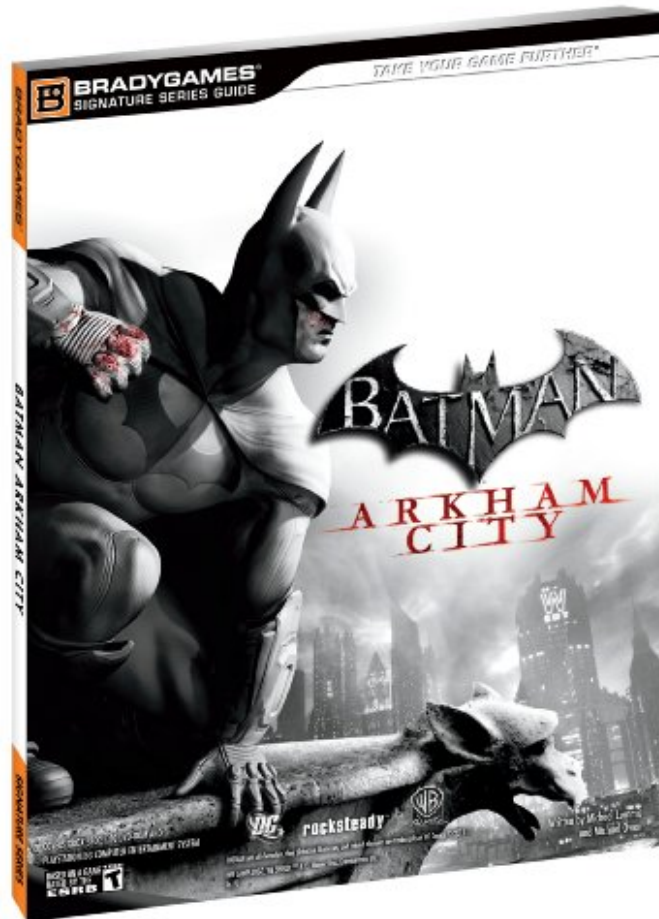


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Batman: Arkham City Signature Series Guide (Bradygames Signature Guides)

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BradyGames : Batman: Arkham City Signature Series Guide (Bradygames Signature Guides) before purchasing it in order to gage whether or not it would be worth my time, and all praised Batman: Arkham City Signature Series Guide (Bradygames Signature Guides):

1 of 1 people found the following review helpful. Nice guide for a positively massive game By M. Gattus Arkham City is one seriously huge sandbox to play in. It's non linear in that you can explore huge areas of the map before fighting the next set piece battle, which gives you a chance to get really good at the combat system. The guide offers an entire chapter on enemies types as well as bosses, which does contain spoilers on the boss parts. My solution was to only read the section about Normal enemies. You also get a chapter that goes into great detail on the free flow combat

system, which is great if you're like me and didn't okay Arkham Asylum - each move you start with and can unlock are explained in very nice detail, with the pros and cons and practical applications of each attack. The guide also offers a guide to collect all 400+ collectibles, which I recommend doing after you've actually beaten the game - it's just a whole lot easier and much quicker to follow the guide while collecting them, and the guide seems to assume you've already completed the game. All in all, the author of the guide goes out of their way to avoid spoilers while still providing an excellent walkthrough of the game. I highly recommend this book, especially at its \$12 price point compared to \$25 at GameStop.

25 of 27 people found the following review helpful. Decent Guide for an Absolutely HUGE Game
By Nemesis296
First thing you should know about this book is that it is NOT 352 pages. In fact, it is only 272 pages, which is quite a big difference from what was advertised. Once you put that disappointment aside, this book is halfway decent. There's a pretty thorough campaign walkthrough, and it tries to minimize the spoilers which is nice. I will not give anything away about the game here, as that would just be cruel to not let you experience it yourself! There is a section on bios which details all of the villains (this does contain some spoilers though, so I suggest you don't read it thoroughly until you complete the main story) and gives you their backstory for Arkham City. The best part about this book is that it tells you (in more words or less) how to obtain every last Riddler trophy (All 440 of them) in the game. There are parts of this that I wish were a bit more descriptive or had a few more screenshots, but overall this guide is pretty easy to use if you have a goal in mind. That said, it will be very difficult to find some of the trophies if they aren't marked on your map. There are little maps drawn with numbers over the positions of the trophies, but it can be hard to navigate to the exact spot in some areas. It also suffers from "From the platform where you got Trophy #5", assuming that you will not be picking up any Riddler trophies until you have the ability to get them all after the story's conclusion. There is also a section that is dedicated to the challenge maps (combat/predator) and gives you tips on how to fight each enemy type. There is also a full writeup on strategy for freeflow combat, which can be very helpful for beginners. I don't have the book on hand at the moment, but I'll update this review if I come up with anything else that I can remember about the book.

By the way, if you're thinking about buying this book you may want to get it sooner rather than later. I preordered it 2 months in advance and somehow my preorder got backordered by and I had to wait an additional week to get my book. Who knows how many of these they actually printed, and when they're gone they're gone.

0 of 0 people found the following review helpful. If you EVER want to buy a guide, buy it from Revival if they have it.
By JayZee
They rate themselves very hard. My book was listed as good. I could have paid \$10 more for one that said "like new" and it wouldn't be in the condition by guide was in. I mean, there was a little bend, NOT crease, on the cover and on a few pages. Not only that, but this came from the UK, yet the shipping was the same as books from the US. I was notified that the book would come in mid-June, in came at the end of May. If I EVER want something, I'm going to check with Revival 1st and I believe that anyone else should do the same. Remember that whatever condition they say the book (or other product) is in, it's very likely that it's in better condition than others and at a lower price. I'd have to say that, although I've dealt with many vendors that I consider to be superior to most. Revival tops the list.

BradyGames Batman: Arkham City Signature Series Strategy Guide includes the following: Join the Dark Knight as he soars into Arkham City, the new home for all of Gotham City's thugs. The sequel to Arkham Asylum brings together an all-star cast of heroes and villains. -The walkthrough chapter will cover how to subdue the villains attempting to stop Batman. It will reveal the ultimate path through each level and the best tactics to employ. -Learn which gadgets will work best and how to deploy them for maximum effect. -Area maps illustrate all the available item locations. -Character and villain bios. -Rundown of all the game's new moves.

About the Author
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.