**Post Title:** Darksiders II

**WordPress Category:** Xbox 360**WordPress Tags:** Adventure, Third person Shooter

Copyright: 2012

Publisher: AVigil Games/THQEdition: Limited edition

**<<Guttenberg Image Block Here - Small Picture>>  
DarksidersIIXBOX360.png  
Alt text: “**Small image of the video game Darksiders. **“**

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**Notes:**

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1 player. Other features supported: Live online enabled, game-content download, leaderboards, in-game Dolby digital.

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**Plot:**

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Darksiders II takes place parallel to the previous game. In the prologue, it is revealed that the Four Horsemen (War, Strife, Fury, and Death) are the last of the Nephilim, fusions of angels and demons who waged a bloody war on the rest of creation. In order to preserve the balance of the Universe, the Four, who had grown tired of the conquest, received incredible powers from the Charred Council in exchange for slaughtering the rest of the Nephilim. The Horseman Death trapped the souls of his fallen brethren in an amulet, earning the title of Kinslayer, among others (though he kept its preservation a secret, since the Council ordered the Nephilims' souls destroyed).

While War is charged with his crimes, the horseman Death, sure that his brother is innocent, sets out on a personal mission to erase his brother's 'crime' and resurrect humanity. He first travels to the Icy Veil—a dimension between the three kingdoms of Heaven, Hell, and Earth to seek the Keeper of Secrets for proof of War's innocence and the way to restore Earth. The Keeper of Secrets, also known as the Crowfather, tells Death that he must go to the Tree of Life in order to restore humanity. The Crowfather, bitter about being given the Nephilim amulet (which torments him without end), refuses to let Death pass and attacks him in the shape of War. Death kills Crowfather, but the Amulet shatters and embeds itself in his chest, knocking him out and sending him into a portal created by the Crowfather's death.

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DarksidersII001.png  
Alt text: “**First large image of the video game Darksiders. **“**

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Death wakes up in the Forge Lands, a world populated by the Makers physically imposing beings who are the creators of all worlds. He learns that their world, and many others, has been overrun with Corruption, a dark force that has blocked off the Tree of Life and has taken over many of the Maker's constructs. The Makers had crafted a massive Guardian to combat the Corruption, but had to abandon it before finishing the task due to the surrounding threats. With the help of constructs and a Maker named Karn, Death eventually reaches the Guardian, but upon activation, the Guardian is tainted by Corruption and goes on a rampage. Death battles the Guardian and destroys it, allowing it to be reassembled without Corruption. The Guardian self-destructs in the grasp of the creature blocking the path to the Tree of Life, which allows Death to reach his goal.

**<<Guttenberg Image Block Here - Large Picture #2>>  
DarksidersII002.png  
Alt text: “**Second large image of the video game Darksiders. **“**

**<<Gutenberg Block Quote start >>**Author: kindzadza

A Terrible PC port, but my gosh this game is fun.   
“Exactly what a sequel should be. Vigil's choice of music is wonderful, and slaying huge bosses with style and that epic music in background make that gameplay an unforgettable experience.

I look forward to Darksiders 3

P.S. The port is really terrible, but because of haters i feel it is ethical to give this game a 10.

This game deserved it - plus Vigil is working on a pc patch to make the game behave like any PC game should  
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