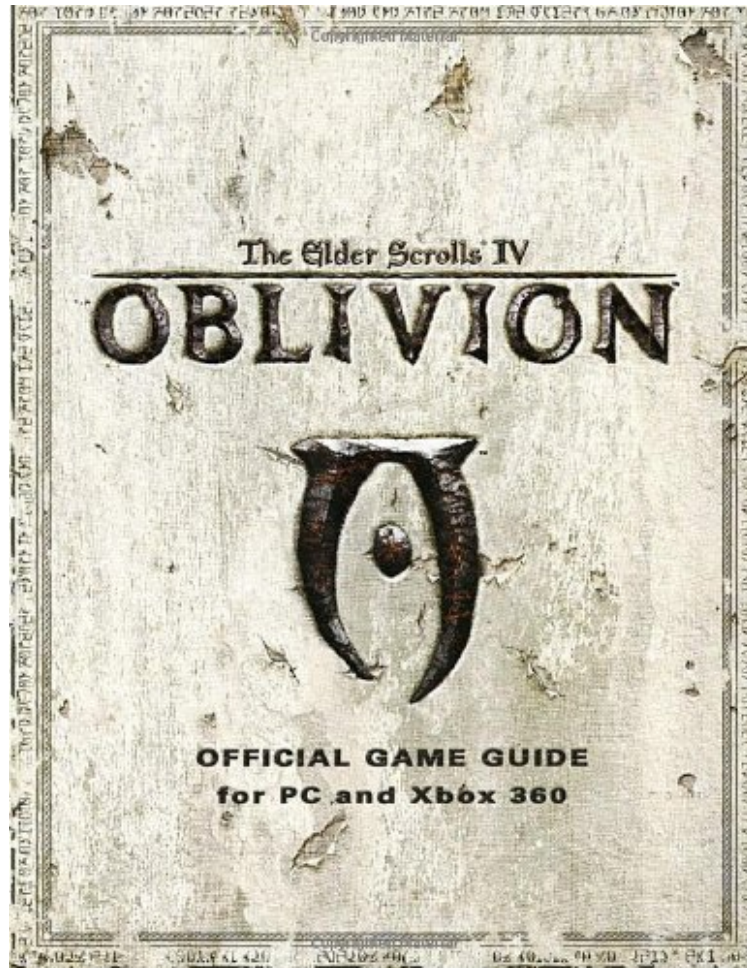


Elder Scrolls IV: Oblivion: Official Game Guide for PC and Xbox 360

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Bethesda Softworks : Elder Scrolls IV: Oblivion: Official Game Guide for PC and Xbox 360 before purchasing it in order to gage whether or not it would be worth my time, and all praised Elder Scrolls IV: Oblivion: Official Game Guide for PC and Xbox 360:

1 of 1 people found the following review helpful. Things the guide won't tell you about this classic RPG.By Phillip JohnsonThis guide is awesome but only skims the possibilities of this classic RPG. Get it, it's a great start but go online to cover what the guide doesn't tell you. Now, as for Oblivion itself, I play it because I can't stand games that you pay big money for and once you get to a certain point it becomes unplayable because you missed a turn or important clue somewhere in the game's set layout. Either you backup and find your mistake (if that's possible) or restart all over - probably to end the same way again. Through friends I was recommended the Elder Scroll series of

games and bought Oblivion. Be warned: These games do have their glitches - namely you have to update with certain software downloads to avoid problems that bog down the game through normal play. The guide won't tell you this of course. Tip: Get the Shivering Isles Expansion Set immediately since it also acts as a patch for the game in general. Check online for other necessary software fixes: They are simple freeware. One important one is an Oblivion Animation Fixer (OAF V1.2 or higher) that takes care of slow or stuck animation like opening secret doors or unmoving lit torches, etc. This problem can ruin the game experience over time. Once you take care of those things, Oblivion is an open environment world that goes on forever. I haven't tapped everything yet. Keep notes and save often and you'll have tons of fun because you control where the game leads. One last thing: There's great cheats to use the game still remains challenging - just check online. An RPG Lover's must!

0 of 0 people found the following review helpful. Useful and Detailed

By Rose Luxden This official guide to Oblivion allows the reader to understand more of the game. Oblivion is very detailed and complex, which can make it difficult to navigate through. Because of the game's sheer size, a guide is almost a necessity. I really liked this guide, as it is full color. The guide is divided into two different parts. The first part is for the main quests and the second for the other "side" quests, like the ones for the various guilds and villages in the game. It covers nearly everything I've come across in the game, so I haven't had to rush online to look things up just yet. Everything seems pretty detailed though, so even if something wasn't covered in the book, I'd have a map of the area and probably info on all the NPCs involved. A lot of people say this book is big, but it's not that much bigger compared to some of Prima's other guides. It's about half the size of my Skyrim book for those looking for a reference. This makes it easy to tote around, and everything is pretty well-organized. Because of this, you can find what you need pretty quickly.

37 of 37 people found the following review helpful. But this guide today!

By Herschel Greenberg Oblivion is a HUGE game. If you are like me, you want to try to do as much as possible without help. Explore the world, attempt quests and learn the ins-and-outs of the game on your own. But sometimes, you get stuck, and in a PC RPG this big, a well written Strategy Guide is a welcome relief for the times you get stuck. This guide helps create characters, defining the attribute scores for the different races and skill types and even giving suggestions on how to make characters with your own customized skill set. It gives detailed listings on items, weapons, armor, spells, equipment and inventory throughout the game. The first half of the book outlines all the steps needed for the main quest. Then, the second half of the book covers the Guild quests, village quests, skill quests (for your specific character type) and all the other side quests. Since the game is so new, I can't guarantee it covers ALL the quests in the game, but there are maps for all the caves, ruins, mines, towns, and places that you might need to visit. This book is big because the game is big. There is so much to see and do in this game, it takes a well written and well designed strategy guide to help you through the hard parts. I do not plan to use this for every quest because it would take away from the fun of the game (and trust me, the game is fun). However, I am glad to know it is there when I need it. The bottom line is this--buy the game. If you get stuck, you should know that this great strategy guide is here to help you, and you will probably need it. Not just to learn about the quest you are stuck on, but to find out some of the other cool things you could be doing in the game world. I highly recommend Prima's Strategy guide for Oblivion.

Find Your Path* Detailed maps for every part of the world and every major city, plus special maps for every key section of the main quest. * Specific chapters on how to create your character and maximize your abilities and skills.* Over 300 full-color pages packed with information on everything you need to know about the massive gameworld of Oblivion.* Walkthroughs for every quest in the game, including the main quest, all faction quests, as well as miscellaneous and freeform quests. * Sections on various gameplay systems including stealth, combat, magic, enchanting, alchemy, and more.* Detailed bestiary chapter to help you best deal with the denizens of Tamriel and Oblivion.