



GAME OF THE YEAR
EDITION

DARK SOULS™ III

THE FIRE FADES™ EDITION

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THE FIRE FADES™ EDITION
STARTER GUIDE

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
XBOX ONE WIRELESS CONTROLLER



In the field	
D-pad Up	Switches spell
D-pad Down	Switches item
D-pad Left	Switches left-hand weapon
D-pad Right	Switches right-hand weapon
A	Interaction (examine/open/pick-up/etc.)
B	Dash/roll/backstep
Y	Hold right-hand equipped weapon with both hands Held Down: Hold left-hand equipped weapon with both hands/dual wield (Press the Y button again to cancel)
X	Use item
left stick	Move
left stick button	Jump (left stick button while dashing). You can also select the B button for this under Game Options.
right stick	Camera movement
right stick button	Lock-on/reset camera (returns the perspective to your front)
LB	Guard/left-hand weapon action (regular attack)
RB	Right-hand weapon action (regular attack)
LT	Parry/left-hand weapon action (strong attack) / right-hand weapon arts
RT	Right-hand weapon action (strong attack) Hold longer to charge attack
View button	Displays Gesture Menu
Menu button	Displays Start Menu

XBOX ONE WIRELESS CONTROLLER

From the Start Menu

D-pad	Cursor movement
	Select
	Cancel/return
 / 	Change categories
View button	Displays help window
Menu button	Hides the Start Menu

CLASSES



KNIGHT

An obscure knight of poor renown who collapsed roaming the land. Sturdy, owing to high vitality and stout armor.



MERCENARY

A mercenary and veteran of the battlefield. High dexterity allows masterful wielding of dual scimitars.



WARRIOR

Descendant of northern warriors famed for their brawn. Utilizes high strength to wield a heavy battleaxe.

HERALD

A former herald who journeyed to finish a quest undertaken. Wields a sturdy spear and employs a gentle restorative miracle.



THIEF

A common thief and pitiful deserter. Wields a dagger intended for backstabs alongside a military-issue bow.

ASSASSIN

An assassin who stalks their prey from the shadows. Favors sorceries in addition to thrusting swords.





SORCERER

A loner who left formal academia to pursue further research. Commands soul sorceries using high intelligence.



PYROMANCER

A pyromancer from a remote region who manipulates flame. Also an adept close combat warrior who wields a hand axe.



CLERIC

A travelling cleric who collapsed from exhaustion. Channels high faith to cast many and varied miracles.



DEPRIVED

Naked and of unknown origin.
Either an unfathomable fool in life,
or was stripped of possessions upon burial.

NOW ONLY EMBERS REMAIN

Dark Souls™ III: The Fire Fades™ Edition begins a new chapter in this challenging and brutal series. 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 starter guide is intended to ease your passage into the world of Dark Souls™ III: The Fire Fades™ Edition. 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.



CONTROLS AND YOUR HUD

You won't get far into Dark Souls™ III: The Fire Fades™ Edition without knowing how to control your character. The following is a brief look at the HUD, controls, and combat.

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), your FP's (in blue), and your Stamina (in green). These fills or deplete depending on the actions you take, and that lets you track whether you can keep fighting, decide back off to rest, heal, or if it's simply time to flee.

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.

If your FP's bottom out, use the Ashen Estus Flask to restore them, or resort to basic attacks that don't rely on them to get the job done.

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 is the easiest 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.



In 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 should take a break from exploring to invest them in character growth. If you don't, you could lose them.

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 the D-Pad 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.

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 the right stick. When you're locked onto an enemy, your character faces them at all times, so moving left or right causes you to sidestep, and moving 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 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).



THE SHOULDER BUTTONS

All four of the shoulder buttons 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**. If you're wielding an item in both hands, all four of the shoulder buttons have different actions depending on what you are holding.

Shield skills are set to **LT**, and take priority over the weapon skills for that slot, as long as you are wielding a shield.

Each Weapon and Shield has its own timings and moves, so you don't really know what you're going to get out of them until you practice. The general rule is that **RB / LB** are for the basic uses of those items, and **RT / LT** deal with more specialized behaviors.

For example, a shield in your left hand is used to block with **LB**.

Hold down the button to keep your shield ready, and let go when you're done with it. Simple enough. But **LT** might let you buff your Attack Power with a special skill.

Most one-handed weapons have their basic attack as the first option, while the second action is slower and more damaging. In the case of the Long Sword, the basic attack is a slash and the **RT** attack is a thrust that can be charged.

Try different uses of these moves. Hold down the button for a heavy attack to see if you can charge it for even more damage (and to mix up your timings).

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.

DODGE

Use **Y** on the Xbox One to dodge in the direction that you aim with the left stick. 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™ III: The Fire Fades™ Edition, try to dodge the heavier attacks and block the lighter ones. This is a safe start on your journey to mastery.

UNDERSTANDING YOUR STATS AND ATTRIBUTES

Character attributes are very important in Dark Souls™ III: The Fire Fades™ Edition. 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.



VIGOR

Overall Health and Frost Resistance are controlled by your character's Vigor. This is a major aspect of your survivability. It's very good for almost all characters have some investment in Vigor, so they don't die in one or two hits.



ENDURANCE

Endurance controls your Stamina and Resistance to lightning and bleeding. Stamina is a very powerful offensive and defensive attribute. Without high Stamina, you cannot block, dodge, or attack as effectively. All builds need Endurance.



ATTUNEMENT

Attunement raises your FPs and the number of Attunement Slots that you receive. This is primarily an attribute for spellcasters, or if you want to use a large amount of stance attacks. The more you want to push towards this style of play with your character, the more you will want to concentrate on this attribute.

ALTERNATE ONE-HAND AND TWO-HAND STANCE

Press **Y** on the Xbox One 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.

If you press and hold the button, you switch to two-handed use of an item that is in your left hand instead!

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.



VITALITY

This attribute controls your Equip Load, Resistance to poison, and it helps your Defense as well. The heavier your equipment, the more of this you need. This is a very defensive attribute because heavier equipment is essential for your survival against high-damage enemies with melee focused builds. If you can't equip the heavier gear, you won't benefit from it.



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: Equipment, Inventory, Status, Message, 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. All of these influence the game considerably, so it is a good idea to find a setup that you enjoy most.

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.



INTERACTION

Use **A** on the Xbox One to interact with objects. This lets you pick up items, open doors, turn cranks, etc.

USE TOOL

Press **X** on the Xbox One to use the Tool you have selected. Hurl Throwing Knives, use an Estus Flask, etc.



LUCK

Luck raises your Resistance to Curse and Ups bleeding and poison capability. It also heavily influences Item Discovery. The chance of monsters dropping items increases with the more points you commit to this attribute.



STRENGTH

Strength raises your Resistance to fire. It is also the primary attribute that determines which heavier weapons you can wield, and how much Attack Power you gain when using them! Strength is a major attribute for melee characters. It is either taken in conjunction with Dexterity, or used more exclusively if you are focused on specific high-strength weaponry.



DEXTERITY

Dexterity also adds Attack Power to many weapons. It improves spellcasting times, reduces falling damage, and is required for wielding a number of items. A number of high-speed weapons are based on Dexterity more than Strength, so this can also be the primary damage attribute for many character builds.



INTELLIGENCE

Intelligence is required to cast Sorceries and Pyromancies, and improves the potency of your spells. Pyromancy is affected by both Faith and Intelligence. This attribute also influences your Resistance to Magic.



FAITH

Faith is similar to Intelligence in that it is required for certain spells, and it raises the power of those spells too. Miracles and (partially) Pyromancy are controlled by Faith, where Sorceries are Intelligence based. This attribute also influences your Resistance to dark-based attacks.



STAMINA

Stamina is your physical energy level. It falls when you block, dodge, or attack. It replenishes quickly, as long as you stop blocking and attacking. You can still move around while restoring your Stamina, so you can back away from your enemies and regain Stamina while they try to pursue you.



EQUIP LOAD

Equip Load is your capacity for carrying and using your equipped weapons and armor. The more you have, the heavier your gear can be without messing up your movements.



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.

WHAT ARE ESTUS FLASKS?

HPs and FPs let you take damage and cast spells respectively (or use special weapon attacks). Both of these limited resources are fixed, they won't regenerate over time. Visit a Bonfire to restore your resources or use items to recover in the field. Estus Flasks let you recover your HPs.

BONFIRES



Every time your character stops at a Bonfire, you get to restore all of your HPs and FPs (free of charge). You can do this as often as you like, so it's possible to return after every fight if you wish. However, monsters replenish each time you visit a Bonfire, so be mindful of when you choose to rest, since you must fight any enemies nearby that you defeated previously!

THE ASHEN ESTUS FLASK



The Ashen Estus Flask works similarly to the regular Estus Flask, but it restores your FPs instead of health. Use it when you need to keep casting spells or using skills, but have run out of juice.




YOUR ESTUS FLASK

From start of the game, you have Estus Flask that restores your health when you drink from it. You only have so many uses of the flask, but they are restored when you visit a Bonfire. This is usually going to be one of the items that you keep on your quickbar, because you will use it all of the time!



Be mindful that it takes a couple of seconds to drink from your flask. Drink in combat only when you must, and try to get some distance from enemies before you take a drink. If possible, get behind hard cover so you can't even be hit by ranged attacks. You cannot dodge or move while drinking, so you're liable to take damage if any foe gets the drop on you.

If you're badly wounded, it's possible to take a couple of swigs back to back by pressing the item button  again while you're already drinking. This "double drink" saves on the animation time and heals more damage quicker than if you drank, did something else, and then took another pull off of your flask.



FLASK RATIOS

Your Estus and Ashen Estus Flask uses are limited. When visiting the Firelink Shrine, talk to the Blacksmith and set how many flask uses are for health, and how many are for FP restoration. This can be a tough decision for certain character builds. Experiment heavily with these numbers to find a good balance for your playstyle. Determine which resource is tapping out first. If it's always one of them, try to change the ratio to favor that flask a bit more.

UPGRADES

Your flasks improve throughout the game. There are special items that let you drink more often and gain more per drink from your flasks. Be tireless in your search for these items, because they'll save your life time and time again.



ON DEATH, SOULS, AND LEVELING

Death is a constant threat in Dark Souls™ III: The Fire Fades™ Edition. 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.



RESPAWNING

When you respawn at a Bonfire, your Estus Flasks are restored. This means that you can heal yourself again and are brought back to almost your maximum health. Fallen characters lose some of the spark that makes them human. Because of this, your maximum health diminishes each time you die, making survival even harder in the future! This sounds scary, and it is a major problem, but there is a way to combat it.

Embers are items that you find from time to time, and these allow you to restore yourself to your maximum health total. You don't need to use these each time you die. Instead, it's best to wait until you're at a very difficult boss area before using an Ember.

When your character dies, you drop your carried Souls, and respawn at the last Bonfire you rested at.

This 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 forever if you die a second time before you recover them!



Explore each new region, and once you locate the closest boss to your current Bonfire, engage them a few times to learn their behaviors. Once you feel confident enough, use an Ember and tackle the fight at full strength. And of course, you may win during your "practice" runs!



Another aspect of respawning is that 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. This lets you slay regular monsters for extra Souls. It also forces you to learn efficient routes through most areas, so you don't waste resources if you're trying to pass by or get to a boss. Opening shortcuts and learning efficient routes saves your Estus Flask charges for when you really need them.

Keep in mind that the shortcuts you unlock remain open even if you die, so exploring and accessing new shortcuts is very important.

RETRIEVING YOUR SOULS

When you die and drop your Souls, they are left in the world as a bloodstain. If you can reach this bloodstain and "use" it, you recover all of your dropped Souls. However, if you perish a second time, your first bloodstain (and its Souls) are lost, and a new bloodstain is created where you died most recently.

The best insurance against losing Souls is to spend them on permanent upgrades: attributes, equipment, and gear improvement. When you go out into a new area, expect that you will die, and accept it as part of the price of learning the new terrain.

On the other hand, in an area you have already explored, you can intentionally go on Soul harvesting runs to build up a stash and then go to spend them. This is much safer than exploring a new area while stressing about losing Souls!

Should you perish in a boss room, you can still retrieve your bloodstain, but you must enter the room to do so, which means only by defeating the boss or using a special item to teleport out makes you recover them permanently.

Don't worry too much about losing Souls, you can always get more!

GAINING LEVELS

Levels are not the end-all, be-all in Dark Souls games. Sure, it's always nice to have more HP, stats for better damage, and so forth. But, sloppy techniques get you killed even with superior leveling. Tight, well-executed play allows you to survive fights even with mediocre gear and low levels.

When you do improve your attributes (and your level as a consequence), focus on your most important attribute and then make sure that you have enough in your secondary attributes to continue exploring.

Because death in Dark Souls can rob you of hard won Souls, and because levels are tied directly to spending those Souls on attributes, it can be easy to fall into the trap of thinking you have suffered a major blow from dying.

Don't think this way! Souls can always be earned, and as you progress through the game, faster and easier methods of acquiring them become available.

Don't worry about "ruining" your character! While attribute improvements are permanent, you can always earn more. The longer you play, the more you personally improve. As your own skill increases, you need less raw attributes to tackle the same challenges. This sense of accomplishment is the feedback that you get from overcoming great gameplay challenges. This is the core of the Dark Souls experience!

EQUIPMENT

The world of Dark Souls™ III: The Fire Fades™ Edition 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. The full strategy guide for Dark Souls™ III: The Fire Fades™ Edition will feature a thorough breakdown of their specific effects, but keep an eye out for these powerful items as you explore the world, they can be a great boon.



SHIELDS

Shields are one-handed items that give you a tremendous amount of defensive power. They absorb a percentage of damage from various types of enemy attacks. For the best survivability, look for Shields with a Physical value of 100 under Guard absorption. This means that they can be used to block all of the damage from Physical attacks that come your way. Anything less than 100 means that your character will still get hurt and lose HP, even when you're blocking.

Obviously, the other Guard Power values can be important as well, depending on what you're fighting against. Magical and elemental attacks may punch through an otherwise sturdy physical shield, so be wary of mystical opponents and evade their attacks entirely.

Stability determines the amount of Stamina that you lose when you block enemy attacks. You want this to be as high as possible, so your character can block with impunity against most enemy strikes.

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.



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.

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!

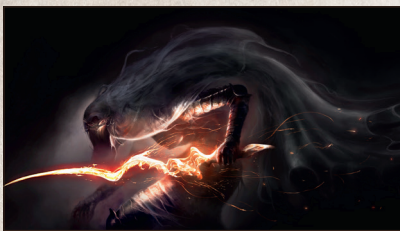
COMBAT

Combat in Dark Souls™ III: The Fire Fades™ Edition 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).

Most enemies, and especially large enemies (including bosses!) often have tells for their attacks, and even those that do not can still be baited simply by approaching, dancing in and out of attack range, and then swiftly dodging away.



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!





WAARSCHUWING Lees de handleiding bij het Xbox One™-systeem en andere handleidingen voor belangrijke informatie over veiligheid en gezondheid voordat je deze game speelt. www.xbox.com/support.

Belangrijke gezondheidswaarschuwing: lichtgevoelige aanvallen

Bij een zeer klein percentage personen kan een aanval optreden wanneer zij worden blootgesteld aan bepaalde visuele beelden, waaronder lichtflitsen of bepaalde patronen die in videogames kunnen voorkomen. Ook bij mensen die geen ziektegeschiedenis hebben van dergelijke aandoeningen of van epilepsie kan een lichte aandoening optreden waardoor zij "lichtgevoelige epileptische aanvallen" ervaren bij het bekijken van videogames. Deze aanvallen kunnen gepaard gaan met een licht gevoel in het hoofd, verminderend gezichtsvermogen, zenuwtrekken in het gezicht of de ogen, trillen van armen of benen, desoriëntatie, verwarring, tijdelijk verlies van bewustzijn en bewusteloosheid of stuiptrekkingen waarvan verwondingen als gevolg van vallen of het in aanraking komen met nabije objecten het gevolg kunnen zijn. **Bij het ondervinden van een van deze symptomen, moet de game onmiddellijk worden gestopt en een arts worden geraadpleegd.** Ouders moeten letten op deze symptomen of hun kinderen ernaar vragen - deze aanvallen treden vaker op bij kinderen en tieners. Het risico kan worden verminderd door verder van het scherm af te gaan zitten; een kleiner scherm te gebruiken; in een goed verlichte kamer te spelen en niet te spelen indien slaperig of moe. Wanneer bij jezelf of bij familieleden een ziektegeschiedenis van epilepsie bestaat, dient voor het spelen een arts te worden geraadpleegd.

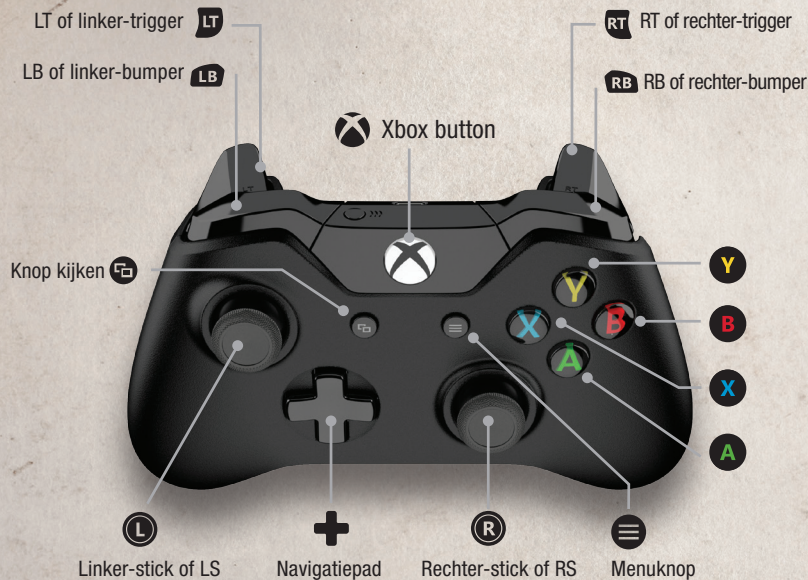
Dit videospel wordt vergezeld van een garantie die conform is aan de wetten van het land waarin het spel is gekocht. De garantie is geldig voor een periode van niet minder dan 90 (negentig) dagen na de aankoopdatum - (bewijs van aankoop vereist).

De garantie is niet geldig in de volgende gevallen:

- 1/** Het videospel is gekocht voor commercieel of beroepsmatig gebruik (al deze vormen van gebruik zijn ten strengste verboden).
- 2/** Het videospel is beschadigd door onjuiste hantering, een ongeluk of verkeerd gebruik van de klant.

Voor meer informatie over deze garantie kan de klant contact opnemen met de winkel die het spel heeft verkocht, of met de hotline van de uitgever van het videospel in het land waarin het spel is gekocht.

XBOX ONE DRAADLOZE CONTROLLER



In het veld	
Navigatiepad omhoog	Andere spreuk
Navigatiepad omlaag	Ander voorwerp
Navigatiepad links	Ander wapen linkerhand
Navigatiepad rechts	Ander wapen rechterhand
A	Interactie (openen/onderzoeken/oppakken enz.)
●	Sprinten / Rollen / Achteruit stappen
Y	Houd het wapen in rechterhand met beide handen vast Ingedrukt houden: houd het wapen in linkerhand met beide handen vast/gebruik wapen met beide handen (Druk weer op Y om te annuleren)
X	Item gebruiken
Linker-stick	Bewegen
Stick button (links)	Springen (↑ tijdens sprinten). Bij Game Options (game-opties) kun je hiervoor ook ● selecteren.
Rechter-stick	Camera bewegen
Stick button (rechts)	Camera vastzetten/resetten (terug naar vooruitkijken)
LB	Verdedigen / Actie met wapen in linkerhand (zwakke aanval)
RB	Actie met wapen in rechterhand (zwakke aanval)
LT	Afweren / Actie met wapen in linkerhand (krachtige aanval) / rechterhandwapenkunde
RT	Actie met wapen in rechterhand (krachtige aanval) Langer indrukken voor krachtaanval
View-knop	Gebarenmenu openen
Menuknop	Startmenu openen

In het Startmenu	
Navigatiepad	Cursor bewegen
A	Selecteren
●	Annuleren / Terug
LB / RB	Andere categorie
View-knop	Status helpvenster openen
Menuknop	Startmenu sluiten



VARNING Innan du börjar spela ska du läsa Xbox One™-system- och tillbehörsmanualer där du hittar viktig säkerhetsinformation. www.xbox.com/support.

Viktig hälsovarning: Anfall orsakade av ljuskänslighet

En mycket liten andel av befolkningen kan drabbas av epilepsiliknande anfall som kan utlösas av vissa visuella bilder, inklusive blinkande ljus eller mönster som kan finnas i TV-spel. Även människor som aldrig tidigare har drabbats av anfall eller epilepsi kan lida av en icke diagnostiserad åkomma som kan utlösa "ljuskänslighetsanfall" medan de tittar på TV-spel. Symptomen kan vara yrsel, synstörningar, ryckningar i ögon eller ansikte, krampryckningar eller skakningar i armar eller ben, desorientering, förvirring, tillfällig medvetandeförlust samt medvetlöshet eller krampanfall, vilket kan leda till personskador vid fall eller hopstötning med föremål i närheten. **Sluta omedelbart att spela TV-spel och konsultera läkare om du upplever något av ovan nämnda symptom.** Föräldrar, håll utkik efter eller fråga era barn om dessa symptom – det är vanligare att barn och ungdomar drabbas av sådana här anfall. Risken kan minskas genom att sitta längre från skärmen, använda en mindre skärm, spela i ett väl upplyst rum och aldrig spela när man är sömnig eller trött. Rådgör med läkare innan du börjar spela om du eller någon släkting tidigare haft anfall eller lider av epilepsi.

Detta videospel omfattas av en garanti som grundas på de lagar som gäller i inköpslandet och gäller i minst 90 (nittio) efter köpdatum - (köpebevis erfordras).

Garantin sätts ur spel i följande fall:

- 1/ videospellet har köps i kommersiellt eller professionellt syfte (allt sådant bruk är strängeligen förbjudet)
- 2/ videospellet skadas genom inkorrekt hantering, olyckshändelse eller felaktigt bruk av användaren.

Kunder som önskar ytterligare garantiinformation är välkomna att kontakta återförsäljaren eller utgivarens Hotline i det land spelet köpts.



XBOX ONE TRÅDLÖSA HANDKONTROLL



I spelet

Upp på styrknappen	Växla magi
Ner på styrknappen	Växla föremål
Vänster på styrknappen	Växla vapen i vänster hand
Höger på styrknappen	Växla vapen i höger hand
A	Interagera (undersök/öppna/plocka upp/osv.)
B	Spring/rulla/hoppa tillbaka
Y	Håll vapnet i höger hand med båda händerna Håll ner: Håll vapnet i vänster hand med båda händerna/ett vapen i varje hand (Tryck på Y igen för att avbryta)
X	Använd föremål
Vänster styrspak	Rör karaktären
Vänster styrspaksknapp	Hoppa (X medan du springer). Du kan även välja B för detta i spelets inställningar.
Höger styrspak	Flytta kameran
Höger styrspaksknapp	Lås fast/återställ kameran (flyttar in kameran bakom dig)
LB	Blockera/använd vapnet i vänster hand (svag attack)
RB	Använd vapnet i höger hand (svag attack)
LT	Parera/Använd vapnet i vänster hand (stark attack)/vapentechniker med höger hand
RT	Använd vapnet i höger hand (stark attack) Håll in längre för att ladda attacken
Knappen Visa	Visar gestmenyn
Menyknapen	Visar startmenyn

Från startmenyn

Styrknappen	Flytta markören
A	Välj
B	Avbryt/tillbaka
LB / RB	Byt kategori
Knappen Visa	Visa statushjälpfönstret
Menyknapen	Dölj startmenyn

VAROITUS Lue tärkeät turvallisuus- ja terveystiedot Xbox One™ -järjestelmän ja sen lisälaitteiden käyttöoppaista ennen tämän pelin pelaamista. www.xbox.com/support.

Tärkeä terveysvaroitusta: Valoyliherkkyyden aiheuttamat epileptiset kohtaukset

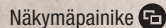
Hyvin harvat ihmiset voivat saada epileptisen kohtauksen tiettyntyyppisistä visuaalisista kokemuksista. Tällaisia kokemuksia voivat olla esimerkiksi vilkkuvat valot tai videopeleissä esiintyvät kuviot. Jopa henkilöillä, joilla ei aiemmin ole ollut kouristuskohtauksia tai epileptisiä kohtauksia, saattaa olla taipumus "valoyliherkkyyden aiheuttamiin kouristuskohtauksiin" videopelejä pelatessaan. Oireita voivat olla huimaus, näkökentän muuttuminen, silmien tai kasvojen nykiminen, käsien tai jalkojen nykiminen tai vapina, keskittymiskyvyn puute, sekavuus, tajunnan menetys tai kouristukset, jotka voivat johtaa loukkaantumiseen esimerkiksi kaatumisen tai esineisiin törmäämisen seurauksena. **Lopeta pelaaminen heti ja hakeudu lääkärin hoitoon, jos sinulla on joitakin näistä oireista.** Vanhemmat, tarkkailekaa lapsianne näiden oireiden varalta – lapsilla ja teini-ikäisillä on suurempi riski saada epileptinen kohtaus. Riskiä voi vähentää istumalla kauempana näytöstä, käyttämällä pienempää näyttöä, pelaamalla hyvin valaistussa huoneessa ja olemaan pelaamatta, kun on väsynyt tai rasittunut. Jos sinulla tai sukulaisillasi on ollut aiemmin tällaisia kohtauksia tai epilepsiaa, neuvottele lääkärin kanssa ennen pelaamista.

Tälle videopelille myönnetään takuu, joka on ostomaan lakien mukainen ja voimassa vähintään 90 (yhdeksänkymmentä) ostopäivästä laskien - (ostokuitti vaaditaan).

Takuu ei ole voimassa seuraavissa tilanteissa:

- 1/ videopeli on ostettu kaupallista tai ammatillista käyttöä varten (kaikki sellainen käyttö on ehdottomasti kielletty)
- 2/ videopeli on vahingoittunut väärän käsittelyn, onnettomuuden tai asiakkaan väärän käytön johdosta.

Jos asiakas haluaa lisätietoja tästä takuusta, häntä pyydetään ottamaan yhteyttä pelin myyneeseen myyjään tai videopelin julkaisijan asiakaspalveluun pelin ostomaassa.



Alkuvalikossa

The Loki Library

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Squish

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Mersenne Twister

A C-program for MT19937, with initialization improved 2002/2/10.

Coded by Takuji Nishimura and Makoto Matsumoto. This is a faster version by taking Shawn Cokus's optimization, Matthe Bellew's simplification, Isaku Wada's real version. Before using, initialize the state by using `init_genrand(seed)` or `init_by_array(init_key, key length)`.

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MD5

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SHA-2

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ShaderX5

Special Thanks

ShaderX5

2.3 Practical Parallax Occlusion Mapping with Approximate Soft Shadows for Detailed Surface Rendering

by Natalya Tatarchuk

ShaderX series by Wolfgang Engel

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Monday - Friday: 09.00 - 18.00 GMT

customerserviceuk@bandainamcoent.eu

Please visit **www.bandainamcoent.eu/support** For the full list of support contacts