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Vanquish - The Official Guide

Future Press

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#1153445 in Books 2010-10-19 2010-10-19 Original language: English PDF # 1 10.82 x .65 x 8.461, 2.25
#File Name: 0744012600324 pages | File size: 37.Mb

Future Press : Vanquish - The Official Guide before purchasing it in order to gauge whether or not it would be worth my time, and all praised Vanquish - The Official Guide:

12 of 12 people found the following review helpful. Exquisite guide for an exquisite game By flaviolius First of all, if you have any interest in futuristic third-person shooters, go check out the reviews for Vanquish (PS3/360). Or take my word for it: Vanquish is unbelievably cool, with surprisingly complex gameplay that matches its stunning visuals and breakneck pacing. It's a throwback to old-school action games - you play for score! - but with modern HD graphics and sound. What else would you expect from the team behind Bayonetta? Now for the guide: this is, without a doubt,

the most in-depth guide I've seen in a long time. Vanquish is not a long game - the campaign is six or seven hours on Normal difficulty - and it's not tough to bull your way through on the lower difficulties. However, if you want to explore the multiple layers of the gameplay, and play Vanquish the way it was intended - including getting higher scores, conquering God Hard difficulty, and achieving great times on each Challenge - this guide is a must. The tips and strats outlined in the guide have vastly improved my own skills, and I still have (a lot) more to learn. This guide will not just teach you how to play Vanquish; it will show you how to master it. You'll find everything you need here: detailed strategies for each enemy and boss, in-depth explanations of each weapon (including the pre-order bonus weapons), and a clearly written description of the awesome capabilities of Sam Gideon's DARPA suit. For example, the guide will tell you how long it takes for the suit to recover from overheating.....in hundredths of a second. Also included are two walkthroughs of Vanquish's Campaign - one for Normal difficulty and one for the highly challenging God Hard - as well as step-by-step strategies for all six Tactical Challenges. The guide outlines the location for each hidden Pangloss statue, and describes exactly what you need to do for each trophy/achievement. It even has codes for accessing strategy videos on FuturePress' website. There is also an interview with director Shinji Mikami and early concept drawings; perfect for those who want to learn a bit about the game's history. This my first experience with a FuturePress guide, and they've hit a 500-foot home run here. It's a well-made, surprisingly hefty volume that's overflowing with carefully designed, easily read page layouts and clear, well-written text - not to mention the gorgeous artwork spread from cover to cover. I didn't expect this depth and breadth of content from a guide for a niche action game such as Vanquish; this kind of treatment is usually reserved for major RPG releases. In the age of the internet, you might think that the days of the traditional strategy guide are coming to an end, but this book was created by people who loved Vanquish, and wanted to share their knowledge with the reader. Bravo, FuturePress!

7 of 7 people found the following review helpful. This guide is a work of art. By KproI've never bought a Future Press guide prior to this one, but I had heard a lot of good things about them. Even so, the quality and sheer amount of information provided in this guide blew me away. Especially considering the main campaign in Vanquish is only about 6-7 hours. It even has strategies for the most hardcore aspects of the game, including speed runs, high scores, and the God Hard difficulty. I especially love the in-depth break downs of weapons and enemies. The people working at Future Press are obviously passionate about video games, as this guide feels like a true work of art. The high-quality images seem to jump off the page, and the layout is beautiful. The internet age has made printed players guides almost obsolete, yet Future Press proves that as long as you put effort into creating an amazing product, people will get value from it. I can't recommend this product enough.

0 of 0 people found the following review helpful. awesome. By Sixblade6incredibly helpful it also showed me how to find movie codes to watch. i also loved how the art work in the back of the book for the early desigins.

VANQUISH - The Official Future Press Game Guide Speed kills, so go faster! You can play Vanquish like a normal shooter, or you can play it as it is meant to be played. This game is focused almost entirely on speed, so why not leave cover and start a controlled robot-killing spree? It's all about eliminating each and every one of your enemies in the fastest time possible, and this guide shows you how to do just that. If you're aiming for the leaderboards you'll need to be fast. This guide is your fast forward key. Two separate Campaign Guides The extensive first Walkthrough is based on the Normal and Hard difficulty settings. It reveals the best ways to approach every single battle in the game and provides tips for scoring highly. The unique 'Velocity Attack' guide teaches you, how the game is meant to be played: Fast and flawlessly. Here you learn how to master Vanquish - on the God Hard difficulty setting! Weapons Combat Discover exactly how the fast-paced combat really works. See how to take full advantage of all the available weaponry and unique Melee Attacks. The Upgrade system is laid bare with upgrade recommendations for every play style. Robots dismantled We take an in-depth look at Vanquish's many unique and highly lethal enemies. Each of their attacks is described in detail and strategies are provided to take them out both as easily and as quickly as possible. High-detail Maps Expertly drawn maps accompany each section of the guide, making the strategies as clear as possible by marking out key positions. Every weapon pickup is highlighted so you always know what's coming. 100% Completion The Completion chapter makes unlocking and mastering all Extras in Vanquish as simple as possible. Includes separate guides for the Pangloss Statues, all Achievements/Trophies and the Tactical Challenges. The Art of Vanquish See how Vanquish's sci-fi universe was created. The beautiful artwork, early designs and concepts that defined how the game looks is all presented here. Plus an exclusive interview with the creators of Vanquish, Director Shinji Mikami and Producer Atsushi Inaba. Exclusive Strategy Videos Access the video section of future-press.com to find countless videos of strategies and techniques from the guide. They are the perfect supplement to the book, showing exactly how the written theory is put into action.

About the Author BradyGames, an imprint of DK and a division of Penguin Random House Inc., is the worlds 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.