

(Ebook free) EverQuest: Shadows of Luclin: Prima's Official Strategy Guide

EverQuest: Shadows of Luclin: Prima's Official Strategy Guide

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Inc. IMGS : EverQuest: Shadows of Luclin: Prima's Official Strategy Guide before purchasing it in order to gage whether or not it would be worth my time, and all praised EverQuest: Shadows of Luclin: Prima's Official Strategy Guide:

2 of 2 people found the following review helpful. A Necessary Evil?By Tiffany HolleyIf you're going to play the Luclin expansion, you probably want this book. Like the original handbook, it has the new classes' spell lists, new area maps, etc.Yes, all that information is available in various places on the web. And yes, there are updates to the game over time. But the convenience of having it all in one place - especially if you're going to play a new class, new zone, etc. - is well worth it.I agree with a previous review that the biggest problem for me is that this is a just supplement (so I still need my original/Kunark guide), but it seems priced like a complete guide. Pima's having their cake and eating it, too. ;I bought it. I'm glad I have it. And I'm sure I'll buy the new one when Planes of Power is released, too...5 of 5 people found the following review helpful. Better than people thinkBy A CustomerI like prima strategy guides. Most people say they are worthless and you can find the same info on the net for free. This is true. But I much rather have a

guide in hand that I can refer to while in game. I still find the old Kunark guide has a lot of valuable info in it and I still use it. The Shadows of Luclin guidebook is not a complete guide. It is an addendum to the previous Kunark guide. Which means I have to flip through 2 books to get the info I'm after. This was frustrating to me because I wanted one up to date guide with all the info. I feel this should have been priced lower than other prima guides. 1 of 5 people found the following review helpful. Nice graphics but [not so nice] gameplay
By A Customer
This is a must if you like EQ, the new zones are not worth it, except Paludal and some other, and the new spells there. The really nice thing of this expansion is the new graphics engine and textures.. its a big change from the first eq. Aside from that, it needs a LOT of hardware resources, I have an AMD XP 1700+, GeForce2 MX400 64mb and 512 DDR MB of ram and still having trouble to play it at a decent speed in some areas, specially the Bazaar and Shadow Haven.. when I enter Bazaar I must look at the walls or floor to be able to walk faster than 2 fps. As for the ram, you have the option to select which textures you want the new textures loaded for, I wouldn't recommend enabling them all even with 512 MB of ram. Btw, they just launched the new UI yesterday.. with the /bazaar option back, hah, don't try to run around Bazaar with 300 players in ;) (laggy to hell)
Said that, I wouldn't ever miss this expansion, the new graphics are worth it.

Prepare to enter an enormous environment--an entire world with its own diverse species, economic systems, alliances, and politics. In EVERQUEST: SHADOWS OF LUCLIN, you'll find an enchanting moonscape packed with new adventures, new characters, new items, and an all-new playable character race. PRIMA'S OFFICIAL STRATEGY GUIDE is a valuable tool to guide you through this unreal world. Only PRIMA can provide vital maps, strategies, and detailed information on each aspect of the game.