

(Free download) The Legend of Zelda - Twilight Princess (GameCube Version) (Prima Authorized Game Guide)

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David Hodgson, Stephen Stratton
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#153559 in Books Random House 2006-12-12 2006-12-12Ingredients: Example IngredientsOriginal language:EnglishPDF # 1 10.87 x .71 x 8.351, 2.40 #File Name: 0761555722432 pages | File size: 19.Mb

David Hodgson, Stephen Stratton : The Legend of Zelda - Twilight Princess (GameCube Version) (Prima Authorized Game Guide) before purchasing it in order to gage whether or not it would be worth my time, and all praised The Legend of Zelda - Twilight Princess (GameCube Version) (Prima Authorized Game Guide):

1 of 1 people found the following review helpful. More trouble than it's worthBy becntomThis so-called guide was more hindrance than help. The layout is atrocious, the writing style hard to follow, and the organization was as bad as I've ever seen. It was one long monologue that might help you get to the end of the game eventually, but only if you can wade through it without falling asleep. There were very few lists to help you find particular items. Golden bugs, Poes, Heart Pieces, Rupees, key items and weapons were all thrown together in the monologue with very little to tell which things were which and whether you could actually do anything with them at the time you first encounter them.

For things that require you have special equipment or get past specific events you had to flip pages back and forth a lot. Every time you picked up some new, useful thing you had to page back and see if you had to backtrack to use it. A pain with how much unnecessary detail was sandwiched into those pages. For instance, do I really need the book to tell me what I already have in my inventory at the beginning of each and every dungeon? I wouldn't have gotten through the last one without picking up the essentials, after all. I think I've got it covered. Then there were the so-called "Missing Links" which were NOTHING like veteran "Zelda" players have come to expect in a Guide. Telling me to cut grass and break pots for rupees??? EVERY SINGLE TIME??? You call that a "Missing Link"? That's been a part of "Zelda" since it left the arcade styling behind. And then to lead me through a long, complicated set of moves only to say "You can't do anything here yet anyway, so go back the way you came and start over" ?? Really irritating. All in all I wouldn't waste the money. Better to check a website like zeldadungeon.net or even faqs.ign.com. More user friendly by a long shot.

1 of 1 people found the following review helpful. Great game
By Jim Dawson
I played Zelda games on Nintendo and computer in the past, but that was years ago. I recently bought the wiiu for one reason only: to play the Zelda games . They have come a long way! This is a great game. The storyline is easy to follow. The temple puzzles are really fun and sometimes frustrating. The games lasts for many hours. I am a big fan. Can't wait to sample some of the other Zelda games. This one is well worth the cost and time.

3 of 3 people found the following review helpful. A Very Detailed Tome for a Very Large, Very Great Game
By Casper_Knightshade
Weighing in at 432 total pages and around five pounds, the Prima Version of the Legend of Zelda - Twilight Princess is a highly organized, very detailed walkthrough tome that is so useful it can be to a fault. The linear guide is useful in how to play the game in step by step order which eliminate the need for tons of backtracking. It comes also with pages dedicated to how to defeat enemies, if you can, and what sidequests there are to give you an edge later in the game. It does not get a higher rating because the linear aspects of the walkthrough do get extreme. Given the many, many, many, many, many pages, its tricky just to flip through the guide to find reference to a task that happens a hundred pages before or after where you are at in the game itself. The biggest problem is the type setting: in order to keep this guide to under five hundred pages they went with what looks like size 8 font, so it makes it a little hard to read. But with so much information I can imagine this guide being a thousand pages if the size font was 14. Still, for those who need the help and would like an order to what to do in the game, this guide is the ultimate source. At least it gets this average rating. I do recommend it.

When Twilight Threatens, Prima Guides the Way
Written specifically for the GameCube version!
The complete Twilight Princess compendium
Exclusive maps for every dungeon in the game, plus all hidden dungeons mastered including the infamous Cave of Ordeals!
All Golden Bugs, Poes, Pieces of Heart, Fairies, Rare Gold Chu locations, dig spot caverns, overworld and dungeon treasure chests, and every major Rupee location in the entire world revealed!
Giant double-sided map poster inside!
Complete walkthrough showing the optimal path to take! Grab all the best items at the earliest possible points!
Outrageously fast times, cunning techniques, and secret unlockables for all mini-games!
Multiple methods for fighting against all of Hyrule's dark denizens!
Learn when and where to search for every item, upgrade, character, and dungeon. Includes how and where to fish for the legendary 27-inch Hylian Loach!
Dozens of combat, gameplay, and healing tricks, plus easter eggs you won't believe!