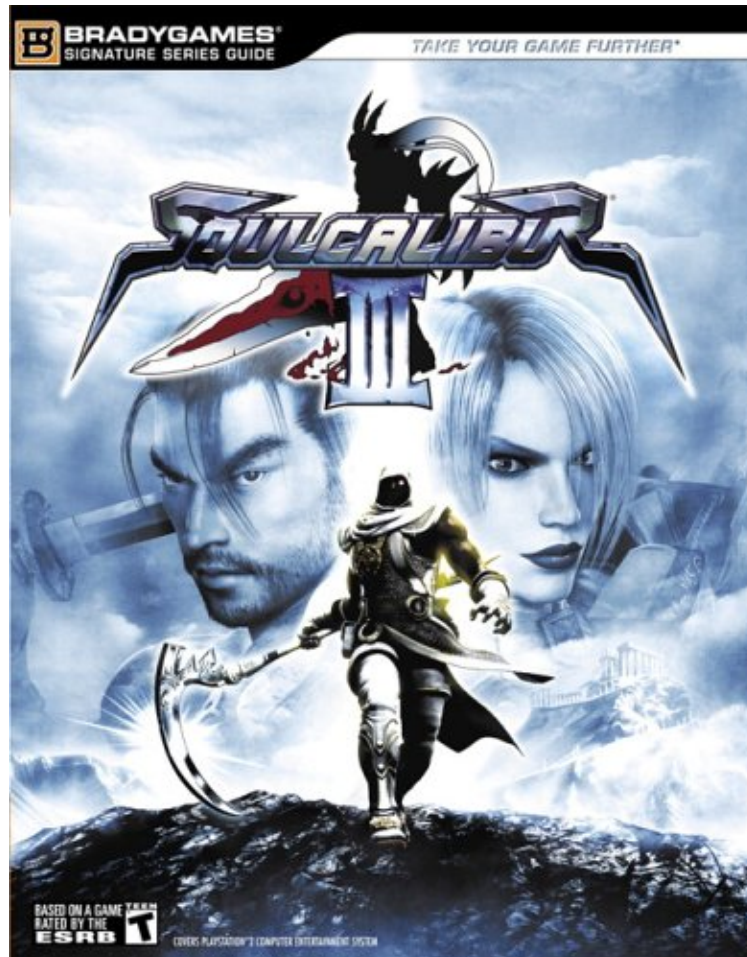


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## SOULCALIBUR III Official Fighter's Guide (Brady Games Signature Series Guide)

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**BradyGames : SOULCALIBUR III Official Fighter's Guide (Brady Games Signature Series Guide)** before purchasing it in order to gage whether or not it would be worth my time, and all praised SOULCALIBUR III Official Fighter's Guide (Brady Games Signature Series Guide):

0 of 0 people found the following review helpful. Somewhat HelpfulBy citan-uzukiThe Strategy Guide basically consists mostly of profiles for each of the main characters. Included in these profiles are some rather trivial piece of personal information about each of the characters as well as the recommended attacks to use with that particular character. However, I believe the guide doesn't give you enough help when it comes to unlocking features of the game. To unlock these features, certain conditions have to be met. For the most part, most of these features are listed with the conditions needed to unlock them. However, I think the guide should have done a better job of explaining what you need to do in order to unlock certain events, armor types, and weapons.This guide is somewhat useful. The artwork is

very attractive. And would be worthwhile purchase for those who collect them. However, there are many other sources of information online that you could go to if all you need is help with the game. 0 of 0 people found the following review helpful. SUOL CALIBUR III - IS THE BEST OF ALL SOUL CALIBURS By L. B. Mascarenhas I loved this guide. That is such a complete guide. The details of the characters are incredible and the photos... GREAT. I recommend this for everybody. 0 of 0 people found the following review helpful. About As Basic as Fighting Guides Get By Tsanche In the realm of strategy guides the question commonly pops up: Why would you buy a guide for a fighting game when the moves lists is right there in the game itself. The question is often asked by people who don't actually play a lot of fighting games and only understand the concept of, "Drain the other guys life gauge before he drains yours." The genre itself should be pretty straightforward for anyone. But for those willing to dig deep, there is so much more to understanding the genre than this. No one buys a fighting game guide just to learn every character's moves. Indeed, some moves listed are not actually listed in the moves list. The reason we buy fighting game guides is because they're supposed to help us learn how to use those moves... and help us learn how powerful they are and how to effectively chain them with other moves. In this regard the guide to SoulCalibur III isn't exactly bad. On the other hand SoulCalibur isn't just your typical fighter. The third game offers up a LOT of content and such that this guide simply doesn't cover. When we talk about a SoulCalibur guide we need so much more than just the profiles for each character. Bradygames scratches the surface but it never really dives. The guide begins, as most do, with talking about all the basics and the basic things you'll need to know about the game. By now every SoulCalibur guide goes into this. If you're new to SoulCalibur it can definitely help, but it is certainly not something that's needed. Given how SoulCalibur III offers an excellent training tutorial in the practice mode, reading about this stuff isn't needed. It's nice that it's there, but not needed. Take a gander of you're new. Beyond that it gets into advanced strategies. And this is where the biggest problem what Bradygames guide comes in. Pretty early too. It is all about telling us ABOUT these advanced tactics but not much about effectively APPLYING them. Meaning, if you're unfamiliar with SoulCalibur it's a great entry way... but you're not really going to learn much of anything. Beyond that it talks about the single player experience. Namely all the missions and even gives a detailed look at Chronicles of the Sword. Again, nothing too in depth, but it's there and can be helpful. Most of the missions are pretty straightforward... there simply isn't much strategy that can be offered for them. Likewise, Chronicles of the Sword isn't too terribly difficult either but it's a lucky thing that all that is actually there. Where the guide succeeds and fails just the same are the character profiles. In real fashion, we learn about the characters, but the overview Bradygames provided in the SoulCalibur II guide was generally better. Talking equally about their strengths and weaknesses. This doesn't do that. It tells you about using characters at close, mid and long range before giving you ring out strategies. It's a good guide for all this stuff while also offering up move lists to tell you all about the damage done and all that jazz, but it never really gives you frame data of any sort. Which isn't quite as bad as it sounds. They always have final thoughts and they sometimes have combos... but not all. You'll figure out plenty more than this guide will provide. They also have recommended moves, which can be very helpful. But once again they spend a lot of time telling you about the move rather than how to apply it. Sometimes they even note if the move is new or if it was changed from SoulCalibur II. What really hurts the guide, however, is that the depth just isn't that great for advanced players. There are no Okizeme strategies for instance, or any tips on defensive play or fighting against particular characters. Even in their SoulCalibur II guide you could read up on what the authors felt were core weaknesses of the characters. Even going so far as to inform the player that things like range are actually important in SoulCalibur. Sure the guide didn't do as well for advanced players either, but it at least knew that covering a fighter also meant covering their weaknesses as well as their strengths. Here they might mention it in one of the ranges, but that's about it. The lack of frame data isn't as bad as it seems, but the lack of offering any defensive tips or well suited counters or anything like that is regrettable. The worst part about the guide, however, is actually that it tells you absolutely nothing about Tales of Souls. Of all the things in this guide, this should be seen as unforgivable. I'm not asking for strategy here so much as asking that they explain the possible choices characters can make. Sure Tales of Souls is roughly the same for everyone but certain characters have to be battled in Tales of Souls to unlock them. The guide tells you something along the lines of how you must battle the character in Tales of Souls to unlock them, but doesn't offer up any tips on how to get to that particular battle. And some characters fight very different battles. Everyone fights Zasalamel and either Siegfried or Nightmare but not everyone has to fight Sophitia or Xianghua, for instance. And not everyone is apt to encounter every bonus character. The only coverage we get of Tales of Souls is in the "Single Player" section where it only tells us that you can choose different paths and that you'll have to make certain inputs during cutscenes. Aside from that, there's nothing else. Flowcharts or even a list might've been nice. But no, the guide isn't really concerned. It's almost as if they're aware you'll spend a lot of time fighting your friends instead. And this is fine for those who don't particularly care about mastering the game. But if I invest in a strategy guide I shouldn't have to go online for basic information that should be in the guide. Again, strategy isn't what I'm looking for (because they're matchups, the particular strategies on how to fight certain characters should be found in their section). I'm just looking for all the various paths. Perhaps it was too much to do, but it seems strange that the bread and butter of the single player experience only gets a mention in three paragraphs in a quarter of a page. The SoulCalibur III guide isn't terrible by any means, it just feels like more could've been done

with it. Like covering more of Tales of Souls or talking a little bit more about the characters. There aren't any advanced strategies for those looking for them. Good for beginners and those who may want to learn more about the game, but it isn't quite so helpful in helping to improve your game.

BradyGames SOULCALIBURIII Official Fighters Guide includes the following: Extensive versus strategy.

About the AuthorBradyGames, 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 gamersboth casual and hardcorewant 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](http://primagames.com).