

DARK SOULS II



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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.

INSTALLATION INSTRUCTIONS

A Steam account is needed to play the game. If you don't have an account or if Steam client isn't installed on your PC, "Dark Souls" II" installer will ask you to install Steam client first (included onto the DVD), create an account and log into Steam before the game start its own installation.

Note: The Title also supports Keyboard and Gamepad apart from the Xbox 360 Controller for Windows. User can select various Keyboard related tabs from the Key Binding settings and assign specific keys to various actions. The game also takes input from Gamepad and works in the similar fashion as that of the Xbox 360 Controller for Windows, but the button prompts will always display as that of the Xbox 360 Controller for Windows regardless of the device selected to play the game. Also a video settings option is available, wherein the user can select the desired resolution, aspect ratio, supersampling and also start the game in Windowed mode. The option 'Video' is available to the user on the Launcher screen. User can change the 'Key Bindings' from the in-game Start Menu.

GAME CONTROLS

Network Play

• Server Maintenance

When the Dark Souls™ II server is under maintenance, you will not be able to use the multiplayer function even if you are connected to the network and logged into your Steam account.

For more information on the schedule or status of maintenance, check Information on the title menu or visit the official site <http://www.darksoulsii.com/>.

• Online Play Etiquette

Carefully obey the Steam terms of use when using online multiplayer functions. Obey the following rules when dueling online

- Do not cut the connection to the network during a duel.
- Participate in duels when you have enough time for them.
- Do not speak or act in a way that will displease others.

• Offline Restrictions

When playing in offline mode without connecting to Steam or after getting disconnected from the Dark Souls™ II game server, the network contents available to you will be restricted.

- Co-op, versus play, and invasion multiplayer features will not be available.
- The illusions and signs of other players will not be displayed.
- You cannot be saved from death.
- You cannot send your own messages or read the messages of other players.
- You cannot evaluate messages.
- You cannot rank up.
- You cannot participate in training or duels to the death.

PC MOUSE CONTROLS

Assumed Mouse: 2 Buttons + 1 Wheel

Basic Controls

Mouse Movement	Move Camera
Wheel Up	Switch Spells
Wheel Down	Switch Items
Press Wheel	Target Lock or Release / Reset Camera (returns the perspective to your front)
Left click	Left hand normal attack
Right click	Right hand normal attack
Left double click	Left hand strong attack
Right double click	Right hand strong attack

Controls in combination with Keyboard Keys

SHIFT+Left click	Interact
SHIFT+Right click	Use Item
CTRL+Left click	Switch left hand weapon
CTRL+Right click	Switch right hand weapon
CTRL+Press Mouse Wheel	Wield right hand weapon two-handed (press and release) (Press again to cancel) / Toggle display
CTRL+Press and Hold Mouse Wheel	Wield left hand weapon two-handed / Duel Wield (Press again to cancel)

Normal actions performed with Mouse

Actions (Pick up item, treasure etc.)	SHIFT+Left click
Jump (while running)	SHIFT+Press Mouse Wheel

* User will be able to adjust the mouse sensitivity for camera movements under the Mouse tab from the Key Bindings Menu.

GAME CONTROLS

Mouse Controls in Menu

Left click outside of Menu	Same as Back/Cancel
Left click within Menu Topics	Select/Change Options
Right click anywhere on the screen	Display submenu for multiple options
Mouse Wheel Up/Down	Scroll

Camera Controls

I	Tilt camera up
K	Tilt camera down
J	Tilt camera left / Next target (left)
L	Tilt camera right / Next target (right)
O	Target Lock or Release / Reset Camera (returns the perspective to your front)

PC KEYBOARD CONTROLS

Following are the default controls in the game. The default keys can be changed in the Key Bindings Menu from the in game Start Menu.

QWERTY Keyboard

Movement Controls

W	Run (Forward)
S	Run (Backward)
D	Run (Right)
A	Run (Left)
Left Alt + W	Walk (Forward)
Left Alt + S	Walk (Backward)
Left Alt + D	Walk (Right)
Left Alt + A	Walk (Left)
Space	Dash (while running keep pressed) Backstep (while not running press and release) Roll (while running press and release)
F (while dashing)	Jump
Z	Auto-walk
X	Auto-dash

Switch Equipment

Up Arrow Key (↑)	Switch Spells
Down Arrow Key (↓)	Switch Items
Left Arrow Key (←)	Switch left hand weapon
Right Arrow Key (→)	Switch right hand weapon

Combat Controls

H	Right hand normal attack
G	Right hand strong attack
U	Left hand normal attack
Y	Left hand strong attack
E	Use Item
Enter	Interact
N	Wield right hand weapon two-handed (press and release) Wield left hand weapon two-handed / Duel Wield (press and hold) (Press again to cancel)
M	Lock guard

GAME CONTROLS

Menu Controls

Esc	Open Start Menu
T	Open Gesture Menu
Up Arrow Key (↑)	Move Cursor up
Down Arrow Key (↓)	Move Cursor down
Left Arrow Key (←)	Move Cursor left
Right Arrow Key (→)	Move Cursor right
Enter	Confirm
Backspace	Cancel
Shift+Left Arrow Key (←)	Toggle Menu left
Shift+Right Arrow Key (→)	Toggle Menu right
E	Save, Remove equipment, Test Gesture etc.
N	Toggle display / Reset to default settings

* Dark Souls™ II was created to play using the Xbox 360 Controller for Windows.

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

Xbox 360 Wireless Controller for Windows

The layout of the controller and basic game controls (such as on menus) are displayed below:



Start Menu Controls

Directional Pad	Navigate Options
A button	Select
B button	Cancel/Return
LB / RB	Change Categories
BACK button	Displays/Hides status help window
START button	Hides/Displays Start Menu

Gameplay Controls

Directional Pad UP	Switch Spells
Directional Pad DOWN	Switch Items
Directional Pad LEFT	Switch left hand weapon
Directional Pad RIGHT	Switch right hand weapon
A button	Interact (Open/Pick-up etc)

Ⓧ button	Dash (while running keep pressed) Backstep (while not running press and release) Roll (while running/dashing press and release)
Ⓨ button	Wield right hand weapon two-handed (press and release) Wield left-hand weapon two-handed / Duel Wield (press and hold) (Press again to cancel)
ⓧ button	Use Item
left stick	Move
left stick button	Jump (press while dashing) (This can be changed to B button in Game Options)
right stick	Camera movements
right stick button	Target Lock or Release / Reset Camera (returns the perspective to your front)
△	Guard with Shield / Left hand weapon normal attack
Ⓡ	Right hand weapon normal attack
Ⓝ	Parry with Shield / Left hand weapon strong attack
Ⓞ	Right hand weapon strong attack
BACK button	Display Gestures Menu
START button	Display Start Menu

Game Basics

Field Searches

The world of Dark Souls™ II seamlessly connects vast fields. Go to various places and search by investigating with the **△** button or by speaking to NPCs and fiddling with contraptions.

Combat

The enemies that you encounter in the field will attack you. Use your weapons and spells to the best of your abilities to defeat them. You will typically use **Ⓡ** and **Ⓞ** to attack and **△** and **Ⓝ** to defend.

• Stamina

The stamina gauge will decrease with each action you perform. If your stamina is reduced to 0, you will be unable to act and could potentially find yourself in quite a predicament.

Stamina will also decrease as you defend against enemy attacks with your shield. Additionally, the act of equipping a shield on its own is enough to slow the rate at which your stamina recovers.

Souls

Defeat enemies or examine objects in the field to receive souls. Souls can be used in variety of different places to level up your character, buy items and repair weapons among other things.

Item Use

Items in your possession can be used directly from the inventory bag on the Start Menu or by equipping them for use in the belt slot.

• Using items from the inventory bag

Select a category by toggling the directional pad from left to right on the inventory bag screen. Choosing an item in your possession and pressing the **△** button on it will display the Action Menu. Select Use to use the item.

GAME BASICS

Belt Slot

Using an item from the belt slot requires you to equip an item beforehand via Equipment on the Start Menu.

- Using items from the belt slot

Pressing the down button on the directional pad will allow you to display the next one of the items currently equipped in the belt slot. Display the item you would like to use and press the **X** button to use it.

Bonfires

Resting near a bonfire completely restores HP, number of Estus Flask uses, number of spell uses, weapon/armor durability, and status ailments like poison. Additionally some of the enemies you've defeated are respawned.

Using Torches

Once you get a torch, it can be of use to you in a variety of different situations, like allowing you to light the way in darkness, light sconces, and set off contraptions.

- Lighting Torches

When you possess a torch, moving near an already lit sconce or pressing the **Y** button in front of a bonfire will cause a "Light the torch" option to appear. You can then press the **A** button to light the torch.

- Torch Time Remainder

A timer will be displayed above the left hand weapon slot when a torch is lit and begin counting down. The torch will go out when the timer reaches 0. Torches are equipped in the left hand automatically and will be extinguished when switched out for other equipment.

If you acquire another torch while the timer is counting down, extra time will automatically be added to its count. You can check the Equipment Screen to see how much time remains.

- Lighting Sconces

Pressing the **A** button in front of a sconce while holding a lit torch will allow you to light it. If you light a sconce, you can use its fire to re-light your torch after it goes out.

Character Deaths

A character dies if his or her HP drops to 0. If your character dies, all of the collected souls will remain at the spot of death and your character will be revived at the spot of your last bonfire where you rested.

The Living and the Undead

A normal character (living) becomes one among the undead when he or she dies. Once undead, a character can continue to die even further.

- Features of the Living and the Undead

Both states have their own advantages and disadvantages. Take note of the following, as the state you are in will greatly impact your multiplayer experience. You can be invaded in either state.

The Living

- Can summon NPCs and other players.
- Become undead when they die.
- Have higher maximum HP than the undead.

The Undead

- Cannot see summon signs.
- Maximum HP goes down every time they die, making it easier to die even more.

- How to Return to the Living

Use the Human Effigy item to live again. This is a consumable item and its count will decrease in the inventory as soon as it is used.

- Bloodstains

Once your character dies, all of the souls you have gathered up until that point will be dropped at the spot on the field where your character died. The souls your character dropped will remain in the form of a bloodstain at the spot of death and can be recovered if your character returns to that spot after being revived. However, this bloodstain will disappear if you die again before your character can reclaim it.

GAME BASICS

Reading the Screen

1. Covenant

Displays the mark of your allied covenant.

2. HP Gauge

This gauge displays your current HP (life force). It decreases as your character takes damage and the character dies if it reaches 0. HP can be restored by resting near a bonfire or by using a spell or an Estus Flask.

3. Stamina Gauge

This gauge displays your current stamina. This gauge decreases with each action you perform, leaving you unable to act if it reaches 0. Stamina automatically restores over time.

4. Status Icon

When increased ability or another special status is in effect, the icon for that status will be displayed here.

5. Equipment Slots

Displays the icons for the weapons, armors, spells, and items that are currently equipped. Pressing the directional pad in the corresponding direction will allow you to change the equipment.

Durability Gauge

The durability gauges for weapons and armor are displayed under their icons in the equipment slots. If these gauges reach 0, the weapon or armor will break, and its functionality will drop dramatically.

6. Next Equipment

Displays a small icon of the next equipment to be selected.

7. Remaining Time

Displays the remaining amount of time that torches and similar items can be used.

8. Arrows/Bolts Number

Displays the remaining number of arrows or bolts that can be used.

9. Resistance Gauge

This gauge displays how much longer a status ailment will be in effect or how long it will take to recover from it. This gauge also determines how long it will take for a status ailment to come into effect, a status ailment will be applied to the character when this gauge is completely filled.

10. Souls in Possession

Displays the total number of souls that are currently in your possession.



Start Menu

Pressing the START button on the Xbox 360 Controller for Windows displays the Start Menu. Pressing the **LB** and **RB** or the left and right directional pad buttons while the Start Menu is on the screen will allow you to select a category. Game time will continue to pass even if the Start Menu is open. You should also note that attacks and other actions cannot be performed while it is open.

Gesture Menu

Pressing the BACK button on the Xbox 360 Controller for Windows displays the Gesture Menu. Selecting a gesture will allow your character to perform a variety of different movements that can help you communicate with other players.

Pressing the **Y** button on the gesture selection screen will allow you to choose the gestures registered in shortcuts at your will.

Actions

Special Actions

Dash

Push the left stick lightly to walk and hard to run. Using the left stick while holding down the **B** button will use up stamina to perform a dash.

- Related Actions:

- **RB** while dashing: dashing attack

- left stick button while dashing: dashing jump

Rolling

Use the left stick and the **B** button to perform a roll. If you stop holding the **B** button while dashing and then tap it again, you can perform a long-distance dashing roll.

- Related Actions:

- **RB** while rolling: rolling attack

Backstep

Press the **B** button without touching the left stick to quickly step backwards.

- Related Actions:

- **RB** after a backstep: dashing attack

On the Ladder

Pressing the **A** button in front of a ladder allows you to grab onto it and use the left stick to climb up or down. Holding down the **B** button will allow you to move down (slide) or up the ladder more quickly.

- Related Actions:

- **RB**/**RT** on ladder while not pushing the left stick: upward attack

- **LB**/**LT** on ladder while not pushing the left stick: downward attack.

Also, you can jump down from a ladder by pressing the **B** button while not pushing the left stick.

Basic Attack/Defense

Lock-On Target

Press the right stick button to lock onto the nearest enemy. Moving the right stick while locked onto an enemy will allow you to swap targets. Press the right stick button again while locked on to release the lock.

Once locked on, the target will always be moved to your front. If there are no enemies nearby, you can reset the camera by pressing the right stick button.

Right-Hand Weapon Actions

Press the **RB** or the **RT** to use weapons equipped in your right hand.

- **RB** ... Performs a weak but fast attack

- **RT** ... Performs a strong but slow attack

Left-Hand Weapon Actions

Press the **LB** or the **LT** to use weapons equipped in your left hand. The action performed depends on the type of item equipped in the left hand.

- **LB** ... Performs a weak but fast attack

- **LT** ... Performs a strong but slow attack

Left-Hand Equipment	Left-Hand Equipment Actions	
	LB	LT
Shields	Guard	Parry/Shield Bash
Weapons	Normal Attack	Strong Attack

- **Parry/Shield Bash**

If you tap the **LT** at just the right time in response to an enemy attack and have a lighter shield equipped, you can repel the attack with a Parry. Breaking the enemy's guard with a parry allows you to follow-up with a fatal blow.

If you tap the **LT** while equipping a heavy shield, you can perform a shield bash.

GAME BASICS

Guard

Guard by pressing the **□** to reduce the damage inflicted upon you. You can still move while performing a guard, but your stamina will recover at a slower rate for as long as you maintain it.

The way in which you guard changes depending on the type of equipment, whether it be a shield, a two-handed weapon, or a spear.

Special Attack Methods

Guard Break

Push the left stick forward and press **□** together to perform a guard break.

Guard Break can be used to break the enemy's guard and can be followed up with a Critical Hit.

Jumping Attack

Push the left stick forward and press the **□** together to perform a jumping attack.

Plunging Attack

Press the **□** or **□** while falling from above to hit the enemy with a swift overhead attack.

Critical Attack

A Critical Attack inflicts heavy damage upon an enemy. Pressing **□** when an enemy's guard is broken, when following up after a shield parry, or when positioned to the rear of an enemy unleashes a Critical Attack.

Use depends upon the circumstances

Swapping Equipment

Pressing the directional pad allows you to quickly change the items and equipment that are currently equipped under the Start Menu's Equipment category. Press the **X** button to use the new item.

Directional Pad UP: Switch Spells

Directional Pad DOWN: Switch Items

Directional Pad LEFT: Switch left hand weapon

Directional Pad RIGHT: Switch right hand weapon

One-Hand/Two-Hand Switching

Press the **Y** button to hold the weapon equipped in your right hand with both hands. Holding the **Y** button allows you to hold the left hand weapon in both the hands.

If certain weapons are equipped in each hand, continuing to press the **Y** button will sometimes allow you to dual wield. When dual wielding, the **□** and **□** can be used to perform attacks that are unique to this style of combat. Dual wielding cannot be performed unless the strength/dexterity reaches a certain amount.

Spell Use

To use spells (sorceries, miracles, hexes and pyromancies), you must equip the corresponding catalyst in your right or left hand. After selecting the spell you want to cast by pressing the directional pad UP, press the **□** (when equipped in the right hand) or the **□** (when equipped in the left hand) to cast the chosen spell. Pressing **□** (when catalyst is equipped in the right hand) or **□** (when catalyst is equipped in the left hand) unleashes a strong melee attack. For some catalysts the spell casting is done with **□/□**.

• Spell Requirements

You will need to obtain spells at shops and other locations if you wish to use them. Additionally, catalysts (chimes, staffs, etc.) are also required to cast these spells.

• Attune Spells

The spells you have obtained can be used after assigning them to attunement slots at the bonfire.

Most of the spells can only be used for fixed number of times. This number can be restored either by resting at a bonfire or by using certain restorative items.

GAME BASICS

Attacking with Bow Weapons

Bow weapons can be used once you've equipped them with arrows and bolts. With both bows and crossbows, each type of bow weapon is only able to use certain kinds of arrows or bolts.

Bow Weapon Mechanics

Stance	LB / RB / Y button
Shoot	LB / RB (when in bow stance)
Precision Shooting	When in bow stance LB (when the bow is equipped in the right hand) or RB (when the bow is equipped in the left hand)

• Precision Shooting

While standing in the bow stance pressing the LB (when the bow is equipped in the right hand) or RB (when the bow is equipped in the left hand) will put you in precision shooting mode and allow you to snipe your enemies.

• Swapping Arrows and Bolts

If you have already equipped your quiver with two types of arrows or bolts, you can shoot each type while standing in the bow stance with the LB and RB (or the RB and LB).

Start Menu

Using the Start Menu

Press the START button to display the Start Menu in the upper left-hand corner of the screen. First use the LB / RB or left/right directional pad to select a category and then press the A button to open each menu.

After a menu is open, the LB and RB can also be used to switch between categories.

Pressing the START button while the menu is open will save any pending changes to game options and close the menu.

Network Play

Connecting to the Network

If you sign in to your Steam account and start the game while connected to the internet, you will automatically get logged in to the Dark Souls™ II game server. If you get disconnected from the Dark Souls™ II game server during gameplay while you are connected to the internet, then you can go to the Main Menu and select the 'Go Online' option to login into the Dark Souls™ II game server. When you are logged into the Dark Souls™ II game server during the gameplay then the following phenomena will occur automatically and greatly enhance your gaming experience.

• Illusion

The figures of other players playing at the same time and place as you, will be displayed as faint shadows. You cannot interfere with them, and they cannot interfere with you.

• Bloodstains

Touching the bloodstains found at spots where other players died will generate a replay of the player's death. Like with illusions.

• Messages

Players can send messages they have written to the other worlds, allowing them superior means of communication.

• Summon Signs

The White Sign Soapstone and Small White Sign Soapstone can be used to draw signs that can then be sent to the worlds of other players. If summoned from a sign, you can transport to the worlds of other players as a phantom.

GAME BASICS

Communication with Other Players

In addition to automatically occurring phenomena, there will also be net play-only items that will allow you to get in touch with other players.

• Messages

Messages can be written on the ground and sent to the worlds of other players, while messages written by other players can also be evaluated. Message creation and evaluation can both be performed via Message on the Start Menu.

Once you have read a message, "Rate Message?" will be displayed, allowing you to choose whether or not to rate it. When you rate it, the HP of the player receiving the rating will be restored.

• Co-Op Play

Using the White Sign Soapstone or Small White Sign Soapstone will cause a summon sign to be written on the ground, allowing you to travel to another player's world. Once the summon sign has been accepted, you will be summoned to that world as a phantom and can play together in a party of up to three players.

• Invasion (Versus Play)

Using the Cracked Red Eye Orb or Red Sign Soapstone will allow you and another player to duel against each other. During Invasions, the side that has been invaded is still able to summon players to their aid.

Players can be invaded whether they are among the living or the undead. However, only the living can use the Cracked Red Eye Orb and Red Sign Soapstone.

Network Features

The network has unique features like covenants and voice chat that greatly expand your playing style options.

• Covenants

Swearing oaths to certain NPCs will further enhance your multiplayer experience by allowing you to join a covenant. Other covenants exist in addition to the following.

Way of Blue Covenant

Joining this covenant allows you to seek help from others of the same covenant.

Company of Champions Covenant

Members of this covenant greatly raise the difficulty level of the game by refusing to take part in co-op play.

CLASSES



Warrior

Battle-scarred warrior.
High strength, dexterity.
Skilled with weapons.



Bandit

A ruthless bandit.
Able to use long-range
attacks with a bow.

Knight

Traveling knight.
High HP and resistance.
Tough to take down.



Cleric

Cleric on pilgrimage.
High faith and miracles
guide the way.



CLASSES



Sorcerer

Knowledgeable sorcerer.
Casts sorceries with high
intelligence and attunement.



Swordsman

Finely skilled swordsman.
Fights gracefully with strong
weapons in both hands.

Explorer

Well-traveled explorer.
Not terribly powerful,
but has many items.



Deprived

Unclothed, origin unknown.
Has nothing to fight with,
except life-affirming flesh.



CREDITS

The Loki Library

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Squish

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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_array(init_key, key_length)`. Copyright © 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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Open SSL

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This product includes cryptographic software written by Eric Young (ey@cryptsoft.com). This product includes software written by Tim Hudson (tjh@cryptsoft.com).

SSLeasy

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This package is an SSL implementation written by Eric Young (ey@cryptsoft.com). The implementation was written so as to conform with Netscapes SSL.

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