

(Download) Dead Space 3 Collector's Edition: Prima Official Game Guide

Dead Space 3 Collector's Edition: Prima Official Game Guide

Michael Knight

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#1082433 in Books Prima Games 2013-02-05 2013-02-05Original language:EnglishPDF # 1 11.17 x .72 x 8.26l, 2.00 #File Name: 030789648X320 pages | File size: 63.Mb

Michael Knight : Dead Space 3 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 Dead Space 3 Collector's Edition: Prima Official Game Guide:

10 of 10 people found the following review helpful. Helpful, nice extras, but not perfectBy Brian ParkerAs a game guide, its primary purpose, this does offer a nice walkthrough with advice that does a pretty good job avoiding spoilers. In this day and age you can also usually get that kind of help online, so my expectations are high for the quality of the walkthrough, aided by screenshots and maps; however, this being a fairly linear game, there are only a couple of places that the visuals help. There are some disappointments as far as general information. The basics of a weapon crafting guide are there, but I would have loved more details on the hidden stats of various special components-- the kind of info an "official" guide should have access to. The same with the various RIGs you can

unlock; no clue what differences there are beyond the cosmetic. I wouldn't be surprised if the details weren't finalized by the time the guide had to go to press, but, be aware; perhaps it's the kind of thing they could have offered as a digital addendum on their website? Little details like the "combat roll" (which is either brushed over or not covered in-game, I found out about it by looking at the controller map in the game's settings) could have been covered in the controls section. Space shouldn't have been a concern: there is a fair amount of filler (game art) and the guide isn't super thick. The other reason you'd get this is collector's interest. It is numbered, but given the fairly high numbers I doubt it will inflate in value; I'd buy some of the ephemera (action figures) if that's what you are thinking. There is a cute little "Peng" lithograph but not so striking I plan to hang it; still, nice inclusion. The inclusion of story and interviews is the kind of thing I'd like to see become standard (actually it seems to be becoming more standard, so, good). I was a little torn on whether to rate 3 or 4 stars. I think if I'd paid full price I would have had higher expectations and gone with three; but at the price charged, I feel like I got my money's worth.

6 of 6 people found the following review helpful. Good Strategy Guide, light on lore
By Ian Cyr
I picked this up because I'm a huge fan of the Dead Space series, and I was hoping that some of the tidbits included in the guide would be helpful in illuminating small details about the Dead Space universe. Of particular interest to me was the "Timeline" that was included. However, most of the expectations for lore, or even gameplay, fall short. It's a good guide in that it has nice clean maps that are easy to follow and understand, although occasionally they can get a bit confusing when the levels loop over themselves, or when you're trying to find items in the space locations. However, information on things as far as the weapon modules/upgrades is disappointing at best - they just provide the rote description given in the game, with little additional information to flesh out the modules. You end up with pretty much no additional information as to what things will do, other than a complete list of the parts you could potentially pick up. And the timeline I was so looking forward to? It's a time line of the games/media associated with the Dead Space universe, not a timeline of the universe itself. All in all it's not a great book, but it could be worse. If you're struggling with the game, or just want some help, or are a huge Dead Space fan, I'd say it might be worth picking up. For a casual player? Not so much.

1 of 1 people found the following review helpful. A high quality guide with some nice extra content.
By Diogmites
It has a table of contents! That's a plus. Some guides don't. Another plus is the beautiful hard cover. The extra sections run around 35 pages. The art has only one new piece if you already own The Art of Dead Space book. If you don't own that mesmerising tome than you'll find the art content here pretty impressive. The bulk of the extra stuff is art. There is a section on lore. It's pretty weak. It covers ship designation codes and has a blurb about each of the games locales. You'll learn a lot more going through the game and reading all the logs. The guide lists all those verbatim. Which is another great addition. The lithograph poster is nice. It's a card Peng poster. The guide is somewhat helpful. There are no enemy or weapons stats but it does tell you how to craft stuff. There is a section with the game model of almost every necromorph (no wheezers) in the game and a write up on each of them. That's why I like guides. For the lore! As far as helping you through the game, few printed guides are that effective. You won't find any help with the higher difficulties here and some of the necromorph attack sections gloss over what is actually attacking you instead of listing each necromorph that does. Still all the side quests, artifact locations and logs are detailed (as well as peng) so it's actually a pretty decent guide. The maps are useful.

Individually numbered limited edition guide
Exclusive Peng lithograph art print
Incredible concept art section with artists' commentary
New In-Depth Dead Space Lore
Dead Space Universe Time Line
Know your space - Fully detailed maps show you key objectives, artifacts, rare weapon parts and collectables
Uncover the truth - Every audio log, text log, and artifact location revealed to unlock the full story
Maximize your gamer score - Easy-to-follow walkthrough shows you the best path to unlocking single player and Co-op Trophies
Achievements Build the perfect gun - Complete list of all weapon parts in the game helps you build the ultimate weapons
Survive the dementia in co-op - Pro strategies help you solve unique challenges and defeat the necromorph plague as a team
Covers PlayStation 3, Xbox 360 and PC