

Combat and exploration are the core pillars of the *Dark Souls* experience. They complement one another to create the core game loop; you defeat enemies and bosses to open up new areas to explore, which introduce new and tougher enemy encounters.



ENABLES

INTRODUCES

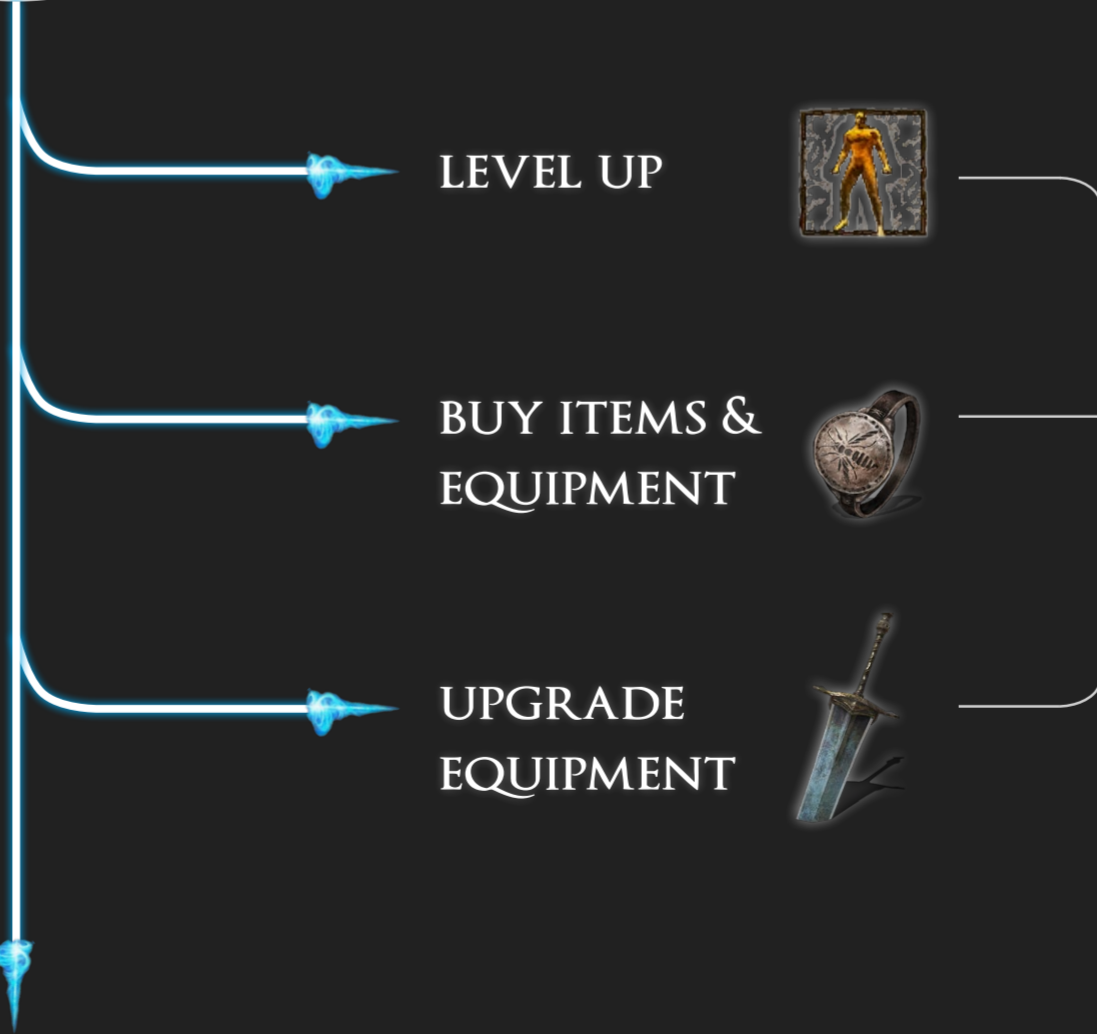


Items that increase your soul count are found in every area of the game. Later areas contain items that bestow a greater number of souls than those in early areas, ensuring a steady flow of souls as players progress through the game.

The possibility of permanently losing your accumulated souls creates the game's signature feeling of tension. It also encourages players to invest their souls as often as possible to minimise risk, increasing the frequency of meaningful decision making.

Every option a player has to invest their souls improves their chance to succeed in combat, which allows them to progress through the game. This leads to interesting choices for how to invest souls, but ensures there's no 'wrong way' to spend them.

IMPROVES EFFICACY



**YOU DIED**  
SOULS LOST ON DEATH