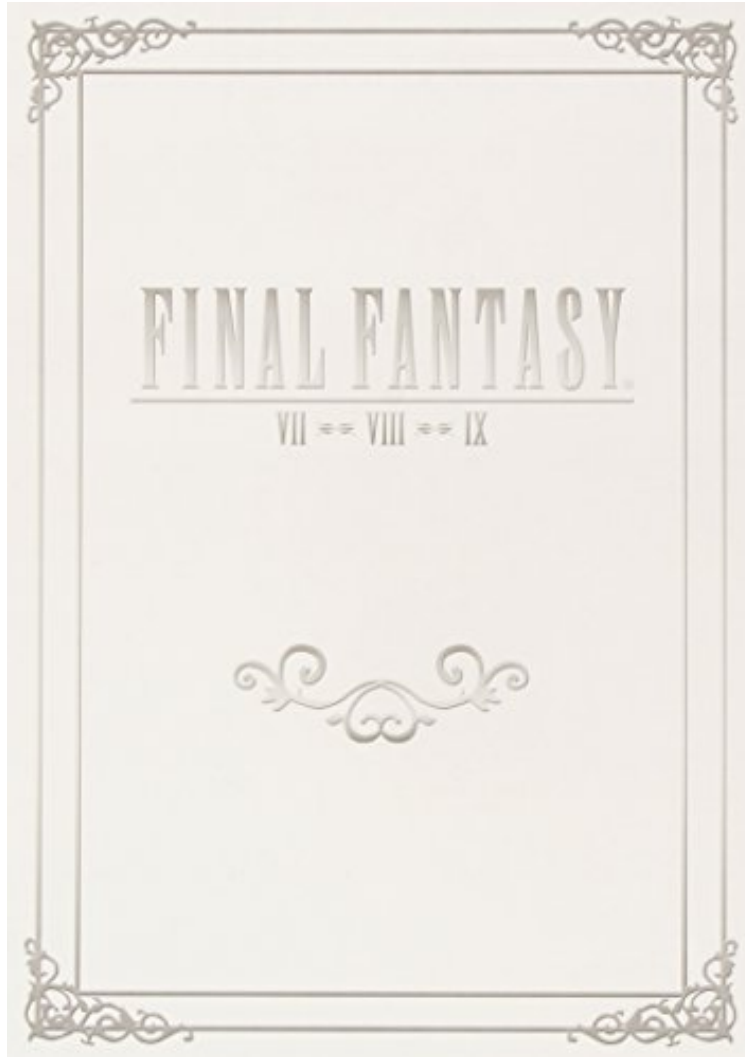


(Download free ebook) FINAL FANTASY Box Set (FFVII, FFVIII, FFIIX)

## FINAL FANTASY Box Set (FFVII, FFVIII, FFIIX)

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**Prima Games : FINAL FANTASY Box Set (FFVII, FFVIII, FFIIX)** before purchasing it in order to gauge whether or not it would be worth my time, and all praised FINAL FANTASY Box Set (FFVII, FFVIII, FFIIX):

128 of 132 people found the following review helpful. Paying for the cover not the content. By Grekaosangel Do not buy this set; especially at full price maybe even half, unless you are a huge Final Fantasy fan, collector, or missed the BradyGames guides for these titles back in the day. Pros- Clean and simple Hardcover binding- A single iconic Lithograph based on a scene from each game.- Redesigned layout and more uniformed aesthetic.- Final Fantasy IX's previously online-locked PlayOnline information is now included in the guide itself. Cons- Layout of half the pages are poorly designed and the binding is so-so.- With the exception of Final Fantasy IX, these guides are identical to their BradyGames counterparts.- Despite some error corrections present in the original guides, Prima has through their own

fault added errors that weren't originally there to begin with.- The asking price is outrageous for a lazy copy-paste of information and some cosmetic changes.- While the bestiary is mostly comprehensive, the Boss information is sadly lackluster to downright minimal and uneven across the three guides. Now allow me to break this down even further as I've had some time to actually go through the guides with a bit more scrutiny. While I enjoyed the simplified covers for the guides; they felt kinda cheaply bound together. In case of point, my copy of Final Fantasy VIII came with several pages glued together at the bottom, and some of the binding already separating. The very last page, ironically enough, was glued and would have to be torn from the final blank page to open fully. Maybe I got a bad guide, but I have to wonder just how much quality control when into this set. As to the redesigned layouts, the guides do look more uniformly cohesive in tone. However, the pages on the left-hand of the guides are marginally indented so far as to force the images/text to practically dive into the spine of the guide. This leaves the entire left side blank and a waste of space. They should have taken this into consideration and shifted the page over to alleviate this. I can more readily forgive this for the right-hand pages as they need the margin for the Table of Contents rather than simply being left blank. Out of the three guides, Final Fantasy IX was the only one to actually include more content that lives up to the original claim of new content being added. The previously locked Boss Strategies on PlayOnline are now included in the guide. Still, I am most disappointed that Prima didn't bother to try and design all three guides to have a more consistent Boss Strategy for each game. Each guide handles their Bosses differently with different information being available in the guide as you follow through it. Some do not even include the HP for a Boss, you need to look it up in the Bestiary at the back of the guide. Since I never owned the guides for Final Fantasy VIII, and IX, I was unable to more accurately assess how poorly copy-pasted those guides ultimately were. What I was able to do, was look through my copy of the original BradyGames guide for Final Fantasy VII, and compare the guides. My original copy of Final Fantasy VII listed Vincent Valentine's bio correctly, whereas this new Prima guide had completely forgotten it. Instead, like others have stated, it was a copy-paste of Red XIII's bio. I'd like to know how something like this gets through quality control. You can tell by the photos I've added of the kind of errors and problems I have found with just a few moments to look through the guides. I am sure there are plenty more glaring faults to be found. I will say this however, I dig the artwork that Final Fantasy IX has scattered throughout the guide, like Stiltzkin the Moogle. Since I have never owned guides for Final Fantasy VIII and IX before, I am torn as to whether or not I want to hold onto this set. In fact if Prima would of sold them individually, I'd say buy the guide for Final Fantasy IX and forget the other two. Yet, reality being what it is, I cannot quite get my inner collector to agree with the more appropriate logical solution of returning this set immediately. I strongly recommend against buying this set, unless you are dead-set on owning anything and everything Final Fantasy. Especially considering this entire set seems to have been falsely advertised as something that it is not. Prima even had the audacity to include with the set that they were going to be selling another set with Final Fantasy X, X-2, and XII guides. I am not impressed, I am disappointed. 56 of 58 people found the following review helpful. A Cynical Cashgrab Designed to Take Advantage of Nostalgia By Tsanche In this day and age, strategy guides are collector's items. Does this mean the quality of the guide doesn't matter? Just because you can find the info online does it mean the quality is insignificant? The quick answer is no. A strategy guide still has to live up to a standard regardless of whether or not the information is online. Years ago, Bradygames used to make strategy guides exclusively for Squaresoft (now Square Enix). These were guides for Final Fantasy VII, VIII and IX. While the Final Fantasy VIII guide was surprisingly good, the Final Fantasy VII and Final Fantasy IX guide were really bad. We're talking really bad. So of course when I saw the strategy guide collection--along with them advertising that the guides would be updated I merely thought it would be a chance to actually get the correct info. After all, if you've never played Final Fantasy VII, Final Fantasy VIII or Final Fantasy IX it would certainly be great to have a guide to help you along the way. Instead what you're getting are the exact same strategy guides you got 18, 16 and 15 years ago respectively. Even for the ardent Final Fantasy collector or strategy guide collector this is not worth the money. And for those who are embarking on their first Final Fantasy adventure these guides (save for perhaps the Final Fantasy VIII guide) are not particularly useful. At the very least, the Final Fantasy IX guide no longer directs you to play online. Nevertheless you are still paying too much money for three guides that are already out there and can be found relatively easily for much cheaper. I'll take each strategy guide individually and try to go through them as quickly as possible. There are no promises. I will then go over the entire package as a whole. It is also important to know that Bradygames and Prima teamed up and gave you this guide collection together. It is not strictly a Prima Games publication. FINAL FANTASY VII Back in 1997, the official Final Fantasy VII strategy guide was billed as the only official guide. One where you could get the secrets straight from Squaresoft. Unfortunately, back then the guide was completely blown out of the water by the Unauthorized Guide from Versus Books. Here, you're only getting a reminder of just how painfully bad the Bradygames guide was. The walkthrough was pretty standard. It spoiled all the plot details. While it had some nicely detailed maps and was able to get you from point A to point B with ease, that's about where the usefulness for the guide ended. In particular the original Bradygames guide missed a lot of key details or got some things just plain wrong. And despite the packaging here saying it's been "updated," this is not the case by any stretch. The guide is literally exactly the same. This includes every typo, every bit of wrong information, every spoiler... even every screenshot. Every "Note," every "Tip," every note of "Caution," is exactly the

same. This also means that if you are (for some reason) actually using the guide itself it has the same errors. How do you get the Final Attack materia? The guide still says its a prize in a chocobo race. Want some advanced materia combos? Too bad, you get the exact same basic combinations. Enemy skills? Guide is still missing a lot. How about that bestiary? It was an incomplete mess in the original guide... well, it's a complete mess here as well. Every typo is the same. How hard could it have been to actually update the guide with the correct information. For heaven's sake, they should've just grabbed the Versus Books guide from a while back (just selling one box set of this would've made sure they got their money back for that one) and used that information. The Bradygames Final Fantasy VII guide was one of the worst strategy guides out there and it's STILL one of the worst strategy guides out there. There are enemies missing from the bestiary as well as information that's still wrong (the one which urked me the most was telling readers the Master Tonberry had 8000 HP... a typo that, you guessed it, is still present here). There are items that aren't included in the list. Even the walkthrough is still confusing at times because it can't decide whether it wants to use waypoints or not. In some places "A" can either be referring to an item in the area's item list or it could be referring to a point on the map you need to go to. And in some cases it'll represent both... leading to two "A's" on the map. One referring to the item and one referring to a point where you need to go. If that sounds a bit confusing... imagine what actually using the walkthrough is like. So was there anything different? Yes. The layout. That's about it. It's layout is designed to have more in line with the recently published Final Fantasy Type-0 guide. And yes, it actually is cleaner and easier to read... but it doesn't make the information correct. When they said the guides would be updated I thought it referred to more than just the layout. The layout is definitely a lot better... but because the walkthrough, tables, charts, bestiary and even worldmap are all copied and pasted (just with better looking text bubbles and clearer font) it's still a relatively bad strategy guide. And while I don't really mind spoilers in a strategy guide, for anyone who was a little upset that the Bradygames guide did spoil everything in Final Fantasy VII, all those screenshots (every last one) is here too. Worst of all, however, is what the guide didn't have that it still doesn't have. Yeah, fonts and texts are easier to read but they're still missing key secrets such as how to get the Final Attack materia. They don't tell you the secrets of every character's ultimate weapon. They tell you HOW to get them, but now how they WORK. For example, Cloud's Ultima Weapon deals more damage based on Cloud's current HP levels, while Red XIII's Limited Moon deals more damage based on his MP levels. Things like this the guide doesn't tell you. It still doesn't tell you that you can go to Bone Village and dig up any important items you might've missed. Of the three guides here, Final Fantasy VII was definitely one of the guides that was in need of an update because there was so much information that was completely missing to begin with. FINAL FANTASY VIII never thought the Bradygames Final Fantasy VIII guide was actually bad to begin with. It did the step by step walkthrough thing, while explaining all of the more complicated ones. It actually made the walkthrough easy to use (albeit, confusing at first) and managed to keep some spoilers to a minimum. The Final Fantasy VIII guide didn't run into a ton of problems. If anything the guide was a little overdeveloped at times. The bestiary being as detailed as it was is certainly nice, but it's really only good at gauging the stats of a monster because it can't show all 100 levels... just by each tenth (10, 20, 30 etc.) Yet it was still helpful. I was also able to find just about all the sidequests and even defeat the Omega Weapon using the strategy outlined here (with a couple of tweaks for my own pleasure). It'll also help you find every GF (even pointing out how to get some GFs you might've missed), understand Triple Triad and outline everyone's ultimate weapon. If there was any issue I really had with the Final Fantasy VIII guide back in the day it was that the area maps were in the back of the guide. Although I didn't need them, it was still annoying they were back there to begin with. And they were mostly just screenshots. They pointed out items and draw points but I failed to see why they weren't included in the walkthrough itself. As with the Final Fantasy VII guide, the Final Fantasy VIII guide is word for word exactly the same as the Final Fantasy VIII guide published by Bradygames in 1999. It was, believe it or not, the best of the Bradygames guides and that is still true to this day. It's still rather good looking and worthwhile. The only difference is that some of the layout is different. Again, to have a more uniformed look with the Type-0 guide and to look more closely with the Final Fantasy VII guide included in this set. It's cleaner, but unlike the Final Fantasy VII guide... the original Final Fantasy VIII guide actually had a nice looking layout. Here things like some of the artwork and gorgeous watercolor backgrounds aren't present. This guide may be cleaner, but the original guide published in 1999 is still more fun to flip through because it looks so characteristically like the game itself. The guide is still organized and helpful, at least. This one even fixing a couple of typos the original one had. For instance, in my 1999 edition of Final Fantasy VIII under the boss fight "Ultima Weapon," that guide shows Ultima Weapon has 1068 hit points. Obviously that's wrong, and it's corrected here. Again, though, if you already have the 1999 version of the guide... there's not much reason to get too excited here. After all, all of the text, words, screenshots are exactly the same, save for only minor fixes such as a mistyped HP listing every now and then. It's organized and will carry you through the game, this time even pointing out all the actual secrets. It's still useful here. FINAL FANTASY IX Of all the Bradygames Final Fantasy guides, the Final Fantasy IX one was the worst. In 2000 Square introduced us to Play Online. As such, the original Final Fantasy IX guide often times told you to go to Play Online. It made sure to give you keywords to search for to get the information. Wanted to know a secret? You had to go to Play Online. Wanted to know where a certain hidden item was? Go to Play Online. Want an actual boss strategy? Go to Play Online. Want to actually FIND a hidden boss? Go

to Play Online. That's what the original Final Fantasy IX guide was like. Here is the good news. The guide, thankfully, doesn't send you to Play Online. Even if it did Play Online no longer has any of the information for Final Fantasy IX to begin with. But that's okay because now all that information is actually in the strategy guide. And yes, this makes the Final Fantasy IX guide actually pretty good now since you are no longer being sent to Play Online because the information is actually here. To put it into perspective... the original guide published in 2000 was 208 pages. Here it's now 224. In particular, the secrets section is much more detailed and no longer useless. Remember, for instance, when you had to go to Play Online for every boss strategy? Well, now every boss strategy is actually here in full. Remember how you had to use Play Online to actually find Hades and Ozma? Well, now it actually tells you in the guide. When I was comparing this side by side with my old Final Fantasy IX guide I was astonished. Every mention of Play Online in the original 2000 edition of the guide suddenly had a note that explained exactly what I was looking for. In fact, were this guide to have been released separately I would've actually bought it because it's the only guide here that actually WAS updated and includes information the original print didn't. And were it not for the fact that all this info was online, this would be a pretty cool guide to buy by itself. But this whole boxset isn't worth forking money on just because the Final Fantasy IX guide no longer sucks. Almost everything that was on Play Online is now included in this guide. There were maybe only two things that were originally found on Play Online that aren't here. The first is Excalibur II. The guide tells you that you'll have to get through the game incredibly quickly but it fails to say HOW quickly and also WHERE you'd get it from. But let's be honest, what I was really hoping for was some advanced strategies to actually ensure I could do it in the time frame necessary. Here, the guide just wishes you luck without actually giving you the information you'd actually need. It was, of course, stupid of me to expect Bradygames to actually go the extra mile but I thought maybe--just maybe--they might actually consider it. The other thing is that the bestiary went with the more basic stuff from the original guide as opposed to getting the more expanded version from Play Online. Meaning that you don't get all the enemy info such as what they're weak to or what they absorb or what they're immune to. But at least you know HP levels and what you can steal from them. You get the basic stuff and while I wish for the more expanded stuff... it's good enough for me. Lastly--and this one is important--there are no maps. Lots of items pointed out and the walkthrough is actually not bad... but there are absolutely no maps whatsoever. For a JRPG including maps is a must and the fact that we don't even get area maps in the back is kind of a bummer. That being said, though, my point still stands: The Final Fantasy IX guide is no longer useless. Unfortunately it's also 15 years too late. The guide is actually pretty serviceable now, but the fact that we had to wait fifteen years for a decent Final Fantasy IX guide kind of sucks. THE PRODUCT AS A WHOLE Two things are particularly bothersome about these guides. The first is that they're billed as collector's items but, let's be honest, they come across like a cheap cash in. They're in hardcover, sure, but aside from the Final Fantasy IX guide there are no serviceable updates. Let me give you a point of reference: When Prima released the boxset of those six collector's edition Zelda guides there were a few noticeable things. In particular, they realized the original Skyward Sword guide was pretty bad and updated it so that it would actually be a good guide. They made sure to fix the errors, make it easier to read, and expanded it to include anything they may have missed. They also made other changes. They made the Ocarina of Time 3D guide easier to read and made sure that the legendary checklist in the Twilight Princess guide was more legible and detailed. It wasn't a lot of updates, but it was enough that it didn't feel like a cynical cash grab so much as a love letter to Zelda fans. Considering how much this particular boxset was delayed you'd have thought they were actually releasing totally different (and better) guides. They didn't. Instead we got the exact same guides with a different layout, but no errors or anything like that being addressed at all. We got the same Bradygames guides we got years ago... but with Prima publishing them. At no point did anyone think to oversee some of this. This would be a lot less frustrating if it wasn't for the fact that these errors have been well known and documented for over fifteen years. There were a couple of extra things, but nothing worth paying so much money for. You get lithographs of artwork that's been floating around for an incredibly long time. Each guide also has a ribbon book mark but you're not going to need it. These aren't huge thick guides like what you get from Future Press where a ribbon bookmark (or two... sometimes even three) would be beneficial. About the only thing nice was the box the guides came in. It was pretty darn gorgeous. Aside from that the only ACTUAL worthwhile thing you get from this set is a Final Fantasy IX guide that doesn't suck. Aside from that you could not only get the guides for much cheaper used, but get the same information. And while the layout is better here and more clear, it's just not enough of a change to warrant putting THIS much money down on strategy guides you likely already have with no new information. Even for collector's... this is hard to recommend. The reason why that Zelda Boxset of guides is so amazing and worthwhile is because those guides were actually good guides to begin with... and some of them were tweaked to be better. The Skyward Sword guide, in particular, is almost a completely different guide because they realized the original one was so bad. So they fixed it. And that updated guide was released two years later. There was actually a lot of love and care into making those already pretty good Zelda guides better. It worked, the boxset was amazing to have. These Final Fantasy guides have been released over a decade later and they still have the same problems they did before with no real care put into them. This feels like nothing more than a cynical cash grab. Included with my boxset was an ad saying that another boxset was on the way. The next set will include the Final Fantasy X, X-2 and Final Fantasy XII guide. If this boxset is any indication of what that next one will

be, I wouldn't hold my breath. I can't recommend this boxset. If you collect strategy guides... avoid this one. If you're a hardcore Final Fantasy fan... avoid this. There's nothing here worthwhile that you can't already get separately for a cheaper price. 34 of 39 people found the following review helpful. Really Prima? Even more errors? By Alex G These guides were never great but they didn't have to actually make them worse. There are pieces of text that have been miscopied that weren't goofs in the original guide, I found one pretty quickly just glancing through the ff7 guide, you see red xiii's bio where vincent's should be. I was hoping they would go through and fix up some mistakes from the original but its a straight copy paste job, done very shoddily, that has introduced even more errors. The hard covers are nice and I like the simplicity. This kind of thing can really only be recommended to a collector/fan. These guides are just too crappy to be recommended to use practically.

The must have guide collection for any Final Fantasy fan, with books housed in a collectible slipcase and held closed by a magnetic clasp. This set includes hardcover guides for Final Fantasy VII, Final Fantasy VIII and Final Fantasy IX, each with a deluxe ribbon bookmark. Includes three high quality lithograph prints that are secured in a Final Fantasy themed envelope.

About the Author Prima Games, an imprint of DK and a division of Penguin Random House Inc., is the worlds 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](http://primagames.com). From the Trade Paperback edition.