

[Ebook free] DC Universe Online Official Strategy Guide (Official Strategy Guides (Bradygames))

DC Universe Online Official Strategy Guide (Official Strategy Guides (Bradygames))

BradyGames

ebooks / Download PDF / *ePub / DOC / audiobook



DOWNLOAD



READ ONLINE

#1456179 in Books BRADY GAMES 2011-01-03 2011-01-03Ingredients: Example IngredientsOriginal language:EnglishPDF # 1 10.84 x .31 x 8.50l, .90 #File Name: 0744012791192 pages | File size: 26.Mb

BradyGames : DC Universe Online Official Strategy Guide (Official Strategy Guides (Bradygames)) before purchasing it in order to gage whether or not it would be worth my time, and all praised DC Universe Online Official Strategy Guide (Official Strategy Guides (Bradygames)):

42 of 43 people found the following review helpful. More like a manual than a guide. RedundantBy Watches with WolvesUnlike the other reviewer, who seemed to be posting just to troll, I've actually read through this guide and compared it to the game as it can be played and experienced.This is probably the most useless excuse for a "strategy guide" I've ever seen, and I've read through a lot of them. It is just a how-to manual for absolute beginners, especially anyone who hasn't played a video game or an MMO before, and given the nature of this game, it is very unlikely the majority of players coming to DC UNIVERSE ONLINE would not at least know either video games or MMOs, never neither.It offers no more than explain how to play the game, which the tutorial level of the game itself already does a

perfectly good job of doing for every player. It explains how to pick and design a character's looks and costumes and power sets, but that is already clearly explained in the game during set-up if a player would just be patient enough to read through the explanations on the game screen itself. Its explanations of the superpowers and their uses in combat are no more than basic and nothing you wouldn't have found out on your own by playing the game. It does not feature any useful maps for the massive cities or dungeons you have to play through, some of which are so sprawling that a few pointers outside of the game would have been helpful. It does not offer any actual strategy on how to get through missions or levels, merely telling you what you're supposed to do in them, which you would already be told in the game once you get those missions anyway. It does not offer any useful advice on how best to combat enemies and bosses and how best to group or team up with other players in Player vs Player missions or raids. It only tells you about them, which again the game does during the game already. I managed to play up to level 20 in the game itself without the help of this guide, but then the guide was no help at all, since it doesn't really offer any truly helpful advice that you can't find better on the game's official online forums or other websites. For those interested in art, there's a tiny art section at the back of the book. It's only about 20 pages' worth of so-so production paintings that are not that exciting, unlike, say, the way Japanese publishers will bring out lavish artbooks containing all of a game's production artwork (for instance, the Japanese guide to METAL GEAR SOLID: PEACE WALKER is the size of a phonebook and has lots of art!) or even the special 100-or-so-pages artbooks that come with the special editions of games or other guides. For anyone thinking of buying this guide just to collect the art, it's not worth it. In short, save your money. You won't get any strategy. You won't get even get a good artbook. You're better off using the internet and the game itself. 1 of 1 people found the following review helpful. Only for absolute beginners. No maps, but does give a run down of all powers. Decent, but completely unnecessary. By R. A. McDowell I'm one of those people who really loves to buy strategy guides (Mostly for maps, I get lost easily. LOL), even though I haven't 'needed' one in years. This was no exception. That being said, I have actually used this guide several times while needing to consult it about powers. I have read the entire thing, and it's not bad, it's just unnecessary. For starters, there are NO MAPS, like I said. That bothered me a lot, since I always get lost in games. Hell, AS I WRITE THIS, I'm lost in the game while aboard the Watchtower. LOL There are, however, VERY detailed power lists, weapon lists, and travel ability lists, which have been helpful to me many times over, even though it was outdated just after launch. There are more abilities within the trees now, which are not included in this guide. And that's the thing. Another few months, and everything in the guide will be outdated. That being said, there are some GREAT character bios in here, as well as some great art and the concept sketches of the characters from inception through to the final in game model. All of that stuff is nice, and there are some instructions on how to deal with early level alerts, etc. But aside from that, there is NO NEED to buy this guide, unless you just like to have a guide to go with your games, as a great many of us do. I'm not sure this deserved the low ratings it has gotten, but it also doesn't deserve a 5 or even a 4 star review either. LOL So I hope that helped folks. Thanks for your time. Sincerely, R.A. McDowell 4 of 4 people found the following review helpful. No reason whatsoever to buy this guide.... By TheBigBurton I ordered this guide, because I couldn't find it in any stores....the reason is because it offers NO insight or help for the game at all...lol. There are power lists and a newbie to MMO guides....other than that...a walk thru of the braniac ship training missions, and that is it. The book is full of bad concept art, very few actual game shots, no maps, no maps to investigations, nothing. It was a total waste of \$20.00

BradyGames DC Universe Online Official Strategy Guide includes the following: -Character Creation: Learn how to create your own superhero or villain and fight alongside your favorite DC characters to save or conquer the DC Universe.-Weapon Skills: Discover which weapons are appropriate for various ranges and combat situations. Find out each weapons base abilities and special skills.-Alerts: Get a quick overview of several of the games first Alerts. Find specific strategies and gain insight on general techniques that work well in all Alerts.-Powers: Complete rundown of all the major power categories and their functions. Plus each powers passive bonuses are included.-PVP: Tips and tactics for understanding Player versus Player combat.

About the Author BradyGames, an imprint of DK and a division of Penguin Random House Inc., is the worlds leading publisher of strategy content for PC and console video games. BradyGames understands what gamers both casual and hardcore want and need from strategy guides. Every guide features in-depth content, detailed screen captures, quick-reference tips, and professional strategy. Prima Games is also a leader in the digital strategy realm, offering interactive maps, streaming video, searchable online guides and apps, and a full website at primagames.com.