Fallout 3: Game Of The Year Edition- Prima Official Game Guide
**Synopsis**

This staggeringly complete guide is 752 pages stuffed with all the information you'll need to survive and thrive in Fallout 3. Covers the entire main game and all five Add-On games: Operation: Anchorage, The Pitt, Broken Steel, Point Lookout, and Mothership Zeta. Your Essential Wasteland Companion: walkthroughs and over 200 detailed maps give you all the tactics, locations, items, and rewards! Info and stats on all the perks, armor, weapons, items, factions, and entities you'll encounter. Moral compass choices revealed! Villain or virtuous? Our guide's flowcharts will let you know which road to follow for your chosen path. Giant map poster to guide you through the Wasteland.

**Book Information**

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#95 in Computers & Technology > Games & Strategy Guides > Strategy Guides  
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**Customer Reviews**

Writing guides for expansive games like Fallout 3 must be a daunting task. However, David Hodgson did a fantastic job of organizing this guide in a smooth and logical order. I ordered this in conjunction with the Fallout 3: GOTY Edition and was very pleased. At over 750 pages, this guide covers every aspect of the game on all platforms (PS3, 360, and PC). As an owner of Hodgson's original Fallout 3 guide released in 2008, I was pleasantly surprised to see a vast number of improvements. First and foremost: pictures! In the 2008 guide, it listed each enemy, weapon, and armor on pages upon pages of tables. It wasn't flashy, and it wasn't very exciting to look at. Now, though, there is a compendium that includes large, colorful photos of each enemy, weapon, and armor (including helmets and eyewear). Also included is an entire census of NPCs that you will find in the wasteland, each accompanied by a portrait, their location, their significance to the game, and
other vitals. This really is a nice touch. As for the guide itself, each quest is mapped out with the precise locations and steps needed to accomplish each task. The guide avoids spoiling future quests as well. In open-ended games, it’s easy to get sidetracked or even completely lost when trying to achieve your goals. That won’t happen with the help of this guide. Just like the previous guide, there is a large foldout map included. It’s about as big as a normal size state road map, which just goes to show how big this virtual world really is. Every location that you can unlock on your Pip-Boy map is shown and easily located with the help of a grid system. Never get lost in the Wasteland again!

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