


PLAYSTATION 4

# DARK SOULS III

**UNOFFICIAL GAME GUIDE**



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# Dark Souls III Playstation 4 Unofficial Game Guide

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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.

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