



XBOX 360®



DARK



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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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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.**

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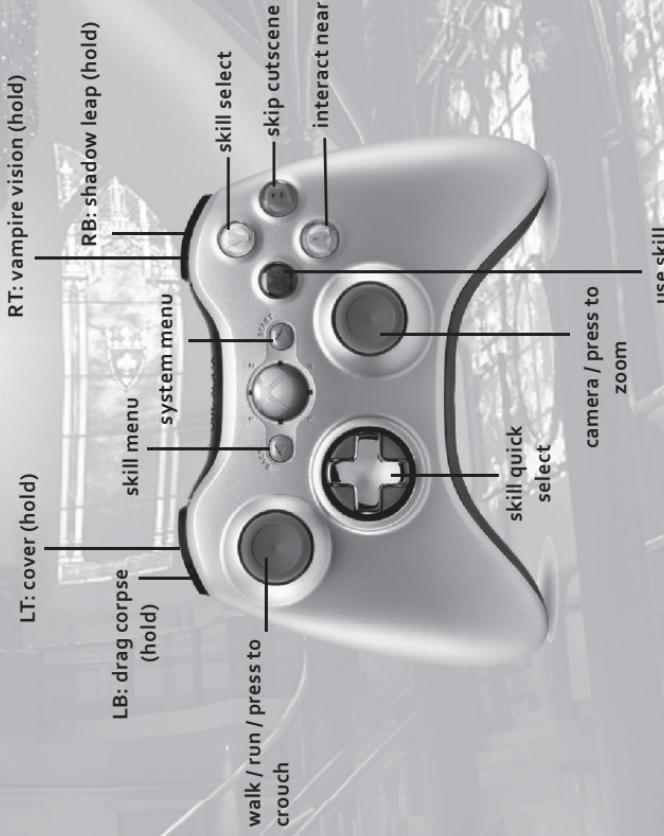
INTRODUCTION

Dear buyer of DARK,

In the age of sparkling, metrosexual vampires and movies in which the former terrors of the night have become magnets for screeching teens in the vein of male underwear models, we decided to recall the origins of the "vampire" myth with DARK. In the minds of men, vampires used to be superior beings of the darkness, deadly beasts capable of snuffing out any life in their way within seconds, using nothing more than their hands and teeth. It is exactly this sense of being such a superior creature that the player should feel when playing DARK. You creep quietly through the darkness, like a hunter on the prowl – yet there is always the danger that the hunter becomes the hunted. From armed security forces to a mysterious military elite unit named M17, there are numerous enemies standing in your way in DARK. In most cases it will be up to you to decide if you let them live and creep past them in the dark, or if you take their life in the fraction of a second. To do this, you will always fall back on your supernatural and vampiric powers, as opposed to employing any human weaponry which you can leave well alone. In which ever way you choose to play DARK, we hope that you have a lot of fun. Carpe noctem!

The makers of DARK

CONTROLS



BASIC SKILLS

DARK provides you with various vampiric powers which you can use to master difficult situations in the game. We present the most important of these here together with a short description:

KILL ENEMY

If you manage to come close enough to an enemy, you can kill him immediately with a quick tap of the A button. You are a vampire, a superior predator, a merciless hunter – if you manage to reach unnoticed an enemy at close-combat range, you can almost always kill him instantly with a quick tap of the A button. If an enemy has already noticed you, then there is a chance that he will block your attack, depending on the strength of the enemy and the situation. In this case, you'll have to either begin your attack anew or escape.

DRAIN ENEMY

Blood is not only “a very special juice”, but of course also essential for vampires. You need it in order to use certain vampiric powers and, of course, to survive. When a vampire no longer has sufficient blood, he can then be killed from taking too much physical damage (from firearms, for example). You can suck the blood from an enemy by approaching them at close-combat range and then holding the A button. A victim who is being drained will struggle and scream for help as loud as they can, which will attract the attention of enemies in the area. So, as much as is possible, only drain enemies if it won't betray you and your position.

THE SHADOW LEAP

The shadow leap is a powerful tool that allows vampires to dissolve into smoke and move to a nearby location within seconds. The shadow leap doesn't require any blood, but can only be used again after a short recovery period. It's therefore advisable to consider exactly where you would like to transport to, since you can't jump away again directly after a shadow leap and can thus put yourself in dangerous situations.

VAMPIRE VISION

Pressing RT will activate vampire vision. From this view, you'll even be able to see the (warm) blood of human enemies in the area through walls, ceilings, floors or other obstacles. Furthermore, your vampiric instinct is also visualized here in the form of a trail of smoke on the floor before you, showing you the way to the next destination.

IMPORTANT CHARACTERS

ERIC BANE

In **DARK** you take on the role of Eric Bane. At the beginning of the game, Eric wakes up in the nightclub "The Sanctuary" and realizes that he's been turned into a vampire. Your task now is to figure out who turned Eric into a vampire and why.

ROSEMARY "ROSE" WOOD

Rose runs The Sanctuary, the nightclub Eric wakes up in at the beginning of the game. She's on the player's side, providing him with important information, keeping in constant radio contact and helping him once or twice with her hacker skills.

APRIL & JUNE KRUGER

April and June are two sexy vampire twins who work at The Sanctuary. This is sort of following a family tradition, since their two older sisters, Theresa and Jeanette, also worked at a nightclub called "Asylum" a few years earlier.

TOM BARNER

Tom is a vampire; the head of security at The Sanctuary, he also provides Eric with useful information and is into rock music. Furthermore he knows the complete lyrics to every classic rock hit by heart, enjoys long walks by moonlight and is a very passionate Scrabble player.

RECIPE FOR A BLOODY MARY – SANCTUARY-STYLE

INGREDIENTS

WITH ALCOHOL

1 shot vodka
4 tsp lemon juice
6 tablespoons tomato juice
4 ice cubes
a dash of Tabasco sauce
a pinch of salt
a pinch of black pepper
a few drops of Worcestershire sauce

WITHOUT ALCOHOL

8 tablespoons tomato juice
4 tsp lemon juice
a dash of Tabasco sauce
4 ice cubes
a pinch of black pepper
a pinch of salt
a few drops of Worcestershire sauce

PREPARATION

In a tall drink glass, mix a few drops of Worcestershire sauce, Tabasco sauce, salt and pepper. Then add the rest along with the ice cubes and stir it all up – done! A lemon slice can be used as garnish.

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Uses PhysX® by NVIDIA

PATHFINDING & NAVMESH
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Featuring xaitment
technology

AUDIO ENGINE
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LE XCHIMP

powered by Havok Vision Engine



AI featuring xaitment technology



Uses Granny Animation.

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PhysX by NVIDIA



Audio engine: FMOD

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