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# Minimum Requirements

**OS:** Windows XP SP2

**Software:** Steam Client

**Processor:** Intel Core 2 @ 2GHz/AMD Athlon 64 X2 4200+

**Memory:** 1.5 GB RAM

**Hard Drive:** 8 GB free

**Video Memory:** 256 MB

**Video Card:** NVIDIA GeForce 8600/ATI Radeon HD 2600

**Sound Card:** DirectX Compatible

## RECOMMENDED REQUIREMENTS

**OS:** Windows XP/Vista/7

**Processor:** 2.4 GHz Quad Core processor

**Memory:** 2 GB RAM

**Hard Drive:** 10 GB free

**Video Memory:** 512+ MB

**Video Card:** NVIDIA GeForce 9800 GTX

**Sound Card:** DirectX Compatible

## OTHER REQUIREMENTS & SUPPORTS

Initial installation requires one-time internet connection for Steam authentication; software installations required (included with the game) include Steam Client, Visual C++ 2008 Redistributable

## INSTALLATION & ACTIVATION INSTRUCTIONS

Please follow the steps below to install and activate your copy of *The Darkness II*.

1. Ensure your computer is connected to the Internet prior to beginning the installation process.
2. Insert the *The Darkness II* DVD into your computer's DVD-ROM drive and follow the instructions to install the game.
3. When prompted, open the Steam client and activate the game by entering the product code located on the back cover of the instruction manual.

\*This code will become invalid after use.

\*Subject to Terms of Use.

\*Broadband internet service required.

\*Non-refundable. Not valid for purchase or resale if opened. The code contained herein will not be replaced by 2K Games or your retailer if it is lost or stolen, and cannot be redeemed for cash.

# Complete Controls

## Default Controls

ACTION	KEYBOARD / MOUSE
Movement	W/A/S/D
Camera	Mouse
Sprint	Left Shift
Crouch	C
Fire Primary Weapon	Left Mouse Button
Fire Secondary Weapon/Iron Sights	Right Mouse Button
Cycle Weapons	Mousewheel
Talk to Friendly NPCs	1
Eat Hearts/Reload/Contextual Action	R
Demon Arm Grab/Demon Arm Throw	E
Revive Ally	F
Execute (After Demon Arm Grab)	1/2/3/4
Demon Arm Slash/Melee	Hold Middle Mouse Button + Mouse
Vendettas Character's Darkness Powers	G
Single Player Jackie's Swarm	F
Jump	Spacebar
Weapon Select	1/2/3/4
Pause	Esc

## Navigating In The Darkness II

### HUD

Demon Arms



Demon Arms

Reticle

Ammo Count

Weapon Select Menu

Darkness Powers

### Objectives

Jackie's quest for sanity, peace, and Jenny isn't a simple one. There's a mystery that needs to be solved, friends and family to protect, enemies to contend with, and unknown forces that are coming for Jackie's head. To keep things straight, objectives tell Jackie where to go and what to do next.

Objectives appear on-screen whenever there is a change in their status. New objectives appear in white, and completed objectives are crossed through with a red line before fading away. Press **Backspace** to bring up the Objectives interface. A yellow marker will appear with your current destination and how far you have to travel until you get there. If you are unsure of where to go next, use this to guide your way.

### Conversations

You'll never learn anything if you aren't willing to ask questions. When in Jackie's Mansion or the Asylum, you may speak to your allies and other non-player characters. If you can speak to them, an icon will appear on-screen indicating so. Press **1** to begin the conversation. To end the conversation or skip portions of it, press **Spacebar**.

Conversations reveal important aspects of the plot, further gameplay, and provide information on where to go next. Listen carefully to what people have to say.

## Staying Alive

### Health

Jackie automatically recovers 25% of his health after he stops taking damage for a brief period of time. A column, corner, or low obstacle is enough to serve as cover, so keep an eye out for safe spots when going into battle against Jackie's enemies. Taking damage resets the amount of time it takes to recharge Jackie's health, so stay under cover until completely recovered.

Jackie can eat hearts to restore more of his health and earn Essence. Hold **E** to eat a dead enemy's heart. Hearts are only edible for close to a minute, so when you get a chance, move in quickly and eat them before they disappear. Edible hearts glow purple and can be seen through an enemy's skin.

### Lights

Jackie's powers depend on darkness. While Jackie is in the light, he cannot use his Darkness powers or regenerate his health.

### Attacking Lights

Some enemies carry light cannons or flash bangs, and certain areas have lighting that severely limits Jackie's mobility. To combat this obstacle, shoot out the lights and stick to the shadows. The soldiers carrying light cannons can be killed or have their lights disabled. Some lights cannot be shot out, while others may need to have their power source destroyed.

# Attacking

## Weapons

Darkness powers are all well and good, but sometimes you need a little extra punch to get the job done. A variety of firearms gives Jackie the ability to take out his enemies from a distance.

Jackie can carry one large weapon and two small weapons at the same time, for a total of three weapons. Jackie can dual-wield the two small firearms at will. Pressing **4** activates dual-wielding. Pressing the **Left Mouse** Button fires the gun in Jackie's left hand, while the **Right Mouse** Button fires the weapon in his right hand. To aim, press the **Right Mouse** Button with just one gun equipped.

## Ammo

When running low on ammo, simply walk over an enemy's gun to pick it up. If your gun is similar to theirs, Jackie will take their ammo. Alternately, there are ammo boxes scattered around every level that allow you to refill your ammo, regardless of what weapon you're using.

## Enemy Vascular System

The Darkness powers give Jackie the ability to tell when an enemy is vulnerable to attack. If an enemy's heart and blood vessels are glowing, then that enemy is vulnerable, whether due to being stunned or simply being unaware of your presence. You can grab stunned enemies with the Demon Arm.

## Executions

Grabbed enemies are at your mercy. You can throw them at their allies, hit them with a melee attack, or execute them. Tap **E** to grab a stunned enemy and begin an execution, and press the appropriate button before time runs out to complete the process.

There are four types of executions, and each type is mapped to 1, 2, 3, or 4. At the beginning of the game, Jackie just has one type of execution. As he earns Essence, he gains access to Power, Hitman, and Demonic Executions. These executions have benefits above and beyond normal executions, such as lowering the cooldown time for other powers.

# Attacking (cont.)

## Objects

In addition to grabbing enemies, the Demon Arms can turn debris into projectiles or shields. Objects that can be grabbed have a purple glow. Keep an eye out for these objects, and use them to your benefit. You may have to break something with a melee attack before being able to grab it.

When going into battle against several enemies, using a shield may be a good idea. If there is a car nearby, then you can rip off the car's door and use it for cover while firing through its window. Throwing a car door is an enormously effective tactic, as it can bisect or decapitate unprotected enemies. When fighting a shielded enemy or someone in a hard to reach place, throwing a propane tank at them helps even the odds. Pool sticks make good makeshift javelins, and car engines are great projectiles.

# Darkness Powers

## Talent Shrines

After defeating an enemy, you receive Essence. When you come across a Talent Shrine, you can spend your Essence to upgrade or add to Jackie's Darkness powers. There are several upgrades for Jackie's powers, such as all-new attacks and increased ammo capacity.

## Darkness Powers Tree

**Eat Hearts:** Hold **E** near the corpse of a fallen enemy to replenish some health and earn Essence. Cost: 0.

### Executions Tier

**Health Execution:** Grab vulnerable enemies, then press **1** to perform a Health Execution and regenerate some health. Cost: 400 (Prerequisite: Eat Hearts)

**Health Execution Upgrade:** Receive more health whenever an enemy is killed with a Health Execution. Cost: 800 (Prerequisite: Health Executions)

**Hitman Execution:** Press **2** to perform a Hitman execution for some extra ammo. Cost: 600 (Prerequisite: Health Executions)

**Hitman Execution Upgrade:** Receive more ammo whenever an enemy is killed with a Hitman Execution. Cost: 800 (Prerequisite: Hitman Executions)

**Power Execution:** Press **3** to perform a Power Execution and hasten the recharge of Swarm and Gun Channeling. Cost: 1250 (Prerequisite: Hitman Executions)

**Power Execution Upgrade:** Darkness Power recharge time is reduced even more after a Power Execution. Cost: 1000 (Prerequisite: Power Executions)

**Demonic Execution:** Press **4** to perform a Demonic Execution and gain a Darkness Shield. Cost: 1250 (Prerequisite: Hitman Executions)

**Demonic Execution Upgrade:** The demonic shield has more hitpoints. Cost: 1000 (Prerequisite: Demonic Executions)

# Darkness Powers (cont.)

**Expert Grabber:** Enemies that have been staggered or knocked down will remain vulnerable to being grabbed for longer after they recover. Cost 800 (Prerequisite: Hitman Executions)

### Ground Pound Tier

**Ground Pound:** Slash an enemy into the air and then slash it into the ground for a bloody explosion that will stun close enemies. Cost: 600 (Prerequisite: Eat Hearts)

**Dark Blast:** Demon Arm grabbed objects will detonate on impact when thrown. Cost: 1000 (Prerequisite: Ground Pound)

**Dark Armor:** Gain damage resistance from enemy attacks in the dark. Cost: 1250 (Prerequisite: Dark Blast)

**Heart Health:** Regain more health after eating a heart. Cost: 1000 (Prerequisite: Ground Pound)

**Demon Blades:** The Demon Arm slash will sever flesh with a single swipe for a short time after eating a heart. Cost: 800 (Prerequisite: Heart Health)

**Demonic Lift:** Slash an enemy into the air and he'll be held there for a moment, suspended by the Darkness. Cost: 400 (Prerequisite: Eat Hearts)

**Black Hole:** Killed enemies sometimes leave behind Black Holes instead of hearts. Grab it with the Demon Arm and then throw it to create a vortex of death. Cost: 1000 (Prerequisite: Demon Blades)

**Air Darkling:** Grab the Darkling and throw him at enemies. He'll latch on and tear them apart with glee! Cost: 600 (Prerequisite: Demonic Lift)

**Caustic Black Hole:** Increases the size of the Black Hole. Cost 1250 (Prerequisite: Black Hole)

### Gun Channeling Tier

**Gun Channeling:** Tap **G** to channel the Darkness through your guns for several seconds, drastically increasing weapon damage while not using any ammo. Cost: 1000 (Prerequisite: Eat Hearts)

**Gun Kata:** Use Gun Channeling in concert with Dual Wielding to automatically target enemies. Cost: 1500 (Prerequisite: Expert Channeler)

**The Destroyer's Channeling:** Extends the time Gun Channeling lasts. Cost: 1250 (Prerequisite: Gun Channeling)

**Heart of Darkness:** Gun Channeling allows bullets to penetrate through walls and Jackie can see enemies through walls within a short range while Gun Channeling is active. Cost: 1500 (Prerequisite The Destroyer's Channeling)

## Darkness Powers (cont.)

**Expert Channeler:** Gun Channeling cooldown is much faster. Cost: 1250  
(Prerequisite: Gun Channeling)

### Combat Belt Tier

**Combat Belt:** Combat Belt increases ammo capacity for all weapons. Cost: 200  
(Prerequisite: Eat Hearts)

**Active Pump:** Press **Right Mouse** Button immediately after firing a shotgun for a rapid pump action that lessens the spread of the next shot. Cost: 800  
(Prerequisite: Combat Belt)

**Weapon Handling:** Faster reloading for all weapons. Cost: 600 (Prerequisite: Combat Belt)

**Pistol Darkness Mod:** All Pistols have an extended clip while in the dark. Cost: 800 (Prerequisite: Combat Belt)

**Shotgun Darkness Mod:** All Shotguns have an extended clip while in the dark. Cost: 800 (Prerequisite: Darkness Mod - Pistols)

**SMG Darkness Mod:** All SMGs have an extended clip while in the dark. Cost: 1000 (Prerequisite: Darkness Mod - Pistols)

**Small Arms Explosive Rounds:** Pistols and SMGs fire explosive rounds that do more damage than regular bullets. Cost: 1250 (Prerequisite: Darkness Mod - SMG)

**Assault Rifle Darkness Mod:** All Assault Rifles have an extended clip while in the dark. Cost: 1000 (Prerequisite: Darkness Mod - SMGs)

**2 Handed Weapons Explosive Rounds:** Assault Rifles and Shotguns fire explosive rounds that do more damage than regular bullets. Cost: 1250  
(Prerequisite: Darkness Mod - Assault Rifle)

### Swarm Tier

**Swarm:** Tap **F** to release a dark Swarm that will stun your enemies for a few seconds. Cost: 1000 (Prerequisite: Eat Hearts)

**Expert Swarm:** Swarm cooldown is much faster. Cost: 1250 (Prerequisite: Swarm)

**Swarms From Limbo:** Allows swarm to reach more targets. Cost: 1500  
(Prerequisite: Expert Swarm)

**Black Swarm:** Increases stun time on swarmed enemies. Cost: 1250  
(Prerequisite: Swarm)

**Killer Swarm:** Increases the damage over time to swarmed enemies. Cost: 1500  
(Prerequisite: Black Swarm)

## Vendettas

Vendettas exists apart from the main story, but complements its plot. You can play Vendettas alone or cooperatively online as one of four characters: Inugami, Shoshanna, JP Dumond, and Jimmy Wilson. They each have their own specialized weapons and tactics, and each character may be more effective in certain situations than the others. You can play Vendettas as a co-op campaign, or you can take on a Hit List, which is a standalone mission. Certain Hit Lists are only available online, while others can be played offline.

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Kyle Krajewski  
Tim West  
Brett Rothfeld  
Joe Garten  
Rob Weiss  
Anthony Vanchure  
Anthony Sorise  
Mark Camperell

Dan Francis  
Luis Rosario

### Producers

Erin Reilly  
Susie Boyajan  
Laura Harley

## THE DARKNESS II

### Cast List

Jackie Estacado  
Brian Bloom

### Darkness

Mike Patton  
Brian Bloom

## Credits (cont.)

### Jenny

Stefanie Frame

### Victor

William Salyers

### Giorgio

Allan Steele

### Angelus

Anastasia Baranova

### Frank

Andre Sogliuzzo

### Aunt Sarah

Barbara Goodson

### Bragg

Bill Lobley

### Inugami

Brian Tochi

### Eddie

Chris Tardio

### Muttley

Daniel Hugh Kelly

### JP Dumond

David Fennoy

### Johnny Powell

David Hoffman

### Jimmy Wilson

David Shaughnessy

### Jimmy the Grape/Dr. James

Frank Ashmore

### Peevish

James Murray

### Tony Cannoli

Joe Hanna

### Fred

Joe Sabatino

### Mobster

Joey Russo

### Shoshanna

Johanna Parker

### Enzo

Jonathan Roumie

### Leo

John Cygan

### Plank

Keith Silverstein

### Wiseguy

Ken Garito

### Dolfo

Michael Yurchak

### Darkling

Peter Newman

### Butcher

Phil Idrissi

### Vinnie

Rick Pasqualone

### Crudd

Roger Jackson

### Mobster

Senad Ramovic

### Additional Voices

Alan Blumenfeld

Allan Steele

Anastasia Baranova

Andre Sogliuzzo

Barbara Goodson

Bill Lobley

Brian Tochi

Daniel Hugh Kelly

## Credits (cont.)

Farshad Farafat

Imari Williams

Jack Angel

James Murray

Joe Hanna

Joe Sabitino

Jonathan Roumie

John Cygan

Keith Silverstein

Ken Garito

Micheal Yurchak

Rick Pasqualone

Roger Jackson

Stefanie Frame

Troy Baker

### Motion Capture Actors

Anthony Tominia

Bridger Fox

Chris Tardio

David Hoffman

Nick Bishop

Rick Pasqualone

Steve Park

### Special Thanks

Beverly Hynds

Gabe Abarcar

Greg Gobbi

Jennie Sue

Erica Denning

Chad Rocco

Jack Scalici

Tom Bass

### Original Score Composer

Tim Wynn

### Music

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Marc Alexander Lehmann

[schmorp@schmorp.de](mailto:schmorp@schmorp.de)

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