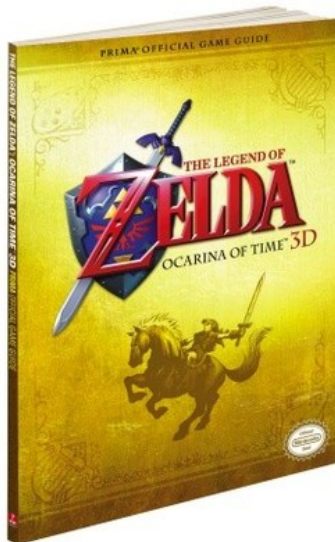




The Legend Of Zelda Ocarina Of Time 3d: Prima Official Game Guide

John Chance

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- Never get lost with maps of Hyrule and its treacherous dungeons!
- No enemy can stop you with our expert strategies—including every boss!
- Solutions for every puzzle, both in Hyrule and all dungeons.
- Locations revealed for all Heart Containers, Gold Skulltulas, secret grottoes, and more.
- Detailed information on unlocking and completing the challenging Master Quest.
- Bonus Poster!

The Legend Of Zelda Ocarina Of Time 3d: Prima Official Game Guide Details

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From Reader Review The Legend Of Zelda Ocarina Of Time 3d: Prima Official Game Guide for online ebook

Jennifer Priester says

First of all, I love the bonus poster this guide came with! Second, the hardest part of The Legend of Zelda games, for me, is always the puzzles. I have always loved the game play and storyline, but would usually end up getting stuck on a puzzle and giving up. With this guide my biggest problem was solved. Most of the time I played I tried not to need the guide, but when I did, the answer I needed was always there. The maps in this guide were also highly useful to me, as I do often tend to get lost in video games. I often referred to the maps in the guidebook to figure out where Link currently was and where the place he needed to travel to was. I also sometimes used this guide to learn what I was supposed to have done after losing boss battles and also found it to be very helpful here as well. So, for me, this guide was very helpful.

stephen rodgers says

Awesome walkthrough and The Legend of Zelda Ocarina of Time 3D Game and it will help to come complete n64 versions, gamecube, wii and wiiu since its 3D remaking of The Legend of Zelda Ocarina of Time on the n64

Joan of Park says

Got this as part of the cool Legend of Zelda collector's guide box set, so no fancy extras for me.

The first and only time I have ever purchased a game guide, prior to my current hobby of collecting LoZ collector's editions, was for *The Legend of Zelda: Ocarina of Time* back when it first came out on the N64 (ohhh, the nostalgia...). I think the one I got was a simple paperback Prima guide, and it was AMAZING. The walkthrough was hilarious. I distinctly remember the author telling the reader to give the Armos (the faux statue enemies) a "lovetap" in order to rouse it and defeat it. I actually read through that walkthrough, not necessarily for guidance (since OoT is not difficult) but because the author did a fantastic job of marrying necessary text with humor.

That was distinctly lacking in this guide, being more of a straight-forward sort of deal. There is a slight attempt at humor here and there, but mostly it kind of falls flat. Not that that is what I look for in a game guide, but because I have such fond memories of the guide for the prior incarnation of OoT, I was a bit disappointed at the lack of style in the writing. And there was a surprising amount of errors as well. Since this is a collector's guide, I do expect higher quality.

As for the **important** stuff, like whether the guide actually serves its purpose or not, I thought that there was a need for more clarification for certain sections. For example, when hunting the Big Poes, you have to hit a certain area in order to make the Poes appear, which was not covered in the guide. There was only a tiny map of Hyrule Field with a general location on it. I had to look online to figure out where exactly I needed Epona to ride through in order to complete this quest, which is kind of defeating the point of purchasing a guide in the first place.

I was torn as to whether or not removing any mention of Skulltula collecting from the main body of the walkthrough was a good decision or not. On the one hand, you can use the walkthrough for the main body of the story and flip to the checklists and introductory area map in the beginning of each chapter to see the Skulltula locations. On the other hand, a lot of the Skulltulas require certain weapons or only show up when Link is a child, and it's easy to miss those buggers. A short blurb of text would be good in those cases, or a quick note in the margin of the chapter whenever a Skulltula is conquerable.

The checklists were definitely helpful, though I thought there could be more tips. I did not mark off the Skulltula tokens as I went along, and ended up at the endgame with 99 out of 100. (THE WORST.) The guide could have mentioned that while completed tokens in Hyrule's different locations (Hyrule Field, Kokiri Forest, etc.) will be marked on the general map with a Skulltula symbol, that does not account for the dungeons, which you have to visit individually in order to determine whether all of the Skulltula tokens have been collected (by accessing the dungeon map). Again, I resorted to looking online for this.

There was also no mention of other "quests" and games, like Malon's obstacle course. Yes, it is not essential, but I had to look online to remember what you get from it (a cow in your treehouse, apparently) since there was no mention of it in the guide.

I would not recommend it on its own unless you are a collector because the free walkthroughs and checklists available online will suffice.

Lauren says

Nice guide and very helpful.

adam says

I love this game so I just had to get the game guide!

Elisabeth says

THE LEGEND OF ZELDA: OCARINA OF TIME 3D

(Prima Official Guide, Collector's Edition)

John Chance

[**] 4 Stars.**

I don't quite care about the walkthrough in itself but it's easy to forget stuff when you're hundred-percenting a game (or at least trying) from the top of your head and having both the locations on the maps for every dungeon and checklists for the collectibles and sidequests handy is very neat.

As a plus, it even has the solution to the puzzles of the Master Quest version and the modified maps to boot. For a newbie to the game this guide is a Godsend and it has just about everything you'd need and/or want in order to fully experience this masterpiece of a game.

The only reason this is getting 4 instead of 5 stars is the grammar. It doesn't matter if it's supposed to be just a game guide, it's still a book, and a collector's edition at that. The amount of grammar mistakes and misspelled words in it made me want to claw my eyes out with the longshot. Just gah!
