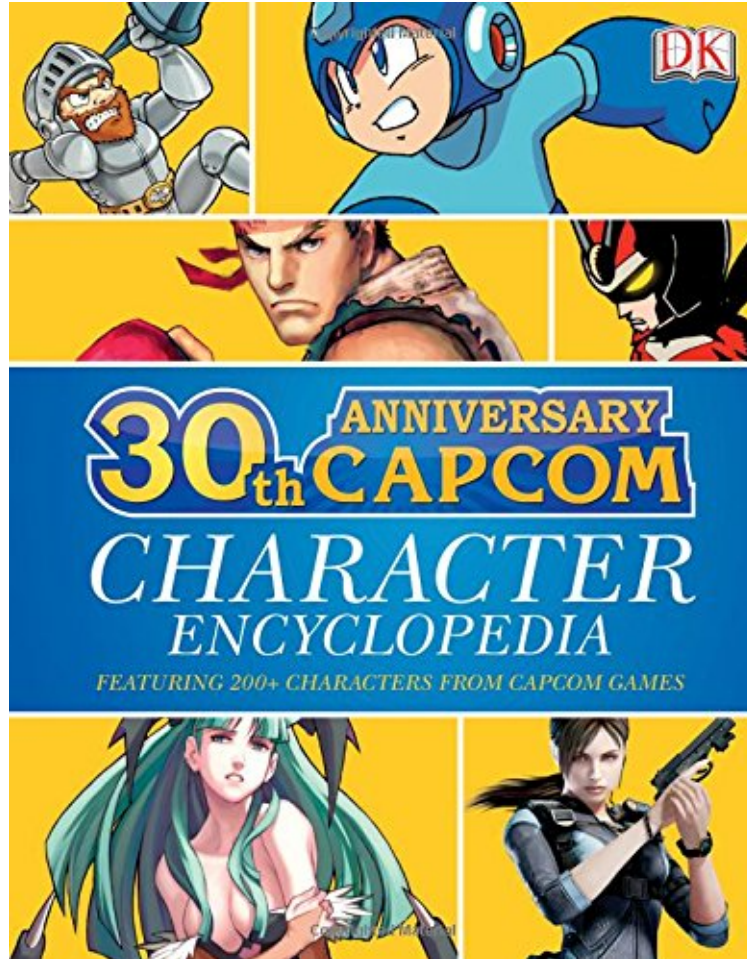


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Capcom 30th Anniversary Character Encyclopedia

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BradyGames : Capcom 30th Anniversary Character Encyclopedia before purchasing it in order to gage whether or not it would be worth my time, and all praised Capcom 30th Anniversary Character Encyclopedia:

48 of 52 people found the following review helpful. You get what you pay for By Travis B. Over 200 characters are documented in this release, and it wastes no time in doing so. Aside from a simple two-paragraph introduction, the entirety of the book is a single page dedicated to each character. Each displays art of the character, a textual background, and a few short facts in a box labeled DATA. The format is simple, and the artwork chosen for each character seems appropriate to game the character first appeared in. All characters are arranged alphabetically, so its quite fun to skip from Baby Head, to Balrog, to Barry Burton. This publication delivers what it sets out to do, but I cant help but feel like it is a wasted opportunity. Its not that the content is bad, it just feels like the bare minimum. I would love to have seen more information about each character, including the names of the original artists and designers, as well as a collection of the sprites and textures from different releases of each game. For example, to be able to see each

incarnation of Ryu and Chun-Li from every Street Fighter would have been particularly interesting to see. Or can you imagine a to-scale panel of every Mega Man sprite ever used? Obviously, this would have driven the cost of the book up, but this release is not for casual fans, it is for people obsessed with Capcom. I would have gladly paid more for a higher quality release. Luckily, the price is more than commensurate with the content, and you will get a great deal if you grab a copy. Just don't expect to have the de-facto reference material for Capcom characters. 12 of 13 people found the following review helpful. Great price, mediocre content

By RGO
Over the past 30 years Capcom has created many very memorable characters. As with any game company, there have also been many very mundane, filler characters. This encyclopedia covers pretty much any Capcom character you can think of, from the exceptional (Mega Man, Ryu) to the forgettable (Maki from FF2 and many that I can't remember). When the book finally arrived I was surprised as to how small it was. The book is not much larger in size than your standard strategy guide (except that it is hardcover). The main problem with this book is that it is not what you would expect an encyclopedia to be. Each character is represented by a single page and then 2 or 3 paragraphs. There is a small section on each character page that tells you where you may have first seen the character as well as where you may have seen them most recently, but that is it when it comes to facts or data. The content is equally split between the famous and vanilla characters (1 page each). It is strange to see a single page devoted to a Capcom superstar like Chun-Li or Wesker sitting next to some character from a minor game from ages ago that you've probably never heard of. The issue isn't that these minor characters are included, but rather that there should be more information and details when it comes to characters who have been in more games and have much richer stories and legacies. If you were hoping to find your favorite character and find a trove of trivia, statistics, or even a list of each title they appear in...you are out of luck. The above complaint is probably to be expected considering the breadth of the subject (there are a LOT of characters in this book). If this were a paperback copy at the same price this would be a 3 star book at best. Instead of a paperback book, though, the finished product is a very presentable hardcover book. The illustrations are very vibrant and high quality. It is a perfect coffee table book where you could easily flip through a few pages and read up on some of the good and not-so-good Capcom characters created over the past 30 years. I would have liked more content, but for the price there really are no substitutes at this time. 4 Stars.

0 of 0 people found the following review helpful. It's missing quite a few characters from capcom, even ...

By Brian
It's missing quite a few characters from capcom, even at the time of writing it wasn't a full set and it's newest characters go up till Project X Zone. That aside, it's got some spelling errors and wrong information (Something that will drive actual players insane.)

Established in 1983, Capcom is one of the world's most well-known video game publishers and is recognized for creating many important game franchises, such as Mega Man, Resident Evil, and Street Fighter. Full of facts, statistics, and historical information, the Capcom 30th Anniversary Character Encyclopedia will offer any fan of Capcom's illustrious library of video games insight and background for all of their favorite characters and video game series. The Capcom 30th Anniversary Character Encyclopedia celebrates Capcom's 30 years in the industry and gives fans concise information about every major Capcom character, their key artwork, statistics, background information, and interesting notes on the history of each character and game franchise. Including almost 200 characters from the Capcom family, this Character Encyclopedia sheds new light on these characters in a way nothing else does!

"Now that the company is celebrating its 30th anniversary, a new book is out to not only give props to Capcom's legacy, but to help fans keep its contributions to the medium and dozens of characters straight, from Final Fight to Monster Hunter and Devil May Cry to Aliens vs. Predator. It's a welcome addition to any gamer's library and/or coffee table." GameNGuide.com

About the Author
BradyGames, an imprint of DK and a division of Penguin Random House Inc., is the world's leading publisher of strategy content for PC and console video games. BradyGames understands what gamers both casual and hardcore want 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. From the Trade Paperback edition.