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Final Fantasy XIII-2: The Complete Official Guide - Collector's Edition

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Piggyback : Final Fantasy XIII-2: The Complete Official Guide - Collector's Edition before purchasing it in order to gauge whether or not it would be worth my time, and all praised Final Fantasy XIII-2: The Complete Official Guide - Collector's Edition:

1 of 1 people found the following review helpful. Great guide for those looking to 100 percent the game By 30/M/Ohio First Impressions out of Box: Oh Lightning ... You make me giggity giggity The Good: Beautifully Illustrated and well documented walk through. The Bad: Doesn't include DLC content (but duh that all came out after the book was printed) - Would have been nice if they thought ahead though and placed an access key to a PDF version of this in which they could update the guide with DLC info. I wouldn't expect it though.. just I can see this being an option in the near future. Worth the Money / Would I buy this item again?: 2 of 2 people found the following review helpful. Common Defect - Missing Pages By Hannah G My guide is missing pages 179-194, ironically the end of the main story walk-through. As this guide contains over 300 pages, it is not immediately noticeable. I discovered it only

when my gameplay coincided with page 178 (which of course was past the 30 day return/replace window, since this is a game with over 100 hours of play time). A little research on Google, and I discovered this was a common problem. Other people are missing the exact same pages, which suggests a major printing error and lack of quality control. The fact is, there is absolutely no information in this guide that you can't obtain for free, easily, on the internet. People (myself included) continue to buy guides for the convenience of having that information physically all in one place. Sending out incomplete books is unacceptable. 0 of 0 people found the following review helpful. The book is beautiful, but the content is lacking. By Chapter Epilogue Now before you jump on me for giving the book -2 stars, hear me out. The soft cover is beautiful and the binding is durable and the artwork is incredible. The details laid out in the book are what I would expect from an official guide. The bestiary is great as always, and they do a wonderful job on suggested monster crystals and monster crystarium leveling. However, that is where all of my pros end. The book itself is laid out into several different sections with only two bookmarks sewn in. During story play, you will constantly be flipping back and forth from the walkthrough section to the tour guide section when in actuality it should be one comprehensive piece. That being said, the tour guide lays out additional places to visit in the final chapter before initiating the final stage, and these additional places are nowhere to be found during the regular walkthrough. Each section of the walkthrough only describes what you should do in an area in a scant 2-3 pages, with the odd exception of course. There are points in the walkthrough (chapter 2 readily comes to mind) where the guide recommends that you go to a different place first before continuing with the suggested storyline, in order to get some abilities. However, instead of having the guide for the recommended place as the next area to visit, they instead took the lazy way out and continued on with the next section of the storyline, only mentioning that you should flip to page "..." for information on how to get an ability. Most comprehensive guides would have the piece for the recommended place right after the location you are leaving and then revisit the area later in the walkthrough when it is needed in the story. This book did none of that. It instead just threw each location into their own section and crammed all of the information into its own section. Another issue that I had with the guide is that it had a tendency to go too much into detail for things that did not matter while skimming over things that needed more clarity. And while the "suggested paradigm packs" for certain boss fights or paradox fights were very useful, it would have been nice to have the suggested paradigm packs for each area in the walkthrough. Although I will say that at a certain point it becomes inconsequential because the group is too powerful to need to switch paradigms often. They can simply just hack and slash and everything is done. The "extras" section is perhaps the source of most of my frustration, as it is a section that has a LOT of important things that would seem crucial to gameplay, but instead of putting it in the walkthrough or tour guide where it would be more accessible, they cram it all into the back of the book, leaving the player to flip through to find what they are looking for in a spot very far away from the page they are already on. Chances are, you have used both of your bookmarks because you will easily miss something if you depend on either the walkthrough or the tour guide. I will say, though, that the guide for the chocobo races and earning prizes at Serendipity is spot on, and with it being somewhat of a crucial part of completing the game, I gave the guide another star. Whomever was in charge of the monster crystal area certainly didn't slack at all. The most frustrating of all things to me has to be that the suggested crystogen leveling is stuffed all the way in the back of the book. They rarely even reference it in the walkthrough, and don't mention anything about the "one crystarium expansion per area" rule that they want you to go by until the middle of the walkthrough. If you are not a grinder and more of a roleplayer, you could very well find yourself having issues and struggling to beat monsters with more than three stars at that point. I didn't have that problem because I have a tendency to over-grind for roleplay games, but this is a heads up. There is also no information at all on the in game DLC like the Colosseum enemies or day one DLC like the Genji bow. You will HAVE to look online for those, as well as the means to open some gates that aren't available through direct story play. This is by no means a complete guide. I had to take away a star for that. All in all, I gave it three stars because I was disappointed. It lacked the consistency and organization of other guides, and was missing far too many things for me to consider it a comprehensive guide. Though this particular guide (Collector's Edition) is great for shelving, you are better off taking some notes and only using the tour guide section for the obscure fragments and the crystarium expansion chart. Other than that, it was mostly admirable only for the artwork.

Final Fantasy XIII-2 - The Complete Official Guide - Collector's Edition includes: Exclusive coffee table book printed on highest-quality paper and bound in a padded hard cover. Limited print run, includes two ribbon bookmarks. Includes a 16-page bonus section exclusive to this edition. Every secret, every unlockable, every side-quest, every mini-game, every Achievement and every Trophy revealed and explained in a dedicated Extras chapter. We've also added a story recap and an artwork gallery. The dedicated Walkthrough charts the critical path through the main narrative. It also provides regular prompts and tips to direct players to side quests and other optional features within the game world. The Tour Guide chapter includes one section per game location in each time period. This complements the Walkthrough by examining all optional activities offered in the game (side quests, mini-games, puzzles and power-leveling spots). The Completion Timeline chapter offers a visual and streamlined guide to 100% completion. The Strategy Analysis section gives an advanced analysis of the game's key systems and features. This

also covers the most complex topics such as character development in a thorough, yet user-friendly way. All-encompassing Inventory and Bestiary chapters feature exhaustive lists and tables covering all enemies, weapons, accessories, items and shops. The 100% complete guide to Final Fantasy XIII-2. Carefully designed to avoid unnecessary story spoilers.