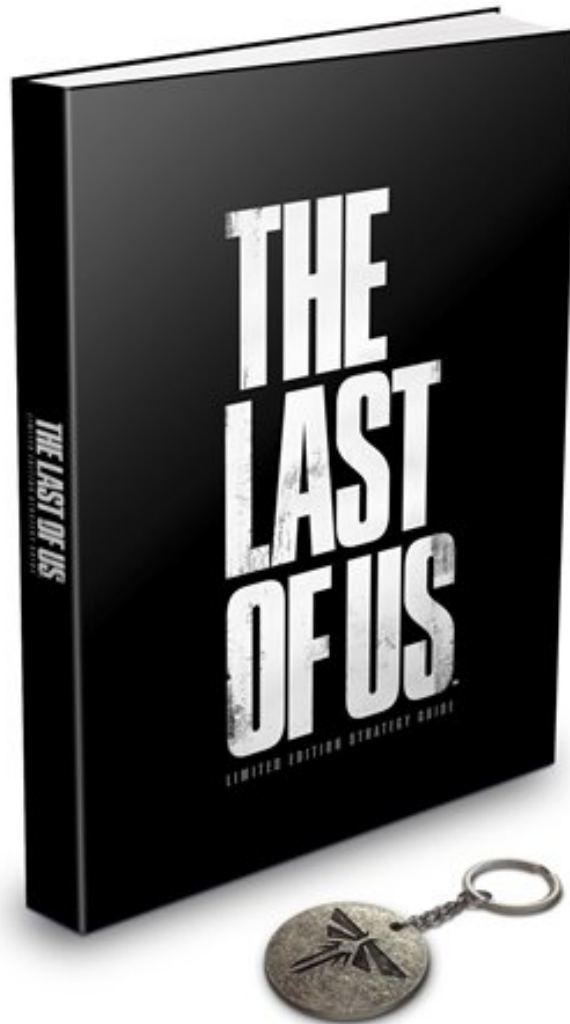


## The Last of Us Limited Edition Strategy Guide

*BradyGames*

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#678568 in Books BRADY GAMES 2013-06-14 2013-06-14 Original language: English PDF # 1 11.25 x 1.08 x 8.88l, 2.35 #File Name: 074401493X256 pages | File size: 54.Mb

**BradyGames : The Last of Us Limited Edition Strategy Guide** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Last of Us Limited Edition Strategy Guide:

38 of 38 people found the following review helpful. Very nice guide, except for one thing By David L. Dusett Jr. This guide is great and the keychain that comes with it seems to be very sturdy and well made. The maps at the beginning of each chapter are nicely detailed and relatively easy to determine where on the map your character is. All of the

information about hidden collectables/parts/supplements is easy to find in the guide. The collectable info has its own section at the end of the guide that you can easily flip to if you're playing through and just want to make sure that you grab everything as you go. The collectable info is also shown in their respective sections in the guide and, usually, they're easy to make sure you grab as you follow along. Notice that I said "usually." Because of the way the guide is organized, instead of saying "walk through the door on the left, grab some parts from the office and Artifact #15 from the desk," the guide says "walk through the door on the left and grab some parts from the office" and then an inset says "Artifact #15: Roland's Fence Plan" with details on where to find it. For the most part, this is fine, the artifact's inset catches your eye and you don't miss it. But, I have had more than one occasion where I will be following along with the guide and the guide says "go through the door and listen to the conversation." I go through the door, the door closes behind me, the characters talk, I turn the page in the guide and see "Artifact 32: Something About Survival: 'before you go through the door, make sure you grab this artifact from underneath the table.'" At this point, I need to go back to whenever I manually saved the game last (because, of course, it autosaved when I walked through that door) and work my way through in order to get one piece of paper. So, as I said, the guide is very detailed and a great resource, but if you're trying to collect every single thing on your play through, make sure you either save very often, under multiple save files, or read a whole page ahead in the guide before you go through any door.

3 of 3 people found the following review helpful. Maybe not worth the full 5 stars, but I dig it

By Lance Greene I bought the strategy guide after beating the game -- I wanted something more visual than gamefaqs walkthroughs for collecting every artifact. Plus, I enjoy flipping through game art books and the like, looking at pictures, reading backstory, and in general perusing tips for how to "play better." This guide delivers on those fronts. I opted for the hardcover edition because I foresee myself playing *The Last of Us* well into the future and I wanted a guide that would endure a lot of constant use and potential mishaps. Additionally, the keychain is gorgeous: it has a weighty, solid feel and is the sort of thing that'll be jangling on my keys for a long time to come. Being that I love this game, I figured it would be cool to carry my love with me.

All-in-all, the Limited Edition guide seems to be a bargain at only \$10 extra if you too really enjoy this game or are buying it for someone who does. The layout of the guide, as some people mentioned, is occasionally lacking; there are rare occasions where you pass a segment only to read on the next page that you missed an artifact in the previous room. I'm inclined to call this a minor oversight but I'm sure it can drive some people nuts -- myself included. I guess best tip is to read into every section before starting to play, and maintaining a mental map of what items you're looking for and their approximate locations. The maps are adequately detailed with all the most useful item caches pointed out. This is a great help when trying to collect everything. The guide only points out item locations according to the Hard difficulty setting, but this is fine. The gun part and supplement locations do not seem to change between difficulties, and the easier difficulties throw more than enough crafting supplies your way that you will not worry if you miss item caches only available on Easy/Normal. The guide does not describe textually how to get every supplement and gun part, but this seems to be a minor detail since the map has got your back. The biggest caches (safes and shiv doors) are always covered. Lastly, the guide has sections in back covering the dialogues with Ellie, artifact locations with detailed pictures (!!), and other miscellany. I haven't yet explored the full-length of the guide, but I am overall wholly satisfied with my purchase.

0 of 0 people found the following review helpful. Some Flaws but Still a Great Guide

By Nero *The Last of Us* is the reason I have a PS3, being an Xbox player, and this guide does a great job of going through the game and getting you out of some situations. I love the strategy guides and this only helps a person get through the game. It has everything that most people want in a guide, maps, descriptions, pictures, and where some of those things people want to find for trophies are. That said, this does have a few faults and the reason for the 4 star rating. It does lack in some situations when it comes to finding certain things with some unclear directions and confusing pictures. It does have great maps detailing where items and things are, but on multi-level maps it can get downright confusing. It also does have separate sections for finding those extra items, but it also has its issues with giving some details. For me the reason I generally get Collector's Edition guides is for some bonus content about the history of the game, development of the game, or an interview. This guide lacks this part entirely. Which to me is a huge disappointment. The flaws in this guide however is something I seem to notice about BradyGames guides in general. I prefer Prima guides for various reasons, but BradyGames did a better job than other guides for various other games. Overall, it is a great guide despite its problems and will help anyone playing the game, just expect to hit pause a few times if you try and read the maps.

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