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Mass Effect: Andromeda: Prima Collector's Edition Guide



Synopsis

Lead our fight for a new home with the official Mass Effect™ Andromeda Collector's Edition Guide from Prima Games. **DLC Code Inside:** Get a head start on Day 1 co-op play with the MultiPlayer Booster Pack, which includes weapons and equipment to kick-start your progress (entitled instantly, limit one per match). **Bonus Content:** Featuring development team interviews, signatures, and a foreword by BioWare Lead Designer Ian Frazier. **Premium Hardcover:** Featuring gorgeous art, this is a must-have for any fan! **Priority Ops and Exploration:** Our step-by-step walkthrough takes you through all the choices, combat, and challenges you face during your mission and beyond. **Illustrated Area Maps:** Detailed maps and images call out important structures, mission routes, and resources, so you can explore every location completely. **Squad Profiles and Combat Tactics:** In-depth intel about your squad, their best skills and capabilities, and their relationship with you. Discover the best party formula for your playstyle. **Multiplayer Coverage:** Meticulous area maps and tactics for surviving waves of enemy forces. Study the strategic points of each location, equip the proper gear for your playstyle, and lay waste to your foes in every hostile environment. **Exhaustive Inventory Data:** Weapons, biotics, skills, mods, items, and more. All of the info to help you get the most out of your experience. **Free Mobile-Friendly eGuide:** Includes a code to access the eGuide, a web-access version of the complete guide optimized for a second-screen experience. Plus access to interactive maps.

Book Information

Hardcover: 544 pages

Publisher: Prima Games; Har/Psc Co edition (March 21, 2017)

Language: English

ISBN-10: 0744017904

ISBN-13: 978-0744017908

Product Dimensions: 8.4 x 1.5 x 11.1 inches

Shipping Weight: 4.6 pounds (View shipping rates and policies)

Average Customer Review: 4.2 out of 5 stars 89 customer reviews

Best Sellers Rank: #65,039 in Books (See Top 100 in Books) #48 in Books > Computers & Technology > Games & Strategy Guides > Strategy Guides #56 in Books > Humor & Entertainment > Puzzles & Games > Reference #169 in Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games

Customer Reviews

First before going into my review I'd like to say that I've bought many guides from Prima and they are always hit or miss. Mass Effect 3 guide was okay but not great. Dark Souls 3 guide was bad, I've been burned many times and so take that how you want for my review score. When I first opened the package I was pleased to see the guide is monstrous and looks well put together. For a game this large the guide needs to be just as large. There is an insane amount of information in the guide and I'll admit I have not read through all of it yet. Below I'll summarize pros and cons: Pros- a lot of information. The guide covers all side quests, enemies and allies, guns and armor, ability descriptions, recommended builds, multiplayer overview, priority ops and secondary quest walkthroughs and so much more. - well put together. Hard cover binding looks good and page quality. Art section in the back is a plus. - e-guide us actually complements it well as the book is difficult to find what you need unless you really know where to look. - Maps are basic but easy to read- the walkthroughs are not as detailed as I'd like but they do reference other sections of the book for additional tips. For example it may tell you to take out the enemies but not actually how to beat them. But then will reference the enemies/boss section for more detailed tips. - I enjoyed reading the bioware developer interviews. This is a welcome addition to get a feel for how much work actually went into the game and the pain points for the developers. - I feel like some of the inaccuracies in the guide are due to random glitches in the game. For example some quests were simply broken and I had to reload to get it to work right. Cons- organized poorly. A book this massive needs at least a more detailed table of contents so you can figure out where to find the information you need more quickly. This is somewhat mitigated by the e-guide as you can do more searches and it's actually laid out much easier with menus etc. - secondary quests are organized in alphabetical order. This doesn't sound too bad at first until you realize just how many quests there are and it is not clear there is actually a table of contents summary for this section. Once I found the table of contents for this it's much easier to figure out but I could see how it would be easy to miss if someone did not actually read through the beginning pages of this section. - weapons and armor section does not present detailed stats. It's more just enough so you understand the basic difference between each piece. Final Thoughts The information in the guide is actually pretty good, if you can find it. I'd recommend actually reading the first few pages of each section to get a feel for how it is laid out. The secondary quests table of contents was huge. Bookmark this page as soon as you find it as you'll need to reference it often. They obviously spent a lot of time with this guide and it's definitely worth getting for a collector. If you just need help with the game it's better to read the basics chapter and use it more like a book to learn about how the game works before playing further.

Been doing PC games for many years, and have bought numerous commercial Strategy Guides over these years. After now having invested over 60+ hours in this game, I believe I can make a reasonable comparative judgment on it, as to its usefulness. It's not the worst strategy guide I have ever purchased, but it's nowhere near the best. Granted it does have tons of info in it regarding general game play info, and a substantial amount is helpful, however there are also some significant gaps in it:- The in-book mapping is shockingly bad at times, way too abbreviated, and just basically a copy of what the in-game map already provides once you explore vast amounts of the major areas. As a matter fact, when using the in-game map with the Legends icon turned on, the in-game maps are actually more informative.- Solutions to some of the more difficult major and side quests are glossed over, in just a "go-do-it" description. Sometimes when it is not apparent where to find, or how to get to difficult parts of the immediate game world, this guide is really no help. I found myself using other free internet sites (other gaming website, or youtube video's) along with this guide to solve what I needed. Not the best organized strategy guide, rather haphazard to try to find things in a logical manner just by thumbing thru it. The table of contents is rather sparse, and there is no index at the end of the book. So the bottom line for me is, yes, I probably would have still bought it, had I known some of these things ahead of time, because I guess I am a bit of a sucker when it comes to getting supporting game information. But, can I recommend this to others? Not really sure. Guess I'm on the fence on this one, some folks might find it more useful than I did, but for the \$ spent, some folks will also very likely be disappointed.

Everything you need for the game is hurried somewhere in this monstrosity, but good luck finding it! And if you do happen to find what you're looking for you probably had to go through several spoilers for other parts of the game first. Just an overall horrible layout, and stupidly organized, I get breaking out the sidequests but to organize them by name versus planet you discover them on was a bad choice and spoils quests and planets you have not unlocked yet.

This contains a lot of information....if you have the time to search for it. It is also very heavy. The table of contents is minimal and there is no index. You are left to flip through the book to find things. The organization is also bad. Rather than put everything you can do on one planet together, you go one place for side missions another for main missions and you can't even locate the vaults you need in a timely manner. About all it does well is list weapons and armor stats and give you the

answer to the glyph puzzles. That only works because they are colorful and easy to find by flipping through the book. 90% of the time I go online to find what I need in 1/10th the time it would take to see if this book even has it.

As a collectors item, the book it nice. Solid cover and good quality printing. Previous guides came with a poster, but this one does not. I'm only giving this 3 stars however because of the content. Content and information is generally ok, but there are parts that are inaccurate, incomplete, or missing. Given the book is supposed to be a complete guide, errors are not acceptable. Also, some of the information (around weapons & armor for example) is rather vague and unhelpful. It seems like the guide was rushed (not unlike the game).

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