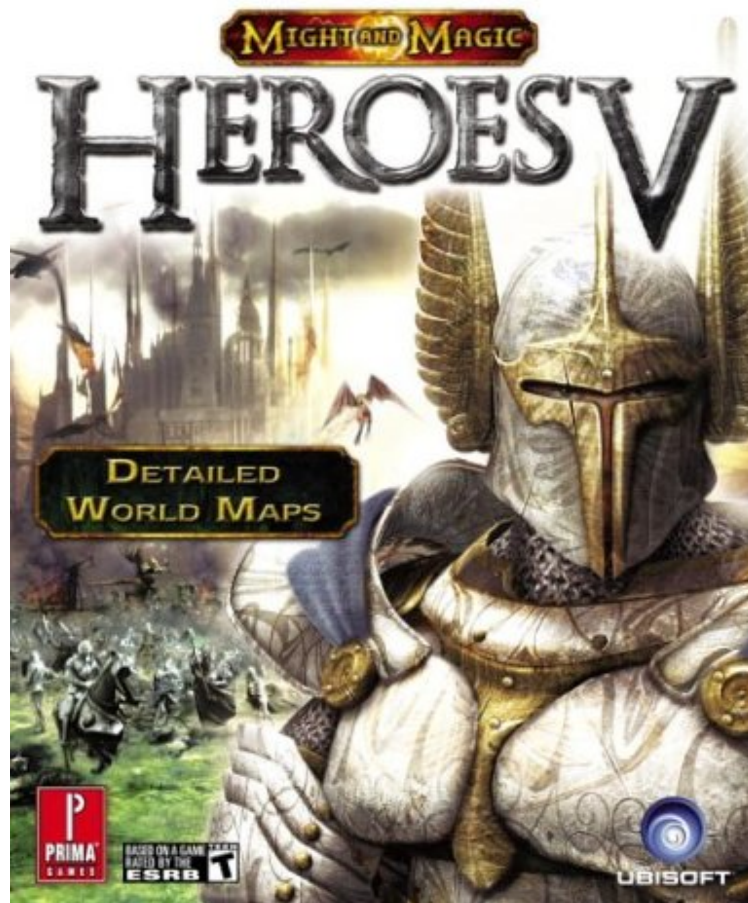


[Download free pdf] Heroes of Might and Magic V (Prima Official Game Guide) (v. 5)

Heroes of Might and Magic V (Prima Official Game Guide) (v. 5)

Fletcher Black

*ePub | *DOC | audiobook | ebooks | Download PDF*



DOWNLOAD



+

READ ONLINE

#2119263 in Books Prima Games 2006-05-23 2006-05-23 Original language: English PDF # 1 9.06 x .78 x 7.421, 1.08 #File Name: 0761552863336 pages | File size: 66.Mb

Fletcher Black : Heroes of Might and Magic V (Prima Official Game Guide) (v. 5) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Heroes of Might and Magic V (Prima Official Game Guide) (v. 5):

3 of 3 people found the following review helpful. Just a few words, not an in-depth review. By Solipso I have been playing Heroes V recently, though I am not an authority on the game. I think this guide is about as useful as the one for Heroes IV. The guide is handy to keep by my side and check stats for creatures, town building, spells, and abilities. It sorely needs an index. I had to scotch-tape some paper tabs on the edges of pages for quick reference. Also I have needed to jot in some corrections made necessary by game patches. For instance, the guide says that to build a level-five Magic Guild you need \$1,000, 5 wood, 5 ore, 10 mercury, 10 crystal, 10 sulfur, and 10 gems. But while playing a scenario in the Haven campaign, I discovered that I needed \$1,000, 5 wood, 5 ore, 5 mercury, 5 crystal, 5 sulfur, and 5 gem. Some of the campaign scenarios in the guide are titled differently than they are in the game. I have yet to play more than two stand-alone scenarios and five Haven-campaign scenarios, so I suspect I will discover more

discrepancies as I play more of the game. In Heroes Community, you can find a user-created manual that is much more colorful and attractive than this black-and-white illustrated guide. The manual is free and it has updated information for patches. Still, for many purposes this guide is more handy, unless you want to go through the labor and costs of paper and color ink for printing out the 338-page manual. Even so, I have found a thing or two in the guide that is not in the attractive manual. Overall, the user-created manual is much better, but if you play a lot of Heroes V and if you can get this guide cheaply, I say go ahead and get it. 0 of 0 people found the following review helpful.

Excellent Strategy Game! By Mr. Michael Najarian If you like the Fantasy Genre, and you are into Turn by Turn Strategy this game is pure Fun and Definately Obsessive. The Guide gives you a breakdown of all the units and benefits they have as well as a full description of spells, and some interesting tactics. Although it doesn't give you the ridiculous formulas and hard reading (analysis) of the online community support group manuals it is a great place for novices to good players to begin, and its written very very well. 0 of 0 people found the following review helpful. Even if you don't play the game, this might be good.

By D-Boy Wheeler I may not have the game yet, but it's a great resource for those who want to do fan art or what not. So whether you're using this book to play the game, or some fun outside the game, give these books a whirl.

Walk the path of righteousness or burn a path of destruction
Extensive creature compendium to aid you in assembling the mightiest army while minimizing your recruitment costs
Learn to master the Ashan calendar and adapt to the evolving weekly battle scenarios and treacherous terrain types
Detailed world maps outline the locations of many crucial items, including towns, resources, and artifacts
Skill and spell tutorials help you build a true hero with only one chance to select each ability