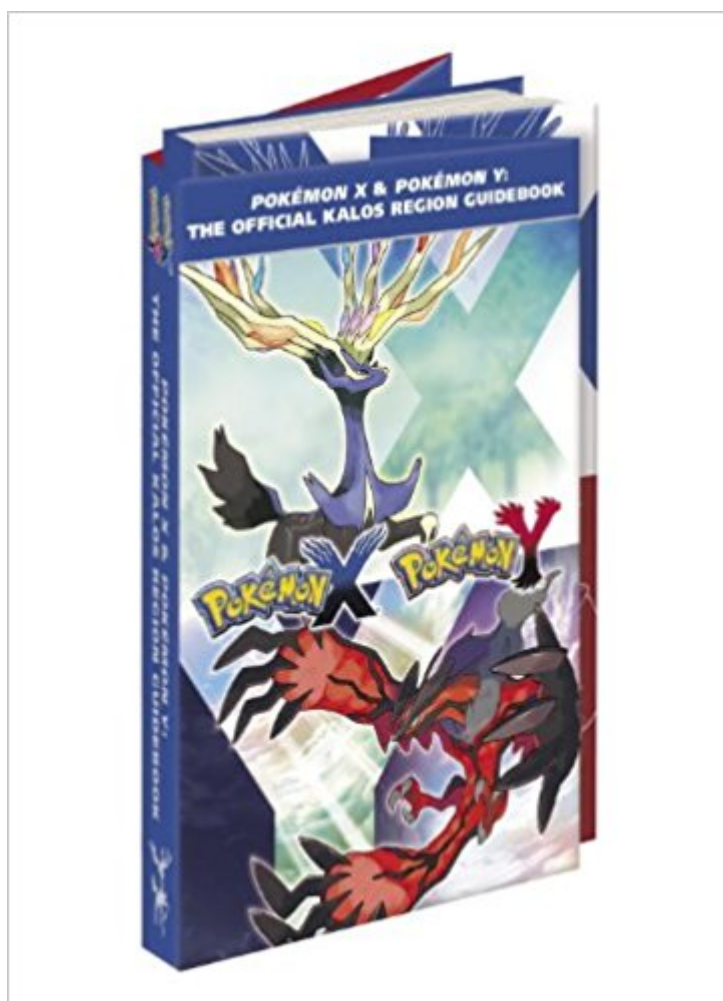


The book was found

Pokémon X & Pokémon Y: The Official Kalos Region Guidebook: The Official Pokémon Strategy Guide



Synopsis

Here's what you'll find inside:

- Premium hardcover binding
- Dust jacket includes region map
- A complete walkthrough of all the Gym Badges
- Detailed information on all the new game features, from Sky Battles and Horde Encounters to Pokémon-Amie and more
- A guide to where to find hidden items and special Pokémon with a location index
- Hints on the best ways to use Roller Skates, ride Pokémon, and challenge Gym Leaders
- A super effective 4.78" x 7.18" premium fiber Pokémon screen cleaner to keep your Nintendo 3DS system looking sharp
- Helpful tips and tricks for getting the most out of the PSS and online play
- An updated type matchup chart that includes the all-new Fairy type
- Pullout map to guide you through the Kalos region!

Book Information

Hardcover: 416 pages

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Customer Reviews

Since Diamond and Pearl, the "official" Pokemon guides (produced by the Pokemon Company and published/distributed by Prima) have been released in two volumes, with the Pokedex being included in the second volume, with the exception of Platinum's guide which was thicker and did have a Pokedex. So I bought the X/Y guide realizing and expecting this. What is annoying is that, while pages for each location have a listing of the Pokemon available, there's no index at the back that lists Pokemon by name and points out what routes they are found in for cross-referencing. There's also no listing of attacks and items at the back, just a TM list and info on what the Marts sell. I know that the Diamond/Pearl guide had these lists, because I just checked it as I'm writing this. The

guide is hardcover and smaller in terms of page size, about the size of a novel. Which means that the maps and font are smaller and it's much harder to lay flat opened to a specific page. I don't see why they went this route with this guide, especially for reasons that I'll cover later. As a walkthrough, it is fairly detailed, pointing out items, listing (but not identifying on the map) hidden items, and showing the locations of each enemy trainer and the number of Pokemon they have (but not their complete rosters; then again, these guides have never included them). Full rosters are given for major opponents, and detailed strategies are given for Gym Leaders and the Elite Four. The walkthrough only covers up to the Elite Four - post-game matters will likely be in the next volume. It covers how to use the game's touch screen and communication features. So as a walkthrough, it's okay - not great, since I would have liked to see an alphabetical list of available Pokemon as well as details about the attacks and items - after all, this is a new generation of games, so there's going to be new examples of both. So, why did I say this guide was of poor quality? Its construction. Like many of the recent Pokemon guides, this one is printed on semi-glossy paper with poor-quality ink that tends to smear. I was hoping that since this is a supposed "collector's edition" that they would have used upgraded ink to print it. What is worse, however, is the horrible binding job that they did with my particular copy. The back cover and last page of the book has separated from the rest of it after less than a month of use, which is inexcusable. And no, I was not rough with handling the book. The binding came apart through normal use. Of course, the fact that it is a hardcover made using it normally (as a guide that you need to keep opened to a particular page) difficult. I'd really rather they stuck with the old-style (paperback, full-size) Pokemon guides (except with better quality ink, of course). Because not only is this hardcover edition smaller and harder to keep open to a specific page, apparently it was designed solely as a collector's item and wasn't durable enough to withstand, you know, actually using it as a guide.

I have always gotten the players guides for Pokemon since the original release of Red and Blue. When Gold and Silver were released, I got the Prima guide and was disappointed when I saw it just omitted key information. When listing what Pokemon a gym leader would have, the guide just used "???" in place of information. It seems the same holds true for their latest guide for Pokemon X and Y. First, I would like to say the guide is printed beautifully, and the maps are informative and helpful in finding items and locations. It is these plusses that keep the guide from getting a lower rating. The guide also walks you through the main story quite well, and in the last pages of the book, the information about the extra features of the game is helpful. However, where this guide falters is that it seems to forget it is a guide. When I am reading the section on the Berry Farm, and the guide tells

me that I should experiment with different berries to find mutations, and that certain berries are limited to mutations, and 14 can't be found at all, that is NOT helpful. I get a guide to learn this information, not to get info that should be included in a standard instruction manual. Why are there no lists of the berries, their effects, and how to obtain them? If a guide is going to tell me that there are more than 200 different decorations to find, but not list them, it is naming a feature, not guiding. Also, since the guide has absolutely NO endgame content, items and TMs that only become available in the end game are omitted! The TM list has blanks from the ones that can only be gotten at the Battle Maison (another feature that is not gone into). The lack of a Pokedex is also a huge omission on the guide writer's part. With well over 700 pokemon now, I don't expect a full National Dex, but at least having the stats, movesets, and list of all the new Pokemon would have been appreciated. In conclusion, this guide will look great on the shelf for the collector and enthusiast. It also has a good walkthrough for the main quest line. But if you are looking for any endgame or meta-game content. Or even just comprehensive lists of the items that the game has to offer, then stick to an online guide. If Nintendo wanted to avoid an overly long guide by including this information, or the writer simply did not have it when the guide was written, I do not know. Guide books for Bethesda games have already shown people are willing to get game guides that look more like an encyclopedia. We want this information, Nintendo, so please let us have it. Unless you like it when people ROM hack your games in order to get to it.

Three stars because the information contained within the book is laid out well, and is as good as the guides before it. I've read a lot of the past reviews and have this to say. 1) No regional 'Dex is unacceptable. I got it, most of us probably don't need a national pokedex in a volume 1, but c'mon, give us a regional Dex. 2) The size is atrocious. This half size book means they likely did half ass research on whether or not this book would be appreciated at this size. Let me tell you now, it's not! The larger books can lay open in my lap while I am playing; this small one is an inconvenience at numerous levels, but mostly because it keeps flopping shut on me. 3) A couple of the features from previous books have been left out. The main one is the "day of the week guide" and the easy 2 page summary guide, usually found at the beginning of the old books. Those two features are exceptionally helpful and are, sadly, absent. All in all, the information provided is mostly complete, there wasn't a lot of info on the legendaries birds, which would have been helpful (like how to track them?!?!), but I still used the book extensively.

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