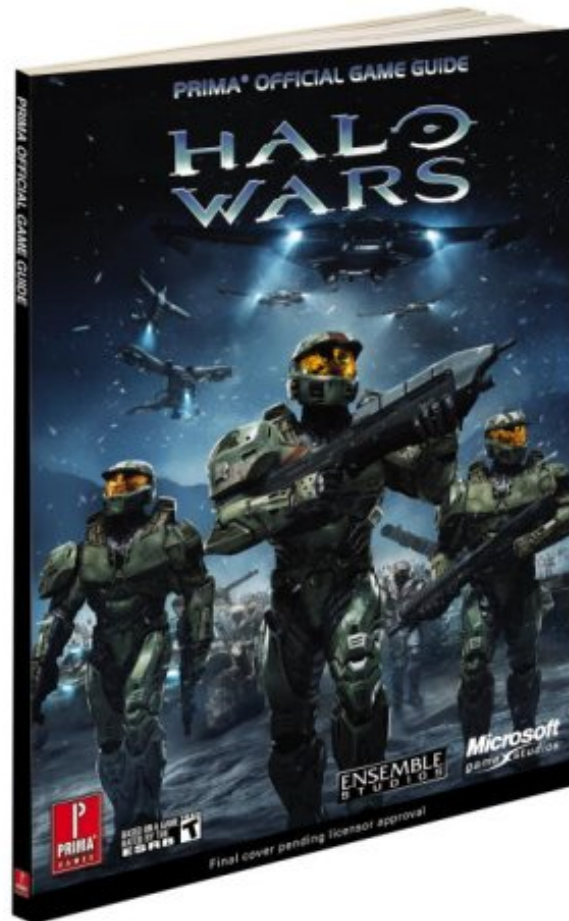


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## Halo Wars: Prima Official Game Guide (Prima Official Game Guides)

David Hodgson

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**David Hodgson : Halo Wars: Prima Official Game Guide (Prima Official Game Guides)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Halo Wars: Prima Official Game Guide (Prima Official Game Guides):

0 of 0 people found the following review helpful. Excellent GuideBy MentatPrima's Halo Wars guide is an informative well written manual. Was having unhappy times with Halo Wars (shooters background), so after struggling a bit with it, decided to order guide on . It arrived quickly and has proven valuable when beating this game. Think knowing how AI "thinks" is crucial to completing achievements/winning battles in Halo Wars and that's where this guide has proven itself to me. Illustrations and maps are very nice. Item locations, enemy description/behavior are

accurate. Steps from building your stations to timelines and war tactics are all clearly explained for both solo and COOP gameplay to include Legendary level missions. Although I prefer to learn from gameplay when beating shooters; in the case of Halo Wars think the Prima's guide is well worth it's cost and can highly recommended it.0 of 0 people found the following review helpful. Well written and clear guide.By Geoffrey PurselThis is one of the best RTS guides I have ever read. Not only does it give a detailed plan of action for getting through each mission, it also gives you the info you need to go your own way. Unlike some other guides, the writer was concise and writes very clearly, without it seeming too clinical. It was clear that the writer actually played the game, rather than working off of someone's notes. If you want to go through this game on a higher difficulty, this guide is a useful tool to get through each drop with minimal casualties.2 of 2 people found the following review helpful. You need this game guide to win big!By B. SaulsgiverIf you play Halo Wars you already know how intuitive and easy the controller setup is for this fast paced game is. The maps are all detailed in this guide along with the locales of all skulls and black boxes. I found the mission details invaluable in planning out my pre-mission strategies against the Covenant and the Flood on all 15 missions. The game guide also contains a section on concept art. While this section does not help you win any missions it gives you a good look at the work and detail that went into the game itself. All in all a good guide to get if you want to add some bite to your game.

Lift the Fog of War with exclusive, full-color maps of all the Campaign and Multiplayer locations. With all choke points, each ambush location, and every supply crate, base point, and other pertinent location revealed. Comprehensive, multi-layered tactics for the Campaign mode, including battle-tested plans for Cooperative play, and the fabled Legendary difficulty setting. Create an impenetrable base we show you how to correctly turn a poorly-defended Firebase into a Fortress, including what to build, and when. Every single UNSC and Covenant troop, unit, vehicle, and aircraft is showcased, along with its upgrades, weaknesses, and advice on using it to your tactical advantage. Every hidden Skull and Black Box located and tested, including a complete Halo timeline. Packed with dozens of pages of the most awe-inspiring exclusive Halo art ever seen!