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Halo: Prima's Official Strategy Guide

Prima Development

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#950947 in Books Prima Games 2001-11-05 2001-11-20Original language:EnglishPDF # 1 10.82 x .27 x 8.50l, #File Name: 0761537449144 pages | File size: 53.Mb

Prima Development : Halo: Prima's Official Strategy Guide before purchasing it in order to gage whether or not it would be worth my time, and all praised Halo: Prima's Official Strategy Guide:

0 of 0 people found the following review helpful. Bought it for the maps. They stink.By pro_crustesI get lost in FPS games easily, so maps are a must for me. There are maps in this book, but I can't really understand them. They use no consistent "upwards" direction, vary in scale for the same place, and don't seem related to their enumerated notes all that well. The notes, also, accompany pictures the size of matchbook covers, wasting the large format of the book (I use a magnifying glass to see them, but, even then, the four-color printing process lacks detail at the size in the book.) Even when I am _sure_ I know where I am on a map, I somehow end up discovering that what I thought was, for example, the door in the south wall to the next chamber, it puts me in a tunnel I can't find on the map anywhere. Or, when I am _sure_ I am on the upper level of a two-level chamber, the map only makes sense if I act like I'm on the lower level. And so on.If you like the "lore" of a game (details on weapons, vehicles, creatures, etc), you will probably

enjoy this. If you want something to help you when you are lost in the game arena, you may well end up disappointed. Amazingly, however, this appears to be the only books of its kind (maybe I am rare in being the kind of person who gets lots in FPS games). So, if you are desperate, you might try this; just don't get your hopes up. Actually, you might just be better off sketching out your own maps as you go along. You'll get killed a lot in the process, but that's why checkpoints exist, right?0 of 0 people found the following review helpful. Brings Back Memories

Combat Evolved Complete walkthroughs of all 10 levels Detailed maps of every area Tactics for defeating any foe Multiplayer tactics and maps Coverage of every weapon and vehicle