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Square Enix

Reverse Design Patrick Holleman,2018-09-17 The Reverse Design series looks at all of the design decisions that went into classic video games. This is the fifth installment in the Reverse Design series, looking at Final Fantasy VII. Written in a readable format, it is broken down into eight sections examining some of the most important topics to the game: How latter-day critics have misunderstood the artistic goals of Final Fantasy VII How RPG history began to diverge significantly after 1981, allowing for the creation of specialized RPGs like Rogue, Pokemon, and especially Final Fantasy VII How Final Fantasy VII does not abandon complexity in its systems, but simply moves that complexity to the endgame to aid the narrative elements of the game

Miniature Final Fantasy Square Enix, Tatsuya Tanaka, 2022-09-06 A whimsical collection of iconic scenes from the Final Fantasy series, cheerfully realized by miniature photographer Tatsuya Tanaka! Cloud and Sephiroth reenact their fateful showdown--an open beer can standing in for Nibel Reactor cooling tower. Setzer steers his airship Blackjack, mischievously recreated from corn on the cob. A chocobo flits and frolics across a field of . . . tennis balls. Tetsuya Tanaka's vibrant miniature photography is showcased side-by-side with concept art that details the process of each photo's creation. This tome catalogs fanfavorite moments captured from across the Final Fantasy series, followed by a longform interview with Tatsuya Tanaka himself. Dark Horse Books and Square Enix present Miniature Final Fantasy: No Adventure Too Large--Tatsuya Tanaka's miniature Final Fantasy scenes from his memorable Miniature Calendar series. This joyous collaboration celebrates the Final Fantasy series from a wholly unique perspective.

Reverse Design Patrick Holleman, 2018-09-03 The Reverse Design series looks at all of the design decisions that went into classic video games. This is the first installment in the Reverse Design series, looking at Final Fantasy VI. Written in a readable format, it is broken down into six sections examining some of the most important topics to the game: How narrative elements, specifically the design of the fourteen player-characters, was the critical constraint which shaped the game's production How the game broke with numerous RPG traditions in order to focus on plot and characterization, while still maintaining mechanical depth How the systems were designed to allow the player to use any combination of characters with equal levels of success Key Features Comprehensive definitions of key concepts and terms, introducing the reader to the basic knowledge about the study of RPG design Summary of historical context of Final Fantasy VI how it came to be, how it diverges sharply from the class-based design ideas of older RPGs, and what systems in uses to replace those old ideas Extensive collections of data and data visualizations explaining how Final Fantasy VI's systems work, how those systems evolve across the course of the game, and how the overall game systems were designed to be balanced easily

Final Fantasy Ultimania Archive Volume 2 Square Enix,2022-08-30 Explore the art and adventure of the quintessential entries in the Final Fantasy saga with this gorgeous 300-plus-page hardcover. Collecting concept art, design notes, creator retrospectives, and more from Final Fantasy VII, Final Fantasy VIII, and Final Fantasy IX, Dark Horse's journey through the creation of the groundbreaking role-playing masterpiece continues! Dark Horse and Square Enix are thrilled to present the second of three volumes that officially translate Square Enix's detailed history chronicling the creation of the Final Fantasy franchise's seventh,

eighth, and ninth games. Filled with captivating art and creator commentary, Final Fantasy Ultimania Archive Volume 2 remains completely authentic to its Japanese source material with unrivaled access for a Western audience. This prestige compendium is a must-have addition for any Final Fantasy enthusiast's collection.

The Legend of Final Fantasy VIII Rémi Lopez, 2019-02-19 The eighth episode of the incredible story of Final Fantasy. A legendary episode of the Japanese RPG, Final Fantasy VIII is fully decoded in this book. Discover a complete analysis of one of the most famous saga of the world of video games, embellished with a reflection on the report of the fans to the series. To read as soon as possible! EXTRACT The work on Final Fantasy VIII began in 1997, just after Final Fantasy VII was completed, and the game's development ran concurrently with that of Parasite Eve. Although Final Fantasy VII marked a genuine turning point in the series, the designers were hardly lackadaisical when it came to the eighth episode's production and staging. In fact, they worked doubly hard to avoid disappointing fans after their adventure with Cloud. First, the decision was made to use the same console: the Sony PlayStation. Since the seventh episode was a smashing success, the major personalities who had presided over its creation were reassembled to create the new game. Thus, the team consisted of the renowned Hironobu Sakaguchi, Yoshinori Kitase (as director), Kazushige Nojima (as scriptwriter), Yûsuke Naora (as artistic director), and Tetsuya Nomura (as character designer). And, of course, the distinguished composer Nobuo Uematsu was once again chosen to create the episode's magnificent soundtrack in its entirety.

The Legend of Final Fantasy VII Nicolas Courcier, Mehdi El Kanafi, 2019-02-19 What gamer hasn't tried Final Fantasy VII? The game, released in 1997, is now the standard-bearer of a whole generation, and it's also the one which catapulted Sony's PlayStation onto center stage. To celebrate this mythic video game's 15th anniversary, Third Editions wanted to throw itself back into this unbelievable universe. This carefully crafted publication takes a look back at all the titles that helped forge Final Fantasy VII's mythology (including the Compilation of FF VII), and deciphers their content through examination and original analysis. This book was written by Nicolas Courcier and Mehdi El Kanafi, former authors and now publishers. The first print was release in 2011. An essential book to (re) discover the universe of the mythical series Final Fantasy! EXTRACT To celebrate one of the most important RPGs in the history of video games, Third Editions has decided to publish a tribute book: a heartfelt edition, but also one that truly analyzes the games that revolve around this legendary RPG. Indeed, the subject of this book is not only Final Fantasy VII, but the entire Compilation of Final Fantasy VII, from Advent Children to Before Crisis, including Crisis Core and Dirge of Cerberus, without forgetting Last Order. To get this journey off on the right foot and refresh your memory, we begin by summarizing the Final Fantasy VII saga. For the first time ever, the full story will be told in chronological order: from the Planet's origins to the awakening of Genesis, as depicted in the secret ending of Dirge of Cerberus. Once the entire saga has been told, we will take you behind the scenes so that you can discover how the video game compilation was created. You will learn about the people whose unexpected decisions changed the game's design. We will also provide a number of anecdotes pertaining to the game's overall development. A complete interpretation will then be offered for each title, paving the way for numerous reflections. ABOUT THE AUTHORS Nicolas Courcier and Mehdi El Kanafi - Fascinated by print media

since childhood, Nicolas Courcier and Mehdi El Kanafi wasted no time in launching their first magazine, Console Syndrome, in 2004. After five issues with distribution limited to the Toulouse region of France, they decided to found a publishing house under the same name. One year later, their small business was acquired by another leading publisher of works about video games. In their four years in the world of publishing, Nicolas and Mehdi published more than twenty works on major video game series, and wrote several of those works themselves: Metal Gear Solid. Hideo Kojima's Magnum Opus, Resident Evil Of Zombies and Men, and The Legend of Final Fantasy VII and IX. Since 2015, they have continued their editorial focus on analyzing major video game series at a new publishing house that they founded together: Third. Grégoire Hellot is a French freelance journalist who specializes in video games. He began his career in the field more than twenty years ago when he joined Joypad magazine. As a pioneer dealing in Japanese video games, he has contributed to the French public's acceptance of these unique titles. Today, he contributes to the Gamekult website and is also the Managing Director of Kurokawa Editions, created in 2005 by the publishing house Univers Poche. Grégoire is also known for his role as the Silver Mousquetaire in the TV series France Five.

Final Fantasy Ultimania Archive Volume 3 Square Enix,2019-06-11 The journey through the creation of the groundbreaking video games continues with this breathtaking volume, featuring hundreds of pieces of concept art, design notes, and creator retrospectives from the original team behind the making of Final Fantasy X, Final Fantasy XI, Final Fantasy XIII, and Final Fantasy XIV. Art, commentary, and lore from a transformative era in the indispensable role-playing

franchise, collected in a beautifully printed 300-plus-page hardcover. Foray into one of gaming's most iconic properties, exploring beautiful art and incisive commentary behind five of the most memorable entries in the Final Fantasy saga. Final Fantasy Ultimania Archive Volume 3 authentically translates original Japanese source material to present unparalleled access for a Western audience. This incredible tome is a must-have addition to any Final Fantasy enthusiast's collection.

Final Fantasy XV Official Works Square Enix,2022-08-23 A full-color, oversized, hardcover tome that faithfully adapts the original Japanese material, detailing the creation of the most recent entry in the Final Fantasy saga! Final Fantasy XV's world of Eos is filled with wonderous scenery, larger-than-life creatures, diverse cultures, and treacherous foes. Experience hundreds of pieces of detailed design work composed lovingly for fans of the unique sci-fi fantasy world. This volume collects complex lore, insightful commentary, comprehensive data, and dazzling concept art, all beautifully bound in this richly detailed hardcover! Square Enix and Dark Horse Books present a superbly curated collection of Final Fantasy XV content that any fan will cherish.

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Final Fantasy Ultimania Archive Volume 1 Square Enix,2022-08-30 An astonishing journey through the creation of the seminal role playing epic, officially available in English for the first time ever! This holy grail of Final Fantasy fandom is packed full of original concept art, process pieces, and notes from the original artists and designers chronicling the creation of these timeless games. Dark Horse and Square Enix are thrilled to offer the first of three volumes celebrating the entrancing lore and exciting development of the initial six entries into the Final Fantasy

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Final Fantasy XV Official Works Limited Edition Square Enix, 2021-03-09 A full-color, oversized, hardcover tome that faithfully adapts the original Japanese material, detailing the creation of the most recent entry in the Final Fantasy saga! Final Fantasy XV's world of Eos is filled with wonderous scenery, larger-than-life creatures, diverse cultures, and treacherous foes. Experience hundreds of pieces of detailed design work composed lovingly for fans of the unique sci-fi fantasy world. This volume collects complex lore, insightful commentary, comprehensive data, and dazzling concept art, all beautifully bound in a richly detailed hardcover! Additionally, this Limited Edition is housed in a meticulously designed case, with a special acrylic art display, as well as a journal just like the Lover's Notebook used by Noctis and Luna! Square Enix and Dark Horse Books present a superbly curated collection of Final Fantasy XV content that any fan will cherish.

The Legend of Final Fantasy VI Pierre
Maugein,2018-08-10 The sixth episode of the the incredible story of Final Fantasy VI! In this book, you'll find everything you need to know about FFVI. You'll dive into its development, its story, its characters, and you will go further with in-depth analysis of its themes, its soundtrack, its game design choices, and its impact on the J-RPG genre. A complete analysis of the famous saga in the world of video game! EXTRACT 1991: Hironobu Sakaguchi was elevated to vice-president at Squaresoft. The position was

in addition to his role as the creative director of Final Fantasy. The dual role made him aware that he could not indefinitely keep the same position nor continue to be a fulltime game designer. He would have to delegate. Following the release of Final Fantasy V in December 1992, the sixth installment was placed on the drawing board. Sakaguchi chose to retain the positions of producer and overall supervisor, and entrust the reigns of the project to Yoshinori Kitase and Hiroyuki Ito. Kitase had been involved in the writing and field planning of FF V; for this new game, he was put in charge of the story-telling. Meanwhile, Ito would supervise the game and battle systems. With this configuration, Sakaguchi hoped to bring the franchise to new heights. The artist Yoshitaka Amano and the composer Nobuo Uematsu, mainstays since the beginning of the series, were brought back in for this project. Many rising stars were also attached to the development, such as art director Hideo Minaba (who would take charge of the FF IX world), the graphic designers Tetsuya Takahashi (one of the creators of Xenogears, Xenosaga and Xenoblade) and Yusuke Naora (future art director of FF VII). There was also a certain very promising game designer by the name of Tetsuva Nomura, who needs no introduction. ABOUT THE AUTHOR Pierre Maugein, under the pen name Killy, wrote for Jeuxvideo.com from 2003 until 2006. Although he trained to be a graphic designer, he decided to move to video game journalism because of his love for the industry. He worked as a freelance contributor for JeuxActu and then wrote for the Ragemag website on various topics, from art and literature to science, cinema and video games. Since then, he has been a member of the staff at Journal du Gamer. He has written various articles for the Level Up collection which is also published by Third Éditions.

The Art of Final Fantasy IX Brady Games, Dan

Birlew,2001 BradyGames The Art of FINAL FANTASY IX features an inside look at the stunning art from FINAL FANTASY IX. The book includes rarely-seen concept art and detailed pencil sketches, an immense collection of character art, airship and vehicle designs, monsters and unique weapon images, and full-page scenes from the most beautiful cinemas in video game history. Entertaining and informative commentary is provided as well as anecdotal captions relevant to story and events of FINAL FANTASY IX.

Dragons, Witches, and Other Fantasy Creatures in Origami Mario Adrados Netto, J. Anibal Voyer Iniesta, 2005 Diagrams and folding instructions for 24 devilishly delightful creatures -- everything from a troll (23 steps) to a high-flying witch on a broomstick (141 steps).

The Sky Yoshitaka Amano, 2012-01-10 Yoshitaka Amano is one of the world's foremost fantasy artists, and this tremendous boxed set of five books gathers his ethereal illustrations for Final Fantasy games I-X. The Sky is divided into three softcover volumes, each printed on high-quality stock. Volume 1 (144-pages) contains Amano's work for Final Fantasy I-III, Volume 2 (276-pages) contains his contributions for Final Fantasy IV-VI, and Volume 3 (156pages) features art for Final Fantasy VII-X. The fourth book in the boxed set, All About Yoshitaka Amano, is a smaller softcover. Its 128 pages include an interview with Amano, information about his work, a bibliography, and a visual index of each illustration that appears in the three Sky art books. Completing the set are an acetate print, two postcards, and a 96-page The Sky Premium Flipbook that lets you see two examples of Amano's art in motion, all fit snugly inside a hinged, decorated box.

FF DOT: The Pixel Art of Final Fantasy Square Enix,2020-02-04 A hardcover volume that showcases the intriguing evolution of pixel art from the Final Fantasy

series! Containing detailed sprite sheets that showcase the pixel composition of Final Fantasy's beloved characters, maps of Final Fantasy's most popular highlighting tools used by the developers, and a special interview with Kazuko Shibuya, the character pixel artist for the Final Fantasy series, FF Dot is a one of a kind product that immerses readers into an iconic aspect of the Final Fantasy experience. Dark Horse Books is proud to collaborate with Square Enix to bring fans FF Dot: The Pixel Art of Final Fantasy, translated into English for the first time. This localization of the original Japanese publication holds nearly 300 pages of colorful pixel art, and is an invaluable addition to any Final Fantasy fan's collection.

Final Fantasy VI - Strategy Guide

GamerGuides.com,2015-10-23 Join the fight against Kefka, a maniacal, crazy, clown lookalike (who is scarier than that sounds), as he attempts to bring the world to ruin. You take control of a multitude of very colorful characters (including a little girl with a paintbrush!) all of whom are joined together by fate, united by their mutual hatred of Kefka and the Empire. Final Fantasy VI is a vibrant, hilarious world and one of the most loved games of the series due to its excellent writing and complex battle system. Our guide offers full assistance in your journey through the world including: - A full walkthrough from start to finish of the main story. - How to acquire all Espers, including the extra ones like Cactuar and Gilgamesh. - How to find every character when in the World of Ruin. - All side quests from the Cultists' Tower to how to acquire Lores for Strago.

Final Fantasy III - Strategy Guide

GamerGuides.com,2015-11-30 Four young orphans, born around the village of Ur, find a Crystal of Light after an earthquake in a cave nearby. The Crystal, after infusing them with its power, implores them to go forth and restore

the balance of light and dark. Not knowing the magnitude of their task but nonetheless realising its importance, the group set out to stop the World's destruction. Our guide covers the Nintendo remake and the recent release on Steam, iOS and Android. Inside you will find: - A full walkthrough of all the main story events. - All side quests, including the new dungeons in the remake. - Information on monsters and items.

Final Fantasy XV - Strategy Guide

GamerGuides.com,2016-12-19 After a years-long cold war between the Kingdom of Lucis and the empire of Niflheim over the world's last crystal, an armistice is finally agreed upon. As part of the peace treaty, the heir to the Lucian throne Noctis Lucis Caelum is to marry Lady Lunafreya Nox Fleuret, an oracle from the imperial province of Tenebrae. After Noctis sets out to meet his betrothed, the treaty collapses. Merely a ruse to bring down the magical barrier protecting Lucis, Niflheim invades and takes the kingdom and the crystal for itself. With the treaty in tatters and his father and betrothed believed dead, Noctis must rely on his own tenacity and the support of his band of loyal followers to get him through what is to come. Current Version 1.4 (February 2017) - Complete coverage of the main story. -Basic gameplay section telling you how to play the game. -A Skills section showing everything related to the characters' hobbies, including an extensive list of every recipe in the game. - A postgame section telling you how to get through every dungeon, including the brutal Pitioss Ruins. - All sideguests in the main walkthrough and in their own section. - Every single Hunt in the game, including strategies on how to beat them. - A miscellaneous section describing Chocobos and mini-games. - An extensive trophy/achievement guide.

Final Fantasy XIV: A Realm Reborn -- The Art of Eorzea -

Another Dawn- Square Enix, 2022-02-22 A new edition of the first official art book for Final Fantasy XIV, boasting over 1,000 pieces of full-color artwork, along with comments from the developers and an exclusive bonus item code! (NOTE: E-book edition does not include bonus item code.) Featuring artwork from character designer Akihiko Yoshida and the Final Fantasy XIV art team, A Realm Reborn: The Art of Eorzea -Another Dawn- collects the illustrations created throughout the process of developing the groundbreaking online game. This 300-page, full-color volume showcases beautiful concept designs, environment artwork, sketches and more, accompanied by production notes and comments from the artists. Includes an exclusive bonus item code for an in-game Wind-up Enterprise minion! The first volume in the line of Final Fantasy XIV official art books.

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