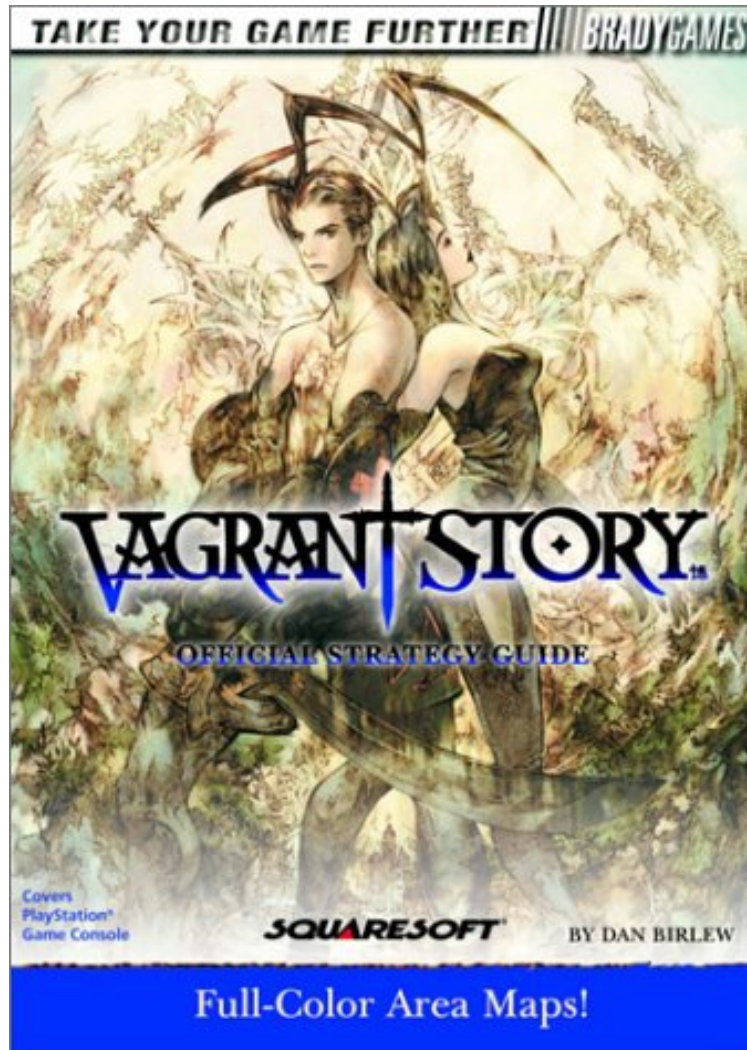


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Vagrant Story Official Strategy Guide (Bradygames Strategy Guides)

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Dan Birlew : Vagrant Story Official Strategy Guide (Bradygames Strategy Guides) before purchasing it in order to gage whether or not it would be worth my time, and all praised Vagrant Story Official Strategy Guide (Bradygames Strategy Guides):

1 of 1 people found the following review helpful. Good Only on the Condition that You Want to Finish the Main StoryBy TsancheVagrant Story is a strange kind of game. One that takes a lot of time and patience to learn when compared to its contemporaries. As such, it's one of the few games where a strategy guide is more beneficial to players, even the first time through. And for getting people to understand all the basics of Vagrant Story this guide is

particularly useful. That being said, however, for those who want to truly understand everything Vagrant Story has to offer, you'll need more than this guide. To put it in a simple way, Vagrant Story has so much depth that until you really start digging in, you won't realize just how much this guide is missing. The main walkthrough is, for the most part, really good. Getting beyond it, though, there are some problems. There are not A LOT of problems but they are big enough that anyone looking to master Vagrant Story should definitely think twice about buying this guide and instead going with an alternative or online FAQ. The guide begins by introducing us to the characters as well as the main situation at hand. That's as far as spoilers go, however. Beyond the character introductions the Official Strategy Guide for Vagrant Story is spoiler free. No major plot twists are ruined here and no major story elements are given away that you won't learn just by playing through the first ten minutes or so of the game. Once we're beyond this introduction, the guide goes into the basics of the battle system. And for the most part it's not all so bad. Vagrant Story has a complex battle system and this guide will certainly make it approachable. It won't help you full master it, but that's okay. This is one moment where much of the mastery is going to come primarily from reading what the guide is telling you in the walkthrough and understanding WHY it works. It's much more important to understand THAT part about Vagrant Story's battle system as opposed to just learning about targeting different areas. The guide will explain class and affinities. But again, mostly just the basic stuff. It doesn't really tell you how it all balances out or anything like. For instance it'll mention that attacking humans raises human class, but it neglects to mention that other class rankings will drop. At the very least some of the information is pretty invaluable. It then goes into all the charts and such. Items, armor, weapons etc. You won't need this as badly as you may think in Vagrant Story. It's also nice that it mentions that some forms of weapons are more powerful than others. For instance, you might get a "knightley" blade or something and it's nice the guide mentions that. But given the nature of Vagrant Story some of the stuff you read in those charts will be wrong. There are some hiccups here, however, but more on that later. Once we get beyond items and spells and the like, we finally get to the actual walkthrough. This is where the guide is probably at its best. The layout and design is easy to follow and easy to use. Each area begins with a map of the area in question and then a step by step walkthrough. Each room on the map is labeled (A1, A2 etc.) for each area. So if you're in the room labeled A1 on their map just find A1 in the text and it'll tell you what you need to do in that particular room. The guide is very good about noting when there are chests to be had, when special conditions have to be met to open the locked door, or sometimes noting when new and powerful enemies show up. The maps are also colorful and very well labeled. The maps alone are good enough to help you through many of the dangers of Lea Monde. The only to really note about the maps is that the guide always assumes you're facing north. It's important to remember that. The best part about the walkthrough is actually the boss strategies. Since Vagrant Story has such a meticulous approach, the guide is often quite useful for many boss encounters. Getting by bosses in Vagrant Story is much more about knowing how to boost your class and affinities as well as casting the right spells to raise the effects of your equipment. The guide is always telling you exactly what may or may not work on a particular boss. There were many a moment where the guide gave some good advice on certain defense skills to equip or certain gems to attach to weapons and shields. Many of these moments were much more than just, "Keep hitting it until it dies," strategies that Bradygames was so used to handing out in the past. They're actually quite useful. In particular, the strategy for the Final Boss really helped me understand the actual boss fight itself. Likewise, through some of these strategies you may actually get a better grasp on the battle system. If there was any complaint about the walkthrough it would be that some of the solutions to the block puzzles are needlessly confusing at times. The directions they give can be annoying because the guide is constantly assuming that you've oriented the map a certain way. And in some cases the screenshot is from a weird angle that it's hard to actually tell which block they're telling you to move. Thankfully no puzzle is really that taxing in Vagrant Story, but it's still annoying that the guide has a hard time with directions in some of them. The guide also gives a good indication of all the New Game+ areas you can go to. But this is particularly where the big problems with the guide start. First, the guide claims that you can get a hold of Sydney's Sword, but it never happens. Ever. That's a pretty big mistake to make in an official guide. I'm used to some secrets being less lucrative than guides claim, but this is one where you probably shouldn't have players spending too much time trying to figure this all out. Beyond that, however, the guide is just missing a lot of info that would otherwise be necessary. As I said, Bradygames is good at just getting you through the game. But if you want to completely master Vagrant Story and take advantage of everything the game has to offer, it won't happen with this guide. And some of the stuff it's missing is baffling. Take those charts of weapons and armor... more than half of them are completely missing. And while that may not seem important to some, it's pretty important to a veteran to know which weapons are really good and which ones aren't. Why? Because of combining weapons, of course. But the guide doesn't go into any details on that either. It tells us that we CAN do it but has no charts or anything that showcase what we could get through doing it. Instead the guide suggests that the results are "somewhat random," when in actuality, an overwhelming majority of them are not. It also fails to actually help players create a good weapon in any way, shape or form. Nothing about how class and affinity transfer over or anything. Nothing about how to make a weapon into a better material. It just tells you you're able to combine weapons and well... that's it. The same goes for armor. Not all the armor is listed and even then nothing about combining armors. This may seem like a small tidbit, but if you're going to do everything a New Game+ has to offer it's essential to master the art of

craftsmanship and it's definitely important to learn how to forge the best equipment with the best class and affinity damage. It would certainly help players who would be struggling through the game. But none of it is there. It's just inconceivable to have a guide lack so much information on what is easily one of the most important aspects of the game. Going beyond that, however, the monster list isn't much better. While it lists many a monster, even here you realize that the list isn't actually complete. I'm not talking that they all come from the Encyclopedia (though that is something of note). What I mean is that some enemies (particularly the ones that couldn't be analyzed) have no stats. It just says N/A. Yet that's not quite as bothersome as the fact that we learn very little about our enemies. We'll learn their class but it would've been nice to know their affinity. Some are pretty obvious (you could probably guess what affinity a Water Dragon is, for instance) but many don't wear their affinity in their name. This also means it's not obvious what type of weapon they're weak against. This is all pretty big stuff to keep in mind. Particularly the guides inability to teach you about combining weapons. If your goal is just to get through Vagrant Story then this is going to be a helpful guide. Going beyond all that, however, the guide is eventually going to serve you no purpose beyond the incredibly detailed maps. 0 of 0 people found the following review helpful. Five Stars By Jason Stares Good transaction, no complaints whatsoever. 0 of 0 people found the following review helpful. Satisfied By Customer Came in good condition.

BradyGAMES strategy guide has maps for every mission and tips and strategies for surviving battles. A bestiary, weapons list, and character descriptions are included. Detailed walkthrough revealing secret areas and solutions to puzzles.

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