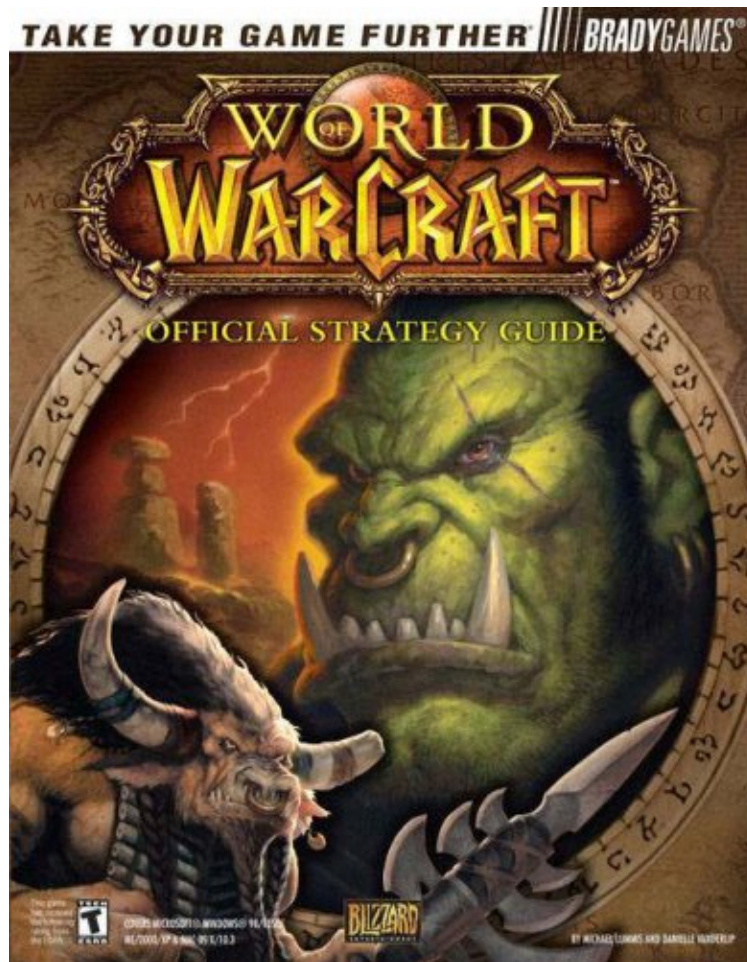


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## World of Warcraft: Official Strategy Guide (Bradygames)

*Michael Lummis, Daniel Vanderlip*  
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**Michael Lummis, Daniel Vanderlip : World of Warcraft: Official Strategy Guide (Bradygames)** before purchasing it in order to gage whether or not it would be worth my time, and all praised World of Warcraft: Official Strategy Guide (Bradygames):

5 of 5 people found the following review helpful. Good for those new to World of Warcraft, fair for veterans By R. S. Young This is a large, thick, colorful, attractive book, with a huge wealth of information, that is well organized for quick reference. Unfortunately, it doesn't have an index in the back. There are lots of maps and detailed descriptions of all nine classes (warrior, mage, etc.) and their abilities. On the map of each area are numbers, and after the map a list of what kind of monsters or people are at each location. There is also a list of all the quests after each map. With this book you will always know what areas are about your level and how to get to them. 40% of the book is maps with notes (useful always). 30% is detailed descriptions of the classes and their skills and spells and tips for playing them (useful when starting out). 10% is a list of items and monsters in the game (not very useful). 5% is an extension of the

manual, telling you how to do things (useful). 5% is how to get started in each starting area (I haven't used this.). 5% is play tips (useful mainly to beginners). 1% is abbreviations and what they mean (useful mostly to beginners). 4% is miscellaneous information. Using this book and the 'thottbot' website will save you a LOT of time. First, read the manual that comes with the game. Then read the sections in this book on how to get started if you are not a veteran player of games of this type. Then play. Use 'thottbot' (and the maps in the book) for reference of every detail like where to find a 'green whelp scale.' (I just did this.) If you plan on playing the game a lot as I have, this book is very worth the money. If you don't know if you will play much, you should probably put off buying it until you decide. 1 of 1 people found the following review helpful. Great detail, not enough helpful maps. By ScarpenI think this would have been far more enjoyable if they had maps that were truly useable in the game. Other than that, it has much detail and is fascinating for fans of World of Warcraft. I just had to go elsewhere to get good maps. 0 of 0 people found the following review helpful. Wonderful By M. Chavez I was amazed by the condition this guide was in considering how old it was. I collect the W.O.W. guides and was extremely pleased to get this one. As always the guide itself is full of information.

Let BradyGames Guide You Through this Huge MMORPG Adventure! BradyGames World of Warcraft Official Strategy Guide features maps of each city and region, with call outs for characters, quest locations, dungeons, and more. Essential stats and strategies for each of the 8 races and 9 classes for both the Horde and Alliance factions. Must-have quest data--contacts, quest type, item rewards and more. Profession sections provide data on products, requirements and item components. Weapon, armor and item tables, ability and spell lists, and bestiary. BradyGames is Official and Exclusive on this title. Platform: PC World of WarCraft is an online role-playing game experience set in the award-winning Warcraft universe. Players assume the roles of Warcraft heroes as they explore, adventure, and quest across a vast world. Being "Massively Multiplayer", World of Warcraft allows thousands of players to interact within the same world. Whether adventuring together or fighting against each other in epic battles, players will form friendships, forge alliances, and compete with enemies for power and glory. In addition, a dedicated live team will create a constant stream of new adventures to undertake, lands to explore, and monsters to vanquish. This content ensures that the game will never be the same from month to month, and will continue to offer new challenges and adventures for years to come. Not Final Cover. Blizzard Entertainment ([www.blizzard.com](http://www.blizzard.com)), best known for their series Warcraft, StarCraft, and Diablo, is a division of Vivendi Universal Games), a premier developer and publisher of entertainment software renowned for creating many of the industrys most critically acclaimed games. The companys free Internet gaming service Battle.net provides a forum in which owners of Blizzards games can play in a multiplayer mode remotely across the Internet and against other gamers from around the world.

About the Author Blizzard Entertainment ([www.blizzard.com](http://www.blizzard.com)), best known for their series Warcraft, StarCraft, and Diablo, is a division of Vivendi Universal Games), a premier developer and publisher of entertainment software renowned for creating many of the industrys most critically acclaimed games. The companys free Internet gaming service Battle.net provides a forum in which owners of Blizzards games can play in a multiplayer mode remotely across the Internet and against other gamers from around the world.