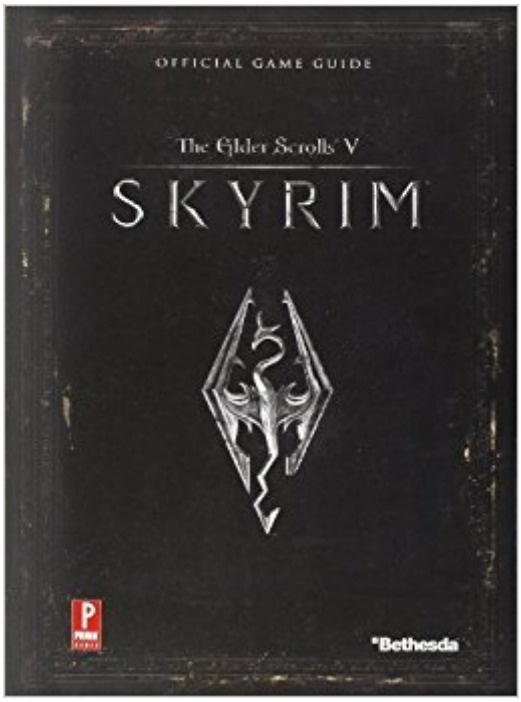
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Elder Scrolls V: Skyrim: Prima Official Game Guide



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Synopsis

Large map Poster insideÃ Â Labeled with important locations, major roads, and hold capitalsA Champion for Skyrim Multiple character builds based on hundreds of hours of playtesting reveal exactly what Skills, Perks, equipment, and other items to pick, and how to advance through the game, no matter the type of character you want to be. Ã Â All Collectibles Gathered If youÃ¢â ¬â„¢re searching Skyrim for Skill Books, Unique Items and Weapons, every single Shout, Dragon Priest Masks, Treasure Maps, Unusual Gems, or even Captured Critters, we show you where every rare item is. Ã Â The Atlas of Skyrim A comprehensive tour of every single location, from the vast Hold Cities to the smallest woodland den. Every major exploration point receives a walkthrough flagging important items, with detailed maps throughout. Ã Â Prowess in Combat Every weapon, piece of equipment, and spell is detailed so you know which blade, bow, or incantation to crush your enemies with. Every type of combat is tactically analyzed, so you can better any foe in battle. Ã Â Trainers and Traders Skyrim is full of merchants to barter with, and trainers to further increase your Skill, Crafting, and Bartering proficiencies. Every alchemist, blacksmith, innkeeper, trainer, Khajiit caravan, and other vendor revealed. Ã Â Followers and Friends Build your friendships across Skyrim and locate every Follower with information inside this guide. Become a Thane. Own property. Marry your favorite Housecarl. Details inside. Ã Â Massive and Complete Index

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Customer Reviews

Skyrim introduced me to the Xbox. Can you believe that? I am a 57-year-old man in a professional job that takes a LOT of time and results in a lot of stress to dissipate. For Christmas 2011, my wife and son gave me an Xbox. It was my first console since a Colecovision in the mid-80s. I received Skyrim with the console and used my Christmas 2011 vacation to set up the box and began playing...for 14 months!! Truly, I didn't unwrap the other games (Arkham Asylum, Gears of War, Call of Duty) for more than a year. Since then, I've played the DLC Bethseda added and decided to come back to Skyrim for one good, long run before the new hardware is delivered in November and Elder Scrolls Online is released. This guide is fantastic. It is the gold standard. Publishers and their editors should use it as a reference when developing all other guides. It is as complete as one could want, easy to traverse, AND--best of all--it has an INDEX. Two, in fact. A general index and a quest index. Skyrim is the biggest and best open-world game available at the moment. It deserves a guide of matching quality and this is it.

This strategy guide is, without a shadow of a doubt, the thickest, the heaviest and the most detailed strategy guide the world has ever seen.The original Skyrim guide was already massive with 656 pages of contents jam-packed with details on the papers only the scopes of games like Skyrim can fill. However, the new Legendary Collector's Edition Prima Official Game Guide has, get this, whopping 1120 pages of contents expanded accordingly to the addition of the newly added contents from 3 Official Add-ons Dawnguard, Hearthfire and Dragonborn.The book was delivered for free in very speedy one day by USPS (pre-order special) in the usual cardboard box.Inside the box, this massive tome was thick, double shrink-wrapped with cardboard slightly bigger than the book itself, giving extra protection from any possible damage collectors would just scream from the top of their heads.The Collector's Edition Guide comes with a free code for access to the bonus eGuide, fully interactive online guide that would normally cost $26, at Prima Games website and nice exclusive 24" panoramic poster showing the entirety of Alduin's Wall and signatures from the members of Bethesda Game Studios.It also has hardcover bound and ribbon bookmarks to give you extra quality.Otherwise the regular edition and the collector's edition are identical in the number of pages and contents, and both comes with a two-sided map of Skyrim.While the quality of the paper used for the original guide was excellent, the quality of the new Legendary Edition Guide is slightly different, has even more glossy and smoother feel, more like Fallout 3 GotY Collector's Edition Guide than how the original collector's edition guide was.The quality of the hardbound covers is on par with the original collector's edition guide, thick and smooth, but I think the book could have used even thicker cover since the book has over 450 extra pages from the original guide.The style,

layouts and the contents are identical from the original guide but with the newly added contents from 3 add-ons.The book also has index at the end of the book so you can easily find contents.Not only would Dovahkiin level up all his vital skills at 100 if he acquires this ridiculously massive tome, but he might do just fine if he uses this as shield or even heavy weapon.Some might complain about the steep price tag of $50 ($32 and change at), but you'll be hard-pressed to find a hardbound book with over 1100 pages of glossy papers that would cost any less, so if you are a huge fan of Skyrim, this book is a nice memorabilia for you to sit back, relax with and reminisce of the journey you have embarked on in the land of Skyrim.

Talk about a Legendary game guide! This guide is thicker than any of the game guides I have ever owned before, coming in around 1100 pages, and it is certainly massive.This game guide includes anything a collector or someone just looking for help through the game. There is a detailed walk-through of every single quest present in the entire game from the main quest, DLC quests, side quests, faction quests and random encounters. There is detailed tables of every single enemy that is able to be encountered in the entire game, inclusive of the DLC. There is an atlas section, detailing the collectibles and general items that are able to be found at pretty much every significant location in the game (every single fort, mine, cave, tower, Nordic ruins, etc...). The guide comes with a utterly giant perforated map in the rear. It is reversible; One side is of the main game map of Skyrim, with every single game location marked and then a small legend on the side to decipher the code system used to identify those locations, and the other side details all of the DLC areas and their locations as well.It also manages to detail every single obtainable item in the game essentially, from all the weapons of every type, every armor of every type and so on (potions, ingredients, miscellaneous, etc...). It even has special sections detailing all of the unique weapons, armor and so on that you can obtain (things like Froki's Bow, Finn's Flute, Wylandriah's Spoon, Ysgramor's Fork, Wuuthrad, Volundrung, etc...).It also goes through character creation, possible archetypes for character builds to start with or to build off of for your own experience, suggested armor outfits for certain play types and characters. It details all of the races present in the game, their advantages, disadvantages, and brief history of the race. It also includes details of every single skill present in the game and what they will all do and what they would be good for. There is even an index in the rear of the guide for quick searching through the massive book for a certain occurrence of an item or the like.Perhaps one of the coolest things after all of that, is that the guide comes with access to a web-based version of itself, allowing you to essentially view your guide on the go (provided you have an internet connection).I certainly recommend this guide for collectors and game enthusiasts,

as well as any of those people who just want a guide for the game, it is very worthwhile with all of the information included and coverage of the DLC.

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