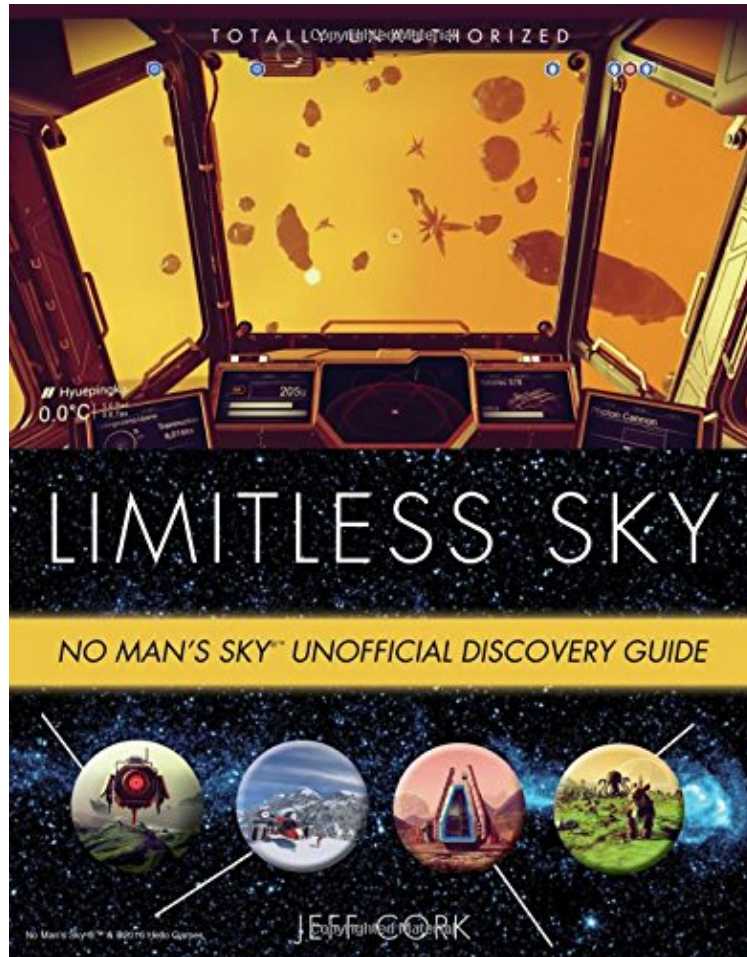


## Limitless Sky: No Man's Sky Unofficial Discovery Guide

Jeff Cork

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#778596 in Books 2016-11-15 Original language: English PDF # 1 11.00 x .40 x 8.50l, .0 #File Name: 1629373273128 pages | File size: 20.Mb

**Jeff Cork : Limitless Sky: No Man's Sky Unofficial Discovery Guide** before purchasing it in order to gage whether or not it would be worth my time, and all praised Limitless Sky: No Man's Sky Unofficial Discovery Guide:

15 of 21 people found the following review helpful. Like the actual computer game By youngmastermatt Limitless Sky is hands-down a work of meta-level genius. Like the actual computer game, it is a brilliant parody of itself and everything it promises. To prove just how committed it is to emulating the farce that is the game, the book actually has the gumption to use assets from arguably its biggest competitor: Elite: Dangerous. In an age of instant Google searches and copyrighted intellectual property, the question inevitably arises: how could a professional publisher or game studio so blithely make a mockery of itself? Have they no self-awareness? No basic grasp of business or artistic integrity? On the surface, the answer is no. To both. Indeed, it might seem that whoever was in charge of basic art design is a pathetic fraud who deserves a pink slip. You might think that, but you would be wrong. The blatant use of a competing game's assets is a statement on the very state of No Man's Sky: a game with vision built on sheer, well, vision. And not

much else. Certainly not many of the features promised during development. And certainly the appearance, nay, the idea of the game was a much better experience than the game itself. That's why featuring a Fer-de-Lance from Elite: Dangerous was such a brilliant move. That's what the No Man's Sky backers hoped they would get. Indeed, that's what No Man's Sky wishes that it was. But it gets deeper than that. The front and back covers are symbolic of the No Man's Sky journey itself. It begins with such hope, such dreams of immersion and depth. It ends with playing Elite: Dangerous. 5/5, would deconstruct again. 1 of 3 people found the following review helpful. Totally on authorized totally stupid very disappointed By Jeannie This book has a lot of color and is very useful for a beginner. If you played the game for any amount of time this book might be a little elementary for you ! But all in all nicely done .0 of 2 people found the following review helpful. Five Stars By Customer I am completely satisfied, thank you.

A game of survival, exploration, and discovery, No Man's Sky is one of the fastest-growing phenomena in video game history, attracting and astounding players of all ages. The game's 18 quintillion planets are procedurally generated, meaning you could very well be the first person to ever set eyes on a planet that even the game developers never encountered a true testament to the game's innovation. The very first unofficial guide, *Limitless Sky: No Man's Sky Unofficial Discovery Guide* will provide not only an introduction to the hottest video game, but it'll also teach you how to get more out of your valuable playtime exploring vast areas, fighting pirates, upgrading your ship or spacesuit, avoiding Sentinels, and identifying new species and resources. This full-color book shares strategies, examines the creation of the impressive procedurally generated planets, and provides a glimpse at what's to come in this ever-expanding universe.

About the Author Jeff Cork lives and writes in Minnesota, where he's a senior editor at Game Informer magazine. When he's not exploring the galaxy, he can be found at home with his wife and two boys.