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Prima Games

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**Prima Games : The Sims 4: Prima Official game Guide (Prima Official Game Guides)** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Sims 4: Prima Official game Guide (Prima Official Game Guides):

40 of 41 people found the following review helpful. Can't recommend buying this oneBy AilithI like it. However, I read it cover to cover in 35 minutes, and it provided nothing terribly useful, and coming late, I already knew everything in it. There's some maps and collectibles lists in the back, those are alright, and tells you two secret locations you might miss without any kind of help at all.However, it has character, is well written, decently presented, and I prefer to have it -- but don't pay more than 20 USD for it, preferably not over 10. 35 MSRP is just. . .not worth

it. To get into a little more detail: It's not that it has any wrong information or anything, it's that this game has (essentially) no information to have outside the menus themselves. Item lists? Everything you need to know is in buy mode. Building? Ditto. Career paths? Yeap. Aspirations? You guessed it. This guide has an entire chapter listing every item in the game, even with a table covering all emotions and so forth. . . which is useless, most items have few if any, and they tell you in the buy mode. As for typos and possible wrong information in those tables? I didn't notice anything wrong while reading through it, but those tables are in-of-themselves useless (excluding the collectibles...kind-of...) given that all the information is much more readily accessed in the game itself. I rather admire the work put in to making it good, it just, isn't useful. The thing to focus on here is that this 'guide' has little to none of that -- by far the most interesting bit of it is the (large chunk) time spent talking about the author's own Sims' first few days. It's a hand-holding little tour-guide taking someone with no knowledge of the sims at all into the world of them, and the vague possibilities can be shown by example. The personal(ish) writing style makes it interesting, but I cannot recommend buying a guide because I, in essence, like to hear the author 'talk'. Of course. . . it IS the Sims. I think the curiosity of just wtf a Sims guide would even be like played a pivotal role in my buying it, with the rest being purely for collection purposes. From THAT aspect, I got what I wanted, but unless that is exactly what you want, I still cannot recommend this. Oh, and a little venting? Said it was coming out on 9-2 (with game) until about a week out, (changed to 9-9) and then more, it didn't arrive on release day even so, but two days after (9-11). Did 9 days kill me? No, if they would have I'd have just cancelled the pre-order. But when everything you have says "Guaranteed Delivery 9-2" and then nothing comes of them horribly failing to deliver on that .. the hell is the point of the word guarantee then? I've always found that, should they fall short of predicted parameters in the first place, is abysmal at 'making things right' -- and I have, for the most part, made peace with that. But this still irks me. 1 of 1 people found the following review helpful. Unnecessary information By Katie DuBois Other than the career guide and maps.... you can figure most of this info out yourself within a day of playing this game. However, most of the info that you'd like to have (fish bait, gardening/hybrid guide, and herbalism guide) is not included. Just look at the forums or "carl's guide" online.... this is a waste of money. 1 of 1 people found the following review helpful. SIMS 4 - SMALL PAPERBACK EDITION By Kelly KCI received the it'sy bitsy print version of the small paperback. If you have a magnifying lens, it's really great. I would have just purchased the "regular" typed hard cover if the smaller soft cover was not even standard print. As far as the book itself, it is a terrific thing to have as an adjunct to the game. Tips, helpers and comprehensive gameplay are within your reach with this guidebook. Not much on cheats, but if you want to learn the game, have a heads up on getting it really going without playing in cheat mode, this is a good guide to have by your computer. Just purchase the "regular" hard cover or a standard reprint version of softcover.

Accomplish Your Goals- Bring your stories to life. We'll teach you how to achieve all of your Sims aspirations through interactions, socialization, careers, skills and events. Control All New Sims- Learn how the new emotional states are influenced by other Sims, events, memories, and even the clothes and objects you choose. Emotions and improved intelligence empowers your Sims to experience richer stories and more possibilities. Bring Your Creations To Life- The new Build Mode is incredibly fun, powerful, and intuitive. We'll show you examples, tips, and tricks that will help you create the most amazing structures ever, from mansions and nightclubs to museums and parks. Earn Amazing Rewards- Discover how to unlock new outfits, objects, and traits. With our in-depth guide, you'll be able to uncover all the collectibles and learn how to unlock all the achievements. Free Searchable Sortable eGuide- Unlock the enhanced eguide for access to updated content, interactive object catalog, and bonus videos offering tutorials and expert tips, all optimized for a second-screen experience.

About the Author Prima Games, 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. Prima Games 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](http://primagames.com).