**ARCADE DARK SOULS**

- Boss rush (3)

- Bosses act in different ways

- Stages

- Bosses require different mechanics to be used in order to defeat them

- armored, summoner, flying/sniper?

- Control weapon by rotating gamepad's right stick

- 2-3 different weapon types

- heavy and light melee weapons

- Heavy: hammer

- Light: sword

- one ranged weapon

- harpoon/spear with a chain

- can be charged for extra damage and effect

- Defeated bosses drop weapon upgrades

- Upgrade one weapon

- Upgrades have different effects on different weapons

- Bosses can kill you on one hit