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## Master of Magic: The Official Strategy Guide (Prima's secrets of the games)

*Alan Emrich, Tom Hughes, Petra Schlunk*  
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#808223 in Books 1995-03-22 1995-03-22 Original language: English 9.25 x 7.25 x 1.251, #File Name: 1559587229480 pages | File size: 28.Mb

**Alan Emrich, Tom Hughes, Petra Schlunk : Master of Magic: The Official Strategy Guide (Prima's secrets of the games)** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Master of Magic: The Official Strategy Guide (Prima's secrets of the games):

2 of 2 people found the following review helpful. A Heavy Tome By Michael Mackowski This book is very heavy reading and provides a lot of information which cannot be gleaned from the manual. It provides a bit more depth to the understanding of how certain spells work and the strengths and weaknesses of certain strategies. I would recommend this book for anyone who has purchased the game but is having trouble overcoming the opposition. It even has a full (if incredibly complicated) description of how the diplomacy system works. A noted problem (although I understand this can be a problem in any strategy guide book) is the authors have their own biases towards certain tactics, wizard builds, and races. This comes across in some chapters, and it is admitted. There doesn't seem to be much description of how to "zerg-rush" to victory with strong early-game races like klackons and gnolls, just because they aren't much good in the late-game. Positives: Full list of heroes. Over-analysis of races. Description of each spell and (unlike the manual) how it is best used. Full explanation of fame and retorts. Chances of heroes, merchants, mercenaries, and random events arriving. A partial description of how the world is created, and why certain specials only occur in some areas. A thorough description of how enemy wizards are created. Lists how the computer decides the strengths of the

garrison in treasure squares, and how the treasure is decided. Shows how outposts work. Describes how and when stacks of rampaging monsters and raiders are created. Negatives: The items are not listed, only a flawed method of finding the list; you will need to jury-rig a fix in DOS to get it to work. One of the most important questions of game mechanics (how does magic damage work?) neglected by the manual is hidden away in a small paragraph in the combat magic chapter. The treasure square description is rather vague on the value of (summoned) monsters, and how the exact value of treasure and monster is decided. Does not describe how strategic combat is decided. Overall a good read, and any MoM fans would love it. 1 of 1 people found the following review helpful. Best of the Best By Patrick Carroll I misplaced my copy of this book, so I bought another copy when I recently started playing the game again. I hadn't played it for fifteen or twenty years, but I remembered it as one of the best--and my memory served me well in this case! The strategy guide is unsurpassed--a brilliant example of what such a book should be. It's chock full of information not found in the game manual or anywhere else (except maybe, these days, on fan sites online). And it's such a satisfying read that I enjoy poring through the book about as much as I like playing this great old game. 1 of 1 people found the following review helpful. Exactly what I was looking for, definitely for the hardcore player By Cody Holbrook I'm still playing this game since trying it out in 1996. Finding this book nearly 15 years later, I found I've been missing some very interesting and important aspects of the game. Anyone who loves this game should have this book handy. I found it particularly useful for the explanation of how damage, diplomacy, events, fame and other such things are calculated through out the game.

The intriguing game Master of Magic combines strategy and adventure. With Master of Magic, players explore and develop cities, study economics and politics, and customize themselves as a wizard. The ultimate goal is to rule two fantasy worlds. New players will find this "official strategy guide" indispensable.