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Dragon Age Inquisition: Prima Official Game Guide



Synopsis

Mobile friendly eGuide access – Digital strategy content optimized for a second screen experience. Multiple play styles presented – Identify tactics, explore hidden caves, defeat monumental creatures, and shape the world around you based on advice for your own style of play and combat. Make the right decision – Your actions and choices will shape a multitude of story outcomes along with the tangible, physical aspects of the world itself. Tough choices define your experience, and even one decision can change the course of what's to come. Be the finest Inquisitor – Choose your class based on recommended character loadouts that take advantage of a unique set of abilities, weaponry, special moves, and even class-reactive story content. Completely control the appearance and abilities. Get the best out of your team – Connect and communicate with a cast of unique, memorable characters to develop dynamic relationships that will benefit you and your party. Where to go next – Illustrated maps serve as a guide to the next adventure allowing informed exploration of a diverse, visually stunning, and immersive living world.

Book Information

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Customer Reviews

This is a pretty simplistic guide. Strengths:- Maps of the various areas- Overview/intro of various areas (give you an idea of leveling range, resources to be found, etc.)- Presence of info such as skill trees of all classes and specializations- Info on how Cross-Class combo works (alas, I think this should be explained in game rather than in a guide)- Good info on Agents available in each zone- Information on Operations and Outcomes provided (in certain cases even the "preferred agent" for

an operation does not lead to the most ideal outcome, thus this was a very useful section) Weaknesses- [Biggest Weakness] Next-to-useless crafting chapter. Doesn't tell you where to find/buy the crafting recipes or the materials for instance (or, for instance, what zones or what kind of containers a certain recipe or material is most likely to be found in cases where things are randomly generated).- Not enough details on many mechanics (e.g. is it possible to have more than 8 active skills? What is the purpose of max affection? What is the purpose of collecting mosaics? What is the purpose of collecting some of the non-rune glyphs in certain zones? Does the "Warrior/Mage/Thief schematics" inquisitor perk scale or does it give a one-time fixed list of Tier 2 Schematics?)- Mistakes: E.g. in Crestwood Flooded Caves, it mentions to exit by the west when the exit is actually North. My conjecture is that the area was updated after the guide was made just before release which moved various things around, which resulted in the guide being outdated and thus misleading.- No actual guide for mosaic collection - mosaics are given the mentioned-in-passing treatment at best. (e.g.

So here is the scoop. The guide is just this side of worthless. It offers dumb as dirt tips for building characters that if you can't figure out yourself, you should really pick a new game. "Oh really? Pile on all the defensive abilities to make a cookie cutter tank? Thanks for the tip!"

This review is bearing in mind the other two collector editions of the series. The photos included are visible comparisons. Aesthetically: The third collector's book in the Dragon Age series fails miserably in this category. The cover is actually the same as my Limited Edition Art book which was disappointing. The cover compared to the other Editions in the series is lazy. The other editions had flare within that suited the series, the first possessing a journal feel to it while the second had art embedded into the pages that fit the cover. Suffice to say, the third feels like a pdf document. Unfinished, and uncomplimenting to the cover. Now to the meat of the puzzle. Guide: The guide is decent, it touches everything but covers essentially nothing completely. If you have stumbled through the game at least once then you have covered most of the book itself without ever having opened it. The only interesting additions being the commentary along the walk through. The tables within are interesting to look at for min maxers but I suspect that online walkthroughs will turn out to be much more useful in the end in the guiding purpose. Therefore someone buying the hardbook cover much be looking for something else rather than where is that quest located? Details: The book adds concept art sporadically, that compliments the guide itself. The developer commentary was nice at times and useless at others. It depends if you have played the game already really. It is

perfect for the newbie, who uses the book as a template to learn the series and its game mechanics but no ultimate relationship guide and specific endings guide. Pros: Good guide for those who haven't played the game.

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