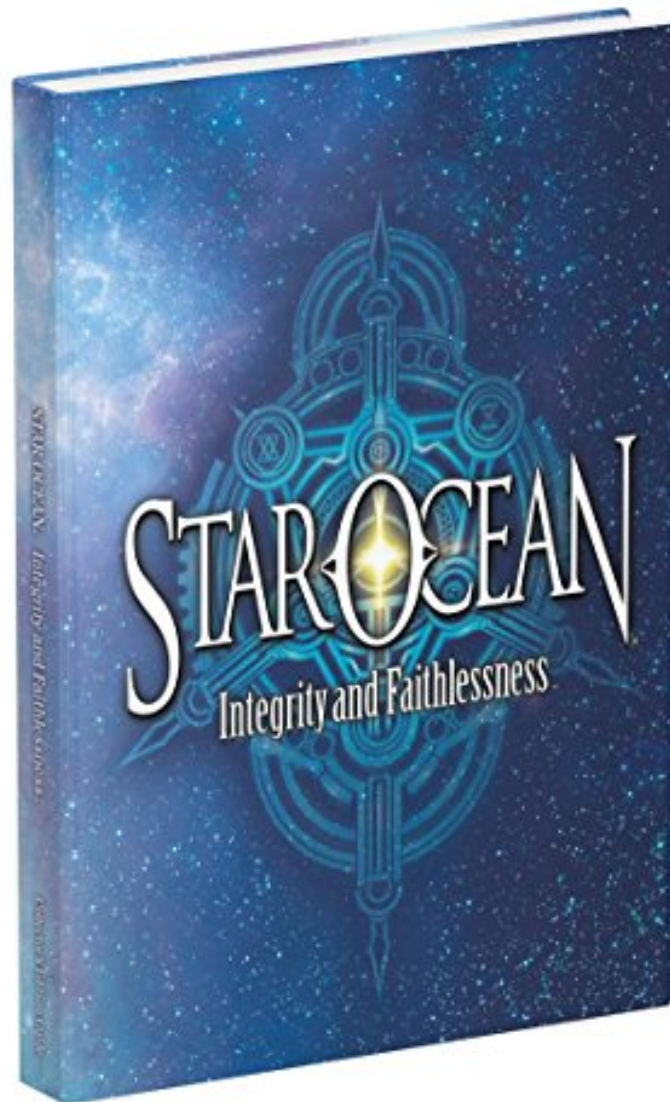


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Star Ocean: Integrity and Faithlessness: Prima Collector's Edition Guide

Joseph Epstein, Long Tan
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Joseph Epstein, Long Tan : Star Ocean: Integrity and Faithlessness: Prima Collector's Edition Guide before purchasing it in order to gage whether or not it would be worth my time, and all praised Star Ocean: Integrity and Faithlessness: Prima Collector's Edition Guide:

9 of 9 people found the following review helpful. Partially useful
By Keith
This is 319 page book that does not actually provide enough details on things it should.
Pros: 1. Contains some interesting information you can't find elsewhere, like how much ATK/INT damage some characters' basic attack do. 2. Contains encyclopedias mainly for trophy purpose, so you can know what you are missing, and the weakness attribute of them. 3. Book quality is good (talking about the paper, not content). 4. Mentions at least a little bit of everything so you get an idea of how the game works. 5. Tells you some relatively efficient ways to do quests.
Cons: 1. No deep analysis. The book feels more rushed than the game. It is filled with some easy-to-know information, but lacks deep strategies. For example, it tells you how synthesis works, but doesn't tell you how to really take advantage of it. (Some equipments/materials that you can get from synthesis are very useful.) 2. Formatting is not optimal. For example, less than 10 maps are needed for the quests because the enemies can be marked in the same map, but the book instead includes one for each quest that needs a map. (Ingame help tells you which map you need to go to already.) Another example is the maps for postgame dungeon, the book tells you which room a teleport point is connected to, but doesn't mark the room with numbers. (It would even be much simpler to mark the teleport point with number of the point itself. Like gate2-gate2, so you would know where you will be at after teleporting. Instead, the book chooses to tell you that you are teleported to room2, while there is no clear indication of which minimap on the book is room2.) 3. Straightly tells you to use the official cheat designed for players who have difficulty beating the game - Deadman (a role that makes a character invincible) to fight the boss in the postgame dungeon. Obviously you can't lose as long as a character does not die. I was expecting some real strategies. It is fine to mention it, but using it as the only strategy is terrible. 4. Some typos and errors. Some are easy to tell, like ATK/ATK for ATK/INT. Some are confusing, as some information is missing for a skill, but provided for another skill.
Conclusion: You will probably find some of the information helpful, but most of the book isn't helpful for a player that wants a deep understanding of the game. It is most useful for a first-time player that particularly wants step-by-step walkthroughs, but be ready to read tons of texts as the pictures included do not really provide much help. About 3.5-3.8 stars for these players.
Some responses about other comments: PA: it is not that important which choice you make as you can use items to modify affinity. It is mentioned in the book, but without an index.
Collection Value: Pretty low as it is not an art book, but a strategy book with a lot of screenshots. You will not find any unique art in the book. You do get two slightly smaller than A4 sized posters.
Quest rewards: Not needed for the book because you can check them easily in game.
14 of 15 people found the following review helpful. This book isn't that bad. However
By Amy T.
This book isn't that bad. However, it doesn't show exactly tell you how the private actions affect the characters relationships nor does it tell you what option to pick for PAs that make you choose a decision. It tells you where harvesting and mining points are but doesn't tell you what they yield. I like that it gives you detailed information about side quests.
1 of 1 people found the following review helpful. This is
By BESTEVI
If you want to complete this game with everything, this is a must buy.

The Star Ocean: Integrity and Faithlessness guide includes...
Exclusive Lithographs: Featuring key art of Star Ocean: Integrity and Faithlessness, these deluxe lithograph posters are available only in this Collectors Edition guide.
Comprehensive Walkthrough: Our maps and complete walkthrough guide you through every section of the game, charting out important items, harvesting points, treasure chests, and events along the way.
Side Missions Private Actions: Be sure to complete every bulletin board side mission and trigger every Private Action in the game to get the full Star Ocean experience. Don't miss anything.
Bestiary, Items, Shops, Crafting: A complete guide to the equipment, enemies, and crafting in the game. Don't miss out on the very best gear!
Maze of Tribulations Coverage: Complete coverage of the final and bonus dungeons after the end of the game, with maps, strategy, and rewards.
Free Mobile-Friendly eGuide: Includes a code to access the eGuide, a web-access version of the complete guide optimized for a second-screen experience.

About the Author
Joe Epstein is a Texas-born writer living in Seattle who stumbled into guide authoring by way of fighting game tournaments.
About Prima Games:
Prima Games, an imprint of DK and a division of Penguin Random House Inc., is the world's 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.