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# Dark Souls III: Prima Official Game Guide



## Synopsis

The Dark Souls III guide includes...Comprehensive Walkthrough with Detailed Maps: Learn the location of every dangerous encounter, trap, shortcut, and important item in every area of the game. Equipment, Spell, and Item Data: A full armory of items, weapons, spells, armor, and upgrades for your perusal. Learn where the best equipment is located and how best to level it up. Character Build Analysis and Strategies: Use our authors'™ extensive testing to your advantage. We provide ideas and concepts for character builds to help you define your playstyle. Enemy Tactics and Boss Strategies: Tips and tricks for every encounter. Learn the tells for every attack that a major enemy makes so you can counter their strikes effectively. Free mobile-friendly eGuide! Includes a code to access the eGuide, a web-access version of the complete guide optimized for a second-screen experience.

## Book Information

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## Customer Reviews

One of my favorite parts about From Software games are the accompanying hardback guides that are always polished, with detailed maps and strategies. Up to this point I've purchased four hardback guides for From Software games: Dark Souls, Dark Souls 2, Bloodborne, and Bloodborne The Old Hunters. Unfortunately, I did not notice until it was too late that the DS3 would have a different publisher. Prima has really dropped the ball with this one, the guide seems like it was rushed out the door with little to no editing. I'll just list some of the things I've noticed so far after only looking at it for maybe 20 minutes: 1. The pages are warped and thin, it seriously feels like they may

fall out if the guide is opened to a page too many times.<sup>2</sup> There are markings on the sides of the pages indicating which chapter of the guide you are currently in. This also reveals that Prima apparently forgot to include three chapters???. There is no chapter 1, 2, or 10 to be found.<sup>3</sup> The maps have NO enemy locations. Zero. When Future Press was making the guides they had a really nice system for marking where weak and strong enemies appeared on their maps, but there is no such demarcation to be found on the Prima maps.<sup>4</sup> For each area there is a sort of "complete" map that shows the entire area's map. This map does have item locations on it. However, when breaking down the area section by section the "section" maps have no item locations, forcing you to return to multiple pages before where you are (a clear issue when the book already feels ready to fall apart).<sup>5</sup>

When the first two Dark Souls games came out, they were both accompanied by a strategy guide by Future Press (who would also go on to do the Bloodborne guide as well). In terms of strategy guides they were some of the best you could possibly find. The paper was thick, the information was precise and exact. The guides were so exact in what they tried to tell you that it was a companion. I dramatically improved my Dark Souls performance. I died a lot less with Future Press. They were more than guides, they were collector's items filled with as much information as you could possibly want. So much so that their shortcomings were negligible compared to the help you were getting. When I heard that Prima was making the guide for Dark Souls III instead of Future Press I immediately worried. Thankfully, the Prima guide isn't horrendous. Had I not seen the work done with the Future Press guides beforehand I might even say it is a good guide... but it isn't. It's just average. Future Press really reached to help the player. They went the extra mile. Prima takes an approach that insists on telling you what to expect but not always necessarily how to deal with it. You'll learn the game, you won't master it. To begin the guide starts with all the basics. It'll tell you how to go about combat. This is not bad stuff. For those new to Dark Souls this is a good place to start. However, as I said before, Prima doesn't go the extra mile. You'll learn how the game operates, not necessarily how to take advantage of those moments. That's not to say you won't learn anything. Again, had I not been exposed to Future Press I'd have probably thought little of the information here. Except you also recognize things that Prima is missing.

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