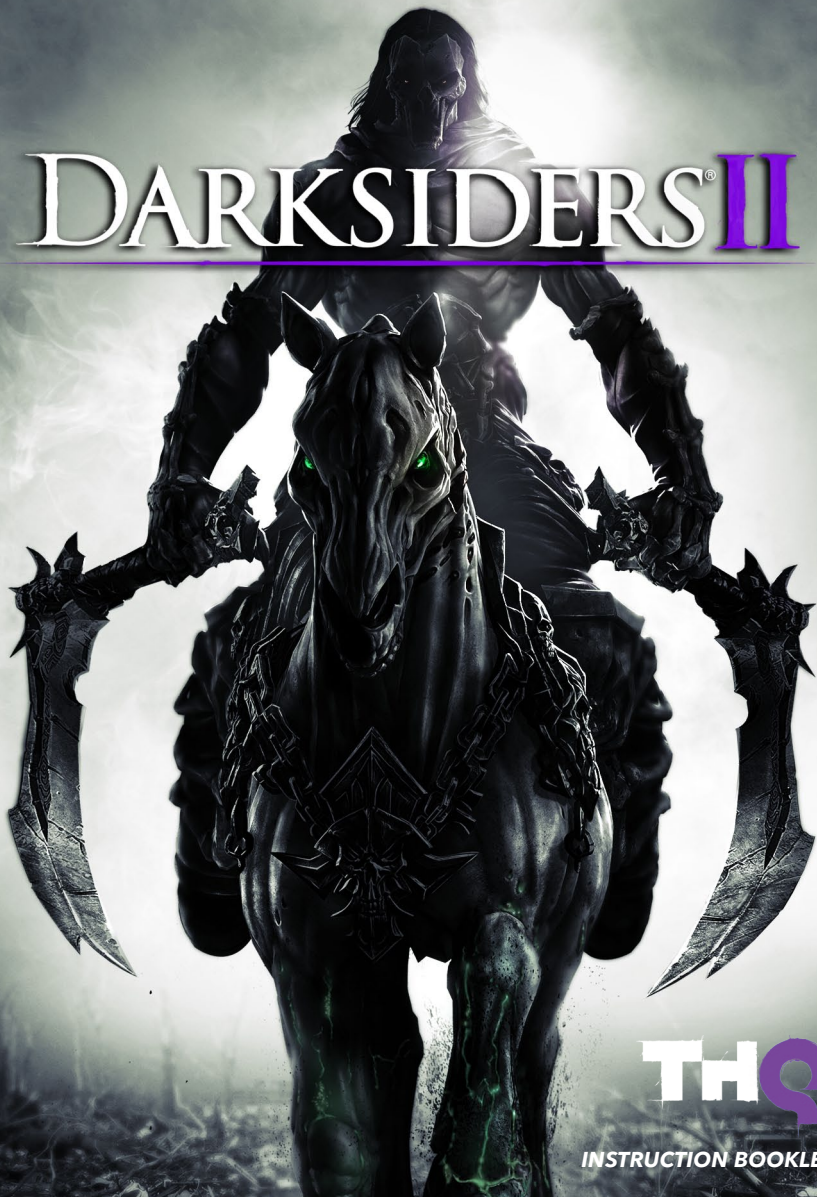


Wii U™

DARKSIDERS® II



THQ

INSTRUCTION BOOKLET

PRESS THE HOME BUTTON WHILE THE GAME IS RUNNING, THEN SELECT  TO VIEW THE ELECTRONIC MANUAL.

PLEASE CAREFULLY READ THE Wii U™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii U HARDWARE SYSTEM, DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - SEIZURES

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - REPETITIVE MOTION INJURIES AND EYESTRAIN

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

CAUTION - MOTION SICKNESS

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

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DARKSIDERS™ II

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MENU CONTROLS

Start game	A Button or START
Select/Change menu item	L Stick
Confirm/Accept selection	A Button
Previous screen	B Button
Transition between screens The Chronicle & Pause Menu GamePad Live Menu	L Button & R Button Death Mask Icon
Select/Update mission objectives The Chronicle & Pause Menu GamePad Live Menu	Y Button Touch and hold to select

ON FOOT CONTROLS

Move Death	L Stick
Move the camera around Death	R Stick
Jump	B Button
Interact/Drop down	A Button
Scythe Attack	Y Button
Secondary Weapon Attack	X Button
Dodge	R Button + L Stick or Jolt the GamePad
Bring up the aiming reticle	Press the R Stick
Use Gear	ZR Button
Reaper Form	L Button + ZR Button
Use Wrath Ability	(Radial Menu) L Stick + B Button or Use the touch screen
Summon Despair (Note: Despair may not always be available)	L Button + R Button
Center camera or target enemy	ZL Button
Switch targets (while targeting enemies)	(While pressing the ZL Button) R Stick
Access Map/Objectives/Inventory/Skill Trees	SELECT or GamePad Live Menu
Pause Menu	START
Access Radial Menu	L Button or Down on the +Control Pad
Assign ability/gear to Hotkey (in Radial Menu)	L Stick + X/Y/A/B Buttons or GamePad touch & drag
Summon Dust (Note: Dust may not always be available)	Press the L Stick
Skip Cinematics	B Button

HORSEBACK CONTROLS

Move Despair	L Stick
Scythe Attack	Y Button
Bring up the aiming reticle	Press the R Stick
Recenter camera or target enemies	ZL Button
Fire Strife's gun, Redemption	ZR button
Make Despair gallop	R Button or Jolt the GamePad (Dual Mode)
Make Despair jump	B Button
Banish Despair	L Button + R Button

UNDERWATER CONTROLS

Swim in a direction	L Stick or Tilt the GamePad Left & Right
Speed burst	R Button or Jolt the GamePad
Swim up	B Button or Tilt the GamePad Upward
Swim down	X Button or Tilt the GamePad Downward

CONSTRUCT CONTROLS

Move the Construct	L Stick or Tilt the GamePad Forward, Backward, Left & Right (TV Mode and Dual Mode)
Recenter camera or target enemies	ZL Button
Construct attack	Y Button
Construct heavy attack	X Button
Bring up the aiming reticle	Press the R Stick
Fire Construct Fist	ZR Button
Detach the Construct Fist from a grab point	ZR Button
Jump off the Construct or onto an extended chain	A Button

FLIGHT CONTROLS

Camera Controls	R Stick
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INVENTORY



DEATH MASK – Tapping this icon is used to toggle between the Inventory page & the Area Map page.

EQUIP/UNEQUIP – Tap this icon to equip or remove the currently selected item.

UPGRADE – Rare possessed weapons can be upgraded by tapping the Upgrade icon.

DROP – Drop the currently selected item.

INVENTORY CATEGORIES – Tapping the icons will display the content of the currently selected category.

AVAILABLE INVENTORY – Displays all available items for the selected category.

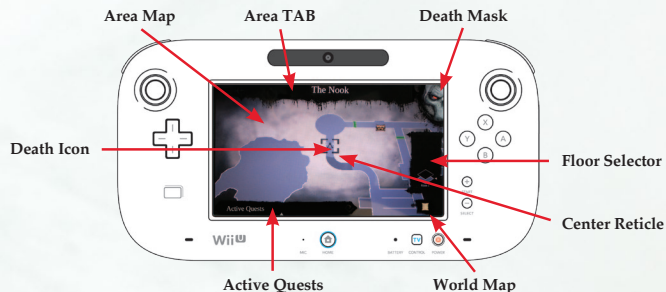
SELECTED ITEM STATS – Displays any related stats for the currently selected item.

GILT – Currently available amount of Gilt.

BOATMAN COINS – Currently available amount of Boatman coins.

CHARACTER LEVEL – Death’s current Level.

AREA MAP



DEATH MASK – Tapping this icon is used to toggle between the Inventory page & the Area Map page.

AREA TAB – The designation of Death’s current location.

AREA MAP – A 2D display of the area surrounding Death. This map can be panned around by touch-dragging the display.

DEATH ICON – Death’s current position in the environment.

ACTIVE QUESTS – Tapping this tab will pull up all currently available objectives. Tapping & holding a quest will update the beacon on the Area Map.

CENTER RETICLE – Place the reticle over an item to get its description.

FLOOR SELECTOR – This icon is used to cycle through the available floor of the current dungeon.

WORLD MAP – Tapping this icon will bring up the World map.

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STARTING UP

AUTOSAVE NOTIFICATION

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

TITLE SCREEN

Pressing the **A Button** or the **+ Button (START)** opens the Load Game menu. Select a slot to start a new game or continue an existing save. When starting a new game, you are presented with the following options:

- Subtitles – Toggle subtitles on or off.
- Difficulty – Choose between Easy, Normal, and Apocalyptic difficulties.
- Gamma & GamePad Gamma – Adjust the gamma level so that the outer runes of the image are faintly visible, but not entirely black.
- Game modes – Toggle displays on or off. *Toggle both on to use the GamePad Live Menu feature and play without pausing the game!

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

- Continue – Resume where you left off.
- Options – Change the game settings.
- Credits – This selection displays a list of the fine people who made *Darksiders® II*.
- Choose Campaign – Select the Main campaign or *The Argul’s Tomb* Expansion pack campaign

DESPAIR

Despair is Death’s noble steed. Death can ride his beastly companion to quickly traverse great distances. To summon Despair, press the L Button + R Button key while the horse icon is on-screen.

DUST

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

LOOT

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

PRIMARY AND SECONDARY WEAPONS

Death is the master of all tools of destruction, but he prefers his Scythes. The Scythes are always on hand as his primary weapon. However, Death can use Secondary Weapons such as glaives, hammers, maces, and axes, as well as “hand weapons” such as armbldades, claws, bucklers, and gauntlets. Because of their respective sizes, long weapons take longer to swing but yield massive damage, while hand weapons offer less damage but attack much faster. Keep a sharp eye out for Possessed Weapons that can offer unique bonuses.

REAPER FORM

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

TOMES

Throughout the Realms, Death can gain access to a series of Tomes. These Tomes allow you to receive items via an Offline Inbox. The Offline Inbox is where Gear is received, as well as items sent to Death by NPCs, such as Tarot Cards and Legendary Gear.

MENUS

PAUSE MENU

Pressing the + Button (START) during gameplay brings up the Pause Menu.

Resume – Exit the Pause Menu and return to gameplay.

Save – Saves your current progress.

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

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

CHRONICLES MENU

Pressing the - Button (SELECT) during gameplay brings up the CHRONICLES Menu.

CHARACTER

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

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

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

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

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

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

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

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

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

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

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

INVENTORY

This screen displays Death's stats along with the weapons and armor he currently has equipped. Press the Y Button to see additional stats and press the L Button or R Button to cycle through your inventory.

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

Secondary Weapons – Equip any acquired Secondary Weapons.

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

Armor – Death's main source of defense, view and equip body armor on this menu.

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

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

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

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

SKILLS

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

HARBINGER

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

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

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

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

NECROMANCER

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

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

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

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

QUEST

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

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

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

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

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

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

Skeleton Key Door – Any doors marked with a red band and a skull icon (the icon is a red lock) requires a special key to unlock.

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

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

Fast Travel – Fast Travel is available to Death once he unlocks key locations throughout the world. To Fast Travel, open the Quest Screen, move the cursor to a previously discovered Fast Travel point, and press the Y Button. Death may Fast Travel in the open world or within dungeons. Fast Travel is unavailable if any enemies are nearby.

STATS

Track various stats that are monitored during gameplay such as Total Blood Spilled and Reaper Form kills.

MOVES LIST

Quickly review Death's various combo attacks. Switch between attack methods by pressing L Button or R Button.

ABILITIES AND GEAR

DEATH'S ABILITIES AND GEAR

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

REDEMPTION

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

DEATHGRIP

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

INTERDICTION STONE

Death will eventually acquire the ability to summon and command the Dead Lords. These powerful spirits can be called on special summoning pads found throughout the Realm. They can be commanded to trigger pressure plates, or cancel their current action and return. Press the R Stick to aim and press ZR Button to command, or press ZL Button to cancel a command. The Dead Lords can help fight off foes as well.

SOUL SPLITTER

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

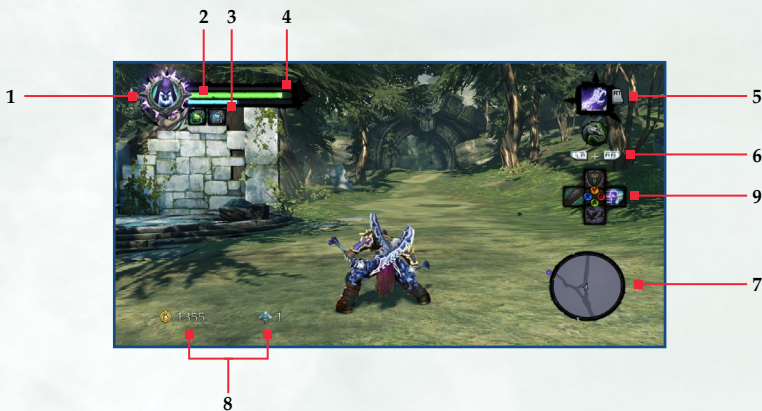
While split, you can Press and Hold the A Button to swap control between the two souls. To return both souls to Death's body, activate the Soul Splitter a second time. Be careful though—if a soul travels too far from Death's body, Death will exit splitter form. Souls are susceptible to damage from enemies as well.

VOIDWALKER

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

PHASEWALKER

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



1. REAPER METER

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

2. HEALTH BAR

This indicates how many hit points Death has.

3. WRATH METER

This indicates how much Wrath Death has.

4. EXPERIENCE BAR

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

5. EQUIPPED GEAR

This shows which the Gear Death currently has equipped. Press the ZR Button to use it.

6. SUMMON DESPAIR/DESPAIR STAMINA

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

7. MAP

This shows Death's current location in the environment.

8. GILT/BOATMAN COINS

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

9. ABILITY/GEAR SELECT

This overlay shows the Wrath Abilities/Gear Death has assigned to his Hotkey slots. Hold the L Button key to access this overlay and select what you wish to use by touching & dragging the icon to the desired place on the GamePad.

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

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