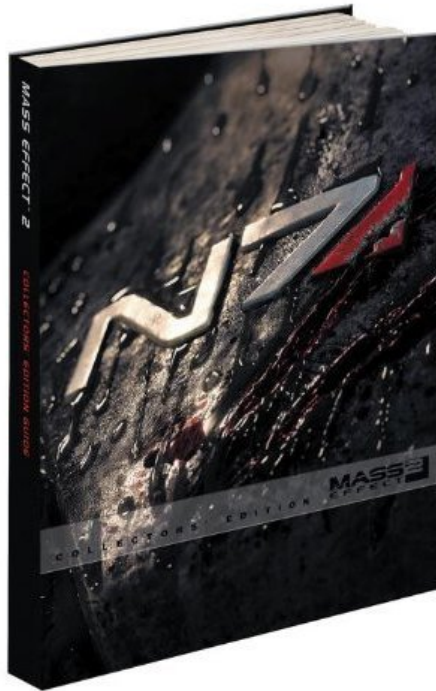


Mass Effect 2 Collectors' Edition: Prima Official Game Guide

Catherine Browne

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#969728 in Books 2010-01-26 2010-01-26 Ingredients: Example Ingredients Original language: English PDF #1 11.20 x .65 x 8.251, #File Name: 0307467082320 pages | File size: 67.Mb

Catherine Browne : Mass Effect 2 Collectors' Edition: Prima Official Game Guide before purchasing it in order to gauge whether or not it would be worth my time, and all praised Mass Effect 2 Collectors' Edition: Prima Official Game Guide:

0 of 0 people found the following review helpful. Excellent in every way
By Media Critic
This is an example of what a Strategy Guide for a Video Game should be. It has the following:
#1) Well written organized,
#2) Maps that are readable AND clearly label where all people, items, quest/plot points are located,
#3) Adequate sized Fonts,
#4) Adequate use and separation of "Hints" and "Spoilers",
#5) Color / appropriate use of color
Most Strategy Guides now do not meet the above 5 Criteria. So much so, that I no longer buy Strategy Guides for the Games I purchase and play. Most Strategy Guides now have unreadable extremely small sized fonts. Color is not a must have, but if a Guide is color printed, then (a) the colors used should make everything readable (e.g., maps, illustrations, hints/spoilers, etc.), and (b) the background color/illustration should not make the text unreadable. This Guide is a rare gem when compared to the Guides that are now printed.
6 of 7 people found the following review helpful. Quality falls short of a collectors edition
By Parka[[VIDEOID:mo296MG3YGWDGY]]
This 320 page hardcover guide for Mass Effect 2 is full colour with an excellent hardcover of N7 logo featured on Shepard's environment suit -- droplets of water stand out as they are printed glossy on an otherwise matte cover. After having reviewed the Assassin's Creed 2 Collector's Edition: Prima Official Game Guide, this guide was kind of disappointing by comparison. For one thing, the quality of the paper used for the book to be pretty soft and flimsy, like those in mass produced magazines, definitely not of a

collectors' edition. Inside, you find the usual walkthrough, list of weapons, armour, skillsets, mineral locations etc. The spoiler-free walkthrough is pretty mundane and nothing to write home about, and appears to have been written in a hurry right before the deadline. As with the other recent BioWare game, *Dragon Age: Origins*, the *Mass Effect 2* universe allows a high level of interactivity, where your actions and decisions affect the outcome of the game in a profound way; the guide does remind you at crucial points of the walkthrough, but that's about all it does with no detail elaborations. Even the strategies for completing the stages are pretty skeletal. The presentation of the guide is pretty simple too, just a list of the missions, and short descriptions of each mission which is nothing you would not find in the game itself, readers might find the guide pretty wordy although there are plenty of screenshots. The roughly 25 pages of concept art at the end of the book looks like it was included as an afterthought. Quite a lot of the pieces look like screenshots from the game itself, some would appear quite familiar as *Mass Effect 2 Collector's Edition* which includes a (small) art book too. Even the included wall poster disappoints. If you are looking for a high quality guide book to complete your experience of *Mass Effect 2*, you might be disappointed with this guide. You might consider getting this if you want to complete your collection of the game's collectibles, but if you do not have the cash to spare, just settle for the normal paperback edition, there is nothing you would miss. (More pictures are available on my blog. Just visit my profile for the link.)

1 of 1 people found the following review helpful. Good Enough For Me By ???SpeakinMyMind??? Me personally... I Thought It Was Very Informative as far as the mission walkthroughs go and the planetary database was very informative as well the book itself is great very sturdy hardcover and a nice glossy accent on the N7 logo and the person that said that the pages were made of magazine paper obviously doesn't know much about paper because the paper used in pretty much all of the guides are the same and this book is made to that standard which is a very high grade and tear resistant paper yes tears will happen still if you're careless with the product but who would buy a collector's edition if they didn't plan on taking care of it to begin with right.... anyway if you like the game and you like a book that tells you enough to make things easier for you when you play and not a book that is more like a cheat sheet in a fancy cover then you will love this book it tells you plenty and there was like 2 typos in the whole book so I think people over-exaggerate just a bit as far as how bad the book is cause I think it's just fine but like I said some people want a book that helps you pretty much cheat and I'm not one of 'em I just need a book to give me ideas and direction not play the game for me... and this book is a fine example of just that...

Full walkthroughs for every mission. Exclusive maps created especially for this guide. Fully labeled to make sure you see it all! Every special assignment detailed so you won't take a wrong step. Power evolution trees to make unstoppable heroes. Complete planetary database to help you mine elements smarter not harder. *Mass Effect: Redemption* comic book preview! Collector's Edition Bonus Content: Art section to get a look at how the game design evolved! Exclusive conversations with the *Mass Effect 2* team! Find out how it all comes together! Art poster included!