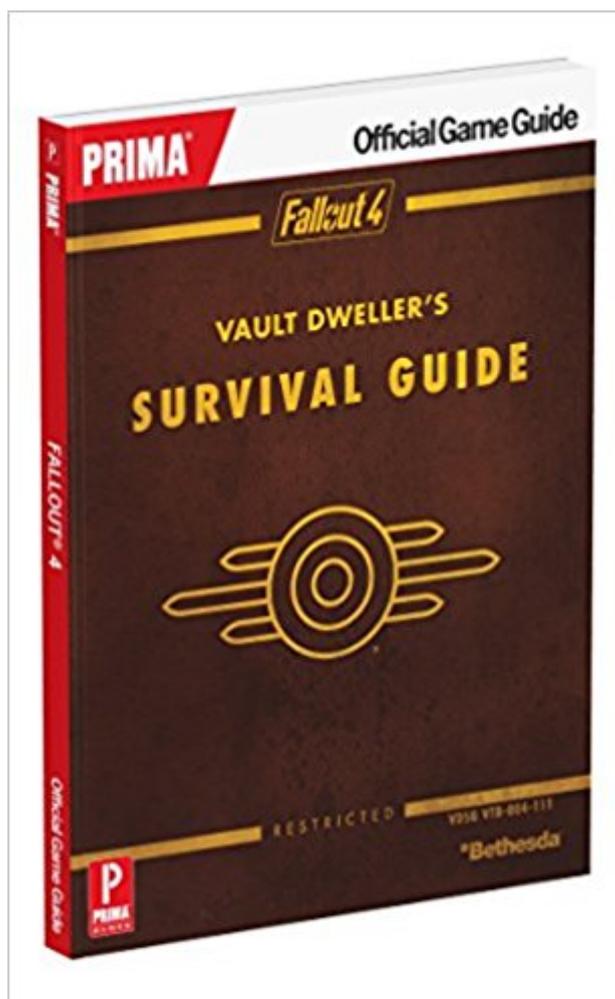


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Fallout 4 Vault Dweller's Survival Guide: Prima Official Game Guide



Synopsis

Fallout 4 Vault Dweller's Survival Guide includes...NAVIGATING THE WASTELAND - If you do choose to go aboveground, we have provided an atlas of the surrounding area, with as much detail and information as possible, to satisfy your curiosity and dissuade you from ever venturing outside.*EQUIPMENT AND SURVIVAL GEAR - In the unfortunate event that you actually decide to leave the Vault, this manual provides schematics and data for the types of weaponry you may be inclined to use while fighting for your life. Again, we urge you to reconsider going outside.CRAFTING AND RESOURCES- Making good use of your surroundings is essential for survival, should you make the poor decision to venture outside Vault 111. But, just in case, this guide contains schematics and data vital for creating and repairing useful weapons and essential technology.TIPS FOR DANGEROUS ENCOUNTERS - Nothing should deter you from leaving the safety of the Vault like the threat of good, old-fashioned danger. Be sure to study the data that our scientists have compiled about the radiated terrors that you might find outside the comforts of Vault 111. You have been warned!FREE eGUIDE WITH DLC COVERAGE - Will include strategy content for the upcoming Fallout 4 DLC releases, plus interactive maps for the entire game. *Locations, Points of Interest, & Collectibles are called out in full color.

Book Information

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Customer Reviews

Prima Games, 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. Prima

Games 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.

The book itself is pretty big and you have played Fallout games before you get the idea how big and complicated the game can get. This great quality book is full of useful guides of perks, strategies, enemies - whatever you need! The mini posters are a cool collector's item, the quality is very good and look nice as they are made out of cardboard. If you are like me and get easily lost while exploring dungeons, this book has a free code to download interactive maps to your tablet or smartphone which is very useful. As a fan, this is a must.

Well... its okay. I'm just going to start by saying its not what I expected. The Book itself is neat, professional, and clean. Very nice pages, and have a crisp look. The lithographs are neat, and crisp looking as well. The map that is included is FANTASTIC. I really do enjoy it and spent about 30 minutes starring it down after the un-boxing. Getting to the content of the book, well ... its ... not the best. Comparing it to the great FO3 game guide or the TES5 guide, it just cant hold itself up to those. The book's info doesn't go deep enough into it's categories, what I mean by that is that it doesn't go over things clearly enough. Say if you are looking over a mission and want to know what kind of conflicts you'll come across (combat, dialogue, etc.) it doesn't say. Or if the mission had a hidden chest or safe that is obscured or hidden, the guide says nothing about these certain items/containers. So you could completely barge over a great gun, or good armor piece, or something like that. The reading is very light and is not very descriptive as well. The pages that are designated for missions and quests just tell you how to do the quest, rather than giving tips for combat, or how to avoid it all-together, as I stated before. A great example of a guide that does this is the fantastic GTA-5 guide, that went over mission branching, avoiding obstacles, certain short-cuts, weapon/collectible locations, etc. This guide simply doesn't, which is pretty frustrating, if you expected something like that (as I did). The book does (as i felt) deal with weapons, bios, and locations pretty well though. The book does have a pretty good array of tables, pictures, and columns, which helps add detail, and makes it a bit more immersive. So no, Ladies & Gentlemen, this guide is not the best Prima has done, but it makes up for its lack of description, and mission content in pleasing aesthetics, crisp looks, and good presentation. Dovahkin isn't gonna Fus Ro

Dah over this, and the lone wanderer isn't going to lose a limb over it. but there's still enough here to make a pleasing game guide.

I have to say that I am pretty disappointed in this game guide. After using the Bloodborne guide (not by Prima) or even comparing it to the Deadspace guide (Prima wrote) I was just really disappointed in how it all went. The guide is a wealth of knowledge yes, but it is also a wealth of very vague knowledge and full of search and finds in order to come across information that you may be looking for. For instance if you are looking through the beginning and want to find where certain items are you have to flip through the entire book looking for item locations such as magazines and books vice having locations or even Page numbers listed next to items so you can quickly snap to pages or simply know the location of items. It is to the point I do not even use the guide because I feel it is no good, I love the look and I enjoy flipping through and reading tid bits here and there but if I have to pick between this and the IGN app, sorry Prima but IGN app takes it all the way home, plus its free.

It's a guide, it does its job. It doesn't hold your hand at all and you have to do a lot of searching for specific quest. You will find way better online guides in the future that will walk you through builds and progression to the end. I looked at it for a couple days and just decided to go my own route, save your money.

Awesome book! It seems to have everything and anything to do with each part of the sections of game to go through, or at least guide you through. Granted the little nooks and crannies may not be there, but I'm not expecting my hand to be held through the the book and game, but I am expecting guidance, which I think this peticular version of Fallout 4 guide gives. PLUS it isn't biased, which I felt the other user guide is, heavily. I am new to the Fallout series, so I came in not knowing about the various characters to meet, and many other things to be on the look out for, and do. So I feel that Prima's guide has helped quite a bit for me to go back into my city, since I just got the suit on, and helping the folks in the next to over, and roam around again, and find a few more people and things, before I get much farther into the game. I do love the fact that you get a code To download the free online version, and it has the updates for the island, which I have downloaded, and I am looking forward to playing. If you are not one for guides, since they can be hard to find, it is a THICK book, a few hundred pages worth, and well worth the price. Only reason I didn't get the other version with the removable map to frame and S.P.E.C.I.A.L cards was I didn't see the point, or need

them for me, just the book and online guide is good enough for me.

When the package arrived, I was floored. This Survival Guide is easily worth upwards of 50-60\$, in my opinion, and I'd gladly pay that much for a game guide of this caliber. 27\$ is a STEAL for the level of quality you receive. The book is thick, huge, and looks and feels authentic. The cover has a matte finish, with some intentional blemishes here and there to give it that "wasteland" feel. The pages are richly illustrated with diagrams, charts, artwork, and information about the Commonwealth Wasteland. Over 530 pages of information for any Fallout fan. This isn't something you glance at and throw away, and once you receive it, you won't want to. This is TRULY a collector's item, and deserves a spot on your shelf with your other Fallout memorabilia for the long haul....after you read every page, of course.

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