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Final Fantasy VIII: The Official Strategy Guide

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Liam Beatty : Final Fantasy VIII: The Official Strategy Guide before purchasing it in order to gauge whether or not it would be worth my time, and all praised Final Fantasy VIII: The Official Strategy Guide:

0 of 0 people found the following review helpful. I Would Choose This Over An Internet Guide Any Day By VGKPFan In an age where the internet can assist you in completing any game and the printed strategy guide has become somewhat of a collector's relic, I find myself surprised that I can not only enjoy using Piggyback's Final Fantasy VIII strategy guide but learn so much from it. First off, this is a high quality guide with excellent paper quality and superb images. Obviously the images are not in HD since both the guide and game were released in 1999, but they are still great to look at and easy on the eyes. Also this guide has an index as well as a color-schemed way to locate the different sections of the guide (when holding the book closed and looking at the pages from the side you will see what I mean). I really loved that the introductory pages of the guide are dedicated to character bios. These bios give you

insight into every character just in case you do not play the game often and forget who is who. Are you new to RPGs? Look no further than the section following the bios. They explain not only the mechanics of Final Fantasy VIII but also knowledge that current RPG players are aware of. They explain status abnormalities, characters statistics (i.e. HP, Vit, Luck, etc.), upgrading weapons, and all the other good stuff. In case you are wondering about every character's limit breaks, this section will detail those and what they are. There is also a helpful chart displaying what to junction to avoid each status abnormality. Now about the walkthrough. It is highly detailed and very easy to follow. Maps are located for each town/dungeon as you progress so you do not have to go into another section of the guide for that. On bosses, you are provided actual strategy to defeat them. Many walkthroughs I have found on the internet either assume you know how to defeat the boss or just say "summon GFs and be sure to heal." That is not strategy to me. This guide will hold your hand through boss fights explaining what GFs to use, if certain party members should be designated with a task (i.e. one person heal, one person summon specific GF, and the other switch between GF/attack/steal if there are valuable items), and also provides certain scenarios and how to get out of them without losing. Do not expect pages worth of strategy for one boss, it is normally about one to three paragraphs but it is more than enough to assist you. A huge strength of the guide is that it incorporates the side quests within the main walkthrough. One reason why most internet guides on this game annoy me with side quests is because they are separate from the walkthrough. So sometimes I would end up skipping a side quest without knowing it and I hate missing anything in RPGs. In this guide, as you flip through the walkthrough you will see certain sections labeled as "Excursion" (In case anyone is wondering, a detailed walkthrough of that side quest follows the "Excursion" header. You do not have to flip to a different section of the guide for it). Of course you do not have to embark on that side quest at that moment as the writers of this guide selected the most appropriate moment that they felt would benefit you before continuing on your main journey. There is a huge bestiary with details on enemy HP, what to steal, elemental strength/weakness, what magic can be drawn, and a brief strategy on how to defeat them. You will also find a GF section giving you highly detailed profiles of GFs and how to use them. I had no idea that certain GFs are less compatible when junctioned together, this guide told me that and a whole lot more. The GF section will also provide two sample distribution groups of which GFs should be junctioned together. There is a section for items, how to refine them and multiple lists displaying what can be refined from which items. If you love Triple Triad, there is pages worth of instructions, strategy, and where to obtain all the cards. The last few pages of the guide are dedicated to "secrets" which are some very minor side quests and obviously some secrets which you may not have figured out on your own. If I had to complain about any aspect of this guide, I could think of very few. I hate when anything is incomplete and unfortunately the bestiary is. Ultimecia, Griever, Ultimecia/Griever, and final Ultimecia are left out of the bestiary. I have no idea why. Maybe they wanted to avoid spoilers but then the other bosses of the game are in there which would be spoilers for those who did not encounter them yet. Also a side quest on Fisherman's Horizon is completely missing. It is the one with the man who was almost hit by Balamb Garden who tells you to check on his apprentice (the kid who shows off his fishing skills and keeps wrecking the old man's shop). I am not going to give spoilers on how the side quest plays out for those who have not done it yet, but it provides a large back story to the founding of FH and gives some perspective on Esthar. If you can get your hands on this guide (I know it is out of print and expensive now) you will be doing yourself a great favor when playing through Final Fantasy VIII. For those that are wondering, I beat this game around the 102 hour mark. I like taking my time with RPGs and I wanted to complete almost all the content of the guide as well as max out all six of my party to level 100.0 of 0 people found the following review helpful. Best ff8 GUIDE ever!!! By Joshua A. Marquez this guide basically tells you every little detail a person can ask for. It has a section for items, enemies, weapons, SECRETS, the guide itself, character profiles and every single draw point there is. Included are some very helpful hints that can help you defeat bosses and such. but what i enjoy most about this guide is its organization. everything is easy to find and not scattered everywhere. you wont find a piece of info your looking for in a misplaced area. highly organized and highly recommended. plus it makes a good collectors item. thats also one of the main reasons i bought this. In conclusion, very organized and helpful. so if your looking for a guide for ff8 this is your best bet! 5 of 6 people found the following review helpful. 4.5 Stars QUITE POSSIBLY THE BEST FF GUIDE EVER! By Tsanche OK, Piggyback Interactive is a company from the UK. They have a really big reputation there. They do a much better job than Prima and Bradygames do, giving you high quality guides with tons of info and crystal clear high-rez screenshots. This guide, is probably one of the greatest Final Fantasy guides ever written. You thought the VERSUS BOOKS FFFVII guide was good? Wait until you see this one, it blows the Versus Books FFFVII guide out of the water! And that's saying a lot. The guide is incredibly colorful. Each section giving you a list of all the items, maps and location of all the draw points. Each section is also written with amazing detail! It's almost like the guide is talking to you. The characters section and items section is also brutally detailed. You'll learn so much about the game it isn't even funny. The bestiary is also more concise and to the point. Honestly, who picked up the Bradygames guide and had to flip back just to learn what all the symbols mean? Much more or less who cared to use the bestiary in the Brady guide? It was so confusing and error riddled that it wasn't worth it. Not here. This bestiary throws less at you. By that I mean, only the basics. Where to find them, weakness and average HP for the basic changing levels (meaning when you draw different spells). Much easier to follow. Also, it is possible to find all the cards and unearth

every secret without giving anything valuable to the plot. This guide is spoiler free. Alongside you'll also uncover all the limit breaks and weapons. There are a few drawbacks to the guide however. For one, the Bestiary isn't in alphabetical order. It seems to be done based on when you run into the monster. This can be very annoying if you want quick info on what you can steal, items, weakness, etc. Not a big deal since the enemies level up, but what if you're desperate to know their weakness and you don't have a scan spell? Also, the abilities and such is equally confusing. These lists are also randomized. It comes to the point where it's annoying to find abilities. You'll find all the abilities and such on the list, but you'll spend one hell of a time searching through it all. Finally, while items are listed in the walkthrough, they're not always called out on the map. I don't think this is a problem (especially if you could utilize the Bradygames guide, which had maps in the back of the book). The problems are minor, and for that I gave it a five. It's probably the best Final Fantasy Guide out there. Nothing is left uncovered. If you can actually find this guide (via ebay or import from .co.uk), pick it up. Good job Piggyback!

Detailed interior maps of all levels
Precise location of all save points, magic draw points, key items and clues
Over 70 pages of detailed step by step walkthrough
Additional miniature maps to indicate the player's precise location on the world map
196 full-colour pages suitable for beginners and experienced gamers
The best strategies against monsters and level bosses
Thorough explanation of the Final Fantasy VIII menu system (Junction System, Guardian Forces, Items, Magic, Monsters, Abilities, Cards)
Background story to all allies and opponents
Tips, secrets and puzzles revealed
Easy orientation structure (colour coded) enabling the reader to follow the content of the different chapters and how the chapters inter-relate
High quality screenshots to illustrate playing tactics
The Final Fantasy VIII Strategy Guide has been created by Piggyback Interactive, the team which produced the excellent Official Metal Gear Solid Strategy Guide and the Official Silent Hill Strategy Guide.