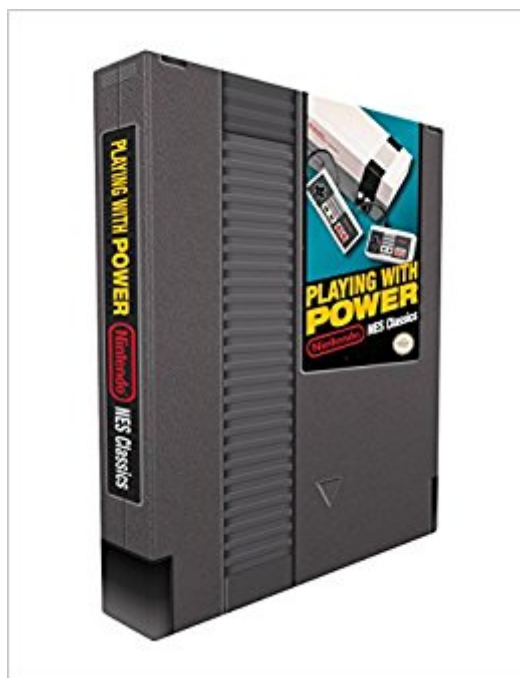


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Playing With Power: Nintendo NES Classics



Synopsis

Take a nostalgic look back on the Nintendo Entertainment System in this exclusive hardcover collector's edition book and slip case! Exclusive embossed slipcase holds this hardcover tome in a clever package that resembles a classic NES Game Pak! A fascinating retrospective on 17 NES classics including complete walkthroughs including Super Mario Bros. 3, Donkey Kong, and The Legend of Zelda! A journey through three eras of NES history. Commentary and history from Nintendo visionaries who pioneered this era of gaming. An inside look at the system and game paks. Priceless excerpts from Nintendo Power magazine back issues! Plus maps, character art, and extras! TM & © 2016 Nintendo.

Book Information

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Customer Reviews

Prima Games, an imprint of DK and a division of Penguin Random House Inc., is the world's leading publisher of strategy content for PC and console video games. Prima Games understands what gamers both casual and hardcore want and need from strategy guides. Every guide features in-depth content, detailed screen captures, quick-reference tips, and professional strategy. Prima Games is also a leader in the digital strategy realm, offering interactive maps, streaming video, searchable online guides and apps, and a full website at primagames.com.

An impressive looking package from a distance, so if you simply want some shelf-candy to casually flip through - here it is - it's that and nothing more. Could have been much better if not for poor design (type lost to the gutters, blurry and pixelated images throughout) and missing content. Page

111 claims "here is a map of the Overworld" (for The Legend of Zelda) but I guess they forgot it, because it's nowhere in the book. An oversight indicative of this sloppy, slapdash compilation. A buy for only truly hardcore "have to have everything and anything that says Nintendo" collectors. I'll be returning mine. I'd rather have the shelf space for games.

It sure looks nice at a glance, but is mostly a disappointing read. I was excited to crack *Playing With Power* open, anticipating fun tips, artwork, NES history, and retrospective details on the classic games covered within. Instead, this book contains a distracting mixture of quality and hardly any history or behind the scenes bits. The tips are mostly good, covering point values and strategies for maximizing your score in arcade ports like Donkey Kong, warps in platformers like Super Mario Bros. for speeding through the game, and recommend routes through open worlds like Metroid. The artwork varies throughout the book. Some scans from old Nintendo Power articles look decent, but then an image of a sprite on the same page looks dark and blurry, as though captured by taking a poorly zoomed photo of an image on a monitor. Perhaps worst of all is the editing. There are multiple typos and missing words. Take the description of the Legend of Zelda on page 61, "With a little and a lot of courage, you'll conquer your adversaries..." A little what? Luck? Skyworld in Kid Icarus is misidentified as "World 1." The most aggravating oversight, however, is on page 111 in the Legend of Zelda guide. A bright heading declares "Here is a complete map of the overworld." Except it isn't. That's right. One of the most iconic world maps in gaming history didn't make it into the book because, by all appearances, someone forgot to paste it in. Oops!

What was an amazing idea for collectors turned sour due to constant typos and editing errors and quality issues and missing content. Where's the map of the overworld on page 111?! They said it was supposed to be there... but.... nothing? Poor scans of images and sprites and really inconsistent graphics. Ugh. Way to ruin what could have been amazing!

My book was bound upsidedown. My front cover is an upsidedown controller with the A and B button side. It seems like production was very rushed. While waiting for my book to arrive in the mail i was reading several negative reviews about the book, I still hoped for the best. Then it showed up and the dang cover was flipped LOL. As for the contents of the book I am satisfied looks like it'll be a fun read. I just wish they focused on quality during production.

I'm going to agree with what others have written. This is OK, but nothing special. It feels like they

copy/pasted old pages from classic Nintendo Power mags....which wouldn't be a bad idea, but the resolution isn't crisp. The case screams high quality, but the insides are meh. I'm disappointed that the LoZ overworld map is left out. Feels like a rushed job.

I was excited when this was announced. What I thought was going to be a retrospective of classic NES titles, ended up as a bloated re-tread of A players guide. Screenshots are muddy and the writing assumes you are playing the game at this moment. The only behind the scenes detail covered is how the UNROM works with the CPU and PPU of the NES cartridge. Incredibly strange to read about round 4 of Donkey Kong Jr only to be thrown into overly complex tech specs. It's a real shame.

There are some complaints about this book in regard to resolution, etc., but I love this book. It is essentially a reprint of the old Nintendo Power game guides, with a little extra fluff, all in one book. I checked it out in paperback form before I bought it and ended up getting the hardback version. The cover is gorgeous. 4 out of 5 stars because the Zelda over world map was left out.

Very disappointing. I was not expecting the world with this book and was still let down by the amount of errors and omissions. At least it looks nice.

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