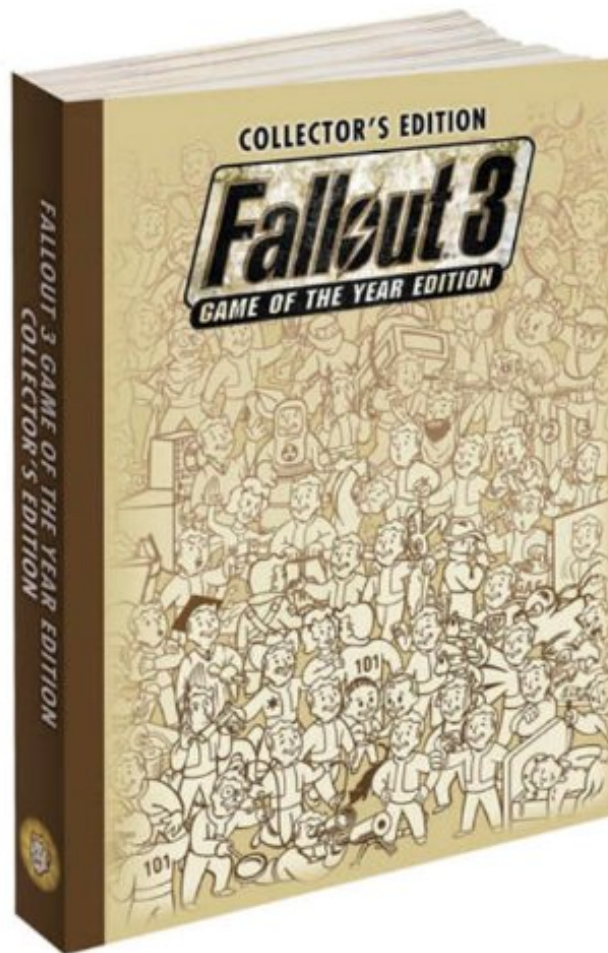


[Library ebook] Fallout 3 Game of the Year Collector's Edition: Prima Official Game Guide

Fallout 3 Game of the Year Collector's Edition: Prima Official Game Guide

David Hodgson

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David Hodgson : Fallout 3 Game of the Year Collector's Edition: Prima Official Game Guide before purchasing it in order to gage whether or not it would be worth my time, and all praised Fallout 3 Game of the Year Collector's Edition: Prima Official Game Guide:

85 of 85 people found the following review helpful. A great companion to a massive gameBy Mike FieldsWriting guides for expansive games like Fallout 3 must be a daunting task. However, David Hodgson did a fantastic job of organizing this guide in a smooth and logical order.I ordered this in conjunction with the Fallout 3: GOTY Edition and was very pleased. At over 750 pages, this guide covers every aspect of the game on all platforms (PS3, 360, and PC). As an owner of Hodgson's original Fallout 3 guide released in 2008, I was pleasantly surprised to see a vast number of

improvements. First and foremost: pictures! In the 2008 guide, it listed each enemy, weapon, and armor on pages upon pages of tables. It wasn't flashy, and it wasn't very exciting to look at. Now, though, there is a compendium that includes large, colorful photos of each enemy, weapon, and armor (including helmets and eyewear). Also included is an entire census of NPCs that you will find in the wasteland, each accompanied by a portrait, their location, their significance to the game, and other vitals. This really is a nice touch. As for the guide itself, each quest is mapped out with the precise locations and steps needed to accomplish each task. The guide avoids spoiling future quests as well. In open-ended games, it's easy to get sidetracked or even completely lost when trying to achieve your goals. That won't happen with the help of this guide. Just like the previous guide, there is a large foldout map included. It's about as big as a normal size state road map, which just goes to show how big this virtual world really is. Every location that you can unlock on your Pip-Boy map is shown and easily located with the help of a grid system. Never get lost in the Wasteland again! Additionally, until I purchased the strategy guide for the original Fallout 3, I had no idea how many side quests there were. As it turns out there are about 17 of them (as well as many more in the DLC expansions and countless other freeform "mini" quests). Sometimes to initiate these quests, you must travel way off the beaten path. In fact, they will often be in the far stretches of the Wasteland where you may only stumble on them accidentally. Without this guide, I probably would have missed about half a dozen of them (maybe more). You don't want to miss these quests, either, since many of them offer unique rewards such as secret weapons/armor, hidden perks, followers, and a nice boost in XP as well. All in all, this is a complete book and there are no glaring omissions. If anything, it has additional helpful content that was left out of the original volume. And since it covers the entire game, including all five DLC expansions, you really can't go wrong. The binding is strong, and overall, it looks and feels a little more polished than the previous guide. I know some people like to play games without aid, but even then, this guide could come in handy with its immense inventory/bestiary/character database. The pages are crisp and glossy, the pictures are bright and colorful, and the maps are finely detailed. If you're looking for the definitive Fallout 3: GOTY Edition companion, this is it! 40 of 40 people found the following review helpful. [Fallout 3 GOTY Prima guide v. the original edition](#) By Steve W. Here's a quick review of the GOTY Edition for those who want to compare it with the first edition. The obvious: GOTY Edition contains material on all the new main, miscellaneous and side quests, in the same quality and style as the first edition. All the factions, beasts, weapons, perks, etc. covered in detail. 752 pages versus the original 464 and the binding holds together. Great manual overall, especially if you want to find all the things to do in the game. What's missing:- Some of the "Overview" charts; for instance, the 'Perks' overview chart and the 'Weapons, Armor Items' table are missing. The bestiary and appendices charts are all still there. What's new:- An expanded "Factions Bestiary" section has all the new character classes with pictures.- A new "Census" section has pictures some bio information on every NPC in the game (seriously, its 40+ pages).- A new "Gear" section has pictures, stats info on all weapons classes and special weapons. I preferred the missing chart for ease of comparison versus looking at 3 identical pictures of gatling lasers but oh well. The Gear section also has pics and stats of all the apparel you can find in the game.- The fold-out map is updated with new quest locations, a smaller map of Point Lookout is printed on a book page, and the pages changed to a slicker magazine style paper.- And, saving the best for last: an index! Sorely missing from the first edition this is almost worth the cost of the book alone. Worth the cost of an upgrade? Yes if you want to get the most out of the new quests or you really need that index. Lots of goodness here. 1 of 1 people found the following review helpful. [Fantastic](#) By Niedducciano I have never used a game guide for a game before, but I honestly don't think I could've accomplished 1/2 of what I accomplished without it. The game itself is so huge and there are so many nooks and crannies to look inside that I absolutely needed this game guide to help. So far, I have beaten all of the main quests and I still only have less than 1/2 of the Xbox achievements. But, with this game guide, I was able to easily locate all 20 bobble-heads, as well as easily navigate the entire Wasteland. Here are my favorite things about the guide:- There is a pull-out map in the back for easy reference of not only all of the Wasteland, but on the back side there is an in-depth look at all of the DC Metro areas (to include all DLC areas)- The appendices: There is an appendix for everything! There is one for all of the achievements, the bobble-head locations, the locations of all of the stat books, etc.- There is a great chapter on advising you on how to upgrade your character and what all of the stats and perks mean and what they do for you.- I also loved that for every location that you go to, there is a detailed map that points out every collectible item, danger areas, and plot locations; so, if you're ever stuck on where to go, just flip to the map of your location, pull up the map on your Pip-Boy 3000 to get a reference and then cross-check that with the map in the book and you will be able to find your way anywhere. The only thing that I felt was lacking, was that in the game guide, the author would tell you to turn on your Pip-Boy flashlight (when in areas of extreme darkness), but never explained how to do it and I couldn't figure it out to save my life. There were definitely a lot of moments spent wandering around dark caves and caverns with little (and in some cases zero) light available until I finally managed to find the little trail or ledge I needed to navigate out of that area. You wouldn't need a game guide on all games, but I think that for this game - it's a must!

Limited Edition! Every book uniquely numbered! This staggeringly complete guide is 752 pages stuffed with all the information you'll need to survive and thrive in Fallout 3. Covers the entire main game and all five Add-On games:

Operation: Anchorage, The Pitt, Broken Steel, Point Lookout, and Mothership Zeta. Over 200 detailed maps give you all the tactics, locations, items, and rewards! Info and stats on all the perks, armor, weapons, items, factions, and entities you'll encounter. Moral compass choices revealed! Villain or virtuous? Our guide's flowcharts will let you know which road to follow for your chosen path. Movie-sized map poster to guide you through the Wasteland.