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Final Fantasy X Official Strategy Guide (Brady Games Signature Series)
Get The Inside Track On The Latest Saga In This Classic Series With The FINAL FANTASY® X Official Strategy Guide! BradyGames FINAL FANTASY X contains a complete walkthrough, including area maps. Bestiary and boss strategies to help players defeat enemies. Comprehensive coverage of characters and locations of key items are provided. Comprehensive item and weapon lists. Complete Blitzball coverage. Coverage of every side quest and all secrets revealed! This guide is part of BradyGames’ Signature Series line, a strategy guide format that showcases quality product design to produce true collector’s edition books for avid gamers. FINAL FANTASY X marks the first game in the classic series to be released for the PlayStation® 2 console. In addition, the gaming community is already regarding the game as the most highly anticipated PS2 title for the first half of 2002. The premise for the latest edition centers on Tidus, a world famous Blitzball player. With the exception of a few standard characters like Chocobos and Moogles, all characters are brand-new. After surviving the destruction of his homeland, Tidus awakens to ruins in strange world. He embarks on a journey where his father’s past and new friends will aid him in a mission to defeat "Sin" the creature that has annihilated most of civilization and technology. As players explore fully 3D environments, they will encounter many subtle additions like real-time rendered backgrounds and two new battle functions--Overkill and Overdrive. Not Final Cover. Square Electronic Arts L.L.C. and Square Co., Ltd. Square Electronic ArtsSM L.L.C. is the exclusive publisher of all SQUARESOFT® products in North America. Square Co., Ltd. publishes its SQUARESOFT titles in North America through Square Electronic Arts L.L.C., located in Los Angeles, CA. Square Electronic Arts L.L.C. is a Limited Liability Company established on May 1, 1998 by Square Soft, Inc. and Electronic Arts to manage the marketing and distribution of SQUARESOFT products in North America. More information about SQUARESOFT products can be found on the Internet at http://www.squaresoft.com. Square Co., Ltd., is the leading third-party developer and publisher of home video game console software in Japan with annual sales of more than US $687 million consolidated base (based on average annual exchange rate of 106 Japanese Yen per US Dollar during fiscal year 2000) and 1,200 employees worldwide. Square Co., Ltd. became famous for its role-playing games, including its world-renowned FINAL FANTASY series, which has sold more than 30 million units to date, and now publishes other titles under the SQUARESOFT brand spanning all genres. Square Co., Ltd. is based in Tokyo, Japan, and maintains a branch office in Osaka. More information about Square Co., Ltd., can be found on the Internet at http://www.square.co.jp.
Many published guides exist for games that simply do not need umpty dozen slick pages of fan information and a simple-minded walkthrough. These are simply marketing maneuvers to increase profitability. But occasionally, a game comes along that is so complicated and secretive that simply following the linear path may win you the game, but miss the real richness and effort put into it. Final Fantasy X (FFX) is one of those games that come along so rarely, and the possession of this strategy guide will greatly enhance play. Technically, this guide is typical in format. It starts with an introduction to the game, its main characters, and the spiritual forces called Aeons. There is a discussion of the unique system for acquiring enhancing abilities, discussions of weapons and armor, key items, shops, etc. Following the walkthrough are sections on side quests, secrets of the game, how to play blitzball (something I never mastered), an extensive bestiary and some interviews with the creative staff. This is a glossy, 270-page dissertation on the game - an alarming amount of information. The walkthrough itself is quite thorough, complete with the customary maps, illustrations, and directions. The discussion, however, is not always in the best order, creating the possibility that over reliance on the guide may lead the player to make some irritating, but not fatal mistakes. Some of the diagrams for the puzzles are also a bit hazy, perhaps deliberately. In any case, this is a complicated game, and even a guide like this will miss some details. I think this is for the best, actually. It keeps the player from simply connecting the dots. There is a real danger that the extra quests, etc., will lead the player to over-level the characters.

If there are two reviews by me sorry about that I wasn’t sure if the other was posted. Anyway, I
believe this is the best Final Fantasy guide I've ever seen. It has detailed maps, great walkthrough, boss strategies, and bestiary, plus much more where that came from. The best part about this guide is that there is no referall to playonline every paragraph, and boss strategy. The guide is actually concerned with helping you get through the game rather than trying to get you to explore a new website. The walkthrough is very detailed. Again, they tell you all the objectives and then explain it all. The maps are detailed showing you the location of every item in an area, and if it doesn't then it tells you in the walkthrough. The guide also doesn't spoil the plot and there are no story spoilers in the guide. The walkthrough also has crystal clear screenshots. Also, enemies in an area are listed so you don't have to flip back through to the bestiary all those 100+ pages. Also the maps are right there in the walkthrough rather than in the back of the book. The boss strategies actually help you. They display the HP and AP the boss has, the amount of damage needed to trigger an overkill, and the weakness, half damage, immunity, absorption listing. The bestiary is quite possibly the best I've seen. They list the number of HP it has, they list how much damage you need to do in parenthesis to get an overkill and they list the number of AP the enemy gives. They also list status effects you can do to the boss, and the sensor reading below. Not to mention the items they drop and how much gil it takes to bribe them, and what you can steal. The only problem is that the bestiary doesn't tell you where you can find the enemy to fight him.

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