



# The Elder Scrolls IV: Oblivion Game of the Year Edition Official Game Guide

*Bethesda Softworks*

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Find Your Path

- Covers all available content for "Elder Scrolls IV: Oblivion, Shivering Isles, Knights of the Nine, " and downloadable content.
- Detailed maps for every part of the world and every major city, plus special maps for every key section of the main quest.
- Specific chapters on how to create your character and maximize your abilities and skills.
- Over 450 full-color pages packed with information on everything you need to know about the massive gameworld of Oblivion.
- Walkthroughs for every quest in every part of the Oblivion world, including the main quest, as well as miscellaneous and freeform quests.
- Sections on various gameplay systems including stealth, combat, magic, spellmaking and enchanting, alchemy, and more.

## The Elder Scrolls IV: Oblivion Game of the Year Edition Official Game Guide Details

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# **From Reader Review The Elder Scrolls IV: Oblivion Game of the Year Edition Official Game Guide for online ebook**

## **Crystal says**

very thorough. very helpful. a great investment if you are starting to play the game. I still have so much information to cover in here, but it has helped a lot already. I often sit reading through it while my husband is playing, looking up info for him and what he's doing at the moment, or researching for when I'll play later. this has helped me figure out a lot of things--if you're not an experienced player (I'm not.), it can make a big difference in your enjoyment and understanding of the game. and some of the lists are worth bookmarking for easy reference while playing. Enjoy! :)

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## **Jakdin says**

Good for when you're in a tight spot, but wish it went into more detail about hidden or secrets. Overall, though, a regular game guide book which gets you from start to finish.

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## **Nicole says**

This is a very helpful and informative guide to such a massive and immersive game.

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## **Branden Wood says**

Yes it's a video game guide.

This has to be one of my favorite games. I'm 20 hours into it with no clear ending in sight. The world of Oblivion is vast and there's a great deal to explore. One of my favorite aspects is the vast library of literature scattered across the land; you can learn about characters in history books, literature, or unauthorized biographies; you can learn about the different guilds, lands, alchemy, etc. Overall lots of fun.

The guidebook is pretty helpful. It's broken into sections. The first rates skills, spells, armor, etc. and gives you sample character traits you can try. You're then given a creature guide, help towards the main quest, then faction quests, Daedric, expert, and miscellaneous quests. Then you are treated to the Shivering Isles and Knights of the Nine info.

My only complaint is the Game of the Year version does not include World Maps. Prima obviously wanted to keep the price of the book at \$25.00, but the World Maps are extremely helpful; I would've gladly paid \$30 or \$35 for an extra 50+ pages of maps.

Overall a pretty good guide--but if you could spend the extra cash I wouldn't get The Game of the Year Edition. I'd get the Oblivion book and the separate Shivering Isles.

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**Kevin Jimenez says**

I have the game. :)

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**Mina Lumiebre says**

The best game, ever.

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**Hannah Riche says**

Helped me through a lot of places in the game where I got stuck. I would say it's one of the most detailed strategy guides I've ever had to use.

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**Braxton says**

This is the only strategy guide I have bought in the past 10 years. I'd say that is a pretty good recommendation for it.

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**Katie says**

This guide will help you get through all those difficult situations or lost moments!

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**Cisco says**

The official low down for the elder scrolls iv oblivion! step by step instr & hints!

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**Morgan Sanchez says**

One of the premier last generation gaming guides, suitable for any collection.

Oblivion was somewhat of a polarizing game, with heavy marketing as being one of the greatest games of the last console generation, along with some design issues that made it less than great. Regardless, the guide offers more than enough lore, insight, and strategy to make up for those who wish ill on the game but would never play it.

The GOTY guide offers info on every single one of Oblivion's DLCs, including cosmetics like horse armor, Mehrunes Dagon, and house/lair quests. This expansive tome is easily read, with plenty of screenshots, though some lag behind the narrative or are randomly placed production marketing shots. Sections are divided between the main story, side quests, factions, and DLC.

Maps are second to none and are incredibly detailed, with particular sections offering more insight into the types of spawned enemies, chances of certain loot, and quest-centric descriptions.

Player archetypes, factions, and battle strategies are touched upon briefly, but battle strategies leave a lot to be desired, though the general combat of Oblivion more so.

This guide has become highly sought after and is relatively valuable due to its size, game influence, and exceptional attention to detail. My only qualm is that it was released outside of the current influx of collector's edition hardcovers. Mine is well loved and worn. It is highly recommended for collectors.

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### **Jamie Vanhorn says**

it has a lot of information

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