

# DARK SOULS III

**GAME UNOFFICIAL TIPS, CHEATS  
TRICKS, & STRATEGIES**



C H A L A D A R

# Dark Souls III Game Unofficial Tips, Cheats Tricks, & Strategies

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# Getting Started

Dark Souls 3 doesn't quite have traditional RPG classes. Start out as a Knight, on the flipside; Dark Souls 3 is a soulful game through and through. It's an excellent way to start off the adventure, and it also delivers the classic Dark Souls sword-and-board style preferred by most people. In short, it's a well-rounded class, with perhaps the best starting armor and equipment and there are no distinct "tank" or "dips" builds. Additionally, you're never locked into anything. Instead, different classes offer plenty variations on a limited set of attributes, each is complementing a specific play-styles for each.

Starting off with a Knight is a great way to start playing the game. It comes equipped with a good sword and a great shield that'll both serve you well even beyond the first ten (10) hours you get. The Knight also has a plenty of points in Strength and Vigor, meaning that your swings does very good damage from the outset, and you will also take way more hits before going down.



Level up your Vigor stat before anything else is a great idea

The first chance you get will you should put points into Vigor, to increase your overall HP score. You will use Souls to buy stuff, upgrade stuff, and level up. When you defeat enemies, you gain more Souls, that is game's only form of currency or money.

The benefit of sustaining more damages, especially for the new beginners, is very priceless. Early on, HP is much a lot more valuable than Strength and other stats.

A lot of the shields you find will not take in 100% of the hit damage, however that will be leaving you to take more damage even after successfully blocking. Also, if you're dual-wielding or switching weapons, you will have no shields, no defense. You will need to be rolling as much as you can to avoid enemy that will hit on you.

You' need to always be mindful of your stamina situation for e.g. Rolling uses the same amount of stamina the pool used for attacks and blocking, please keep that in mind, that is very crucial for you to know.

Enter rolling helps your number one defense against attacks when you can't or don't want to take them head on.

You need not to worry about screwing up your building, Increasing the Endurance stat will allows you to get more stamina, however bare in mind that stamina management just is the name of the game.

You may think invest too many in this attribute or that stat thinking will benefit you later but that's not so, We've been there before, so let me tell you it doesn't, and now you're likely thinking these points should have been spent on leveling up another stat. You will certainly come across a certain NPC that should allow you reallocate all your points. You can even do so multiple times about halfway through the game so you need not to worry.

We definitely won't spoil the where or who is here, but you can surely consult this part of our guide if you really want to know more.



You can very easily check for your current load at the equipment screen by just simply placing the cursor over your armor or weapons. Even just 5 percent makes a big difference, so please, I beg you. Don't ignore it. You can easily check your

current load at any given time at the equipment screen by just simply placing the cursor over your armour or weapons. Even .5 percent makes a huge difference, so please don't ignore it.

The difference here is whether you are being able to perform very quick rolls or fat rolls. The former also has the benefit of what he referred to as "frames": that is a few milliseconds of any invulnerability during the roll of all animation. That is, when you are rolling away from all your enemies, is yours the slick and fast one or the lumbering and incredibly slow one?

If you become curious and start specking for any character that you know carries a large shield, please wear heavy armor that can generally absorb way more damage rather than just avoiding it, by all means don't worry about this stat. If you've ever played any Souls game for more than five minutes then you will certainly know why rolling is such a great key aspect of the gameplay loop.

Please don't bother with any Covenants; in Dark Souls 3 Covenants are just sort of like factions. However if you do prefer to have an option of getting out of any such hot spots, then please do not get that stat over 70 percent. You will then align yourself only with just one, do the things that they tell you to do and you will gain some faction reputation and eventually along some loot.

You will then come across these as loot, from chatting up with certain NPCs, or for any simply finding recruiters and accepting their pitch. You can also join covenants by equipping the ring corresponding only with the one you want. Just know that you can safely ignore all of them, but that engaging with them could alter your game in some irreversible ways, locking you out of certain NPC quests.

Here is the thing: There are always monsters that will just take the appearance of the chests, and then just as you drop your guard happily thinking that you're about to get the loot, they will just grab you and then make very short work of you. For any Illusory Walls, all you need to do is simply just bash the ones you think are hiding anything and then they will just be removed, so you will be able to simply grab whatever is behind them, or opening a new shortcut.

Always remember to double check all the chests and walls that you think look suspicious to you, am sure you'll be pretty perplexed by this, If you are not expecting any of that to happen, it will then make things much harder for you.

If you're playing online the player messages on the ground will also help you identify both of these, but not always, as some could just simply be trolling. If it is

a mimic, you'll then get in a few free hits before it eventually stands up to fights you. If it's not, then you will lose nothing. You should also bare in mind never to approach any of the chests unless you are sure that you've cleared the room around you entirely, because you certainly really don't want an entire mob coming after you on top of these mimics. So always bash a chest at least once before you try opening it at all times.

For all the Illusory Walls, all you need to do is simply just bash the ones you think are hiding something, and they'll be removed letting you grab whatever is behind them, or opening a new shortcut.



# New Players

What every Soul should know before start playing the game is that if you're new to the series Souls of games, most of what'll be mentioned here won't make a lot of sense to you.

It happens, you will get anxious and go too extremely fast and they will kill you before you reach to them, and u will lose them forever. It's quite very easy to get frustrated because this enemy took you down in only one hit, as you were only just running back to reclaim your Souls.

You simply can't stop it from happening, the same way you just can't stop deaths from coming, even if you're really really careful. Although we recently recommend always spending your Souls, losing them is just part of the game.

When everything else seems to fails and you just can't seem to make any progress at all, stop and check for a check for White Soap Signs to summon others that you need help. Or simply just turn the game off and try again later or tomorrow; I guarantee you will have a much better time then at it.

The point is to simple just learn why you die so you can avoid making the same mistakes over and over again. Good players often study bosses for a couple of rounds before eventually going on the kill run. Dying is no longer a issue so please just don't make it one.

The trick is to simple never ever give a shit, if you see that you're dead halfway through the area and there are no close Bonfires? Then No problem, just know your next run will be much easier because you'll have learned by now the fighting patterns of the local enemies.

The following tips can still be used by just about anyone given one, but are mostly designed for veterans first and foremost. They will cover up things that'll help you to save you some time trying to figure how this or that works in Dark Souls 3.

It's a very pretty straightforward process, for most of them, but the majority is a bit more complex that others, and many are PvP-focused, that may requiring you to invade some players, or just be summoned to defend others against invaders. However, if you have played everything from Demon's Souls to Blood borne, or at least one game in this venerable series, you'll then know that each of them bears enough nuance that is lumping them together to feels like a s great weeping

generalization most of the time.

Even though most core mechanics are shared between all the Souls games, the smallest of changes means plenty to all veterans of the series, and that's just exactly what we're surely going to cover for you.

In short, these allow non-magic users to use up the blue bar (FP) to perform any unique attacks that are different for each weapon. These attacks are very strong and cannot be interrupted most of the time. You've probably heard of Weapon Arts or Weapon Skills, You can also completely ignore any Weapon Arts you want

It was never my first, second, or even third option when running into the tougher-than-usual foes. I haven't used it once against any boss, having recently finished the game, However, I've used the system only a handful of, with one exception It's very pretty good at staggering enemies early on. It's also has a great way to start your combo, opening up with an Art, and then flowing through into a heavy or regular attack. In fact, that's not to say it's not useful in any way.

It's also worth noting that Weapon Arts are tied to all weapons, and not just character classes. Meaning you could switch between them at will by simply just equipping the weapon you want. Some shields will often allow you to use the weapon's skill while they're equipped (they auto unequipped and re-equip, basically), but generally speaking, you'll then have to remember to keep switching back and forth.

If you're running a sword shield set-up, please note that using the sword's special skill often requires you to power stance it all the time. If you're not interested in learning this, or think it will get fiddly then just trying to remember all that in the heat of battle you 100 percent just ignore them all. Which means you'll have them to switch back to your shield after you've depleted your FP bar, and now that it's a way small bar.

Most classes start off with an Attunement slot just by default, and so you will just need to get your Faith high enough to equip any sort of miracle. This is especially useful early on before you find Estus Shards or Bones to increase Estus effectiveness However, if you're not finding any use for that FP bar (assuming you've been ignoring Weapon Arts), you can then just use it to activate healing miracles.

The healing process is obviously slower than an Estus, but it's way much better than nothing at all. Doing this lets you just basically have the equivalent of healing

gems. The blacksmith will do this for you for free, Better yet; you can allocate all of your Estus into the HP type. Its Good to remember so you know next time you're doing a boss run.

# Backstabbing is back

Backstabbing never really left; it's almost on all the same level of Demon's Souls. The difference in Dark Souls 3 is that the window to perform it, as well as the opportunities that allow it is way much easier to identify. You should always rely on backstabbing early on to save up on Estus use and the like at a relatively low risk, and it'll only take you to a few tries to get into the groove. This will generally be the case until the latter parts of the game, when the window will get shorter. You've always been able to gain massive damage when attacking the back of an enemy and triggering the canned backstabbing animation. Certain classes like the Thief are best at this, but they're also the ones that need it most.



It's amazing how such a small change could change up the combat.

Dark Souls 3 does the right thing: allowing you to move your feet while chugging those Estus Flasks.

You can't run or do anything crazy like that, but we all know one inch could be the difference between getting grabbed by that boss move and retreating to safety.

# Weapon degradation/durability returns

Weapon degradation was introduced in Dark Souls 2 and most of us did really hate it. Not only that, but if you played that game on PC, you had it far even worse because the solid 60fps PC players enjoyed was just actually making their weapons degrade a lot faster than on consoles,

You'll actually find yourself running out of Estus a lot more often than seeing your weapon reach 60 percent or 70 percent durability. And with Bonfire placement being the way it is in Dark Souls 3, you won't really ever have to carry a broken weapon again. Weapon durability is still a factor here, but it's not nowhere near as bad because I started the game off with about seven, and finished it with 3, never needing to buy any more. Should you ever find yourself in that position though, Repair Powder is very cheap and it's also very very effective.

# How to beat all the toughest baddies

Dark Souls 3 is tough, and the bosses are especially really difficult. While you certainly need good co-ordination and timing, preparation and strategy go a very long, long way. As in many of life's endeavors, knowledge is half the battles.

Bring a friend. Look for characters with unusual equipment as this often indicates the veteran players who enjoy helping you out. Dual-wielding and tank great sword users are often very powerful in many different ways, and the rare mage you'll meet can be such an amazing helping hand if you can keep the boss's attention. If all else fails, depending on your allegiances and NPC side quest status, you may find NPCs to aid you. Remember you can summon two phantoms, and if you use your Ember right outside the boss arena, you'll rarely risk invasion.

Unless you're seriously over- or under-leveled, you'll find help waiting for you just outside the fog gate to the boss arena. Two players will have a much easier time of it simply because they can keep the boss's attention turning between them and stab it in the back whenever it looks away. There are several bosses that you can easily beat even if your reflexes are more nix than twitch, and many more who become laughably easy once you know their weaknesses, We've done our best to help you out with some general ideas and guide.

There's always a shortcut. From here it's a quite short dash to the boss gate, and you will only need to kill a couple of grunts near the door if you want to hang around looking for any summon signs. Apart from a few very rare occasions like the Crystal Sage arena, there's almost always a quick and easy route to the boss from a nearby bonfire. You can often just run past the nearby enemies and they will lose their attention before you arrive at the arena itself.

For example, Vorst of the Boreal can be reached very quickly from the High Wall of Lothric bonfire without killing any enemies at all; just quickly sprint down the stairs and then drop off the ledge; wait for all the enemies to patrol away; then just take the lift; and sprint very fast through the ambush; hang a right as you roll past the crossbowman; and then you just quickly drop down through a window..

Use an Ember when you're committed. Embers aren't an unlimited resource so you should just only drop one when you're fully prepared to have a go, but just please don't be too timid shy about using any them. Returning to Ember

(Lord of Cinder) mode increases your health substantially. This makes a big difference, especially with very high vigor builds.

# Co-op Gameplay

First up, what you need in order to be able to host your own game or join others. However, unlike many modern games, this process is a lot less seamless and straightforward here. The idea is that you will only start a co-op session (called summoning) when you really do need the help. The same goes for joining another player's session (being summoned). With that said, these easy steps will allow you to play co-op with anyone u desire, as well as lock your game specifically for a friend or family.

Keep calm. It sounds a bit condescending but it makes a huge difference. Sure, the boss may be able to kill you in just one hit –Are its attacks that difficult to dodge, are you dodging too early or too late because you're so worried about it? Try turning the volume down and telling yourself you're only going in on a practice run to learn how to avoid the boss's attacks rather than to damage it, and you may also find that you may likely get the hang of what seemed impossible before so you can see and know lots of things.

## If you're going to be joining someone else's game



Your character will definitely write a white sign on the ground. If you're doing this to join the game of a specific friend and no one else's, you can just set a password before leaving the sign. By agreeing on a password with your friend, only you will be able to join their game and vice versa. They'll then be able to summon you into their games by simple viewing and clicking all your sign. If you

already have the item, select it from your inventory and start using it right away.

You really need this item to be able to leave a summon sign on the ground so that others can see in order to allow them to invite you into their games. You'll also need to buy White Sign with Soapstone from the Shrine Handmaid (old lady at Fire link Shrine) for only 500 Souls. In fact, you'll earn it after a successful session helping others.



Joining other players' games often does not require Ember so If you're planning on going to be the host and summon other players Make sure that you're also both standing in the same area before starting this process, so that your friend can quickly locate your sign and please note that Up to four players can play in co-op. Click the System icon on the is on far right. Under Network, then you'll see an option to put a password in that specified field. To set a password, click Options on PS4 or Menu on Xbox One to open the game's menu.



You need to have the power of a Lord of Cinder (be in Ember form) In this form, you can't always host games for other players to join in , meaning that you won't be seeing any form of summon signs on the ground and moment that you die all of your character will loses its Ember form and your health bar simple goes back to being normal.

You really don't not have defeated the area boss because

If you beat this level's boss, you won't be able to invite others into your game and (the same goes for other players trying to invite you to join their games). Also remember that you can also buy Ember from the Shrine Handmaid at Fire link Shrine, but it's relatively expensive early on. For that, you'll need to consume an Ember, which you'll come across in the world or receive after defeating bosses.

If your friend had left a sign for you and set a password, Assuming that you meet the above conditions, you should also be able to see all kinds of summon signs on the ground that you'll be able to click it and then enter the password to summon them into your game.

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