Bloodborne The Old Hunters Collector's Edition Guide

Synopsis

COMPLETE YOUR BLOODBORNE EXPERIENCEWith the release of The Old Hunters, Bloodborne becomes complete. And since the expansion is worthy of its own guide, here we go again: our Bloodborne Collector's Edition Guide is about to get the perfect companion. With the same understated look, unparalleled detail and luxurious extra content, these two books are designed -- inside and out -- to sit side-by-side.The original Bloodborne Collector's Edition Guide is one of the highest rated and best-received game books ever made, and we're giving The Old Hunters the same treatment. Whether you want to fully explore the new areas, learn everything there is to know about each new weapon and character, understand the intricate Lore or admire the work of FromSoftware's concept artists, you'll have a single, invaluable resource to delve into.A Whole New GameAn entire chapter dedicated to highlighting the ways Bloodborne has changed since its release and analyzing how The Old Hunters impacts progression through the full game.Hunting the NightmareUsing our unique hybrid area guide format, exclusive, beautifully illustrated maps take you through the new areas the way you want -- either follow along a route or focus on a single location -- you determine the pace of action.Twice the ArsenalThe Old Hunters almost doubles your available tools, so the possibilities in combat have increased exponentially. Find out not only how every new weapon, spell and Caryll Rune works and is used most efficiently, but how they affect Bloodborne's existing arsenal as well.The Most Lethal EnemiesNew nightmare creatures are introduced in The Old Hunters, and -- here's a promise -- they're the toughest and most lethal you'll have faced in Bloodborne. We've dedicated countless hours to turn killing each of them into a science you can rely upon, no matter what play style or equipment you prefer.Interconnected LoreDetailing NPC quests and character interactions is no longer just an invaluable extra -- it's our aim to provide the most complete look at Bloodborne's story and character connections available anywhere! Every important line of text or dialog that links one place or character to another is laid out in an intuitive format for clarity and reference.Extended ArtWe've made it our highest priority to showcase FromSoftware's glorious original and newly created artwork on lavishly designed pages. Each piece is displayed sharp and in full size for your viewing pleasure.

Book Information

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Customer Reviews

If you have the guide book for the main game of Bloodborne than this book will be pretty much the same layout except be about the old Hunter DLC. This book covers how to get to the new DLC, the changes the various updates have made to the game up to version 1.07, and everything you will need to survive the Nightmare...again. The chapters are:1.Training Manual- This basically covers how to access the new DLC step by step. It also covers all the game updates and various things that have changed such as certain weapons using less stamina, increased storage of certain items, and so on. It also has the attack speed and stamina use of all the weapons in an easy to read format so that you can compare them all on the spot.2. Hunting Grounds- This chapter goes over all the new areas and tells you the locations of enemies, where to find items, enemy stats, the best paths to take, secret areas, and basically everything about the areas.3. The Bestiary- This covers all the new enemies, bosses, and npc's and tells you there stats, weaknesses, strategies, how many blood echoes they drop, items they might drop, where they are found, and with the bosses it also tells you if certain attacks are interruptible.4. Arsenal and Attire- This covers all the new weapons and items. It tells you there damages in regular and transformed mode, gives you strategies, best runes to use with them, where to find them, and skill scaling. It also goes over the new arcane items, gestures, and attire.5. Hunters Appendices- This goes over all the NPC's and quests you can do with each and how to get all the items they can give.

It's rare to see Future Press make a guide for the expanded content of a game. When Dark Souls and Dark Souls II got their expansions, Future Press wasn't in sight at all with a guide to cover new content and items. In their introduction Future Press admits they wanted to do such things for expansions but could never really justify it. Here, they just went for it. The end result is a guide that stays incredibly consistent with the original guide published. But rather than publishing a whole new book (that would amount to near 800 pages if they did) they merely covered the expansion by itself.

Needless to say, you won't get any content for the original game if you don't have the original guide. Therefore, you might want to think of the guide itself as also an expansion.The layout is almost exactly the same as the original guide, but this time it jumps right in. The original guide spent a lot of time getting you acquainted with the game. This one, however, assumes you're already familiar with the systems found in Bloodborne. This guide isn't treating "The Old Hunters," like a new game, but assuming that you already know Bloodborne's various systems in and out. What it does do, however, is point out the changes made in the various patches over time and how they will affect the gameplay. The opening section of the guide spends more time getting you familiar with the updates rather than familiar with the game itself. This is perhaps what I like most about this guide. It doesn't spend a lot of time rehashing stuff from the previous guide. Everything it does rehash is all quick. There is a table for the weapons and a quick call out to previous enemies they've already discussed.This doesn't mean it'll shorthand you in all the areas.

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