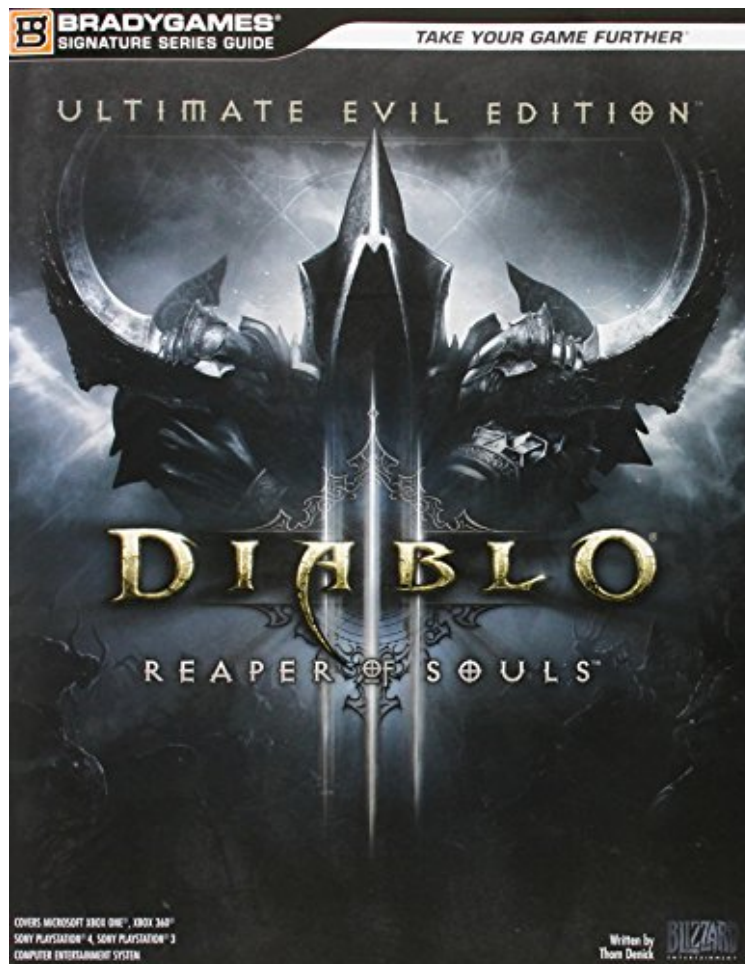


# Diablo III: Reaper of Souls Ultimate Evil Edition Signature Series Strategy Guide

BradyGames

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#358884 in Books Brady Games 2014-08-19 Ingredients: Example Ingredients Original language: English PDF # 1 10.88 x .98 x 8.56l, 2.45 #File Name: 0744015758512 pages | File size: 39.Mb

**BradyGames : Diablo III: Reaper of Souls Ultimate Evil Edition Signature Series Strategy Guide** before purchasing it in order to gage whether or not it would be worth my time, and all praised Diablo III: Reaper of Souls Ultimate Evil Edition Signature Series Strategy Guide:

48 of 49 people found the following review helpful. I Wouldn't Call it a Must-Buy, but Certainly Worth ConsiderationBy TinfootMy guide came early, getting here on Saturday, so I had a chance to look through it while waiting for my pre-order PS3 copy to arrive on the following Tuesday. I had almost skipped buying this guide when I ordered, having in the past found the Diablo II: LOD guide somewhat useless compared to information found on the web. However, I got it anyways on a whim and find it pretty decent.It's thick and heavy, just under an 1" thick and weighing a little more than 3 pounds. Typical paste binding, but the book does open and hold it's place easily, even when opened on the first/last few front/back pages without cracking the spine, and the pages themselves have a

substantial individual thickness and weight. The page numbers are fairly easy to see while flipping through, even in poor lighting, which is often a miffed up point in a lot of guides. The Chapter Headers in the upper right are also very easy to see during quick page flipping. The cover has a nice, textured feel. The breakdown of contents is as follows: Prologue / Game basics - 19 pages: The basic fluff Hero Classes - 90 pages (all skills data shown as a level 70 character): Each skill does also include RUNES upgrade blurbs. The Runic Upgrade blurbs give actual mechanic numbers for what they add, something that I found very helpful in deciding what would be optimum for my character's current gear load-out. (The Witch Doctor's "Haunt" does 4000% weapon damage?! Holy smokes, screw the dagger, give me something BIG!) Quest Guide - 196 pages: Plenty of meaningless but pretty screen shots, as well as the expected uninteresting walkthrough ("go here, killing stuff and get their phat lewt along the way" kind of thing). I had anticipated that the Quest Guide would be largely like this, but the actual Mini-boss/Boss fight tips are decently detailed. The Quest Guide also gives a flowchart-like map of each of the Acts at the end of the Act chapter, making it pretty easy to scan for your location without having to deal with an artistically rendered map. Adventure Exploration - 16 pages: The stuff you can do AFTER finishing the campaign, one of the reasons I decided to buy this guide. Bounties, Nephalem Rifts, Optional Quests. Crafting - 22 pages: Another reason I got this guide, gives quite a few tables, such as Legendary Materials, the Recipes they are a part of, and the Monster Name/Location for them. Also covers Enchanting affixes by slot. At the end, gives a basic walkthrough with crafting, worthy a look-at once in awhile if not familiar with crafting. Loot - 50 pages: Other words, Legendary/Crafted Loot details. Your wish-list catalog. ;) But beyond that, not terribly useful as it doesn't give any information on where they drop. Monster Lore - 48 pages: I normally ignore these sections on all my guides, but I have to say the breakdown on how to tactically deal with specific monster affixes is quite helpful. Also gives general locations where/which Act each monster (listed in alphabetical order with the letter range clearly marked in the upper right corner) spawns as well general tactics for many. I probably WILL regularly use the monster section for the first time. :P Appendices - 47 pages: Achievements/Challenges, Unique Enemy Locations, Conversations (for Achievement purposes), and Lore Locations. What's NOT in the guide? Builds. Of course, the whole build thing has been VERY simplified, but would be nice to get an idea of synergistic skill combinations with weapons/tactics. Kind of sad that there is 90 pages worth of Hero information, but no cookie-cutter build sets. All in all, a decent one-stop place for most information without having to go through my tablet's browser to look up stuff. The lack of skill/weapon/tactic builds and a huge amount of empty filler knock it the most, but it's well formatted and laid-out. You may want to get some Post-it Tabs to do convenient tabs for most-used sections. If you have any questions, feel free to ask! I do try to be very timely with responses. 3 of 3 people found the following review helpful. Nice quality publication but somewhat lacking in content. By Krylos This is a good attempt at a game guide, but its not your mother's Skyrim guide. It has a mass of pages, but there is no index and the table of contents is pretty high level. So you are basically ferreting out much information that you might find useful, on your own. Why they opted out of an index is beyond logic. It does contain a lot of information, although I just felt that they didn't go into as much depth on the new act 5 and beyond, as I would have liked. They also included just a sparse view of paragon leveling. I was still clueless what it was after reading the guide. Fortunately when you DO reach paragon levels, it is pretty self-evident in the game. Just glad I was not relying on the guide for an explanation. I did enjoy reading about all the armor sets and they did go into depth about some things, even including the in-game comments associated with some items. However some set items were dropped when they added act 5 and there is not much reference to this. It could be a game bug, but I found an armor plan that was supposedly dropped from the ultimate evil edition, it was not referenced here. I had to look online for an explanation to determine why the blacksmith would not learn it. I felt the book should have covered that. 7 of 7 people found the following review helpful. My husband and I are retired and really enjoy playing this game. By Charlotte Serva My husband and I are retired and really enjoy playing this game. We are able to get much more out of the game with this guide. We are by no means expert gamers but this guide has really enhanced our fun factor.

Prepare to face the ultimate evil with the only guide that covers everything from the original game and the Reaper of Souls expansion the strategy guide from BradyGames is fully updated for the new release! - Comprehensive walkthrough for all five Acts leads players into the darkest reaches of hell and back. - In-depth heroes section provides a thorough rundown of all active and passive skills for each character class, including the Crusader. - Strategies for mastering the Diablo III crafting system, including when to smith and enchant special items for maximum effectiveness in battle. - A comprehensive listing of the most sought-after items in the game legendary and set equipment. - Bestiary includes a visual encyclopedia of all monsters, including where to find each variety and detailed descriptions of special attacks, abilities, and behaviors. About the Game - Comprising all features and story elements of both Diablo III and the Reaper of Souls expansion, Diablo III Ultimate Evil Edition delivers the ultimate adventure for fans of this enormously popular game. As the Prime Evil rages within the Black Soulstone, take up arms with any

of the six available character classes. Its up to you to save the city of Westmarch, and Sanctuary itself.