



Games for Windows
LIVE

DARK SOULS™

PREPARE TO DIE™ EDITION



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Important Health Warning About Playing Video Games

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 who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause 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 should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



For further information visit <http://www.pegi.info> and pegionline.eu

INSTALLING THE GAME

To install Dark Souls™: Prepare to Die™ Edition:

1. Close all open programs and background tasks.
2. Insert the Dark Souls™: Prepare to Die™ Edition DVD into the DVD-ROM drive.
3. When the installation screen appears, follow the instructions on the screen.

You have the following installation options:

- Quick Install: Install with default values
- Custom Install: Install that allows language, installations location and other options to be changed.

NOTE: If you do not have Autoplay enabled, locate and double-click on the DVD-ROM drive containing the Dark Souls: Prepare to Die DVD. Locate and double-click on Game.exe to launch the install screen and follow the instructions on screen.

If you purchased Dark Souls through Steam's online storefront, the game will automatically appear in your Games List. Click on the game title to bring up the installation page and click on the Install button to start the installation process. Follow the onscreen instructions to finish the installation.

It is also possible to create a shortcut. The default install location will be: Start Menu <Dark Souls>

The game settings files will be created in:

XP - C:\Documents and Settings\\Local Settings\
Application Data\NBGI\DarkSouls.ini
Vista - C:\Users\\AppData\Local\NBGI\DarkSouls\
DarkSouls.ini
Window 7 - C:\Users\\AppData\Local\NBGI\
DarkSouls\DarkSouls.ini

Save data will be created in :

XP - C:\Documents and Settings\\My Documents\
NBGI\DarkSouls
Vista - C:\Users\\Documents\NBGI\DarkSouls
Window 7 - C:\Users\\Documents\NBGI\DarkSouls
Once the installation is complete Dark Souls™: Prepare to Die™
Edition can be booted from the newly created shortcut.

Installing DirectX

When creating the installer, it is possible to set DirectX to be silently installed. If DirectX is not found during installation, it will automatically be installed.

Create Windows LIVE ID

After booting the game, please use Games for Windows - LIVE to create a new profile, or Sign in using your Windows LIVE ID

GAME CONTROLS

The following are the default controls in the game. The default keys can be changed in the Options.

QWERTY Keyboard

MOVEMENTS

W	Run (forward)
S	Run (backward)
D	Run (right)
A	Run (left)
[Left Ctrl] + W	Walk (forward)
[Left Ctrl] + S	Walk (backward)
[Left Ctrl] + D	Walk (right)
[Left Ctrl] + A	Walk (left)

CAMERA CONTROLS

Mouse	Move up
Mouse	Move down
Mouse	Move right
Mouse	Move left
Mouse middle button	Lock on / Camera reset

SWITCH EQUIPMENT

V	Switch right weapon
C	Switch left weapon
Mouse wheel down or F	Switch item
Mouse wheel up or R	Switch magic

ATTACK ACTIONS

(Mouse) Left click	Right weapon action (Attack)
(Mouse Right click	Right weapon action (Heavy attack)
Left Shift	Left hand action (Guard)
Tab	Left hand action (Parry)

ACTIONS

E	Use Item
Space	Backstep, Hold space for a Dash
Q	Action
Left Alt	Toggle one-hand / two-hands grip

OTHER

End	Open Menu
G	Open Gestures Menu
Home	Open Guide

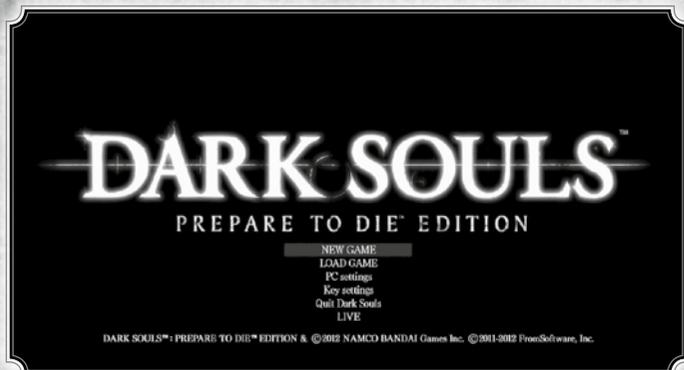
MENU CONTROLS

Up arrow	Select up
Down arrow	Select down
Left arrow	Select left
Right arrow	Select right
Enter	Confirm
Backspace	Cancel
Insert	Function 1
Delete	Function 2
Page up	Change Menu Item (Forward)
Page down	Change Menu Item (Next)

Dark Souls™: Prepare to Die™ Edition was created to play using the Xbox 360® controller.

Note: The Windows Xbox 360 Wireless Controller adapter/receiver is required to use the wireless controller.

MAIN MENU



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

NOTE: In order to play Dark Souls™: Prepare to Die™ Edition you need to create save data. When starting the game for the first time, a save data is created automatically.

CREATE CHARACTER



Customise a character to begin your Dark Souls quest. As you customise a character, you can see the 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 CUSTOMISE 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 "End" to display the start menu. Press the up/down/left/right arrow keys to navigate the menu. Choose to view your inventory, check equipment, review your stats, and enter the Systems menu. Press Enter 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 thrown 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 expansive, 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 Q key 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 are Human, 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 Hollow. In order to become living again, return to your fallen Bloodstain and collect all lost Humanity and Souls then sacrifice Humanity at a bonfire to reverse Hollowing. 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

Games for Windows — LIVE

Play online for free! With Games for Windows - LIVE, you can build your profile, play online, chat with friends, see your friends' games and activities, and track gaming achievements across all Games for Windows - LIVE games. Plus, you can download game content from Games for Windows - LIVE Marketplace. Get connected and join the PC gaming revolution!

CONNECTING TO LIVE

To connect to Games for Windows - LIVE, you need a high-speed Internet connection and a gamertag. If you already have a gamertag, you have what you need to connect to Games for Windows - LIVE. If you don't have one, you can get one for free. For more information, including availability in your region, go to www.gamesforwindows.com/live.

FAMILY SETTINGS

Family Settings in Games for Windows - LIVE and Windows Vista® parental controls work together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to www.gamesforwindows.com/live/familysettings.

LOW FPS FEATURE

To prevent latency issues and frequent disconnections, there is a low FPS feature implemented where if your FPS drops below 15 for 30 seconds, your game will automatically be disconnected from the online session and will return to the title screen. To avoid this, please refer to the minimum/recommended specifications to have a better configuration.

We have identified an issue whereby the achievements are not always displayed in the GFWL interface. This occurs primarily in full screen mode. If you have unlocked an achievement and discover that it doesn't appear on the GFWL interface as

expected, and you are in full screen mode, please try switching to windowed mode. You can switch to windowed mode by changing the full screen setting to 'OFF' via the PC settings available on the Main Menu. Note that occasionally the issue also occurs in windowed mode, too, and so this workaround does not always fix the issue.

For any additional queries on this topic, contact Namco Bandai Games.

We have identified an issue whereby if you change the gamertag tied to your game profile, the 'Load Game' option will disappear from the main menu and any existing save data cannot be used. Due to this, we advise you not to change the gamertag tied to your game profile. This includes creating a new gamertag or changing an existing gamertag.

In case you have already changed the gamertag tied to your game profile, please note that if you change it back to the original one, the save file can be used again and the game can be continued normally.

For any queries on this topic, contact Namco Bandai Games for additional support.

Online Features

Connecting to Windows 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 13).

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, he or she loses Humanity.

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zlib
zlib version 1.2.3, July 18th, 2005
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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)`. Copyright (C) 1997 - 2002, Makoto Matsumoto and Takuji Nishimura, All rights reserved. Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:
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VIDEO GAME WARRANTY

This video game carries a warranty conforming to the laws of the country in which it was purchased, and valid for a duration of not less than 90 (ninety) days following the date of purchase - (proof of purchase required).

The warranty is not valid in the following cases:

- 1/ the video game was purchased for commercial or professional use (all such uses are strictly forbidden)
- 2/ the video game is damaged due to incorrect handling, accident, or improper use by the consumer.

For further information concerning this warranty, the consumer is invited to contact the retailer that sold the game or the hotline at the video game publisher in the country the game was purchased.



Australia	1902 26 26 26 (\$2,48 Minute. Price subject to change without notice.)	au.support@namcobandaipartners.com www.namcobandaipartners.com.au
Österreich	Technische: 0900-400 654 Spielerische: 0900-400 655 (1,35€ Minute) Mo. - Sa. 14.00 - 19.00 Uhr	de.support@namcobandaipartners.com www.de.namcobandaipartners.com
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Israel	+ 09-8922912 16:00 to 20:00 Sunday - Thursday	il.support@namcobandaipartners.com www.il.namcobandaipartners.com
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North America

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