

GUIDE TO 3D VIDEO GAMES

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WHICH GAMES?

What's the Difference?

First, you should know what is the difference between 2D video games and 3D video games. Some of the main differences are that 2D games only have one path to follow, so there is no way to explore and there is also no way to avoid enemies except going back the way you came, for example, in 2D mario games you could either defeat a enemy, or just run away from it. You could not go around it, and all the secret passage ways were either above you, or under you, so it was very hard to explore. But in 3D games there is always a some way to explore and enemies can be easily avoided (if they do not notice you). Another big difference is that enemies can not surround you 3D games, but you can not sneak up on enemies either, making the game a lot less complex. But both 2D video games and 3D video games are fun, depending on what type of video games you like. If you like simple, easy- to-understand video games, then you should try 2D. But If you like complex, harder video games that have more details, you should try 3D.

Explore!

There are some 3D video games that let you do whatever you want on your own, like 3D Zelda and Minecraft. But other games like Super mario **odyssey** let you explore in a different way, like giving you a target to get to, but still with a few possible ways to go somewhere else, but still going to your goal, even if sometimes your path ends in a dead end. You will still get something, like whatever the money in the game is, something that you have not gotten yet, or if you are lucky a special thing for all your hard work.

Something To get you prepared

Now, you might be wondering what is in this book. Well, there are no specific game tips, only tips and stuff that might be encountered in a video game. You might notice I used some 3D games as a example most of the things in his book contain things that should guide you if you wanted to play a 3D video game. This book might not work for out for you, as I did not play an finish like fifty games (all thought I wish I did) but this book might still at least get you started, because I know from watching a few video games that most 3D games are similar in some way, but some are more complex than others. If you happen to want to know about other games, then you might want to

keep reading, as most 3D games are similar in a way, and once you play one video game, you basically get the idea and will be way better in a different 3D game.

FIRST TIME PLAYING

Very beginning

If you have played video games before, I would suggest skipping this chapter, because you should know what to do.

When you first start playing you usually start with nothing at all. There is usually something that lets you collect your first supplies, like a tree or a chest, but sometimes you have to do a quick fight the game sets up for you to get used to the controls.

Even though you barely have anything, there is usually a **obstacle** or challenge that gives you a quick and easy warm up. One thing to always do; Always explore anything suspicious, because it might lead you to something really good, but usually not the special prize since you have only just begun playing.

Sometimes it is the special prize, but that is only so that once you get that prize, it can let you move to the new space that has just been unlocked. Sometimes you unlock everything, but sometimes you only unlock one new level. The first battle is probably going to be pretty boring if you have played other games before, since you will know some tricks about playing.



This is an example of the first section of two games when they first started. Not very much to explore, and surrounded by something that will prevent you from leaving this place unless you battle a small boss or get something that can let you leave.

FIGHTING AND RESOURCES

First resources

The very first resources you will be introduced to will be the basic ones that will be very common, and pretty useless once you defeat your first enemy. In some games you do not get any type of resource except for the money, which should be pretty useless until you find a shop or someone who sells stuff, or just save them until you see someone who will sell stuff too you. Most old resources are not very special, and very common.

First fight

The very first enemy you encounter will probably be the most common, and weak. There might be a enemy that is the same as the first one, except it will be upgraded, and be harder to defeat. You can usually tell because they might be a different color, and or be different size. These monsters will (in some games) come out when after you become more skilled, and will be at the same place where a defeated enemy has been and respawn as a more powerful, upgraded version, and soon it will be hard to find the weakest version.



This is the red **Bokoblin**, a weaker Version of the more Powerful Blue Bokoblin. (image from Zelda breath of the wild)



This is the (much) more powerful blue Bokoblin, which as you can see is armed with a more powerful weapon. Some games like Super mario odyssey do not really have do not have more powerful versions of enemies. (image from Zelda breath of the wild)

SPECIAL PRIZES

Shrines And Moons



Usually there are things like **Sheikah shrines** and **Power moons** that let you move on, for example in Super mario odyssey and Zelda breath of the wild there are moons and shrines that you should always get if possible because these are quite important and are sometimes required to move on to certain places or kingdoms. A special prize can also be something unique that you can not get easily, or buy.



BOSS BATTLES

Big bosses

These are the final bosses in the games, or just powerful bosses near the end of the game. Some of these bosses are very hard to beat and depend on skill like Calamity Ganon (from Zelda breath of the wild), while others like the Broodle Bot and Bowser depend on hitting everything they throw at you (from Super mario odyssey). In fact most 3D games depend on how much you explore and do, because this grants you a higher chance of beating the final boss, as this should give you some time to practice defeating enemies, and also practice using some of the skills at the right time in the right place.

For example, in some games there is some kind of special attack that is hard to do right, but could change the course of battle completely, or defeating the boss for good. Another thing to watch out for is to take caution when approaching a boss when you get him in a weak state, since they usually have some tricks, and will get stronger the more you hit him, making hitting him with the final blow the hardest part, but usually the most satisfying because the boss either explodes, or goes away or something that happens to the boss that makes you feel like you could do whatever you wanted, because you got the most powerful boss at your feet who has just been defeated by you. Now that you defeated the final boss, there is not much left for you to do. You can either keep playing or get a new game. It is your choice!



Calamity Ganon



Bowser

These are a few examples of a powerful boss. The right boss is from Zelda breath of the wild. The left is from Super mario odyssey. All bosses have something in common; They are all powerful, but sometimes there is a different enemy you had more trouble with. Most bosses also have some way to make them look really powerful, like roaring or slamming the ground, creating cracks but sometimes just talking to you. A

hint: if you see something that you can hit or destroy, then make sure to hit it, because something that can heal you or a power-up might come out.

AFTERWARDS

The end

So you have finished the game, but there is still so much more you could do! So this is where the real fun starts! You defeated the boss, and everything seems to be peaceful, but the enemies that you have not defeated are still there, even though the final boss is defeated, so apparently, you still have lots more to do. Nothing different except that now that you defeated the final, boss you have made the game put you in a world with powerful enemies that are really hard to defeat, and guess what? I am not going to help you throw this. So I made a few tips that can really boost you up. One tip is to always try to have a escape route, and always have a plan ready. So you have all of the tips that I have on 3D games, and I hope to get more soon.

So I just hope that you enjoyed my book, found the information you were looking for and that I have helped you out, even if this book did not have everything you were looking for. I also hope that I have inspired you to share this information with others. Always remember to have fun and keep playing, even when it is really hard. The whole point of the hard parts is to give you stronger gear and make sure you get challenged so that you won't get bored and also to prepare you for other, harder games. If you are really into a game, but there is this boss in your that you have to defeat, but you cannot, then try to find a weak spot. Most of the time the weak spot is hard to get, so look up if he is bigger than you, because most games make the head, or part of the head the weak spot, since that is usually the hardest spot to hit. Always aim there if your enemy is to hard to defeat when you only hit him.

Now What?

Since you have done everything that is in the game, you could get another game that will be more challenging for you, and test it out.

Maybe you will try a different type of video game, like racing, 2D, or go back in time to the older video games. There are lots of other video games to try!

GLOSSARY

Odyssey: A long journey

Obstacle: A problem or challenge in your way that you have to get pass

Sheikah Shrine: A shrine in Zelda breath of the wild that has a challenge or riddle that ends in a sheikah monk who rewards link with a spirit orb, which (if you have four) can be traded with the goddess for a heart or some stamina

Bokoblin: The most common enemy in Zelda that can come in a variety of colors, each representing how strong the Bobokin is. They can also carry different weapons, and will get stronger as you get more powerful gear.

Power Moons: Moons in Super mario odyssey that come in a variety of colors and will either power up or (if the odyssey has been damaged) fix the odyssey