PC DVD-ROM

GAME OF THE YEAR EDITION



DARK SOULS™ III

THE FIRE FADES™ EDITION

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INSTALLING FROM DISC INSTEAD OF STEAM

STEPS TO INSTALL DARK SOULS™ III: THE FIRE FADES™ EDITION FROM DISC

1. Insert the Game Disc 1.
2. The installation window to install Dark Souls™ III: The Fire Fades™ Edition will appear. (If this does not happen explore the disc and double click on the setup.exe.)
3. Click the option 'Install Dark Souls™ III: The Fire Fades™ Edition' on the installation window and follow the prompts or instructions.
4. If the STEAM is already available it will ask you for login OR If not then let the steam get installed from the disc.
5. Login the steam and apply the product key of the game.
6. Agree the STEAM EULA.
7. Click next to create start menu and Desktop shortcut of the game.
8. The installation begins from the disc 1 and follow the Steam prompt or instruction to insert the Second disc and game will continue to install.
9. At the end of the installation process, Steam will connect to Internet to download the most recent updates which may take some time depending on your connection speed.
10. Click on the play option from the steam library once the installation is complete.
11. Game will start.

KEYBOARD CONTROLS

MOVEMENT

The W, A, S, D keys of the keyboard controls your character's movement. Normally, you turn and move in whatever direction you push press. However, it's possible to lock onto enemy targets by clicking pressing the O key of the keyboard/Scroll wheel of the mouse. When you're locked onto an enemy, your character faces them at all times, so moving left or right causes you to sidestep, and pressing moving downpressing S or Space key of the keyboard 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 click press/click the O key of the keyboard/Scroll wheel of the mouse 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 I, K, J, L, O keys of the keyboard 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).

XBOX ONE WIRELESS CONTROLLER



Dark Souls™ III: The Fire Fades™ Edition is recommended to play using the Xbox One Wireless Controller for Windows for better gameplay experience.

***Note:** The Windows XBOX ONE Wireless Controller adapter/receiver is required to use the 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 again to cancel)
X	Use item
left stick	Move
left stick button	Jump (left stick button while dashing). You can also select the B 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

From the Start Menu	
D-pad	Cursor movement
A	Select
B	Cancel/return
LB / RB	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 the one you must uncover yourself. Hints gleaned from item descriptions, optional conversations, and exploration of the detailed environment creates 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 FPs (in blue) and your Stamina (in green). These fill 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 are in great danger. Use the Estus Flask to heal or retreat from combat entirely if that isn't an option.

If your FPs 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 do not, 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 specialised behaviours.

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.

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 Armour, choose Weapons, etc.



INTERACTION

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

USE TOOL

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

DODGE

Press B on the Xbox One Wireless Controller 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.

ALTERNATE ONE-HAND AND TWO-HAND STANCE

Press Y on the Xbox One Wireless Controller 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.

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.



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 capabilitie. 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 armour. 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 (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.

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!

YOUR ESTUS FLASK

From the 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 X 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.



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.



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 favour 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 behaviours. 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.

Armour

Armour provides a mix of raw defense, resistances and weight. Lighter armour 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 armour is your last line of defense for when you do get hit.

In general, heavy armour provides superior physical defenses but the added weight demands a greater investment in stats. So, playing a heavily armoured tank character can be difficult, especially if you're also trying to spread yourself into spellcasting attributes.

In addition to your actual worn armour 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 benefit.

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 as they can drain your stamina and blow out your guard with crushing attacks.



Upgrades



Armour 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 armour upgrades (including shields) can be very helpful in the mid and late game once you have settled into an armour set that you favour.

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.

Playing a spellcaster requires a hefty attribute investment if you plan on using them as your primary offense and defense. But, many utility spells have no particularly strict requirements for their usage so even if you're playing a largely melee focused character, look into acquiring a few helpful utility spells to aid your adventure.

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 favourable 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 Do Not Matter

Do not 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 armoured 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!

Do Not 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 armour 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!



INSTALLERA FRÅN SKIVA ISTÄLLET FÖR STEAM

STEG FÖR ATT INSTALLERA DARK SOULS™ III: THE FIRE FADES™ EDITION FRÅN SKIVA

1. Sätt i spelskiva 1.
2. Installationsfönstret för Dark Souls™ III: The Fire Fades™ Edition visas. (Om det inte öppnas automatiskt öppnar du skivan på datorn och dubbelklickar på setup.exe.)
3. Klicka på alternativet “Install Dark Souls™ III: The Fire Fades™ Edition” i installationsfönstret och följ instruktionerna.
4. Om Steam redan är tillgängligt kommer det att be dig logga in. Om Steam inte är installerat låter du det installeras från skivan.
5. Logga in på Steam och ange produktnyckeln
6. Godkänn Steams EULA.
7. Klicka vidare för att skapa en genväg till spelet i startmenyn och på skrivbordet.
8. Installationen börjar på skiva 1. Följ Steams instruktioner för att sätta i skiva 2 och så kommer spelet att fortsätta installeras.
9. Vi slutet av installationen kommer Steam att ansluta till internet för att hämta de senaste uppdateringarna. Hur lång tid det tar beror på din uppkoppling.
10. Klicka på alternativet för att spela i Steam-biblioteket när installationen är klar.
11. Då startar spelet.

TANGENTBORDSKONTROLLER

FÖRFLYTTNING

W, A, S, D på tangentbordet styr din karaktärs förflyttning. Normalt rör du dig åt det håll du trycker, men det går att låsa på fiender genom trycka ned O på tangentbordet eller musens skrollhjul. När du har låst på en fiende är du alltid vänd mot den och förflyttar du dig i sidled när du rör dig åt vänster eller höger. Om du trycker nedåt S eller mellanslag på tangentbordet så backar din karaktär bort från målet.

Det är användbart att ofta växla mellan att låsa på fiender och förflytta sig som vanligt. Det är lättare att fly och ta sig bort från fiender när du inte är låst på dem. Gör det för att sätta dig i säkerhet, få tillbaka din uthållighet eller hitta ett ställe där du kan gömma dig och använda en Estus-flaska.

När du anfaller är det lättare att göra kombinationer om du har låst på fienden.

Förflytta dig normalt när du utforskar, lås för att attackera de flesta fiender, men ta bort låsningen (med samma knapp som du låser med) om du behöver det, till exempel för att komma bort från en fiende som är på väg att få övertaget.

När du möter grupper med små fiender kan det vara bättre att inte låsa på en fiende, utan istället flytta kameran manuellt och göra snabba undvikanden för att inte bli omringad.

KAMERAKONTROLLER

Musförflyttning och tangenterna I, K, J, L, O styr kameran. Flytta kameran för att se runt hörn, hålla ett visst mål i sikte eller se på ett helt rum när du letar efter skatter eller hot.

XBOX ONE TRÅDLÖSA HANDKONTROLL



Du rekommenderas att spela Dark Souls™ III: The Fire Fades™ Edition med en TRÅDLÖS XBOX ONE-HANDKONTROLL för Windows för att få en bättre spelupplevelse.

*** Obs!** Det krävs en trådlös adapter för Windows för att använda en trådlös XBOX ONE-handkontroll.

I fältet	
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 (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)/ vapentekniker med höger hand
RT	Använd vapnet i höger hand (stark attack) Håll in längre för att ladda attacken
Knappen Visa	Visar gestmenyn
Menyknappen	Visar startmenyn

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

PELIN ASENTAMINEN LEVYLTÄ STEAMIN SIJAAN

DARK SOULS™ III: THE FIRE FADES™ EDITION: N ASENNUSOHJEET LEVYLTÄ

1. Aseta Game Disc 1 -levy levyasemaan.
2. Dark Souls™ III: The Fire Fades™ Edition: n asennusikkuna ilmestyy ruudulle. Jos asennusikkuna ei ilmesty, etsi pelilevyltä pelin setup.exe-asennustiedosto ja kaksoisklikkaa sitä.
3. Napsauta asennusikkunassa 'Install Dark Souls™ III: The Fire Fades™ Edition' ja seuraa ruudulla näkyviä kehotteita tai ohjeita.
4. Jos STEAM on jo asennettuna tietokoneelle, se pyytää sinua kirjautumaan sisään. Jos Steamia ei ole vielä asennettu, asenna se levyltä.
5. Kirjaudu Steamiin ja syötä pelin tuoteavain.
6. Hyväksy STEAM EULA.
7. Napsauta Next (Seuraava) luodaksesi pelin pikakuvakkeet Käynnistä-valikkoon ja työpöydälle.
8. Asennus alkaa ensimmäiseltä levyltä. Seuraa Steamin ruudulla näkyviä ohjeita asettaaksesi toisen levyn, jolloin peli jatkaa asentamista.
9. Asennuksen lopussa Steam yhdistää verkkoon ja lataa viimeisimmät päivitykset. Tämä saattaa viedä hetken yhteysnopeudesta riippuen.
10. Napsauta asennuksen päätyttyä Steamin Library (Kokoelma) -osiossa pelin kohdalla, ja napsauta Pelaa.
11. Peli käynnistetään.

NÄPPÄIMISTÖOHJAIMET

LIIKKUMINEN

W-, A-, S-, D-näppäimet näppäimistössä hallitsevat hahmon liikkeitä. Tavallisesti käännyt ja liikut siihen suuntaan, johon painat. On kuitenkin mahdollista lukittautua vihollisiin painamalla O-näppäintä näppäimistöstä / vierityspainiketta hiirestä. Kun olet lukittautunut viholliseen, hahmosi seuraa vihollisen liikkeitä, jolloin liike vasemmalle tai oikealle tapahtuu sivuaskeleina ja kun painat S- tai välilyönti-näppäintä näppäimistössä, peruuttaa hahmoasi kauemmas kohteesta.

On hyödyllistä vaihdella lukitustilan ja tavallisen liikkumisen välillä usein. On helpompi paeta ja kasvattaa välimatkaa vihollisiin, kun et ole lukittautuneena niihin. Poista lukitus, kun haluat päästä turvaan, saada lisää toipumisaikaa tai etsiä piilopaikan ja käyttää Estus Flaskia.

Kun olet hyökkäyskannalla, sinun on helpompi luoda yhdistelmähyökkäyksiä lukittuneena viholliseen.

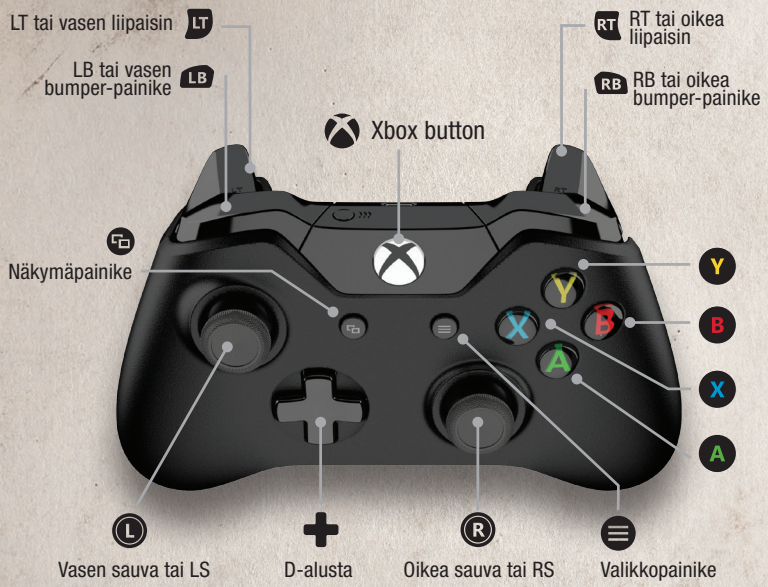
Liiku tavallisesti, kun tutkit ympäristöä, ja lukittaudu, kun taistelet useimpia vihollisia vastaan, mutta napsauta paina/napsauta O-näppäintä näppäimistöstä/vierityspainiketta hiirestät uudestaan, jos haluat purkaa lukituksen ja paeta viholliselta, joka on nousemassa niskan päälle.

Kun kohtaat pienistä vihollisista koostuvia laumoja, ei kannata lukittautua vaan käyttää tavallista kameraohjausta ja nopeita väistöjä, jotta et jää piiritetyksi.

KAMERAOHJAIMET

Hiiren liikkeet/I-, K-, J-, L-, O-näppäimet näppäimistössä ohjaavat kameraa. Käännä kameraa, jotta voit kurkistaa kulmien taakse, pitää kohteesi näkökentässäsi tai tutkia huoneen aarteiden (tai uhkien) varalta.

LANGATON XBOX ONE-OHJAIN



Dark Souls™ III: The Fire Fades™ Edition: n parhaan pelikokemuksen takaamiseksi pelaamiseen suositellaan käytettäväksi Windowsille tarkoitettua LANGATONTA XBOX ONE -OHJAINTA.

***Huom:** Windowsille tarkoitetun langattoman XBOX ONE -ohjaimen käyttö vaatii sille tarkoitetun adapterin/vastaanottimen.

Kentällä	
D-alusta ylös	Vaihda taikaa
D-alusta alas	Vaihda esinettä
D-alusta vasen	Vaihda vasemman käden asetta
D-alusta oikea	Vaihda oikean käden asetta
A	Vuorovaikuta (tutki/avaa/poimi/jne.)
B	Pyrähdys / kierähdys / hyppy taaksepäin
Y	Pidä oikean käden aseesta kiinni molemmilla käsillä Pohjassa pidettynä: Pidä vasemman käden aseesta kiinni molemmilla käsillä / käytä kahta asetta samaan aikaan (Peruuta painamalla Y-painiketta uudelleen)
X	Käytä esinettä
Vasen sauva	Liiku
Vasen sauvapainike	Hyppää (pyrähdyksen aikana). Voit myös vaihtaa pelin asetuksista (Game Options) komennoksi B.
Oikea sauva	Liikuta kameraa
Oikea sauvapainike	Lukitse kohde / Kameran oletusasetus (palauttaa kuvakulman hahmon eteen)
LB	Torju / vasemman käden asetoiminto (heikko hyökkäys)
RB	Oikean käden asetoiminto (heikko hyökkäys)
LT	Väistöliike / vasemman käden asetoiminto (voimakas hyökkäys) / oikean käden asetaito
RT	Oikean käden asetoiminto (voimakas hyökkäys) Tee ryntäyshyökkäys pitämällä näppäintä pohjassa pidempään
Näkymäpainike	Näytä elevalikko (Gesture Menu)
Valikkopainike	Näytä alkuvalikko (Start Menu)

Alkuvalikossa	
D-alusta	Liikuta osoitinta
A	Vahvista valinta
B	Peruuta/takaisin
LB / RB	Vaihda kategoriaa
Näkymäpainike	Näytä tilaohjeikkuna
Valikkopainike	Piilota alkuvalikko (Start Menu)

VANAF DISK INSTALLEREN IN PLAATS VANAF STEAM

DARK SOULS™ III: THE FIRE FADES™ EDITION VAN DISK INSTALLEREN

1. Plaats Game Disç 1.
2. Het installatievenster voor Dark Souls™ III: The Fire Fades™ Edition zal openen. (Indien dit niet gebeurt, ga je met de Windows Verkenner naar de disk en dubbelklik je op setup.exe.)
3. Klik in het installatievenster op 'Install Dark Souls™ III: The Fire Fades™ Edition' en volg de aanwijzingen op.
4. Indien Steam al geïnstalleerd is, zal je gevraagd worden je aan te melden. Is dit niet het geval, installeer dan Steam vanaf de disk.
5. Meld je aan bij Steam en gebruik de productsleutel van de game.
6. Aanvaard de STEAM EULA.
7. Klik op Next/Volgende om het startmenu aan te maken en een snelkoppeling van de game op het bureaublad te plaatsen.
8. De installatie begint. Volg de aanwijzingen van Steam om de tweede disk te plaatsen. De game zal dan verder installeren.
9. Na afloop van de installatie zal Steam contact met het internet maken om de meest recente updates to downloaden. Afhankelijk van je verbindingssnelheid kan dit enige tijd duren.
10. Klik zodra de installatie voltooid is, op Spelen in de Steam-bibliohteek.
11. De game zal opstarten.

TOETSENBORDBEDIENING

BEWEGEN

Met de W,A,S,D-toetsen van het toetsenbord bestuur je het personage. Gewoonlijk draai en beweeg je in de richting die je indrukt. Je kunt je echter ook een vijandelijk doelwit volgen door O-toets van het toetsenbord/het muiswiel in te drukken. Als je een vijand volgt, blijft je personage er altijd naar kijken, dus als je dan naar links of rechts beweegt, loop je zijwaarts. Als je naar beneden beweegt of op S / spatiebalk van het toetsenbord drukt, beweegt je personage weg van het doelwit.

Het is een goed idee om regelmatig te schakelen tussen volgen en vrij bewegen. Het is makkelijker om te vluchten voor een vijand als je hem niet volgt. Zorg dus dat je vrij kunt bewegen als je naar een veilige plaats wilt rennen, je Stamina wilt laten opladen of een verstopplaats wilt vinden waar je je Estus Flask kunt gebruiken.

Als je de aanval opent, is het makkelijker om combinatie-aanvallen uit te voeren als je je doelwit volgt.

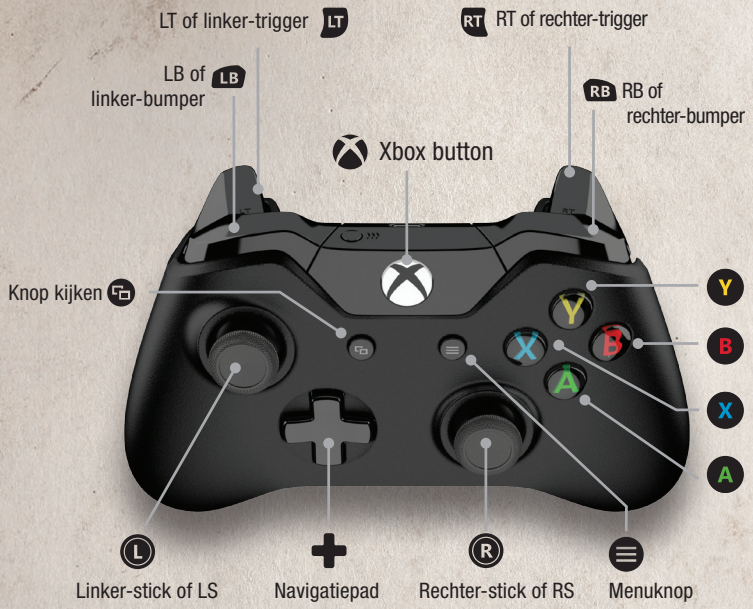
Beweeg op de normale manier wanneer je locaties verkent, volg vijanden om ze te verslaan, maar druk nog een keer op de O-toets van het toetsenbord/het muiswiel als je weer vrij wilt bewegen om te vluchten voor een vijand die de overhand lijkt te krijgen.

Als je het moet opnemen tegen een groep kleinere vijanden, is het vaak een goed idee om niet te volgen en in plaats daarvan de handmatige camerabesturing in combinatie met ontwijkende bewegingen te gebruiken om te voorkomen dat je omsingeld wordt.

CAMERABEDIENING

Met de Muisrotatie/I,K,J,L,O-toetsen van het toetsenbord bestuur je de camera. Maak hier gebruik van om om een hoek te kijken, je zicht op een bepaald doel gericht te houden, of om een kamer af te speuren naar schatten (of gevaren).

XBOX ONE DRAADLOZE CONTROLLER



Voor een betere speelervaring raden we aan Dark Souls™ III: The Fire Fades™ Edition met de XBOX ONE DRAADLOZE CONTROLLER voor Windows te spelen.

*** Let op:** de adapter/ontvanger voor de Xbox 360 draadloze controller voor Windows is benodigd om de draadloze controller te kunnen gebruiken.

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.)
B	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 (LT tijdens sprinten). Bij Game Options (game-opties) kun je hiervoor ook B 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
B	Annuleren / Terug
LB / RB	Andere categorie
View-knop	Status helpvenster openen
Menuknop	Startmenu sluiten

The Loki Library

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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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