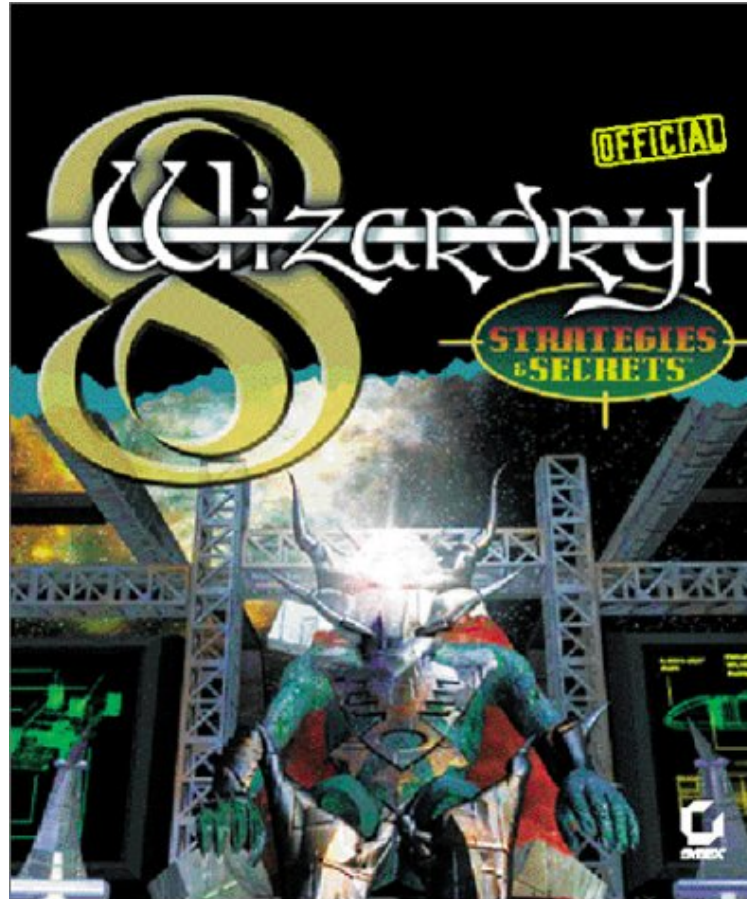


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Wizardry 8 VIII: Sybex Official Strategies Secrets (Strategy Guide)

Mark H. Walker

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Mark H. Walker : Wizardry 8 VIII: Sybex Official Strategies Secrets (Strategy Guide) before purchasing it in order to gage whether or not it would be worth my time, and all praised Wizardry 8 VIII: Sybex Official Strategies Secrets (Strategy Guide):

0 of 0 people found the following review helpful. It was NeededBy Dorothy SasI needed the book. I've played for years but no longer have my sons book. I needed my own. It was sent fast2 of 2 people found the following review helpful. Decent for Real beginners....By Daniel J. ShatzUseless for everyone else. Misinformation, horrible character and race analysis, the only good thing for people is if they need a quick reference on a specific part of the game. This is the only thing that makes this guide just a little better than pointless.The damage weapons do is inaccurate, he makes incorrect claims about the different classes. I'm sorry, a ninja is not a "lightweight samurai with Alchemy spells". You do NOT require a ranger in any party (In fact many people will tell you they suck). And he does very poor race to class analysis. A rawulf does NOT make a good monk.In short, go on gamefaqs if you want good info...19 of 21 people found the following review helpful. Useful!By Kate KirbyThis is definitely the kind of game a hintbook is useful for. There are a lot of puzzles. What do I do with that Alter? How do I open that strange lock? Sometimes, you

have to come back much later in the game, and sometimes you can't progress until you figure it out - being able to know if I should worry about something now or later is worth the price of the book. It also has Alchemy and Gadgetry formulas, which is nice if you don't enjoy experimenting with that sort of thing. The regular manual is exceptionally good on things like classes, skills, and spells, so those chapters don't add much. The walkthrough isn't 100% accurate in the case of what items you may get, particularly out of chests where there's some randomness, but it does seem to cover all the plot points and major points of interest. I haven't easily found any great online resources for this game, and there's definite potential to get stuck, so I'd say this book is useful.

-- This is your exclusive guide to Wizardry, the second longest running role-playing game ever!-- Explore a vast world of fantasy and magic with new levels of graphic sophistication and game plan depth.-- Features a unique step-by-step walkthrough detailing every location, creature artifact, and tons of animated spells.

From the Back Cover
The race for Ascension has begun. The Dark Savant holds the Astral Dominae and with it, the secret of life itself. Hundreds of vicious monsters, powerful demons, and shady characters stand between you and two other highly coveted artifacts-the Chaos Moliri and Destinae Dominae. Your quest is to obtain all three of these powerful relics. The catch: your party of adventurers is not the only one vying for the ultimate prize. Written with the full support of the game's developer, Wizardry 8: Sybex Official Strategies Secrets will guide you through the wild realm of Dominus as you face off against its deadly inhabitants. Inside you'll find: Complete walkthroughs for the entire game Detailed Maps and an in-depth guide for quests Comprehensive strategies for battling monsters and interacting with NPCs In-depth tactics for spell and weapon use Advanced tips and tricks for effective character and party building
About the Author
Mark H. Walker is a former U.S. naval officer and a veteran Electronic Entertainment/IT journalist. He has authored or contributed to more than thirty books, including game user manuals, industry analysis, general computer books, and strategy guides. He has also written hundreds of articles for computer gaming magazines and web sites.