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Prey: Prima Collector's Edition Guide



Synopsis

Exclusive Art Prints from Talos I: Bring the lavish, inviting, and futuristic environment of the Talos I space station into your own home with these six double-sided reproductions of in-game Neo-Deco art pieces (7.5" x 10.5"). Unravel the Mystery: A Step-by-step coverage of the entire game, detailing strategy to survive the onslaught of hostile aliens and find the truth behind your own identity and your role aboard Talos I. All story and optional objectives covered. Weapons and Abilities: A Elevate your resourcefulness and increase your chances of survival with thorough weapon stats, field notes, and upgrade paths, along with complete coverage of Neuromods. It's your choice to stick with human abilities or to risk installing Typhon abilities. All the info you need is here. Detailed Maps: Navigate Talos I with confidence and easily locate life-saving items and gear. Maps are clearly labeled with weapons, audio recordings, chipsets, keycards, turrets, fabrication licenses, and more. Typhon Guide: Learn everything you need to know about this complex ecosystem of alien species. Discover the best counter tactics for fighting this alien force, along with the weaknesses, immunities, and abilities of each Typhon. Plus! Neuromod skill trees & weapon upgrade graphs. A Quick-reference chapter with tons of collectible locations. A Tips for acquiring achievements, including no-ability and empathetic playthroughs. 16-page Sneak Peek at the Dark Horse The Art of Prey book! A Free Mobile-Friendly eGuide: Includes a code to access the eGuide, a web-access version of the complete guide optimized for a second-screen experience. Includes access to strategy videos.

Book Information

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Customer Reviews

the kindle version has issues. you cannot make bookmarks, nor can you search. i bought it to keep open on my second monitor to refer to it as needed, but it proved to be more work than it was worth to use as a reference. i found it easier to search the internet than to slog thru this guide trying to find a way around when i got stuck...still, nicely written and well organized. just not as functional as i expect an ebook to be.

great guide book. no problems.

The Prey: Prima's Collectors Guide is very attractive, informative and useful when using as walk through when playing the the action and suspense Sci-fi thriller Prey!

I had to give it 5 stars mostly to counter out the 1 star this guy gave it..... He says he can't find a list of keycards and yes, that is true there is no actual list of keycards on a separate page in the guide.... HOWEVER it does show they keycard LOCATIONS on ALL the maps and it tells you all the codes and were to find them as well as passwords (you actually have to read it to actually see the codes and were it lead to this... etc...) so I have NO idea what he is smoking. NO it does not tell you to find a SPECIFIC keycard per say, he should have used the internet instead of the official guide... giving it one star for that is beyond stupid. Now to actually REVIEW the guide. First of all the second you actually open this guide you get in the back your code for the E-Guide on prima games website which is always a plus were you can also find video help in the E-Guide. Then also behind the guide you have this top sleeve folder that's as big as the guide itself with the art of the protagonist. Inside it you have these HUGE art cards that are like abstract paintings really. I have no idea were to hang these things because I never got art cards this big before.... Then when you open the book in the front and back inside covers you have the signatures of the people who worked on the game, its always nice to see. Everything is neatly organized in the book with the table of contents on the first pages, but it does not have an index for specific key words.... but its also not a very big guide either as you can see from a listing of 200+ or so pages compared to like Tom Clancy's ghost recon wild lands guide that's over 600+ pages but it does a very good job of listing as much detail on every single page. Also since i dropped the price twice (I'm expecting a pre-order price guarantee refund for this) you would be stupid not to get it now before the price shots up again.

as described, but very slow shipping

-Laid out in the order you will encounter things in the game following the main story directly-Has excellent information for playing through one time focusing on completing as much of the game as possible in one run-Has helpful checklists in the back for keeping track of found Audio Logs, Crew Members, Achievements/Trophies, The Starbender books, and found keycodes and passwords-Missing a few things that are only relevant to specific runs like suggestions on how to get through late game areas without any human abilities for "Split Affinity" and "No Needles" Achievements/Trophies-Does not detail a psychopath run for "I and It" Achievement/Trophy which is how you obtain the IT supply closet card

Loved the guide, but I purchased kindle edition and it said it came with code for free eguide and I can't seem to find it anywhere.

Great game played it five times in a row.

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