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Mike Searle, Sean Stalzer

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#880181 in BooksModel: 9780307890450 2011-12-20 2011-12-20Original language:EnglishPDF # 1 8.02 x .78 x 10.68l, 2.20 #File Name: 0307890457352 pages | File size: 71.Mb

Mike Searle, Sean Stalzer : Star Wars The Old Republic Explorer's Guide: Prima Official Game Guide (Star Wars: Old Republic) before purchasing it in order to gage whether or not it would be worth my time, and all praised Star Wars The Old Republic Explorer's Guide: Prima Official Game Guide (Star Wars: Old Republic):

110 of 113 people found the following review helpful. These aren't the maps you're looking for.By J.While most of the reviews so far have complained at the lack of information in this book, that's not the issue that brings my review down to a rather sad and lonely single star.Indeed, while you have to read the detailed product information to find out that it's only an Atlas, the info is there, so it's hard to blame Prima too much on that front.Unfortunately, the Atlas itself is

the problem. To start, the book is not physically large, limiting the quality and usefulness of any maps included. What do you expect from a good atlas? Large, clear images, with plenty of room for detailed notation. This book has neither the large images or the detailed notation. The maps inside are the same monochrome blue maps from in game, and indeed, judging by the blurriness of "larger" images, appear to simply enlarged screenshots, at that. Each map includes - very basic- notation; Speeder routes, quest givers, trainers, and vendors. Things that are not included (or, are included so rarely and randomly as to be comical) include the locations of Vaults, Respec "trainers", crafting trainers, Lore objects, guaranteed loot chests, etc. These are -sometimes- included as "Objects of special interest." Far more often than not, they are not included at all. In short, the atlas manages to actually reveal -less- than your in-game map does, and in smaller, harder to read images. The atlas also inexplicably omits entire zones. The maps for Alderaan, for example, include only the primary overview map of the planet (a massive landmass zoomed out so far as to be pointless, used only to demarcate the individual zones), the detail map of the first zone, and the detail map of select interior locations. The detail maps of the subsequent Alderaan zones? Nope. Not there. On the other hand, the maps for Balmorra are repeated, twice each. Quite a few planets lack full detailed maps of every zone, which, for a dedicated Atlas, is inexcusable. There are only two reasons I can see to purchase this book. First, it -does- list the location of every Datacron, in a general way. It won't tell you precisely how to get to them, but it will mark the area of the map where you should be looking. If you just can't wait for this info to inevitably turn up online, and with more detail, this book will help. Second, if you are simply a huge Star Wars or Old Republic fan, it's a fairly good looking piece to sit with the rest of your collection, for the low price. Just as long as you only open it for the small concept art section at the back of the book.

2 of 2 people found the following review helpful. Terrible Product Please read this before buying
By Keith L. Gotter
I don't usually write reviews but i wanted to let everyone know to stay FAR away from this. I am new to MMO's and wanted to buy a guide to help me get my feet wet at the games launch and this book really disappointed. I know you cant fit everything from an MMO into a guide but me coming from skyrim and that huge 600 page guide this had very little to offer. This is how it broke down.
First section
The first section was very basic class introductions. These introductions showed no skills, abilities or stats. All that was there was a introduction to the class (probably copied from SWTOR.com) 2 or three tips that you can figure out with 2 hours with playing from that class and some pictures. THAT IS IT!!! It was just terrible.
Second section
the second section where the most useful and the only reason i have this a second star but the planet guides are pretty helpful but not really good. What they have is a layout of all the maps and points of interests but the maps are so small you cant make heads or tails of it.
To wrap it up this book is not ideal for either experienced players OR NOOBS like me. There are no basic strategies on roles for a group. There is nothing that kind of explains what the game or MMO's are all about. This Book is a complete waste of my money, but most of all a total disappointment. Please stay away. That Game though is great so if you are on the fence about than go ahead and take the plunge
0 of 0 people found the following review helpful. A Sad Excuse for an Explorer's Guide and Prima Publication
By Customer
I purchased this because I was super excited about SW:TOR and it was the only publication for the game released at the time. I just want to point out that I DID realize it was an atlas/explorer's guide and not a strategy guide beforehand. I gave this two stars because it is a horrible excuse for an atlas. I'm not sure if the authors had enough hands on time with the game while they were compiling this or if they didn't have a large enough staff team to do it correctly but there is absolutely too many things missing from these maps to make it helpful to a player. The only thing this does is give you a vague look at each planet, provides a bit of background information, and the location of some random...RANDOM...useful NPCs and areas. I'd recommend using the money you'd spend on this to add some game time to your account or purchase something else all together.

Experience your own story in Star Wars: The Old Republic with Prima's Official Explorer's Guide. This spoiler-free atlas will help you navigate every planet while you experience your story on your terms. The Star Wars The Old Republic Explorer's Guide includes: Comprehensive atlases for all planets: Alderaan, Coruscant, Hoth, Tatooine, and more No walkthrough means no spoilers Locations of hidden Datacrons to augment your stats Hundreds of maps packed with critical information to guide you through your adventure Enemy locations and levels revealed so you can better prepare to explore every planet Learn about every basic class and pick one that is right for you Exclusive concept art