

Final Fantasy III Player's Guide

Peter Olafson

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Peter Olafson : Final Fantasy III Player's Guide before purchasing it in order to gauge whether or not it would be worth my time, and all praised Final Fantasy III Player's Guide:

1 of 1 people found the following review helpful. The best FF3 guide ever written. By R. Stubbs I wouldn't recommend any other guide, written or free version on the internet, for FF3 (6 in japan). This guide is perfect. The way a guide should be made. Today they are too wordy and long, with too many charts and graphs. This is a guide that will literally walk you through the game. It's worth a solid \$25 to me today, even after all these years. It's that good. I wouldn't recommend playing the game without it. (You can, but it won't be as enjoyable IMO). 0 of 0 people found the following review helpful. ... of text not as many pictures as I would like. It works great! By Matthew J. Bull Lots of text not as many pictures as I would like. It works great! 0 of 1 people found the following review helpful. Charming/Incomplete By Atma Weapon This strategy guide is indeed written in a charming style: it's funny, it captures the big picture of the story, it flows quite naturally, and has fun digressions. It's the sort of strategy guide that feels like it was written by your cool, older brother. Oh, and did I mention it has loads of cute chibi character art? So, it's impossible to hate this guide. Nevertheless, depending on what you're looking for in a strategy guide, it may be worth noting some of the shortcomings. First, if you're looking for maps or tables or lists, this isn't the best guide. The Final Fantasy III Nintendo Player's Guide is much better for that of stuff, though it's the opposite in terms of charm and readability (if you got both, they would balance each other out nicely). Second, despite being mostly accurate, this guide does make some goofs. Some quick examples: (1) the first person you meet in Owzer's house is not Owzer (in fact, you can't meet Owzer until the World of Ruin); (2) it's "Magitek Research Facility" NOT "Magitek Research

Center" (minor nitpick, but still), (3) the ninja in the Cave to the Sealed Gate mentions "the plaza beneath the grand stairway", which Olafson imagines to be the storeroom in the Imperial Base, but I think it makes more sense (esp. in context) that it refers to the next part of that cave, which is accessed via a long stairway ("plaza" is likely just an odd translation from the Japanese for what might be better described as a grotto); (4) the leader of the robbers you meet in Nikeah in the World of Ruin is "Gerad" NOT "Gedar"; (5) the world map for the World of Ruin on the last page (page 164) is upside down (if this isn't some deliberate joke or commentary, then it's a colossal error). Third, while this guide does deliver some juicy secrets and hints, it can't really be said to be complete when some of the juiciest and biggest secrets and easter eggs aren't even hinted at. Also, with the possible exception of maps, which the Nintendo Player's Guide is the best source for (though it has errors), your best bet for accuracy and comprehensiveness for both the story and the detailed facts and lists is to dive into the many fan-authored FAQs because the Nintendo Player's Guide has its own share of errors and omissions. If you love the game, you may as well get all the guides and accept the flaws as part of the charm. But just remember, the ninja is talking about the next part of the cave, NOT the storeroom in the Imperial Base. Atma Weapon has spoken.