

Elden Ring - Matthew Foreman

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Section 1: High Concept

- Elden Ring is a skillful role playing game, full of exploration in a massive fantasy world shrouded in lore. From intense and challenging combat to a rich story full of mystery to be discovered, Elden Ring is one of the most magnificent games ever created.
- A brand new story created by FromSoftware the company that has created its own genre of “souls-like” categorization Elden Ring fits perfectly among the previous titles made such as Dark Souls, and BloodBorne. Although with a massive change in how these types of games are traversed, as an open-world game the freedom to explore and decide how you want to play, the game customization is at an all time high. For new and old players of this style of game this will be a new experience.
- **The World:** Although expansive the different regions and areas of Elden Ring will be fairly quickly discovered to be scaled to direct the player wanting a traditional linear path with various levels of challenging foes as to dissuade any lost or underleveled tarnished
- **Immersive Combat:** Key mechanics passed down from previous games in this category will be familiar to veterans of souls-like games and new players most definitely will feel the trial by fire. Even so with practice and online mechanics many hints and tactics can be learned
- **Customization Galore:** No details have been left out as far as customization goes with hundreds of options to your characters appearance and build you can be whoever you want, and with unique starting classes enter the world of Elden Ring in any way you can ever imagine.
- **Lore and Secrets:** In these Lands Between you will find many lost souls and many secrets to be discovered. Aiding the passive characters of this game will help you uncover their personal stories as well as unlock the mysteries of The Shattering.

Section 2: Gameplay

- Elden Ring has one of the most detailed combat mechanics that will challenge and create a cinematic experience like no other.

-Aspects of the Combat Systems:

-Stamina Control:

- Every action attacking, blocking, dodging consumes stamina so be mindful of your endurance.
- Balancing your weight as light, medium, and heavy will affect your speed as well as your poise.

-Weapon Variety:

- A multitude of different weapons from swords, axes, daggers, and shields you can always find a style that suits you.
- Some weapons possess unique skills and affinities that will vary and change an encounter entirely .

-Magic:

- Several Spells and incantations with their own supportive or offensive traits can be learned for those seeking a more magical experience .
- Intelligence, Faith, and the Arcane will scale these to their utmost power.

-Tactics:

- Parrying allows a quick attack after defending an opponent's attack that will punish.
- Dodging will let you roll or jump out of the way from attacks that would surely mean your end..
- Stealth will let you sneak up on enemies or after staggering deliver a critical hit .

-Enemy AI:

- Depending on who or what you encounter there will be different scenarios or methods that an enemy might take could be very similar to your own advances.
- Bosses are one of the key opponents in any game and in Elden Ring they are taken to the next level with awe striking attacks, unexpected move sets and devastating 2nd phases.

-The battle mechanics of Elden Ring are very carefully balanced giving an unending amount of builds to try and discover. And with so many options to choose and new playthroughs you can spend hundreds of hours playing this game and still have more to find.

