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Bloodborne how to level up first time

From software's brutal but brilliant action horror it's an essential game for PS4 owners, but it doesn't make life easy for newcomers. Bloodborne refuses to relieve you gently: he comes straight out of the block with his snooged fangs and claws out. Don't worry: we have your back. For those experiencing the game for the first time thanks to its inclusion in PS Plus this month, here's what you need to know to survive your first gruelling hours exploring the deadly streets of Yharnam. 1. Don't worry about dying: you should your first steps in Yharnam are brutal. That's for a reason. Almost immediately after starting the game you will be trapped in a small room with a giant werewolf. Armed only with the punches and the smallest health bars, the odds seem stacked against you. Embrace death; the game uses it to introduce you to the Hunter's Dream, the only safe place in the game where you will return to upgrade your weapons and purchase items during your journey. 2. Look for shortcuts and Lanterns Yharnam is huge, but completely exploring each area will reveal: shortcuts Narrow passages, stairs and doors that once found and opened, will allow you to travel quickly between areas. Lanterns The glow of a Lantern will become a welcome sight, allowing you to save and upgrade. Stationed in each area, these allow you to voluntarily return the Hunter's Dream to stock up on essential supplies, fortify weapons, and replenish your health (and upon exit, let yourself return to any Lantern you've unlocked). 3. Choose your starting weapons You will have to choose one of the three melee weapons and one of the two long-range weapons. Each melee weapon has two shapes, which give you options for individual encounters or crowd control Unchosen weapons will be added to the hunter's dream store later, but you'll be stuck with your first choice for a while. That's what they do. Each weapon has two shapes. The whip version of the Threaded Stick is ideal for crowd control. Hunter Axe is slow, but powerful (and will quickly drain your stamina). Its second form makes it a two-handed monster. Threaded stick is the opposite, a fast weapon that does not deal much damage. As a stick you can stab or brandish it like a pliers. In its second whip-like form, it can strike more, close to enemies. Saw Cleaver is in the center with average speed and damage. It stretches for its second form - like a giant movie knife - making it great for crowd control. Long-range weapons can attract or paralyze enemies (when it's in good time). The Blunderbuss Hunter is powerful up close The Hunter Gun is not so strong, but better in the long haul to attract enemies). 4. Learn to dodge, gather and parry Unlike Dark Souls, where you can curl up behind your shield and play defensively, Bloodborne asks you to go on the front foot and bring the fight to your own Here's what's important to know about combat: Respect your stamina As you attack, dodge, or run, you'll eat in the on-screen resistance bar (the green one). You run out of resistance and you're exposed to attack. Make sure your shots count, you create the distance when you need to recover and don't get too greedy. Parrying and the powerful visceral storage You can also parry enemies using your long-range weapon, but it is complicated as it must be timed perfectly. Wait for enemies to start an attack - pull back an arm or lift a weapon over their head, for example - and then, just as they're about to strike, shoot them with your gun. Do well and you will stop their attack and leave them open to a visceral answer. It's a little more complicated to get, but if you do, it will deal huge damage to the opponent - best of all, many bosses can be parried too. Recover lost DPs with rally A unique mechanic to be aware of is rallying: every time you hit Bloodborne, you have a short window where, if you attack fast enough, you'll regain some - or even most - of your lost DPs. It can save on healing items, so be sure to give the good you get. 5. Use pebbles to attract enemies and collect them separately Mobs can easily overwhelm you. Choose the stragglers to change things in your favor. There are huge mobs of enemies roaming the streets of Yharnam. Wade in and you're going to die quickly. You can pick up pebbles from downed enemies or buy them from Bath Messengers in the Hunter's Dream. Begged them to stray enemies to drive them away from the group and face them one-on-one. Splitting and conquering is key: you can also use gunshots, Molotov cocktails, or even a cheeky cut in the back to attract individual enemies and break groups. 6. Buy, loot and equip new weapons and equipment You will start the game empty-handed, wearing only frayed clothes. You are exposed; your first goal should be to hunt down a better gear. You'll be given an initial set of weapons during your first visit to the Hunter's Dream, but be sure to look for proper hunter armor (in the sewers under Yharnam or talking to the Messengers of the Bath in the Hunter's Dream) and collect additional gear such as fire card and Molotov cocktails even to the odds against tougher opponents. Without these, the course will be much harder, so if you feel like you're really in trouble, check your gear and clothes to see if you can upgrade. 7. Recover echoes of blood (don't be afraid to run) Every beast you kill in Bloodborne will reward you with a unique currency called Echoes of Blood that will accumulate as you fight the game. You'll use them for everything from buying new equipment and updating weapons to leveling your character. There is a catch, however: if you die, those echoes of blood will come down just where you and the only way to recover them is to go back to that place without dying again (if so. If you've had a particularly gruelling run and brought a huge number of blood echoes, this can be really heartbreaking. Sometimes the best course of action is just running. Keep an eye on your stamina and overcome enemies to get back to where you were. Once blood echoes are collected, you can reach the next shortcut or Lantern and cash in on your rewards. 8. Not fighting Father Gascoigne's first father Gascoigne can frustrate. Avoid this encounter until you are no longer comfortable with the fight. Yharnam's maze routes mean your journey is not linear. As a result, your first encounter with the chief may be in a graveyard full of headstones against the insanely fast Father Gascoigne. Rear track for now. Instead, make the imposing Chierica Beast your first leader. It's still a tough fight, but the giant is slightly slower, telegraphs his attacks before, and since the battle is on an empty bridge, the layout of the area won't cause you any problems. The Chierica Beast is tough, but it's the easiest first encounter with the boss. 9. Invest in your character: Leveling and fortification If you're finding out that your weapons aren't really dealing enough damage or enemies are hitting too hard, it could mean you need to upgrade a bit. Blood stone fragments found scattered in Yharnam can be used, along with echoes of blood, to increase the power of your weapons or fortify it. Blood echoes can also be used to increase your character's power. After stumbling upon your first boss (whether you beat them or not) you'll be rewarded with a single Insight point. This currency has many effects and uses in the game, but this is the first time it awakens the Simple Doll in the Hunter's Dream. Once awake, it can channel your Blood Echoes, allowing you to invest points in your character, increasing health, dexterity, strength, and other attributes. 10. Use summoning bells for multiplayer enemy health bars will adapt to reflect extra hunters in the mix, but the co-op has advantages. A hunter is never alone... If you really struggle with a particular level or boss, or if you're simply the kind of person who thinks the more cheerful you can use your Beckoning Bell - collected at the beginning of the game - to summon hunters useful for the cost of an intuition. This way you will open up your world and connect you to players who have offered to assist you in the same area. Getting insights to summon other players can be a bit tricky at first, but you'll get your first insights by meeting bosses for the first time or consuming the Knowledge of the Madman if you prefer to play with a friend rather than a stranger. you can both decide on a common password in the settings on the Net. Of course, the health will be slightly regulated, but cooperation is always a lot of fun in Bloodborne. Be wary, however, opening up your world to friendly hunters could also attract the unwanted attention of blood-hungry hunters... If you receive a notification that an opponent has invaded your world, be prepared to fight it (or hide). 11. Other players have left notes for you Keep an eye on these kids. If you play online, you will come across messages scattered on the floor and held by small skeletons. They're called Messengers, and the notes they hold are messages left there for you by other players. These can often warn you of a trap or even give you advice on how to defeat a particular enemy, but always exercise caution. Some players may purposely take you to traps just for fun! These messages can be finely categorized or fouled using the DualShock 4 touchpad. If you want to leave a message to other players, you can use your notebook to do so. Other players will see your note in their world and if they rate it as Fine, you will immediately recover some health, no matter where you are. In addition to Messengers, you will sometimes come across the ghosts of other players. These Sceptres can give you an idea of how other players have encountered their cruel fate around where you are currently. This can help you understand the location of a trap or hidden enemy, so controlling them can often prove perspicuous. 12. Stay with it! Bloodborne goes against the game convention making your first forays on the streets of Yharnam a horrible death after another. Sometimes maybe you'll just take a few more steps than your previous attempt. This is part of the bloodborne experience. The game is built to hammer at home that you can never be complacent, to always respect every enemy encounter and always be aware of your surroundings. The game doesn't get any easier; but most importantly, it gets better. Soon you will look back and laugh at your first struggles! Fights!

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