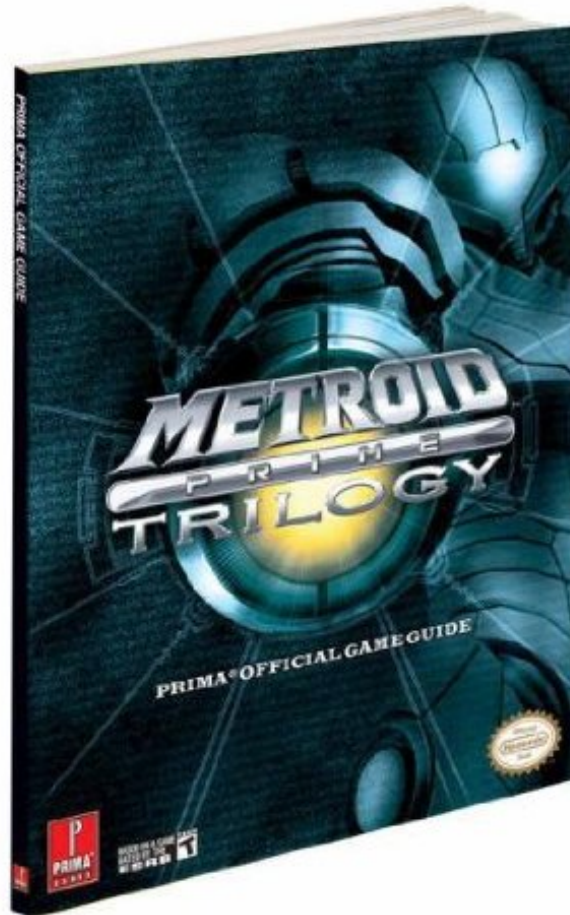


(Mobile pdf) Metroid Prime Trilogy (Wii): Prima Official Game Guide (Prima Official Game Guides)

## Metroid Prime Trilogy (Wii): Prima Official Game Guide (Prima Official Game Guides)

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**Prima Games : Metroid Prime Trilogy (Wii): 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 Metroid Prime Trilogy (Wii): Prima Official Game Guide (Prima Official Game Guides):

1 of 1 people found the following review helpful. A MessBy MrRebelutionaryThis strategy guide is terrible. The main layout of the guide is just fine. The maps are all in one section and so are the logbook entries. Most problems come from the layout of the logbook entries. They are just thrown together in no particular order. They're actually almost put in the order you find them, but not quite. Finding anything you missed is an absolute pain. With so many things to find, they should have layed it out the way it's layed out in the games. That way you could cross check the two without

going insane. Another problem is the fact that some things are mislabeled. I finished the game and decided to go back to find something. I knew the area it was in, so I flipped to the step by step portion to find it. It turned out it was labeled wrong, so I ended up finding something I already had. The individual rooms aren't labeled, which is super lame. You can look at the in-game map, but you have to scroll over one room at a time to see what it's called. It's just one more slow down. This guide really pales in comparison to the other two guides I own: Ocarina of Time and Killzone. I'm really surprised they even released this guide. It's really a joke to even ask money for it. So I wouldn't buy it if I were you, even if it is three game guides in one. It just doesn't do its job well enough. 1 of 1 people found the following review helpful. 3 stars. Maybe lower. By Luti-Kriss I bought this guide mainly for the maps, so I didn't have to keep looking them up online. The maps in this guide are a disappointment though. They don't have the rooms labeled. Just the locations of certain items listed. Then there's the list of where each logbook location is located in the back, but still nowhere to match up the exact rooms unless you know them by heart from the game, or are looking around the map of your game. Huge disappointment. Then I'm using the walkthrough for # 2. I got confused as hell right in the beginning. I was looking for Luminoth lores. I was looking for the lore "Paradise", because the guide said I'd be able to find it in the events coming up. Well, I scanned where I remembered it was supposed to be before when I played it on the gamecube. It was a different lore. I looked in the back of the guide to make sure it was supposed to be the right lore. The guide said, "Luminoth lore, Paradise, Mining Plaza." I already got the lore located in the Mining Plaza. I looked on the chart again to see if there was a second lore located in the Mining Plaza. Nope. Only one. Which made no sense, cuz it wasn't the right lore. So I carefully read the walkthrough word for word again. I found out where the mistake I made was. It said something along the lines of, "make sure you scan the lore on the way out of the energy controller". I was already in that room, and I scanned a lore in there. So I thought I got it. Nope. The guide didn't mention what kind of lore it was supposed to be. What I got was a Luminoth journal entry lore. There was one more hidden in there, which was the paradise lore I was looking for. The guide didn't mention there were two different lores. So, the guide is wrong, and it's also very horrible at explaining things. Why is it wrong? Because it has some info that is still strictly for the gamecube version of this game. They did change a few things in the trilogy version. The paradise lore is supposed to be located in the Mining Plaza, for the gamecube. But it's located at the energy controller for the trilogy version. The guide didn't mention this at all. I would have never found it out either if I didn't look online for it. Thank god for Metroid.Retropixel.net, which points out the differences between the two games. Basically, I think this guide sucks. I'm probably going to sell it go Gamestop here soon. It was a waste of money. I won't buy the guides separately now though, since I know there's a difference between the gamecube version and trilogy version, it would still be giving me some wrong information, despite the more details. They need to fix this guide a lot. They need to tell the gamer that there are differences in the trilogy version. They also need to do a better job at the maps. And they need to explain things better. 5 of 5 people found the following review helpful. Average guide By S. Hughes I never got play the first two games and Metroid to me is one of those games that if you want to collect everything the guide is important instead of walking around for hours on end trying to figure it out. You could always use youtube but it's quite annoying to go to the internet all the time and back to the game. I'm playing through Metroid prime's first game. The guide is pretty good but it is a little vague. You also have to read clear which room you need to be in, sometimes it's not the most straight forward. Besides that it's not a waste and has helped all the way through. They should have made this guide twice as big since I know Metroid Prime 3 has just as many pages as Metroid Prime Trilogy. Like the other reviewer said, the original guides I bet are better but you might be spending more money getting all the 3 guides and guides for the first two games will be hard to get. This will get the job done but yes it's on the vague side but not useless and will get you all the power ups in the game.

**Trilogy Walkthrough:** Don't just settle for one Prime guide get all three! Our walkthroughs for Metroid Prime 13 have been carefully crafted to lead you step by step through Samus Aran's most challenging adventures. Solve every puzzle and annihilate every foe as you follow along, claiming suit upgrades and weapon expansions at the most convenient times!  
**Labeled Maps:** In addition to our walkthroughs, there are enhanced 3-D maps of every world Samus explores throughout the epic Metroid Prime: Trilogy. Use them to identify upcoming goodies or quickly track down something vital. Each map is fully labeled with all items of interest, using numbered icons that correspond to the walkthrough and checklists.  
**Checklists and Extras:** With well over 300 upgrades, expansions, and log entries for you to accumulate in Metroid Prime: Trilogy, you'll find loads of quick-reference checklists kept in one convenient place at the back of the guide. You'll never miss a thing!