

[Free] Kingdoms of Amalur: Reckoning Signature Series Guide (Signature Series Guides)

Kingdoms of Amalur: Reckoning Signature Series Guide (Signature Series Guides)

Future Press

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#2146443 in Books BRADY GAMES 2012-02-07 2012-02-07Original language:EnglishPDF # 1 11.20 x 1.54 x 8.94l, 4.58 #File Name: 0744013941500 pages | File size: 51.Mb

Future Press : Kingdoms of Amalur: Reckoning Signature Series Guide (Signature Series Guides) before purchasing it in order to gage whether or not it would be worth my time, and all praised Kingdoms of Amalur: Reckoning Signature Series Guide (Signature Series Guides):

0 of 0 people found the following review helpful. because the game is still rather wonderful in terms of graphics and colorsBy P. S. KieslingA gorgeous guide. It provides all the details needed for the game. However, the maps and loot locations are a bit weak in certain areas and the lorestones are not marked (some lorestones are marked, especially in early areas, but the deeper you get into the game, the fewer lorestones are marked). It appears to be weaker in the sagecraft and blacksmith skills, but to be honest, all the skill descriptions are rather short. This is not a large detraction, because the skills are fairly self-explanatory in the game and the game provides enough details about each skill for the player to increase whichever skill/s they want. The layout of the guide is clear and organized. The artwork and screencaps from the game are very lovely; that's to be expected, because the game is still rather wonderful in terms of graphics and colors. If you love the game and a want a wonderful addition to it and to increase your knowledge of the game (including enemies, Amalur, and everything in between), then I suggest you get this guide. The guide gives you details about the main quest and the faction quests, but it's not a full walkthrough. Because the Fateless One is so customizable, the guide it's going to tell you how each battle is going to play out. This guide won't hold your hand when it comes to fighting, and it doesn't need to.5 of 5 people found the following review helpful. Superb GuideBy

Mark Marsay This is a superb guide to the game and well worth adding to your guide collection. I must be one of those sad people who actually enjoy reading these guides for their own sake - they just happen to come in useful for when you get stuck in a game or if you want to check you haven't missed anything. They make the game experience much fuller in my opinion. I only have one bad thing to say about it and it isn't about the guide itself, but the fact that I could not get this in the UK when the game came out and so ordered it direct from the States (on .com) - it arrived in a few days despite being normal postage (from Germany would you believe!) and then a few days later it became available in the UK. That was really annoying and a black mark against both the guide and the publisher. But the guide is first rate, clear and colourful and offers everything you'll need to play the game fully. Now there is a DLC already out, I wonder when the guide to that will be available here in the UK!

2 of 2 people found the following review helpful. Best Strategy guide I've ever owned, but one thing....

By M. Burkhead This is the highest quality Strategy guide I've ever seen or owned. Very nice and organized, (for the most part.) It's chalk full of goodies. There is only one major thing this guide lacked and two minor. First off this game has a pretty in depth Crafting system and the guide did a pretty poor job explaining how crafting works. The minor things that annoyed me was the index was off by a few pages every once in a while which could be confusing, especially when this game is SO BIG! The index didn't bother me too much because the quests were all easy. In addition Future Press later released a digital copy of a new Index, and added a supplement for crafting and I believe they added a few other supplementary articles as well for free. The other minor thing I didn't like was the use of the black ink on the cover easily smudges. They should have treated the cover in some type of protectant. You can't even hold the book without the skin oils smearing the cover. Otherwise it's a fantastic product and I will definitely buy from them again!

Diving into Kingdoms of Amalur: Reckoning can be daunting. The world is vast, the combat is brutal and your potential choices are almost infinite. This encyclopedic guide aims to make everything clear; to show you how every element of the game fits together and let you take advantage of each of them to get the experience you want. See the whole thing and cut your way through it in style.

Master Your Destiny Building your character isn't too stressful when you can change your destiny at any point, but really taking advantage of the possibilities in Reckoning requires planning and knowledge. We explain how every aspect of the Destiny and Skill systems can be used to create the most powerful characters of each type.

Fight to the End Reckoning's Main Quest can be a real challenge, but if you want to see its end our complete walkthrough will ensure you never falter. Every battle is fully covered and maps reveal everything about the areas you'll traverse along the way.

Control the Battle The beauty of Reckoning is in its visceral combat. You can be as strong as you want if you have the skills and knowledge to excel at combat. We show you how to master Reckoning Mode to gain more XP and get better items, and how to slash, cancel and combo your way through the game's battles with style.

Leave Nothing Unexplored In a world this vast it's hard not to miss things. Our illustrated maps and detailed Area Guide chapter will ensure that you'll always find what you're looking for. Every town is explored in full and even the most remote cave has its deepest secrets exposed.

See All Sides of the Story The game is filled with hundreds of Side Quests, Tasks and major Factions to explore and complete, and it's only through these that you'll see the full picture of the world of Amalur. We provide walkthroughs, maps and tips for every one of these optional quests and all their possible rewards are outlined.

Unlock Everything Players wanting to know everything about the world of Amalur and ensure they've squeezed every last drop out of the game will find everything they're looking for. We provide tips for unlocking every Achievement/Trophy and the locations of all of the game's rarest items.

Explore Beyond Get deep into the world of Amalur with our exclusive story timeline and selection of beautiful concept art work and sketches, and an in-depth interview with the visionaries behind the game.