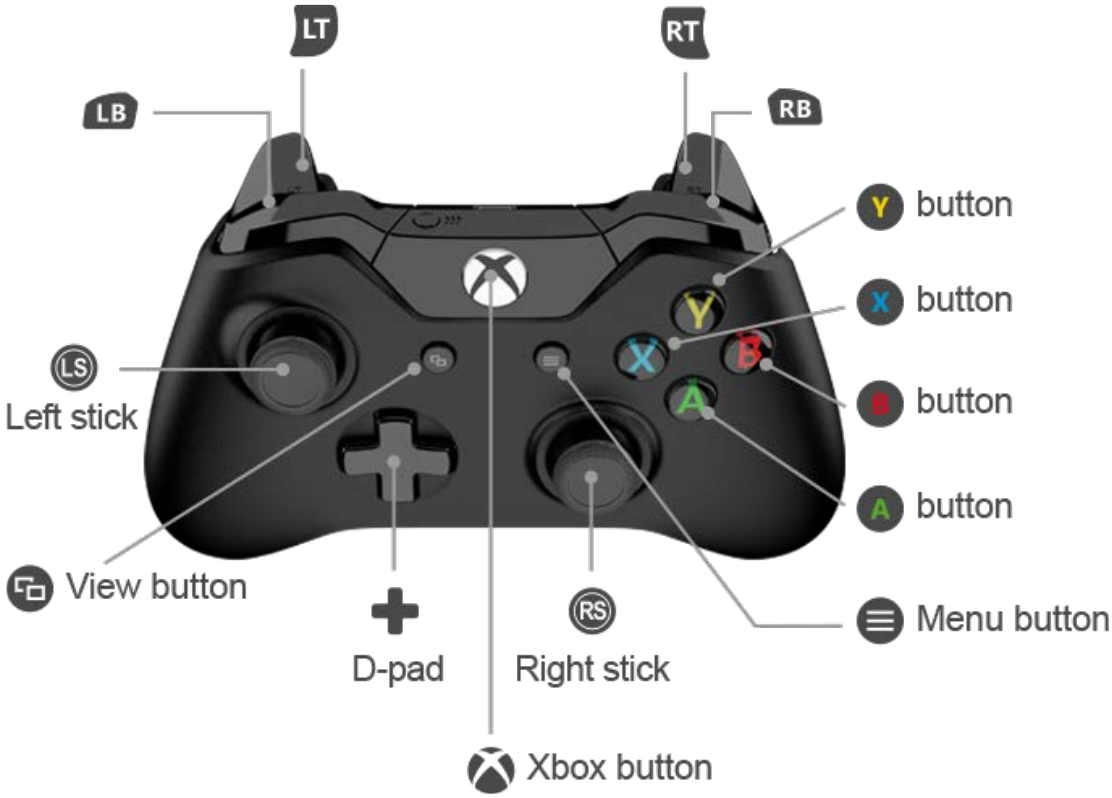
STEAM

GAME CONTROLS



MENU CONTROLS

D-pad: Cursor movement
A button: Select
B button: Cancel/return
LB/RB: Change categories
View button: Displays help window
Menu button: Hides the Menu

GAME CONTROLS

D-pad left: Switch left weapon
D-pad right: Switch right weapon
D-pad up: Switch magic
D-pad down: Switch item
A button: Action/Gesture
B button: Jump/Dash/Roll/Backstep
Y button: Toggle one-hand/two-hand grip
X button: Use item
Left stick: Run
Right stick: Move camera
Right stick button: Lock target on or off/Reset camera
LB: Left weapon action (block)
RB: Right weapon action (normal attack)
LT: Left weapon action (parry)
RT: Right weapon action (heavy attack)
View button: Gesture menu
Menu button: Display the menu

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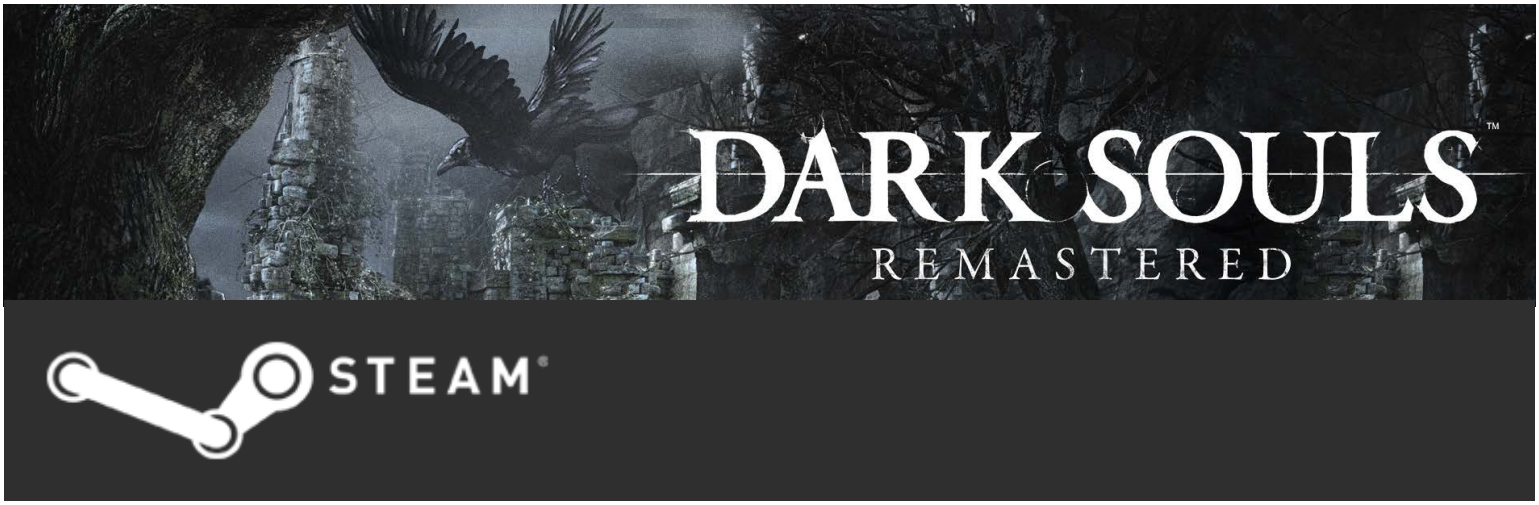


CLASSES

CREATE PROFILE

Customize a character to begin your Dark Souls quest. As you customize a character, you can see any changes to their stats on the left side of the screen. Their equipment is shown in the center of the screen. When you are finished creating a character, select ACCEPT.

Character Name: Type in a name for the character.
Sex: Select the character's gender.
Class: Choose the character's class. Each class has its own attacks, weaponry, and attributes. There are 10 classes from which to choose.
Gift: Select a starting gift. Gifts are special items granted to your character at the beginning of the adventure.
Physique: Determine the character's physique.
Face: Select a specific face for the character. Each face is based on the people that inhabit the world of Dark Souls.
Hair: Determine the hairstyle for the character.
Hair & Eye Color: Choose a color for the character's hair and eyes.
Physical Appearance: Select CUSTOMIZE to further adjust the character's features.

CLASSES

Choose from 10 classes, each class has its own unique abilities and statistics. Every class starts the game with certain equipment and spells. However, as you play, you'll discover Dark Souls has no class-specific items. Therefore, you may adjust your attributes when leveling up to meet certain basic requirements a weapon or armor might have.

Warrior: The fearless warrior is a weapon expert with high strength and dexterity.

Knight: The low-ranking knight has high HP and solid armor. Knights are not easily toppled.
Wanderer: The aimless wanderer has high dexterity and wields the scimitar.
Thief: The guilt-ridden thief is specialized in critical hits and carries a Master Key.
Bandit: The savage bandit has high strength and wields a heavy battle axe.
Hunter: The bow-wielding hunter can handle close-range and long-range, but is vulnerable to magic.
Sorcerer: The sorcerer of Vinheim Dragon School can cast soul sorceries.
Pyromancer: The Great Swamp pyromancer casts fire spells and wields a hand axe.
Cleric: The cleric on Pilgrimage wields a mace and casts healing miracles.
Deprived: The unclothed enigma is only armed with a club and old plank shield.

STEAM

GAME INTRODUCTION

THEN, THERE WAS FIRE.

You are thrust into a world slowly fading from an Age of Fire to an Age of Dark. In this world, humans are eventually marked with the Darksign, a curse that keeps bringing them back to life. For this reason, those humans are called “undead”.

You are one of them. You start the adventure locked in an Asylum, waiting for the end of times. After being told that you are the chosen undead, you are urged to travel to Lordran and ring the Bell of Awakening to know your fate.

PREPARE TO DIE

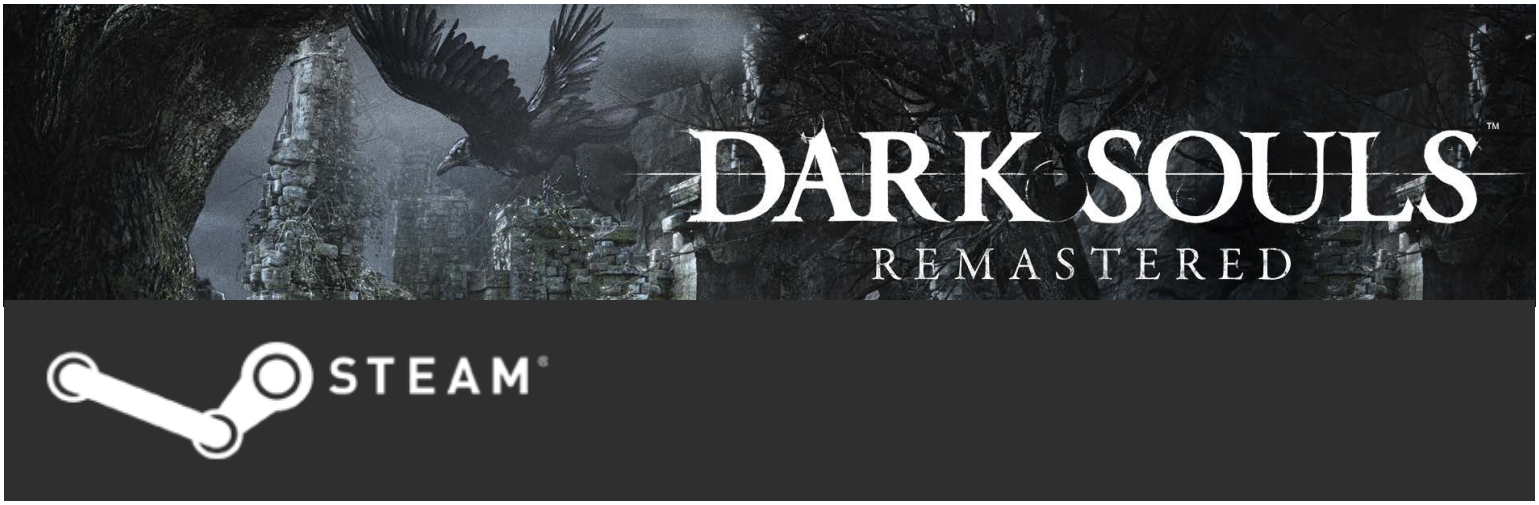
Dark Souls™: Remastered comes back to the origins of a legendary and challenging series. For the first time (or once again), you are faced with epic bosses, dangerous traps, exacting and precise combat, and the constant threat of invasion by other players. The world is dangerous, and true safety is a luxury!

This guide is intended to ease your passage into the world of Dark Souls™: Remastered. Whether you’re returning to the series, or a first time player, we hope that you can pick up the skills you need to defend yourself during those grueling (and delightful) early hours with the game.

Most games try to take you through a specific narrative, introducing you to the world and its characters at preset moments. The narrative in Dark Souls takes a different path. The story and history of this bleak world is one you must uncover yourself. Hints gleaned from item descriptions, optional conversations, and exploration of the detailed environment create a picture of the world. Trying to understand the lore and story of Dark Souls becomes a kind of game within the game. You are never required to invest in it, or to care about the past, but there is a rich reward if you are willing to put in the time and effort to piece together your own narrative.

A WORLD TO EXPLORE

Lordran is a massive world, but interconnected. Any location you see, you can explore. Some locations are more challenging to reach than others, but simply exploring the land is fulfilling. As you progress, you’ll discover massive, vertically oriented structures, humongous landmasses, and complex dungeons, with interlinking routes and secret corridors.



THE HUD

The HUD displays useful information at all times, so you never have to look far to check your status. Your character stays in the center of the screen and you have control of the camera to look around. Up top you have bars for your health (in red) and your Stamina (in green). These fill or deplete depending on the actions you take, and that let you track whether you can keep fighting, decide back off to rest, heal, or if it’s simply time to flee.

HEALTH

If your character's health gets too low, you're in great danger. Use the Estus Flask to heal, or retreat from combat entirely if that isn't an option.
Be careful about using the restoration from Flasks in combat, you are vulnerable while drinking. Try to disengage and take a drink away from hostiles and out of combat.

STAMINA

Stamina depletes with each evade and/or action taken. When this gauge is empty, you cannot perform any action that uses stamina.
Stamina is easy to restore. Back off and lower your shield to restore your Stamina more quickly. It only takes a few seconds, and then you're ready to re-engage.

STATUS
When you are afflicted with a status effect, like poison, an icon is displayed.

SOULS COUNTER
At the bottom-right is your Souls counter, the currency of the world of Dark Souls. The higher the number, the more you have to spend. If you accumulate a large number of souls, you may want to take a break from exploring to invest them in character growth. If you don't, you could lose them (read the chapter On life and Death for more details).

HUMANITY COUNTER
By consuming a humanity, you increase your humanity gauge. By doing so, you develop your resistances. You may consume up to 99 humanities.

The bottom-left displays readied gear and spells. The items in your hands are on the left and right. The Tools you have readied are on the bottom. The top slot is for your spells. Use D-pad buttons to swap around these items with others in the same slots that you have prepared in the Equipment menu. Or, you can go into the Equipment Screen to swap these items around ahead of time.

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CONTROLS

MOVEMENT

The left stick controls your character's movement. Normally, you turn and move in whatever direction you push. However, it's possible to lock onto enemy targets by pressing right stick button. When you're locked onto an enemy, your character faces them at all times, so moving left or right causes you to sidestep, and tilting down backs your character away from the target. It's useful to switch between lock on and regular movement frequently. It's easier to run away and get distance from your enemies when you aren't locked on.

Do this to get to safety, to earn time for Stamina to regenerate, or to look for a place to hide and use your Estus Flask. When you're on the attack, it's easier to line up attack combos when you're locked on.

Move normally when you're exploring, lock on to tackle most foes, but press the right stick button again if you need to drop your lock on and get away from an enemy that is gaining the upper hand. When facing packs of smaller enemies, you may want to avoid locking on and instead use the manual camera control along with quick dodges to avoid being surrounded.

CAMERA CONTROL

The right stick controls your camera. Reposition this to see around corners, to keep your line of sight on a particular target, or to look all over a room when searching for treasure (or threats).

USE OF RB/LB AND RT/LT

Use of RB/LB and RT/LT control your equipment. The item in your right hand is used with RB and RT. The item in your left hand gets LB and LT.

For example, a shield in your left hand is used to block with LB. Press LT to parry an attacking enemy. If done in a perfect timing, you will be able to riposte with RB and deal a critical hit.

Many weapons are also sensitive to movement and stance, producing new attacks when wielding it two-handed, sprinting, or coming out of a combat roll.

THE MENU

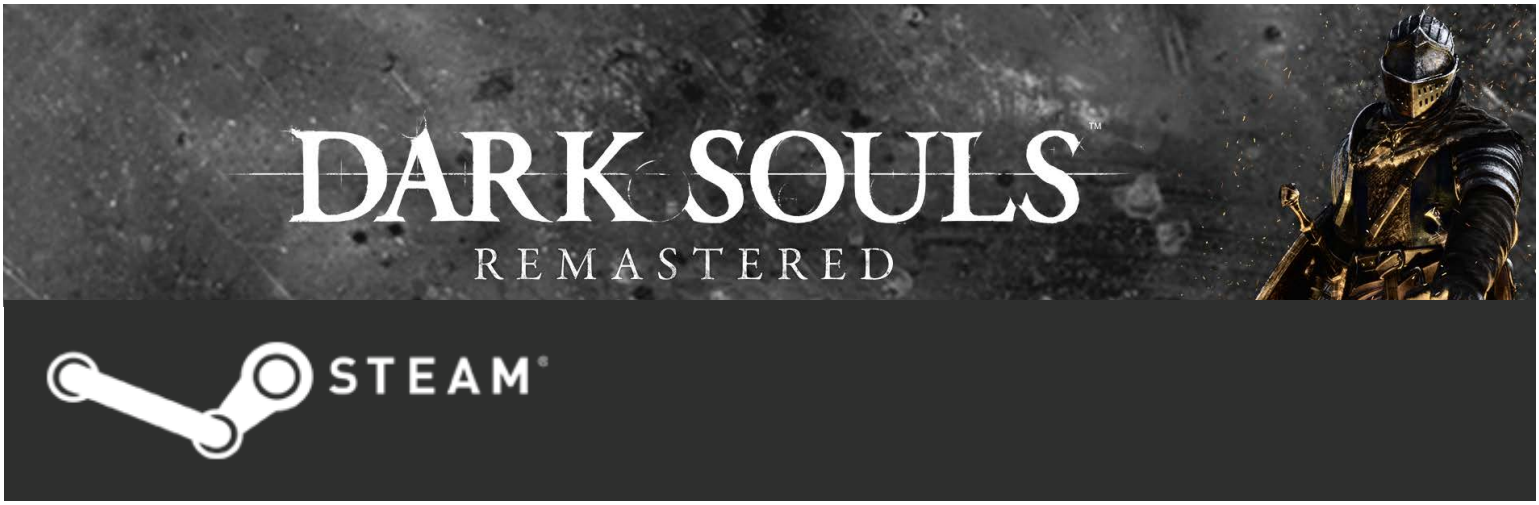
Although you can't pause the game, there is a menu that you can bring up with the Menu button. Try this to see what's available!
This is how you get to several important screens: Inventory, Equipment, Status and System.
The System Menu has a number of options to explore. Take your time working with these options until you find the control scheme that is ideal for your playstyle. Be especially focused on Camera Speed, Brightness, and Camera Axis.
The Status Screen lets you look at your character and their stats. Inventory allows you to use some of your Tools and to read descriptions for all of the items that you find.
Check out the Equipment Screen to set up your hotbars, change Armor, choose Weapons, etc.

DODGE

Use B button to dodge in one of the 4 directions you might be aiming with the left-stick while walking. If you're standing still, this move causes your character to suddenly backstep. Both of these maneuvers are critical for staying alive. Practice dodging constantly. Roll behind your enemies, jump back to avoid a heavy attack, or dodge to quickly evade lethal assaults.
Over time, you will learn when it's best to dodge, shield block, or parry, but this is something that takes days or even weeks of play to master. If you're new to Dark Souls, try to dodge the heavier attacks and block the lighter ones. This is a safe start on your journey to mastery.

ALTERNATE ONE-HAND AND TWO-HAND STANCE

Press Y button to alternate between one-handed and two-handed stances for your current weapon. This makes it easy to switch to heavier attacks briefly, and then to go back to using a shield or another weapon while your enemy recovers.
Many heavy and ultra-heavy weapons function best when used two-handed, experiment to get a feel for their move sets when used with one or two hands.



STATS AND ATTRIBUTES

UNDERSTANDING YOUR STATS AND ATTRIBUTES

Character attributes are very important in Dark Souls™: Remastered. You use Souls to improve your attributes throughout the game to deal more damage, survive stronger enemy attacks, use better equipment, and master the best spells.

STATS

Vitality: Vitality governs the player's maximum Health points.

Attunement: Increases the number of Attunement Slots available for Pyromancies, Sorceries, and Miracles.

Endurance: Endurance controls the player's Stamina, max Equip Load and resistance to Bleeding.

Strength: Strength controls the player's Attack Power for weapons that scale with Strength.

Dexterity: Dexterity controls the player's Attack Power for weapons that scale with Dexterity and increases casting speed for most spells.

Resistance: Resistance increases physical and flame defense and resistance to poison.

Intelligence: Intelligence governs the power of Sorceries. It also controls weapon attack power for weapons that scale with Intelligence.

Faith: Faith governs the Miracle Power and also increases the Magic Defense. It also controls the player's attack power for weapons that scale with Faith.

Stamina: Required for various actions. Depleted by various actions, but self-regenerates.

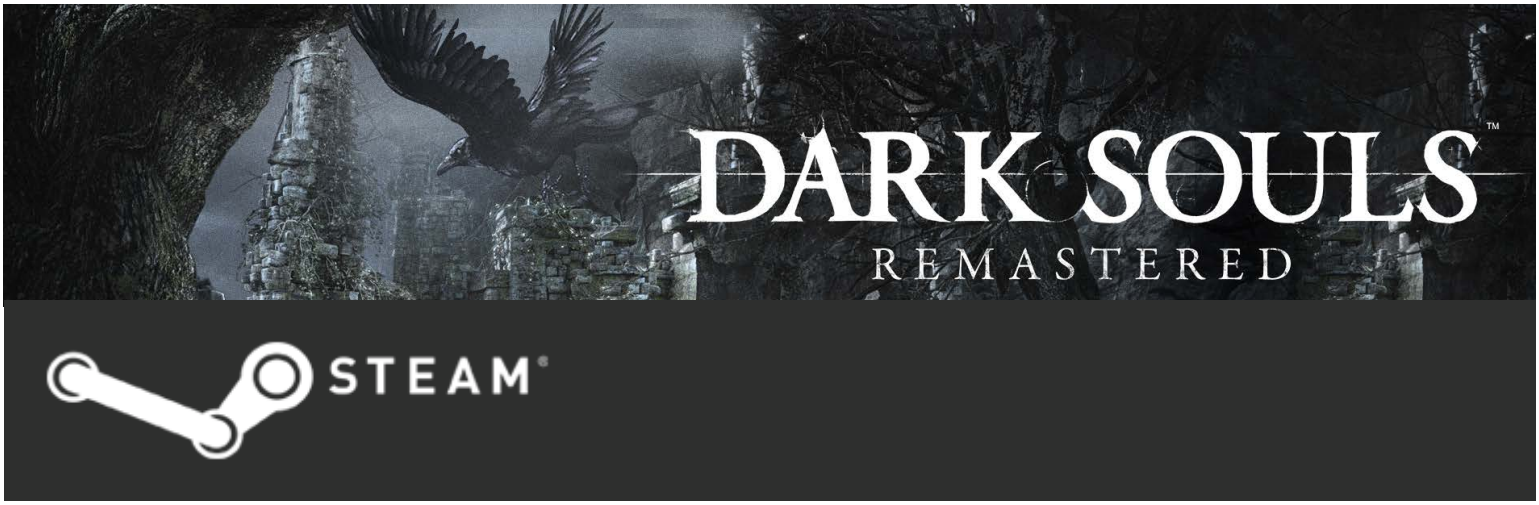
Equip load: Total weight of equipped items. Higher number slows movement. Exceeding max causes sluggishness.

ATTACK POWER

Attack Power shows the total damage inflicted by various weapons if they strike a target without any Reduction. This value is a combination of all damage types that the weapon inflicts (physical, magical, etc.).

DEFENSE AND RESISTANCES

Defensive stats show you how strong your character is against basic types of attacks (strike, slash, thrust, magical, etc.). Your Defense against each is determined by your character's attributes. Your Reduction is controlled by your equipment.



ON LIFE AND DEATH

Death is a constant threat in Dark Souls™: Remastered. Dangerous falls, poison, monster attacks, and traps are around every corner. Bosses are the worst threats of all, but it's entirely possible to die (often) when fighting against even the regular inhabitants of the world. This is especially true when you're new to the game, because it does not play like most action RPGs.
Death has two major consequences. First, the loss of time as you retrace your steps—slogging through all of the respawned enemies that you previously defeated. Second, you lose all of your dropped Souls and Humanities forever if you die a second time before you recover them!

DEATH

When your HP is fully depleted, you die. When this happens, all of your collected Humanities and Souls are left on the ground as a Bloodstain, and you respawn back at the last bonfire you rested at.

RESPAWNING

After you die and respawn at the bonfire, all of the normal monsters in the area return as well. Special NPCs or bosses that are slain remain dead, but everything else returns to face you again.

BONFIRES

During your quest, you will come across bonfires. Approach the unlit bonfire and press the A button to light the bonfire and access its menu.
Here you respawn upon death, level up your attributes, regain Humanity, refill your Estus Flasks and magic count, remove any negative effects and change your covenant.

ESTUS FLASKS

HPs let you take damage and won't regenerate over time. Visit a Bonfire to restore your HPs or use Estus Flasks.

ESTUS UPGRADE

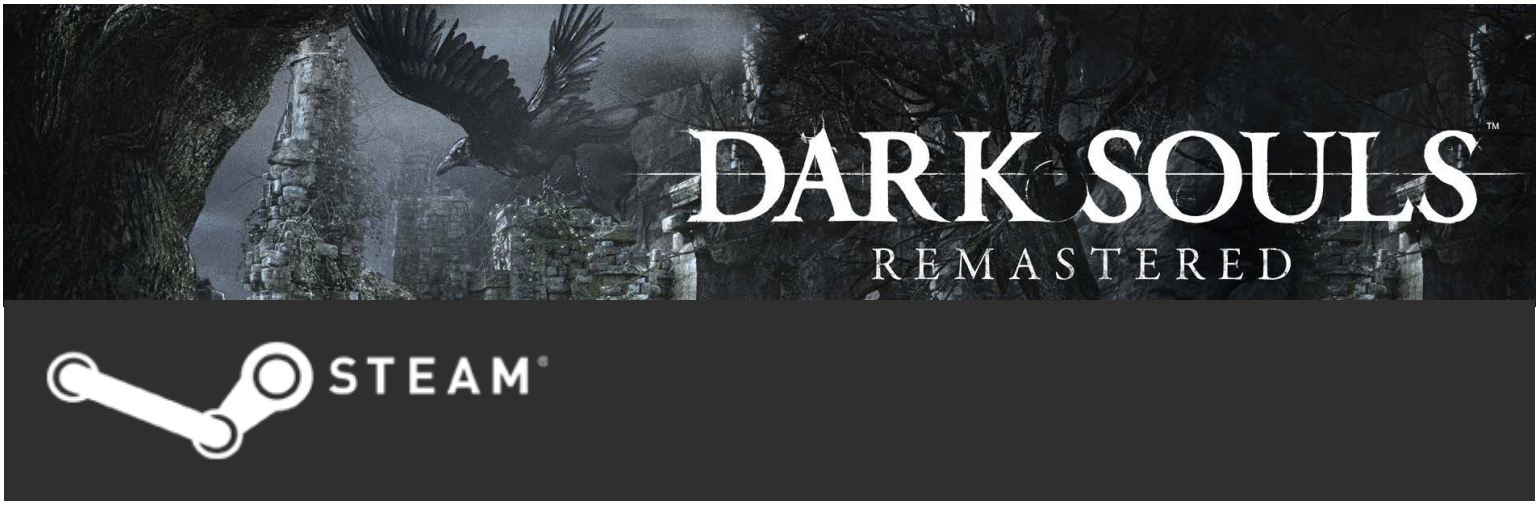
Estus flasks can be upgraded to refill more HP. You must have a Fire Keeper Soul in your inventory and then use the “Reinforce Estus Flask” option in any Fire Keeper’s dialogue option.

BONFIRE KINDLING

The amount of times you can utilize your Estus Flask to heal HP is dependent on how much you have kindled the bonfire that you are currently resting at. You kindle a bonfire by offering Humanity to it.

HUMANITIES

Humanities have different use : they can be consumed to improve your resistance, sacrificed to restore your human form, allowing you to play online, or burnt to kindle a bonfire, increasing the amount of restored Estus Flasks.
Humanities can be collected or purchased as a consumable that will appear in your inventory. These consumables are not lost upon death.
Consumed humanities are dropped upon death and lost if you die again before retrieving them.
The Humanities displayed in the Humanity counter can come from consumed Humanities or are gathered by killing numerous enemies in an area before defeating a boss. The Humanity counter resets to zero upon death.



EQUIPMENT

The world of Dark Souls™: Remastered is home to hundreds of items, spells, and equipment. There are usable items ranging from the mundane to the exotic, and weapons from the humble to legendary pieces crafted from the rarest of materials.

WEAPONS

Weapons are your primary offense if you choose to play a melee focused character. They are often a valuable tool even as a spellcasting build. Weapons vary tremendously in size, shape, attack patterns, and stat requirements. Most weapons use Strength and/or Dexterity for requirements, but there are also Intelligence and Faith weapons that can be discovered.

On your first playthrough, experiment with as many different types of weapons as your attributes allow. Don't neglect a new weapon because it is weaker than your existing upgraded weapons. If you greatly enjoy the feel and move set of a new weapon, upgrade it and use it.

Most weapons also have a letter grade on their stat requirements and scaling—ranging from E (the worst) to S (the best). Higher grades gain an increased attack power bonus from the attribute. Some weapons have poor stat scaling, but benefit from higher raw attack power. Examine each weapon's stats carefully when comparing them.

ARMOR

Armor provides a mix of raw defense, resistances, and weight. Lighter armor can have excellent resistances even if it is relatively weaker against brute force attacks. And remember, the strongest attacks are often best evaded, blocked, or parried. Your armor is your last line of defense for when you do get hit.

In general, heavy armor provides superior physical defenses, but the added weight demands a greater investment in stats. So playing a heavily armored tank character can be difficult, if you're also trying to spread yourself into spellcasting attributes.
In addition to your actual worn armor, there are also magical trinkets that can be found and equipped, providing a wide range of benefits. Some emphasize melee, some magic, others provide powerful defenses or unique offensive bonuses.

SHIELDS

Shields are onehanded items that give you a tremendous amount of defensive power. They absorb a percentage of damage from various types of enemy attacks. Blocking will consume your Stamina. Holding your shield will make your Stamina recharge slower.
Magical and elemental attacks may punch through an otherwise sturdy physical shield, so be wary of mystical opponents and evade their attacks entirely.
As a new player, a one-handed weapon and a sturdy shield is a solid loadout for tackling most basic enemies. Be wary of hiding behind a small shield when facing very large enemies however, they can drain your stamina and blow out your guard with crushing attacks.

UPGRADES

Armor and weapons can be upgraded using a mix of Souls and materials found in the world. Once you have located NPCs who can assist you in modifying your equipment, get your gear upgraded!
Weapon upgrades are most important, especially early on, where they can greatly increase your offensive power, but armor upgrades (including shields) can be very helpful in the mid and late game, once you have settled into an armor set that you favor.

TOOLS

Tools are the usable items and consumables that you carry with you, from your vital Estus Flask, to simple Throwing Knives, as well as curative items, tools with unique effects, and one shot items with magical effects.
Using any tools beyond the healing from your Estus Flask is rarely mandatory, but using them well can make the game much easier. Don't be stingy with consumable usage, you can always find or purchase more. They exist to make your life easier, so use them!

SPELLS

Spells cover a range of disciplines, including Sorcery, Pyromancy, and Miracles, providing a mix of offense, defense, and utility.
Finding and learning new spells can be an adventure, but you can usually locate basic offensive and defensive magics fairly early in the game.

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COMBAT

Combat in Dark Souls™: Remastered is fast, brutal, bloody, and often fatal. Heed this advice to stay alive just a little longer.

DEATH LURKS AROUND EVERY CORNER

Treat every enemy you encounter with respect. Basic monsters, bosses, invaders—they're all capable of killing you swiftly if you drop your guard. Don't rush, especially when you're entering new areas. When you encounter new enemies, slow down! Block, dodge, dance in and out of attack range, and observe your foe's attacks. Learn their movements! Predicting the moves of your foe allows you to dodge, parry, and block more proficiently. You don't need perfect reflexes when you know what to expect.

PULLING AND BAITING

Pulling is simply the act of getting a monster to chase you to a safer position with more favorable terrain. Use a ranged weapon or spell to draw their ire, retreat to a defensible position and then engage. If you must, lure them by letting them spot you and then run!
Baiting is a straightforward, but extremely important, tactic to use in direct combat. Bait your enemies by drawing out an attack and evading it, and you can retaliate decisively (sometimes with a fatal backstab by circling around while your enemy is recovering from their lunge).

IN THE LONG RUN, CLASSES DON'T MATTER

Don't sweat your initial class decision. A starting class in Dark Souls is simply a package of preliminary attributes and equipment. If you decide you want to transition into a heavily armored tank from a robe wearing mage, you absolutely can.
On your first run through the game, if you find that your chosen starting playstyle isn't working well, change it!

You can always go for a more focused build on later characters once you have a better understanding of the options at your disposal. Playing a “jack of all trades” with your first character is a good way to learn!

DON’T RELAX. EVER.

Even if you’ve cleared a few rooms and have tons of space to relax, you might not be safe. The threat of invasion from another player demands that you pay attention at all times. Do not leave your game unattended. There is no pause. There is no respite. Unless you’re playing offline, you need to keep the possibility of invasion in the back of your head at all times.

IF YOU GET FRUSTRATED

Dark Souls is hard, make no mistake. But don’t despair. Dying is totally ok, the worst that can happen to you is losing some saved Souls, and they can always be replenished. Equipment you find and upgrade, shortcuts you unlock, and attributes you increase are all permanent, and most importantly, the knowledge you gain exploring and fighting improves your gameplay even as your character gains strength.

If you’re having a really rough time, take a break, cool your head, and come back refreshed. Think about what you’re having trouble with. Try a different approach, or explore a different area entirely. Use your items, use your spells, try different weapons or armor, and experiment with new tactics. Do not hoard your consumables, use them!

And, even though it isn’t necessary, remember you can always go monster hunting specifically to farm more Souls and gain levels. Sometimes a bit more HP or Stamina can tip the scales in a tough fight—opening up a new spell or weapon can improve your odds.

There is a vibrant and thriving online community around Dark Souls as well, so any time you need a bit of encouragement, seek out some fellow fans and engage in “jolly cooperation.” Just be wary of spoilers if you’re new, your first run through the game is a one-time experience!

STEAM

ONLINE PLAY

ONLINE FEATURES

Ghosts: View other players playing within your vicinity. However, you cannot interact with Ghosts.
Death replay: Touch the Bloodstains of other fallen players to view a replay of their death.
Vagrants: If you drop a certain item or lose a large amount of Humanity, those items and Humanity move to another player's world and form vagrant enemies.
Synergy: When another player is nearby and casts specific magic, the magic cast increases in power.
Sharing of the kindling of the bonfire: Whenever your last-rested bonfire is kindled by another player online, you will automatically gain one Estus charge.

CO-OP

In co-op, up to three players can play together. The summoner is called the host and the summoned are the clients.

HOW TO START CO-OP

The client writes a summoning sign using a specific item, and then the host finds the summoning sign and touches the sign to summon up to two other players. The host and the client(s) then play in the host's world. In order to play online, host must be in human form.

CO-OP GOAL

Players team up to defeat the area boss. Co-op ends if the area boss is defeated, if all the clients are defeated, or if the host is defeated. If the area boss is defeated, then the clients receive Humanity as a reward.

INVASION

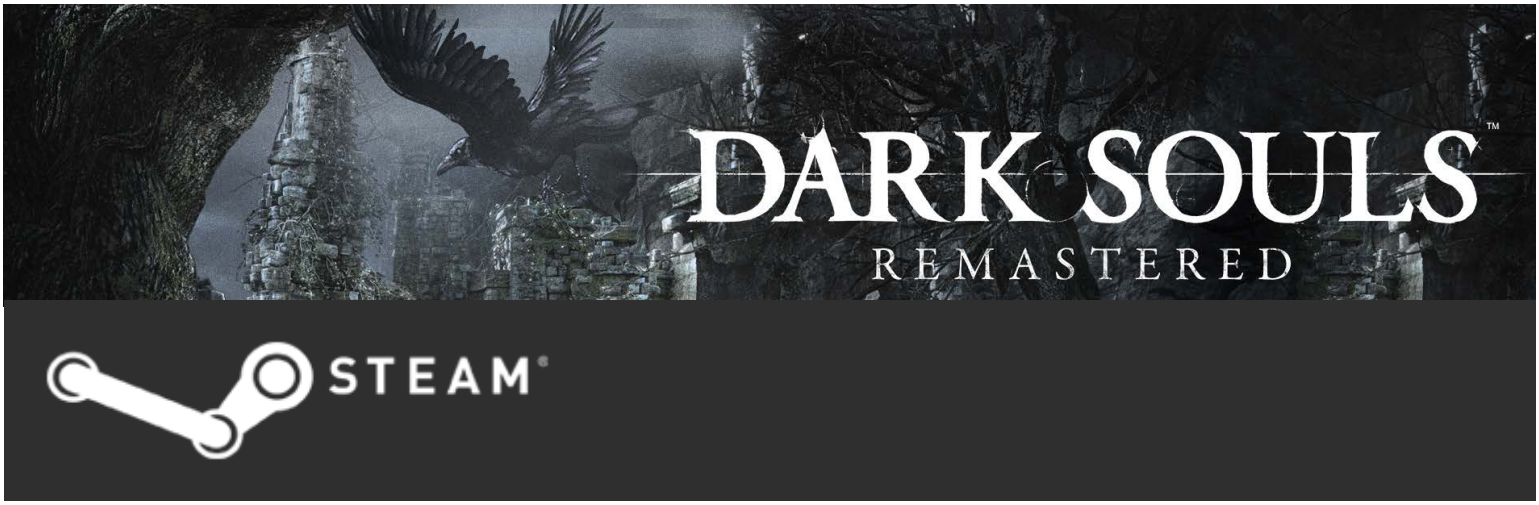
When you invade another player's world, you fight each other to survive. The invading player is the client and the invaded player is the host.

HOW TO START INVASION

The invader's goal is to defeat the host. If successful, the invader wins and the invasion ends. The host's goal is to defeat the invader. However, if a boss battle occurs, the invasion ends. The winner gains Humanity., the loser loses Humanity.

BATTLE OF STOICISM

From a certain point in the game, you will be able to access the Player versus Player mode, which is called "Battle of Stoicism". It consists of two arenas, where players can battlke each other to win. Up to 6 players can engage in the same combat.



ZLIB

zlib version 1.2.3, July 18th, 2005

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