

DARKWATCH™



Warning:

Read Before Using Your PlayStation®2 Computer Entertainment System.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

Handling Your PlayStation 2 Format Disc:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

GETTING STARTED	2
STARTING UP	3
THE DARKWATCH WANTS YOU!	4
JERICO'S JOURNEY	5
GAME CONTROLS	6
GAMEPLAY BASICS	7
THE HUD	13
ENEMIES	16
ALLIES	19
DARKWATCH WEAPONRY	20
VEHICLES	23
SINGLE PLAYER GAMES	24
MULTIPLAYER MATCHES	26
MULTIPLAYER COMPETITIVE MODE	27
MULTIPLAYER COOPERATIVE MODE	29
OPTIONS	31
PROFILES	32
EXTRAS	33
CREDITS	34
DARKWATCH FORUM	37

A SPECIAL MESSAGE FROM **CAPCOM**

Thank you for selecting DARKWATCH™ for your PlayStation®2 computer entertainment system. CAPCOM is proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC., 475 Oakmead Parkway, Sunnyvale, CA 94085.

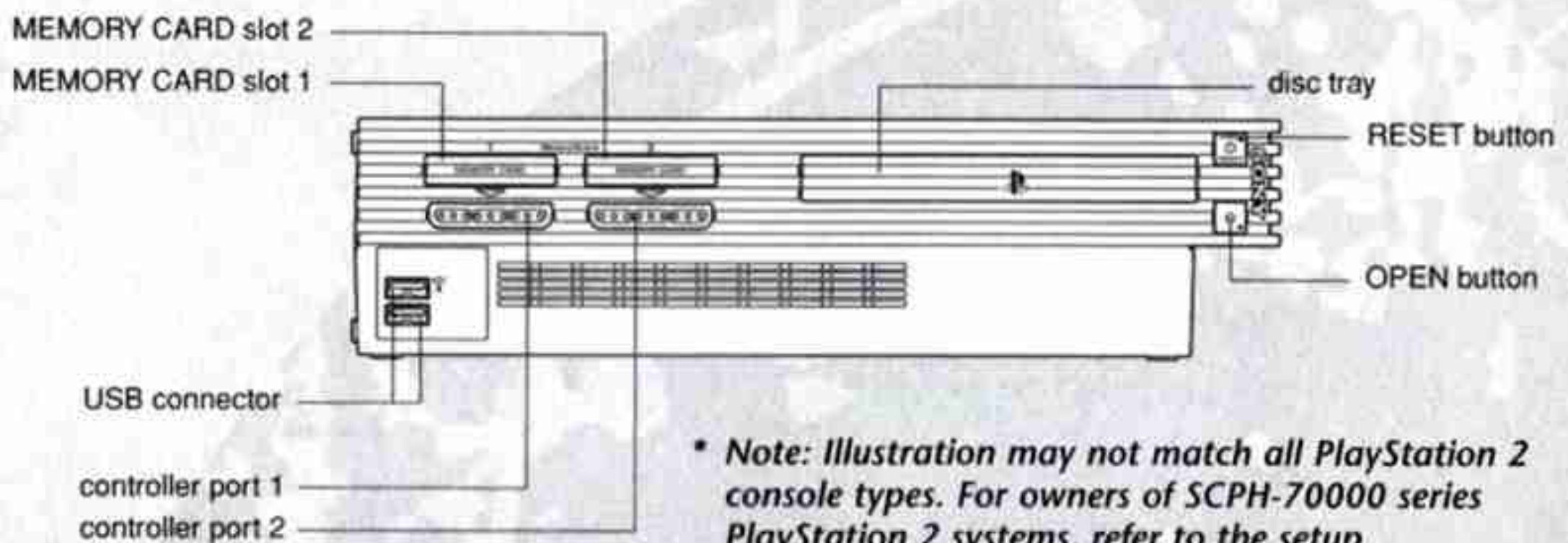
Darkwatch game © 2005 High Moon Studios, Inc. All Rights Reserved. Published and distributed by Capcom Entertainment, Inc. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD.

DARKWATCH and all related trademarks are trademarks or registered trademarks of High Moon Studios, Inc. or its affiliates. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. The ratings icon is a registered trademark of the Entertainment Software Association.

FOR MORE INFORMATION ON DARKWATCH, VISIT

www.darkwatch.com

GETTING STARTED



* *Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON.

Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **DARKWATCH™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.

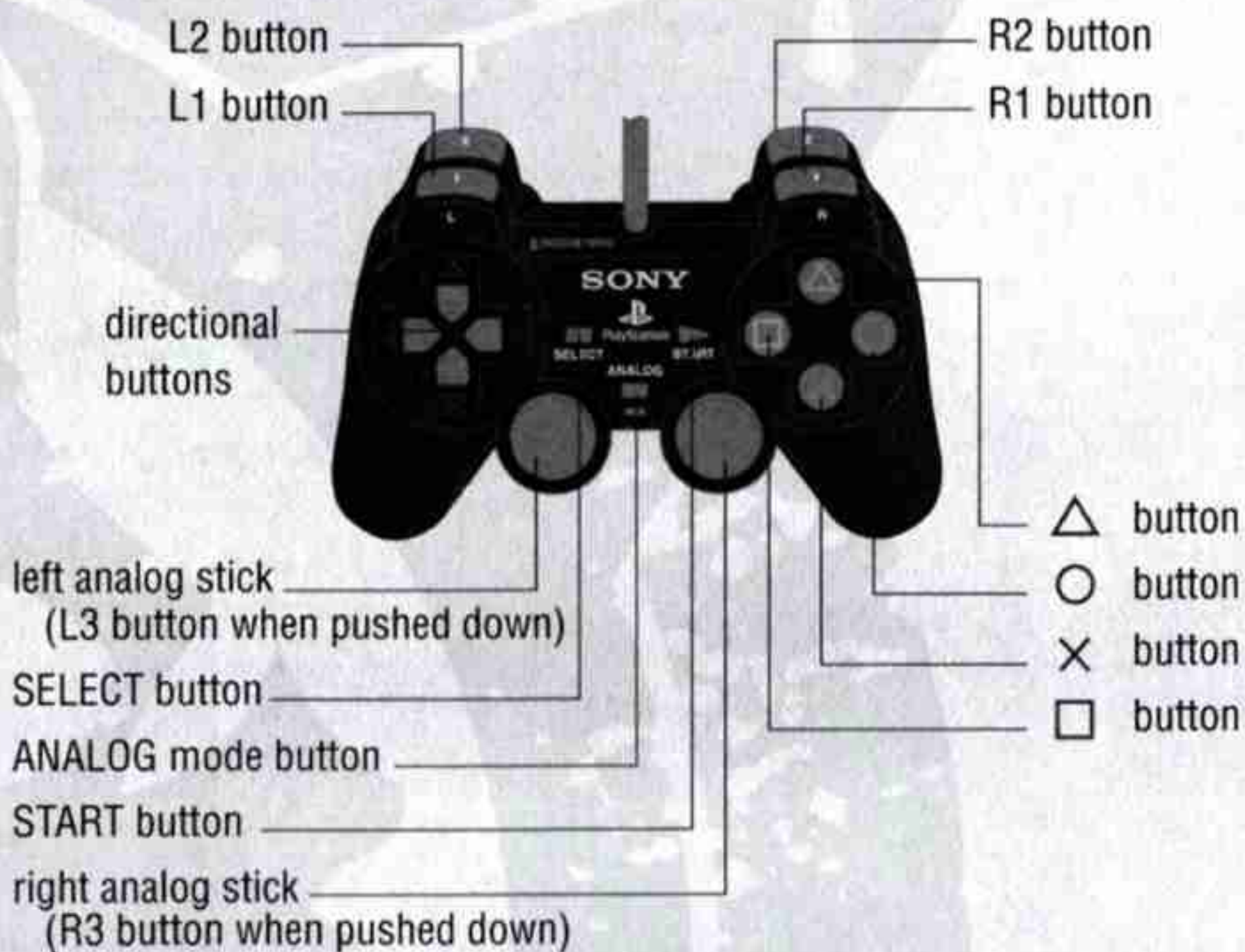
Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your console. You can load saved game data from the same memory card or from any memory card containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



DARKWATCH is a 1-to-2 player game. To set up for play:

- **For 1 Player games:** Connect the DUALSHOCK®2 analog controller to controller port 1.
- **For 2 Player games:** Connect a second DUALSHOCK®2 analog controller to controller port 2.

THE DARKWATCH WANTS YOU!

Welcome to the Wild West, circa 1876. You are Jericho Cross, seasoned outlaw.

Looking for a big score, you raid a secret treasure train. Unknown to you, this train belongs to the Darkwatch, an ancient organization committed to defeating supernatural evils. The cargo of this train is not money or jewels, but a captured vampire lord being transported to the Darkwatch Citadel for interrogation.

You blow open what you think is the treasure vault on the train, only to release the oldest and most powerful creature of his kind. Perhaps from perverse gratitude, this vampire doesn't kill you. He just bites you, so you slowly turn into a vampire yourself!

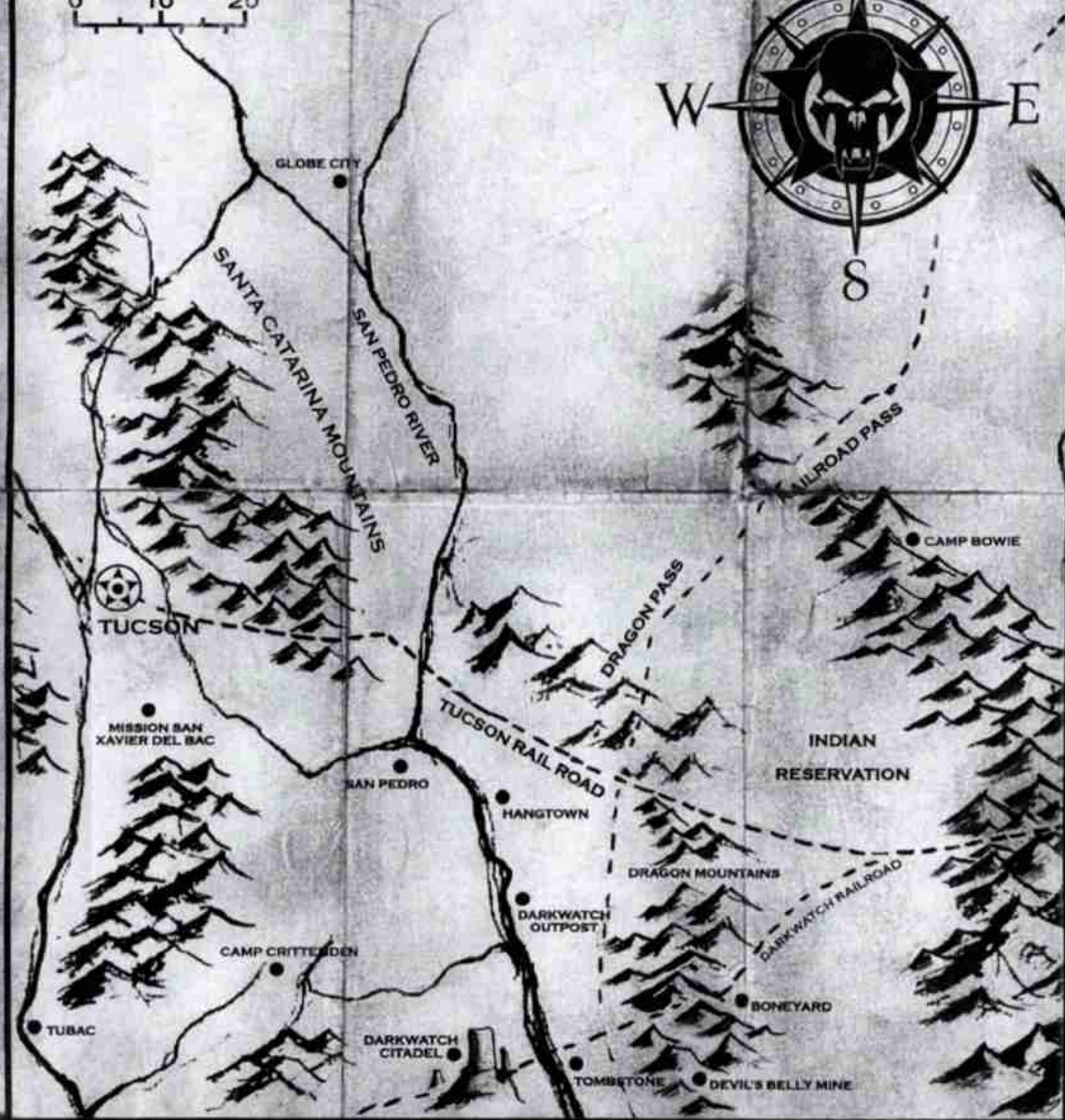
With growing supernatural powers, you hunt Lazarus, the vampire who sired you. If you gun him down before the Curse overcomes you completely, you might win back your soul. If you fail, you will be damned to walk the earth as an undead monster, having condemned the West to despair under the rule of evil incarnate.

JERICO'S JOURNEY

DARKWATCH

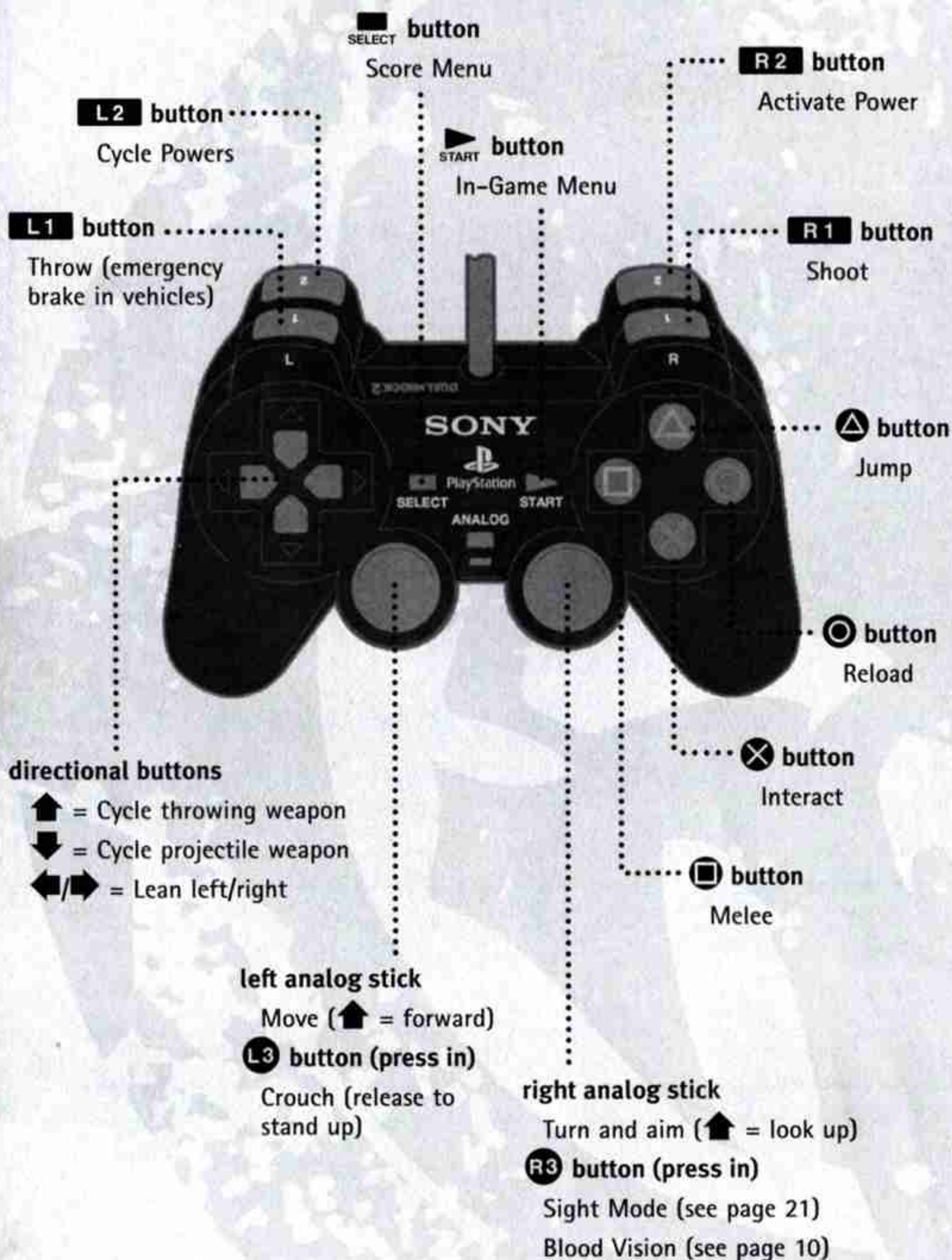
TERRITORY of ARIZONA 1876.

0 10 20



GAME CONTROLS

The default configuration of the DUALSHOCK®2 analog controller appears in this diagram, and is used throughout this manual.



GAMEPLAY BASICS

The Main Menu is your gateway to the world of the **DARKWATCH**:

SINGLE PLAYER: Experience Jericho's saga (see page 24).

MULTIPLAYER: Play with or against another player (see page 26).

OPTIONS: Change settings for your controller, display and audio (see page 31).

PROFILES: Manage your player profiles (see page 32).

EXTRAS: Some special treats (see page 33).

The following sections contain intel that will help you survive and thrive as a **DARKWATCH** agent:

- **Gameplay Objectives** (below).
- **Human Abilities** (see page 8).
- **Vampire Powers** (see page 10).
- **In-Game Menu** (see page 12).

GAMEPLAY OBJECTIVES

In Single Player games, you must fulfill the following objectives to survive the onslaught of the undead and have a chance to defeat Lazarus.

In Multiplayer matches, most of these objectives are still critical — along with the additional objectives described in **Multiplayer Matches** (see page 26).

- **Kill, but don't be killed:** Enemies constantly attack you, so killing them is necessary to survive. In Single Player games, Multiplayer Soul Hunter and Multiplayer Cooperative Mode, you benefit from the energy in the Blood Clouds that are released when you kill the undead.
- **Collect weapons:** You start with humble weaponry. As you progress, you can grab new weapons — such as those dropped on the ground by fallen enemies.
- **Obtain Powers:** Powers are supernatural abilities that give you a key advantage in combat. (See page 10.)
- **Destroy Marks of Evil:** On occasion, a ragged structure will erupt from the ground and spew enemies. When you destroy this Mark of Evil, the enemies it bore will die with it, and something critical to your advancement will be revealed to you.

HUMAN ABILITIES

As you transform slowly into a vampire, your basic human abilities will be enhanced.

WALK: Move the left analog stick  to move forward,  to move back,  to move left, and so forth. Move it a little to move slowly, or a lot to move quickly.

RIDE: Ride your horse, Shadow, and drive vehicles such as the Coyote Steam Wagon. It's just like walking except you can't jump. In addition, the **L1** button becomes an emergency brake in vehicles.

CROUCH: Press and hold the **L3** button (left analog stick) to crouch down. Release the **L3** button to stand back up.

- Crouch behind low objects to take cover, and stand up briefly to fire.

LEAN: Press the directional buttons  to lean left, and  to lean right.

- Take cover behind a wall and lean out briefly to shoot.
- While in the saddle of your horse, Shadow, lean to the side opposite your enemies to use the horse as a shield. You can't shoot while leaning from your horse.

JUMP: Press the  button to jump.

TURN AND AIM: Move the right analog stick  to look up,  to look down,  to look left, and so forth. Move it a little to pan your view slowly, or a lot to pan quickly. The targeting reticle is always in the center of your view.

- Turn and aim Gatling Turrets the same as hand-held weapons.
- The reticle shows the direction that projectiles will go; it turns red when you're on target.

SHOOT/RELOAD: Press the **R1** button to shoot one projectile. Each weapon holds a limited number of projectiles, but reloading happens automatically as long as you still have projectiles in reserve. Press the  button at any time to reload manually. Also, some weapons have special behaviors when you press and hold the **R1** button. (For details, see **Darkwatch Weaponry** on page 20.)

CYCLE WEAPONS: Press the directional buttons  to cycle your throwing weapon and  to cycle your projectile weapon.

THROW: Press the **L1** button to throw an explosive. You can't throw while driving, riding, or wielding dual Warmaker Pistols.

MELEE ATTACKS: Press the  button to strike a nearby enemy with the blade of your weapon, or knock over small nearby objects.

INTERACT WITH OBJECTS: Press the  button to interact with something you're close to. Not everything can be interacted with, but many things can be:

- Pick up a new weapon that's lying on the ground. (Dead enemies often drop weapons.) You can't carry more than two weapons at a time. If you already have two weapons, you must set down the one in your hand to pick up another. However, you can usually keep your weapons across chapters.
- Open doors, push barrels around, knock over tombstones and more. You can even shoot dynamite barrels to take out enemies near them. Just don't stand too close yourself!
- Enter and exit the Coyote Steam Wagon and Gatling Turrets.

HEALTH: Your health decreases after your Blood Shield is exhausted and you get hit. (The Blood Shield is a Vampire Power, but your health is part of your humanity.) Health increases when you kill enemies and collect the energy from their Blood Clouds. If your health drops to zero, you die!

VAMPIRE POWERS

You started acquiring Vampire Powers when you were infected with the Curse. Your Powers grow as you become less human and more vampire. There are two basic types of Powers: those that do not take blood energy to use and are available to you at any time, and those that must be earned and require blood energy. All Powers are negated in direct sunlight.

POWERS YOU HAVE AT ALL TIMES

In Single Player games, you quickly gain the following Vampire Powers as you progress through Jericho's story. In Multiplayer matches, you get these Powers from the start:

BLOOD SHIELD (see **The HUD** on page 13): Protects you from losing health. Decreases as you get hit; increases as time passes between hits. When the Blood Shield is depleted, your health suffers with each hit.

VAMPIRE JUMP: Double-tap the  button rapidly to jump really high. Move the left analog stick to change direction while in the air. Press the  button to terminate the jump quickly.

BLOOD VISION: Press in the  button (right analog stick) to cause enemies, weapons, and other key elements to glow, and zoom in your view a bit too. Press in the  button again to return to normal vision.

POWERS YOU MUST EARN

Powers are spells with potent but temporary effects. You obtain and activate Powers differently in Single Player games and Multiplayer matches.

SINGLE PLAYER POWERS: You will occasionally encounter a victim of Lazarus. Based on your choice to aid or feed upon such a victim, your soul will become increasingly good or evil. The blue (good) and red (evil) Spirit Bars in your Power Display (see page 14) track the progress of your soul. When a bar is full, you will earn a Power. Similarly, when you choose to free or feed on what remains of the spirit in a dead Tainted Victim, your soul will also gain either good or evil energy, depending on your choice.

Activating a Power takes a lot of supernatural energy. Your Blood Bar (see page 13) tracks the energy you collect from the Blood Clouds of enemies you kill. When your Blood Bar is full, you can activate any Power you have earned at a moment of your choosing. Using a Power completely drains your Blood Bar.

GOOD POWERS



SILVER BULLET: The Silver Bullet Power increases shooting attacks with holy fire.



FEAR: The Fear Power terrifies most enemies. Some foes will merely laugh it off, though, so be careful!



MYSTIC ARMOR: The Mystic Armor Power affords superior armor against attacks.



VINDICATOR: The Vindicator Power calls down chain lightning on your enemies.

EVIL POWERS



BLOOD FRENZY: The Blood Frenzy Power imbues your melee attacks with supernatural berserker power.



TURN: The Turn Power makes slaves of your enemies and turns them against each other for a time.



BLACK SHROUD: The enveloping evil of the Black Shroud Power awards armor and deals damage to those who dare attack.



SOUL STEALER: The Soul Stealer Power sucks the very souls from distant enemies.

MULTIPLAYER POWERS

In Multiplayer matches, you can pick up the Silver Bullet, Mystic Armor, and Blood Frenzy Powers as floating power-ups. When you pick up a Power, it activates automatically and immediately. Once activated, most multiplayer Powers have the same effects and duration as their Single Player counterparts.

IN-GAME MENU

Press the  button during gameplay to bring up the In-Game Menu.

RESUME GAME: Resume gameplay.

LORE: (Single Player games only)

See tips and instructions in response to what you encounter during gameplay. Most new Lore entries are added to the bottom of the list.

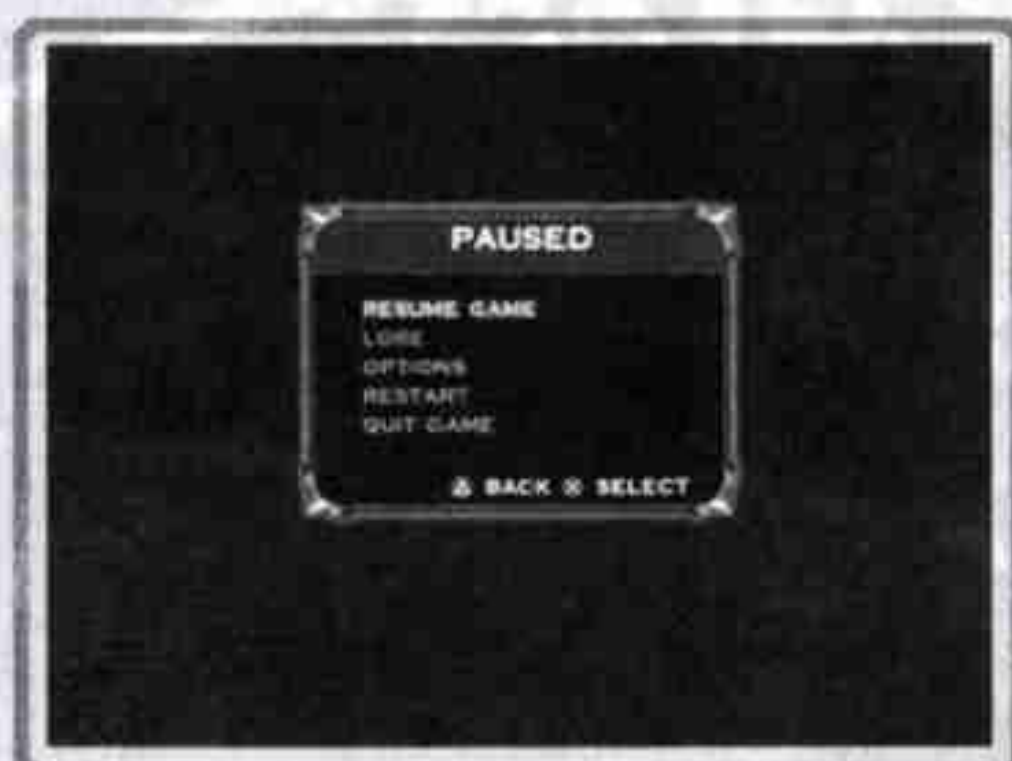
- **Powers Screen:** Lore on Powers appears on a separate screen showing good and evil Powers in order of increasing power. Select a specific Power to bring up its description.

OPTIONS: Adjust the controls (see page 31).

RESTART: (Single Player games only)

Return to the last saved checkpoint in the current chapter. (The game automatically saves your progress at multiple checkpoints within each chapter.)

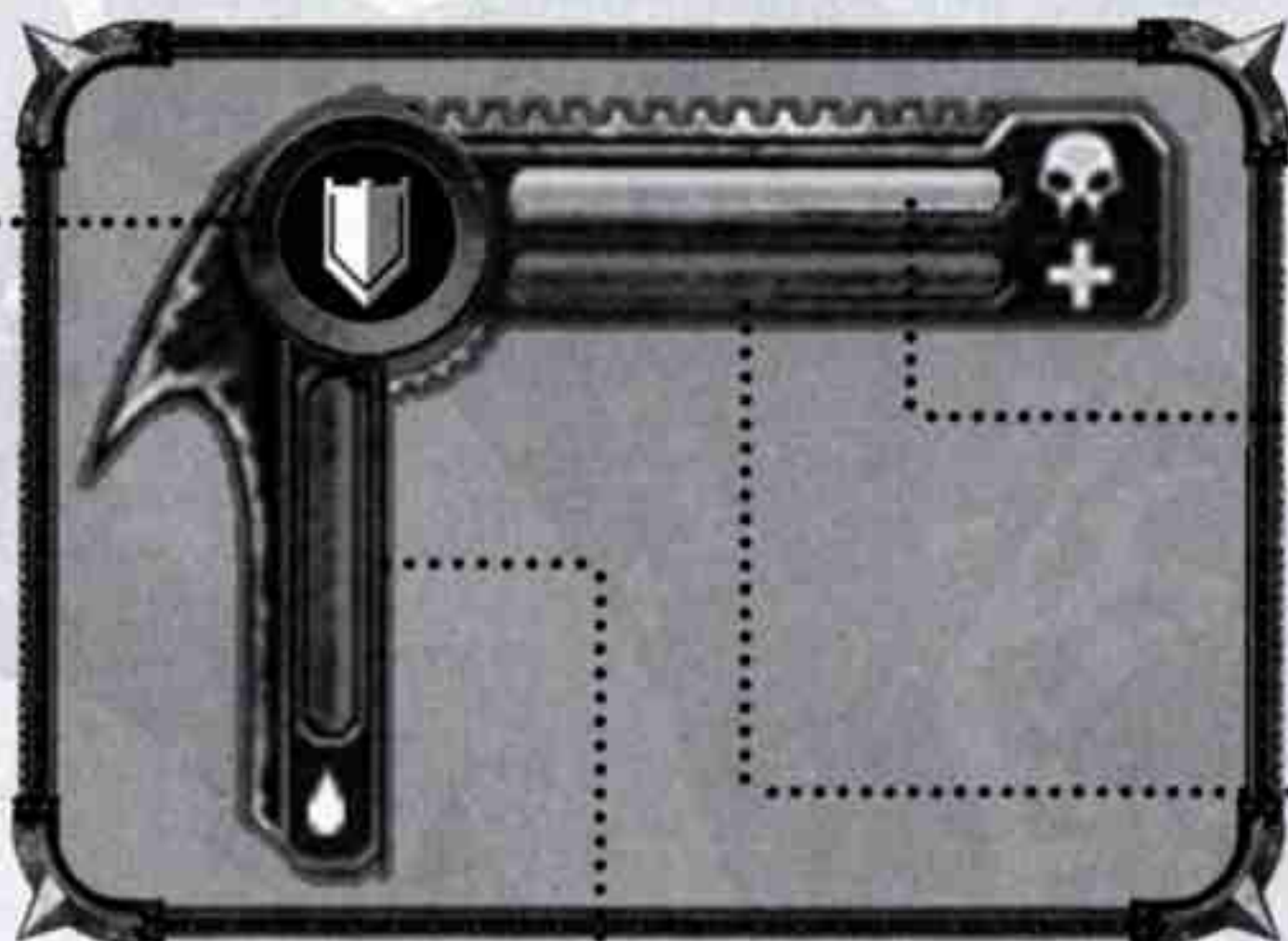
QUIT GAME: Exit to the Main Menu.



THE HUD

The HUD (Heds Up Display) gives you key intel on the screen. The HUD includes a Life Display, Battle Bar, Weapon Display, Power Display and some additional display.

LIFE DISPLAY



BLOOD SHIELD

Decreases as you get hit; increases as time elapses between hits.

HEALTH

Decreases after your Blood Shield is depleted and you get hit; increases when you kill enemies and collect their Blood Clouds. When your health drops to zero, you're dead!

BLOOD BAR

(Single Player and Multiplayer Cooperative Modes only) Fills as you collect Blood Clouds of dead enemies. When your Blood Bar is completely full, you can activate any Power you have earned.

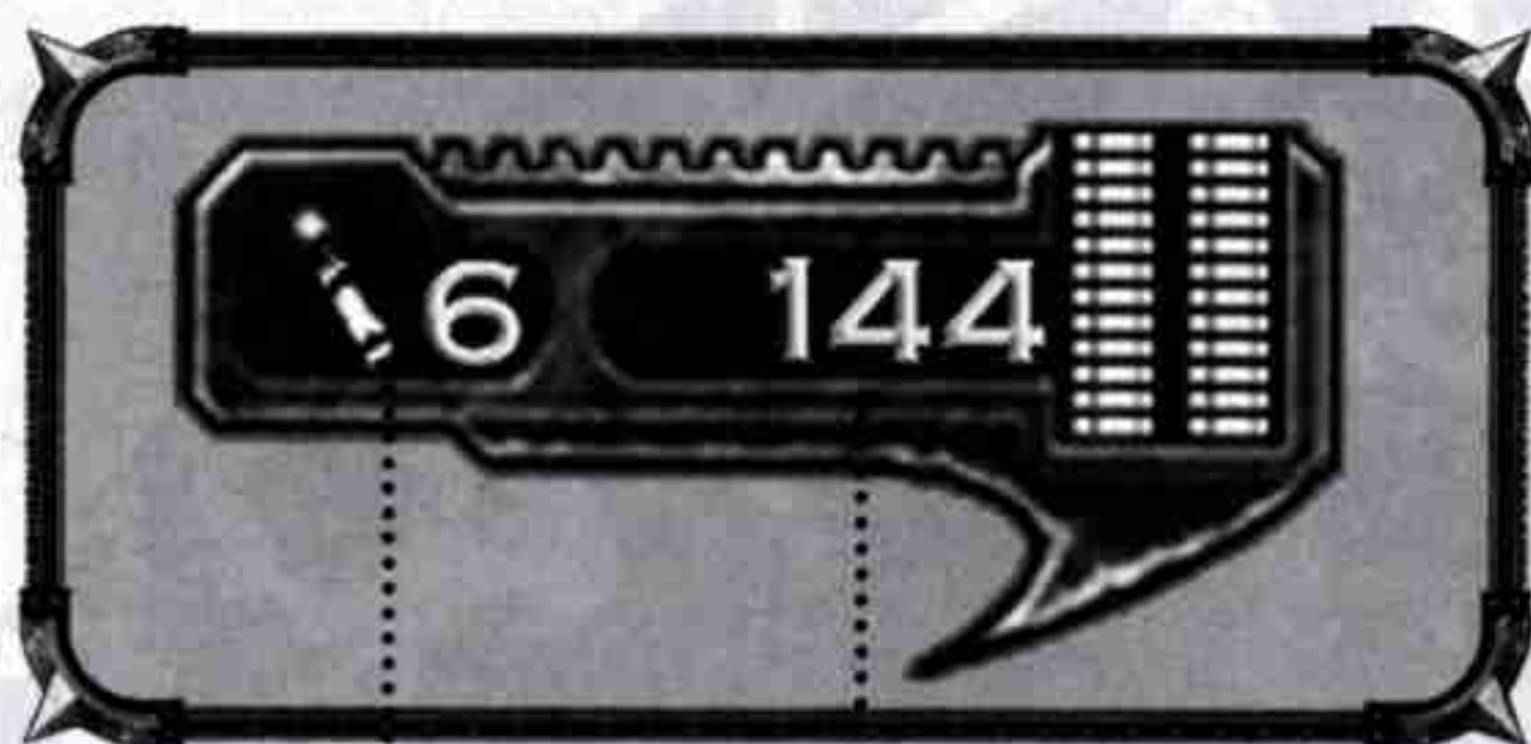
POWER

(Single Player and Multiplayer Cooperative Modes only) Shows the selected Power. When your Blood Bar is full, the entire Life Display glows to indicate that you can activate this Power. When you activate it, the luminous lines around its icon disappear gradually like a timer counting down to the exhaustion of the Power.

BATTLE BAR

The Battle Bar measures your progress toward a goal such as killing a bunch of enemies, destroying a Mark of Evil, or defeating a level boss. The bar gets shorter each time you accomplish a portion of your goal, and is a handy way to quickly appraise your progress

WEAPON DISPLAY



THROWN WEAPON

Shows the total number of remaining throwable weapons.

HELD WEAPON

Shows the number of bullets left in your gun, and total bullets in reserve.

POWER DISPLAY

In Single Player games, press and hold the **L2** button to bring up the Power Display and cycle through the Powers you have earned. Press the **R2** button to activate the selected Power (once your Blood Bar is fully charged). (Multiplayer matches do not use the Power Display.)



SELECTED POWER

Press the **L2** button repeatedly to cycle through the Powers you have earned. Stop pressing when the Power you want appears in the large center circle.

POWER NAME

Displays the name of the selected Power.

SPIRIT BARS

The two bars on the bottom fill with blue (good) and red (evil) energy as you earn your way toward the next Power.

ADDITIONAL DISPLAYS

The following HUD items are independent of each other, but all are critical to gameplay:



HIT INDICATOR

Shows the direction of an off-screen enemy that just hit you.

TARGETING RETICLE

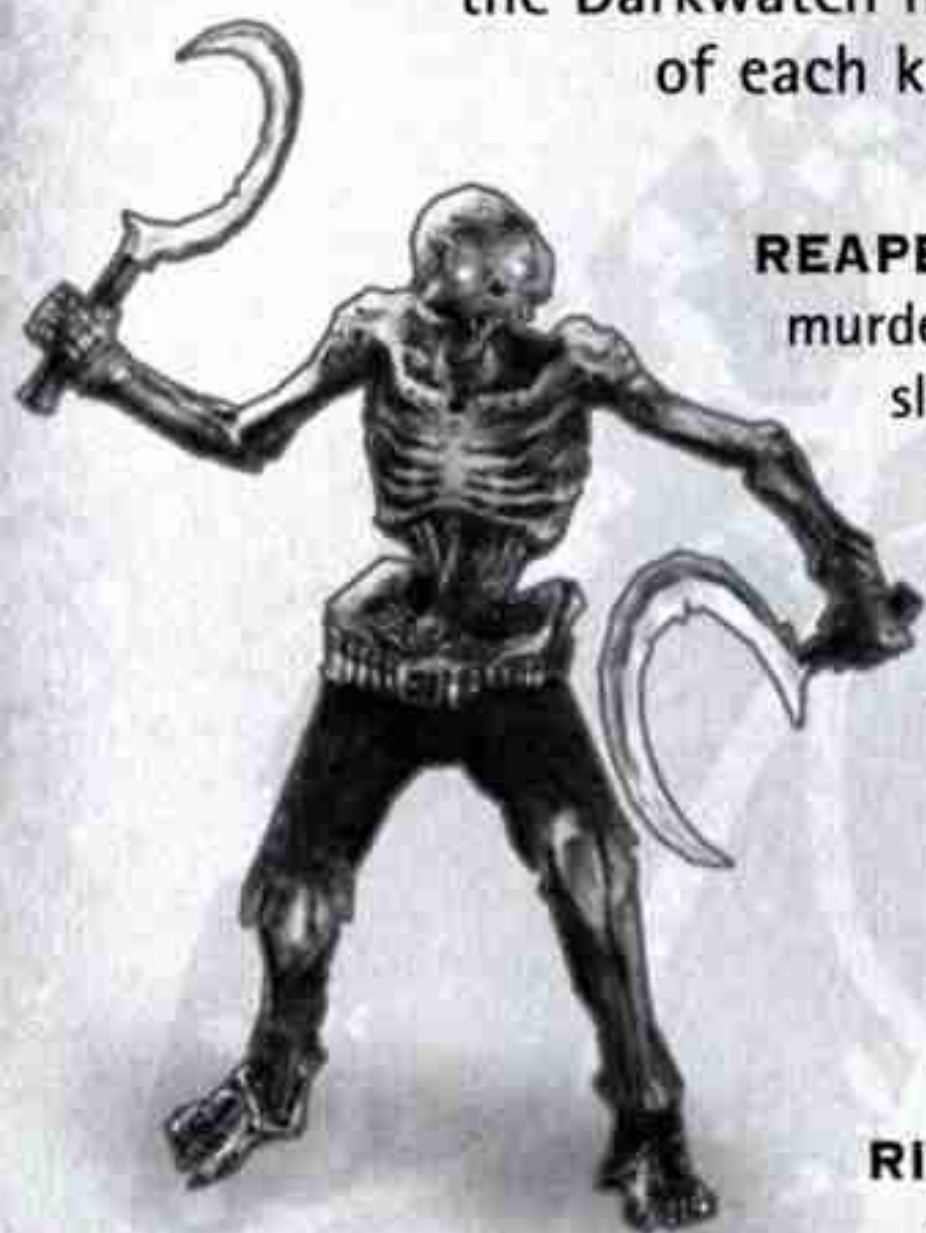
Shows the direction of fire for your weapons. Always in the center of the screen, the reticle turns red when you're on target.

TEXT MESSAGES

Inform you of a decision to make, give you hints about special tactics, and optionally show subtitles for voices.

ENEMIES

Lazarus is animating the damned to form an undead army and build his empire of despair. To help you better understand your enemies, the Darkwatch has prepared the following tactical summary of each known class of undead.



REAPERS: These decaying souls burst from graves with murder in mind and scythes in hand. They swarm you — slicing and dodging with unnatural speed, and leaping too high for your vampire jump to buy you any peace. The savagery of Reapers makes up for whatever they lack in size and strength.



RIFLEMEN: Death at the hands of the undead isn't always final. Some victims reanimate to join the fiends who killed them. When Darkwatch Regulators are struck down and reanimate, they become undead Riflemen who turn their training and advanced weapons against their former colleagues.



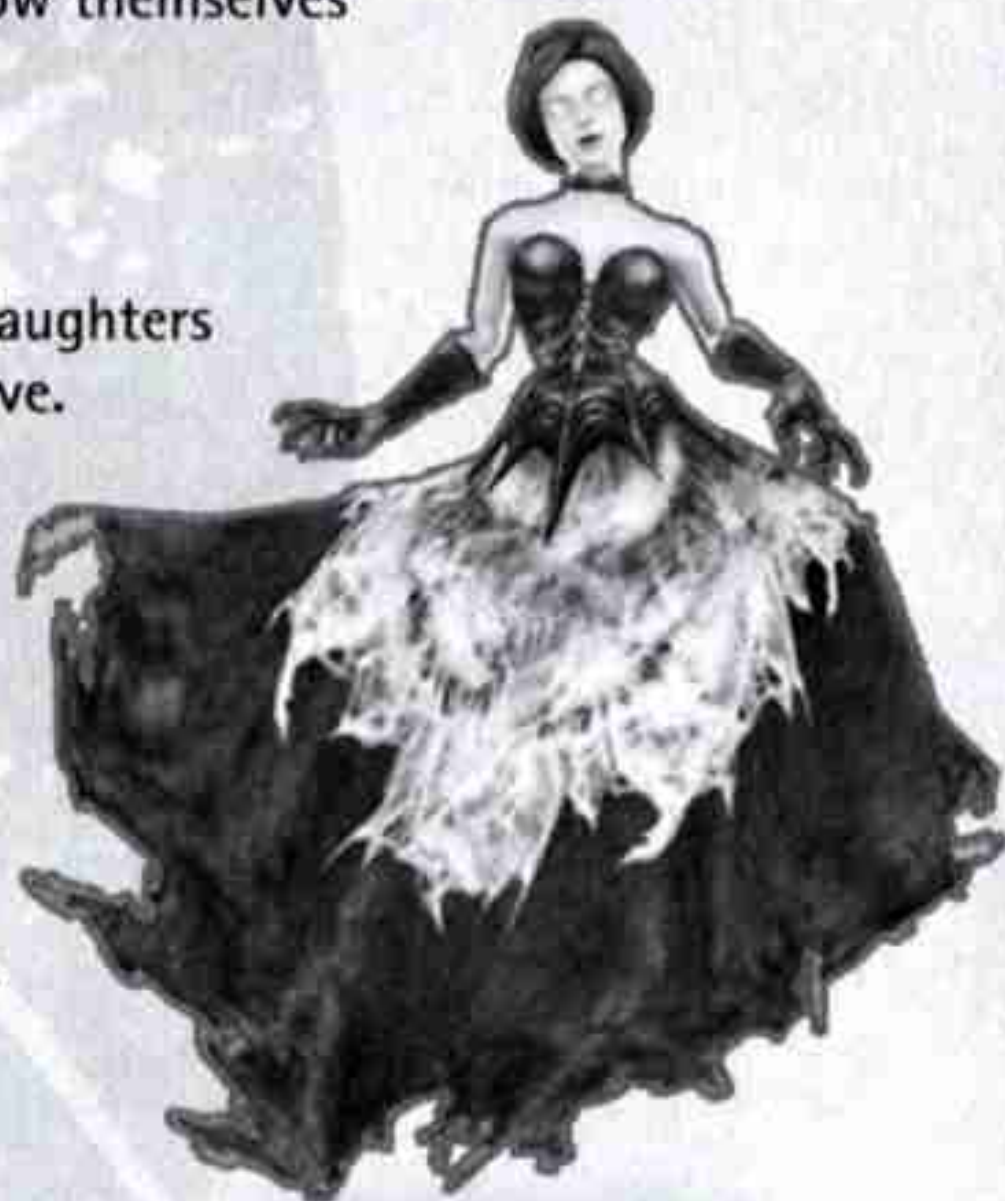
GUNSLINGERS: Reanimated outlaws, Gunslingers have a refined sense of disobedience and disloyalty. They play no favorites in matters of hatred either. Gunslingers have even been known to attack their own comrades just to steal more effective weapons.

UNDEAD RYDERS: Essentially Gunslingers on horseback, Undead Ryders use their demonic horses to move fast and block your fire, so targeting them isn't easy.



KEGGERS: Laden with explosives, the Kegger will charge toward an advancing enemy with a gaping grin to announce its intentions. Keggers are tenacious, bold and egoless. If they get close to you, they will blow themselves and you to hell.

BANSHEES: These daughters of sin speak death from above. Their screams will home in on you, so be prepared to take cover and shoot these lethal balls of energy. If a Banshee gets close to you, she will drop down and tear into you. Or you can go on the offensive first and vampire jump up to her.

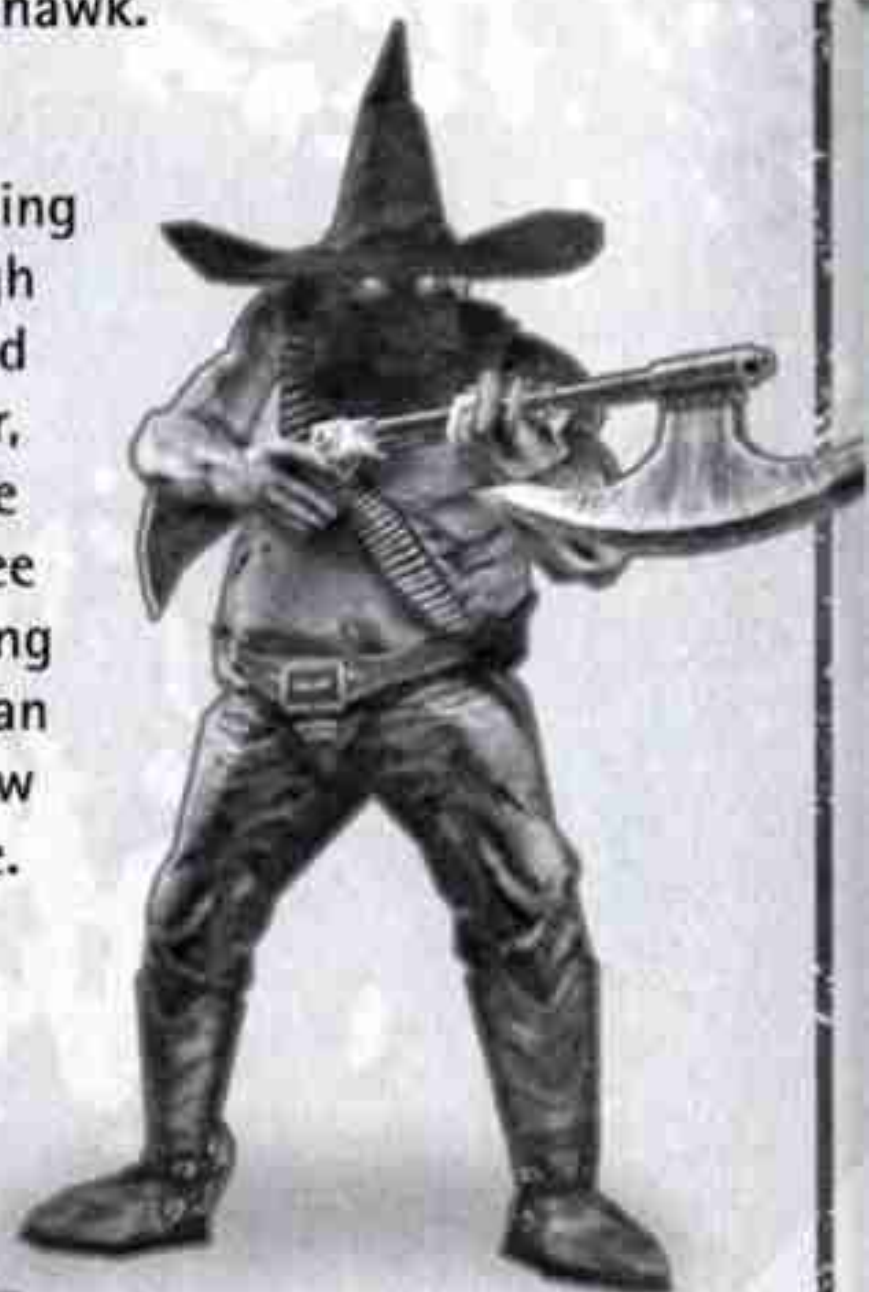


OOZERS: These big ugly freaks take a lot to kill. At range, they puke a powerful acid-like a projectile. Up close, Oozers charge you with a fist full of cleavers and three tons of fury.

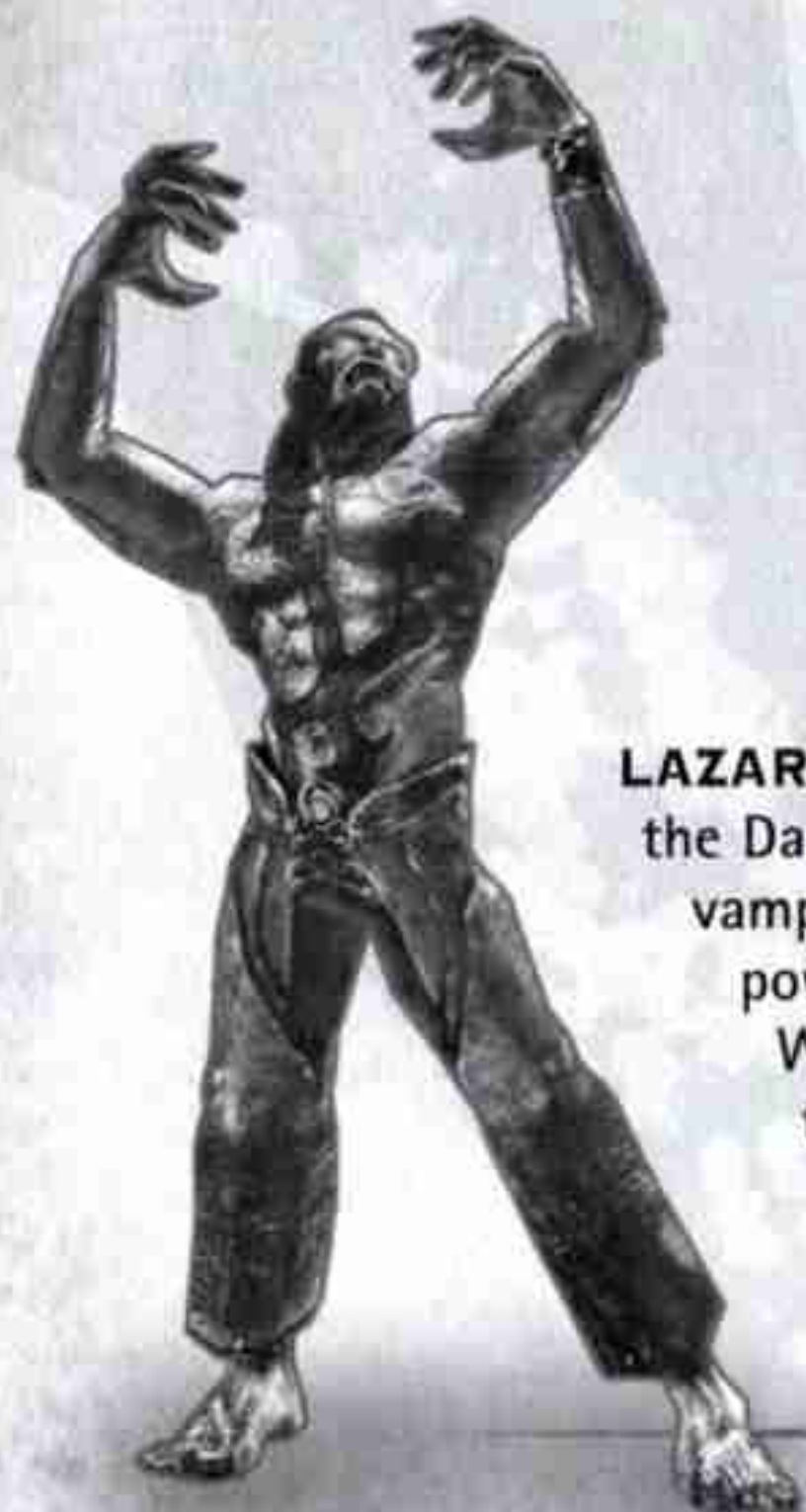
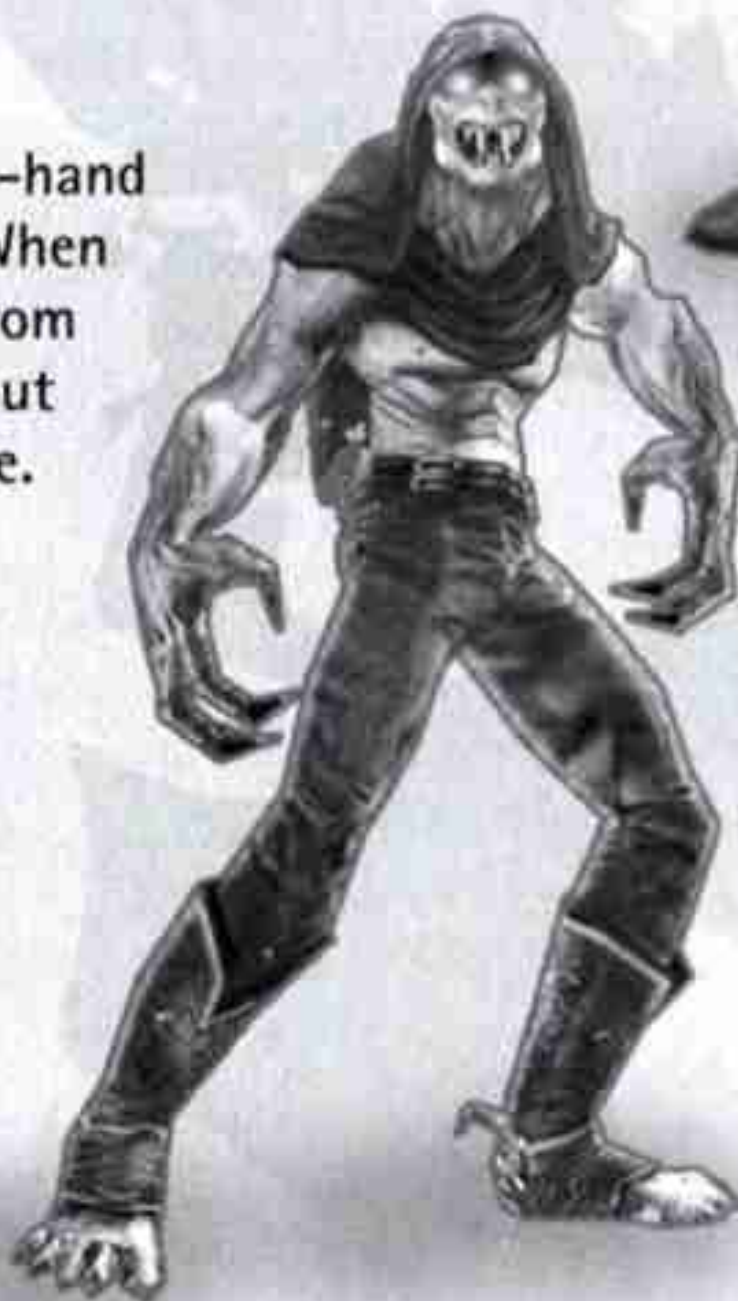
BRAVES: The forces of darkness find the unmarked graves of massacred natives to be fertile ground for reanimation. Haunted by the injustice done to them and driven by an insatiable desire for vengeance, Braves jump and fight very well. They typically use the same weapons they favored during life: the bow and arrow and the tomahawk.



BANDITOS: Some fat, hard-drinking bastards never quite die, even though everybody wishes they would. In undead form, all that blubber hardens into armor, making Banditos tough as hell. All those bar fights made them into great melee fighters too. On the way in to striking range, their shotguns pack a mean punch. Fortunately, Banditos are slow and stupid. Some things never change.



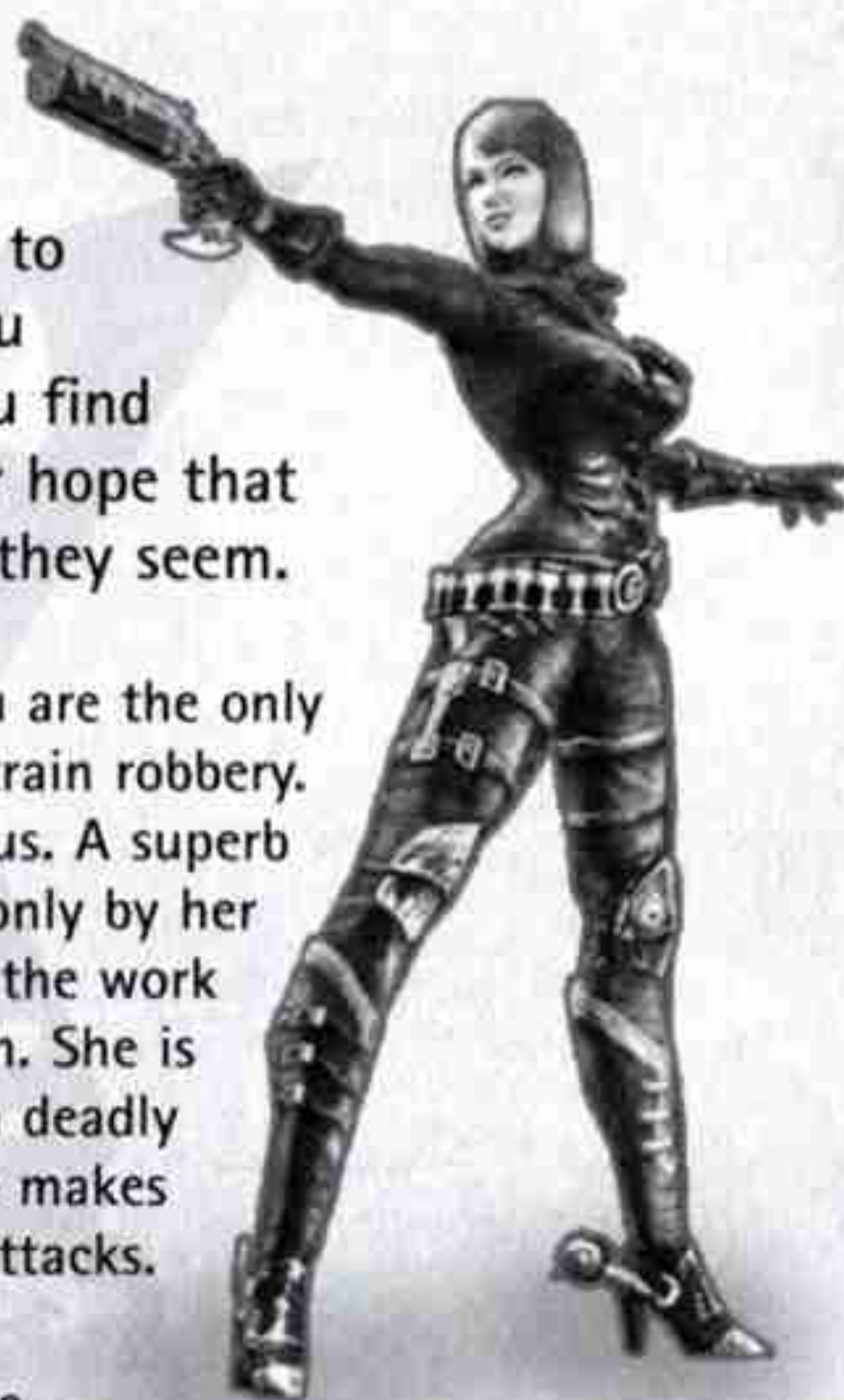
VIPERS: Vipers are quick hand-to-hand fighters with great jumping ability. When pressed, they can teleport away from you. Try to take Vipers out at a distance if possible.



LAZARUS MALKOTH: Lazarus was the Roman who founded the Darkwatch in 66 A.D. to battle the real reason Rome fell: vampires. In his pride, Lazarus thought he could gain ultimate power over darkness by bending a demon spirit to his will. When the demon possessed Lazarus instead, he turned on the Darkwatch and nearly destroyed his own organization. The Darkwatch pursued Lazarus across Europe and ultimately the Americas, where he vanished.

ALLIES

To survive, Darkwatch Regulators must sometimes be as ruthless as the supernatural forces they hunt. They would be delighted to sign up a criminal like you, even as you transform into a monster. Should you find Regulators as your allies, you better hope that they're as dedicated and lethal as they seem.



CASSIDY SHARP: Cassidy and you are the only human survivors of your derailed train robbery. Although young, this girl is serious. A superb Regulator, Cassidy is hampered only by her conviction that the Darkwatch and the work she does for it are beyond reproach. She is a good shot and keeps her cool in deadly situations, but her slight physique makes her vulnerable to melee attacks.

TALA: Don't let her seductive grace hypnotize you. Tala is a fearless and powerful fighter who goes out of her way to engage the undead. Silent as a shadow, Tala will sometimes vanish from the field at what seems a critical moment, only to appear suddenly behind enemy lines, bathed in the blood of her foes and signaling her squad that victory is at hand. In you she sees the perfect partner in the war against darkness, and in her own ambitious quest to rise to the top of the Darkwatch.

OTHER DARKWATCH REGULATORS: In the course of your quest, various Darkwatch Regulators will help you battle wave upon wave of demented undead. All are well trained and fully prepared to give their lives to the cause. However, if you kill a Regulator, even by accident, don't be surprised if the other Regulators are less than amused.



DARKWATCH WEAPONRY

Over the centuries, Darkwatch scientists have invented weapons that are truly ahead of their time. As you are new to the Darkwatch, you should become familiar with these weapons before attempting to use them.



REDEEMER REVOLVER: Young Darkwatch engineering students are required to study the innovative blueprint for the Redeemer. Its ingenious design ejects expended cylinders through the breech while feeding loaded cylinders into the muzzle. By fanning the hammer (press and hold the **R1** button), you can discharge many rounds rapidly, and then quickly reload by replacing the clip. The careful balance between accuracy, rate of fire, and power make the Redeemer a standard firearm for Darkwatch Regulators. Like any pistol, however, it has neither the stopping power nor long range accuracy of most rifles.



WARMAKER PISTOLS: Most Darkwatch Regulators scorn these light pistols for their lack of stopping power. However, you can dual fire (press and hold the **R1** button) with one in each fist to achieve an impressive rate of fire. Also, swinging two-bladed handles gives you twice the punch in close quarters combat.



BLACKFISH CARBINE: Darkwatch engineers modified a musket into a breach-loading repeater to create the Blackfish Carbine. The Blackfish can be reloaded quickly, and has good range and stopping power without too much recoil. Its heft and bladed handle make it a fine choice for close quarters combat.



CARSON RANGE RIFLE: The Carson Range Rifle is designed to maximize range at the expense of all else. Its long barrel makes it impossible to conceal and awkward to carry. It bears a fragile 5 lb. scope that provides a great view of distant enemies but less than a 6° point of reference. Press the **R3** button once to use the scope; again to zoom in; a third time to resume normal view. You can't use Blood Vision while holding this rifle.



ARGUS SHOTGUN: The Argus Shotgun sports four barrels, a simplified extractor spring for quicker firing, and a wicked 6" blade for lethal melee action. While two barrels deploy, the second pair swing below the breech for simultaneous re-loading. The two firing barrels don't overlap in cone output, resulting in greater spread. These qualities make the Argus a favorite of Darkwatch agents facing an enemy that needs to be taken apart at close range.



DUAL CROSSBOW: In the 19th century, the Darkwatch used arrows as platforms for powerful explosives that were too heavy and unstable to fire from normal pistols and rifles. The Dual Crossbow was designed to get the most from these explosive arrows. Perhaps the most unusual aspect of this crossbow is the presence of two tillers, leaf springs, and triggers that can release two arrows nearly simultaneously. Press the **R1** button to fire.



RAIL ROCKET: Developed from a naval signal cannon, the Rail Rocket fires explosive mortars a fair distance. To compensate for its inability to be fired at close range (without blowing you up), the Rail Rocket has the weight and blade of a formidable melee weapon. Although mortars move slowly enough to give distant enemies time to take evasive action, you can steer a mortar in flight. Press and hold the **R1** button and move the right analog stick to use this weapon.



DYNAMITE AND SPLITTER GRENADES: Blow the crap out of anything nearby (including yourself, if you're not careful) with good ol' sticks of Dynamite. Incinerate weaker enemies with a well-placed throw of a Splitter Grenade, or aim at their feet and watch as the grenade splits into five smaller but still deadly grenades. Don't be surprised if attentive adversaries see them coming and run for cover.



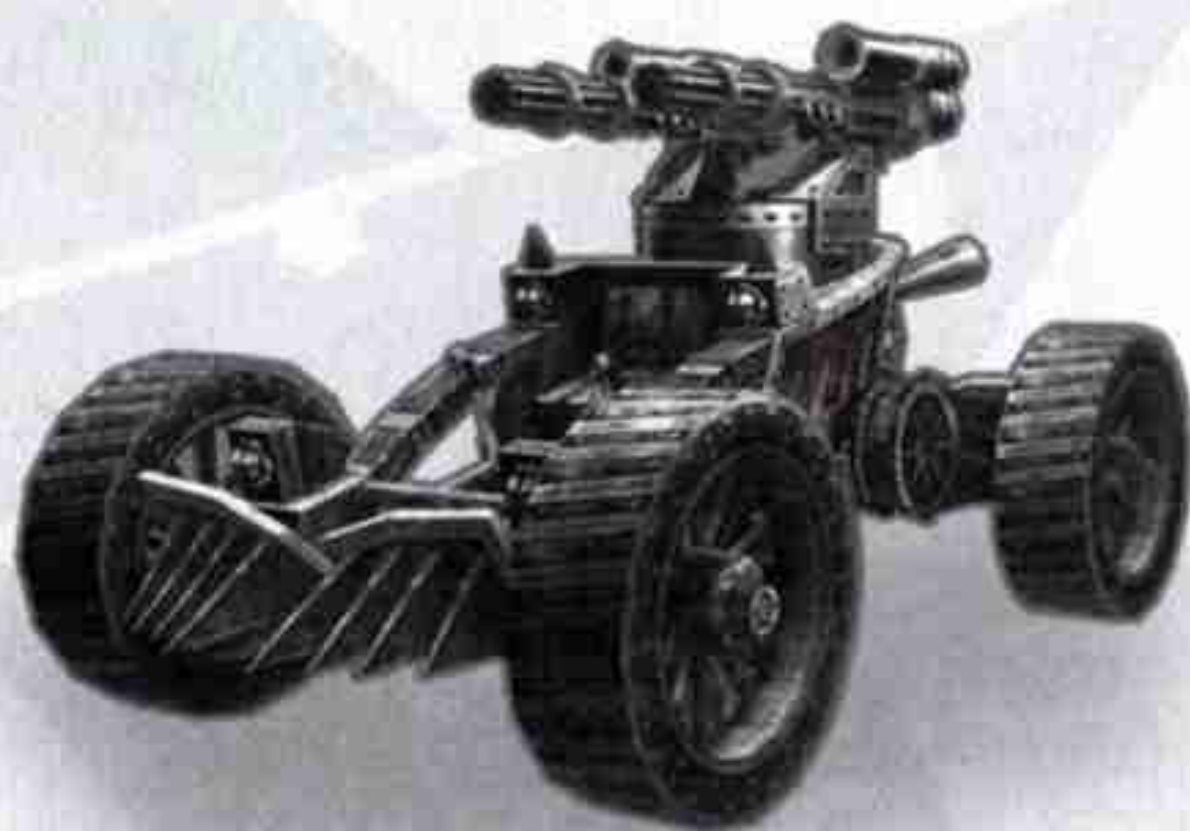
SCEPTER: In certain chapters of the story, you can find and swing the Scepter as a weapon of last resort.



GATLING TURRET: The Darkwatch dissected a working prototype of the first Gatling guns and found ways to increase their rate of fire to create the Darkwatch Gatling Turret. Because clandestine operations prefer to avoid the use of conspicuous stationary weaponry, the Darkwatch generally limits use of Gatling Turrets to mobile vehicles, such as the Coyote Steam Wagon. When you're in a Gatling Turret, move the right analog stick to turn and aim; press and hold the **R1** button to fire. Ammo is unlimited. You can't throw, jump, or use Blood Vision while in a Gatling Turret.

VEHICLES

Each of these vehicles has a dynamic all its own, with an easy learning curve that rewards skill.



DARKWATCH COYOTE: The Coyote Steam Wagon is equipped with twin Gatling Turrets. The Coyote is designed so you can drive and shoot at the same time. When you're near the Coyote, press the **X** button to get in (and get out later). When on board, move and turn the Coyote just as you would move around on foot — except that the **L1** button becomes the emergency brake, and you can't jump. Turning the Coyote also turns and aims the Gatling Turrets. Press and hold the **R1** button to fire continuously. Ammunition is unlimited.



SHADOW: Your horse, Shadow, is tireless, swift, and undead. Your own vampire blood flows through Shadow's veins, deepening the psychic bond between rider and steed, and ensuring that Shadow reacts instantly to your every command. While riding Shadow, move and shoot the same as you would while on foot, but you can't jump or use Blood Vision. While you're riding Shadow, your ammunition is unlimited.

SINGLE PLAYER GAMES

As a solo player, you can play Story Mode to experience Jericho's saga one chapter at a time. Alternately, in Gunslinger Mode you can replay any chapter you unlocked previously in Story Mode. This section provides instructions for starting (and resuming) a game in Story Mode. (For details on Gunslinger Mode, see page 33.)

STARTING STORY MODE

Follow steps 1–5 to start a new game in Story Mode, or pick up from your last position in a saved game.

In menu screens, press the directional buttons / to cycle through options; press the  button to select the highlighted option.

1. From the **DARKWATCH** Title screen press the  button to continue.

2. One of the following screens will appear next. (A player profile saves your game progress and any custom settings you make.)

- **New Profile Screen:** When you start **DARKWATCH** for the first time, you must enter a new player profile. (See page 32.)

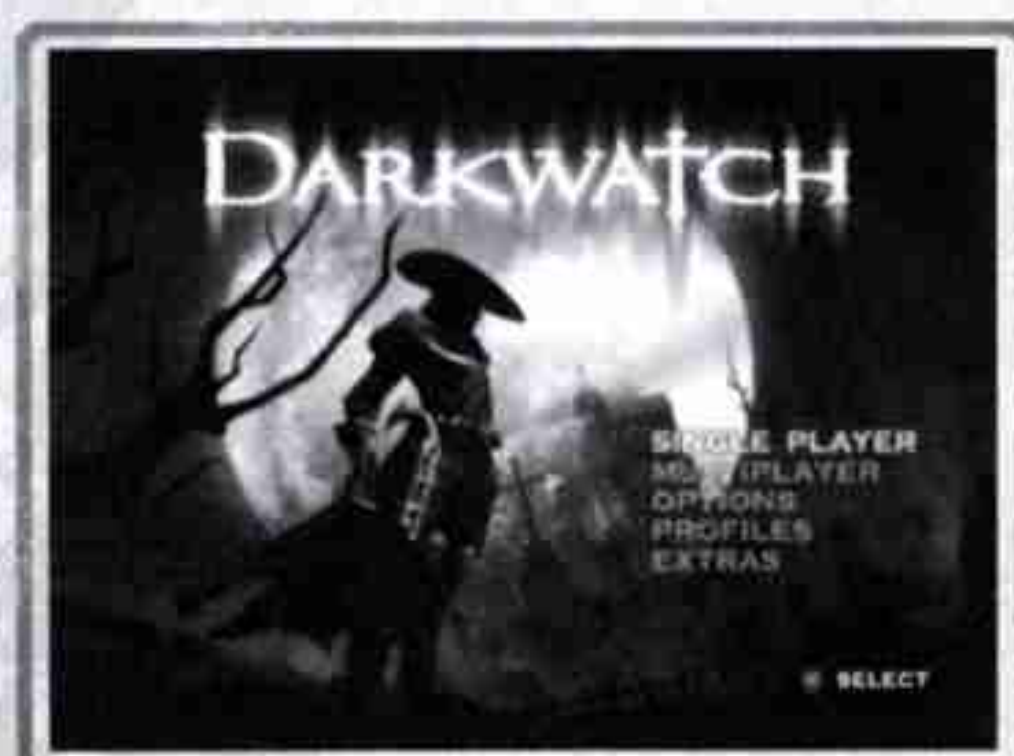


- **Profiles Screen:** If you already have more than one player profile, choose the one you want to use from the Profiles screen. (See page 32.)

3. From the Main Menu, select **Single Player**.
4. From the Chapter screen, select the chapter you want to play and press the **X** button.

Warning: Your progress in the story will be reset to whatever chapter you choose. Normally, you would choose the highest chapter you've reached in the story, using the active player profile. If you choose an earlier chapter, you will lose all progress beyond that chapter. To play unlocked chapters without losing your progress, use Gunslinger Mode (see page 33).

5. From the Difficulty screen, select a difficulty and press the **X** button to begin gameplay.



SAVING YOUR PROGRESS

The game automatically saves your progress at multiple checkpoints within each chapter. When you win a chapter, the game saves your victory in the active player profile, and unlocks the next chapter. (In the Chapter screen, you can only select chapters you have already unlocked.)

CHANGING OPTIONS

To change options during Story Mode, press the  button to pause the game and bring up the In-Game Menu (see page 12).

MULTIPLAYER MATCHES

You can play the following types of matches in Multiplayer Competitive Mode (see page 27) and Multiplayer Cooperative Mode (see page 29).

DEATHMATCH: Fight for the most kills and the least deaths in this free-for-all. Adjust the number of kills needed to win on the Create Match screen (see page 28).

SOUL HUNTER: Fight to collect Blood Clouds and be the first to fill your Blood Bar.

MULTIPLAYER COMPETITIVE MODE

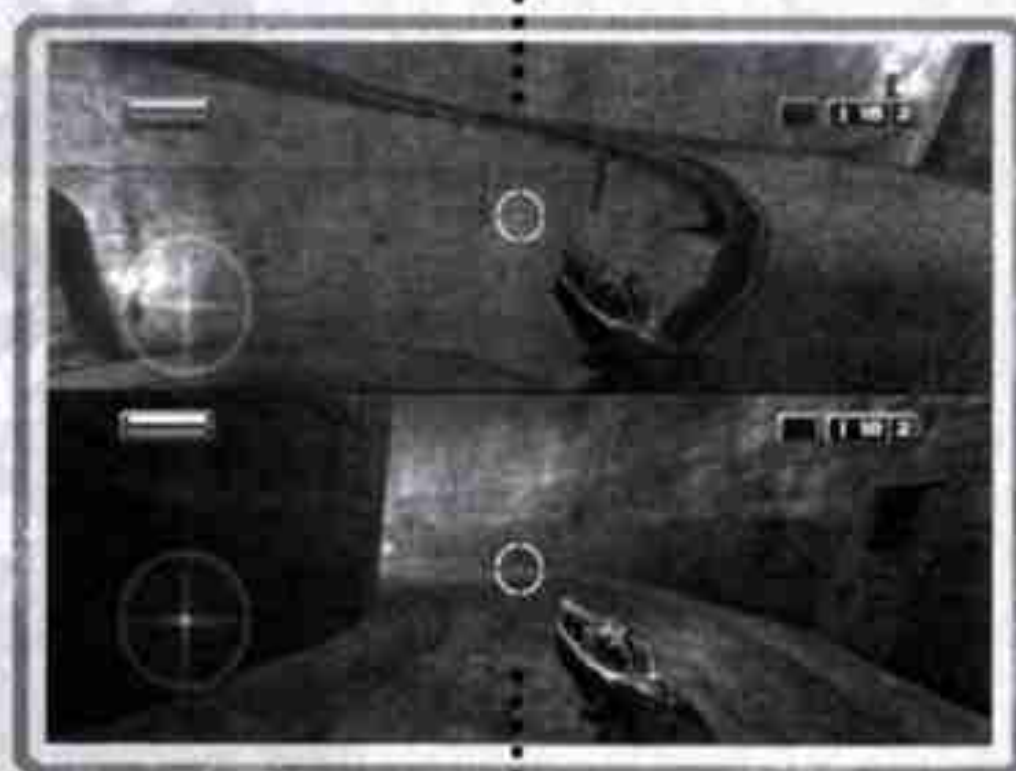
You and another person can play against each other in Multiplayer matches using the same PlayStation®2 console. Your TV screen will be divided into two areas.

STARTING COMPETITIVE MATCHES

Before starting a Competitive match, make sure you have two controllers inserted into controller ports 1 and 2 on the PlayStation®2 console.

1. From the Main Menu, with both controllers connected, select **Multiplayer** and press the **X** button.
2. At the Select Mode screen, choose **Versus** and press the **X** button.
3. Select from existing profiles or create a new profile and press the **X** button.
4. Adjust options (**Invert Look**, **Look Sensitivity**, **Vibration On/Off** and **Controller Configurations**) and press the **X** button.

Player 1 — Upper Half



Player 2 — Lower Half

5. In the Create Match screen, any player can adjust the following settings. When done, press the **X** button to continue into gameplay.

- **Type:** Select the game type (see page 26).
- **Map:** Choose a map. (Most maps are Multiplayer versions of Single Player levels.)
- **Kill Limit:** Set the number of kills needed to win (DeathMatch only.)
- **Time:** Select the total play time.

6. Either player can press the **X** button to start the match.



CHANGING OPTIONS DURING COMPETITIVE GAMES

Press the **START** button during Competitive gameplay to display the In-Game Menu (see page 12).

MULTIPLAYER COOPERATIVE MODE

Injected with the blood of Jericho Cross, you and your partner play as two Darkwatch Regulators following in the footsteps of Jericho Cross through the Haunted West. The injections afford you the strength, power, and resilience of a vampire — as well as an unholy thirst for blood and cinematic flashbacks to key moments in the cursed existence of Jericho Cross.

This section provides instructions for starting (and resuming) a game in Cooperative Story Mode.

STARTING COOPERATIVE STORY MODE

Before starting this mode, make sure you have two controllers inserted into controller ports 1 and 2 on the PlayStation®2 console.

1. From the Main Menu, select **Multplayer**.
2. From the Multiplayer Menu, choose **Cooperative**.
3. Adjust your controller settings and/or game options, then press the  button to continue.
4. From the Chapter Screen, select a chapter to play and press the  button.

Warning: Your progress in the story will be reset to whatever chapter you choose. Normally, you would choose the highest chapter you've reached in the story, using the active player profile. If you choose an earlier chapter, you will lose all progress beyond that chapter!

5. From the Difficulty screen, select a difficulty and press the  button to begin gameplay.

COOPERATIVE RULES

Here are a few basic rules that differentiate Cooperative Mode from other **DARKWATCH** modes. For more information, see the Darkwatch website: <http://www.darkwatch.com>.

DEATH AND RESPAWN RULES: If both players die at almost the same time, they must restart at the last checkpoint. If just one player dies, that player will respawn (after a brief delay) at the last checkpoint, while the other player continues without interruption. The duration of this delay depends on the difficulty setting.

FRIENDLY FIRE: The amount of damage you inflict on your fellow player will range from moderate to severe, depending on the difficulty setting.

WEAPONS AND BLOOD CLOUDS: When an enemy you kill drops a weapon on the ground, either of you can go to that weapon and pick it up by pressing the  button. You gather Blood Clouds differently: one of you only needs to get close enough to a Blood Cloud (before it dissipates), and it will be drawn to you. Consider sharing weapons and Blood Clouds according to a team-oriented strategy.

USE OF POWERS: As with the solo Story Mode, you and your partner will have opportunities to earn Powers. Although you earn Powers individually, you share them. Either of you can activate any Power you collectively have whenever you (as an individual) have a fully charged Blood Bar.

CHANGING OPTIONS DURING COOPERATIVE STORY MODE

Press the  button during Cooperative Story Mode gameplay to display the In-Game Menu, where you can adjust game options (see page 12).

Note: In Cooperative play, pressing the  button pauses the game for both players.

OPTIONS

From the Main Menu, select **Options** to adjust the controls, display and audio settings. Your custom settings will be saved in the active player profile.

CONTROLS

- **Invert Look:** Select **Yes** to invert how you look up and down. (With **Yes** selected, moving the right analog stick  causes you to look down.)
- **Look Sensitivity:** Select a number from 1 to 10 to change the sensitivity of the right analog stick (used to turn and aim). "5" is default and "10" is most sensitive.
- **Vibration:** Toggle the controller's vibration function **On/Off**.
- **Controller Configuration:** Display the Controller Configuration screen. (This option is not available from the In-Game Menu.)

CONTROLLER CONFIGURATION

Select one of the custom controller configurations, or return to the default configuration.

DISPLAY

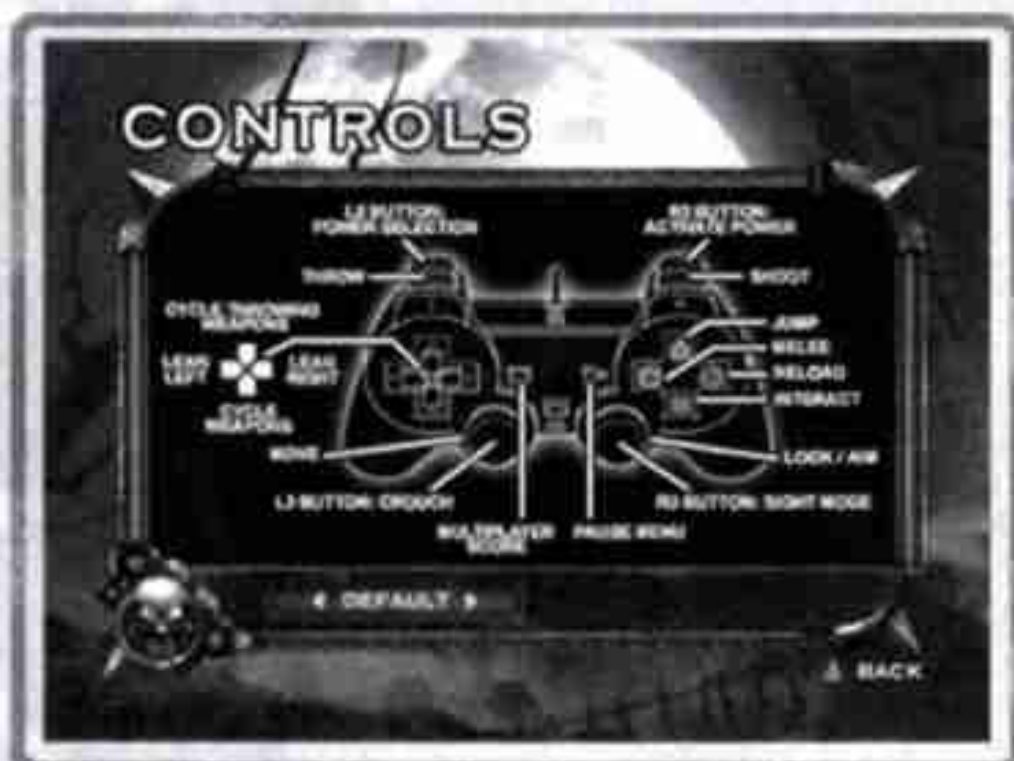
- **Subtitles:** Toggle **On/Off**.

AUDIO

- **Music/Sound Effects:** Adjust in-game music and sound effects volumes.

RESET TO DEFAULT

Restore all settings to the original defaults.



PROFILES

In the Single Player game, your progress through chapters in the story and custom options you set are saved in the active player profile. You can create up to a maximum of ten profiles, but only one profile can be active at a time. You can manage profiles from the Profiles screen.

PROFILES SCREEN

Select **Profiles** from the Main Menu to display the Profiles screen. In this screen you can create a new profile, delete an existing profile, or make a specific profile active.

- **X button:** Select the highlighted profile to make it active, and return to the Main Menu.
- **Y button:** Delete the highlighted profile. **Warning:** The progress you made in Story Mode with this profile will be lost if you delete it.
- **Start button:** Proceed to the New Profile screen.



NEW PROFILE SCREEN

The New Profile screen is where you create new player profiles. Use your controller to enter a name:

- **directional buttons** ///: Navigate around the virtual keyboard.
- **X button:** Select highlighted letter or number.
- When finished, highlight **Done** and press the **X button**.



EXTRAS

Explore the rich world of the **DARKWATCH** through these extras:

GUNSLINGER MODE

Gunslinger Mode lets you replay any chapter you have won (and unlocked) in Story Mode, using the active player profile. Gunslinger does not reset your progress in the chapter progression, although you cannot unlock new chapters in Gunslinger Mode. You can choose to play as a good or evil Jericho.

When you win a Gunslinger chapter, a Mission Score screen shows your statistical success, such as your kills and percentage accuracy. Success can also unlock some movies and concept art.



GUNSLINGER	
MISSION TIME	7 MINUTE(S)
DIFFICULTY	GREENHORN
FAVORITE WEAPON	REVOLVER
KILLS	8
ACCURACY	40
HEADSHOTS	1
MELEE KILLS	0
RESTARTS	0
CONTINUE	

CONCEPT ART

New concept art movies unlock as you accomplish certain feats in Gunslinger Mode. Select an item on the list to view it.

MOVIES

New movies unlock as you win chapters in Story Mode. Select an item on the list to view it.

STATISTICS

View your statistical performance in Single Player games:

- Overall Story Mode stats.
- Overall Gunslinger Mode stats.
- Gunslinger Mode chapter highs.



STATISTICS	
MISSION TIME	8 MINUTE(S)
DIFFICULTY	GREENHORN
FAVORITE WEAPON	REVOLVER
KILLS	21
ACCURACY	40
HEADSHOTS	14
MELEE KILLS	0
RESTARTS	0
BACK	

CREDITS

View the game credits.

CREDITS

ORIGINAL CONCEPT CREATED BY

Chris Ulm
Farzad Varahramyan
Emmanuel Valdez
Paul O'Connor

STORY & SCRIPT BY

Paul O'Connor & Chris Ulm

DIRECTORS

Software Director
Clinton Keith (Connecticut)

Design Director
Chris Ulm (California)

Creative Director
Emmanuel Valdez (California)

Creative Visual Director
Farzad Varahramyan (Canada)

DEVELOPMENT TEAM

Executive Producer
Brian Johnson (California)

Senior Producer
Steve "Sargie" Sargent (England)

Producer
Chuck Cuevas (California)

Associate Producers
Donte 'Dipshoot' Knippel (California)
Josh 'Han Cholo' Heenan (California)
Chuck Yager (California)

Technical Leads
Mike Acton - FX (California)
Jamie Briant - AI (Scotland)
Charles Nicholson - MP (New York)
Paul Skibitzke - Audio (California)

ART

Lead Artist
Sean Miller (New York)

Senior Artists
Ivan Power (California)
Andrea Cordella (Italy)

Senior Technical Artist
Randy Stebbing (Utah)

Artists
Alvin Chung (California)
Yves Courtier (France)
Jim Busike (California)

Wesley Cann (Canada)
Ivan Kaplow (New York)
Go Woon Choi (South Korea)
Dave Wilkins (South Carolina)
Richard Zagala (California)
Isabelle Chen (Taiwan)
RJ Biglang-awa Jr. (California)
Matthew Lim (New Jersey)
Marc Mackin (Texas)

Associate Artists

Shayne Hudson (Massachusetts)
Terrence Keller (New York)
Gi Ung Kim (Korea)
David Mershon (Illinois)

Art Wrangler

Marvin Najor (California)

ANIMATION

Senior Animators
Sean Letts (Canada)
Mike Brown (Colorado)

Animators
Jason Diaz (Florida)
Mauricio Hoffman (Mexico)
Darrell Robinson (California)
Tim Webb (Washington)
Jin Jang (South Korea)
David Tully (California)

Additional Animation
Sandra B. Christensen (California)
Eli Enigenburg (California)

CONCEPT

Senior Concept Artist
Francis Tsai (Texas)

Concept Artists
Shane Nakamura (California)
Steve Jung (California)

Associate Concept Artists
Mongsub Song (Korea)
Billy King (Florida)

Storyboard Artists
Sergio Paez (California)
Mindy Lee (Hong Kong)

Producer
Aaron Habibipour (Virginia)

Production Assistants
Daniel Kit (Illinois)
Kevin Griffith (California)

DESIGN

Lead Designer

Paul O'Connor (California)

Senior Designer (Characters & Mechanics)

Brent Disbrow (Canada)

Senior Designer (Levels)

Matt Tieger (Pennsylvania)

Senior Designer (Co-operative Play)

Jeff Ross (New York)

Senior Designer (Multiplayer)

Chad Steingraber (California)

Designers

Rory McGuire (California)

Matt Krystek (California)

Jared Elliott (Texas)

Stephen Riesenberger (California)

Tony Dormanesh (California)

Scott LaGrasta (California)

Tony Huynh (California)

Senior Technical Designer

Scott Blinn (New Hampshire)

Technical Designers

Sean Levatino (New York)

Adam Poulos (New York)

Additional Design

Shane Walker (Oklahoma)

PROGRAMMING

Lead Programmer

Stephane Etienne (France)

Senior Programmers

Mike Acton (California)

Mark Botta (California)

Sean Houghton (Oregon)

Tyson Jensen (Montana)

Noel Llopis (Spain)

Alastair Patrick (Scotland)

Philip (North Carolina)

Tom Plunket (Vermont)

Gary Scillian (Washington D.C.)

Eric Yiskis (California)

Andrew Zaferakis (New York)

Programmers

Marc-Antoine Argenton (France)

Phil Chu (Massachusetts)

Mark De George (New Jersey)

Rory Driscoll (England)

Lei Hu (China)

Christian "Murklan" Gyrling (Sweden)

Cedric Lallain (France)

Joel Pritchett (Oregon)

Jim Tilander (Sweden)

Engine & Tools Director

Dave Wagner (Ohio)

Tools Programmers

Nathan Blomberg (Wisconsin)

Lucy Boyd-Wilson (England)

Scott Carter (California)

Eric Eldrenkamp (California)

Frederic My (France)

AUDIO

Audio Manager

& Cinematic Re-recording Mixer

Gene Semel (North Carolina)

Sound Design

Robert Burns (New Hampshire)

Rodney Gates (Arizona)

Audio Programmer

Christian Sakanai (Colorado)

Dialogue Editor

Mark MacBride (California)

Original Music Composed

& Performed by

Mike Reagan

Asdru Sierra of Ozomatli

"The Good, the Bad and the Ugly (Theme)"

By Ennio Morricone

© 1966 Renewed 1994 EUREKA EDIZIONI
MUSICALI, S.A.S.

Rights for the World Excluding Italy Assigned
to EMI CATALOGUE PARTNERSHIP

All Rights for EMI CATALOGUE PARTNERSHIP

Controlled and Administered by

EMI UNART CATALOG INC.

All Rights Reserved. International Copyright
Secured. Used by Permission.

Cinematic Music Editorial

Jeremy Raub

Cinematic Foley

Monkeyland Audio

Additional Sound Design

Jason Schmid

Earbash Audio, Inc.

MOTION CAPTURE

Motion Capture Manager

JR Salazar (California)

Motion Capture Specialist

Sarah Back (Washington)

Talent

Sarah Back, Mike Brown,

Colin Follenweider, Billy King,

Sean Miller, Darrell Robinson,

Mami Sato, Aaron Toney,

Emmanuel Valdez,

Vanessa Vander Pluym,

Kerry Wong

VIDEO SERVICES

Senior Video Specialist
Dave Cravens (Minnesota)

Video Specialist
Ron Austin (Pennsylvania)

Associate Video Specialist
Ly Ha (Florida)

MARKETING

Steve Fowler (California)
Sean Amann (Washington)
Richard Iggo (England)
Injoon Hwang (South Korea)
Bryan Chu (California)

PR

Meelad Sadat (Iran)
Alex Armour (California)
Kohnke Communications (California)

WEB PRODUCTION

Sandi McCleary (California)
My Pet Skeleton (Canada)

CREATIVE SERVICES

Jim Chadwick (New York)

GAME MANUAL & DOCUMENTATION

Senior Technical Writer
Robert Bacon (California)
Game Manual Layout & Editing
Carolann Hanshaw (California)

Opening Title Sequence
Designed & Produced by
Prologue/Kyle Cooper

INFORMATION TECHNOLOGY

Senior IT Manager
Dan Mulkiewicz (California)

SERVER TEAM

Systems Administrator
Bryan Dibella (California)
Network Administrator
Richard Westberg (California)

Database Administrator
Junko Takasawa (Japan)

DESKTOP TEAM

Desktop Support Supervisor
Ross Deynata (California)
Sr. Systems Technician
Steve "Estaban" Rottman (California)

Systems Technician
Frank Galang (California)
Spencer Weise (Texas)

BRAIN ZOO STUDIOS

Executive Producer
Mohammed Davoudian

Producer
Karen Dixon

Technical Director/Lead Animator
David Hickey

CGI Artists
David Bailey
Eric Ehemann
Paul Schoeni
Tom Narey
Mike Ryan
Mike Arrana
Kevin Clarke
Daniel Herrera
Francis Co
Chris Hung
Hyon Kim

QUALITY ASSURANCE

QA Manager
Jon Williams (England)

QA Supervisor
Eric Narvaez (California)

Lead Product Analyst
Jeffrey Lamug Tamayo (Philippines)

Senior Product Analyst
Aaron Hartman (Vermont)

Product Analysts (Project Leads)
Erwin "Seismic Ergasm" Gasmin (Philippines)
Kevin Pimentel (Connecticut)

Technical Standards Analysts
Rich Phim (Cambodia)
Paul Gardner (California)
Kenneth Reyna (Mexico)
Sammie Prescott Jr. (California)
Stan Shambaugh (California)
Joe Price (California)
Jay Torcedo (California)
Michael J. Brown (California)

QA Darkwatch Team
Anna Pacheco (California)
Arthur Fernandez (Guam)
Brian "Negative 1" Robertson (California)
Daryl Jennings (California)
Drew Jennings (California)
Gedrey Wild (Hawaii)
Jason Copeland (California)
Jeffrey Dequina (California)
Jose Lopez (California)

Joshua Krolak (California)
 Justin Wood (California)
 Kumiko Yuasa (Japan)
 Mark Benavente (California)
 Mark Ratley (California)
 Michael Taylor (California)
 Michael A. Willette (California)
 Michael Williamson (Australia)
 Miles Trumble (California)
 Morgan Warner (West Virginia)
 Neil Carter (Japan)
 Nick Lutz (California)
 Oreon Lothamer (Oregon)
 Preston Whitaker (California)
 Robert Zepeda (California)
 Ryan Thompson (California)
 Victor Araujo (California)
 Vinh "Diesel" Ha (California)
 Wesley Bunn (California)
 Willis Wong (California)

BLACK POWDER MEDIA

VO Director
 Art Currim

Casting
 Brigitte Burdine

Co-ordinator
 Michelle Tomlinson

Engineers
 Eric Thompson & Chris Navarro

VO Cast
 Cassidy Sharp ... Jennifer Hale
 Tala ... Rose McGowan
 Cartwright ... Michael Bell
 Lazarus ... Keith Szarabajka
 Darkwatch Agent 1 ... Chris Smith
 Darkwatch Agent 2 ... Fred Tatasciore
 Townie 1 ... Chris Smith
 Townie 2 ... Fred Tatasciore
 Female Townie ... Kari Wahlgren
 Narrator ... Peter Jason

CAPCOM

Marketing
 Todd Thorson
 Jack Symon
 David Riley
 Sarah Felbinger
 Laili Bosma
 Carrie Root
 Robert Johnson
 Nate Williams
 Rey Jimenez

PR

Melinda Mongelluzzo
 Arne Cual
 Alicia Kim

Customer Service

Philip Navidad
 Robert Hamiter
 Frank Filice

Business Development

Tony Pereira

SPECIAL THANKS

Chuck Yager, Umberto Bossi,
 Jackie Corley, Kevin Anderson,
 Carol Angell, Max Elliot,
 Paul Lackey, Dina Mastbaum,
 Nick Zuccarello, Chad Bishop,
 Jason Weber, Lori Miller,
 Jang Lee, John Rowe,
 Hajime Satomi, Yoshiharu Suzuki,
 Rick Olafsson, Seiki Saito,
 Koichi Sawada, Mimi Rigby,
 Amy Bersch, Tami Hathaway,
 Nana Ishizuka, Lani Minelli,
 Carla Block, Sarah Branscom,
 Eniker Molnar, Stacey Frias,
 Sherry Keith

VOICE OVER SPECIAL THANKS

Anna Pacheco

VERY SPECIAL THANKS

the Family and Friends of the
 Darkwatch Development Team

RenderWare is a registered trademark.
 Portions of this software are Copyright 1998-
 2005 Criterion Software Ltd. and its licensors.

Middleware Physics System provided by
 Havok.com™; © Copyright 1999-2005
 Havok.com Inc. (and its licensors). All Rights
 Reserved. See www.havok.com for details.

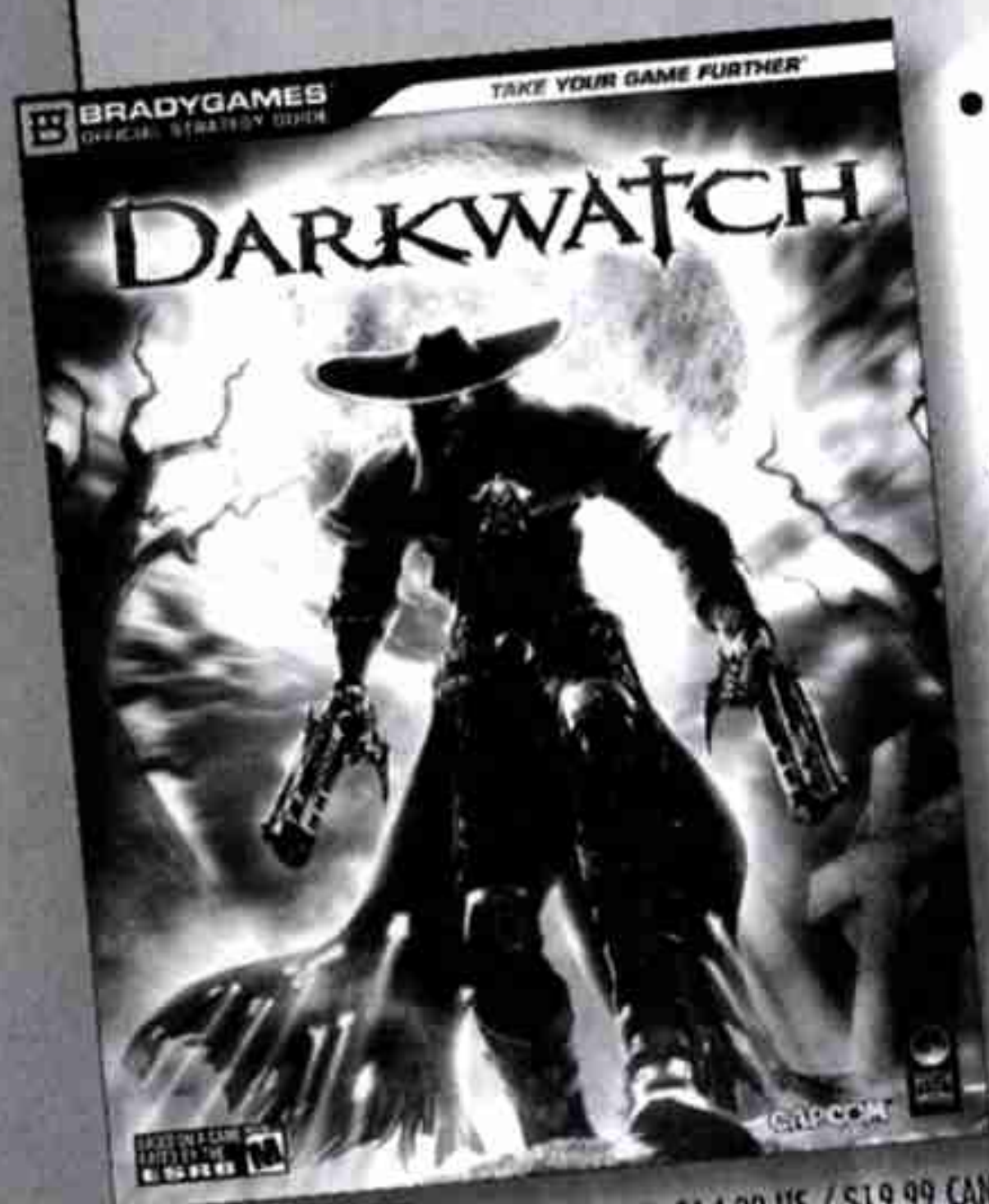
Multiplayer Connectivity by Quazal

A JOHN ROWE PRODUCTION

DARKWATCH FORUM

Visit the Darkwatch Forum at
<http://forums.highmoonstudios.com>, where
 you can chat with other Darkwatch gamers and
 even developers: Ask questions and get help;
 learn tips and strategies; share your
 experiences. The Forum is your resource.

Save the Wild West from the Clutches of Evil...



ISBN: 0-7440-0517-5 PRICE: \$14.99 US / \$19.99 CAN

- Detailed Maps pinpoint all weapons and items in each area, as well as enemy and vehicle locations, and more!
- Game-Tested Strategies and Tips to lead you through all Single-Player Missions.
- Complete Multiplayer Coverage for Online Game Modes.
- Exhaustive Rundown of All Weapons, Vehicles, and Items!

Get the Edge with BradyGames' Strategy Guide!



www.bradygames.com

BRADYGAMES
TAKE YOUR GAME FURTHER

CAPCOM



90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this DVD-ROM from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the DVD-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your DVD-ROM certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

This warranty shall not apply if the DVD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the DVD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your DVD-ROM certified mail. CAPCOM will replace the DVD-ROM, subject to the conditions above. If replacement DVD-ROMs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

WARRANTY LIMITATIONS

ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY DISCLAIMED. IN NO EVENT SHALL CAPCOM BE LIABLE FOR SPECIAL, INDIRECT, CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state or province to province.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.



CAPCOM®

Capcom Entertainment, Inc.
475 Oakmead Parkway, Sunnyvale, CA 94085