key or the  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.

Aim Sensitivity

AIM X

Adjust aiming sensitivity in the X-Axis.

DEFAULTS

Reset all video options to their default levels.

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

Glow 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  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  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 the **B** button on the controller to return to game screen.

weapon forge

Within the Weapon Forge, you can equip either the Chaoeater 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 **Y** button on the controller to see detailed descriptions. Press the *Enter* key or Mouse click to select an enhancement, then highlight the weapon you wish to apply the enhancement to, followed by the *Enter* key to assign the enhancement to your weapon. Press the **A** 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 Chaoeater 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 Chouseater.

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  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  button to view War's Wrath Abilities, and then press the corresponding button while holding the  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 Chaoeater, 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 the **A** 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 the **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 **Y** button near Vulgrim to select a destination.

characters

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 Chaoeater 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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An Important Note Regarding Graphics and Having the Best Possible Experience. The Developers of Darksiders along with the engineers at AMD worked closely during development to test the game on advanced ATI Radeon™ graphics processors. Increased performance will be noticed on more powerful systems. We recommend ATI Radeon™ HD 5700 Series (or better) video cards for maximum performance and visual quality.



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notes

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has rounded corners at the top and bottom. The background is a light gray color.

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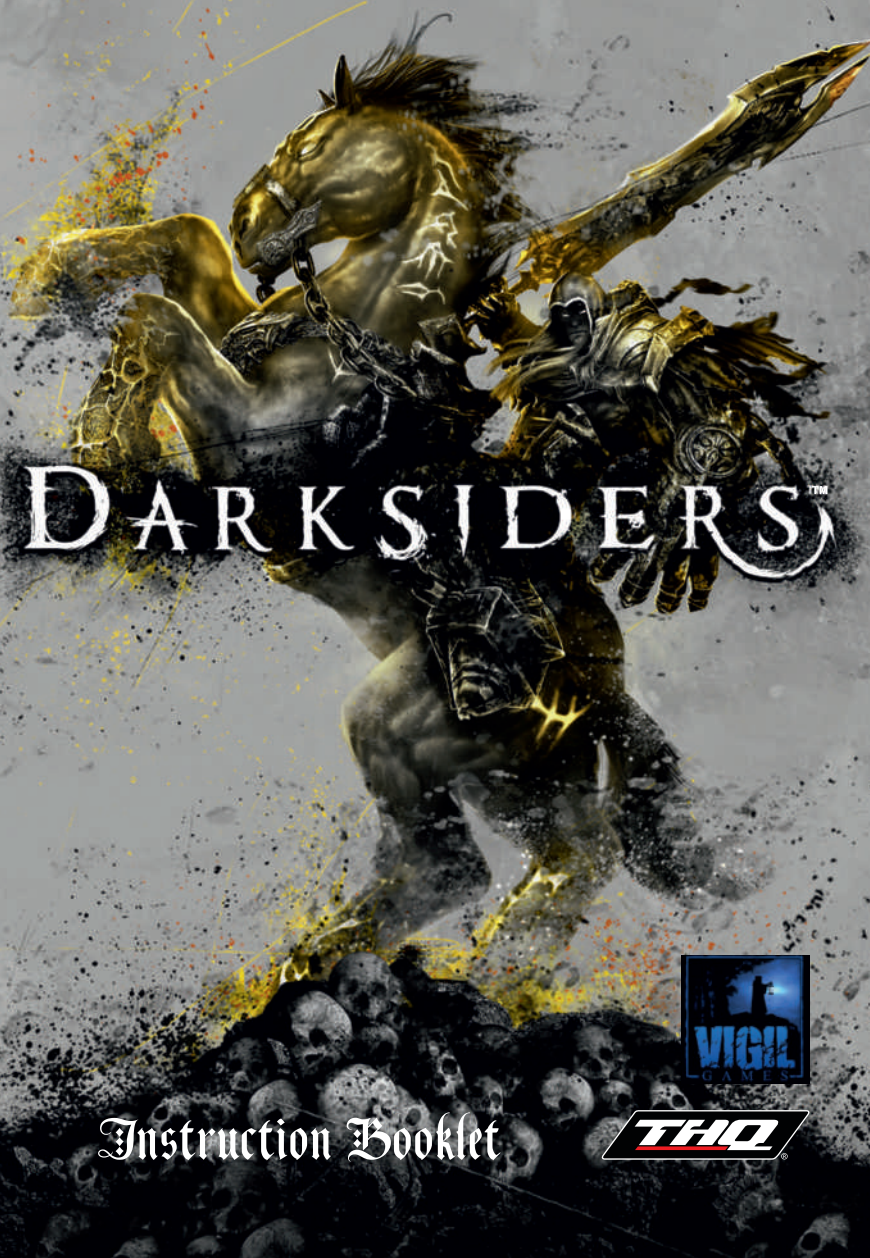
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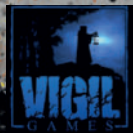
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Home



DARKSIDERS™

Instruction Booklet



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.

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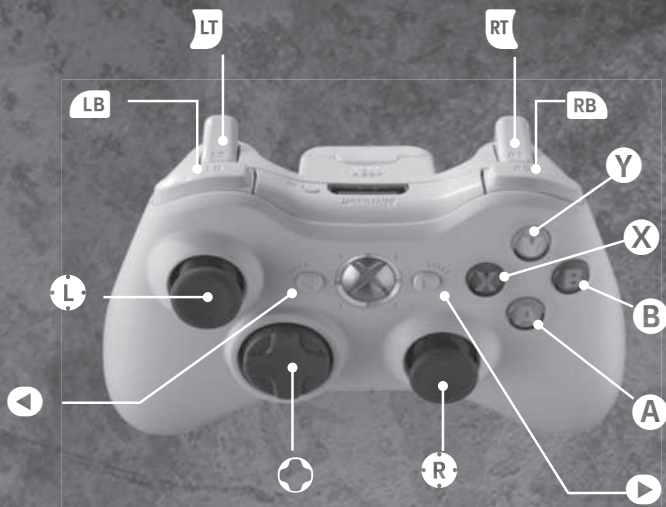
game control

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	⏮ (Hold) BACK
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

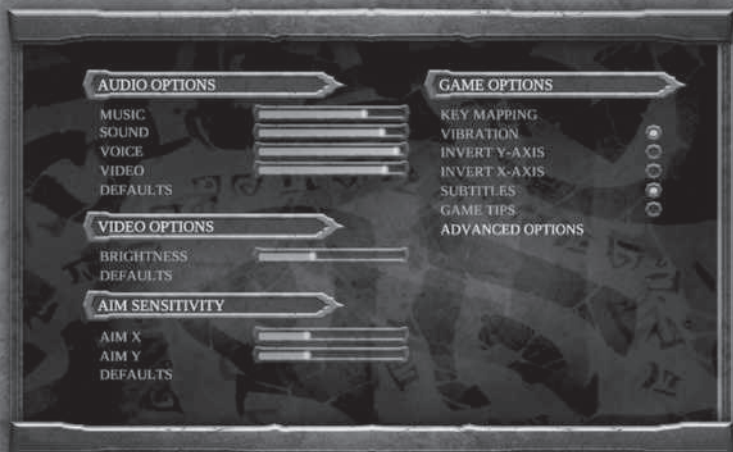
Display the game credits.

Quit

Exit the game.

options

You can change the default options for the game by choosing “Options” from the start screen, or by pressing ESC key or the  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.

Aim Sensitivity

AIM X

Adjust aiming sensitivity in the X-Axis.

DEFAULTS

Reset all video options to their default levels.

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

Glow 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  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  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 the **B** button on the controller to return to game screen.

weapon forge

Within the Weapon Forge, you can equip either the Chaoeater 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 **Y** button on the controller to see detailed descriptions. Press the *Enter* key or Mouse click to select an enhancement, then highlight the weapon you wish to apply the enhancement to, followed by the *Enter* key to assign the enhancement to your weapon. Press the **A** 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 Chaoeater 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 Chauseater.

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  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  button to view War's Wrath Abilities, and then press the corresponding button while holding the  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 Chaoeater, 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 the **A** 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 the **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 **Y** button near Vulgrim to select a destination.

characters

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 Chaoeater 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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An Important Note Regarding Graphics and Having the Best Possible Experience. The Developers of Darksiders along with the engineers at AMD worked closely during development to test the game on advanced ATI Radeon™ graphics processors. Increased performance will be noticed on more powerful systems. We recommend ATI Radeon™ HD 5700 Series (or better) video cards for maximum performance and visual quality.



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notes

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notes

[illegible]

notes

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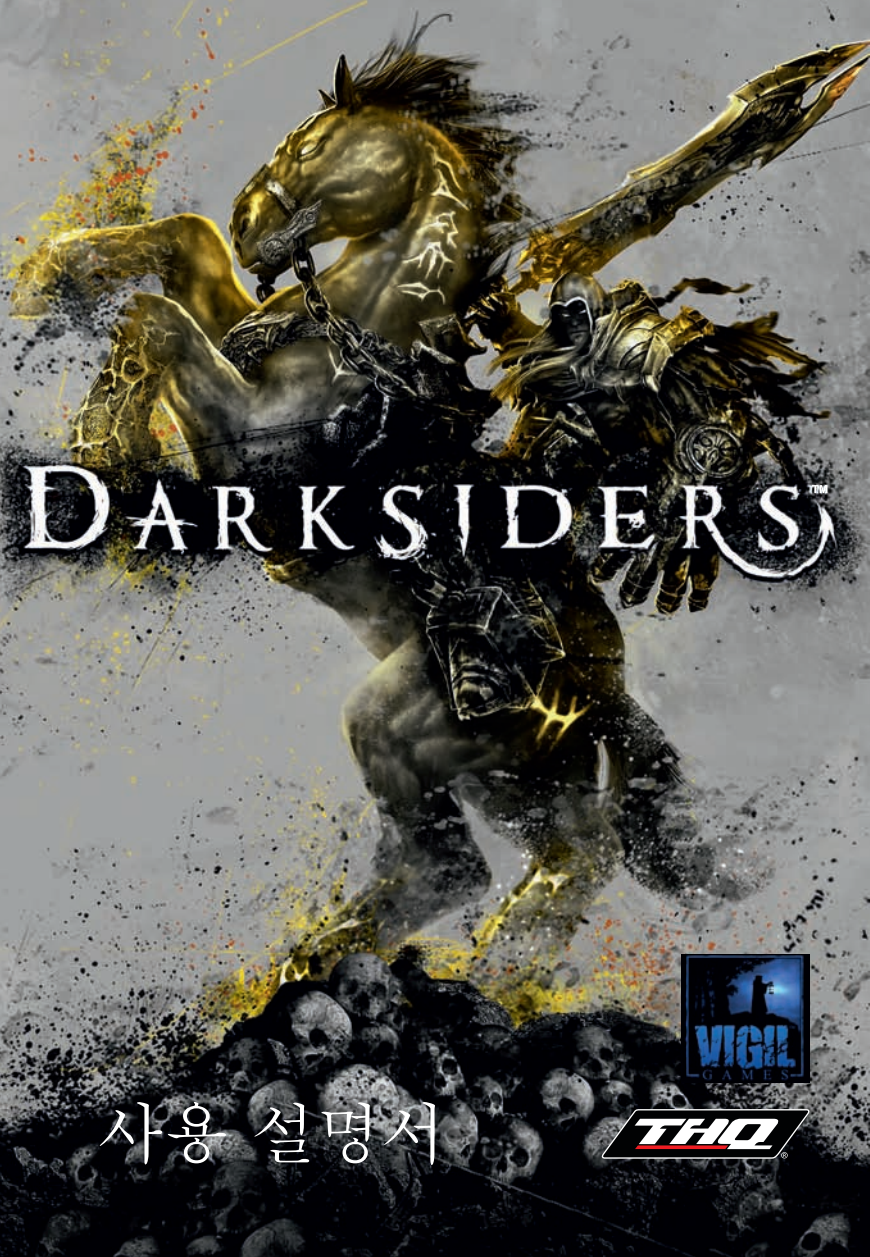
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DARKSIDERS™

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게임 조작

이동	W, A, S, D
시점	마우스 조작
주 공격	마우스 1(왼쪽쪽 클릭)
보조 공격	마우스 2(오른쪽쪽 클릭)
기어 아이템 사용	마우스 3(가운데 클릭)
조준 모드	Q
점프	스페이스 바
내려가기	왼쪽 Ctrl
행동	E
막기	왼쪽 Alt
대시	왼쪽 Alt + 방향(WASD)
건기 전환	B
적에게 집중	Shift(누르고 있기) / F(모드 전환)
스위치 2차	Tab
분노 파워 모드	Caps Lock(누르고 있기)
분노 파워 사용 1	Caps Lock + 1
분노 파워 사용 2	Caps Lock + 2
분노 파워 사용 3	Caps Lock + 3
분노 파워 사용 4	Caps Lock + 4
기어 1 선택	1
기어 2 선택	2
기어 3 선택	3
다음/이전 기어 선택	마우스 휠 위로/아래로
감시자(Watcher) 소환	~
연대기/지도	O
일시 중지/소지품	I 또는 ESC
루인(RUIN) 소환	C
혼돈 형태	V

게임 조작

Xbox 360 컨트롤러



"위" 조작	왼쪽 스틱
시점 이동	오른쪽 스틱
조준 모드	오른쪽 스틱 클릭
점프	A 단추
행동/상호 작용	B 단추
칼 공격	X 단추
보조 공격	Y 단추
적에게 집중	왼쪽 트리거(누르고 있기)
기어 아이템 사용	오른쪽 트리거

능력 메뉴	왼쪽 범퍼(누르고 있기)
방어	오른쪽 범퍼
대시 동작	오른쪽 범퍼 + 왼쪽 스틱
기어 선택	방향 패드 ↑, ←, →
보조 무기 전환	방향 패드 ↓
연대기/지도	BACK 단추
감시자 (Watcher)소환	BACK 단추(누르고 있기)
일시 중지/소지품	START 단추

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주 메뉴(Main Menu)



계속하기(Continue)

가장 최근에 저장한 게임을 계속합니다.

새로하기(New Game)

새 게임을 시작합니다.

불러오기(Load Game)

이전에 저장한 게임을 불러옵니다.

설정(Options)

오디오, 비디오, 조작 설정을 조절합니다.

제작진 보기(Show Credits)

게임의 제작진을 표시합니다.

나가기(Quit)

게임을 종료합니다.

설정(options)

시작 화면에서 "Options(설정)"을 선택하거나, 게임 중에 ESC 키 또는 컨트롤러의 START 단추를 눌러 일시 중지 메뉴(Pause Menu)에서 "Options(설정)"을 선택해 게임의 기본 설정을 변경할 수 있습니다.



오디오 설정(Audio Options)

음악(Music)

배경 음악의 음량을 조절합니다.

효과음(Sound)

효과음의 음량을 조절합니다.

음성(Voice)

음성의 음량을 조절합니다.

비디오(Video)

동영상의 음량을 조절합니다.

초기화(Defaults)

모든 오디오 설정을 기본값으로 초기화합니다.

설정(options)

비디오 설정(Video Options)

감마(Gamma)

감마값 또는 밝기를 조정합니다. 게임을 시작하기 전에 알맞게 설정하는 것을 추천합니다.

기화(Defaults)

모든 비디오 설정을 기본값으로 초기화합니다.

준 감도(Aim Sensitivity)

X축 조준(Aim X)

X축 조준의 감도를 조절합니다.

Y축 조준(Aim Y)

Y축 조준의 감도를 조절합니다.

게임 설정(Game Options)

조작법 표시(Display Controls)

조작 방법 및 배정된 단추를 표시합니다.

X축 반전(Invert X-Axis)

시점 이동 시 오른쪽 스틱의 X축 반전 여부를 결정합니다.

키 지정(Key Mapping)

키보드와 마우스를 사용할 경우의 조작 방법을 표시하고 조정합니다.

자막(Subtitles)

음성 자막 표시 여부를 결정합니다.

진동(Vibration)

진동 기능 사용 여부를 결정합니다.

고급 설정

(ADVANCED OPTIONS)

Y축 반전(Invert Y-Axis)

시점 이동 시 오른쪽 스틱의 Y축 반전 여부를 결정합니다.

최적의 성능을 위해 비디오 카드 설정을 조정합니다.

저장 데이터(Data)

다크사이더스는 게임의 진행 상황을 자동으로 저장하지만, 언제라도 원하는 시점을 선택해 저장할 수 있습니다. 저장하려면 일시 중지 메뉴의 저장 데이터(Data)를 선택하십시오. 또한 다른 저장 게임을 불러오거나 저장된 게임을 관리할 수 있습니다.

게임 화면



- ① **체력**
“위”의 현재 체력을 나타냅니다.
- ② **생명석(Life Stone)**
생명석을 소모해서 “위”의 체력을 회복합니다.
- ③ **혼돈(Chaos)**
“위”가 싸우는 동안 이 게이지가 차차 차오를 것입니다. 가득 차게 되면 “위”는 압도적인 위력의 혼돈 형태(Chaos Form)를 발산합니다.
- ④ **분노 핵(Wrath Cores)**
여기에 분노 핵의 현재 수가 표시됩니다. “위”가 충분한 분노 핵을 갖게되면 다양한 분노(Wrath) 능력을 사용합니다.
- ⑤ **영혼(Souls)**
여기에 “위”의 현재 영혼 수가 표시
- ⑥ **미니맵**
미니맵을 참고해 중요한 아이템과 퀘스트 정보를 확인합니다.
- ⑦ **현재 기어 아이템**
현재 선택된 기어 아이템을 표시합니다.
- ⑧ **현재 보조 무기**
현재 선택된 보조 무기를 표시합니다.
- ⑨ **파멸(Ruin) 아이콘**
“위”가 환영마 파멸을 소환할 수 있게 되면 반짝입니다. 파멸에 올라 있는 동안에는 파멸의 가속(Speed Boost) 능력을 사용할 수 있게 되면 게이지에 표시됩니다.

연대기(Chronicle)

"O" 키 또는 컨트롤러의 BACK 단추를 누르면 연대기 화면으로 넘어갑니다. 이 화면에서 세계 지도를 확인하고 현재 위치, 목표, 다른 중요한 사항들에 대해 확인합니다.



- | | |
|--|--|
| ① 위치 아이템(Location Items)
위치 아이템을 획득합니다. | ⑤ 조언(Tips)
게임에 대한 조언을 나타냅니다. |
| ② 지역 지도(Local Map)
“위”의 현재 위치에 관련된 지도를 표시합니다. | ⑥ 층(Floors)
현재 볼 수 있는 층을 표시합니다.
층을 변경하려면 방향 패드를 위, 아래로 조작하십시오. |
| ③ 세계 지도(World Map)
게임 세계와 관련된 “위”의 위치를 표시합니다. | ⑦ 전설(Legend)
전설 사용 여부를 결정합니다. |
| ④ 기록(Stats)
플레이 정보를 기록합니다. | ⑧ 뒤로(Back)
누르면 게임 화면으로 돌아갑니다. |

캐릭터 메뉴

소지품(Inventory) 메뉴를 열려면 ESC 키 또는 컨트롤러의 START 단추를 누르십시오. 본 메뉴에서 기어 아이템, 분노 능력, 무기의 슬롯에 강화 아이템을 장비하거나, 수집한 유물들을 확인하거나, 게임을 저장 또는 불러오거나, 게임 설정을 조정할 수 있습니다.

캐릭터 메뉴는 "위"의 주/보조 무기의 레벨, 다음 업그레이드까지의 진행도, 현재 슬롯에 장비되어 있는 강화 아이템 등의 상태를 나타냅니다. 각 무기를 선택하고 키보드의 "Q" 키나 컨트롤러의 Y 단추를 누르면 자세한 정보를 볼 수 있습니다. 키보드의 "R" 키나 컨트롤러의 X 단추를 누르면 해당 무기로 현재 사용 가능한 공격 연계기의 목록을 확인할 수 있습니다.

또한 본 메뉴에서 저장 데이터 아이콘을 눌러 게임을 저장하거나 불러오거나, 설정 아이콘을 눌러 설정을 변경하거나, 종료(Quit) 아이콘을 눌러 게임을 종료합니다.



기어(Gear)와 분노(Wrath)

본 메뉴에서는 키보드의 1, 2, 3 키 또는 컨트롤러의 방향 패드를 ◀, ▶, ↵로 조작해 현재 소지하고 있는 기어 아이템을 지정할 수 있습니다. 마찬가지로 분노 능력도 키보드의 1, 2, 3, 4 키 또는 컨트롤러의 각 단추들에 지정할 수 있으며, 게임 중에 키보드의 Caps Lock 키를 유지하면서 해당하는 키를 누르거나 컨트롤러의 왼쪽 범퍼를 누르고 있으면 분노 메뉴를 열고 원하는 단추를 눌러 사용할 수 있습니다.



- ① 비활성 능력
사용 가능한 모든 비활성 능력
- ② 분노 능력
사용 가능한 모든 분노 능력
- ③ 기어 및 장비
사용 가능한 모든 기어 및 장비
- ④ 소모품(Consumables)
사용 가능한 모든 소모품
- ⑤ 정보
아이템을 선택한 후 키보드의 "Q" 키나 컨트롤러의 ⑦ 단추를 눌러 자세한 정보를 확인합니다.
- ⑥ 배정
기어 아이템, 분노 능력 및 아이템을 지정해 놓은 다음 키보드의 Enter 키 또는 마우스를 사용해 선택합니다. 아이템에 할당하려는 키를 누른 다음 Enter 키를 누르면 아이템이 할당됩니다. 또는 게임 도중 컨트롤러의 ⑧ 단추를 누르면 손쉽게 빠르게 사용할 수 있도록 컨트롤러에 지정합니다.
- ⑦ 뒤로
키보드의 ESC 키를 누르거나 컨트롤러의 ⑨ 단추를 눌러 게임 화면으로 돌아갑니다.

대장간(Weapon Forge)

대장간 안에서 카오스 이터 또는 강화된 보조 무기를 장비할 수 있습니다. 각 무기는 한 개의 강화만을 지정할 수 있으며, 강화 아이템은 탐험 도중 또는 특정 사악한 존재들과 싸우다가 발견할 수 있습니다.

강화 아이템을 지정하고 키보드의 "Q" 키나 컨트롤러의 Y 단추를 누르면 자세한 설명을 확인할 수 있습니다. Enter 키를 누르거나 마우스를 클릭해 강화 아이템을 선택한 다음 강화 아이템을 적용할 무기를 지정하십시오. 그리고 나서 Enter 키를 누르면 강화 아이템을 무기에 지정합니다. 컨트롤러의 A 단추를 누르거나 마우스를 클릭하면 누르면 강화 아이템을 무기 중 하나에 지정할 수 있습니다.



대장간(Weapon Forge)

무기 강화



맹독(Bane)

슬롯 보너스:

- 시간이 지남에 따라 분노를 생성



대학살(Carnage)

슬롯 보너스:

- 카오스 이터 검에 의한 혼돈 획득량 상승
- 모든 무기에 의한 카오스 생성 가능



지옥불(Hellfire)

슬롯 보너스:

- 공격 시 무기 공격력 상승
- 시간이 지남에 따라 추가 화염 피해



피의 욕망(Bloodthirst)

슬롯 보너스:

- 무기 공격력을 빨아들여 체력으로 변환



파괴자(Ravager)

비활성 보너스:

- 환경 무기에 따른 공격력 매우 증가
- 파괴한 사물에서 영혼 획득 확률 매우 증가



사신(Reaper)

슬롯 보너스:

- 적 또는 생명체로부터 획득할 수 있는 영혼의 양 상승
- 낫(Scythe)에 지정했을 때 추가 영혼 보상



전투 지식

슬롯 보너스:

- 전투 중 무기 숙련도(weapon experience) 상승

비활성 보너스:

- 전쟁의 갑옷 레벨 상승



무기 전문가(Weapon Master)

슬롯 보너스:

- 무기의 공격으로 인한 피해량 상승

유물(Artifacts)

전 세계 곳곳에는 고대 유물이 숨겨져 있습니다. 악마 불그림은 망자의 영혼만큼이나 이 유물을 탐내고 있습니다. 이 유물들을 찾아 불그림에게 돌아가 거래를 하십시오. 유물 화면은 현재 수집한 유물들을 표시합니다.



불그림(Vulgrim)과의 거래

"워"가 그의 임무를 끝까지 마치기 위해 살아남으려면 사악한 캐릭터들과 거래를 할 줄도 알아야 합니다. 유명한 악마 상인인 불그림은 전 세계 곳곳에서 찾을 수 있으며 항상 쓸만한 물건들을 갖고 있습니다. 거래할 수 있는 영혼만 충분하다면 불그림은 당신과 거래할 생각이 있습니다.



아이템(Items)

무기 강화 아이템, 체력, 분노 조각, 소모품을 구입합니다.

검(Sword)

카오스 이터의 새로운 기술을 배웁니다.

무기(Weapons)

진동 장갑(Tremor Gauntlet) 및 사신의 낫(Scythe)의 새로운 기술을 배웁니다.

분노(Wrath)

"워"가 사용하는 분노의 영향력을 업그레이드합니다.

기어 아이템

“워”는 전 세계 곳곳에서 그의 여행에 도움이 되는 기어 아이템을 찾을 수 있습니다. 기어 아이템은 고대 유물로서 “워”가 새로운 능력을 발휘할 수 있게 합니다. 기어 아이템은 전투 또는 퍼즐을 풀어 새로운 지역에 도달하는 데 사용됩니다. 기어 아이템을 사용하려면 마우스 3(마우스 가운데 클릭)을 누르거나 오른쪽 트리거를 누르십시오.



무저갱의 사슬(Abyssal Chain)

속박의 사슬을 발사해 적들을 다른 사물에 묶어둡니다.



십자 수리검(Crossblade)

잘 만들어진 투척용 수리검으로 여러 대상을 공격합니다.



대지의 부름(Earthcaller)

장인의 숨씨로 조각된 나팔로 그 도시 곳곳의 출구들을 소환합니다.



암흑의 가면(Mask of Shadows)

암흑의 왕국까지 “워”에게 보여줘, 일반 세계에서 볼 수 없었던 숨겨진 것들을 발견합니다.



연민(Mercy)

또 다른 기수 ‘다툼’의 화기로서 속사가 가능한 휴대용 대포입니다. 자연적인 탄환으로 끊임없이 발사할 수 있습니다.



공허의 여행자(Void Walker)

신비로운 균형의 악기로서, 공허의 여행자는 이 왕국과 저 너머의 세계를 연결하는 통로를 엽니다.

분노 능력

키보드의 Caps Lock 키가 눌러 있는 상태에서 해당 키("1", "2", "3", "4")를 누르면 분노 능력을 사용해 공격합니다. 컨트롤러 사용 시, 왼쪽 범퍼를 누르고 있으면 "위"의 분노 능력을 확인할 수 있으며, 왼쪽 범퍼를 누르고 있는 동안 알맞은 단추를 누르면 해당 분노 능력을 사용합니다. 각 분노 능력을 사용하면 "위"는 그의 분노 핵 중 하나를 소모합니다. 불그림에게서 격노(Rage)를 구입하거나 전 세계 곳곳의 관에서 분노 핵을 찾을 수 있습니다. 또한 "위"의 분노 능력을 불그림에게서 업그레이드할 수 있습니다.



고통(Affliction)

악마와 영혼들을 소환해 적에게 저주를 걸어 고통스럽게 합니다.



칼날 분출(Blade Geyser)

카오스 이터의 힘을 모아 "위"의 주변에 치명적인 칼날을 뿜어냅니다.



제물(Immolation)

"위"가 이끌거리는 지옥불의 장막에 휩싸여 근처에 오는 적을 태웁니다.



바위 피부(Stone Skin)

"위"의 피부가 단단해지며 적으로부터의 피해가 감소하며, "위"의 공격력도 증가합니다.

비활성 능력

비활성 능력은 자연적인 능력으로 “위”에게 항상 부여되는 능력입니다. 비활성 능력은 언제나 “위”에게 효과가 적용되며 분노 능력처럼 분노 핵을 소비하지 않습니다.

암흑 비행(Shadowflight)

이 초자연적인 날개는 “위”를 잠시 동안 비행 가능한 상태로 만듭니다. 이단 점프를 한 뒤 스페이스 바 또는 컨트롤러의

Ⓐ 단추를 누르고 있으면 암흑 비행 능력을 사용해 비행할 수 있습니다. 어둠의 장막으로 들어가 하늘 높이 날아옵니다.

시간의 창조자(Chronomancer)

시간의 후광이 “위”의 현재에 작용해 일시적으로 시간을 느리게 합니다.

혼돈 형태(Chaos Form)

일시적으로 “위”의 전투 형태를 변경해 적군을 말살합니다. “V” 키를 누르거나 컨트롤러의 왼쪽 범퍼와 오른쪽 트리거를 함께 누르면 혼돈 형태가 풀립니다.

파멸(Ruin)

파멸 아이콘이 활성화되어 있으면 “위”의 환영마를 언제든 소환할 수 있습니다.

“C” 키를 누르거나 컨트롤러의 왼쪽 범퍼와 오른쪽 범퍼를 함께 누르면 파멸을 소환/추방합니다.

방어 반격(Block Counter)

“위”에게 가해지는 원거리 공격 또는 물리적 공격을 튕겨냅니다. 공격을 맞기 바로 직전에 왼쪽 Alt 키 또는 오른쪽 범퍼를 누르면 반격합니다.

뱀굴 여행(Serpent Hole Travel)

불그림의 주춧돌을 순간 이동 지점으로 사용할 수 있습니다. 불그림 근처에서 마우스 2(오른쪽 클릭) 또는 Y 단추를 눌러 목적지를 선택합니다.

캐릭터



위(War)

요한 계시록의 첫 번째 기사, “위”는 인류의 이른 종말과 멸망에 대한 누명을 썼습니다. 억울하게 누명을 쓴 기사는 그의 강력한 검 카오스 이터를 손에 들고 진실을 밝히기 위해, 궁극적으로는 천국과 지옥의 균형을 회복하기 위해 악마에게 점령된 지구로 돌아왔습니다. “위”는 모험하는 동안 강력한 천국의 군대의 잔존 세력과 맞서게 될 것이며 고통 속에 울부짖는 지옥 군단에게 끊임없이 쫓길 것입니다.

그러나 “위”는 파괴자(The Destroyer)에게 복수할 때까지 멈출 수 없습니다.



감시자(The Watcher)

검게 탄 의회가 “위”의 모든 힘을 빼앗은 후, 그들은 감시자를 파견해 “위”가 주재념는 것을 하지 못하도록 감시했습니다. 감시자에게는 필요하다면 “위”의 목숨을 끝낼 권한이 주어졌습니다. 몇 번의 실수와 빛의 인도 덕에 감시자는 “위”의 일부가 되어, 이제는 그와 함께 살아가는 방법을 배워야 합니다.



사마엘(Samael)

한때 강력하고 위대한 악마였던, 사마엘은 파괴자에 대항하려던 시도 뒤에 이제 감옥에 갇혀 있습니다. “위”는 사마엘의 도움을 찾아 어둠의 군주, 파괴자에게 함께 대항해야 합니다.



파괴자(The Destroyer)

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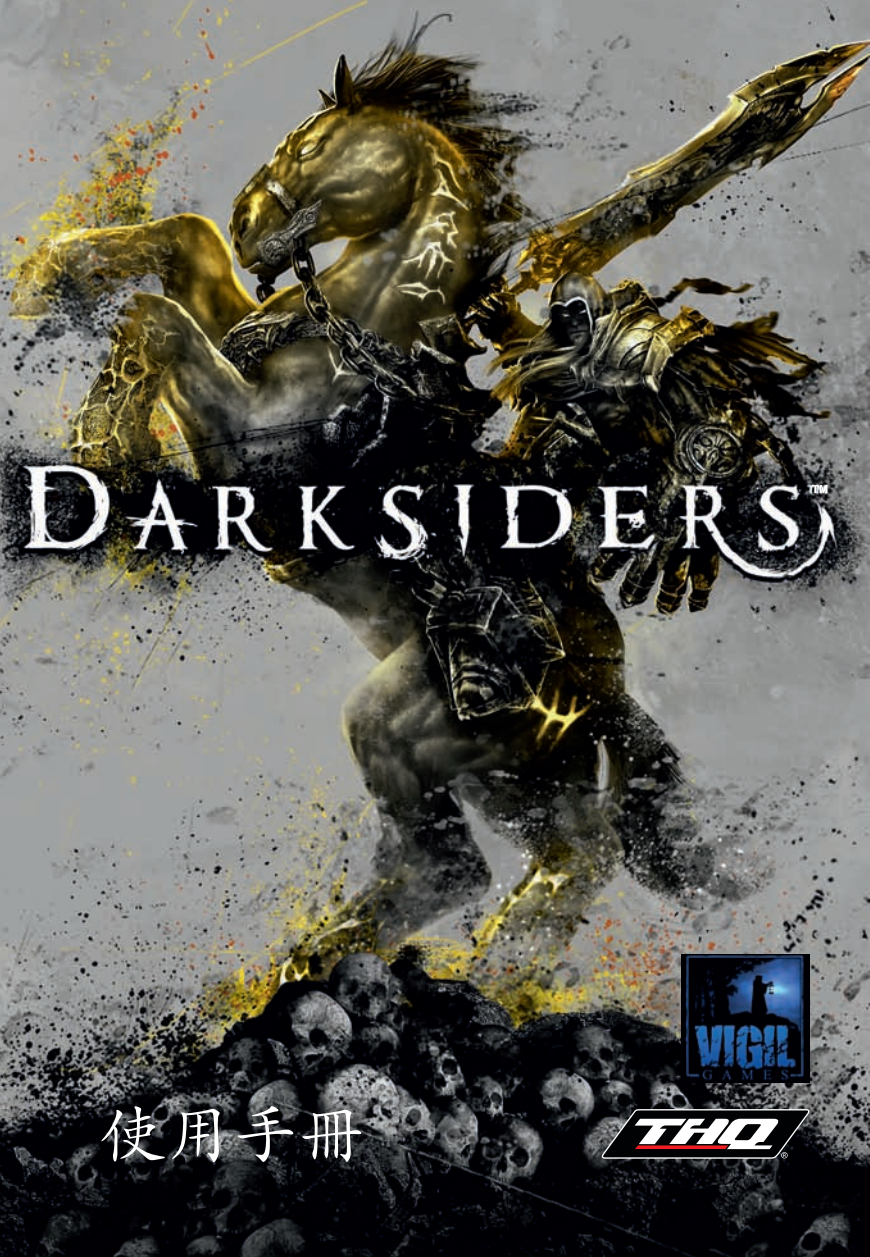
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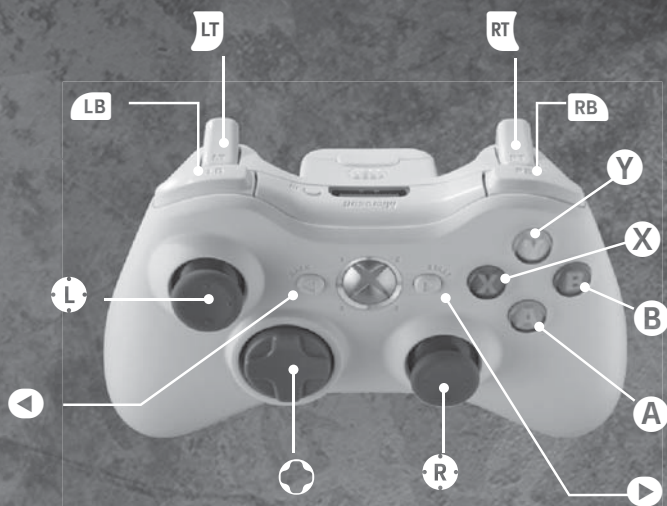
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移動	W, A, S, D
視角	滑鼠
劍攻擊	滑鼠左鍵
副武器攻擊	滑鼠右鍵
使用裝備品	滑鼠中間鍵
瞄準模式	Q
跳躍	空白鍵
離開攀爬	左Ctrl
行動/互動	E
防禦	左Alt
衝刺移動	左Alt+方向鍵(WASD)
切換鎖定	B
鎖定敵人	Shift(按住) / F(切換)
切換副武器	Tab
能力選單	Caps Lock(按住)
使用能力1	Caps Lock + 1
使用能力2	Caps Lock + 2
使用能力3	Caps Lock + 3
使用能力4	Caps Lock + 4
選擇裝備品1	1
選擇裝備品2	2
選擇裝備品3	3
選擇切換瞄準敵人	滑鼠滾輪
召喚監視者	~
冒險記事/地圖	O
暫停/物品選單	I 或ESC
召喚坐騎	C
渾沌型態	V
瞄準拖曳	R

可觀看Read-Me檔案增加控制設定。

遊戲控制

Xbox 360 控制器



移動WAR	左類比桿
移動視角	右類比桿
瞄準模式	按下右類比桿
跳躍	A
行動/互動	B
劍攻擊	X
副武器攻擊	Y
鎖定敵人	LT (按住)
使用裝備品	X

能力選單	LB (按住)
防禦	RB
衝刺移動	RB + (左類比桿)
選擇裝備品	○ + (上) / (左) / (右)
切換副武器	○ (下)
冒險記事/地圖	BACK
召喚監視者	BACK (按住)
暫停/物品選單	START

遊戲簡介

你就是戰爭（WAR），天啟四騎士當中的第一位，因遭受邪惡勢力之矇騙而在註定的末日之前提早終結了人間界；如今，你重獲了挽回榮譽與懲罰罪徒的一次機會。帶著由純粹的憤怒與兇殘之力所鍛鑄而成的渾吞劍（ChaosEater）殺入人間界的荒蕪原野與頹圯的都城，駕馭毀滅天駒（RUIN）對抗地獄的邪魔大軍、罰罪的天使兵團，以及惡魔諸王，展開一場復仇之旅。

主選單



Continue

繼續最新存檔的遊戲進度。

New Game

開始一場新的遊戲。

Load Game

讀取先前所儲存的遊戲進度。

Options

調整音效、畫面與操作設定選項。

Show Credits

觀看製作人名單。

Quit

離開遊戲。

設定選項

玩家可在主選單當中選擇「OPTIONS」，或是在遊戲中按  鍵，然後再從暫停選單中選擇「OPTIONS」來改變遊戲預設的各種設定選項。使用左類比桿來選擇設定項目，然後以A鍵來修改高亮度標示的選項。按B鍵即可返回前一個畫面。



Audio Options 音效設定

MUSIC

調整音樂的音量大小。

SOUND

調整音效的音量大小。

VOICE

調整語音的音量大小。

VIDEO

調整播放影片的音量大小。

DEFAULTS

將所有音效設定回歸原始的預設值。

設定選項（續）

Video Options (畫面設定)

BRIGHTNESS

調整畫面的亮度。建議在開始遊戲前先依玩家個人習慣調整此一選項。

DEFAULTS

將所有畫面設定回歸原始的預設值。

Aim Sensitivity(靈敏度設定)

AIM X

調整X軸的瞄準敏感度。

AIM Y

調整Y軸的瞄準敏感度。

Game Options(遊戲設定)

DISPLAY CONTROLS

顯示操作方法與按鍵配置。

INVERT X-AXIS

反轉視角控制的X軸設定。

KEY MAPPING

顯示操作方式及設定鍵盤或滑鼠配置。

SUBTITLES

顯示或關閉語音字幕。

VIBRATION

啟用或關閉震動功能。

ADVANCED OPTIONS

自訂進階顯示及效能設定。

INVERT Y-AXIS

反轉視角控制的Y軸設定。

Data(紀錄)

《末世騎士》會自動儲存您的遊戲進度，而您亦可隨時自行儲存進度。只要在暫停選單中選擇「DATA」，即可讀取其他遊戲進度，或是管理您已儲存之遊戲。

遊戲畫面



- 1 生命值**
顯示WAR目前的生命值血條。
- 2 生命之石**
耗用每一顆生命之石可恢復WAR的生命值。
- 3 渾沌之力**
WAR在殺敵作戰時可逐漸累積渾沌值，集滿之後，WAR即可變身為具有強大破壞力的渾沌形態。
- 4 怒氣之核**
顯示怒氣之核的數量。當WAR擁有足夠的怒氣之核時，他將可施展出多種不同的憤怒技。
- 5 靈魂**
WAR目前所收集到的靈魂數量。靈魂可做為和惡魔商人Vulgrim交易的貨幣，換取不同的物品裝備和技能。
- 6 小地圖**
小地圖上會顯示出重要的物品與任務情報。
- 7 目前的裝備品**
顯示目前所選用的裝備品。
- 8 目前的副武器**
顯示目前所選用的副武器。
- 9 毀滅圖示**
當WAR的幽靈戰馬「毀滅」在附近可召喚時便會開始閃爍。當處於騎乘狀態時，此燈號將顯示毀滅的高速衝鋒（Speed boost）何時可用。

冒險記事

按下鍵盤“O”鍵或^{BAC}鍵即可進入冒險記事（Chronicle）畫面。您可以在
此研究世界地圖，看清楚自己目前的所在位置、任務目標以及其他的重要
物品。



- | | |
|--|--|
| 1 區域物品
列出已取得的區域物品。 | 5 提示
遊戲提示。 |
| 2 區域地圖
顯示WAR目前所在位置的區域地圖。 | 6 地圖樓層
顯示目前可見的地圖樓層，利用上、下
鍵來切換察看不同的樓層。 |
| 3 世界地圖
顯示WAR目前在遊戲世界地圖上的相對
位置。 | 7 圖示
切換是否顯示地圖上的圖示。 |
| 4 統計數據
紀錄玩家遊戲過程的數據資料。 | 8 返回
按下即可返回遊戲畫面。 |

人物選單

按下鍵盤“ESC”鍵或  鍵即可進入物品選單，玩家可在此選用裝備品和憤怒技，為武器進行鑲嵌強化，瀏覽收集到的神器，儲存與讀取遊戲進度，或是調整遊戲的各項設定。

人物選單顯示了WAR的主武器和副武器的狀態，包括它們的等級、升級的進度，以及目前所用的鑲嵌強化。選好武器後按下鍵盤“Q”鍵或  鍵即可獲得詳細的說明，以及瀏覽該武器目前可用的攻擊招式。按下鍵盤“R”鍵或搖桿  按鈕可以查看可使用的招式表。

玩家亦可在本選單中選擇「DATA」圖示來儲存與讀取遊戲進度，選擇「Options」圖示來調整各項遊戲設定，或是選擇「Quit」圖示以離開遊戲。



裝備與憤怒技

在此選單中，玩家可將擁有的裝備物品分別綁定到鍵盤的“1”、“2”、“3”鍵或十字鍵的左、上、右。憤怒技與物品亦可綁定到鍵盤的“1”、“2”、“3”、“4”鍵或手把上的四顆主要按鍵；在遊戲中按住鍵盤“Caps Lock”或搖桿的 LB 鍵再按下對應的按鍵，就能立即使用憤怒技或物品。



1 被動技能：

列出所有可用的被動技能。

2 憤怒技：

列出所有可用的憤怒技。

3 裝備物品：

列出所有可用的裝備物品。

4 消耗品：

列出所有可用的消耗品。

5 說明：

按下鍵盤“Q”鍵或搖桿 Y 鍵即可獲得所選定之物品的詳細說明。

6 設定：

選擇所欲使用之憤怒技、裝備品，或是消耗品，按鍵盤“Enter”鍵、使用滑鼠左鍵或搖桿 A 鍵將它們設定到控制器上的按鍵，以方便在遊戲中快速使用。

7 返回：

按鍵盤“ESC”鍵或搖桿 B 按鈕返回遊戲畫面。

武器熔爐

在武器熔爐畫面中，玩家可為渾吞劍或副武器進行強化。每樣武器可附上一道鑲嵌強化，而這些鑲嵌物可在遊戲世界中探索取得，或者是擊敗某些窮凶極惡的特定對手才能取得。選擇一道強化鑲嵌，按鍵盤“Q”鍵或搖桿Y鍵可瀏覽其詳細的說明，或是按鍵盤“Enter”鍵、滑鼠左鍵或搖桿A鍵將它鑲嵌到您的一把武器上。



武器熔爐（續）

Weapon Enhancements



滅（BANE）

鑲嵌效果：

- 逐漸自動產生怒氣值。



屠殺（CARNAGE）

鑲嵌效果：

- 提高渾吞劍所獲得的渾沌值。
- 所有武器均可產生渾沌值。



地獄火（HELLFIRE）

鑲嵌效果：

- 強化武器殺傷力。
- 成額外的持續性火焰傷害。



嗜血（BLOODTHIRST）

鑲嵌效果：

- 攻擊時可吸血恢復生命值。



劫掠者（RAVAGER）

被動效果：

- 大幅提高環境類武器的破壞力。
- 大幅提高從摧毀之物件收集到靈魂的機會。



死神（REAPER）

鑲嵌效果：

- 提高從敵人和生物身上所獲得的靈魂數量。
- 鑲嵌至鑲刀上可獲得額外的靈魂獎勵。



戰鬥學識（COMBAT LORE）

鑲嵌效果：

- 強化戰鬥中獲得的武器經驗。

被動效果：

- 強化WAR的護甲等級。



武技大師（WEAPON MASTER）

鑲嵌效果：

- 提高武器攻擊的破壞力。

神器

在世界各地隱藏了許多的古老神器。惡魔Vulgrim對這些神器的渴望程度絲毫不下於他對於墮落者之靈魂的飢渴。找出這些神器，將它們帶回去和Vulgrim進行交易。神器畫面顯示了目前您所收集到的所有神器。



與惡魔商人交易

為了活下來順利完成他的任務，WAR必須適應環境，和各種三教九流的人物打起交道。佛格瑞姆（Vulgrim）是一位知名的惡魔商人，全世界各地都能找得到他的蹤跡，而且隨時都有值得交易的貨色。只要您擁有交易所需的靈魂，他就會願意和您做生意。



ITEMS (物品)

購買武器強化、生命、怒之碎片（WRATH SHARD），以及消耗品。

SWORD (劍)

學習渾吞劍的新攻擊招式。

WEAPONS (武器)

學習震擊拳套（TREMOR GAUNTLET）與鐮刀（SCYTHE）的新攻擊招式。

WRATH (憤怒技)

提高WAR憤怒技的破壞力。

裝備品

WAR可在世界各地尋得多種有助於冒險的裝備品。這些裝備品是古老的遺物，能夠賦予WAR新的能力。裝備品可在戰鬥中使用，或者是用來解開謎題，進入新的地圖區域。在遊戲中按下滑鼠中間鍵或搖桿  即可使用裝備品。



地獄鎖鍊 (ABYSSAL CHAIN)

發射鎖鍊鉤住敵人與地圖環境中的物件。



十字刃 (CROSSBLADE)

精工打造的大型飛鏢，可攻擊多個目標。



喚土號角 (EARTHCALLER)

一把精雕細琢的號角，可喚醒城市中古老的門戶。



暗影面具 (MASK OF SHADOWS)

能讓WAR看見暗影界 (Shadow Realm)，揭露原本隱藏在人間界的事物。



慈悲 (MERCY)

騎士「爭鬥 (Strife)」的武器，它是一把高射速的手持火砲，能發射彈藥無限的超自然子彈。



虛無行者 (VOID WALKER)

擁有驚人神秘力量的法器，虛無行者能打穿界域之間的壁障，開啟通行的門戶。

憤怒技

WAR可在白熱化的戰鬥當中施展出破壞力驚人的絕招，稱之為「憤怒技」。妥善利用憤怒技，與WAR自身的近戰與遠程攻擊搭配使用，可對敵人造成巨大的傷害。在遊戲中按住鍵盤“Caps Lock”或搖桿 $\square$ 鍵不放，檢視WAR的憤怒技，然後再按下對應圖示的按鍵(鍵盤“1”、“2”、“3”或“4”)即可施展出該憤怒技。每使用一次憤怒技WAR都會失去一份怒氣之核。玩家可向惡魔商人Vulgrim購買怒氣(Rage)，或是從遊戲中的各種容器收集怒氣來補充WAR的怒氣之核。此外，您也可以向Vulgrim購買憤怒技的強化升級。



苦痛詛咒 (AFFLICTION)

召喚妖魔與惡靈向敵人施予他們的詛咒。



湧泉劍陣 (BLADE GEYSER)

駕馭渾吞劍的魔力，從WAR身邊四周的地面刺出致命的利刃。



烈焰焚身 (IMMOLATION)

讓WAR渾身被地獄烈焰所吞沒，焚燒所有碰觸到他的敵人。



石化肌膚 (STONE SKIN)

硬化WAR的身體，降低所遭受的傷害，同時提高WAR的攻擊力。

被動技能

被動技能是能在WAR的冒險途中持續發揮作用的超自然能力，而且被動技能的使用不同於憤怒技，並不需要消耗怒氣之核。

影翼滑翔 (SHADOWFLIGHT)

能讓WAR暫時騰空滑翔的一對魔法翅膀，在雙重跳躍之後，按住鍵盤“空白鍵”或搖桿 **A** 鍵不放即可啟動影翼滑翔，乘著影流飛入高空。

操時術 (CHRONOMANCER)

時間囊泡會感應WAR的存在。啟動它們可暫時減緩時間的流動。

渾沌型態 (CHAOS FORM)

解放WAR的終極戰鬥形態，消滅敵人。按鍵盤“V”鍵或按住搖桿 **LB** 鍵與 **RT** 鍵，變身為渾沌形態。

毀滅 (RUIN)

WAR可在毀滅圖示亮起時隨時召喚出他的幽靈戰馬。按鍵盤“C”鍵或按住搖桿 **LB** 鍵與 **RB** 鍵來召喚 / 遣散毀滅。

格擋回擊 (BLOCK COUNTER)

讓WAR擊退來襲的拋射物與實體攻擊。在即將被擊中前夕按下鍵盤“左Alt”或搖桿 **RB** 鍵即可施展格擋回擊。

蛇洞旅行 (SERPENT HOLE TRAVEL)

允許WAR使用惡魔商人Vulgrim的基座當作傳送點。在Vulgrim身邊按滑鼠右鍵或搖桿 **Y** 鍵，然後選擇目的地。

人物介紹

戰爭 (War)



天啟四騎士當中的第一位，他遭到陷害而促成了末日決戰的提前到來，以及人類的滅絕。為了洗刷自己的清白，還有尋回能夠恢復天界與地獄之平衡的答案，他手握著傳奇的渾吞劍踏上惡魔為患的人界。在這趟旅途之中，他不僅得面對數不盡的地獄惡魔之追殺，也將遭遇強大天軍的襲擊。然而，在找到毀滅者討回公道之前，他是絕對不會停止的。

監視者 (The Watcher)



在焦灼議會 (Charred Council) 奪走了WAR能力的同時，他們指派了監視者來確保他不會逾越界線，並且賦予了監視者在必要之時終結WAR性命的權力。監視者雖然有時候很煩，有時候卻也能提供有用的提示。但無論如何，WAR已經無法甩脫監視者，只能學習如何與他好好共處。

薩麥爾 (Samael)



曾經是個令人畏懼的強大惡魔，但因為企圖推翻毀滅者，如今已遭到了囚禁。WAR務必得取得薩麥爾的協助才有機會戰勝他最終的邪惡死敵。

毀滅者 (The Destroyer)



毀滅者的真實身份與目的全都籠罩在惡毒邪惡的迷霧之中。不幸的是，假如WAR想要洗刷冤屈並且恢復善惡的平衡，就得深入毀滅者號令世界的高塔才能擊敗他。

有限責任擔保

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 49473. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$15.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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An Important Note Regarding Graphics and Having the Best Possible Experience. The Developers of Darksiders along with the engineers at AMD worked closely during development to test the game on advanced ATI Radeon™ graphics processors. Increased performance will be noticed on more powerful systems. We recommend ATI Radeon™ HD 5700 Series (or better) video cards for maximum performance and visual quality.



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