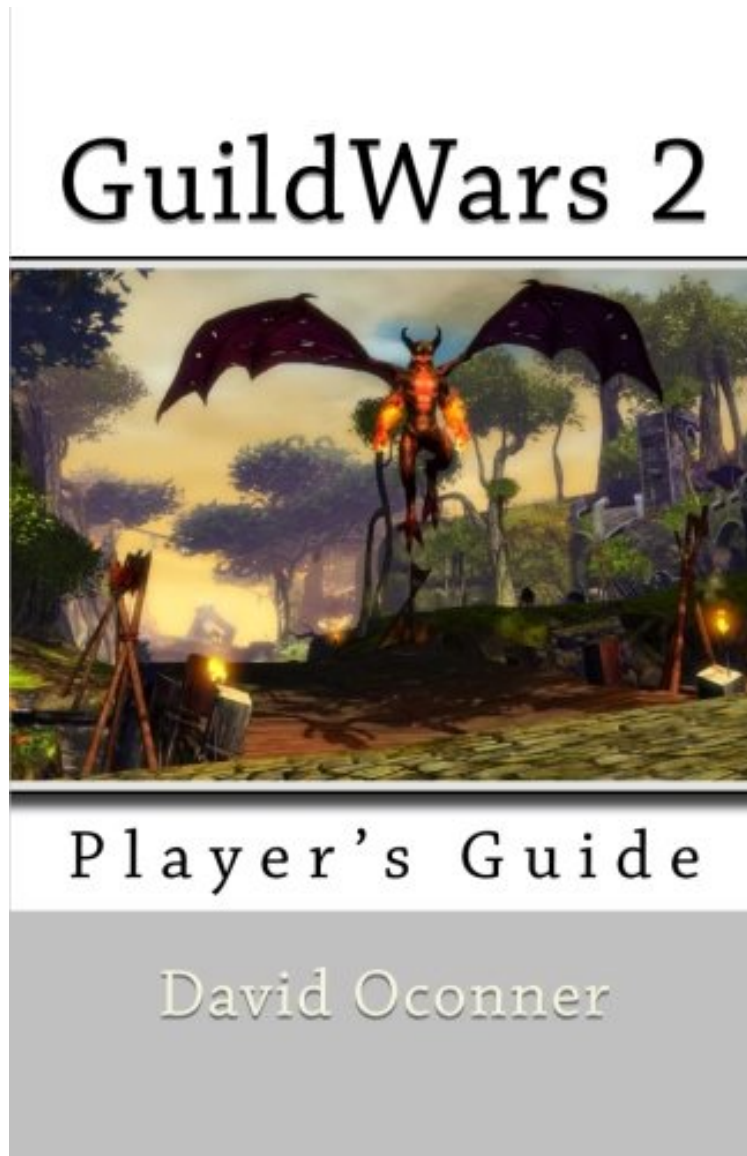


(Pdf free) GuildWars 2: A New Player's Guide

GuildWars 2: A New Player's Guide

David Oconner

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David Oconner : GuildWars 2: A New Player's Guide before purchasing it in order to gage whether or not it would be worth my time, and all praised GuildWars 2: A New Player's Guide:

0 of 0 people found the following review helpful. Give This a ReadBy Debra TuckerI was looking to see if Guild Wars 2 had any new novels. I was disappointed at first because, I came up empty-handed. However, I soon found this. I soon wanted to review this because, I noticed that for something with six reviews, just the last review was helpful.

(For the record, I don't that against them because, that was several years ago. On another note, the aforementioned review mentioned a lot of strategy.) I soon found that I liked this better than expected. I found this to be quite thorough because, it covered a multitude of topics. In fact, it contained a few tips I almost gave. In addition, this mentioned several things that Guild Wars 2 does different than some other MMORPGs. That said, I said that more could've been done (even if this might've been lengthened). For instance, the guide mentioned the available character selection choices for the Asura and Charr then stopped. It could've mentioned Humans can be dirt poor, part of the working class, or an aristocrat. That determines an important friendship. It also could've mentioned that Norn can worship Bear, Raven, Snow Leopard, or Wolf as their totem animal. That determines which characteristic is valued. It also could've mentioned that Slyvari wakes up from The Dream at different times. That determines their personality. By the same token, the starting areas could've been mentioned. The climate, nodes, types of tasks, and threats could've been mentioned. On another note, the Professions section lacked a few key details. You won't find a profession unavailable due to your race and you can change it during character creation. The elementalists and Mesmer can use foci. The Necromancer fights using life force, which is collected through certain weapon skills, killing enemies, or allies dying. In addition, every profession that can wield magic can use tridents. Also, hammers are slow weapons, they won't be good for every situation. In addition, the WvW section could've been expanded a little bit. The other objectives could've been included because, you have to earn supply for your team. That enables you to build siege engines for storming towers and keeps. On the other hand, I noticed a couple of issues I wanted to mention. The first was there are a few minor spelling mistakes. (They seemed a bit amateurish because, the author has published multiple books before.) The second was this is now outdated. A new profession called the Revenant has been added. It's a soldier profession, which wears heavy armor. They channel legends Shiro Tagachi, Ventari, Mallyx the Unyielding, Jalis Ironhammer, and Glint. That said, this can be ignored if you don't have the expansion, Heart of Thorns. All things considered, this could be a good start for someone. I even let a relative borrow this because, she struggles at times. Of course, I'd recommend getting this as a Kindle book because, that would be a better than about \$15 for something that's not even 100 pages. All things considered, 10 of 0 people found the following review helpful. Not really a great buy other books cover this and more for same price. By carolyn boczarski The web page included in the book is outdated so you cannot use the skill points calculator. Also I thought there would be a couple maps or something for the expansion. 4 of 5 people found the following review helpful. Overview and review, but not much of a guide. By Roger B. Atkins This review pertains to the Kindle version. The first half of the book provides an overview, most of which can be found on-line for free. It also contains a review of the merits of GW2 relative to other MMORPGs. It does not contain step by step instructions to accomplish quests or other specific game tasks such as you might find in a walk-through. There is some information about cheats in the last 1/4 of the book. The book may be useful to people deciding whether to purchase and play GW2, but as a person who already has a GW2 character at level 14, I found very little useful, specific, substantive information for my purposes. GW2 seems to be sufficiently complex so that a true manual or guide book would fill hundreds of pages.

Guild Wars 2 focuses on flexibility and accessibility for newcomers and veterans alike. Through dynamic level adjustments and free flowing professions, players are allowed to play the game how they want to. This Player's Guide will help you enjoy playing the new Guild Wars 2 game.

About the Author David Oconner has been writing and publishing books on many of his varied interests. He has books on topics such as Cichlid Fish, How to Grow Tomatoes, Sugar Gliders, How to Play Minecraft, Diablo III, Mass Effect 3, Halo 4, Guild Wars 2, and more.