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BACKGROUND

Jackie Estacado

As a child, Jackie lost his parents and was consigned to an orphanage. The children's home was a difficult place to grow up and Jackie and his childhood sweetheart, Jenny, spent most days wishing for a place to belong...a family. One day, Jackie's wish came true. He was taken in by Paulie Franchetti and indoctrinated into the ways of the mob. But the life was a harsh one and Jackie grew up to be an enforcer and hit man for his "Uncle".

Jenny Romano

Jenny is the love of Jackie's life. She is the shining example of innocence and goodness in the tragic, fucked up world to which he belongs. As a child, Jenny lived in the orphanage with Jackie – when faced with cruelty she reacted with compassion. When exposed to the harsh realities of life she responded with serenity and beauty.

Aunt Sarah

A long time ago, Aunt Sarah was a beautiful young socialite who just happened to fall in love with Jimmy Franchetti, the founder of the Franchetti Crime Family. Sarah was a true Southern Belle, as honest and proper in her ways as the day is long. She would pretend to ignore Jimmy's racket and he would pretend to be a legitimate businessman. The couple doted on each other, but Jimmy Franchetti died over thirty years ago. Sarah provides safe haven for Jackie while he tries to find his feet. Jackie treats her with utmost reverence since she is the symbolic figurehead of the Franchetti family. Out of respect, he glosses over most of the truth about what he is going to do to Paulie when he gets him alone in the dark.

Paulie Franchetti

"Uncle" Paulie Franchetti is Don of the Franchetti crime family. The guy's a fucking monster. One time, Paulie's wife was having an

affair. Who could blame her? She was just another trophy to him, another thing to own. Well, Paulie finds out. There isn't much you can hide from him. Paulie waits until they are "in the act" to show his wife that he doesn't like being made for a fool. He especially doesn't like anyone messing with his things. Paulie strung the guy up and tortured him to death in front of his wife. You see, she really loved the guy and Paulie knew it. She was never the same after that. That's the kind of guy Paulie is. Look at him the wrong way and you might end up with a hole in your head... or worse.

Captain Edward Shrote

A sallow faced, humorless veteran of sixteen years, Eddie Shrote lives for only one purpose and that purpose is to exploit people. He's been on the take since before he applied to the Police Academy, and that money has been spent on fuelling his rabid desire for the finer things in life: cocaine, prostitutes and gambling. Shrote comes backed by an entire police precinct, having spread his corruption to every corner of the local precinct. Corrupt cops are given cushy assignments and kickbacks from local businesses. Innocent officers are often sent unknowingly into harm's way or to arrest Shrote's enemies. Whistle blowers and informants mysteriously disappear. With such things in mind, Shrote is in the perfect position to act as Paulie Franchetti's chief enforcer. He and his men are the strong arms: collectors of protection money; intimidators of innocent civilians; murderers of the weak and downtrodden.

Butcher Joyce

Butcher is a cleaner by trade – his job is to enter the scene of a mob hit and scrub the place clean, removing all traces of evidence. That usually involves hacking up corpses and flushing them before bleaching the entire environment. Butcher has worked for the mob for over thirty years and in all that time he has never taken sides. Or so he claims. You see, Butcher is one of the old school villains and he still remembers the concepts of family honor and respect. No matter how much Butcher would like to remain neutral he cannot, because a war is coming. It is a war of ideology, and Butcher is going to have to choose between the old ways and the new.

MAIN MENU

New Game

Select to start a new Darkness game, choose from one of three variations of difficulty.

Easy – new to gaming

Medium – experienced gamers

Hard – gaming veterans looking for a real challenge

Checkpoint

Choose to load your single player game from a previously saved point in the game; checkpoints are automatically created at points throughout the story.

Multiplayer

Fast and furious multiplayer action on Xbox Live® Marketplace and System Link, see page 15 for more information.

Options

Change game setup and options here, see the facing page for more information.

Extra Content

In here you can view all the extra content that you have unlocked in the game.

OPTIONS

Controls

Adjust things like the default controller layout, inverse look and sensitivity, etc.

Audio

Adjust the volume settings of the music and sound FX.

Video

Adjust the gamma and black level settings of the game.

Game

Choose to switch off the gore and tutorials from within this menu.

Subtitles

Choose which subtitles you want on when playing the game.

Multiplayer

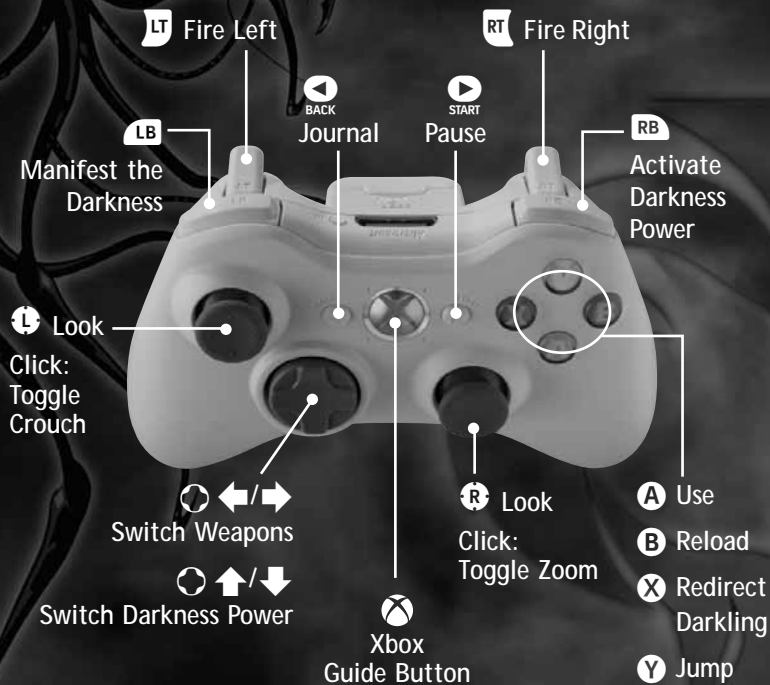
Adjust various multiplayer options from within this menu.

Load Default

Resets the options to the default settings.

CONTROLS

Below is the controller layout that is used in *The Darkness*:



Additional Controls

WEAPON SWITCHING

To switch weapons in the game scroll through them using the \leftarrow/\rightarrow \odot .

DARKNESS POWER SWITCHING

Switch Darkness powers using the \uparrow/\downarrow \odot .

ZOOM

Depressing the **R** will switch Jackie from normal to Zoom Mode. This allows you to aim more accurately, but you move more slowly.

EXECUTION KILLS

Execution kills are performed automatically when Jackie gets up close and personal with a weapon drawn and the player presses the **RT**. Different execution kills are performed depending on the weapon and where Jackie is standing in relation to the enemy.

MELEE ATTACKS

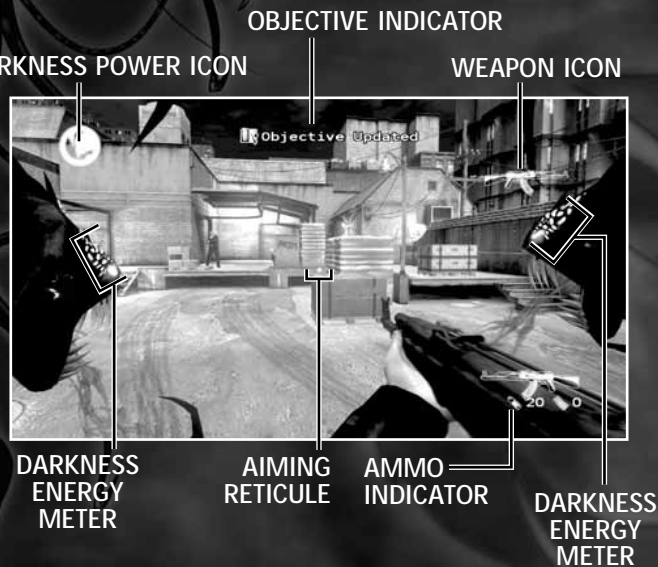
Jackie can perform melee attacks with certain weapons (Rifles and Shotguns) by pressing the **LT** button. Jackie will hit enemies with his pistols and the SMGs only when they are out of ammo.

DIALOG

When approaching people that want to talk to you the **A** button prompt will appear, select what you want to say and press the button to speak with them.

PLAYING THE GAME

The HUD (Heads Up Display)



DARKNESS POWER ICON

This shows what Darkness Power is active.

OBJECTIVE INDICATOR

This will appear when your objective/journal has been updated. Check your journal for more information

WEAPON ICON

This appears while you are scrolling through your weapons before making your selection.

AMMO INDICATOR

The ammo indicator appears when reloading. It shows what weapons you have, and how many clips and bullets you have. This info can also be found in the journal.

AIMING RETICULE

This shows what you are targeting with your weapons.

DARKNESS ENERGY METER

The color of the markings on the sides of the Demon Heads' show what Darkness Power is currently selected. The length of the markings show how much Darkness Energy the player has. The number of round markings near the Demon Heads' eyes shows what level the Darkness Powers are.

HEALTH

Jackie can recover his health simply by avoiding attacks for a short period of time. The screen will return to normal once his health has returned.

WEAPONS

DUAL WIELDED HANDGUNS (PISTOLS/REVOLVERS)



DUAL WIELDED SUB MACHINE GUNS



COMBAT SHOTGUN



TACTICAL RIFLE



AUTOMATIC RIFLE



RIOT SHOTGUN



THE DARKNESS

This timeless force is now part of Jackie. Jackie is able to wield incredible power by absorbing the shadows around him. The light is now his enemy!

Manifesting The Darkness

Pressing the **LB** manifests the Darkness. With the Darkness manifested, Jackie can wield the various powers they bestow upon him.

Darkness Energy Meter – Shows how much Darkness Energy Jackie has available.

Absorbing the Darkness – Jackie will automatically absorb the shadows to fill his Darkness Energy. However, stay away from the light! The light depletes you of your Darkness Energy.

Darkness HUD – See page 8.

Darkness Vision – Allows Jackie to see in the dark while the Darkness is manifested.

Darkness Shield – With his powers active Jackie is shielded from any damage. However, each hit depletes him of his Darkness Energy.

Devouring Hearts

When an enemy dies, Jackie has the option to devour a corpse's heart. Devouring a heart replenishes Jackie's Darkness Energy. It also allows Jackie to increase his powers to unimaginable new heights.

Darkness Powers

CREEPING DARK

Jackie is able to transfer his consciousness into one of the Demon Heads and control it. He can then command the Demon Head to scout ahead. The Demon Head can pickup objects, perform stealth kills, climb walls and ceilings and reach areas that Jackie could not otherwise reach.

CREEPING DARK CONTROLS

Move – use the **LS** to move and turn.

Climb Walls – pressing towards a wall will cause the Creeping Dark to automatically climb it.

Stealth Attack – press the **RT** near an enemy to perform a stealth kill. Attacks can be used to kill enemies or destroy objects.

Devour Heart – when the Creeping Dark is near dead enemies, it can devour their hearts by pressing the **A** button. This will refill your Darkness Energy so you can keep on creeping.

Retract – while Jackie is using the Creeping Dark, he will be vulnerable to attack. You can retract the Creeping Dark at anytime by pressing **RB**.

DEMON ARM

Jackie can impale and lift objects and humans by commanding the Darkness to create a razor-sharp tendril. The Demon Arm can be used to knock out lights and toss cars around as though they were toys! Tap **RB** to stab. Press and hold **RB** to hold onto an object.

ANCIENT WEAPONS

These guns were created from the Darkness itself and use the Darkness Energy as ammo. Their devastating attacks can take out numerous enemies.

BLACK HOLE

Jackie can create a small piece of the Darkness and command it to collapse in on itself creating a miniature black-hole. This devastating attack sucks in anything near it. The size of the Black Hole is determined by how much Darkness Energy you have.

DARKLINGS

The Darkness bestows the power of creation upon the one who wields it. However, the Darkness itself is a sentient being. Darklings are impish, demon-like creatures that are born from The Darkness. The Bearer can command the sentience of the Darkness to manifest itself physically – typically in the form of Darklings. Darklings serve, assist, and instruct the Bearer in the ways of The Darkness.

SUMMON GATEWAY

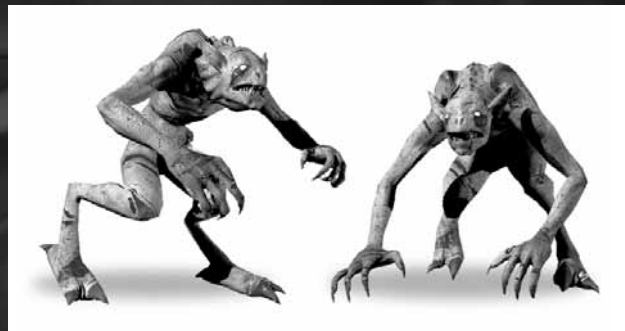
Only seen when the Darkness is manifested, use these portals to summon Darklings into the world by pressing **LB + X**, **Y**, **B**, or **A**. Jackie must be in close proximity to use the Summon Gateway. Sometimes these gateways are not active because of too much light. Each Summon Gateway can only have one Darkling conjured from it at a time.



Darkling Types

BERSERKER

The Berserker Darkling is vicious and will use whatever is around its environment to eviscerate Jackie's enemies.

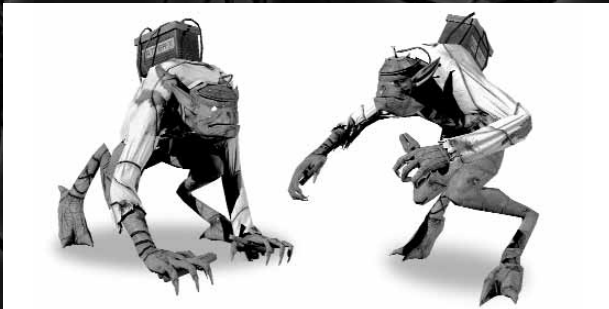


Berserker Outfits- Jackie can find various outfits and weapons throughout the world to provide for his Berserker Darkling.



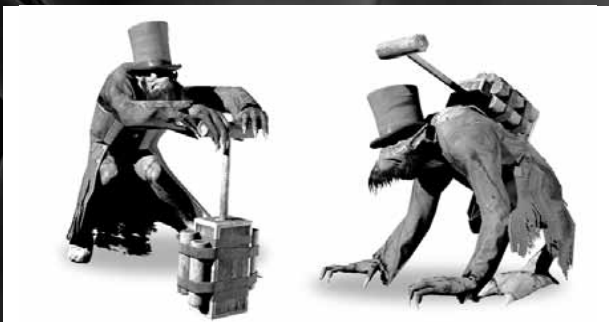
LIGHT KILLER

This Darkling will destroy all the lights it comes in contact with.



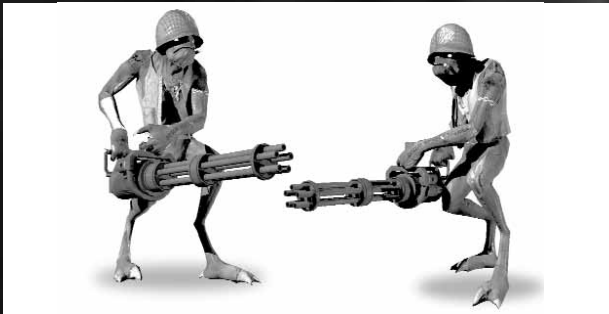
KAMIKAZE

This Darkling is more than willing to take one for Jackie. He will run into a crowd of enemies and blow himself up!



GUNNER

This gung-ho military Darkling was born to kill! Using her trusty gatling gun she will stand at a distance and unleash hell on her enemies.



Journal

The Journal provides you with vital information on your current missions and Darkness Powers, as well as a map of New York.

Phones

Use phones and dial certain numbers to see who picks up.

XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

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.

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. For more information, go to www.xbox.com/familysettings.

Multiplayer

Connect online through Xbox LIVE and fight others around the world.

MULTIPLAYER MENU

- Quick Player Match – Quickly search for and automatically join a match.
- Custom Player Match – Create or search for matches that meet selected conditions you setup.

- **Quick Ranked Match** – Quickly search for and automatically join a ranked match.
- **Custom Ranked Match** – Create or search for ranked matches that meet selected conditions you setup.
- **System Link**
- **Setup Character** – Customize which Darkling and Human model you want to use online.
- **Leaderboards** – See Leaderboards information for various game modes

MULTIPLAYER GAME MODES

- **Deathmatch** – Players battle it out to be the last one standing! To win, reach the preset kill limit or have the most kills when time runs out.
- **Team Deathmatch** – Teams battle it out to be number 1! To reach victory a team must reach the preset kill limit or be the team with the most kills when time runs out.
- **Capture the Flag** – Teams defend their flag while trying to infiltrate the other team's base and capture their flag. To win, reach the preset capture limit or have the most captures when time expires.

Shapeshifters: The host can choose to allow shapeshifting in any of the above modes. Shapeshifting allows a player to shift real-time between Darklings and Humans (See Darklings vs. Humans on page 18). Darklings Only and Humans Only are also available. Darklings vs. Humans is only available in Capture the Flag.
- **Survivor Games**– Survive as long as possible while everyone else is trying to kill you.
- **Last Darkling** – A random player starts as a Darkling while everyone else starts as a Human. When a Darkling kills a Human, that Human becomes a Darkling. Last Human alive is the winner.
- **Last Human** – A random player starts as a Human while everyone else starts as a Darkling. Only the Human can score. Kill the Human to become the Human!

SERVERS LIST

Shows a list of available games that meet the criteria set by the player

MATCH ROOM

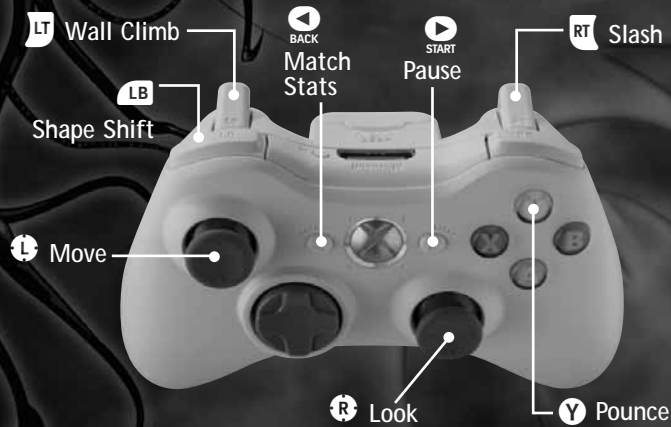
Shows the current match you are in. Press the **A** button on the READY option to toggle status.

ADVANCED SETTINGS

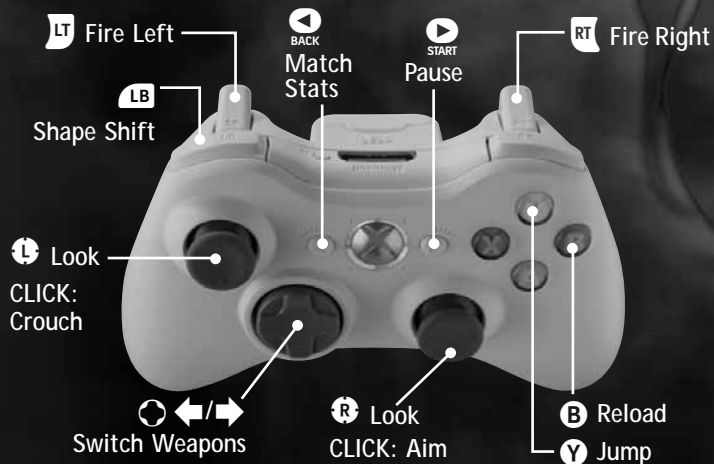
- **Time Limit** – Select the amount of time to play
- **Score Limit** – Select the max score that needs to be reached
- **Capture Limit** – Select the number of times you need to capture the flag in Capture the Flag
- **Private Slots** – Set the number of private slots in a match
- **Auto Map Cycle** – Select to have maps cycle
- **One Hit Kills** – Allows players to kill each other in one hit
- **Join Game In Progress** – Allows players to join the game in progress
- **Maximum Players** – Select the max number of players
- **Weapons** – Select which weapons should be available
- **Randomize Teams** - Automatically randomize teams for team-based modes
- **Friendly Fire** - Select the effect of Friendly Fire
- **Auto Aim** - Toggle Auto-Aim on and off
- **Auto balance** - switches people so the sides even during a multiplayer game

Darklings and Humans

DARKLINGS: Able to leap huge distances and scurry along walls and ceilings, these little demons are a challenge to catch. But be careful since they are fragile and cannot take a lot of damage.



HUMANS: Not quite as fast as Darklings, they pack a hell of a punch! Humans can carry any weapon found in the environment and take a lot more damage.



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