**Darkness** grips viewers

**BY ALEX CARLSON**

*Review:

What happens when you mix Zoda, God of War, and the apocalypse? You get Darksiders for Xbox 360, PS3 and PC. This bloody action-adventure game might well be a video game equivalent to a guilty pleasure novel. It’s a fantastic dive into post-apocalyptic Earth that actually makes you want to keep reading, despite its lack of originality.

The story begins with a deep bond between two men that might trickle up the social hierarchy. That might not sound like a deep story, but it is one. The film begins by setting the stage. In 1971, during the Vietnam War, two soldiers are killed. One is a fellow detective named Martin Campbell who has just witnessed the only murder he has seen in his life, and the other is a veteran named War who has no past and no name.

As War, you are tasked with tracking down the killer who has murdered your fellow soldier. You do this by using a sword and the bow and arrow that you find in the game. You are also accompanied by a horse named Shadow, a companion that you can control throughout the game. You must defeat the enemies that are blocking your way and collect the necessary items to progress.

The game is designed to be challenging, with enemies that become more difficult as you progress. The combat system allows you to use a variety of weapons, including swords, axes, and bows, to defeat your foes. You can also use special abilities, such as a sword that can be used to hit multiple enemies at once.

Overall, Darksiders is a well-designed game that is enjoyable to play. The combat is challenging and exciting, and the story is engaging enough to keep you coming back for more. If you love action-adventure games, you should definitely give Darksiders a try.