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Final Fantasy XII Signature Series Guide (Bradygames Signature Guides)



Synopsis

BradyGames™ Final Fantasy XII Signature Series Guide includes the following: A complete walkthrough of the entire game. Detailed area maps. In-depth listing of items and equipment. Expert boss strategies to defeat even the toughest boss. Extensive bestiary. Signature Series guide features bonus foldout and more! Platform: PlayStation 2 Genre: Role-Playing Game This product is available for sale in North America only.

Book Information

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Customer Reviews

Brady Games is notorious for putting together somewhat haphazard game guides, and the FF12 guide is no exception. What we have here is a colossal guide for FF12, featuring almost all of the information that any player needs to complete the game. It includes lists of all of the loot drops in the game, strategies on how to beat all of the optional bosses, and advice on how to build your party so that the license board does not completely perplex you. However, the guide has many inherent flaws, which make it a little less than lovable. To begin, the guide is chock full of spoiler information. Nowhere in the guide can you go and get the quick and simple advice that you might be seeking for a part of the game. Instead, the writers have chosen to fill almost every part of the walk through up with unnecessary information on the storyline scenes and spoilers that which makes playing the game a little boring. The guide could easily have had 50+ pages taken out of it if the writers had avoided spoiling most of the game's storyline. Instead however, it seems that they have (with Square-Enix' blessing) filled every part of the walk through up with spoiler content in order to add

weight to the guide when the weight is superfluous. Another hindrance on the guide are its strange typographical errors. Throughout the guide the reader will find instances where references to other pages are turned to question marks. For example, when going over a side quest, the guide says to look to page (???) for more information. This is rather troublesome and it leaves the reader wondering if that page is even in the guide. The guide also suffers from bad organization.

Final Fantasy XII is a very complex game with all treasure box items being random and rare monster appearance. A complete strategy guide is highly recommended. A good example is that one single mistake at the beginning of the game might change the entire probability of occurrence down from 100% to 0.1% for certain powerful items, such as the Zodiac Spear. There are also near 400 different monsters, bosses, and enemies data that player should know their strong and weakness in order to defeat them at ease and obtain rare items. Moreover the maps in FFXII are HUGE, very similar to MMORPG scale, while contains many hidden paths that are NOT shown by pressing SELECT button for the in game maps. A printed collection of maps are very convenient. The US version FFXII strategy guide is actually a translated and reorganized version from the two Japanese guides: FFXII BATTLE ULTIMANIA & SCENARIO ULTIMANIA. I give the two Japanese guides 5 stars due to their complete data tables for monsters, items, equipment tables and most efficient boss strategies. The US Bradygames guide however, I give 4 stars due to not 100% complete as the Japanese guides.

Here is an excerpt of a letter I wrote to Brady Games about this book. I thought it would be helpful here. I bought your strategy guide for Final Fantasy Nine, and I was highly disappointed. I was expecting a strategy guide that had all everything that I'd need to know to complete 100 percent of the game. Instead I've been going through let down after let down when it comes to this book. I'll list my gripes that I have with this book. 1. Not all maps are provided. the most egregious omission is the map of Lusu Mines site three and site 11 and their treasure charts. also missing are maps of the Great Crystal upper level and its treasure charts. 2. Incomplete listings on how you can obtain weapons and armor. while playing through the game and looking through the bestiary I frequently find that not all the ways of getting an item are listed under its listing in the weapons/armor section of the book. this is highly annoying. 3. Where's the loot? I see you've made a rather expansive addition to the loot section of the book [they have a rather pathetic update page on the Bradygames website where you can download what I hope is the completed loot list], why is it that you only list the location of highlighted loot? I want a complete chart. 4. When's [insert item here] available in the

shops? there is no indication of what magicks/weapons/techniks etc. are available in what shops at what time in the game timeline. Is this not important information?5. My book fell apart. After a couple weeks of use i'm losing lots of pages.the book is 20 bucks. Can't get a quality binding for that price eh?6. Side quest vagueness.

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