

GAMER GUIDE

ELDEN RING EDITION



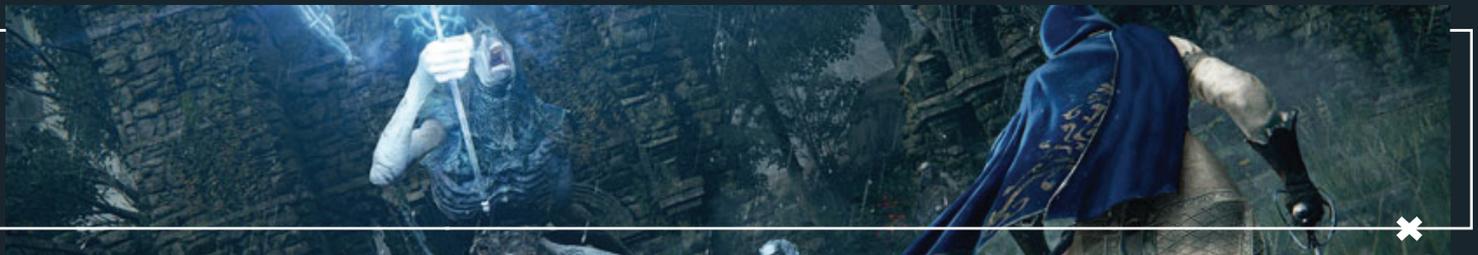
the need to know you didn't know you needed

WHAT IS IT?



Elden Ring this, *Elden Ring* that, *Elden Ring* is the best game of all time, etc etc. If you have no idea what everyone is going on about then you're in the right place! The third-person RPG (role-playing game) by FromSoftware was first announced at E3 in June 2019. The developers, known for the so-called *Souls* games, worked with fantasy author George R.R. Martin on this release. This caused a massive stir among gaming fans and book nerds alike, making it one of the most anticipated games in years!

Why all the fuss? FromSoftware is known for making games that are tough. We're not talking about a couple of hard boss fights... No, their games are hard. Fight the same boss thirty times and cry hard. But as hard as they are, they're incredibly rewarding and not to mention beautiful! Games like *Dark Souls*, *Bloodborne*, and *Sekiro* should ring a bell. Now, add to this successful recipe a world crafted by one of the fantasy genre heavyweights - the man who brought us *Game of Thrones*, and you have a guaranteed homerun.



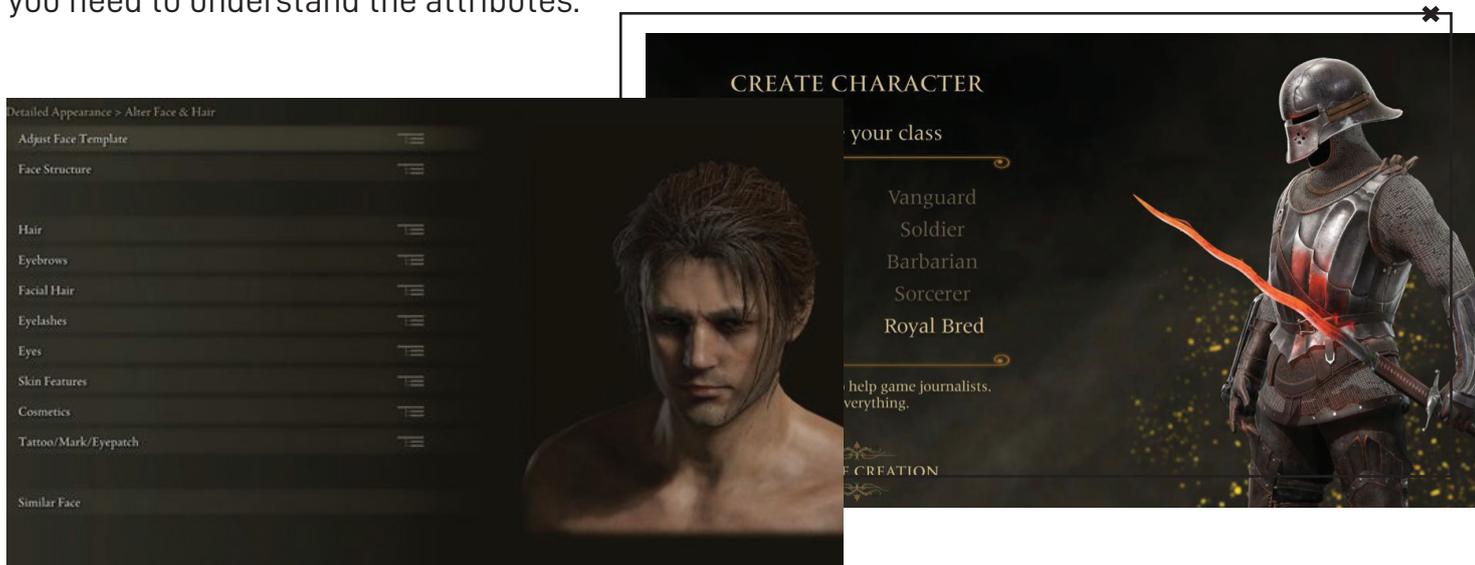
The game is open-world, meaning players can wander through the Lands Between as they please (for better or for worse). You'll encounter NPCs (non-player characters), enemies, and the demigod bosses who rule each main area. Be prepared to die a lot. A LOT! *Elden Ring* creator, Hidetaka Miyazaki, is sympathetic towards players who struggle with the game's difficulty. In an interview he stated that he understands it is frustrating, but the point of the game is finding meaning in the repeated deaths. Meaning can certainly be found - there are funny deaths, interesting deaths, horrible deaths that haunt you, and all the while you are uncovering new stories and overcoming challenges. So Tarnished, saddle your horse and let your dark fantasy adventure begin!

BREAKDOWN THE BASICS

Character Creation

The protagonist in the game, The Tarnished, is the character you create. You have a lot to customize to create your ideal character: name, gender, age, class, keepsake, and physical appearance. If you don't feel like going through all the little settings you can use one of the presets available.

Character class determines your combat archetype, base player stats, and starting equipment. While every class starts with a spread of 80 attribute points at level 1, different classes start at different levels. There are 10 classes which we'll summarise below, but before you choose a class you need to understand the attributes.



STATS IDENTIFIER

Vigor	Governs Maximum HP, Fire Resistance, and Poison Immunity
Mind	Governs Maximum FP, and Focus-related resistance
Endurance	Governs Stamina, affects Physical Defense Power, Equipment Load, and Robustness
Strength	Governs Attack Power to Strength-scaling weapons, and is required for wearing Heavy Armor
Dexterity	Governs Attack Power to Dexterity-scaling weapons, reduces Casting Time and chance to be dismounted, softens Fall Damage, and is required to wield certain advanced weapons
Intelligence	Required to cast Glintstone Sorceries, boosts Attack Power of Magic-scaling weapons, and improved Magical Resistance
Faith	Required to cast Incantations (including Holy and Fire-based Spells), boosts Magical damage that scales with Faith
Arcane	Governs Item Discovery, and effects Death Resistance and resistance to certain spells, and is also required for certain weapons and spells.

CLASSES

HERO

A classic melee character with frighteningly high Strength and Vigor stats. Smash your way through enemies with massive weapons like a Battle Axe, Large Leather Shield, Champion Headband, Champion Pauldron, Champion Bracers, and Champion Gaiters.



BANDIT

High in Dexterity and Arcane stats, as befitting of a sneaky rogue that fights light & dirty. Start out with a small arsenal of a Great Knife, Shortbow, Bone Arrow (fletched), Buckler, Bandit Mask, Bandit Garb, Bandit Manchettes, and Bandit Boots for sneaking up on unsuspecting victims.



ASTROLOGER

This big-brain character has high Mind and Intelligence stats. You start out with both magic and melee - a Glintstone Pebble, Glintstone Arc, Short Sword, Astrologer's Staff, Scripture Wooden Shield, Astrologer Hood, Astrologer Robe, Astrologer Gloves, and some dashing Astrologer Trousers.



WARRIOR

The fast and agile character that relies on Dexterity over Strength, this is an offence rather than defence class: dual Scimitars, Riveted Wooden Shield, Blue Cloth Cowl, Blue Cloth Vest, Warrior Gauntlets, and Warrior Greaves.



PRISONER

This is an odd one, make no mistake. A hybrid class that blends sword and sorcery, it is highly adaptable! This character has some unique weapons: a Magic Glintblade, Estoc, Glintstone Staff, Rift Shield, Prisoner Iron Mask, Prisoner Clothing, and Prisoner Trousers.



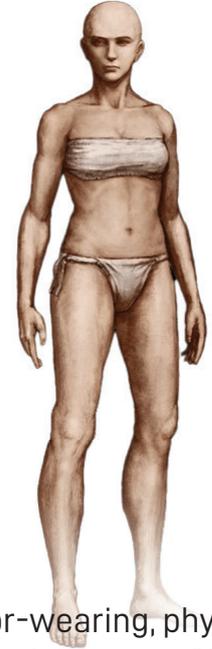


CONFESSOR

Another all-rounder type character, this class starts with two spells - Urgent Heal and Assassin's Approach. Other equipment includes a Broadsword, a Finger Seal, Blue Crest Heater Shield, Confessor Hood, Confessor Armor, Confessor Gloves, and Confessor Boots.

Are you a self-flagellating masochist? The wretch was designed just for you! A butt-naked, Club wielding maniac with the freedom to choose their own path or die trying.

WRETCH



VAGABOND

This is your classic sword & board, high health, armor-wearing, physical combat-loving class. Equip a Longsword, Halberd, Heater Shield, Vagabond Knight Helm, Vagabond Knight Armor, Vagabond Knight Gauntlets, and Vagabond Knight Greaves,

This class may seem weak at first but their insanely high Faith stats mean they can surround themselves with both defensive and offensive holy spells and incantations. Start out with Heal, Catch Flame, a Short Spear, Finger Seal, Rickety Shield, Prophet Blindfold, Prophet Robe, and Prophet Trousers

PROPHET



SAMURAI

This class is great for mounted combat and has some interesting abilities based in high endurance and dexterity stats. Bleed enemies with the unique Uchigatana or equip the Longbow, Arrow, Fire Arrow, Red Thorn Roundshield, Land of Reeds Helm, Land of Reeds Armor, Land of Reeds Gauntlets, and Land of Reeds Greaves.





BEGINNER'S TIP

The Vagabond is the perfect class if you're new to Souls games. They're adept with almost all early-game weapons.

End-game *Elden Ring* is absolutely brutal so start working on a character build early on and systematically work towards it. Something you have access to in character creation is Keepsakes - optional pieces of equipment that give you a bonus at the beginning. There are nine to choose from, and you can even choose to start without one.

RECOMMENDED KEEPSAKES

Lands Between Rune - Instant 3000 Runes. Allows for early level-ups or Merchant purchases.

Golden Seed - Increase the number of charges for your Sacred Flasks.

Fanged Imp Ashes - This duo of Fanged Imps can deal high damage with attacks inflicting Blood Loss.

Mechanics +

The mechanics are very similar to most RPGs. You've got combat, mounts, and secret hidey holes. There are plenty of unique mechanics though because this is not your average RPG. So let's get stuck into them!



COMBAT

This is your main interaction with the world of *Elden Ring*. Whether it's a technically challenging boss battle, or just working your way through the enemies that fill the world, you'll need to familiarise yourself with the following elements:

Attacking - Melee attacks are your bread and butter! Only the most die-hard spellcaster classes can get away from it.

Magic - Magic flows throughout the land ready to be wielded by the future Elden Lord. High intellects cast Sorceries, while the Faithful cast Incantations.

Guarding/Blocking - Equip a Shield and block attacks. Warning though, each attack you block consumes Stamina and you don't want to run out.

Dodging - Dodge roll in any direction to avoid hits, or dodge straight through oncoming attacks (you have invulnerability when rolling) and punish the attacker nicely!



Parrying - You can parry incoming attacks, cancelling them entirely, and making your enemy vulnerable to a critical hit. This is important to master as some bosses require it.

Now on to some of the other interesting mechanics: Every weapon in *Elden Ring* has a special skill. Some of these are special attacks, others help endure hits, do a special dodge, or power you up in various ways. Ashes of War can be used to change some weapon skills as well so keep an eye out for ones to make your perfect build.



The stealth mechanic in *Elden Ring* is well constructed and allows for interesting plays. You may sneak around fights you may want to avoid: crouching reduces noise, tall grass or behind large objects can be used to hide in/behind, and you can use various spells, skills, and equipment to vanish from the sight of your enemies. Attacks on unsuspecting enemies get a powerful bonus so stealth is rewarded.

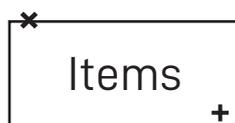
You'll need all the help you can get in the game. Luckily, there is help to be found in form of spirit ashes. You'll need something called a "Spirit Calling Bell" and you must be near a rebirth monument to summon spirits from ashes. These Ashes Summons can be upgraded too, so don't discard them too quickly if they don't seem to be what you expected.

Early on in the game, you'll get possibly one of the coolest mounts in any RPG. Torrent the Spirit Steed is your companion and he deserves a little attention all his own:

Movement - Torrent can run incredibly fast making him your escape from enemies that are too much for you. His jumps and dashes are very useful in combat, and his double-jump grants access to areas otherwise completely unreachable.

Combat - Mounted combat with Torrent is often easier than fighting certain enemies on foot. He has a health bar of his own which means he can take damage. Items like Rowa Raisins can be used to heal him. He CAN die and you will fall off and be stunned for multiple seconds. You can summon him again, but doing so costs a charge from the Flask of Crimson Tears.

Spiritspring Jumping - Scattered through the Lands Between you'll find large, twister-like columns that are constantly spinning in place - these are Spiritsprings. Jump into a Spiritspring while on while mounted and you can ride the currents to new heights and destinations. To avoid fall damage land near a Spiritspring.



A key element to succeeding in *Elden Ring* is your equipment. If you aren't the type to take notes and do math, there are really great build generators out there but you don't need them to play. It may just take you a little longer and a few more deaths! There are oodles of items in-game and we can't cover it all, but here's the basics of what you'll need to know:

WEAPONS

There are over 300 different weapons in the game ranging from swords to whips to ballistae. All weapons have Stat requirements that must be met in order to wield them effectively, so pay close attention to which weapons work with your attributes.

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WEAPON TYPES

Daggers ♦ Straight Swords ♦ Greatswords ♦ Colossal Swords ♦ Thrusting Swords ♦ Heavy Thrusting Swords
♦ Curved Swords ♦ Curved Greatswords ♦ Katanas ♦ Twinblades ♦ Axes ♦ Greataxes ♦ Hammers ♦ Flails ♦
Great Hammers ♦ Colossal Weapons ♦ Spears ♦ Great Spears ♦ Halberds ♦ Reapers ♦ Whips ♦ Fists ♦ Claws
♦ Light Bows ♦ Bows ♦ Greatbows ♦ Crossbows ♦ Ballistas ♦ Glintstone Staves ♦ Sacred Seals ♦ Torches

Weapons also have damage types, which is important to note because many enemies have resistance/weakness to certain types of damage. There are eight different types of damage: Standard, Strike, Slash, Pierce, Magic, Fire, Lightning, and Holy. The first four are physical damage, the last four are elemental damage.

Remembrance (Boss) Weapons are special weapons used and dropped by demigods and Bosses.

These weapons are incredibly valuable rewards and usually have much better stats as well as special skills attached. You'll need to redeem them from a special NPC, you can't just pick up and use them. This is *Elden Ring* after all! No shortcuts.

SHIELDS

Shields provide defence against enemies and bosses throughout the Lands Between. Typically wielded in the off-hand, they're used for guarding, parrying, bashing, or even unique skills. Unlike most RPGs, *Elden Ring* rewards even infrequent shield use and most builds can benefit from having a Shield equipped.

SMALL SHIELDS



MEDIUM SHIELDS



GREATSHIELDS



✘



BEGINNER'S TIP

When you're starting out look for a shield with the following: Modest stat requirements, decent Guard Boost (How much stamina is used per block), and 100 Physical Damage Reduction



ARMOUR

Protective items are essential in a world that's trying to kill you (duh right?) and *Elden Ring* armour provides basic protections, resistances, bonus effects against damage and status effects, and affects statistics such as carry load and poise. You can wear a full set of the same type, or different pieces from different sets. There are no set bonuses in this game so get creative!

TALISMANS

These little items have the potential to take a build from great to epic! They're dropped by enemies or bosses, looted from chests or corpses, or purchased from merchants. You start out with only one talisman slot, but can acquire three more through various means. There are over 100 talismans that do everything from slowly restoring HP (health points) to constantly attracting enemies' aggression.

BLACK KNIFE SET



RUNES

While not strictly an item, runes are an important part of *Elden Ring*. They serve as both player XP and merchant currency and (here comes the painful part) you will drop any runes in your possession on death. If you die again before reclaiming those runes, they are lost forever. Not all is lost though, there is a compass at the top of the screen showing you the direction of the dropped runes.

