

CAPCOM®

# DARKVOID™



FLIGHT MANUAL

A million miles from home...

Stranded in otherworldly circumstances...

William A. Grey is lost in...

- 02. Prologue
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# DARK

# VOID

Presented by  
**CAPCOM**

Created by  
**AIRTIGHT GAMES**

Music by  
**BEAR MCCREARY**

Starring **NOLAN NORTH** as **WILL**, with **POLLY WALKER** as **AVA**, featuring **PAUL EIDING** as **NIKOLA TESLA**, and **JD HALL** as **ATEM**

Colour by **TESLA\*VISION**



## FALLING IN DARKNESS

Welcome to the Void, an unknown world with a mysterious secret. Join Will, a headstrong cargo pilot, as he awakens in an exotic land after crash-landing his plane in the Bermuda Triangle. Aiding him in this quest is Ava, his old flame and current employer who knows how to protect herself on the battlefield.

There in the Void, they encounter the Watchers, an evil technologically-advanced alien race who seek to return to Earth in mass after being exiled within the Void for countless years. Was Will and Ava's landing in the Void simply an accident, or has fate driven them into this new world?

Dark Void brings a breath of fresh air to the third-person shooter genre with a combination of gravity-defying, in-air dogfighting and ruthless on-ground combat. Take on your fear of heights in the innovative vertical cover system as you trade bullets off of the highest cliffs and ledges. Outgun enemy fighters in your jetpack, executing barrel rolls and sharp turns with deadly precision. And immerse yourself in the captivating storyline as you begin to unravel the devious intentions of the Watchers. The adventure and danger is around every bend as you make your way through the Void.

### HISTORY OF THE DAMNED: THE WATCHERS

The Watchers are an advanced race of beings, hardened by a dark past. Long ago, their evolution took an extreme turn towards the "Left Hand Path," a system that valued intelligence over wisdom, and strength over mercy. This proved disastrous as their society reached the pinnacle of its scientific endeavors; a large-scale conflict arose that destroyed the majority of their society and planet. In order to survive, the few that remained crossed through an inter-dimensional portal known as the Void. The remnants of this merciless race were in search of a home, and they found it on a planet called Earth.

The Watchers came small in numbers, and they would need the labor of the planet's inhabitants to foster a new civilization. But the species of man was still in its infancy, evolved to a level no greater than hunter-gatherers. The Watchers rapidly progressed human evolution by splicing their genes with man, creating what scientists now call the "Missing Link." The process was slow, as it still required the birth of men through Watcher maidens. The Watchers had no choice but to relinquish control of reproduction to the humans, a decision that would prove costly to the alien race.

Although the Watchers molded human evolution after their own, a small group of humans evolved closer to the "Right Hand Path," a balanced existence between light and dark. "The Adepts," as they came to be known, formed an uprising that led to the expulsion of the Watchers, and the darkness within the human race was cast into the Void.

The Watchers were not finished with Earth, and in the darkness of humanity they found their opportunity. Coalescing into physical form, the darkness became Larvae, the lowest form of Watcher evolution. When combined with human DNA, the beings could grow to a level equal to that of the Elder Watchers and gain the ability to shape-shift to human form. Passing through the Void unnoticed, the Watchers continue their plan to disrupt the course of human history in their favor. Political assassinations, financial crashes, and the rise of Fascism: all are a part of the prologue to the Watchers' ultimate return to rule.

The curses and fathoms  
of a faraway land. Don't fall...

# INTO THE DARK VOID



What damnation lurks  
within when the Watchers'  
eyes set upon you?

The stage is set for  
a chilling  
adventure as a  
human man  
fights  
against  
all odds!

If anyone  
has the "will"  
to survive,  
it's  
Mr.  
Grey!

DON'T LET THEIR DEVILISH  
EYES PREY UPON YOU!

### SETTING THE STAGE

A part of Will always knew he was special, that he was destined for greater things. He outclassed his peers in the military, showing the skills of an ace pilot, but was soon discharged for insubordination.

Now in charge of a less-than-successful cargo delivery service in the Bahamas, Will prepares his plane for liftoff on a stormy night. Stepping out to meet his client, he is surprised to see Ava, an old flame he hasn't seen in three years. Shocked but undeterred, Will, his best friend Cooper "Coop" Williams, and Ava ascend into the menacing sky.

As rain continues to pound, Coop remarks that the plane has just entered the Bermuda Triangle. Will brushes him off, denouncing it as just another one of his superstitious remarks. Suddenly, a saucer-like UFO appears in front of them, shining a bright light into the cockpit. As it darts off into the clouds, the plane's instruments start going haywire. Struggling to maintain control, Will swipes the plane against a rocky pillar, taking off a wing and ripping a hole in the cabin. Coop is thrown out of the plane, as the aircraft sinks to its inevitable fate.

Coming to, Will and Ava are awoken by a man with a rifle, desperately trying to rescue them. But before he can reach the two, a mechanical arm grabs the man, and the plane takes a final fall towards the ground. Climbing out of the wreckage, Will and Ava stare at the dead man, only to be distracted by the sound of incoming danger as determined Ava leads the way through the jungle thicket.

Unbeknownst to Will, they have just fallen into the Void, and the two are about to be thrown into an age-old conflict for all of humanity.





CAPCOM PRESENTS  
THE SURVIVORS'

# ROCKET MAN

AN INTREPID HERO NOT AFRAID TO PUNCH A WATCHER RIGHT IN THE FACE!

In Futuristic TESLACOLOUR

**NOLAN NORTH IS**  
**THE HEROIC**  
**WILLIAM**  
**AGUSTUS**  
**GREY**



Will has the potential for greatness, if he would only accept his abilities and use them to their fullest. The 26-year-old is brash, quick to joke, and ready to retreat when the task at hand loses its flair. He has always excelled in everything, although he has been unable to follow any given task to its end. Will's career as a military pilot was promising. He was the first ever to successfully complete an air-to-air plane-jacking. However, the shining career came to an end when Will was dismissed for insubordination.

With all his natural abilities, the young man has difficulty coming to terms with the worth of his individual efforts.

With the world breaking into a second worldwide conflict, how is his contribution going to change anything?

Three years after leaving the military, Will found himself in Nassau, the largest city in the Bahamas, running a struggling cargo delivery service. His superior piloting was now used to guide his cargo planes to their hired destinations. It was a quiet life, but it was his. That quiet life came to an end when Ava, an old flame, hired his business to fly precious cargo from Nassau to London. Their flight path took them directly through the Bermuda Triangle and into another universe. This new exotic land, the Void, holds the secrets of the rise of the human race and is dominated by the ancient rulers of man. In this hostile setting, Will must face the potential he has been running from and the abilities he has always known he had. It's time for the young pilot to become what he was always meant to become and prove the strength of the individual in the face of enemy hordes.

## POLLY WALKER IS **AVA**

Ava arrived at a small airport in Nassau ready to cross the Atlantic. To the cargo delivery business carrying her, Ava was nothing more than a sub-contractor hired by Athanor Industries to escort a crate of valuable goods to London. In reality, the goal of Ava's journey was to use the flight path through the Bermuda Triangle to enter the Void. Once inside the mysterious parallel world, she would complete the purposes handed to her by those on Earth who have stood guard against the Watchers since the earliest of days—to help the human survivors escape their imprisonment from the Watchers, and seal the portal to our world once and for all.

Ava strives to complete her given duties fully and has unwavering faith in her tasks. Her slender frame and feminine features belie her true abilities. She does not have any trouble defending herself or embarking on seemingly impossible objectives. Ava's experience in combat is not well known, but she is able to easily handle large weaponry with skill that is uncommon for her size and frame. However, Ava has sacrificed for her cause, leaving personal life and romance behind for good when she walked away from a hotel in St. Petersburg and her former lover, Will. She could not hide her surprise when she saw that very former lover three years later, standing on the tarmac at the Nassau airport as the pilot for her fateful journey. The tension between the two is thick with unexpressed feelings and explanations, but for Ava, that must wait. She has work to do.

## PAUL EIDING IS **NIKOLA TESLA**

Nikola Tesla, the famous Serbian inventor and engineer, entered the Void shortly after his time working in Colorado Springs. His creations revolutionized the fields of magnetism and electricity and placed him as one of the greatest minds of his generation. His life on Earth was filled with mysterious tales, rumors, and legends of his strange experiments. However, his ingenuity has been critical to the continued existence of the Survivors within the Void.

After entering, Tesla grew to gain a firm standing as one of the leaders of the Survivors, using discarded and damaged Watcher technology to reverse-engineer and construct a wide array of impressive machinery. His creations range from powerful armaments to a proto-type jetpack. However, his greatest accomplishment is the Ark, designed to free the Survivors from their imprisonment in the Void and the brutality of the Watchers.

Will and Ava are introduced to the scientist shortly after they enter the Void. Will is unsure of the slightly aloof inventor, while Ava is strangely devoted to his words right from the beginning.

## SAL LOPEZ IS **TAVI**

Tavi was raised in the Void as part of a simple village. Like many of those who grew up their entire lives in the Void, he was taught to worship the Watchers as gods. However, Tavi knew there was something wrong with this, and soon he learned that the Watchers are not as his community portrays; they are far from the esteemed gods they believe in. The Watchers are shape-shifters and deceivers, and Tavi has seen their true forms.

Tavi's upbringing makes him appear simple-minded, but his exposure to the truth behind the Watchers and his relationship with Nikola Tesla has opened his eyes to the reality of his world. He is a determined soul, ready to rid the Void of the technological race that has submitted his people to fearful devotion.

When Will and Ava arrived in his village, Tavi knew right away that these strangers must be from the same world as Tesla. He brings them to the scientist and is the one who teaches Will how to use the jetpack proto-type. Tavi himself doesn't excel in any one given area, but his fierce loathing of the Watchers inspires him to give everything to the resistance.

## JD HALL IS **ATEM**

Atem is the defining leader of the Survivors, a band of humans who have crossed over into the Void. His serene composure and direct, calming voice are qualities of his natural leadership and others flock to follow his commands. Atem works closely with Nikola Tesla and strives to guide the Survivors home while preventing the Watchers, rulers of the Void, from returning to Earth.

It is unclear how long Atem has been in the Void, but his knowledge of the Watchers as well as their deep connections to humanity and the complexity of their technology indicate that he is one of the most experienced of the Survivors.

His gentle nature belies his combat strength. He is well known among the Survivors as their strongest fighter, and has led countless missions against the Watchers. Yet, Atem is very much aware of where his fate as an Adept shall lead him and what he is meant to do, and whom he is meant to guide. He is a firm believer that within every human is the potential to excel, and that there are those who are fated to meet. Atem knows he was meant to meet Will.

Lost to the world,  
they band together to save it!

# AIRTIGHT GAMES PRESENTS **THE SURVIVORS** of the **DARK VOID**

A DARK TERROR  
FROM BOTH LAND AND AIR.

THEY WATCH  
BUT WHO WATCHES...

### LARVAE

The Larvae are the lowest form of the Watchers, created within the Void from the darkness expelled from man. Their physical forms are simple and reptilian, barely evolved. These Watchers are the soldier pawns. They blindly carry out their orders, posing as gods within the Void, and are the creatures inside the basic Watcher robotic suits.



### SARPA

Sarpa serve above Larvae. They are infused with human DNA to evolve into a more developed stage of being. With this comes more commanding responsibilities. Sarpa make up a majority of the authority figures on the battlefield, although they still are below the ranking of the Elder Watchers.



### ELDERS

Elder Watchers started as simple Larvae and eventually evolved to their current status with the induction of human DNA. They have the ability to shape-shift into human form and pass through the Void to play important roles on Earth. In order to prepare for the Watchers' return, the Elders work to steer the course of human politics and economics to their advantage, making it easier for the Watchers to regain their rule over man.



The Watchers are an ancient race born of another dimension. Their society evolved swiftly with respect to scientific progress until the day came when their mastery over technology became their downfall. They had developed too quickly, focusing on strength and intelligence rather than the virtues of diversity, wisdom, and mercy.

Without the tempering presence of empathy, their civilization was doomed to collapse upon itself as their world was torn asunder by conflict. Rising from the ashes of their once-great society, the few Watchers that remained made use of an inter-dimensional wormhole, called the Void. Through it, they sought refuge upon a new world where they could rebuild their kind. They found

Earth, populated by primitive hunter-gatherers. They established themselves as gods, enlisting man to do their bidding. They were merciless, thinking of humanity as their tools to use to further strengthen their own race. Soon the day came when mankind rebelled and grew too numerous for the Watchers to maintain. They were cast back to the Void where they wait and plot their return to Earth.

Within the Void, the Watchers have worked to perfect the art of robotics and suppression as they dominate the humans unfortunate enough to have slipped into the Void. Within their ranks are three main categories: Larvae, Sarpa, and Elders.

A MYSTERIOUS **ALIEN RACE** FROM **ANOTHER DIMENSION**



FANTASTIC

*new*

# ARMAMENTS

HEY FELLAS, LOOK! IT'S REALLY REAL!



JET

PACK

TESLA

**NOW WITH LESS  
CHANCE OF  
EXPLODING!**

**REMEMBER THE  
"HOVER PACK?"**

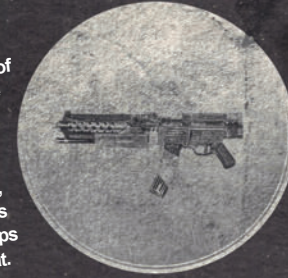
The hover packs were created from discarded, broken fragments of Watcher jetpacks. Nikola Tesla was able to piece together these pieces of advanced technology to form easy-to-use hover packs. Users don the equipment like a backpack and are then able to hover over short to mid distances, boost up to somewhat inaccessible ledges, and descend vast caverns with ease.

**WELL NO MORE!  
NOW, "JETPACK!"**

A more advanced form of hover packs, the jetpack is more difficult to manage and requires a gifted and experienced handler. Currently the jetpack is in its prototype stage, and Tesla has created only one thus far. Users can expect to experience intense take-off speeds, a high range of maneuverability, a boost feature, and hover compatibility.

## LIBERATOR

The Survivors created the Liberator out of necessity. Its large clip size and high rate of fire is effective at destroying multiple targets within close to mid-range. The Survivor engineered weapon can be further upgraded to increase caliber and clip size, and to add an explosion to every round's impact. This is the first weapon Will equips and is a trusted option in all ground combat.



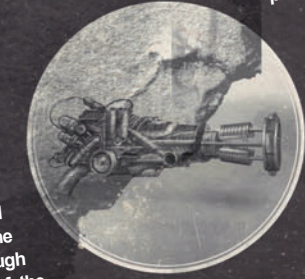
## DISINTEGRATOR

For close quarter combat, the Disintegrator is the Watcher weapon of choice. Although it has a relatively small clip size, each shot fires a projectile that disintegrates anything it touches. This is best used when engaged in "run-and-gun" combat that requires quick and deadly results. Increase the weapon's blast radius and add ricocheting projectiles by purchasing upgrades.



## MAGNETER

The Magnetar is an experimental gravity nullifier that magnetically charges its target. The metal suits worn by combat Watchers are particularly vulnerable to shots from this unique gun. It is a close to mid-range weapon that can also be used to charge objects in the field, and is at times essential to the success of a mission.



## OPPRESSOR

The Oppressor is the most common Watcher armament found in the field. It is frequently used by ground troops and is often compared to the Liberator in terms of speed and control. Although it carries just a little over half the rounds of the Liberator, it is more accurate at mid-range combat. The Oppressor may be upgraded to cause enemy targets to erupt with explosive energy upon death.



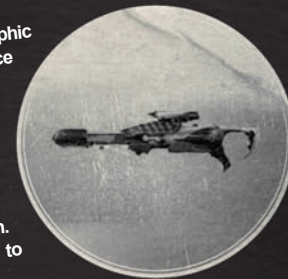
## HYPERCOIL

Nikola Tesla's latest armament creation is this directed energy weapon. The Hypercoil is unrelenting in its ferocity, using a steady stream to terminate enemies. This gun is particularly useful when faced with individual, heavily armored targets. However, its power can cause the weapon to overheat. When this occurs, the gun enters a cool down period and cannot be used against until the cool down is complete. Purchase upgrades to power and heat sinks.



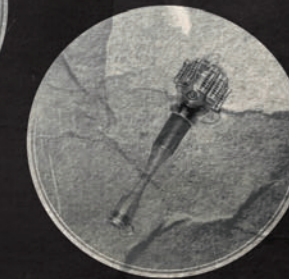
## RECLAIMER

This long-range rifle has a 10x holographic scope that allows for precise distance targeting and sniping. The Reclaimer is best suited for launching attacks on unsuspecting Watchers, where the user may line up a proper shot and make full use of each round. Distant airborne enemies make perfect targets for this weapon. Upgrades can be purchased to increase stability and power.



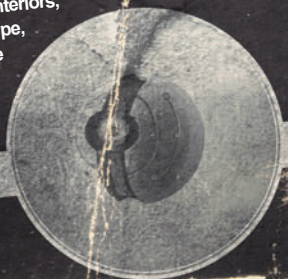
## TESLA DYNAMITE

Tesla Dynamite is the standard grenade used by the Survivors. These gunpowder-based explosives have an easy to grip handle and come in sets of four. Once armed, the grenade explodes after a four second delay, regardless of whether it is in air or has already made ground impact. Tesla Dynamite may be cooked for more exact close-range explosions.



## WATCHER FUSION GRENADE

These energy-based grenades are used by Watchers to perform expanding area damage. Once detonated, a Watcher Fusion Grenade creates a slow growing energy field that disintegrates anyone inside. Although not used by the Survivors as frequently as Tesla Dynamite, these grenades are still useful to the human combatants. Cluttered zones, such as room interiors, are perfect locations to release this grenade type, as enemies have a difficult time escaping the damage radius.



WOWSERS, IT REALLY WORKS!  
DO A BARREL ROLL!



SEND AWAY FOR A FREE  
**HELMET**  
FOR SAFETY!



AMAZE YOUR FRIENDS WITH YOUR  
VERY OWN "PROTECTIVE HELMET!"

\*FREE\* WITH PROOF OF PURCHASE PLUS SHIPPING AND HANDLING!

You too can have your own free helmet while supplies last! Just fill out the below form and for a small processing fee\* and we absolutely won't send you one!

Name \_\_\_\_\_  
Address \_\_\_\_\_  
Telephone Number \_\_\_\_\_  
Date of Birth \_\_\_\_\_  
Head Size \_\_\_\_\_

THE VERY BEST *in*  
**Artillery**



*Cinematic action you yourself can control!*

*The most astounding apparatus to currently shock the human mind!*

# CONTROLLED VISION

*Astounding sights the human eye can barely envisage!  
Thanks to the magic of advanced joystick technologies!*

## Ground Controls

Move  
Aim Weapon  
Primary Fire  
Throw Grenade  
Reload  
Switch Weapons  
Move Camera  
Hover (while jumping or hovering)  
Pick up Weapon  
Melee  
Enter Turret  
Enter Freefall (while hovering)  
Take Flight  
Take Cover  
View Waypoint  
Pause Menu

Left Stick  
L1 / L2  
RT / R2  
LB / L1  
RB / R1  
D-pad / directional buttons  
Right Stick  
A / X  
B / O  
B / O  
B / O  
B / O  
Y / Δ  
X / □  
C / SELECT  
D / START

## Cover Controls

Move between Cover  
Vault over Cover  
Blind Fire  
Aim Over  
Leave Cover  
Drop/Vault to Ledge

Left Stick  
L1 / L2  
RT / R2  
LB / L1  
X / □  
X / □

## Menu Controls

Navigate Menus  
Confirm Selection  
Previous Screen

Left Stick or D-Pad / directional buttons  
A / X  
B / O

## Flight Controls

Steer  
Secondary Fire (if available)  
Primary Fire  
Camera Lock-on to Enemy  
Flight Freecam  
Look at Surroundings  
Roll  
Enter Hover  
Skyjack  
Enter Turret  
Boost  
Brakes  
View Waypoint  
Pause Menu

Left Stick  
L1 / L2  
RT / R2  
LB / L1  
RB / R1  
D-pad / directional buttons  
Right Stick  
A / X  
B / O  
B / O  
Y / Δ  
X / □  
C / SELECT  
D / START

*Starring:*



*The PlayStation®3  
and Xbox 360®*

The controls of Dark Void are a unique hybrid of ground and flight commands that give players a freedom found in few other action titles. To succeed, players must explore the two fighting styles and often find a balance between land and air. These extensive combat and navigation options grant refreshing in-depth gameplay for this season's well-loved action genre.

Ground controls are built around an intuitive cover system, giving players the best position in the fiercest of gunfights. Players are able to travel both horizontally along the broken terrain and vertically up the many cliffs and ledges of the Void. They can use each area's unique cover as the core of their combat strategy.

But it is when using the jetpack that players truly understand the innovative nature of Dark Void. After being guided through a comprehensive tutorial, players will not only duck and dive through the many airborne obstacles, but learn to perform advanced in-flight combat maneuvers.

*They thought cowering below would save them.  
They thought wrong.*

# Ground Combat

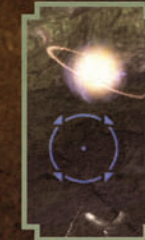
*Facing the enemy boot to face.*

*Before Will can take to the air, he must secure the ground. Knowledge is the best weapon, but in the Void there's no backup or reconnaissance to help you get the lay of the land. Fortunately, Will's military service gave him the instincts and skills to survive such an inhospitable environment against an unknown enemy.*



## Explosives

When facing a numerically superior enemy force, make use of any grenades Will has in stock. Both Tesla Dynamite and Watcher Fusion Grenades are effective on clustered foes. When targeting mid to close-range Watchers, be sure to cook Tesla Dynamite before throwing it. This ensures the grenade is exploding on or near impact when tossed short distances. For both Tesla Dynamite and Watcher Fusion Grenades, you may carry up to four explosives of a single type.



## Tech Points

In order to improve the power of weapons and the jetpack, Will must collect Tech Points found throughout the Void. These bundles of technology can be scavenged from the bodies of fallen Watchers, or collected in the form of Tech Point Caches. The caches' large amount of Tech Points are hidden among the terrain and dropped by larger Watcher enemies. Tech Points are used at Weapon Lockers and during inventory set-up at the beginning of a stage.



## Cover

Discretion is the better part of valor and it pays to take cover in a firefight. The fallen trees and crumbling ruins that are scattered across the Void provide ample opportunities to strike at enemies from a position of strategic strength and relative safety. Cover can be approached from all angles and navigated easily to avoid flanking Watchers. Look over edges and around corners to determine the best position. From the safety of cover, Will can blind fire or move up into a steady aiming position. This places him at risk of well-placed Watcher fire, but allows for more damaging rounds and maximum accuracy. When Will's current cover must be evacuated, he can choose to vault over it and continue on, dive across to adjacent cover, or simply stand up and walk away.

## Vertical Cover

Attacks can come from any angle, and combat isn't limited to two axes. Will is able to use vertical cover along ledges and fire upon enemies from both above and below. While using vertical cover, Will can execute a vertical flip and reposition to either below or above the ledge, allowing him a greater range of targets. Like any ground cover, vertical cover can be navigated around and between. Exploration of all cover, high and low, is essential in the fight against the Watchers.



## Gunplay

In the heat of a combat, it's important to be aware of the weapons available to you. Will can carry up to two firearms in addition to a complement of grenades. The firearms have the ability to both blind fire and zoom in for careful aiming. Be aware that the zoom range varies between the individual guns. When lining up with an enemy target, the crosshairs turn red; this is the signal to open fire.



Should Will's clip run low in the middle of a fight, he may reload manually, or if he completely expends the clip, he reloads automatically. Keep in mind the strategic benefits of the manual reload. It would be unfortunate to give the Watchers an opening by automatically reloading at an inopportune moment. Weapons benefit greatly from Ammo Caches leftover from previous battles. These small crates automatically refill Will's current firearms and grenades. When a weapon is completely out of munitions, switch to Will's second armament, or gather the weapon of a fallen enemy.

To keep weapons upgraded with the latest additions from Tesla and the Survivors, visit Weapon Lockers scattered throughout the Void. These lockers allow Will to refill munitions, swap his guns, and upgrade using Tech Points.



## Context-Sensitive Actions

At times, Will has the option to engage in context-sensitive actions that prove tactically advantageous, such as assuming control of a stationary turret or skyjacking an enemy craft. Some actions also prevent sudden attacks or bodily harm, such as gripping. Onscreen instructions appear to indicate the button commands required to perform these tasks.



Scores of enemies take to the skies, but you don't have to be on the ground to die.

# AIR

# COMBAT

The landscape of the battlefield changes dramatically with the acquisition of Nikola Tesla's hover and jetpacks. With the addition of these invaluable tools in Will's arsenal, his tactics must adapt accordingly if he wishes to achieve victory through air power.



## Hovering

Tesla's hover packs are extremely useful for gliding down into deep caverns and tunnels, and moving to high ledges just out of jumping reach. Hovering can be initiated by jumping twice, and can be boosted briefly for extended height. It can also be engaged while free falling and soften otherwise critical or fatal plummets. Disengaging the hover pack is beneficial when Will must descend quickly, but be sure to judge the distance wisely. Cutting the hover pack or running out of the limited boost at the wrong time—or height—may prove deadly.

While hovering, Will can access firearms and grenades, engaging enemies both in the air and on the ground. He can aim, fire, and lob grenades exactly as he would during ground combat operations.

## Aerial Combat

Will's jetpack is equipped with dual, fully automatic machine guns for engaging the enemy at extreme speeds and altitudes. However, for more precise targeting of individual Watchers, it is recommended Will changes from flying to hovering.

While Will's jetpack makes him an impressive aerial adversary, it would be unwise to forgo his other tactical options in the air. When in range of enemy aircraft, it's possible for Will to skyjack the plane. After latching onto the craft, use the context-sensitive button presses to locate the security console and force open the cockpit. All that remains is to dispose of the Watcher pilot. If this maneuver is successful, Will is given complete control over the enemy craft and all the firepower that comes with it.



## Flying

With Tesla's prototype jetpack, Will can soar through the skies and engaged in advanced aerial combat. To initiate flying, Will may launch directly from the ground or while hovering. Keep in mind that the launch has impressive starting propulsion. If Will is facing toward an obstacle, he is likely to collide with it while starting the jetpack.

While flying, Will can maneuver through the air, perform sharp U-turns, and glide through barrel rolls. Mastering these evasive tactics can make the difference between a mission accomplished and a crash landing. Whenever necessary, he can brake or return to hovering to slow his movement. A limited boost is also available, which is helpful when tracking Watcher aircraft.





# NOTES FROM THE UNDERGROUND

## AN INTERVIEW WITH MORGAN GRAY, PRODUCER

**Q. What inspired you to have Dark Void take place during World War II?**

A. The time period was important because we wanted to avoid making a modern day game. With more than a little bit of a nod to the Rocketeer and other pulp adventures that inspired much of the games style and presentation, we knew that a period in the '30-'40s would be perfect for us. Also, with the alien conspiracy fiction about a group of aliens cast out from earth and bent on returning, we felt that having them pull the strings to get humanity into a giant conflict to weaken us all for eventual invasion was cool, and there was no bigger war on a global scale than WWII. Also, since humanity was on the verge of "taming the atom," we felt, from an alien's point of view, that the time was now or never to put us down once and for all.

**Q. Did your work on Crimson Skies assist with the creation of the aerial controls for Dark Void? How was it switching to the creation of ground controls?**

A. It really did. Air combat is a mixture of speed, solid controls, and good physics. The previous work on Crimson taught us all some very strong fundamentals to get the experience correct. Ironically, we put a lot of time into the ground controls up front, really making a unique third-person shooter experience, especially when one considers the unique tactics available to the player with the use of the hover pack. We put so much of a focus on this that at mid point of the project we realized we were neglecting the air combat portion! After having a very good laugh, we commenced with doubling down on all aspects of Dark Void. The end result should be a pretty strong marriage of the two.

**Q. All the characters in Dark Void are original creations with the exception of one. What inspired you to incorporate Nikola Tesla into the story of Dark Void?**

A. When crafting the story for Dark Void, we knew it was important that our jetpack-clad hero have a sort of guide/mentor in the Void. We also did not want him to simply "find" his jetpack, or steal it from the aliens; we liked the thought of the best and brightest of humanity using our natural gifts (cunning and intellect) to turn the tables of the Watchers (our enemies). Combining those two desires, and based on the time period when Will enters the Void, we quickly decided that tapping into the conspiracies and geek mystique built up around Nikola Tesla would be awesome. Not only are the myths around Tesla's life right in our games' wheelhouse of conspiracies and "world behind the world" secrets, but his avant guard science for humanities betterment vs. pure profit idealism taps right into our mythos, too. And what is cooler than having Tesla reverse engineer alien technology to build weapons of super science?!?

**Q. Vertical combat plays an important role in Dark Void. What made you decide to incorporate such a unique gameplay element? How were you able to start thinking vertically?**

A. One of the main pillars of the game's philosophy was creating a game that was a play on perspective. Both from a fiction standpoint, with our story of conspiracy and secret alien forces at play on our planet, as well as gameplay, with our blend of on-foot and in-air action. Vertical combat was designed as a bridge between the pure on-foot experience, and the air dogfighting gameplay. It gets the player's thinking in all three dimensions, and allows us to create some really unique combat set pieces. Funny enough, it required a rather dexterous Ed Fries, hanging from his garage door with nerf gun in hand, to provide the visual reference required to get all of us to see the potential of the vertical combat (a picture that shall go down in history...).

**Q. How was it designing the jetpack? Was there any discussion of aesthetics versus practicality? Did you settle on a design right away or was there a series of concepts?**

A. The design of the jetpack always focused on gameplay usability first, with aesthetics taking an important, but secondary role to getting the core gameplay experience right. Once we had that, we focused more on animation to help "sell" the experience for the player. We really wanted to capture the "seat of your pants" daredevil nature of a jetpack barnstormer. The look of the pack went through numerous iterations before finally settling on a single look (along with its evolution through player selected upgrades).

**Q. Dark Void appears to be greatly influenced by classic science fiction and conspiracy theory pop culture. Are there any particular films or stories that really helped inspire the team?**

A. Thanks for noticing! We love that sort of thing. Obviously The Rocketeer! Commander Cody, classic heroes from the pulp era (Doc Savage, Blackhawk (classic comic) Star Wars (what isn't?!?), Indiana Jones, The Mummy, The X-Files, Mad Max...I mean the list goes on and on...and how could I forget The Prestige, for some extra cool big screen Tesla action?!

**Q. Is there any current political or pop culture figure that you believe could be a Watcher?**

A. Hehe, this question would get me in trouble...let's just say there are some world political figures that I wouldn't be surprised to find a bipedal lizard person underneath their flesh suits :)

**Q. If you had to choose to be Atem, Will, Ava, or Tesla, who would you be and why?**

A. I'd be Will in a heartbeat! After spending so much time working on a virtual jetpack...I think we all would love to try a real one on for a spin! :)

*Fin.*

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OFF BASE

<b>TEEN</b> <small>TM</small> <b>T</b>	Animated Blood Mild Language Violence
<b>ESRB CONTENT RATING</b>	<a href="http://www.esrb.org">www.esrb.org</a>