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Darkwatch Unlockables (PS2)

Get the artwork

Darkwatch is a videogame developed by High Moon Studios Inc. and published by Capcom Entertainment Inc. It was created for the PlayStation 2 console from Sony and for the original Xbox from Microsoft. It was launched in August 2005. The title is classed as an action game, which has some shooter and horror elements and is played from a first person perspective.

The Darkwatch mentioned in the title of the game is an ancient organization set to take out the evil in the world. The ancient Vampire Lord Lazarus was captured, but as he is being transported to the headquarter, someone attempts to rob the train in which he is riding and frees him. The robber, who was bit by the vampire, is named Jericho Cross and you will guide him as he tries to find and kill Lazarus before becoming a vampire.

The setting of the game is very Wild West like except for the fact that it is populated by supernatural beings. There are reapers, undead riflemen and banshees. The weaponry you carry is also retro, with rail rockets, dynamite and double wielding pistols being the most common. Cross also has vampire powers that can be good or evil. On the good side, we find: Silver Bullet, which imbues your bullets with holy fire and Vindicator, which is a form of chain lighting. The bad side gets: Blood Frenzy, which increases melee attacks and Soul Stealer, which sucks the soul out of enemies at a distance. You also have: Blood Shield, a form of protection from losing health, Vampire Jump, to reach hard to get areas, Blood Vision which outlines important enemies. UNLOCKABLES Artwork
Complete the following tasks to unlock the corresponding bonus content for that level:
 Allies and Bosses Art: Curse Of The West under the Shootist difficulty.
Attract Mode Movie: Dead Light Prism with at least 80 kills.
Cowboy Animatic: Torture Maze with at least 30 melee kills.
Darkwatch Archives: All Gunslinger levels on Deadeye.
Enemies 1: Boneyard with at least 65% accuracy.
Enemies 2: Showdown with at least 20 melee kills.
Environments 1: Darkwatch Outpost with no deaths.
Environments 2: Invasion under the Deadeye difficulty.
Environments 3: Curse Of The West in 10 minutes or less.
Evolution of Jericho: Single player campaign under any difficulty.
Highmoon Trailer: Rescue in 15 minutes or less.
Rescue Intro Movie: Hangtown with at least 20 headshots.
Showdown Animatic: The Right Train under the Shootist difficulty.
Vehicles: Deadfall with at least 20 headshots.
Weapons: Morning After with at least 70% accuracy.
Wrong Train Animatic: The Wrong Train with at least 65% accuracy.   Here's a video:

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