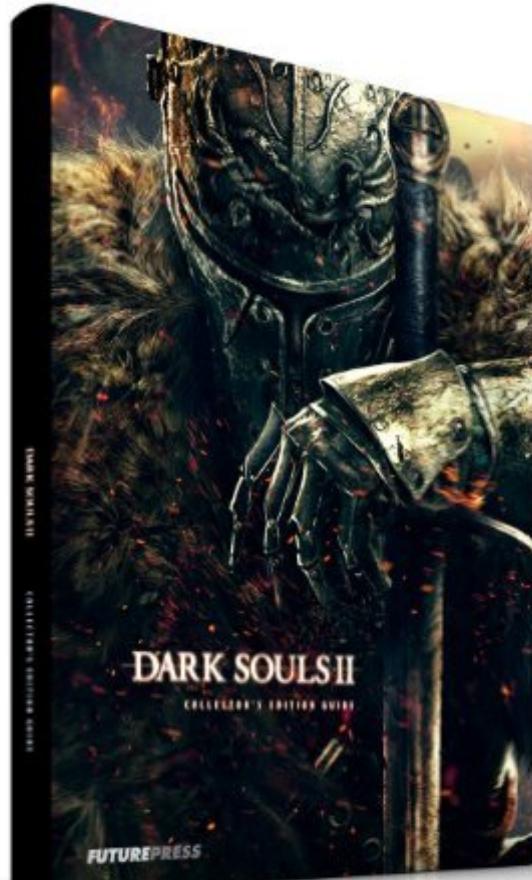


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# Dark Souls II Collector's Edition Strategy Guide



## Synopsis

GO BEYOND DEATH. BUT NOT UNAIDED. Dark Souls is back and it's darker and more difficult than ever. This time death is certain. Every minute. The Dark Souls II Collector's Edition Guide is here to light a path through the darkness and to help free players from their wicked curse. From the same team that created the critically acclaimed Dark Souls guide comes the most anticipated strategy guide for the most unforgiving game of the year.

**Area Guide Walkthrough** This chapter uses beautiful, detailed maps to guide you in exploring every inch of the game's huge world. It will take you through each area point-by-point, preparing you for ambushes, revealing NPCs and shortcuts, and highlighting every last item along the way.

**Enemy Analysis** To succeed, you must know your enemy. Learn how to evade, block or parry their most lethal attacks, and how to strike back hardest with strategies for melee, magic and long range fighters. For every enemy, their locations, story significance, key stats, item drops... all will be revealed.

**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 which equipment to use and how to upgrade your gear.

**Item Data** Complete item lists reveal every last consumable, accessory, upgrading material and offensive item. Quickly discover where to find each one, how to make the most of them, and how to defend yourself when they are used against you!

**Plentiful Extras** Want to follow every NPC's quest to the end, pillage the most hidden areas and unlock every Trophy/Achievement? Everything you need is here, including easy-to-follow tables that detail NPC events, Covenants and New Game+ differences.

## Book Information

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## Customer Reviews

Future Press made the guide for the original Dark Souls. It was probably one of the most helpful strategy guides I'd ever used. The layout and design made it user friendly, but more importantly, the strategies and info contained within the guide were invaluable. As far as strategy guides were concerned, very few could compliment their game the way the original Dark Souls guide did. So I was very pleased to see that Future Press made a guide for Dark Souls II. And I was even more pleased to see that they stuck to the same design they used for the first guide. That is to say that this guide is very user friendly and has A LOT of information for the player. It is an encyclopedia for Dark Souls II. If you need a leg up in Dark Souls II this guide will give it to you. The guide begins by explaining all the basics and the game system. Even Dark Souls veterans might want to start here as there are a few major changes from the first game. While combat hasn't changed much it is worth reading about things such as the Human Effigy system and how dying works in this one. Beyond that all the basics are still there. If there's more that you want to learn about combat, you can find it here. But the most useful stuff is all the preliminary things. The guide not only fully details combat and everything there is to know about it, but it also talks about all the stats and attributes. It also gives a run down of all the classes and how to best develop them. More than that, it even helps you get started by suggesting a gift for veterans (or non veterans) to take. If you are confused about anything in Dark Souls II you should most definitely start with the game basics section of this guide. Without it you'll be lost. It also gives you basic tips about exploring.

Allow me to preface by saying that Dark Souls II is so complicated and its levels are so detailed that creating a perfect book would be next to impossible without an extra hundred pages or so. And in general, the information within it has been very helpful. But there were things that could and should have been done to make this much better. 1. The maps are drawn with several floors, as they should be, as the areas in Dark Souls are as deep as they are sprawling. But it would have been much easier to follow had they labeled where one set of stairs or a ladder connected to the next floor. This could easily be done by using a letter, number or some common symbol on both maps. 2. While the description of the enemies is good, noting what type of damage they are vulnerable to would be useful. 3. It shows if items have special effects, but doesn't always state by how much. For example, if a helmet increases the item discovery rate, knowing by how much, so it can be compared with other equipment with similar effects would be helpful. 4. The boss souls can be traded for specific items, but all the book says is under the item effect is "Acquire XXXX Souls or trade for item." The name of the items traded for would be helpful. 5. After reading through the book, I still don't know

what the agility stat does. It just says that it improves your estus drinking speed and6. The pages smudge very easily.7. Lastly, and most importantly, the book has LOTS of misspellings and other typos that really should have been caught and fixed before publication. In the equipment descriptions, there are some pieces of equipment that describe one piece and show the stats and pictures for another.

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