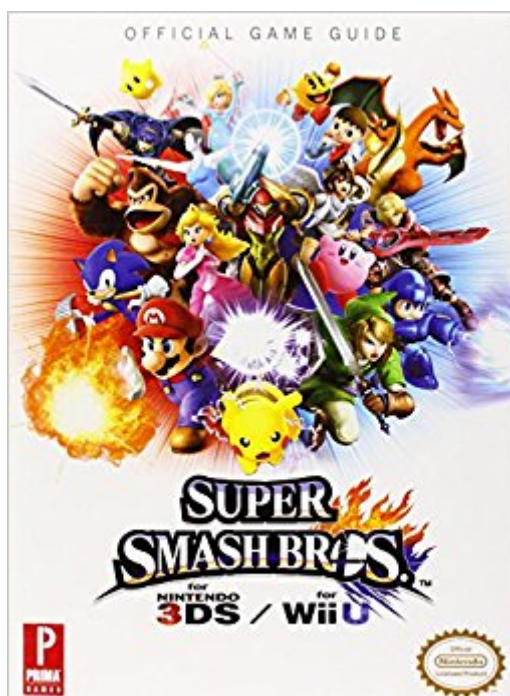


The book was found

Super Smash Bros. WiiU/3DS: Prima Official Game Guide (Prima Official Game Guides)



Synopsis

Unlock It All - see how to unlock each character, stage and more
Winning Strategies - learn to play your favorite characters with strategies on how to best utilize their move sets
Master Smash Run - full details on the Nintendo 3DS exclusive Smash Run game mode, including how to defeat each enemy and the best use for each power
Complete Coverage - the guide covers all game modes for the Wii U and Nintendo 3DS versions of the game

Book Information

Series: Prima Official Game Guides

Paperback: 288 pages

Publisher: Prima Games (November 21, 2014)

Language: English

ISBN-10: 0804163561

ISBN-13: 978-0804163569

Product Dimensions: 8 x 0.6 x 10.8 inches

Shipping Weight: 1.5 pounds

Average Customer Review: 4.7 out of 5 stars [See all reviews](#) (71 customer reviews)

Best Sellers Rank: #157,881 in Books (See Top 100 in Books) #129 in [Books > Humor & Entertainment > Puzzles & Games > Reference](#) #193 in [Books > Computers & Technology > Games & Strategy Guides > Strategy Guides](#) #528 in [Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games](#)

Customer Reviews

Super Smash Bros. is one of those games that people often ask why you'd ever buy a strategy guide for it. A lot of guides in this day and age tend to be for collector's value rather and a compliment to the game itself. The guide for Super Smash Brothers compliments both the 3DS and Wii U versions of the game beautifully. It's a good guide. This is especially true given Prima's previous effort with the Super Smasn Bros. Brawl Guide which was very lackluster. That being said, I think beginners and those that just want to know the game the guide is great for them. If you're well versed in Super Smash Bros. there's really no need to get a hold of this guide as it won't tell you anything you don't already know. The guide begins with the basics. Which is the menus of both versions of the game. It's going to help you get familiar with both versions, explaining the various things you can do in the menu and giving you a quick run down of the modes. As they are just introductions it means the guide will cover the actual game modes themselves later. After this it gets

into the basics of the game itself. It'll start off with all the basic movements and button presses. If you simply watch the "How to Play," video there's nothing new the guide will teach you. However, there are some advanced techniques the guide is willing to teach you as well. Again, if you're well versed in Super Smash Bros. there's probably no need to really read too much into the basics. It is, however, really really useful stuff for those jumping into Smash for their first time. There is a small amount of coverage on the Amiibos here, but it's not very much, however. Once we get past these basics we get into the meat of the guide and probably the reason you'd want to buy it.

As a person who enjoys and has a hobby of reading and making fighting game strategy guides, I love collecting limited edition guides whenever I can. And seeing as the new Super Smash Bros game is on the rage, I was excited to pick this up. Upon getting it, I was amazed at how well this was created. So, without further ado, I'd like to give my pros and cons on the book for readers who are interesting in it. PROS: Game mode coverage is amazing. It shows they put in a lot of detail into each mode, giving tips along the way and showing pictures of all the modes. It goes into very good depth about new modes such as Smash Tour, and lists every details such as rules, gold cost, and strategies on how to help players beat modes. It's very wise, as well, and so considerate for them to put BOTH versions of Wii U and 3DS into one book and separating the two, so that gamers won't waste their money buying two books for each version. It's also cool how stages are separated between both versions, showing the player which are available in which version. Also, unlike its prequel Brawl strategy guide, I like how each section, whenever there is unlockable content, immediately reveals the methods of how to unlock things which helps greatly. All around, this book pretty much nails the sandbag out of the ball park. (Pun was intended) CONS: The only con that I see in the book has to do with the Fighter and Stage section of the guide. Now, the previous game guide for Brawl was very reader and beginner friendly. With this book, it sort of can give off a feel of that a player has to know Smash before getting into it. For example, unlike the prequel guide, this one does not give stats for each character's attribute, such as speed, defense, or recovery ratings.

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