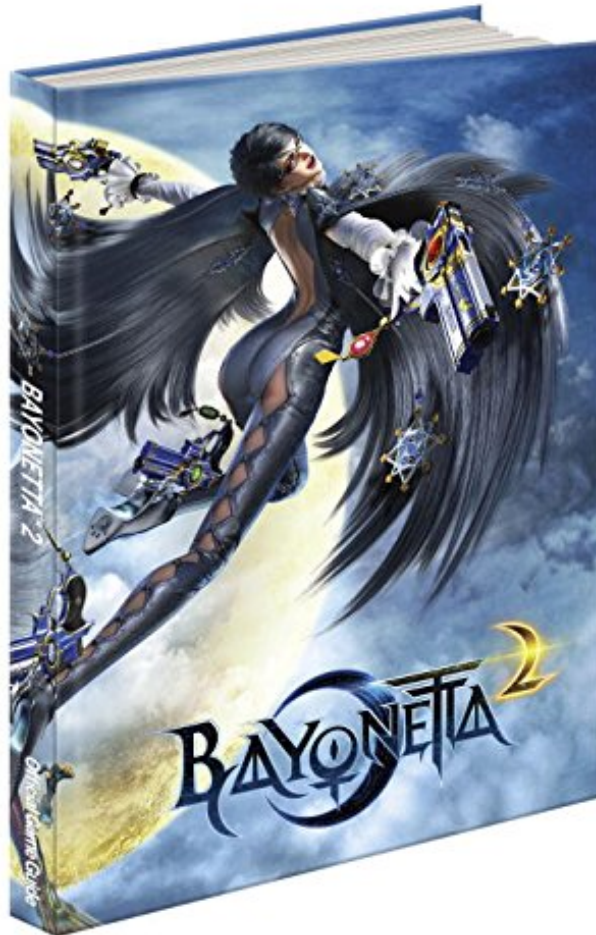


(Mobile book) Bayonetta 2: Prima Official Game Guide

Bayonetta 2: Prima Official Game Guide

Geson Hatchett

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Geson Hatchett : Bayonetta 2: Prima Official Game Guide before purchasing it in order to gage whether or not it would be worth my time, and all praised Bayonetta 2: Prima Official Game Guide:

5 of 5 people found the following review helpful. A Must Have For FansBy MeganBayonetta 2 is a very long game if you go in planning to do everything. To get all of the LP records, to get all of the costumes, the skills, etcetera. It takes awhile and it also takes a little help. This book is a must have for those who wish to 100% it and those simply interested in Bayonetta alike. It features behind the scenes extras that are all absolutely beautiful and super interesting as well, especially to learn about the creation of the angels and demons. It's simply a must have for fans.13 of 15 people found the following review helpful. Meets the bar, but barely.By GiolonThis Bayonetta 2 guide is a bit of a disappointment. It reaches the bar for being useful, barely. The most helpful part of the original Bayonetta guide from Future Press was using it to find all the different secret items and hidden verses scattered throughout the levels. The

maps used very distinct icons and labeled them so you knew exactly what every pick up was. That's not the case here. Prima has just placed numbers on the maps where anything of note is, whether that be a Verse, an LP, or an Umbran Tear. It makes it very difficult to scan and look for collectibles. In a "What were they thinking?" move, the points of interest are NOT listed in anything resembling the path players take through the level, meaning the first thing you encounter might be bullet point number 7 or maybe 42! The maps also don't note where the player starts or where the end is. All of this drastically reduces the usefulness of the maps as quick references to find things. They do list tips and recommended weapons for all the verses, and they do list all the weapons and what chapters they found in, but we're missing the comprehensive coverage of all weapon combos and how much damage they do that the original game's guide had. No fancy bookmark either. Finally, the "Behind the Scenes" content is all taken from the Platinum Games' blog, including URLs to the original posts - don't expect any unique content or insight here. So while the cover is nice, don't expect more than a bare minimum level of effort in the end product. I bought Prima's Hyrule Warriors guide recently, and it was a better product. 1 of 1 people found the following review helpful. bayo book :3 By Ramon remember guys its a strategy guide not an artbook-so dont expect full page art pics. otherwise, its a nice collectible to have if you're a bayo fan its written with a tad of humor too so its fun to read it also comes with a code to get it digital-so thats cool.

Collectible Hardcover Guide - includes premium cover treatments and high quality paper. Find It All - locations revealed for each collectible to help you obtain 100% completion. Choose Your Weapon - learn the best ways to fight with new over-the-top weapons, including the Kafka, a bow that shoots poisonous arrows; the Rakshasa, a pair of beautiful katana blades; and a giant rifle-inspired scythe known as the Chernobog. Improve Your Ranking - detailed strategies show you how to improve your ranking to earn Pure Platinum for each chapter.