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BradyGames

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BradyGames : Disgaea 4 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 Disgaea 4 Official Strategy Guide (Bradygames Strategy Guides):

148 of 150 people found the following review helpful. Do not buy this guide. There is missing and downright wrong information. By ZerrethI already had low expectations from BradyGames considering their track record but when I saw them being the "official" guide for Disgaea 4, my heart sank and for good reason too. BradyGames often publishes guides that are incomplete, missing information, repeating information, lacking quality assurance and barely meeting minimal requirements. It's obvious that their priorities are to simply get this on shelf at GameStop as soon as possible and just let the money roll in. Simply put, there are no details in this guide. You're expected to figure out everything on your own and they neglect crucial elements that even the tutorial covers. It would actually be more beneficial to learn about Disgaea 4 by buying the Disgaea 3 strategy guide from doublejump. The first and foremost detail that isn't

covered in this guide would be Fusion and Magichange. Not only are these not mentioned at all in the guide but they aren't even explained and important aspects regarding them are completely missed. There is NO information about class world, only vague wording that it helps characters. They don't explain the minimap nor what all the icons represent. They DON'T cover Dual Wielding even though the story is littered with those characters and they don't explain Magichange with fusion monsters which ALSO is present in the story. There is no explanation on how to obtain these higher tier skills. They don't explain leveling techniques, and the only mention about stealing items is in a small 3 sentence blurb that sometimes enemies have good items. I want to know formulas. They don't explain the bonus gauge or what item rank means. They don't specify about the shops on base. There's not even a mention of them or anything about how you can receive bonus items from the hospital. I want to know how much HP I need to restore through the hospital to get the final muscle. I want to know what item ranks are covered each time I pass a "More expensive items" bill. There is no explanation how to get battle suits, a humanoid class in the game. In fact it says under battlesuits regarding how to unlock them "Warriors are a starting class." (page 157) They give a walk through which is laughable at best considering that often times the screenshots don't even match the stage it's covering. On page 28 a paragraph repeats. I've barely gone through 10% of the strategy guide and there's already a quality assurance error. They don't mention at all which characters have access to which weapon skills, and there isn't even a picture that shows the range and shape of the area of effect. They don't mention at what level monsters and special characters learn their skills. The item world is explained in BRIEF detail. There's no mention of mystery rooms or the different sort of atrocities that can go on in there. There's also no explanation on what the icons mean in the minimap and what they represent. There's no mention about improving special character aptitudes through reincarnation or character world. They don't tell you what changes in the land of carnage only that it exists. They give a brief summary about innocents and then have the gall to mention this "There are also many specific Innocent that have their own caps (or can't be combined at all)." Do not mention this and then neglect to tell me which have their own caps or which innocents cannot be combined. I spent money on this guide to give me a better, more in depth understanding and information about this game that users on gamefaqs may not be able to provide, but the only thing this "strategy guide" does is provide a glorified, unhelpful walkthrough, that's even wrong about the information and completely misses important information such as changes on repeated runs and efficient leveling maps early on. There's no "strategy" in this guide. Quite often it simply tells you to just move characters and kill enemies. That's great. I definitely needed a strategy guide to tell me that I needed to play the game to progress the story. This guide isn't helpful experienced nor casual players. There's too much unnecessarily detailed information on the wrong aspects of the game (such as what options are available when you open the options menu....) for it to be useful for veteran players and there's too little (or wrong) information to help casual players. Oh by the way, news sites are wrong. It is not 224 pages. It's 190, and it doesn't even work as good firewood. The pages are flimsier than ones you'd find in a dictionary. 47 of 49 people found the following review helpful. Regret spending the money By james burkhart This guide is incomplete to the point of being nearly worthless. Within the first 5 minutes of opening up the guide I had found incorrect information in it. According to the guide, (p157) the unlockable class 'Battle Suit' is unlocked by: "Warriors are a starting class." Wrong, the entry isn't even supposed to be about the Warrior class. Nowhere does it tell you what differences show up on maps after the first clear; you're simply expected to play every map twice if you're looking to find a decent grinding location. And don't even think about the guide actually suggesting decent grinding locations, the guide's "The best leveling spots" section (p19) lists a single map, accessible only after completing the standard story arc, leaving you with the hot tip of: 'Go to maps with +experience geo blocks'. Great tip, there's no way a reader would have been able to think of THAT one on their own. Total waste of money, this guide comes nowhere close to the Disgaea 3 guide's level of usefulness. The summary of available mystery rooms in the Item world boils down to, 'there is a whole lot of these things, but actually telling you what any of them do is beyond the scope of this book'. Don't expect the guide to tell you how to unlock any of the evil symbols, or tell you any of the benefits of enabling the Networking setting. All in all, this 'guide' will leave you with more questions than answers... 13 of 13 people found the following review helpful. Doesn't even compare to the DoubleJump guides for the previous games. By E. H. Bruno It's a shame to say it, but this guide is pretty much only useful to anyone who wants it for their collection, to sit on their shelf and look pretty. It doesn't even do a particularly good job of that with Bradygames' very plain, generic spine design, and with it being such a thin book that it only looks good displayed with the cover facing out rather than the spine. But about the content: it's pretty simple, really, the book contains errors and it doesn't contain a lot of the information that a player of Disgaea would want to see. Not only are the errors typographical, but also about the game's content. Some of the character classes require certain things to be accomplished before they are unlocked and the game does not always outline the correct requirements, and its listing of Innocent types is not entirely correct either. There are other errors as well. Besides the errors, the book just simply doesn't have the content that you'd want to find in a Disgaea strategy guide. From simple stuff to the complex, it's very lacking in content. For instance, you can pass bills in the Senate to allow more expensive items to appear in the stores. It would be nice if their listing of all of the items in the back of the book also contained the store rank required for that item to appear in the store. The book also lists which skills can be acquired by each character and for each weapon class, but it doesn't list something so incredibly basic as what level

you have to reach before the skill is available. The book also fails to show diagrams of the area of effect of all of the skills. The book doesn't contain much information about tactics, either. In the beginning, it mentions simple concepts like that you can throw your characters across an Item World map to get to the exit quickly rather than have to fight through the whole map. But anything more complex, and you're not going to read about it here. It would have been nice to get some strategies on how to pass the more difficult bills through the Senate, for instance. If you want to know effective tactics for getting the Senate to vote in your favor, better go check out the forums online or figure it out on your own. Want to know how to acquire the rank 40 items, you're on your own for that as well. Want to know effective levels and strategies for training your characters (power-leveling), better hit the internet once again. The basic facts are that this book contains typographical errors, false information, and just generally lacks any information that a player who wants to delve deeply into the game will need to find. Much more useful and more reliable information can be found freely on the internet.

BradyGames Disgaea 4 Official Strategy Guide includes the following: What's a Prinny Instructor To Do? Valvatorez is a good guy, for a demon. The well-liked instructor is angered at the abduction of his charges, the peon demons known as Prinnies. It's time to help Valvatorez take on the corruption and get the Prinnies the sardines they've earned! Complete Walkthrough with Maps- Clear every level from the first tutorial to the Land of Carnage. Recruit Every Character- Fill out your roster with every Story, Humanoid, and Playable Monster character class. Experience Every Ending- There are multiple endings to uncover in Disgaea 4, and they're all covered inside this guide! All this plus: Tips for Character and Party Development Campaign and Senate Dynamics Item World and Character World Earn Every Trophy