

⚠ WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

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; 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.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

Table of Contents

Xbox LIVE	2
Complete Controls	3
Navigating In The Darkness II	4
Staying Alive	5
Attacking.....	6
Darkness Powers.....	8
Vendettas.....	11
Credits.....	12
Notes	22
Customer Support & Warranty.....	23



Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting

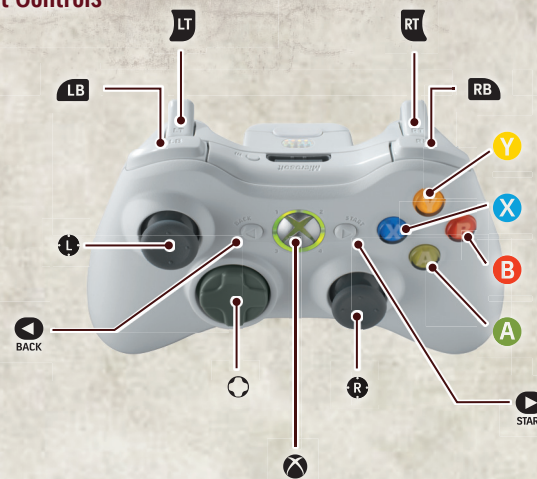
Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

Complete Controls

Default Controls



- Move..... D-pad
- Camera L3
- Sprint Press L3
- Crouch Press R3
- Aim/Fire Left-hand Weapon..... LT
- Fire Right-hand Weapon RT
- Demon Arm Grab LB
- Demon Arm Throw Tap LB after Demon Arm Grab
- Execute Press a face button after Demon Arm Grab
- Demon Arm Slash/Melee..... Hold RB + R
- Eat Enemy Heart/Pick up weapon X button
- Activate Gun Channeling (Once Acquired).... Y button
- Activate Swarm (Once Acquired) B button
- Jump A button
- Weapon Select..... D-pad
- Pause..... START
- Objective Pop-up..... BACK

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 **max** 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 the **X** button to begin the conversation. To end the conversation or skip portions of it, press the **B** button.

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 **X** 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 down on the D-pad activates dual-wielding. Pressing **RT** fires the gun in Jackie's left hand, while the **LT** fires the weapon in his right hand. To aim, press **RT** 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 **RB** 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 a face button. 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 **X** 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 **A** 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 **X** 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 **V** 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 **B** 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)

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)

Darkness Powers (cont.)

Demonic Lift Tier

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)

Heart Health: Regain more health after eating a heart. Cost: 1000 (Prerequisite: Demonic Lift)

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)

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)

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

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: Demonic Lift)

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)

Dark Blast: Demon Arm grabbed objects will detonate on impact when thrown. Cost: 1000 (Prerequisite: Air Darkling)

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

Gun Channeling Tier

Gun Channeling: Tap **V** 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)

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

Darkness Powers (cont.)

Combat Belt Tier

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

Active Pump: Press **⏏** 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: 800
(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 **Ⓢ** 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.

Product Support:

<http://support.2k.com/>

U.S. Support

Phone: 1-866-219-9839

Email: usasupport@2k.com

Canadian Support

Phone: 1-800-638-0127

Email: canadasupport@2k.com

Credits

The Darkness II

Published by 2K Games in association with
Top Cow Productions, Inc.

Developed by Digital Extremes

Inspired by the comic book series *The Darkness* created by Marc
Silvestri, Garth Ennis and David Wohl

Original Story by Paul Jenkins

Top Cow Executive Producers

Marc Silvestri
Matt Hawkins

Digital Extremes

CEO

James Schmalz

President

Michael Schmalz

Creative Director

Sheldon Carter

Technical Director

Glen Miner

Lead Programmer

Darryl Baldock

Programming

Gavan Acton
Daniel Brewer
Shaun Carroll
Tomasz Cybulski
Eddy Douridas
Sharad Gupta
Andy Kempling
Brian Keron
Tristan Lewis
Hayden Mulholland
Ernesto Novillo
Chris Seddon
Maciej Sinilo

Adrian Smith
Adrian Togeskov
Jacques Waller
Steven Wong

Additional Programming

Pablo Alonso
Ryan Baker
Kevin Wingham
Howie Yoo

Lead Designer

Tom Galt

Lead Designer (Vendettas)

Mathieu Berube

Narrative Designer

Ryan Mole

Level Design

Joey Adey
Joe Buck
Kol Crosbie
Ben Edney
Andrejs Verlis
Hazel Whorley

Technical Design

Jon Gogul
Phil Hoekstra

Credits (cont.)

Additional Design

Allen Goode
Scott McGregor
Steve Sinclair

Lead Sound Designer

Dustin Crenna

Sound Design

Jeff Hartling
Travis Didluck

Additional Sound Design

George Spanos

Art Director

Mat Tremblay

Lead Environment Artist

Ron Davey

Environment Artists

Kary Black
James Chew
Kyle Davis
Corey Hayes
Anthony Joseph
Matt Kazan
Jason Lavoie
Michael Leatham
Andrea Lehnen
Mike Marquis
Phil Nguyen
Emmanuel Pappas
Jeff Ross
Mike Towse
Jonathan Wiley
Evan Yovanovich
Kol Crosbie

FX

Dan Hunter
Jeremy Mathes

Layout Art

Erwin Evegaars
Joonchul Kim

Lillian Lee
Will Makra
Andrew Nelson
Frank Trzcinski

Lighting

Cliff Daigle

Lead Character Artist

Michael Brennan

Character Art

Hugues Giboire
Mathew Makin
Fabricio Torres
Chris Watson

Concept Art

Will Makra
Thomas Pringle
Mike Sebalj
Craig Sellars
Eric Vedder

Additional Art

Muckney Tipping
Mario Vasquez

Animation

Jay Baker
Geoff Crookes
Rick Gimbel
Lucy Guo
Chiwook Han
Ian Hulbert
Scott Johnston
Chris Kniffen
Jason Teske
Jason Walmsley

Producer

Dave Kudirka

Associate Producer

Jeff Edwards

Credits (cont.)

Assistant Producer

Daniel Dahl

Quality Assurance Lead

Ryan Marr

Quality Assurance

Nick Boehler
John Dennison
Trevor Kenny
Dmitri Linkiewicz
Alex "Xander" McKenzie
Cameron Morse
Corey Sanderson

Additional QA

Dave Cardoso
Claire McHendrie
Mark Ollivierre
Graham Taylor
Giles Whitaker

Operations and Administration

Operations Manager

Tanya Deaville

Controller

Murphy Pettypiece

Human Resources

Kate Roberts
Karen Janes

IT Support

Matthew Arnold
Julie Angelini
Jake Hansen
Jason Murphy

Administration

Christina Banman
Elaine Deaville
Rebecca Ford

Caterine Pittana
Denise Raymond
Javier Tavera

Special Thanks

Alex Ahilov
Caitlin Andrews
Kaleb Aylsworth
Keith Belovay
Harold Brenes
Matias Cammissa
Valerie Cotic
Peter Dannenberg
Avinash Hegde
Martin Holmberg
Gaz Iqbal
Race Lancaster
Jeana Lowes
Darryl Kee
Haine Kim
Simon King
Yuliya Kostyuk
Will Kuo
Michael Maggard
Hiten Mistry
Alex Muscat
Dejan Pavlovski
Andrew Rudson
Mark Ruscsica
Philip Simmons
Ryan Smith
Blake Stephenson
Robbie Thompson
Mike Weir
Karol Wlodarczyk
Farid Zakaria

To all our families and loved ones for all their support

Art Bully Productions, LLC

Co-founder/Art & Project Directors

Marcus Dublin
Alan Van Ryzin

Staff

Team Art Bully

Extra Special Thanks

AMC pixel factory
Dave Greene (IAMSTATIC)
Ron Gervais (IAMSTATIC)
Yaron "Lonewolf" Levi
WhiteMoon Dreams

Published by 2K Games
2K Games is a Division of 2K, a publishing label of Take-Two Interactive Software

2K PUBLISHING

President

Christoph Hartmann

C.O.O.

David Ismailer

SVP, Product Development

Greg Gobbi

Director of Product Development

John Chowanec

Senior Director of PD Operations

Kate Kellogg

Credits (cont.)

Director of Technology

Jacob Hawley

Online Systems Architect

Louis Ewens

Online Engineer

Adam Lupinacci

Producer

Seth Olshfski

Associate Producers

Dan Schmittou
Josh Morton
Karl Unterholzner

Production Assistants

Anton Maslennikov
Tom Drake

Additional Production Support

Brandon Jenkins
Andrew Dutra
Scott James

Director of Creative Production

Jack Scalici

Senior Manager of Creative Production

Chad Rocco

Manager of Creative Production

Josh Orellana

Production Assistant Creative Production

Dave Blank
Kaitlin Bleier

Writers

Paul Jenkins
Chad Rocco
Jack Scalici

Robbie Thompson
Walt Williams

Story Editor

Chad Rocco

Motion Capture Supervisor

David Washburn

Motion Capture Coordinator

Steve Park

Motion Capture Lead Artist

Anthony Tominia

Motion Capture Specialists

Jose Gutierrez
Gil Espanto

Motion Capture Assistant

Nick Bishop

V/O Direction

Chad Rocco
Jack Scalici
Paul Jenkins
Walt Williams

SVP Marketing

Sarah Anderson

VP Marketing

Matt Gorman'

VP International Marketing

Matthias Wehner

Director of Marketing

Tom Bass

Senior Brand Manager

Matt Knoles

Associate Product Manager

Phil McDaniel

Director of PR, North America

Ryan Jones

Senior PR Manager

Charlie Sinhaseni

PR Manager

Jennie "sp8des" Sue

PR Assistant

Jennifer Heinser

International Associate PR Manager

Erica Denning

Director, Marketing Production

Jackie Truong

Art Director, Marketing

Lesley Zinn

Web Director

Gabe Abarcar

Senior Manager, Interactive Marketing

Elizabeth Tobey

Community Managers

Greg Laabs
David Eggers

Web Designer

Keith Echevarria

Jr. Graphic Designer

Christopher Maas

Marketing Production Assistant

Ham Nguyen



Credits (cont.)

Video Production Manager

J. Mateo Baker

Video Editor

Kenny Crosbie

Jr. Video Editor

Michael Howard

Game Capture Specialist

Doug Tyler

Marketing Project Manager

Renee Ward

VP Business Development

Kris Severson

VP Sales & Licensing

Steve Glickstein

Strategic Sales and Licensing Director

Paul Crockett

VP, Legal

Peter Welch

Director of Operations

Dorian Rehfield

Licensing/Operations Specialist

Xenia Mul

Director of Licensing, Strategic Partnerships & In-game Media

Shelby Cox

Marketing Manager, Partner Relations

Dawn Burnell

Marketing Assistant

Rebecca Euphrat

Special Thanks

Jordan Katz

David Cox

Take-Two Sales Team

Take-Two Channel

Marketing Team

Siobhan Boes

Hank Diamond

Alan Lewis

Daniel Einzig

Christopher Fiumano

Pedram Rahbari

Jenn Kolbe

2K IS Team

Seth Krauss

Greg Gibson

Take-Two Legal Team

Jonathan Washburn

David Boutry

Ryan Dixon

Michael Lightner

Gail Hamrick

Sharon Hunter

Sasha de Guzman

Michele Shadid

Trailer Park

g-NET

Access Communications

SA Studios

Off Base Productions

KD&E

Big Solutions

Gwendoline Oliviero

Kelly Dolcini

BreAnne Sylvester

Bridget Silvestri

Cale Branson

Denby Grace

Anthony DeLuca

Jordan Limor

Michael Kelly

Phil Shpilberg

Emily Britt

Evan Hart (NVIDIA)

Credits (cont.)

Nathan Hoobler (NVIDIA)

Pliney the Elder

John Bartkiw

POP Sound

2K Quality Assurance

VP of Quality Assurance

Alex Plachowski

Quality Assurance Test Manager (Projects)

Grant Bryson

Quality Assurance Test Manager (Support Team)

Alexis Ladd

Douglas Rothman

Lead Tester

Shawn Watson

Lead Tester (Support Team)

Casey Ferrell

Nathan Bell

Scott Sanford

Will Stanley

Senior Tester

Brian Salazar

Joseph Bettis

Josh Lagerson

Justin Waller

Marc Perret

Ruben Gonzalez

Stephen Florida

Quality Assurance Team

Adan Saenz Carta

Alex Colby

Andrew Garrett

Andrew Vietri

Antonio Monteverde-Talarico

Benjamin Sorofman

Bill Lanker

Brant Kortman

Bruno Dueker

Charles Buckley

Chris Adams

Chris Henderson

Coby Robinson

Cody Paterson

Colin Campbell

Corwin Chapman

Dave Beukers

David Boyd

David Chong

David Hambarzumyan

Davis Krieghoff

Devon Stewart

Dustin Gibbs

Erin O'Malley

Evan Jackson

Gabe Woods

George Kalantzis

Grant Bowers

Gregg Silberman

Imad Haddad

Ivan Preciado

Jacob Karesh

James Elrick

Jan Navarro

Jason Berlin

Jason Kolesa

Jeffrey Schrader

Jenn Cunningham

Jeremy Thompson

JP Hernandez

Jessica Wolff

Joshua Glover

Keane Tanouye

Keith Doran

Kelley Kirtley

Kevin Skorcz

Kyle Hertz

Lincoln West

Luis Nieves

Luke Williams

Manny Juarez

Mark Vazquez

Matthew Foley

Matthew Porter

Micah Grossman



Credits (cont.)

Michael Speiler
Nick Chavez
Nick Pylvanainen
Nigel Nikitovich
Noah Ryan-Stout
Paul Carrion
Patrick Benneyworth
Patrick Bowman
Pele Henderson
Peter Goepfinger
Peter Long
Robert Hornbek
Robert Klemprer
Robert Newman
Sanji Yapa
Susan Kim
Travis Rowland
Tory DeBiaso
Vien Pham
Wesley Thatcher

Special Thanks

Merja Reed
Rick Shawalker
Daisy Amescua
Lori Durrant
Chris Jones
Eric Lane
Todd Ingram
Pedro Villa

2K CHINA

General Manager
Julien Bares

Production Director
Liu Jing

Chief Animator
Shen Hui

Animator
Yan Sheng Qiang

Junior Animator

Gao Ming Yuan
Du Xia
Shen Yi Xin
Cui Yan Ping

Senior Animator

Yuan Zhi Wei

Associate Producer

Su Lu

2K International

General Manager

Neil Ralley

International Marketing Manager

Sian Evans

Senior International Product Manager

Warner Guinée

Senior Director PR, International

Markus Wilding

Assistant International PR Manager

Sam Woodward

International Digital Marketing Manager

Martin Moore

2K International Product Development

International Producer

Iain Willows

Localization Manager

Nathalie Mathews

Assistant Localization Manager

Arsenio Formoso

External Localization Teams

Around the Word
Synthesis Iberia
Synthesis International srl
Effective Media

2K International Quality Assurance

Localization QA Supervisor

Lena Brenk
Jose Minana

Mastering Engineer

Wayne Boyce

Mastering Technician

Alan Vincent

Localization QA Project Lead

Karim Cherif

Localization QA Leads

Luigi Di Domenico
Oscar Pereira

Senior Localization QA Technicians

Elmar Schubert
Florian Genthon
Fabrizio Mariani
Jose Olivares
Stefan Rossi

Localization QA Technicians

Andrea de Luna
Chau Doan
Christopher Funke
Christina La Mura

Credits (cont.)

Enrico Sette
Harald Raschen
Javier Vidal
Pablo Menendez
Sergio Accettura

Design Team

James Crocker
Tom Baker

2K International Team

Agnès Rosique
Ben Lawrence
Ben Seccombe
Dan Cooke
David Halse
Diana Freitag
Dominique Connelly
Jan Sturm
Jean-Paul Hardy
Karen C.M. Teo
Luis De La Camara Burditt
Matt Roche
Olivier Troit
Richie Churchill
Ross Purdy
Sandra Melero
Simon Turner
Solenne Antien
Stefan Eder

Take-Two International Operations

Anthony Dodd
Martin Alway
Rickin Martin
Nisha Verma
Phil Anderton
Robert Willis
Denisa Polcerova

2K Asia

Asia Marketing Director

Karen Teo

Asia Product Associate

Albert Hoolsema

Japan Marketing Manager

Takahiro Morita

Localization Manager

Yosuke Yano

Take Two Asia Operations

Eileen Chong
Veron Khuan
Cherminé Tan
Fumiko Okura

Take Two Asia Business Development

Julian Corbett
Andrew Donovan
Ellen Hs
Henry Park
Satoshi Kashiwazaki

TOP COW PRODUCTIONS, INC.

CEO

Marc Silvestri

President and COO

Matt Hawkins

Publisher

Filip Sablik

Assistant to the Publisher

Bryan Rountree

Sales Assistant

Elena Salcedo

Executive Producer for Union Entertainment

Rich Leibowitz

Original Concept Design

Dan Jevons

FOX STUDIOS

Rick Fox
Michael Weber
Tim Schmidt
Cal Halter
Keith Fox
Dustin Smith
Joe Schmidt

POP SOUND

Lead Dialog Editor
Garrett Montgomery
Adam Dolin

Original Dialog Recording and Mix

Tim Hoogenakker
Dawn Redmann
Nick Bozzone
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

Labels and Publishers

[www.2kgames.com/
thedarkness2/music](http://www.2kgames.com/thedarkness2/music)

LibLZF Copyright © 2000-2008

Marc Alexander Lehmann

schmorp@schmorp.de

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

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

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

LIMITED SOFTWARE WARRANTY, LICENSE AGREEMENT, AND INFORMATION USE DISCLOSURES

This document may be updated from time to time and the current version will be posted at www.take2games.com/ewa. Your continued use of this Software 30 days after a revised version has been posted constitutes acceptance by you of its terms. YOUR USE OF THE SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUALS, BOOKING AND OTHER WRITTEN, FILED, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. YOU AGREE TO UNINSTALL, INSTALL, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE. YOU HEREBY ACCEPT THE TERMS OF THIS AGREEMENT WITH TAKE-TWO INTERACTIVE SOFTWARE, INC. ("LICENSOR").

I. LICENSE. LICENSOR subjects to this Agreement and its terms and conditions. Licensor hereby grants you the nonexclusive, non-transferable, limited right and license to use one copy of the Software for your personal non-commercial use for gameplay on a single computer or gaming unit, unless otherwise specified in the Software documentation. Your acquired rights are subject to your compliance with this Agreement. The term of your license under this Agreement shall commence on the date that you install or otherwise use the Software and ends on the earlier date of either your disposal of the Software or Licensor's termination of this Agreement. Your license terminates immediately if you attempt to circumvent any technical protection measures used in connection with the Software. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by Licensor and, as applicable, its licensors. **OWNERSHIP.** Licensor retains all right, title and interest to the Software, including but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sound effects, musical works, and moral rights. The Software is protected by United States copyright and trademark law and applicable laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in whole or in part, without prior written consent from Licensor. Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be guilty of violating the copyright law and may be subject to civil and criminal penalties in the U.S. and/or their local country. Be advised that U.S. Copyright violations are subject to statutory penalties of up to \$150,000 per violation. The Software contains certain licensed materials and Licensor's licensors may also protect their rights in the event of any violation of this Agreement. All rights not expressly granted to you herein are reserved by the Licensor.

LICENSE CONDITIONS. You agree not to: (a) Commercially exploit the Software; (b) Distribute, lease, license, sell, rent or otherwise transfer or assign the Software, or any copies of the Software, without the express prior written consent of Licensor or as set forth in this Agreement; (c) Make a copy of the Software or any part thereof (other than as set forth herein); (d) Make a copy of this Software available on a network for use or download by multiple users; (e) Except as otherwise specifically provided by the Software or this Agreement, use or install the Software or permit others to do so on a network, on-line site, or on more than one computer or gaming unit at the same time; (f) Copy the Software onto a hard drive or other storage device in order to bypass the requirement to copy the Software from the included CD-ROM or DVD-ROM (this prohibition does not apply to copies in whole or in part that may be made by the Software itself during installation in order to run more efficiently); (g) use or copy the Software at a computer gaming center or any other location-based site provided, that Licensor may offer you a separate site license agreement to make the Software available for commercial use; (h) Reverse engineer, decompile, disassemble, prepare derivative works based on or otherwise modify the Software, in whole or in part; (i) Remove or modify any proprietary notices, marks or labels contained on or within any Software and; (j) transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time. However, you may transfer the entire Software and accompanying documentation on a permanent basis to another person as long as you retain no copies (including archival backup copies) of the Software, accompanying documentation, or any portion or component of the Software accompanying documentation, and the recipient agrees to the terms of this Agreement. The Software is intended for private use only. **TECHNICAL PROTECTIONS.** The Software may include measures to control access to the Software, prevent reverse engineering, or otherwise attempt to prevent anyone from exceeding the limited rights and licenses granted under this Agreement. If the Software permits access to additional online features, only one copy of the Software may access those features at one time (unless otherwise provided in the Software documentation). Additional terms and registration may be required to access online services and to download Software updates and patches. Only one Software subject to a valid license can be used to access online services, and download updates and patches. You may not interfere with such access control measures or attempt to disable or circumvent such security features. If you disable or otherwise tamper with the technical protection measures, the Software will not function properly. **USER-CREATED CONTENT.** The Software may allow you to create content, including but not limited to gameplays, maps, a scenario, a rework of a car design or a video of your gameplay. In exchange for use of the Software, and to the extent that your contributions through use of the Software give rise to any copyright interest, you hereby grant Licensor an exclusive, perpetual, irrevocable, fully transferable and sub-licensable worldwide right and license to use your contributions, in whole or in any part, in connection with the Software and related goods and services, including but not limited to rights to reproduce, copy, adapt, modify, perform, display, publish, broadcast, transmit, or otherwise communicate to the public, by any means whether now known or unknown, and distribute your contributions without any further notice or compensation to you of any kind for the whole duration of protection granted to intellectual property rights by applicable laws and international conventions. You hereby waive any moral rights of paternity, publication, attribution or attribution request to Licensor's and other users' use and enjoyment of such assets in connection with the Software and related goods and services under applicable law. This license grant to Licensor and the above waiver of any applicable moral rights, survives any termination of this license.

INTERNET CONNECTION. The Software may require an internet connection to access internet-based features, authenticate the Software, or perform other functions. In order for certain features of the Software to operate properly, you may be required to have and maintain (a) an adequate internet connection and/or (b) a valid and active account with an online service, as set forth in the Software documentation, including but not limited to Windows Live, Licensor or a Licensor affiliate. If you do not maintain such accounts, then certain features of the Software may not operate or may cease to function properly, either in whole or in part.

II. INFORMATION COLLECTION & USAGE. By installing and using this software, you consent to these information collection and usage terms, including (where applicable) transfer of data to Licensor and affiliated companies into a country outside of the European Union and the European Economic Area. If you connect to the Internet when using the Software, either through Xbox Live, or any other method, Licensor may receive information from hardware manufacturers or platform hosts (such as Microsoft) and may automatically collect certain information from your computer or gaming unit. This information may include, but is not limited to, user ID's (such as game logs and screen names), game scores, game achievements, game performance, locations visited, buylists, hardware MAC address, internet protocol address, and your usage of various game features. All information collected by Licensor is intended to be anonymous information that does not disclose your identity or constitute personal information, however, if you include personal information (such as your real name) in your ID's, then such personal information will automatically be transmitted

to Licensor and used as described herein. The information collected by Licensor may be posted by Licensor on publicly-accessible web sites, shared with hardware manufacturers, shared with platform hosts, shared with Licensor's marketing partners or used by Licensor for any other lawful purpose. By using this Software you consent to the Licensor's use of related data, including the public display of your data such as identification of your user, and content or displaying your scores, rankings, achievements and other gameplay data. If you do not want your information shared in this manner, then you should not use the Software.

III. WARRANTY. LIMITED WARRANTY. Licensor warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 30 days from the date of purchase. Licensor warrants to you that this Software is compatible with a personal computer meeting the minimum system requirements listed in the Software documentation or that it has been certified by the gaming unit producer as compatible with the gaming unit for which it has been published, however, due to variations in hardware, software, internet connections and individual usage, Licensor does not warrant the performance of this Software on your specific computer or gaming unit. Licensor does not warrant against interference with your enjoyment of the Software; that the Software will meet your requirements; that operation of the Software will be uninterrupted or error-free; or that the Software will be compatible with third party software or hardware or that any errors in the Software will be corrected. No oral or written advice provided by Licensor or any authorized representative shall create a warranty. Because some jurisdictions do not allow the exclusion of or limitations on implied warranties or the limitations on the applicable statutory rights of a consumer, some or all of the above exclusions and limitations may not apply to you. If for any reason you find a defect in the storage medium or Software during the warranty period, Licensor agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by Licensor. If the Software is no longer available, Licensor retains the right to substitute a similar piece of Software of equal or greater value. This warranty is limited to the storage medium and the Software as originally provided by Licensor and is not applicable to the normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, misreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above. Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on Licensor. When returning the Software subject to the limited warranty above, please send the original Software only to the Licensor address specified below and include your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are returning the Software. NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING BUT NOT LIMITED TO, DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION, AND TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, PROPERTY DAMAGE, LOST PROFITS OR OTHER PUNITIVE DAMAGES FROM ANY CAUSES OF ACTION ARISING OUT OF OR RELATED TO THIS AGREEMENT OR THE SOFTWARE, WHETHER ARISING IN TORT (INCLUDING NEGLIGENCE), CONTRACT, STRICT LIABILITY OR OTHERWISE, WHETHER OR NOT LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES IN NO EVENT SHALL LICENSOR'S LIABILITY FOR ALL DAMAGES EXCEPT AS REQUIRED BY APPLICABLE LAW EXCEED THE ACTUAL PRICE PAID BY YOU FOR USE OF THE SOFTWARE. BECAUSE SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY SHALL NOT BE APPLICABLE SOLELY TO THE EXTENT THAT ANY SPECIFIC PROVISION OF THIS WARRANTY IS PROHIBITED BY ANY FEDERAL, STATE, OR MUNICIPAL LAW, WHICH WARRANTY CANNOT BE PRE-EMPTED. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION. **TERMINATION.** This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software from any client server or computer on which it has been installed. **U.S. GOVERNMENT RESTRICTED RIGHTS.** The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1), (i) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clause at FAR 52.227-19, as applicable. The Contractor/Manufacturer is the Licensor at the location listed below. **EQUITABLE REMEDIES.** You hereby agree that the terms of this Agreement are not specifically enforced. Licensor will be irreparably damaged, and therefore you agree that Licensor shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to any of this Agreement, in addition to any other available remedies. **INDEMNITY.** You agree to indemnify, defend and hold Licensor, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement. **MISCELLANEOUS.** This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing signed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. **GOVERNING LAW.** This Agreement shall be construed (without regard to conflict of law provisions) under the law of the State of New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law. Unless expressly waived by Licensor in writing for the particular instance or contrary to local law, the sole and exclusive jurisdiction and venue for actions related to the subject matter hereof shall be the state and federal courts located in Licensor's principal corporate place of business (New York County, New York, U.S.A.). Both parties consent to the jurisdiction of such courts and agree that process may be served in the manner provided herein for giving of notices or otherwise as allowed by New York state or federal law. The parties agree that the UN Convention on Contracts for the International Sale of Goods (Vienna 1980) shall not apply to this Agreement or to any dispute or transaction arising out of this Agreement. **IF YOU HAVE ANY QUESTIONS CONCERNING THIS LICENSE, YOU MAY CONTACT US BY WRITING TAKE-TWO INTERACTIVE SOFTWARE, INC. 622 BROADWAY, NEW YORK, NY 10012.**

© 2009-2011 Take-Two Interactive Software, Inc. Take-Two Interactive Software, Inc., 2K Games, and their respective logos are trademarks of Take-Two Interactive Software, Inc. The Darkness is © 2011 Top Cow Productions, Inc. "The Darkness," The Darkness logos, and the likeness of all featured characters are registered trademarks of Top Cow Productions, Inc. The ratings icon is a trademark of the Entertainment Software Association. All Rights Reserved. All other marks are property of their respective owners.

CUSTOMER SUPPORT: <http://support.2k.com>
U.S. Support: Phone: 1-866-219-9839 Email: usaupport@2k.com
Canadian Support: Phone: 1-800-838-6127 Email: canadassupport@2k.com