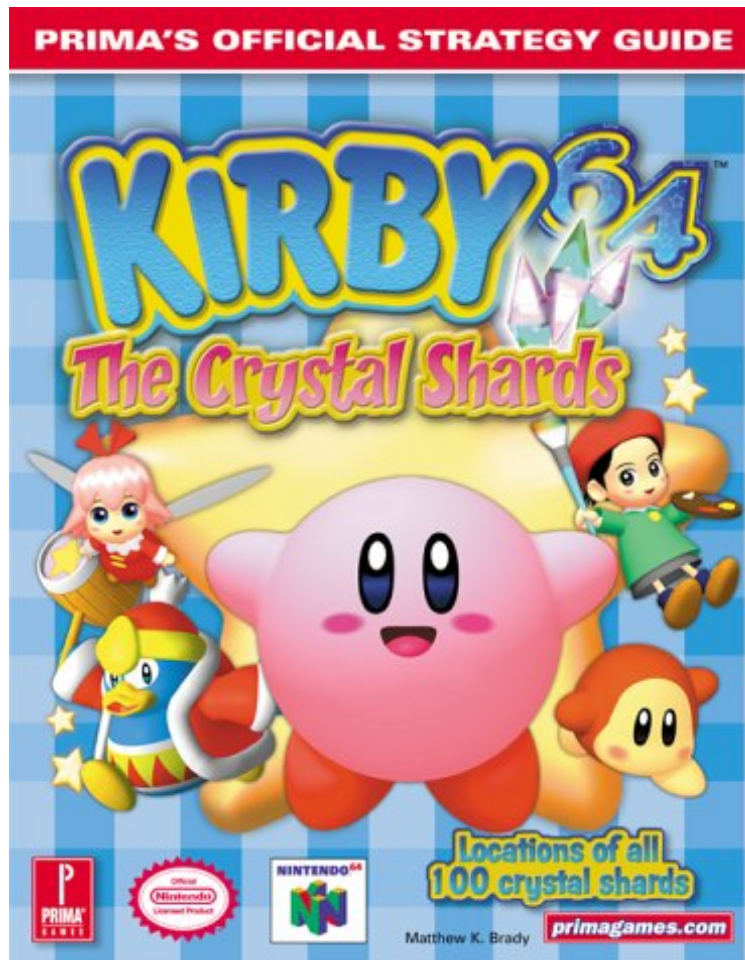


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Kirby 64: The Crystal Shards : Prima Official Strategy Guide

Matthew K. Brady

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Matthew K. Brady : Kirby 64: The Crystal Shards : Prima Official Strategy Guide before purchasing it in order to gage whether or not it would be worth my time, and all praised Kirby 64: The Crystal Shards : Prima Official Strategy Guide:

0 of 1 people found the following review helpful. Japanese guides are better than USA versions.By 8-BIT RockmanStop right here. Don't buy this guide unless you already are really good at this game and just need a quick refresher on where most of the shards are. This guide sort of lets you know where the shards are, but not how to get them. Isn't that the purpose of the player's guides? I bought this one and the Japanese guide at the same time. Here are the differences:USA:No mapsNo real strategies mentionedBasic information on shard locations with zoomed in camerasNo mention of world 7Doesn't tell you how to defeat Miracle Matter"Guide" on multiplayer is just filler words that might as well say "keep practicing and you will get better"Character names are sometimes wrongJapanese:Fully detailed maps with extra screenshots showing where the shards are and how to get themMakes sure you know how to get the shards and where they areDoesn't tell you how to unlock world 7, it just assumes that if you were actually using

the guide to find all the shards, world 7 will openWorld 7 has the map shown and tells you exactly what to do against O2Detailed strategies on how to defeat every part of Miracle MatterThe guide does what it can to help you out against computer players in multiplayer mode and extra tips for cornering most players in the checkerboard gameIt was as if Nintendo actually proofread the guide and provided maps ripped straight from the game to be printed on paper. There hasn't been a single good USA version of a guide since Zelda 64 from Nintendo Power. Most USA guides after that game were just some screenshots of the games, way too much text no one reads and no maps. The Japanese guides even today make sure that the guide is written for the game you are playing. Every single Japanese guide I bought had fully detailed maps to start with and actually covered the game completely. Like in Pokemon USA guides, there is still no mention of Arceus or something. The Japanese version of Pokemon Platinum acknowledges Arceus and Darkrai while the newer games acknowledge all the Pokemon that are in that game while the USA versions deny their existence. You buy a player's guide to know everything you can about the game. That's where the Japanese guides got it right. It's like the USA versions are written by people using the Japanese guide and then want to write their one, take some pictures of the game and just write a bunch of text that can't actually help anyone. If I were you, don't buy USA versions of game guides unless you want to read a book. If at all possible, avoid Prima games guides. They have always been bad or unhelpful. 5 of 6 people found the following review helpful. Kirby64 : Prima Strategy Guide is a gamer's must have! By A Customer Kirby 64 : The Crystal Shards is a very complicated game that is truly a bit hard to master. But with another book in a series of Prima strategy guides will help you. This strategy guide is complete up to date and has everything from how to get all the shards and how to master Kirby's moves. It will teach how to successfully block, swallow, and destroy all the enemies the gamer will face. Prima's guide will fully explain each of the 6 levels and the final boss level. Colorful pictures show where each and every single shard is. It even comes with a list of enemies and friends. Easily understandable and never a bore to read. The guide also explains each of Kirby's 30+ moves and tells you how to master them, use them, and vary them. This guide is definitely useful for anyone stuck on a level or boss or planet. With 6 planets and at least 3 levels on each plus a boss battle, most gamers will get stuck, but it's time to get unstuck! Kirby 64 : The Crystal Shards : Prima Official Strategy Guide is a gamer's must have! To contact me please use the email address silver4000@go.com 4 of 4 people found the following review helpful. All good...until the end! By Malibou Lakedweller This is an excellent, easily usable guide that helped my six-year-old Jackson and I collect all 100 shards and get to the end of the game...Except that it's NOT the end of the game. There's one more level -- the Dark Star -- that isn't even mentioned in this guide! And since it's not mentioned, we were left on our own in defeating the final boss, O2 and officially beating the game. Which we did, of course.

Do you have the appetite for Kirby's adventure? Watch out for the pink powder puff he's coming your way! Kirby is back and set to suck up his enemies. Along with his colorful sidekick, Ribbon, Kirby must fight to save the benevolent Ripple Star fairy folk from the Dark Matter that has permeated the land and shattered a magical crystal they hold dear. With the help of Kirby 64: Prima's Official Strategy Guide, you can find all 100 crystal shards, bring them back together, and restore the peace. You will also learn how to make Kirby inhale enemies to unleash their own attacks against them. Fly, float, roll, and swim through the all-new 3-D levels with Prima's complete walkthroughs. With Kirby 64: Prima's Official Strategy Guide by your side, Kirby is sure to restore peace and laughter to the world. Prima's guide will give you: Mini-Game strategies to help hone your skills Complete walkthrough of all levels Locations of all crystal shards Detailed bios for every adorable character A comprehensive list of Kirby's special powers and their combos

Do you have the appetite for Kirby's adventure? From the Back Cover Do you have the appetite for Kirby's adventure?