



Optimizing ELDEN RING

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Elden Ring Crash Course

Open World RPG

Go where you want and
fight who you want



Long Playtime

Average playtime over
100 hours

Extensive Customization

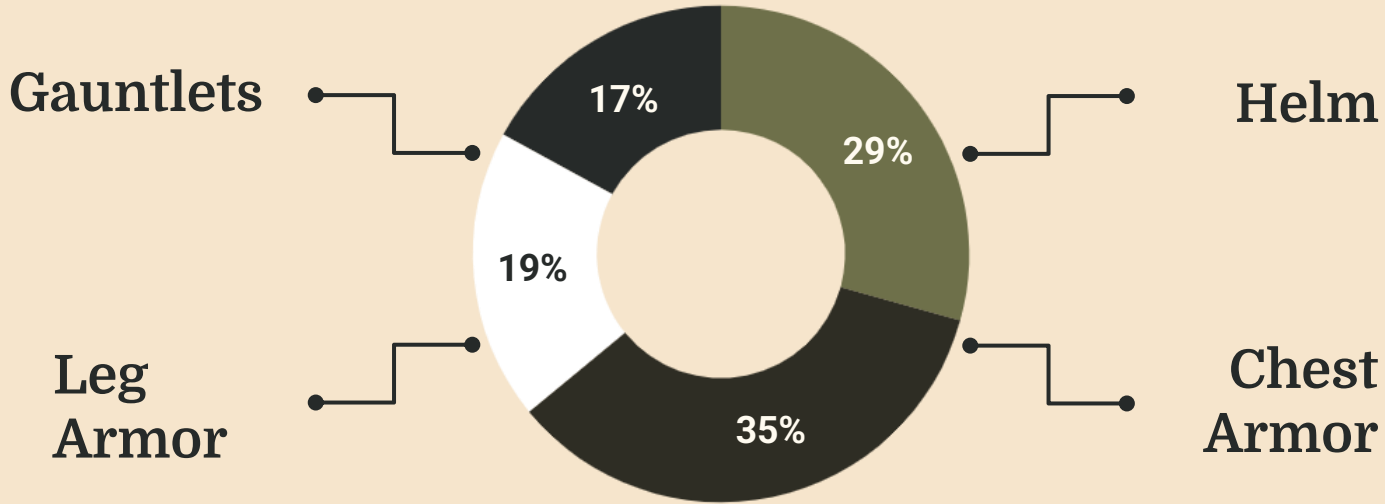
723 armor pieces and
406 weapons



Lots of Bad Guys

168 boss encounters in
just the base game

There are too many choices!



Almost 1,000,000,000 different combinations!

How do we make some decisions easy?

Bin-Packing Optimization

Constraint : Your character's weight

Objective : Maximize damage
negation

Result : A dataset of 24 different
armor combinations based
on different player weights
and damage types!



Say you wanted
to beat the
toughest boss in
the game ...



You wear this!



Optimize on

Damage Type : Slashing

Equip Load : Light



Output

Helm : Land of Reeds
Helm


Chest Armor : Marionette Soldier
Armor

Gauntlet : Sorcerer
Manchettes

Leg Armor : Zamor Legwraps

Weapon : Rivers of Blood
Katana



A knight in full plate armor, including a helmet with a red gem, sits on an ornate wooden throne. The throne is set in a grand, dimly lit cathedral with high vaulted ceilings and stone pillars. The knight's armor is dark and highly detailed. The background shows the architectural details of the cathedral, including arches and columns. The lighting is dramatic, with warm tones from the stone and cool tones from the shadows.

All it takes is
following the
optimization to
take the throne