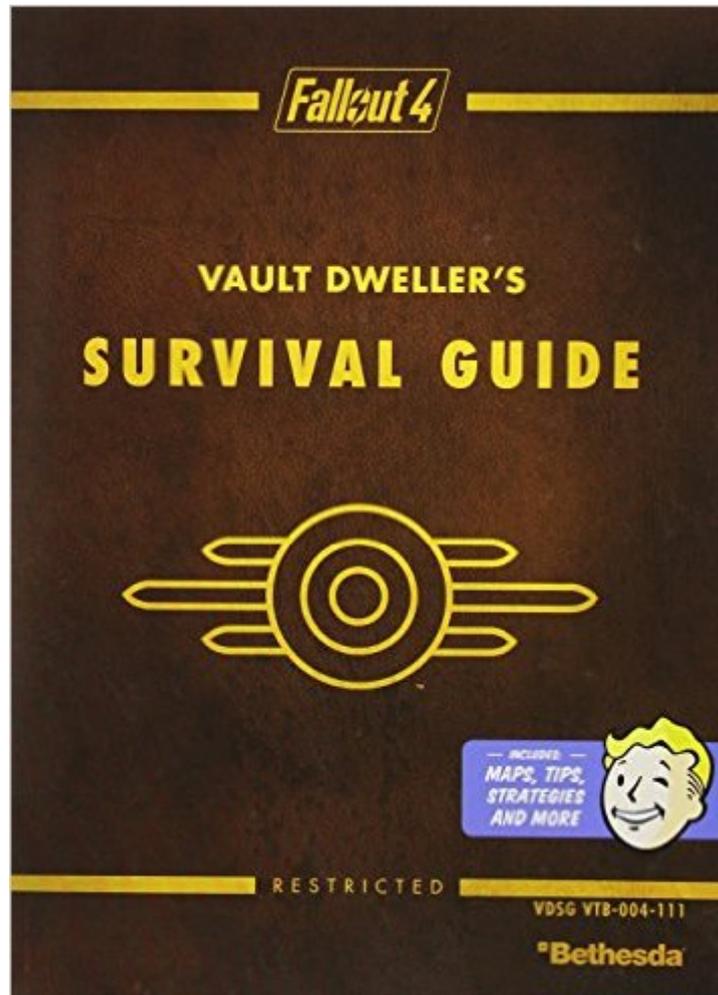


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# Fallout 4 Vault Dweller's Survival Guide: Prima Official Game Guide



## Synopsis

Fallout 4 Vault Dweller's™ Survival Guide includes...**NAVIGATING THE WASTELAND** - If you do choose to go aboveground, we have provided an atlas of the surrounding area, with as much detail and information as possible, to satisfy your curiosity and dissuade you from ever venturing outside.\***EQUIPMENT AND SURVIVAL GEAR** - In the unfortunate event that you actually decide to leave the Vault, this manual provides schematics and data for the types of weaponry you may be inclined to use while fighting for your life. Again, we urge you to reconsider going outside.**CRAFTING AND RESOURCES**- Making good use of your surroundings is essential for survival, should you make the poor decision to venture outside Vault 111. But, just in case, this guide contains schematics and data vital for creating and repairing useful weapons and essential technology.**TIPS FOR DANGEROUS ENCOUNTERS** - Nothing should deter you from leaving the safety of the Vault like the threat of good, old-fashioned danger. Be sure to study the data that our scientists have compiled about the radiated terrors that you might find outside the comforts of Vault 111. You have been warned!**FREE eGUIDE WITH DLC COVERAGE** - Will include strategy content for the upcoming Fallout 4 DLC releases, plus interactive maps for the entire game. \*Locations, Points of Interest, & Collectibles are called out in full color.

## Book Information

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## Customer Reviews

Well... its okay. I'm just going to start by saying its not what I expected. The Book itself is neat, professional, and clean. Very nice pages, and have a crisp look. The lithographs are neat, and crisp

looking as well. The map that is included is FANTASTIC. I really do enjoy it and spent about 30 minutes starring it down after the un-boxing. Getting to the content of the book, well ... its ... not the best. Comparing it to the great FO3 game guide or the TES5 guide, it just cant hold itself up to those. The book's info doesn't go deep enough into it's categories, what I mean by that is that it doesn't go over things clearly enough. Say if you are looking over a mission and want to know what kind of conflicts you'll come across (combat, dialogue, etc.) it doesn't say. Or if the mission had a hidden chest or safe that is obscured or hidden, the guide says nothing about these certain items/containers. So you could completely barge over a great gun, or good armor piece, or something like that. The reading is very light and is not very descriptive as well. The pages that are designated for missions and quests just tell you how to do the quest, rather than giving tips for combat, or how to avoid it all-together, as I stated before. A great example of a guide that does this is the fantastic GTA-5 guide, that went over mission branching, avoiding obstacles, certain short-cuts, weapon/collectible locations, etc. This guide simply doesn't, which is pretty frustrating, if you expected something like that (as I did). The book does (as i felt) deal with weapons, bios, and locations pretty well though. The book does have a pretty good array of tables, pictures, and columns, which helps add detail, and makes it a bit more immersive.

Generally speaking, over the past few years Prima guides haven't really been bad. In fact with how useful their Fallout 3: Game of the Year Edition guide was and how incredibly handy it was to have their HUGE Skyrim Legendary Edition guide, I was expecting a bit more from Prima than this. This guide is big. You'd assume a really big guide would be jam packed with information, but it isn't. Not only does Prima's Fallout 4 guide require a LOT of navigation to get all the information you need out of it, but the information itself isn't in depth in any way. To begin, the guide looks pretty good. The cover (at least of the collector's edition) is very nice and the pages are perfectly glossy (even if a little thin). But the layout and design are usually pretty simple to follow. It doesn't quite thematically breathe Fallout the way the Fallout 3 guide did, but upon first flipping through it you'd be forgiven for thinking that it was a really in-depth guide. After all, it's thick, every page is filled with screenshots, tables and what looks to be information. But... what does that information say? How does it guide the player? This is where the guide becomes problematic. The guide jumps right in, attempting to help you understand the game. It'll tell you about the basic things that the game itself will tell you. For those hoping to get more information on the various systems and how they work the guide doesn't go far. It doesn't necessarily have to, but it also doesn't spend a lot of time here. Once we get to the S.P.E.C.I.A.L. perks, though the guide begins to show the flaw that's going to keep

players from truly mastering Fallout 4. Everything concerning your attributes and perks are things the game itself already tells you.

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