

(Pdf free) Dark Souls - The Official Guide

Dark Souls - The Official Guide

Future Press

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Future Press : Dark Souls - The Official Guide before purchasing it in order to gage whether or not it would be worth my time, and all praised Dark Souls - The Official Guide:

0 of 0 people found the following review helpful. Something helpful between deaths.By Vern S. JohnsonGorgeous book, big, heavy, and helpful! Artwork is nice as is the way information is presented. You can find your way through on your own and use this guide to get the best strategy against the "bad guys". Or, use maps and figure out strategy on your own. Want help with both? Simply combine info from the sections and use as a walkthrough. OR, just use the information at the start to pick a character type. I mixed and matched. Being a "completionist" I would use the map section after finishing an area to get to things I could see, but not figure out how to reach. And occasionally, after having butt handed to me multiple times, read up on the guy I was facing.Basically, you can have as many or as few "spoilers" as you wish. You're still going to die though. "This IS Dark Souls."4 of 4 people found the following review helpful. Very useful but be aware some info is outdated as of 11/21/11By teejayThis book is very large, with detailed (if somewhat confusing) maps of all the areas in the game, as well as descriptions of all the enemies, NPCs, and so on. As of version 1.05 of the game, some of the information (particularly weapon/armor stats, and the description of some

items or spells) is no longer in agreement with the book, but the big stuff, including locations, strategies, etc, are all still valuable. You would find complete or accurate stats of every weapon armor item at every upgrade level, and given that these things change as balance patches are pushed, that would be kind of pointless anyway. If that's the kind of info you want, go online. What you WILL find in this book is detailed maps of every area in the game, allowing giving you the ability to figure out where a particular item is, plan where you want to go next, how to fight a particular boss if you're having trouble, and of course, spoilers. This book is DEFINITELY helpful if you are having a hard time or just can't figure out where you're going or what to do, or just wish the game came with a better manual. Personally I keep it around to peek at when I'm really stuck, or find a particular item, and will read through an area AFTER i've completed it to make sure I didn't miss anything important. 2 of 2 people found the following review helpful. Very helpful, lacks spoilers and hidden things. By Christian R. Unger

First up, this is a great guide for a truly massive game with so much to discover. Many a guide would give away all the secrets and rob the player of much of the fun of actually discovering. This guide doesn't do that and in many ways makes it frustrating, because I was hoping that it would tell me that I really am looking at an hidden wall (it sometimes mentions these) that i can't open because i need to (It does not mention anything besides hitting or rolling as valid actions and I am not convinced some things are so simple). So, clearly his is something that disappoints, but there is the internet, and I doubt that any work could give you a complete picture of what to do in such a massive game. Another review mentioned that after the 1.05 patch this guide has become virtually useless, I would disagree: To me the greatest benefit of the guide is the maps and although the enemy placements aren't 100% right anymore so far they haven't led me too far astray. The other feature is the enemies and their hit points. These definitely have been changed since the patch but It's not that big a deal, because mostly the patch made enemies easier, and as far as boss fights go... if you go into that figuring you can beat 3000 hit points but not 5000 then ... no guide will help you. Finally, the reason I bought this guide rather than relying on various wikis dealing with Dark Souls is the art work. The guide does the game justice, although it isn't an art book. I hope a full book on this will be released eventually (the bundled one in the limited edition is rather limited), but in the mean time this guide does give you ample opportunity to look at what the enemies really look like, something you don't really get a good chance to do during the game. Weapon stats are nice though probably subject to patch revisions (I've not checked too much) and the index is pretty poor. Overall this guide helps a lot with the mechanics and gives you good hints to prepare you but overall Dark Souls is a game that 1) needs to be experienced (or learned) and 2) can only be given hints for via the internet and preferably forums. Never the less, this is a worthwhile investment and it will help you to die less.

PREPARE TO DIE LESS Going into Dark Souls unaided will get you killed. A lot. Even armed with the complete knowledge of the game that this guide will provide, you're still certain to die at least a few times. But when a gigantic demon takes you by surprise you'll at least have a chance to not lose everything. This is a true survival guide for a game that's almost impossible to survive.

Area Guide Walkthrough The Walkthrough makes use of detailed maps to guide you in exploring every inch of the game's huge world. Learn the most useful shortcuts and find all of the hidden areas.

Enemy Encyclopedia Everything you need to know to tackle the game's army of lethal foes is contained in one easy-to-use reference chapter. Tactics, data and attack details for all enemies will prove an invaluable resource.

Weapons Equipment Weapons, Armor and Magic are all covered in exhaustive detail. Full stats, locations, upgrade paths and usage strategies are provided so you can easily compare all of the options when choosing your equipment.

All Items The complete item lists reveal every last consumable, accessory, upgrading material and offensive item. Quickly discover where to find each one and how to make the most of them.

Everything Uncovered Discover how to unlock every Achievement or Trophy and learn the secrets of Dark Souls' unique online multiplayer mode.

From the Inside Flap How many times did we die before you could actually hold this guide in your hands? 100 times? 1000 times? Who the hell knows. Chances are we died more times in this game than in all other games of 2011 put together. And for what? For the sole purpose of offering you guidance. We died so that you don't have to. But you're still going to die. If ever a game needed a great guide, it's Dark Souls. It's rare for a modern game to be designed so meticulously to enrage and engulf its players in a world that doesn't offer even the most basic assistance. Its enemies are relentless and its areas labyrinthine. Just providing players with area maps is enough to make slowly inching around each corner a little easier to bear. We've done a whole lot more than that, however. We've extracted every last metaphysical ounce of data we could and tracked every last NPC down no matter how many times they might try and slip away. So when you're up to your knees in lava in Lost Izalith being chased by a giant dinosaur that can kill you with a single touch because your armor is rapidly crumbling away, at least you'll know that the treasure you're trying so desperately to reach is going to be worthwhile. We believe that this guide will give you all the information you need to plan your journey through Dark Souls, cut down its most lethal bosses, see its many hidden areas and events, and maybe even not die a thousand times in the process. If nothing else, it might give you hope.