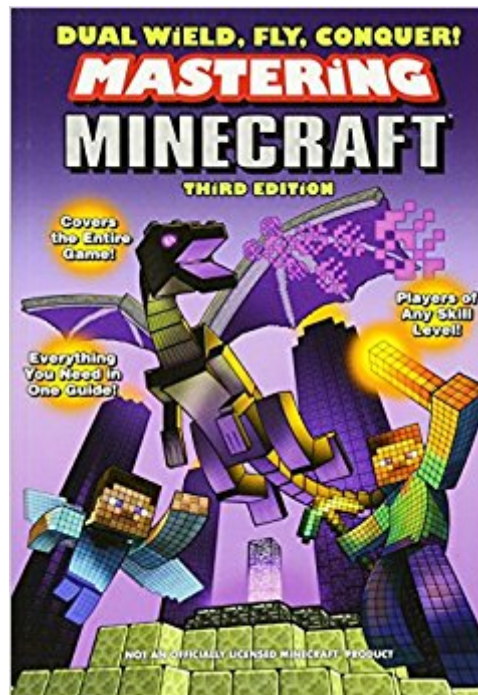




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Dual Wield, Fly, Conquer! Mastering Minecraft: Third Edition



Synopsis

The Dual Wield, Fly, Conquer! Mastering Minecraft 3rd Edition guide includes....Learn about the massive changes to The End region, new creatures like the Shulker, dual wielding, and the updated combat system. This edition has also been revised to reflect changes to the console and pocket versions, as well as changes made by the smaller game patches. Complete Coverage: From basic to advanced tactics, this guide is essential for all players. It's all Here:- Mining & Farming- Brewing & Enchanting- Monsters & Defenses- Special Areas- Achievements- Using RedstoneQuick--Reference Charts: Easily find info on every block type, item, recipe, animal, and monster in the game.Plus:- Exclusive Illustrations- Bigger & Better Projects- Game Mods- Texture Packs- Joining & Creating Servers- And more!Free Mobile-Friendly eGuide: Includes a code to access the eGuide, a web-access version of the complete guide optimized for a second-screen experience.

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Customer Reviews

Very much needed walk through for newbies like myself to the game.Slight update to the Prima guide for newer items introduced to the game but overall same instructions as the previous guide released from Prima.Smaller compact almost pocket edition of the guide. Still worth having in my opinion.

Awesome book with details (according to my husband) Happy Gamer at home !!

Up until recently, I hated Minecraft. I mean, look, I'm a child of the 70s. I grew up on 8-bit games and I DREAMED of playing in worlds like Columbia and Skyrim and Panau. Realms that you could see and hear each blade of grass and drop of blood. So when I walked in on my daughter

crafting on the Xbox, I thought she had broken it.

It wasn't until reading an online description in praise of the game that I developed an understanding and appreciation for it. While it's

lo-fi in appearance, the graphic simplicity allows for it to do SO much more because it's not using computing power to render stunning vistas I'll never reach or glistening creatures to slaughter. But my 9 year old daughter and her generation are OBSESSED with this game! And in an effort to not be like MY parents who dismissed everything that I thought was cool as either "garbage" or "sinful", I continue to try to give Minecraft a chance. Then, along comes the guide, MASTERING MINECRAFT by Prima. Now, this is the third edition and it has been updated to reflect the significant changes in the game, most notably the dual wielding and combat improvements in the 1.9 version of Minecraft. But I haven't read or even flipped through editions one and two, primarily because I let my prejudices get in the way of how fun and limitless this game can be. I'm writing this review as pretty much a Craft-Noob, and I must say, this book has changed my mind about the game. What a vast, immersive, and incredible sandbox Mojang has created. First off, the book is about the size of a regular paper back, which I appreciate. I enjoy the coffee table style books Prima often releases, but the smaller size for this one makes it a little easier to navigate. And like most guides, they include a free e-guide for those of you who prefer to use an iPad or Kindle for your guide reading experience. This guide is written thoughtfully by Michael Lummis (a seasoned veteran of game guides, and his expertise really shows here, the depth is staggering.) One of the things that's evident in his writing is his affection for the Minecraft community, and the constant creation and innovation this game invites you to participate in. I say all the time on my podcast (shout out: "All Over Voiceover", check it out!) that to any artist thinking of coming here, Los Angeles is like a blank canvas that invites you to come splash your uniqueness on it. Minecraft is precisely that as well, and the guide reflects that spirit. By arming you with the charts and galleries, and explanations for things that are happening in the game (or what kids are talking about in the back seat), you can start to speak this game's language. It's a Rosetta

Stone to Minecraft culture. Enough broad strokes, let's dive in. This book covers in accessible detail everything you can do in Minecraft, including a discussion on local servers and multiplayer (and the etiquette involved): breaking it down like this: a What's New in this Guide from previous versions of the guide covering Minecraft, an Art Gallery, with fun, dynamic artwork that brings a lot of colorful movement to the otherwise static characters of the Minecraft universe, followed by a discussion on the massive changes to the game itself with Minecraft's 1.9 update. Next up is a history of the game from Pre-Alpha to Launch in Nov 2011, and then tracking each subsequent release. I really appreciate this section for helping the reader discover the context and the march towards excellence that this game continues to be on. Following that section, the guide has a brief chapter outlining the differences between the platforms and how the game is different based on what format you are playing it on. From that point, the meat and potatoes are served up steaming hot, with the basics of gameplay, goals, and how to stay alive. And then, just like in life, the next chapter takes you into virtual life enrichment, exploring the fun and magic of putting stuff together/mining/farming, etc, that expands the game from just patching holes till the sun goes and hiding from or confronting baddies. A brief chapter on the multiplayer aspects, followed by TOOLS, RESOURCES AND CONSUMABLES, a "resource-heavy" chapter that is basically a catalog of everything you can craft and everything that makes it up. This chapter reminds me of those cool Jelly Belly cards they used to give out to show you what Jelly Bellies you could combine to make a Cherry Cola, Pineapple Upside Down Cake or S'mores. After that, a detailed introduction to each of the creatures that you'll meet, raise, or run from in the game. After these sections, the final two brief sections are my favorites, actually, where the guide encourages you and helps step you through a couple massive builds allowing the player to learn about the more advanced crafting possibilities, making the game truly a limitless canvas. With step by step instructions for a couple significant projects, the guide helps you build a pyramid and demolish a mountain, and when you've got those two skills down, there is nothing you cannot do in this alternate cubist reality. The guide ends with a brief description of mod-ing the game, using skins, packs and other game modifications that can change the literal physics of the world. There are so many cool discoveries of what folks have created with the time, the will, and the patience to do so that it's no mystery that this program (I now hesitate to merely think of it as a game) is one of the most popular cultural phenomena of this generation. And with a world as limitless as this, having a small handy guide to read a couple times and refer to OFTEN, is as essential as a diamond sword, some TNT, and someone younger than you to tell you that you are

doing it wrong. Prima's MASTERING MINECRAFT: Dual Wield, Fly, Conquer! Third Edition is available now and this reviewer received his copy from the publisher in exchange for a fair and honest review.

My grandson loved this. It's quite above his reading level but since he loves minecraft he works on it. He says he uses it for "fact checking" lol.

arrive on time, help me a lot. This is a gift for someone that is studying to become a chef. I did take it out of the box and it is a very nice product. The weight and handle are very good for cutting and even my smaller hands felt comfortable with the size. feel very good . my father this it is the best ,

This is a Christmas present and has not yet been opened.

Sweet!

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