Subject: Dark Souls
Posted by Gohax on Wed, 12 Oct 2011 15:01:00 GMT
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Anyone play it? I got it the day it came and, and as hard as it may be, it's probably one of the funnest RPGs I've played to date.

Subject: Re: Dark Souls
Posted by Caveman on Wed, 12 Oct 2011 15:02:48 GMT
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I haven't played it yet although I have read its proper hard. I will probably give it a go after I (if) complete Skyrim, of course when its comes out. Until then ill carry on raging at RAGE.

Subject: Re: Dark Souls
Posted by BAGUETTE on Wed, 12 Oct 2011 21:55:26 GMT
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Bought it, haven't had the chance to give it a go, anyone played the prequel, demon souls?

Subject: Re: Dark Souls
Posted by Gohax on Thu, 13 Oct 2011 03:31:26 GMT
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VuLTiMa wrote on Wed, 12 October 2011 14:55Bought it, haven't had the chance to give it a go, anyone played the prequel, demon souls?

Naw, I haven't. I don't think there's any relation (too much) storywise between the games. Dark Souls doesn't really have much of a story to follow. There is a story, and you do complete it, but it's rather random. The game doesn't tell you where to go; you find it on you're own. With that, you could go into places that you shouldn't be at, and get destroyed. Even in the places you should be going, it's still incredibly hard -.-

Subject: Re: Dark Souls
Posted by BAGUETTE on Thu, 13 Oct 2011 16:54:20 GMT
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Yea you're right, no story at all, instead of being "hollowed" in Dark Souls, you're in spirit form

Subject: Re: Dark Souls
Posted by BAGUETTE on Fri, 14 Oct 2011 14:16:39 GMT
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 Finally played it, its friggin hard, beat the first guy, and beat the Taurus Demon on the fort wall, took me 2 hours, and about 15 deaths .

In demon souls, if you died, the game got harder, you had this thing called black to white world tendency, the more you die, the blacker it gets, the stronger enemies get, different world tendency alters what items are available in the level for the better or worse, depends on the level, however I haven't found anything that interesting for me to use so far.

What class are you playing as Gohax? Im using a "deprived" aka the barbarian dude, and the item I picked was the one that appears to be the useless one, however im guessing it has some use later on.

Subject: Re: Dark Souls
Posted by Gohax on Fri, 14 Oct 2011 15:22:02 GMT
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Damn.. I couldn't play Demon Souls lol, if that's the case. Though, From Software said that they made Dark Souls even harder, so I think I'd manage in Demon Souls.

And for my class, I picked the Pyromancer. It's gotten me out of a lot of situations, just being able to throw fire balls at people lol. The item I picked up at the beginning was the ring that gave me a VERY small health boost. I read it wrong and thought that it gave me health regeneration (small amount). A friend of mine picked the master key, which is probably the best item to get. You don't have to constantly search around for keys to doors; master key opens most of them.

The game is long man, so good luck lol. I thought I was nearing the end, only to find out that I still have hours of gameplay left -.-

Subject: Re: Dark Souls
Posted by BAGUETTE on Wed, 19 Oct 2011 22:06:06 GMT
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Got any further with it Gohax?

Subject: Re: Dark Souls
Posted by Gohax on Thu, 20 Oct 2011 04:13:02 GMT
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Well, I kind of cheated myself. I got up to ringing the second bell in Blighttown. I then went to Ash Lake, killed the other Hydra, and joined the Dragon Convenant. After, a friend of mine showed me

this infinite soul glitch, after you get into the Dragon Covenant. So, knowing how to do the glitch, I did it and leveled to like level 255.. The game got ridiculously easy (except for the boss fights, they were still hard). Not only that, but seeing as how my level was so high, I couldn't invade/be invaded by anyone because of it. But, I did manage to beat the game, and there are alternate endings. The last boss was challenging, but not the hardest in the game, imo.

But, I did start a second playthrough, this time going full legit. I've already been invaded like 10 times, and won every single one lol. People suck in the game xD Right now, I'm heading towards Blighttown to take on Queelaag. I went once, and he one-shotted me with his shout attack, so I was like yeahhh... time to level some more lol.

Anyway, how far you get so far?

Subject: Re: Dark Souls
Posted by BAGUETTE on Thu, 20 Oct 2011 18:35:15 GMT
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Im in Anor Londo, past the Painted World but quite far through it, so I cant be to far off the end of it.

How did you get to ash lake from blighttown? Is the entrance to it past the "ceaseless discharge" and down the lava lake? Or is it just past Anor Londo? Im level 62 almost all legit, did a bit of soul farming from 36-45 near the Darkroot Garden against the forest protectors, also been abusing the shit out of the bug in the game if when you die, reset the console when it goes to reload you, and you spawn above where you died ontop of your green former self soul bit lol.

Overall this game is friggin hard, and taken up LOTS of time to play it, and jesus do you need some patience for it.

Subject: Re: Dark Souls
Posted by Gohax on Thu, 20 Oct 2011 20:59:51 GMT
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VuLTiMa wrote on Thu, 20 October 2011 11:35Im in Anor Londo, past the Painted World but quite far through it, so I cant be to far off the end of it.

How did you get to ash lake from blighttown? Is the entrance to it past the "ceaseless discharge" and down the lava lake? Or is it just past Anor Londo? Im level 62 almost all legit, did a bit of soul farming from 36-45 near the Darkroot Garden against the forest protectors, also been abusing the shit out of the bug in the game if when you die, reset the console when it goes to reload you, and you spawn above where you died ontop of your green former self soul bit lol.

Overall this game is friggin hard, and taken up LOTS of time to play it, and jesus do you need some patience for it.

Soul farming in the Gardens I consider legit. You do it without any glitch; that's how I did a lot of my leveling legit.

Anyway, to get to Ash Lake:

Whenever you go to Blighttown, whenever you get to the Bonfire that's at the bottom, near the poison water (and dragon scale), you go to the opposite end of where you fought Quelaag. There, you'll meet up with some giant leeches (easy to kill) and you'll find a chest (or dead body) with (I think) a plank shield on it. Hit the wall behind it and it's an illusory wall. It takes quite a bit, but you go down a long, hollow tree, fighting the frogs that curse you and the mushrooms. Once you get to the bottom, you go out and it's a HUGE lake with HUGE trees in the water. (probably one of the best scenery in a video game I've seen to date). You'll see the Hydra and some clam things, i'd suggest passing up the clams lol. They're pretty hard.

Anyway, you don't necessarily have to fight the Hydra to beat him. If you make it to the Dragon at the end of the path, the Hydra automatically dies (he's easy to beat though if you want to fight him).