




XBOX 360®

DARK



WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: 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 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.** Parents, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

CONTENTS

INTRODUCTION	3
CONTROLS	4
BASIC SKILLS	5
Kill enemy	5
Drain enemy	5
The shadow leap	6
Vampire vision	6
IMPORTANT CHARACTERS	7
Eric Bane	7
Rosemary “Rose” Wood	7
April & June Kruger	7
Tom Barner	7
RECIPE FOR A BLOODY MARY – SANCTUARY-STYLE	8
Ingredients	8
With Alcohol	8
Without Alcohol	8
Preparation	8
TECHNICAL SUPPORT AND CUSTOMER SERVICE	9
LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT	10
CREDITS	14

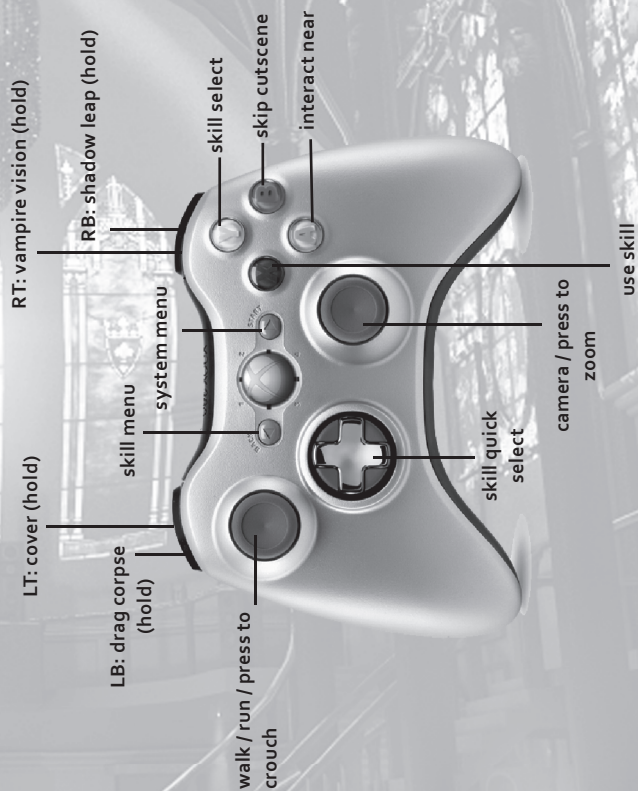
INTRODUCTION

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.

TECHNICAL SUPPORT AND CUSTOMER SERVICE

If you have any questions or problems with one of our products, we offer you answers and solutions to the frequently asked questions at our forums: **FORUM.KALYPSOMEDIA.COM**

You may also reach our technical support team via email at **SUPPORT@KALYPSOMEDIA.COM** or phone:

FON: 0049 (0)6241 50 22 40

(Mo - Fr 10AM GMT - 4PM GMT)

FAX: 0049 (0)6241 506 19 11

International rates may apply!

Before contacting us, please make sure you know the complete product name and can provide proof of purchase. Please be as precise as possible when describing technical errors and include error messages and any other helpful information if possible. Please understand that we are not able to answer questions regarding general gameplay and hints via email or phone.

LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

YOUR USE OF THIS SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL (S), PACKAGING AND OTHER WRITTEN, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS LICENSE WITH [KALYPSO MEDIA] ("LICENSOR").

LICENSE

Subject to this Agreement and its terms and conditions, LICENSOR hereby grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Software for your personal use on a single home or portable computer. 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 this 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, sounds effects, musical works, and moral rights. The Software is protected by United Kingdom copyright law and applicable copyright laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, 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 willfully violating the copyright laws and may be subject to civil and criminal penalties. Be advised that Copyright violations are subject to penalties of up to £100,000 per violation. The Software contains certain licensed materials and LICENSOR's licensors may protect their rights in the event of any violation of this Agreement.

LICENSE CONDITIONS

You agree not to:

- (a) Commercially exploit the Software;
- (b) Distribute, lease, license, sell, rent or otherwise transfer or assign this Software, or any copies of this Software, without the express prior written consent of LICENSOR;
- (c) Make copies of the Software or any part thereof, except for back up or archival purposes;
- (d) Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use,

or on more than one computer, computer terminal, or workstation at the same time; (e) Copy the Software onto a hard drive or other storage device and must run the Software from the included DVD/CD-ROM (although the Software may automatically copy a portion of itself onto your hard drive during installation in order to run more efficiently); (f) 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; (g) Reverse engineer, decompile, disassemble or otherwise modify the Software, in whole or in part; (h) Remove or modify any proprietary notices or labels contained on or within the Software; and (i) Transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

THE SOFTWARE UTILITIES

The Software may contain a level editor or other similar type tools, assets and other materials (the "Software Utilities") that permit you to construct or customize new game levels and other related game materials for personal use in connection with the Software ("Customized Game Materials"). In the event the Software contains such Software Utilities, the use of the Software Utilities is subject to the following additional terms, conditions and restrictions:

- (a) All Customized Game Materials created by you are exclusively owned by LICENSOR and/or its licensors (as the case may be) and you hereby transfer, assign and convey to LICENSOR all right, title and interest in and to the Customized Game Materials and LICENSOR and its permitted licensors may use any Customized Game Materials made publicly available to you for any purpose whatsoever, including but not limited to for purposes of advertising and promoting the Software;
- (b) You will not use or permit third parties to use the Software Utilities and the Customized Game Materials created by you for any commercial purposes, including but not limited to distributing, leasing, licensing, renting, selling, or otherwise exploiting, transferring or assigning the ownership of such Customized Game Materials;
- (c) Customized Game Materials must be distributed solely for free; provided, that you may contact LICENSOR for a license to commercially exploit the Customized Game Materials which LICENSOR may grant or deny in its sole discretion;
- (d) Customized Game Materials shall not contain modifications to any other executable files;
- (e) Customized Game Materials must be used alone and can be created if the Customized Game Materials will be used exclusively in combination with the commercially released retail version of the Software.
- (f) Customized Game Materials cannot contain libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contain any trademarks, copyright-protected work or other property of third parties (without a valid license); and
- (g) All Customized Game Materials must contain the proper credits to the authors of the Customized Game Materials and must indicate that LICENSOR is not the author of the Customized Game Materials with additional language that "THIS MATERIAL IS NOT MADE, GUARANTEED OR SUPPORTED BY THE PUBLISHER OF THE SOFTWARE OR ITS AFFILIATES."

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 90 days from the date of purchase. If for any reason you find a defect in the storage medium 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 program of equal or greater value. This warranty is limited to the storage medium containing the Software as originally provided by LICENSOR and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, 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 running the Software.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. LICENSOR'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR USE OF THE SOFTWARE. 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, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. 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.

EQUITABLE REMEDIES

You hereby agree that if 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, proof of damages,

to appropriate equitable remedies with respect 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 executed 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. This Agreement shall be construed under England and Welsh law. Leicester, Leicestershire.

If you have any questions concerning this license, you may contact in writing Kalypso Media USA Inc.

KALYPSO MEDIA USA INC.

45 N. Broad Street

Suite 404

Ridgewood, NJ 07450

United States

www.kalypsomedia.com

CREDITS

KALYPSO MEDIA GROUP

MANAGING DIRECTORS

Simon Hellwig
Stefan Marcinek

HEAD OF FINANCE

Christoph Bentz

HEAD OF GAME

PRODUCTION

Timo Thomas

GAME PRODUCERS

Dennis Blumenthal
Christian Schlütter

HEAD OF MARKETING

Anika Thun

MARKETING ASSISTANT

Jessica Immesberger

BUSINESS DEVELOPMENT MANAGER

Johannes S. Zech

PRODUCT MANAGER

Marian Deneffleh

HEAD OF ART DEPARTMENT

Joachim Wegmann

ART DEPARTMENT

Simone-Desirée Rieß
Anna-Maria Heinrich
Thabani Sihwa
Anna Owtschinnikow

VIDEO CUTTER

Michele Busiello

PR DEPARTMENT

Mark Allen
Ted Brockwood
Bernd Berheide

QA & SUBMISSION MANAGER

Martin Tugendhat
Roman Eich

SOCIAL MEDIA MANAGER

Bettina Albert

LOCALISATION MANAGER

Sebastian Weber

SUPPORT & COMMUNITY MANAGEMENT

Tim Freund

KALYPSO MEDIA UK

Andrew Johnson
Mark Allen
Kayleigh Gilkerson

KALYPSO MEDIA USA

Mario Kroll
Ted Brockwood
Theresa Merino
Lindsay Schneider

KALYPSO MEDIA DIGITAL

Jonathan Hales
Andrew McKerrow

REALMFORGE STUDIOS

TECHNICAL LEAD
Korbinian Abenthum

CREATIVE LEAD
Christian Wolfertstetter

ART DIRECTION
Victor Linke

PRODUCING
Thomas Blickling

CODING
Julian Moschüring
Jörg Böhnelt
Markus Mayr
Christian Werle
Immanuel Scholz

LEVEL DESIGN
Sebastian Nussbaumer
Janos Toth
Philipp Grundmeier

GRAPHICS
Christopher Mertig
Daniel Gehrlein
Martin Kepplinger
Alexander Schonka
Mengyue "Lily" Zhu
Maxim Simonenko

PROJECT LEAD
Benjamin Rauscher

SPECIAL THANKS
Joachim Segler
Norman Münnig
Stephan Holata

Fabian Peter
Mengxing "Lucy" Zhu
Andy Pazur

MOCAP ACTORS
Anton Maasberg
Sarina Schönherr
Kristien Lachenmair
Alexander Mattheis
Annika Strauss

MUSIC & SOUNDFX

MUSIC
Daniel Pharos
Dominik Morgenroth
KnightsOfSoundtrack.com

**SOUND DESIGN &
AUDIO INTEGRATION**
Daniel Pharos

"DARK INSIDE"
Music & lyrics by Daniel
Pharos
Vocals by Sonja Kraushofer,
engineered by Martin Höfert
Nachtmahr Remix by
Thomas Rainer
(Nachtmahr.at)

ANGEL VISION VOCALS
Kathrin Strasser, engineered
by Dominik Morgenroth

**CUTSCENE MASTERING &
ADDITIONAL CUTSCENE
SOUNDS**
Till Wollenweber

SPECIAL THANKS

Bastian Kieslinger

CHARACTER MODELS

CREATURE FACTORY

Thorsten Brockmann

Jörg Reuß

ANIMATION OUTSOURCING

PIXABLE

Oswin Skomroch

MOTION- CAPTURE STUDIO

GOTOXY

Frank Zwick

Sven Fiebiger

COMIC SEQUENCES

THOR3D

Bruno Ljustina

FLASHBACK VIDEO & MARKETING TEASER

THE LIGHT WORKS

Tobias Richter

Jennifer Marx

Oliver Nikelowski

Arne Langenbach

Romin Afschar

Enrico Weinert

PARTNER

GAME ENGINE

DARK uses Havok™. (C)
Copyright 1999-2013 Havok.
com, Inc. (and its Licensors).
All Rights Reserved. See
www.havok.com for details.

ANIMATION SYSTEM

Uses Granny Animation.
Copyright (C) 1999-2013 by
RAD Game Tools, Inc.

PHYSICS ENGINE

Uses PhysX® by NVIDIA

PATHFINDING & NAVMESH GENERATION

Featuring xaitment
technology

AUDIO ENGINE

FMOD Sound System,
Copyright (C) Firelight
Technologies Pty, Ltd.,
1994-2013.

XNA BUTTON PACK 3

by Jeff Jenkins

QA

IBETA QUALITY

ASSURANCE

Mike Stark

Ian Thorne

Tyler Barbachano

GLOBALOC - THE GAME LOCALIZATION COMPANY

Daniel Langer

Holger Mischke

SOUND RECORDING

OMUK

Mark Estdale
Juan Manuel Delfin
Vicky Prentice
Marta Puerto
Kit Challis

VOICE ACTORS

Adam Longworth
Bill Roberts
Doug Cockle
Eric Meyers
Ian Porter
Joe May
Jules de Jong
Kerry Shale
Laurel Lefkow
Laurence Bouvard
Layla Pyne
Martin T Sherman
Tom Clarke Hill

TRANSLATION

**I KNOW WHAT YOU MEAN
TRANSLATIONS AND
CONSULTING**
Bill Thomas

SPECIAL THANKS

PLAYTESTING

Florian Jindra
Leonie Buse
Isabell Reis
Andrash Groth
Lucas Sass
Bartholomäus Baur
Daniel Seidl
Philipp Hellmann
Ralf Hüwe
Martin Hones
Thomas Limbrunner
Tien Doan
Dominik Süßenbach
Marijke Drenth
Ramona Pügerl
Peter Huber
Martin Kristof
Alexander Grundmeier
Philipp Freyer
Robert Schrader
Benjamin Theurer
Felix Murr

LE XCHIMP

powered by Havok Vision Engine



AI featuring xaitment technology



Uses Granny Animation.

Copyright (C) 1999-2013 by RAD Game Tools, Inc.



PhysX by NVIDIA



Audio engine: FMOD

Sound System, copyright © Firelight Technologies Pty, Ltd., 1994-2013.



Copyright © 2012 Alienware Corporation. All rights reserved.





DARK Copyright © 2013 Kalypso Media Group. All rights reserved. Developed by Realmforge Studios. Published by Kalypso Media USA Inc. All other logos, copyrights and trademarks are property of their respective owners.