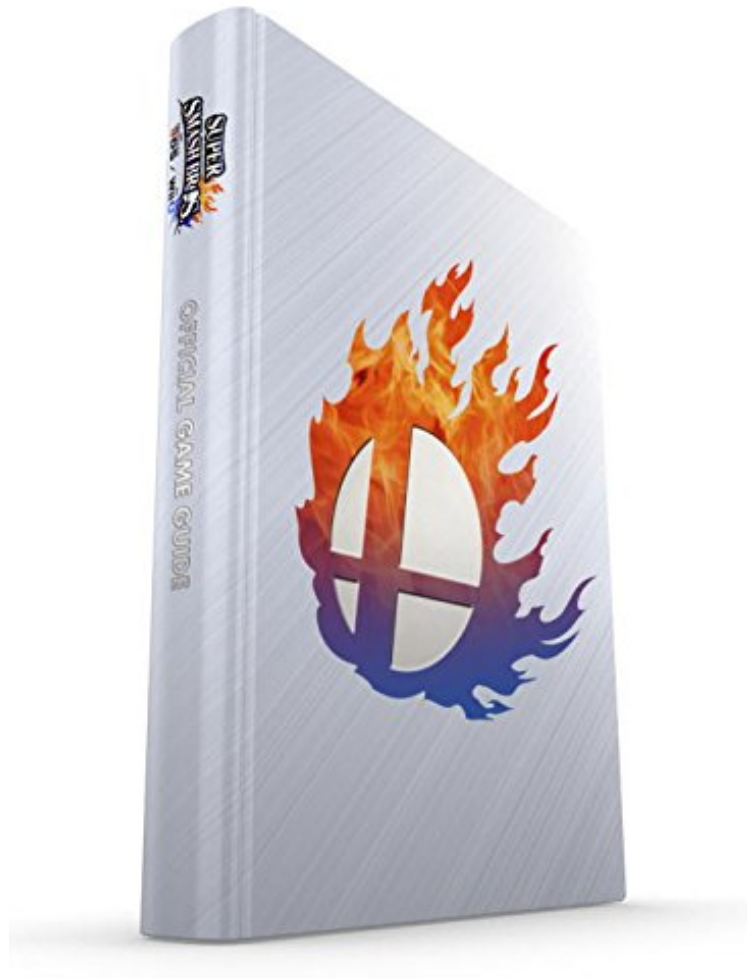


Super Smash Bros. WiiU/3DS Collector's Edition: Prima Official Game Guide

Nick von Esmarch

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Nick von Esmarch : Super Smash Bros. WiiU/3DS 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 Super Smash Bros. WiiU/3DS Collector's Edition: Prima Official Game Guide:

38 of 39 people found the following review helpful. No Stone Left UnturnedBy TsancheSuper Smash Bros. is one of those games that people often ask why you'd ever buy a strategy guide for it. A lot of guides in this day and age tend to be for collector's value rather and a compliment to the game itself. The guide for Super Smash Brothers compliments both the 3DS and Wii U versions of the game beautifully. It's a good guide. This is especially true given Prima's previous effort with the Super Smasn Bros. Brawl Guide which was very lackluster. That being said, I think beginners

and those that just want to know the game the guide is great for them. If you're well versed in Super Smash Bros. there's really no need to get a hold of this guide as it won't tell you anything you don't already know. The guide begins with the basics. Which is the menus of both versions of the game. It's going to help you get familiar with both versions, explaining the various things you can do in the menu and giving you a quick run down of the modes. As they are just introductions it means the guide will cover the actual game modes themselves later. After this it gets into the basics of the game itself. It'll start off with all the basic movements and button presses. If you simply watch the "How to Play," video there's nothing new the guide will teach you. However, there are some advanced techniques the guide is willing to teach you as well. Again, if you're well versed in Super Smash Bros. there's probably no need to really read too much into the basics. It is, however, really really useful stuff for those jumping into Smash for their first time. There is a small amount of coverage on the Amiibos here, but it's not very much, however. Once we get past these basics we get into the meat of the guide and probably the reason you'd want to buy it. All of the characters. For each character it goes into a run down of all of their moves. It talks about their basic attacks, smash attacks, special attacks and air attacks. What makes all this coverage so special isn't just that the guide tells you what the move is, but also tells you how much damage it'll do. For the basic attacks there isn't really much. But as you get into looking at the special attacks it starts to tell you ways to utilize it and some of the properties of that attack. Since every character's special attacks are different, the guide may have a different layout for some characters than others. For instance, some characters there are charts to give you a better breakdown of some attacks. There is also some coverage on their final smashes. It gives a good description and sometimes will even tell you about its KO potential. There is also an overall strategy they tell you about the characters. It offers up some nice tips. Given all the coverage the overall strategy is nice because it assumes you might know something about the character (presumably from reading about their moves and specials) that the guide rarely feels like the tips are just random. Of course, there are several ways to play each character so your mileage will vary. One thing that I did like about each strategy, however, is that it does make sure to clearly indicate each character's strengths and weaknesses. Often the guide will mention how a character is better up close, a better defensive player etc. These are all useful tips for anyone who is just jumping into Smash. Again, you might know quite a bit of this stuff if you've already been invested in Smash. As I've said before, there aren't too many things new for Advanced Players. That's not to say they might not get something out of it. It is only to say the guide takes a lot of care in the coverage of the characters. Advanced Players might do well to read about the new characters. Once we've gotten past all the characters, the guide covers all the stages. It'll cover them all for both versions. Since the 3DS and Wii U versions offer different stages this portion of the guide is slightly bigger than you might expect. Each overview shows you the stage in its entirety and tells you a few things about it. Particularly it points out the hazards of the level as well as telling you how to utilize some of them. The only real problem with the stage coverage is that when it shows you the entire stage, the bigger stages don't make such great small screenshots. The good news is you shouldn't need a so-called "map," for each stage. The guide will also tell you how to unlock each stage. The guide also makes sure to separate the 3DS levels from the Wii U ones. After all this stuff, the guide talks about the items. First it'll detail what class an item is under (if it's a Recovery Item, Battering Item, Exploding etc.) and then it'll give a description of each individual item. Beyond this, the guide eventually splits itself. One section talks about all the content that is exclusive to the Wii U version of the game. Here it goes into each of the various places you can go on the menu. The coverage here is surprisingly in depth. The guide even finds the need to explain the "Vault" to you, and the only real reason to go there is to check your progress. But the guide insists on making sure you understand everything you can about the Wii U version. It also explains how to unlock everything. Although it's mostly comprised of tables with description from the in game "challenges," at least you'll know everything about them. What Wii U players might really want to know is about the Smash Tour. It's one of the best aspects of the Wii U version of Smash that's totally new and the guide does a very good job of helping players understand it. The guide then goes into all the solo stuff that you can do in the Wii U version of the game. It goes through all the basic modes making sure you understand what they are and how the other aspects of it work. For instance, it'll tell you about selecting the intensity, as well as how you progress through classic. There isn't really a huge need to be that in depth. It does tell you about the "final battle," but aside from that it's more of an overview. Since Smash is mostly about utilizing characters, the character profiles located earlier in the guide are going to be primarily what you need to actually learn how to get through these modes. It'll also talk to you about Master Orders and Crazy Orders. You never realize how big Super Smash Bros. on the Wii U truly is until you're flipping through this guide. The last thing it covers that is of significant importance are the events. Though I like that it has a grid of all the events (for both solo and group) it is a little annoying that outside of a table that has the same description as the event in the game, it doesn't really give you a ton of actual strategies. I'm sure this is really no big deal for a lot of players. The guide also manages to cover the "All Star" mode and gives you some tips on unlocking some of the games challenges. The guide can go into a little too much depth at times (I know how strange that sounds) because it also covers the overview of all the "Group" stuff as well... but since most of it is "group" I don't think the guide really needed to take the time to explain to us such some of the same things it explained under "Solo" for a second time (for instance, the guide explains the All Star Mode TWICE because it covers it under Solo Play and Group Play). Every little thing in Smash gets some

coverage in this guide, no matter how small. Either giving you overviews or going into a bit more depth to get you to understand how to play it. It's good stuff. For those new to Smash it can seem overwhelming. Especially considering how much depth this all goes into. And we haven't talked about the coverage of the 3DS version yet. Luckily, it's not as big and much of it is the same stuff. Like the Wii U version it goes into a lot of the basics for the Solo Play and for Group Play. However, what 3DS Smash owners might want to read about is Smash Run. There's a huge overview of the arena, complete with tips on what to do in certain sections. There's also a map, and though it's kind of small, at least it's there to give you some bearings. It'll also tell you the powerups you obtain, things about the final battle and goes into a little bit more depth than the Wii U version does on customizing characters. Aside from these things, the 3DS version goes into most of the same things as the Wii U version (where they have the same modes, at least). I suppose if there was any big criticism of the guide itself it probably would be that it's a little too in depth. As I said, it sometimes covers some things more than once that it doesn't really need to. And while I appreciate things like, giving us information on all the different things for stuff like The Vault, there's a part of me that believes it wasn't all necessary. Of course, this means the guide more than exceeded my expectations. There's nothing this guide doesn't cover. For those who want to know as much as they can about Super Smash Bros. on the Wii U and 3DS this guide is going to give you the knowledge you'll so desperately need. Overall it's fantastic. For Smash fans and for those wanting to get a leg up... this is a great strategy guide. 20 of 20 people found the following review helpful. Trust me, this is worth it!!!

By Meesha Loo These books were purchased for Christmas for a 13, 16 and 19 year old! My goodness - I couldn't have picked anything better to go with the WiiU and the Super Smash game... These boys went crazy looking up ways to find smashing abilities, things their characters were capable of... trust me, these books are very worth their price. The boys have said, "these books are a necessity for any gamer who is into Super Smash!" 11 of 12 people found the following review helpful. As good as game guides get

By darkknightdetc It's sad that game guides aren't as popular as they were years ago. While there will always be online FAQs, there's nothing like a complete hard reference manual to a game that you can put on your lap while you play. Game guides aren't about just helping you if you're stuck--they're a complete reference to every aspect of the game. A game like Super Smash Bros. is the perfect example of a game where a guide is super helpful--they detail all of the fighters (of which they are many), plus all of their moves and strategies for using them. It also features a complete reference to all of the stages found in both versions of the game (3DS and Wii U), all of the game modes in each, and tips for unlocking everything there is to see if you get stuck. Plus the hardcover version is incredibly display-worthy, featuring a giant reflective Smash Ball on the cover and high quality glossy pages. Plus I should also mention that the digital version of the guide (for PC/Mac/Mobile) comes FREE with a purchase of the physical copy. If Smash Bros. is one of your favorite games and you're so excited to experience these new versions of this beloved series, you'd do yourself well to pick this one up.

Premium Hardcover Edition - features unique cover treatments and high quality paper
Bonus Bookmarks and Foreword - includes collectible bookmarks and foreword from the game director, Masahiro Sakurai
Unlock It All - see how to unlock each character, stage and more
Winning Strategies - learn to play your favorite characters with strategies on how to best utilize their move sets
Master Smash Run - full details on the Nintendo 3DS exclusive Smash Run game mode, including how to defeat each enemy and the best use for each power
Complete Coverage - the guide covers all game modes for the Wii U and Nintendo 3DS versions of the game