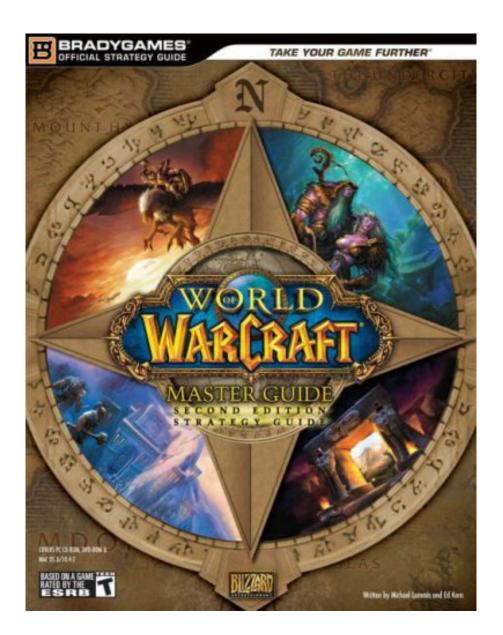


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BradyGames, an imprint of DK and a division of Penguin Random House Inc., is the world's leading publisher of strategy content for PC and console video games. BradyGames understands what gamers—both casual and hardcore—want and need from strategy guides. 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.

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- Weapon, armor and item tables, ability and spell lists, and bestiary.
- Updated maps of each city and region, with call outs for characters, quest locations, dungeons, and more.

Platform: PC Genre: Role-Playing GameThis product is available for sale worldwide.

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Most helpful customer reviews

144 of 155 people found the following review helpful.

BradyGames needs a proofreader!

### By M. HIGHSMITH

There's lots of great info in BradyGames' new (up to date as of Summer, 2006) guide to Blizzard Entertainment's phenomenal game, World of Warcraft. Unfortunately, the bevy of crammed-in hints hardly

makes up for the permeating, abysmal spelling and grammar mistakes. On average, there's at least one major spelling or grammar error on every page (most seem to occur in bunches). \*Any\* proofreader, human or computer, would've caught these distractions; frankly, they're embarrassing and lessen the guide's credibility. BradyGames obviously paid more for game hints and skimped on the actual English writing and editing skills, ostensibly trying to rush publication before the game changed too much--Blizzard plans a major expansion to WoW in early 2007.

The mistakes make for an almost unreadable book, and I use the term "book" in the sense of "bound printed matter" only. This is a disappointment for anyone with a background that includes reading (i.e., anyone who can read this review).

If you're a hardcore WoW addict, there's not much new here. If you're a n00b (newbie), you'll learn a lot. And if you're an English teacher, I'd recommend making this a semester-long extra credit assignment in proofreading.

Lastly, watch your fingertips--the ink can smear and come off like a fresh copy of the New York Times, potentially making this infotome not just difficult to read, but truly illegible.

62 of 66 people found the following review helpful.

3 stars because I was feeling generous.

By M. Thakery

It's actually more like a 2.25 or a 2.5. . .

There are some absolute basics missing from a book touted as the "Master Guide". Not only are there no indicators on the maps for vendors, quest givers or Gryphon masters, but there's not even a stinking INDEX!! So you're looking for a city a town or a keep and you go to the book. . . Guess what? You're S.O. L. buddy, unless you want to look through EVERY ONE of the maps individually.

Add to that the missing portions of the maps, poor spelling, horible grammar and mediocre layout and you just don't have something worth twenty-five bills. Very disappointed. . . Contemplating creating my own guide.

On the up-side, they did get the guys that write Penny-Arcade to add some of their cartoons.

19 of 20 people found the following review helpful.

No longer worth

By Rex

I notice a number of mistakes in the book in just a few minutes of reading it and some information that was missing (found it all on fan websites). The quest section is almost a complete waste of space, giving only a quest title, general location, quest levels, which NPC starts and end the quest, prerequisite quests, max xp, gold and item rewards. Not to mention the font was so small, it's hard to read with poor lighting. There's nothing to help complete quests you might be stuck on (again found this on fan websites). The one part that I found useful: talent trees and skills gained by level are no longer accurate due to the patch released on Dec 5th. Wait until the expansion comes out and try the next book they will release.

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