

GAME OF THE YEAR EDITION

STARTER GUIDE

DARK SOULS™ III

THE FIRE FADES™ EDITION

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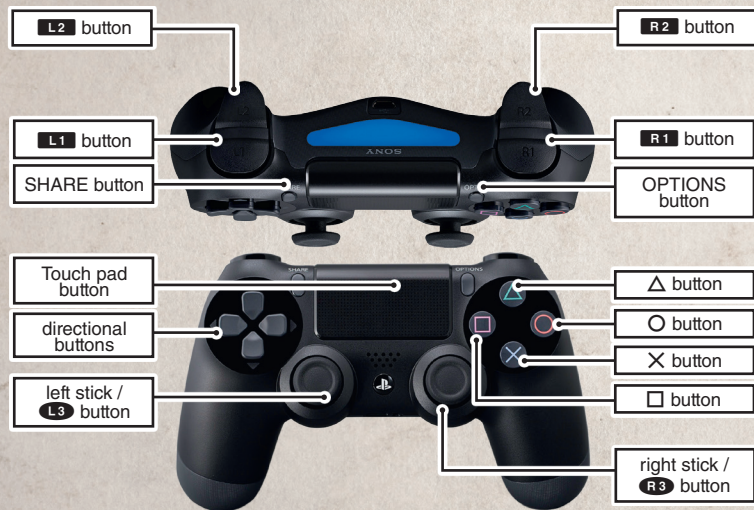


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DUALSHOCK®4

WIRELESS CONTROLLER



In the field

Up button	Switches spell
Down button	Switches item
Left button	Switches left-hand weapon
Right button	Switches right-hand weapon
× button	Interaction (examine/open/pick-up/etc.)
○ button	Dash/roll/backstep
Δ button	Hold right-hand equipped weapon with both hands Held Down: Hold left-hand equipped weapon with both hands/dual wield (Press Δ button again to cancel)
□ button	Use item
Left stick	Move
L3 button	Jump (L3 while dashing). You can also select ○ button for this under Game Options.
Right stick	Camera movement
R3 button	Lock-on/reset camera (returns the perspective to your front)
L1 button	Guard/left-hand weapon action (regular attack)
R1 button	Right-hand weapon action (regular attack)
L2 button	Parry/left-hand weapon action (strong attack) / right-hand weapon arts
R2 button	Right-hand weapon action (strong attack) Hold longer to charge attack
touch pad button (left side)	Displays Gesture Menu
OPTIONS button/ touch pad button (right side)	Displays Start Menu

DUALSHOCK®4

WIRELESS CONTROLLER

From the Start Menu

Directional buttons	Cursor movement
X button	Select
O button	Cancel/return
L1 / R1 button	Change categories
touch pad button (left side)	Displays help window
OPTIONS button/ touch pad button (right side)	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 directional 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.

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 **R3** 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 **R3** 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 R1/L1 AND R2/L2 BUTTONS

Use of **R1/L1** and **R2/L2** buttons control your equipment. The item in your right hand is used with **R1** and **R2** buttons. The item in your left hand gets **L1** and **L2** buttons. If you're wielding an item in both hands, **R1/L1** and **R2/L2** buttons have different actions depending on what you are holding.

Shield skills are set to **L2** button, 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 **R1** and **L1** buttons are for the basic uses of those items, and **R2** and **L2** buttons deal with more specialized behaviors.

THE MENU

Although you can't pause the game, there is a menu that you can bring up with the Options 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 **X** button to interact with objects. This lets you pick up items, open doors, turn cranks, etc.

USE TOOL

Press **□** button to use the Tool you have selected. Hur! Throwing Knives, use an Estus Flask, etc.

DODGE

Use **O** button to dodge in the direction that you aim with 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™ 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 **△** 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.

If you press and hold **△** 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.





LUCK

Luck raises your Resistance to Curse and Ups bleeding and poison capabilities. 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 magic and 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 rests 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, enemies 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 FPs.



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 ☐ 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.

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!



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.



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, should 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 a 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!



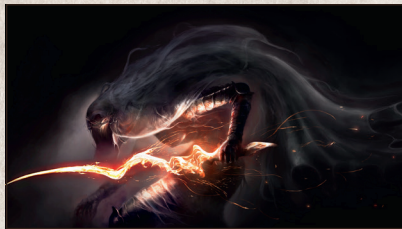
COMBAT

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!



DUALSHOCK®4 **DRAADLOZE CONTROLLER**



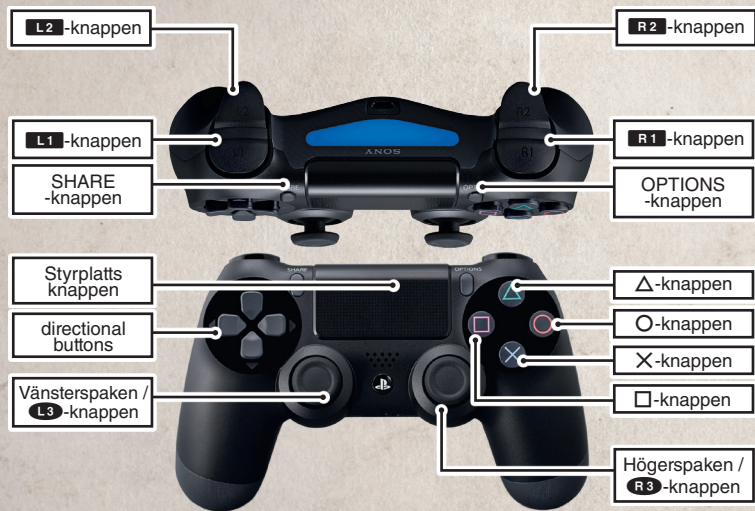
In het veld

Toets omhoog	Andere spreuk
Toets omlaag	Ander voorwerp
Toets links	Ander wapen linkerhand
Toets rechts	Ander wapen rechterhand
X-toets	Interactie (openen/onderzoeken/oppakken enz.)
O-toets	Sprinten / Rollen / Achteruit stappen
Δ-toets	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 Δ om te annuleren)
□-toets	Voorwerp gebruiken
Linker joystick	Bewegen
L3-toets	Springen (L3 tijdens sprinten). Bij Game Options (game-opties kun je hiervoor ook O selecteren).
Rechter joystick	Camera bewegen
R3-toets	Camera vastzetten/resetten (weer naar voren kijken)
L1-toets	Verdedigen / Actie met wapen in linkerhand (zwakke aanval)
R1-toets	Actie met wapen in rechterhand (zwakke aanval)
L2-toets	Afweren / Actie met wapen in linkerhand (krachtige aanval) / rechterhand wapenkunde
R2-toets	Actie met wapen in rechterhand (krachtige aanval) Langer indrukken voor krachtaanval
Touchpad-toets (links)	Gebarenmenu openen
OPTIONS-toets / Touchpad-toets (rechts)	Startmenu openen

In het Startmenu

Richtingstoetsen	Cursor bewegen
X-toets	Selecteren
O-toets	Annuleren / Terug
L1 / R1-toets	Andere categorie
Touchpad-toets (links)	Status hulpvenster openen
OPTIONS-toets / Touchpad-toets (rechts)	Startmenu sluiten

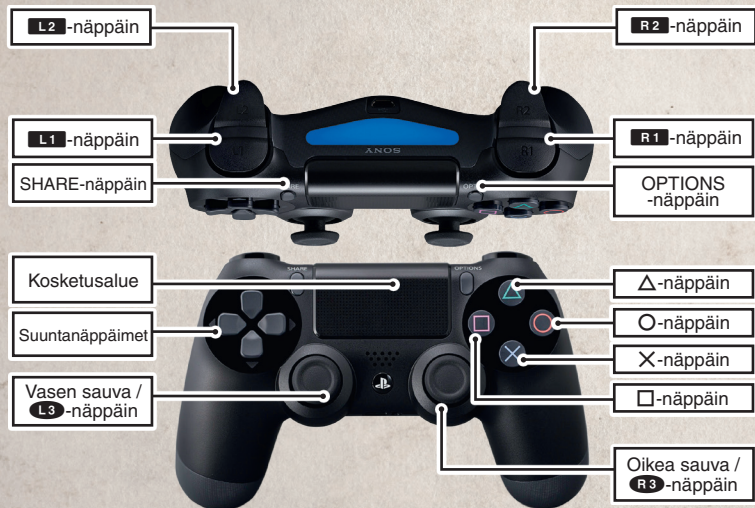
TRÅDLÖSA HANDKONTROLLEN DUALSHOCK®4



I spelet	
Uppåtknappen	Växla magi
Nedåtknappen	Växla föremål
Vänsterknappen	Växla vapen i vänster hand
Högerknappen	Växla vapen i höger hand
X-knappen	Interagera (undersök/öppna/plocka upp/osv.)
O-knappen	Spring/rulla/hoppa tillbaka
Δ-knappen	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 Δ igen för att avbryta)
□-knappen	Använd föremål
Vänsterspaken	Rör karaktären
L3-knappen	Hoppa (L3 medan du springer). Du kan även välja O för detta i spelets inställningar.
Högerspaken	Flytta kameran
R3-knappen	Lås fast/återställ kameran (flyttar in kameran bakom dig)
L1-knappen	Blockera/använd vapnet i vänster hand (svag attack)
R1-knappen	Använd vapnet i höger hand (svag attack)
L2-knappen	Parera/Använd vapnet i vänster hand (stark attack)/ Vapentekniker i höger hand
R2-knappen	Använd vapnet i höger hand (stark attack) Håll in längre för att ladda attacken
Styrplattsknappen (vänster sida)	Visa gestmenyn
OPTIONS-knappen/ styrplattsknappen (höger sida)	Visa startmenyn

Från startmenyn	
Riktningssknapparna	Flytta markören
X-knappen	Välj
O-knappen	Avbryt/tillbaka
L1 / R1-knappen	Byt kategori
Styrplattsknappen (vänster sida)	Visa statushjälpfönstret
OPTIONS-knappen/ styrplattsknappen (höger sida)	Dölj startmenyn

LANGATON DUALSHOCK®4-OHJAIN



Kentällä

Yläsuuntanäppäin	Vaihda taikaa
Alasuuntanäppäin	Vaihda esinettä
Vasen suuntanäppäin	Vaihda vasemman käden asetta
Oikea suuntanäppäin	Vaihda oikean käden asetta
X-näppäin	Vuorovaikuta (tutki/avaa/poimi/jne.)
○-näppäin	Pyrähdys / kierähdys / hyppy taaksepäin
Δ-näppäin	Pidä oikean käden aseesta kiinni molemmilla käsillä Pohjassa pidettynä: Pidä vasemman käden aseesta kiinni molemmilla käsillä / käytä kahta asetta samaan aikaan (Peruuta painamalla Δ-näppäintä uudelleen)
□-näppäin	Käytä esinettä
Vasen sauva	Liiku
L3-näppäin	Hyppää (L3) pyrähdyksen aikana). Voit myös vaihtaa pelin asetuksista (Game Options) komennoiksi ○
Oikea sauva	Liikuta kameraa
R3-näppäin	Kohteen lukitus / kameran oletusasetus (palauttaa kuvakulman hahmon eteen)
L1-näppäin	Torju / vasemman käden asetoiminto (heikko hyökkäys)
R1-näppäin	Oikean käden asetoiminto (heikko hyökkäys)
L2-näppäin	Väistöliike / vasemman käden asetoiminto (voimakas hyökkäys) / oikean käden
R2-näppäin	Oikean käden asetoiminto (voimakas hyökkäys) Tee ryntäshyökkäys pitämällä näppäintä pohjassa pidempään
Kosketusalueen painike (vasen puoli)	Näytä elevalikko (Gesture Menu)
OPTIONS-näppäin/ Kosketusalueen painike (oikea puoli)	Näytä alkuvalikko (Start Menu)

Alkuvalikossa

Suuntanäppäimet	Liikuta osoitinta
X-näppäin	Vahvista valinta
○-näppäin	Peruuta/takaisin
L1 / R1-näppäin	Vaihda kategoriala
Kosketusalueen painike (vasen puoli)	Näytä tilaohjeikkuna
OPTIONS-näppäin/ Kosketusalueen painike (oikea puoli)	Pilota alkuvalikko (Start Menu)

The Loki Library

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zlib version 1.2.3, July 18th, 2005

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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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The implementation was written so as to conform with Netscapes SSL.

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Nulstein

nulstein @ GDC Europe 2010

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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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