

In this trial, you will be able to play for 15 minutes.

A timer will appear in the top-right corner of your screen during the last 30 seconds of the trial.

Within the set time limit, you will be able to switch between the available quests.

Available Quests

Explore the Northern Regions



Monster Culling to the East



Monster Culling to the West



Player Vocations

Archer



Fighter



Thief



Quest Overview

Borderwatch Outpost

You wake to find yourself held as a slave at a dig site among ancient ruins, with no memory of who you are or how you came to be there. But it isn't long before you enact a daring escape, and a curious being known as a Pawn enters your service. Having been advised by an encampment soldier to make for Melve, the village recently assailed by the Dragon, you set out in the hope of regaining your memories.

Vernworth East - Towards Melve

Monster Culling to the East

Vernworth West - Towards Harve Village

Monster Culling to the West

The truth has become clear:

You are the Arisen, the one

destined to claim the throne as Sovran. Yet no sooner have you regained your memories than you find yourself apprehended by the borderwatch and marched off to Vernworth, together with your loyal Pawn. There, you find you have an ally in Captain Brant, who in turn requests your aid culling monsters in the vicinity of the capital.



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Pawns

On your journey, you will be joined by Pawns, mysterious beings that will aid you in combat, and can also guide you in your adventures.

Pawn Commands

- ✿ Using the D-pad, you will be able to command your Pawns.
- ✿ Go : Fight away from the Arisen / Start guiding to quests
- ✿ To me : Fight closer to the Arisen / Gather near the Arisen
- ✿ Wait : Avoid combat, but will still support you / Remain at the current position
- ✿ Help : Prioritize healing and supportive actions

Pawn's Guide

When you set a priority quest, Pawns in your party who possess relevant information will offer to guide you toward your objective.

If your Pawn asks you if they should guide or assist you, use the GO command and the Pawn will act accordingly.



Reviving Pawns

Pawns are rendered immobile when their Health falls to 0, and are unable to stir from where they have fallen without aid. If you leave your Pawn in an immobile state for a prolonged length of time, they become forfeit, and will be forcibly removed from your party. The Arisen can attempt to revive a Pawn by approaching them and touching them.

If your main Pawn becomes forfeit, you need only touch a riftstone to return them to your side.



Vocation

Each vocation has its own unique combat playstyle



Archer

The Archer vocation specializes in long-range attacks using a bow and arrow.

Your bow will automatically aim for you, but you can also use Steady Shot, to aim like a TPS for a more precise shot.



Fighter

The Fighter vocation excels in melee combat, deftly wielding a sword and shield.

Slice through enemy ranks and deliver powerful blows, while also using their shields to protect themselves and their allies.



Thief

The Thief attacks with deadly speed, dealing rapid and consecutive strikes with daggers in both hands while exhibiting outstanding mobility.

Using Swift Step, they quickly step away after striking, exploit openings to cling onto enemies, and inflict heavy damage.

Weapon Skills

Weapon skills are powerful abilities that require Stamina touse.

To use a weapon skill, hold down **L1**, and press either **□**, **△**, **○**, or **×**.



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Control Guide



- Map
- Pause Menu
- Sheathe/Draw **L2**
- Switch Weapon Skill **L1**
- Pawn Commands
 - Go!
 - To me!
 - Wait!
 - Help!
- Recover Health **L1** +
- Recover Stamina **L1** +
- Lantern On/Off **L1** +
- Go to Item Menu **L1** +

- L3** Move
- R3** Move Camera
- L3** Dash
- R3** Reset Camera

- R2** Grab/Release
- R1** Vocation Action
 - Fighter : Defend
 - Archer : Steady Shot
 - Thief : Swift Step
- Heavy Attack
- Light Attack
- Examine/Dash
- Jump
- L1** + Weapon Skill 2
- L1** + Weapon Skill 1
- L1** + Weapon Skill 4
- L1** + Weapon Skill 3

Cling to larger enemies

You can cling to larger foes by making contact with them in mid-air while holding down **R2**. Additionally, dashing before jumping up and clinging onto an enemy may knock them off balance. You can also grab hold of an enemy while standing by making contact with them while pressing **R2**. Once you have hold of an enemy, you can push or pull them to draw their focus or knock them off balance.



Time passage / Using the lantern

Time never ceases its advance in this world, and morning, midday, dusk, and night herald changes in the environment that present their own challenges. Come nightfall, you will be able to see no further than the ground at your feet, and the onset of darkness summons fearsome monsters not seen by day. Explore the wilderness after sunset at your own peril, and be sure to have a lantern in your pack.

L1 + Lantern On/Off

Vocation specific actions

Defend : Hold your shield up and block frontal attacks. Activated with **R1**.

Steady Shot : Hold the bow up and aim for a more precise shot. Press and hold **R1** to aim, and release to shoot.

Swift Step: Lower your stance and move swiftly.

Activate with **R1** and change direction with the .



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