

[Free] Dragon Age: Origins - Awakening: Prima Official Game Guide (Prima Official Game Guides)

## Dragon Age: Origins - Awakening: Prima Official Game Guide (Prima Official Game Guides)

Mike Searle

DOC | \*audiobook | ebooks | Download PDF | ePub



DOWNLOAD



+

READ ONLINE

#522705 in Books Video Game Strategy Guides Prima Publishing 2010-03-16 2010-03-16Ingredients:  
Example IngredientsOriginal language:EnglishPDF # 1 10.86 x .37 x 8.011, #File Name: 0307468356256  
pages | File size: 32.Mb

**Mike Searle : Dragon Age: Origins - Awakening: 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 Dragon Age: Origins -  
Awakening: Prima Official Game Guide (Prima Official Game Guides):

2 of 2 people found the following review helpful. This Guide deserves a higher ratingBy Media CriticThis Guide is  
actually very good. Maps with item and quest locations are provided. Walkthrough is excellent. The Quests are well  
explained. Loved the sections on NPCs.The only reason for me to give it a lower rating is because I noticed two  
puzzles in the Game are not explained in the Guide. They are mentioned, but solutions are not provided. The Puzzles I

am referring to are: 1) The Runestone Puzzle in Kal'Hiro, and 2) The Runestone Puzzle in Blackmarsh. There may be others, but these are the ones that I noticed. Without solutions to these puzzles, this Guide is incomplete. 2 of 2 people found the following review helpful. Good guide, bad design  
By B. Daniel  
I definitely don't agree that this guide is worthless. It gives you what you need to figure out quests, and find loot, and etc. It gives spoiler warnings to major plot points. It has everything laid out at the beginning of each chapter so it's easy to find. That said, side quests and maps are my issue. It has decent maps, but the corresponding information is often pages afterwards (a staple in Prima Guides) and you end up flipping back and forth to make sure you're reading about the right place on the map. Similarly the side quests for each area are listed in the beginning of each chapter but the actual information and tips are at the back of the book in their own section. It would've made more sense to have a side quest section at the end of every chapter and bullet points within the chapter to let you know where/when these take place within the game. Otherwise I am using both this and the Awakenings guide very often. 0 of 0 people found the following review helpful.  
Five Stars  
By Madalyn Monk  
Arrived in great condition

Expanded Side Quests! Complete walkthroughs for every side quest list everything from maps to loot rewards. Spoiler Alert: Spoiler warnings included throughout the guide. Over 40 labeled maps! From the ancient dwarven fortress Kal'Hiro to the deadly Dragonbone wastes. Full walkthroughs reveal pivotal story choices, puzzle secrets, and every quest stop! Expert tips on how to maximize your new abilities!