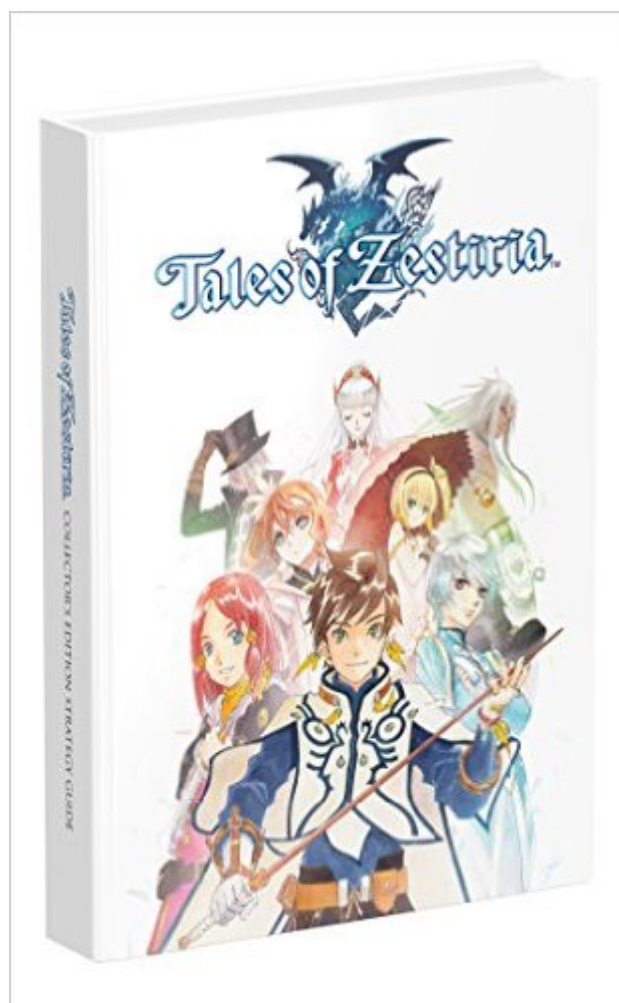


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Tales Of Zestiria Collector's Edition Strategy Guide



Synopsis

Tales of Zestiria Collector's Edition Strategy Guide includes...Includes Bonus PS4 Theme!
Comprehensive walkthrough and full coverage of all special side quests and post-game content. Find everything! Detailed maps for every area. Complete coverage of the Battle System, including all Battle Artes and emphasis on character attack synergy. Chapter highlighting the special abilities, fighting styles, and best tactics for each of the major characters in the game. FREE eGuide! Use the enhanced eGuide for VALUE! strategy on the go, all optimized for a second-screen experience! These limited edition guides will only be printed once. When they are sold out, they will be gone forever!

Book Information

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Age Range: 10 and up

Grade Level: 5 and up

Customer Reviews

Holy crap, this guide book is written very poorly. This was a huge disappointment, especially compared to the Tales of Xillia 2 guide. The guidebook is hardcover and has about 350 pages. Aesthetically, it looks amazing, the cover is smooth, the artwork inside is fantastic. However, in terms of actually providing information, it falls short. The first section of the book is the controls/game mechanics. While not perfect it gives a brief introduction. The second section provides character tactics. Next is the Main story walkthrough, and this is where we start to dive into this guide's multiple problems. Spoilers, everywhere. The guide tends to write paragraphs about what's about to

happen in the story rather than write where to go. While the guide reminds you about skits and discovery points at the beginning, it hardly covers where they are, or even mention them at all, past the first 2-3 areas. Many of the maps have errors in them, such as forgetting to list a few items/wrong items etc. The guide isn't always clear on where to go. If you need to return to an area in the story the guide simply mentions it before continuing to a different area. Other errors like enemy info is incorrect. Bosses are hardly mentioned, and sometimes the little info provided, is incorrect anyway. Weaknesses will be incorrect etc. Sidequests aren't always mentioned in the main part, and even the side quest section in the optional data section is minimal. Data section is missing information, attachment list is non-existent, and the grade shop isn't really mentioned. However they did have a section for the tales of zestiria story dlc, so that's plus. Not only that but it had a trophy list, titles list, and lists what can be bought from each shop.

This guide is honestly a mixed bag on one hand it's actually pretty fantastic for getting through the game on the other hand if you do want to venture out to do a few minor subquests or sidequests or get lost on your way doing them, then one has to actually go and find some other means of getting assistance. There were quite a few minor quests in which I had to use other sources to get my bearings on what quest I was doing and then going back to this guide to see the maps for the location. On the other side of the coin, the guide is actually pretty awesome for a run through of the game. It provides excellent tips for what prompts may happen next in a fight, or it provides information on boss tactics, and it even provides information on where to find enemies roaming maps. Additionally it provides maps for every area which is immensely helpful. With the landmarks and other collectibles in the game, having maps on hand is better than text-based descriptions of locations. I'd highly suggest getting this guide for the printed maps and walkthrough portions alone. And honestly, I think that's what is most helpful for these guides. I have seen examples in which writers have tried to incorporate strategy into guides but it ends up being a bit unhelpful for action games like this. When quick button presses and items and anything else can change then it's hard to really make a case for how to beat a boss. The guide is great for a pure walkthrough with maps, though it could be better. Sidequests could have been detailed a bit more, help on filling up the chains on items could have been better detailed, and lastly a trophy roadmap could have been detailed, that is, a way to play through the game to maximize the amount of trophies that can be earned.

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