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Stephen Stratton

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Stephen Stratton : Dungeon Siege III: 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 Dungeon Siege III: Prima Official Game Guide (Prima Official Game Guides):

9 of 9 people found the following review helpful. Very informative, and you can skip the spoilers. By M. GattusThis guide is great - it's one of the type that have the pages broken up into sections - you get your map / overview on the left page, basic info in the top pane of the right page with no spoilers, and the fully info with spoilers at the bottom right. The first section of the book gives you very in depth info on the various character classes you can play as, extensive into on what style of play each class gives you, and a couple of example builds, which show you how you

can make a defensive wizard class or a purely offensive wizard, the same for the warrior, with point allocations for sword and shield to be able to soak up more damage versus a two handed weapon for heavy damage - each character has two stances you can switch between with a single button press, and the guide teaches you not to be afraid to switch on the fly. The skills your character has access to depends entirely on which stance you're in, and in a fight against 12 bandits, for example, I'd probably switch my wizard's stance at least 8-10 times, to defensive to lay down traps, then back to offensive to throw heavy damage spells to take down a few enemies in one spell to start evening up the odds. When I played through the game, I used the maps extensively and checked out the non-spoiler info a fair bit, I only read the spoiler section when I was at a loss on how to progress, which only happened a couple of times. The walkthrough features class specific advice on how to approach battles depending on which class you're playing and the strategies you'll need to get past some of the harder encounters. One of the best advantages you gain by pre-ordering your guides from is that you pay around \$10-\$12, where the game stores charge the retail of \$19.99-\$24.95 for them. I also always make sure there's a "Release Day Delivery Guarantee" on the games and guides I order...I end up saving nearly 50% on my guides and I don't have to run to the store, which is wonderful for me, as I'm disabled. has basically replaced Gamestop for me, better prices and great convenience is hard to beat. 3 of 3 people found the following review helpful. Useful, but a couple minor things left out...By Chris Murphy The PRIMA guide has a good description (along with some color commentary by the developers) of each characters' abilities and has color maps with points of interest for each area. It also contains charts for items you can find, how to get the most out of any dialogue that would affect your companions (to gain Influence, which can then get you added benefits in the form of "Deeds") as well as give you some details on each area with some tips and tricks that may be useful or just "color commentary" again. Overall, I thought the guide was useful except for a couple problems: [POTENTIAL SPOILERS AHEAD] 1. They assume you are playing as Lucas and do not let you know that if you start as anyone else *but* Lucas, that you do not actually meet Lucas until *after* who your last companion would be. 2. They do not mention, at all, where you actually *do* meet Lucas except for a small inference in the "Influence Opportunities" section. (For those who want to know, yes, you *do* meet Lucas after Reinhart and I will simply say, "You will see him in the Crypt when you are going after the thieves" so it's not a complete spoiler for you.) If you want to make the most out of your game on the first go, this guide book will help. After that, it's still pretty useful. 1 of 1 people found the following review helpful. Great Guide Book By Carolyn Moore I recently purchased the Dungeon Siege III Guide for my game. I was pleasantly surprised at the quality of the book and all the info it contained. I love the full color pics and format. It doesn't tell you everything, just enough to get you through the difficult parts of the game without spoilers. I only use the book when I get stuck in an area and read what they have to say about the area and and tactics they recommend. All in all, it was definitely worth the money to buy it, and I highly recommend it to anyone who wants help to take their game further.

Complete walkthroughs cover all quests and dungeons, with detailed information on the choices you make that influence your characters' storyline and gameplay experience. Advanced combat strategies help you defeat the hordes of dangerous creatures you encounter in your journey through Ehb, including stats and tactics for all combat styles and special abilities. Choose your role in the game with our comparison of the strengths and skills of all four playable heroes. Consult the fully labeled maps so you can find all the best loot, hidden lore, and items! Go behind the scenes with the creators of Dungeon Siege III in our special Developer Commentary sidebars and concept art section!