



Elder Scrolls V: Skyrim - Prima Official Game Guide

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- Complete walkthroughs of every story and side quest help guide you through the deep storyline; there are many choices that affect your game, and we cover them all!
- From the five major cities to the open expanses of wilderness and mountains, you'll never be lost with over 130 fully-labeled maps!
- Master the skills to battle dragons, forge the best weapons, and finish off foes with our thorough combat coverage.
- Customize your character: Every weapon, spell, perk, and ability covered. Plus, complete information on all 18 skill trees and detailed information on cooking, farming, and mining.

Elder Scrolls V: Skyrim - Prima Official Game Guide Details

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From Reader Review Elder Scrolls V: Skyrim - Prima Official Game Guide for online ebook

Jess says

The problem here is that my skill at the game does not match my interest in being good at the game. Alas! Playing (and reading) anyway. :) As far as game guides go, it's enormous, very helpful, and exceptionally pretty!

Tommy P. says

I really liked this book by David Hodgson. It is a book version of Elder Scrolls V Skyrim. I thought the Game/Book. It begins as a character on a prison cart on the way to an imperial camp when you are threatened to get your head chopped off, when the camp gets raided by a giant dragon. As the game/Book You kill a dragon and absorb its soul and find out that you are something called dragonborn which gives you special dragon like abilities.

Corinna says

Every bit of info you could ever need. Gorgeous pictures. Minute detail for every walkthrough, main quest or otherwise. The book even has several- SEVERAL- ribbon bookmarks (in true nerd fashion, I found this practical and delightful). This is one guide that pays out for every penny put into it.

This book is massive and heavy and satisfying. Perfect for your gaming needs, a lovely choice to grace a coffee table, and a weapon in case of intruders.

Nicholas Hunter says

The definitive guide to the greatest time suck of the 21st century.

Without the help of this book, I could never have achieved my current position of leading supplier of used buckets, tankards, and ruined books in the Gulf Coast region.

Morgan Sanchez says

An excellent day one companion for Skyrim users across all platforms, and collectors of video game guides or books.

The Prima Skyrim guide is another sweet example of one of the most useful strategy guides. Maps are some of the most detailed and useful since Oblivion, or any game.

Writing is crisp and clear, with even typesetting. Design is excellent, with noteworthy weapon and ingredient charts for various skills as well as faction descriptions.

No index of side missions has always been a glaring omission for any RPG guide, but the Skyrim guide remedies that slightly by categorizing side missions by Hold rather than having one singular section dedicated to all of them at once.

As mentioned previously, the maps section of the guide is exceedingly useful to players looking to find hidden artifacts, side quests, and rare items or ingredients, and offers newer players an advantage to seeing things ahead of time.

While this older version may now be out of date with the game of the year/legendary edition, the original offers the same stellar package of efficient information and to the point descriptions.

Cassandra Fay says

Strategy tome indeed.
it's one of my favorite games, what can I say?

Inge says

Ha! Seriously, this book is on Goodreads? Well, it deserves to be in my My Books section as well, then. Very helpful guide, with step-by-step walkthroughs for when you get stuck and lists of followers/ingredients/materials et cetera for the truly neurotic organized nerds (such as myself).

Sean says

An essential guide for the Elder Scrolls V: Skyrim. I normally avoid game guides, but Skyrim is such a massive game, some sort of reference is needed in order to unlock some parts of the game that are not immediately apparent. It also provides you with an accessible guide to character creation and potion / enchantment making. Its most useful feature, however, is the detailed atlas and dungeon guide which allows you to quickly cross-reference locations discovered in the game.

Jade says

This *Collector's Edition* of the Skyrim Game Guide is, just as the game itself, horrendously, amazingly, and ridiculously extensive. The content in Skyrim is pretty much never-ending, as is this guide, which touches upon every single piece of gaming experience that is to be found within the game.

This guide contains a chapter on general training, the inventory, a bestiary of Skyrim, details on every available quest (starting with the main quest, and those of the factions, followed by side quests, dungeon quests, miscellaneous objectives, favours, and world interactions/encounters), a huge atlas detailing every hold of Skyrim (topographies, available services, and locations), and a number of appendices (achievements, traders, shrines, unique weapons/armour/items, skill books, and other references). There's even a chapter on the dragon language as used in the game, including an alphabet.

I was pleasantly surprised by the fact that not only does this guide cover step-by-step solutions of quest objectives (with handy tips, and screenshots to boot), but it also covers character creation, training, crafting your own armours, the entirety of the skill trees, etc. Basically, it provides you with everything you might need to fully experience your game, not only the 'lazy' way out of puzzles or difficult quests.

If I were to nitpick, there's one tiny little thing that I would've liked to be different in this guide: more art. Elder Scrolls V: Skyrim Collector's Edition: Prima Official Game Guide is filled to the brim with imagery from the game itself, which is a delight to look at, since the look of Skyrim is absolutely gorgeous. However, I had expected more official art to be scattered around the pages, perhaps of characters or locations. I've found only two, which are of the Dragonborn: one on the first page, and one on the page with the theme song's lyrics. But I suppose I'll have to wait for an artbook in order to get my hands on more official art, character designs, sketches, and all that.

(There are also a few small editing errors, but let's not get into that. There were too few to bother me seriously.)

All in all, this guide is definitely worth reading, especially if you wish to enhance your gaming experience. Even in its huge content, it remains organized, and can easily be used as a reference while playing, too, if you wish to look something up. If you're a fan of Skyrim, I would most certainly recommend this guide to you!

Jesse VanDeWalker says

This is an absolute must-have for the Skyrim completionist. It's also a perfect example of a guide done right: As a reference book. Full index, massive ToC, spoiler warnings before every section and game world breakdowns by area. Gorgeous book with highest quality content!

Annabelle Peterson says

Amazing Book that gives you details of all the different quests and things to do, things to collect, and different sights to see. One of the best guides for the best game of the year!

Shannon says

This strategy guide, nay, strategy *tome*, is absolutely GORGEOUS. It has pretty much all of the information you could possibly want or need for the game with all of the appropriate tables, maps, and pictures. You also get a code with this edition for an interactive map that tells you where everything is, and it comes with a

fold-out hard copy as well.

I love strategy guides and art books more for the collectible factor, and I enjoy the ability to flip through them at any time and remember the fun I had playing the game. This particular guide is super useful though because there is just *so much* to do in Skyrim that I can't imagine anyone playing and not getting stuck at least once. I'm really glad I picked this one up because it's something I will definitely treasure having on my shelves.

Skyrim is ridiculously involved and this guide is suitably epic. I find it fun to just open it up and look through it, taking it all in and preparing myself for the next time I sit down and play. At over 650 pages it's definitely worth picking up if you're the type who wants to find and experience as much as you can when playing a game.

So, if you're a fan of Skyrim, get this guide; it'll make you appreciate the game even more.

Also, I just have to add a link to this video: [Skyrim Hoarders. And To Lydia with Love.](#)

ETA in November 2012: This game has been out for over a year and I'm *still* playing it and this strategy guide is *still* super useful. This is now my favorite guide, ever. And I've collected quite a few over the years.

Emmanuel says

FUS RO DAH !!!

Melissa says

Let it not be said that I did not read a single book this week! What can I say? I am halfway through several other books that just aren't doing it for me, I got a shiny new copy of this from work (thank you loser degenerates who stole the other copies, thus forcing us to buy more - stealing from the library, get a life!), and I've had a real hankering to play this again. So I read this. Or at least most of it, because it's really thick with things that are kind of silly; there are pages & pages of descriptions of the interiors of various caves & dungeons - I skipped most of that. Turns out there are tons of side missions & quests that I never discovered despite ages of game play. There are a few editing errors & a few game errors (draugrs don't have souls? Since when?), but nothing too egregious for a video game guide. Isn't it sort of sad to think that I'll most likely never complete this game? since Bethesda released it with such serious memory issues? & the four characters I've managed to get to level 50 have become so choppy and hard to look at, let alone play, that they're not even worth it? If, you know, that sort of thing makes you sad.

Colleen says

Informative guidelines for characters, class and in game quest/locations. Absolutely a good investment to own this book.

