

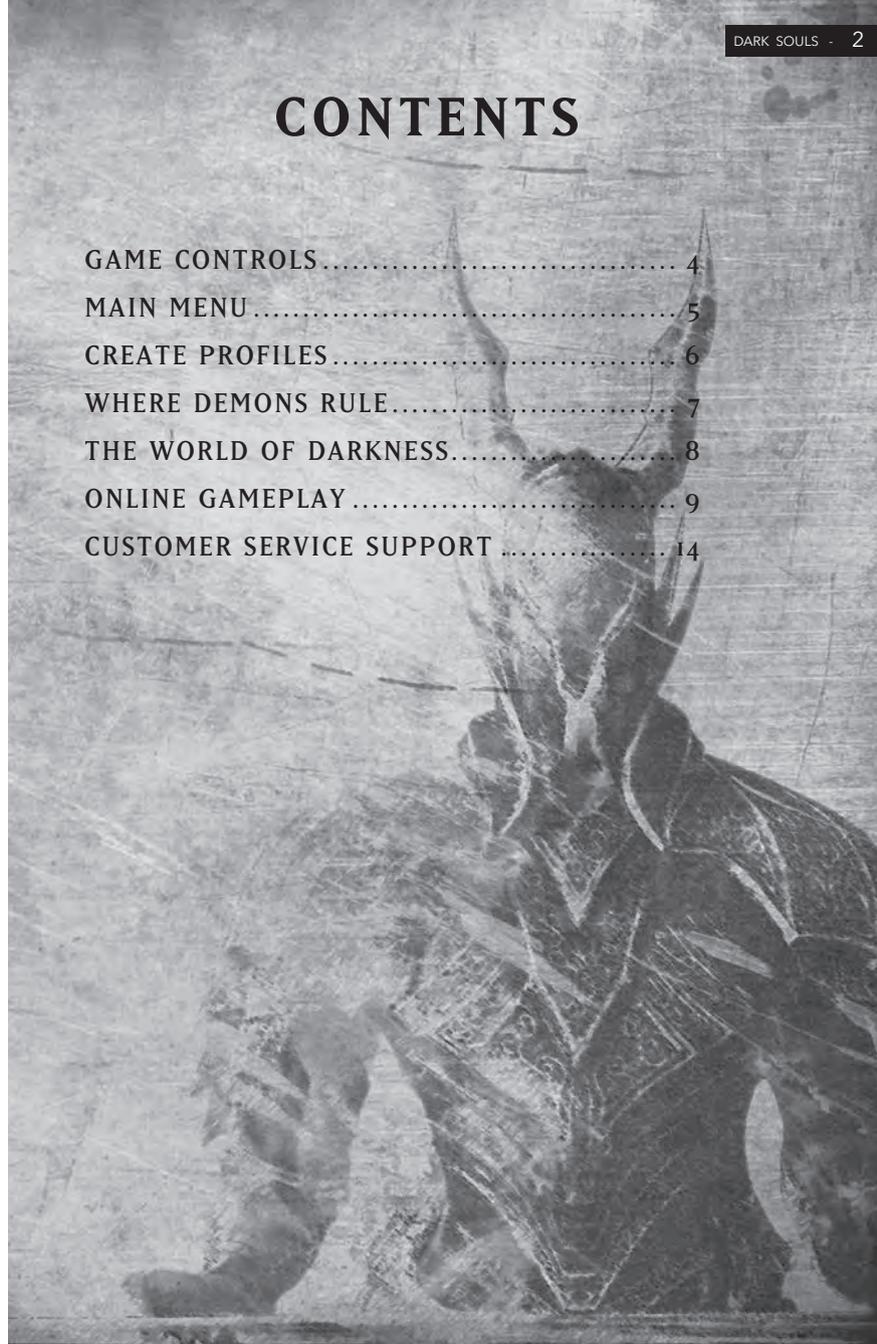
⚠ WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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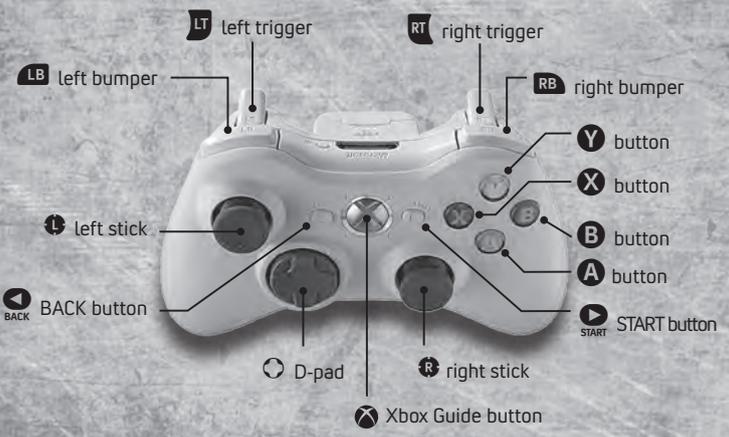
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GAME CONTROLS

The layout of the controller and basic game controls, such as on menus.

XBOX 360 CONTROLLER



MENU CONTROLS

- Highlight menu item..... **L**
- Select highlighted menu item..... **A**
- Cancel/Return to previous menu..... **B**

GAME CONTROLS

- Move..... **L**
- Move camera..... **R**
- Dash..... **L** + **B** (hold)
- Attack/Cast magic..... **RB**
- Strong attack..... **RT**
- Guard/Dual wield weapon action/Cast magic..... **LB**
- Parry/Dual wield weapon action..... **LT**
- Target lock/release..... Click **R**
- Backstep..... **B**
- Roll..... **L** + **B** (tap)
- Interact..... **A**
- Change equipment..... **BACK**
- Use item..... **X**
- Change weapon stance..... **Y**
- Open start menu..... **START**
- Navigate menu options..... **left / right**

MAIN MENU

Select to begin a New Game or choose to Load Game.

NEW GAME

Start a new game. After selecting this option, you have the option to adjust the brightness level and the game setting options.

LOAD GAME

Select a previously saved game. You can also adjust sound volume, toggle the music ON/OFF, and watch the credits.

NOTE: In order to play Dark Souls Prepare To Die™ you need to create save data. When starting the game for the first time, a save data is created automatically. During the save do not turn off your Xbox 360® console.

CREATE PROFILE

Customize a character to begin your Dark Souls quest. As you customize a character, you can see any changes to their stats on the left side of the screen. Their equipment is shown in the center of the screen. When you are finished creating a character, select ACCEPT.

Character Name: Type in a name for the character.

Sex: Select the character's gender.

Class: Choose the character's class. Each class has its own attacks, weaponry, and attributes. There are 10 classes from which to choose.

Gift: Select a gift for the character. Gifts are special items that remain with the character throughout the game.

Physique: Determine the character's physique.

Face: Select a specific face for the character. Each face is based on the people that inhabit the world of Dark Souls.

Hair: Determine the hairstyle for the character.

Hair & Eye Color: Choose a color for the character's hair and eyes.

Physical Appearance: Select CUSTOMIZE to further adjust the character's features.

CLASSES

Choose from 10 classes, each class has its own unique abilities and statistics. Every class starts the game with certain equipment and spells. However, as you play, you'll discover Dark Souls has non class-specific items. Therefore, you may adjust your attributes when leveling up to meet certain basic requirements a weapon or armor might have.

Warrior: The fearless warrior is a weapon expert with high strength and dexterity.

Knight: The low-ranking knight has high HP and solid armor. Knights are not easily toppled.

Wanderer: The aimless wanderer has high dexterity and wields the scimitar.

Thief: The guilt-ridden thief has a high chance of critical hits and carries a Master Key.

Bandit: The savage bandit has high strength and wields a heavy battle axe.

Hunter: The bow-wielding hunter can handle close-range and long-range, but is vulnerable to magic.

Sorcerer: The sorcerer of Vinheim Dragon School can cast soul sorceries.

Pyromancer: The Great Swamp pyromancer casts fire spells and wields a hand axe.

Cleric: The cleric on Pilgrimage wields a mace and casts healing miracles.

Deprived: The unclothed enigma is only armed with a club and old plank shield.

WHERE DEMONS RULE

The world you are thrust into is ruled by demons. As you quest to reach your soul, you will view the following game screen.



HUMANITY METER

This number represents your Humanity level.

HP GAUGE

Your current HP level is displayed in the upper left. As you incur damage, the gauge depletes, and when it is empty, you die. HP is recovered when you rest at a bonfire or when you use specific items and spells.

STAMINA GAUGE

Your current stamina level is displayed under your HP gauge. Stamina depletes with each evade and/or action taken. When this

gauge is empty, you cannot perform any action that uses stamina. However, stamina recovers over time.

STATUS ICON

When you are afflicted with a status effect, like poison, an icon is displayed.

START MENU

Press the  button to display the start menu. Press the  button and  button, or press the  to navigate the menu. Choose to view your inventory, check equipment, review your stats, and enter the Systems menu. Press the  button when you want to enter a specific menu.

NOTE: When the start menu is open, you are still vulnerable to enemies, even if you cannot attack.

EQUIPMENT ICON

This icon displays your current equipped weapons, armor, magic, and items.

RESISTANCE GAUGE

This gauge displays how much a certain resistance has been affected.

NOTE: When you are cursed, the Humanity meter displays a skull.

SOUL METER

The counter in the lower right displays the number of Souls you have.

THE WORLD OF DARKNESS

You are thrust into a world of darkness, a world of demons. It's a place where humans with the Dark Ring are sent to succumb and transform into the living dead. You are soulless at the beginning of the adventure, and in order to regain your soul, you must emerge from the abyss to reach the land of the living.

OPEN WORLD

The demon world is massive, but interconnected. Any location you see, you can explore. Some locations are more challenging to reach than others, but simply exploring the land is fulfilling. As you progress, you'll discover massive, vertically oriented structures, humongous landmasses, and complex dungeons, with interlinking routes and secret corridors.

BONFIRE

During your quest, you will come across bonfires. Approach the unlit bonfire and press the  button to light the bonfire and access its menu. Here you level up your attributes, regain Humanity, refill your Estus Flasks and magic count, and remove any negative effects.

DEATH

When your HP is fully depleted, you die. When this happens, all of your collected Humanity and Souls are left on the ground as a Bloodstain, and you respawn back at the last bonfire you rested at.

LIVING AND THE UNDEAD

When you have Humanity, you are classified as living, but if you die and all Humanity and Souls are left as a Bloodstain, you are classified as an undead. In order to become living again, return to your fallen Bloodstain and collect all lost Humanity and Souls. If you die again before returning to your Bloodstain, your previous Bloodstain disappears and a new one is left, but you remain undead.

When you are undead, you can use collected Humanity, and then revert back to living at bonfires. When you are living and offer your Humanity at a bonfire, the effects of the bonfire fortifies.

ONLINE GAMEPLAY

ONLINE FEATURES

Connecting to Xbox LIVE to access special online features.

GHOSTS

View other players playing within your vicinity. However, you cannot interact with Ghosts.

DEATH REPLAY

Touch the Bloodstains of other fallen players to view a replay of their death.

VAGRANTS

If you drop a certain item or lose a large amount of Humanity, those items and Humanity move to another player's world and form vagrant enemies.

SYNERGY

When another player is nearby and casts specific magic, the magic cast increases in power.

SHARING OF THE KINDLING OF THE BONFIRE

If you kindle the bonfire where another player last rested, the Estus Flasks in the inventory of the player who last rested at that bonfire increases by one.

CO-OP

In co-op, up to three players can play together. The summoner is called the host and the summoned are the clients.

HOW TO START CO-OP

The client writes a summoning sign using a specific item, and then the host finds the summoning sign and touches the sign to summon up to two other players. The host and the client(s) then play in the host's world. In order to be a host, you must be living (see LIVING AND THE UNDEAD, page 10).

CO-OP GOAL

Players team up to defeat the area boss. Co-op ends if the area boss is defeated, if all the clients are defeated, or if the host is defeated. If the area boss is defeated, then the clients receive Humanity as a reward.

INVASION

When you invade another player's world, you fight each other to survive. The invading player is the client and the invaded player is the host.

HOW TO START INVASION

The client uses a specific item to start an invasion, and then the client automatically connects to a random host's world.

INVASION GOAL

The invader's goal is to defeat the host. If successful, the invader wins and the invasion ends. The host's goal is to defeat the invader. However, if a boss battle occurs, the invasion ends.

If either the host or the invader wins, he or she gains Humanity. If the invader loses, her or she loses Humanity.

The Loki Library

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zlib

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Squish

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NOTES



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