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click here Final Fantasy VII Remake Intergrade, together with a new INTERmission DLC episode starring Yuffie, has been announced exclusively for the PS5. Learn all about the game's release date and release time, with a countdown for the game's release, along with available platforms, price, and details on the PS5 upgrade in our complete summary. The timer below counts down for the game's expected release time of midnight in local time on June 10th for the US East Coast. This displays time at GMT-4, so be sure to adjust for your current time zone! US East Coast Available Now! As the game launched at midnight, June 10th in Japan, the release was confirmed for a release at midnight local time on June 10th. This means that no matter which time zone you are in, you will be able to play the FF7R Intergrade contents from 12AM midnight. Both the Intergrade PS5 Upgrade and the INTERmission Yuffie DLC will go on sale at 12AM midnight local time. FF7R Intergrade has been confirmed for a PS5 worldwide release on June 10th, 2021. Release Date · June 10th, 2021 (Worldwide) Available Platforms · PS5 exclusive Price (Upgrade) · PS5 Upgrade: Free · Yuffie Mission: Unconfirmed (\$10?) Price (Full game) · Standard Edition: \$69.99 · Digital Deluxe Edition: \$89.99 Free Upgrade Features · Graphical and loading time improvements for PS5 · Normal difficulty for Classic Mode · Photo Mode · Option to switch between Graphics Mode and Performance Mode Paid Upgrade Features · New story mission featuring Yuffie FF7R Intergrade, a brand-new DLC for Final Fantasy 7 Remake, is coming exclusively to the PS5 this June. In addition to jawdropping free graphical updates for the PS5, an additional paid DLC features a brand-new mission starring Yuffie. It also includes a new Photo Mode, as well as the much-requested Normal difficulty for Classic Mode... although we can't say why this particular feature needs to be a PS5 exclusive. That said, it's great to see new content for a title many weren't expecting any DLC to arrive for. Here's hoping this will tide fans over until Part 2 drops (not likely). All official sources regarding FF7R Intergrade have pointed towards a PS5-exclusive release for FF7R Intergrade. As the era of the PS4 has ended, it's likely that there will never be a release for the PS4. Fans will need to upgrade to the new console in order to enjoy the new Yuffie-centered misson included. A PC or Xbox version of FF7 Remake is possible after the one-year moratorium ends in April of 2021. However, no PC or Xbox release has been announced, so we likely won't be seeing these versions of the game anytime soon, and the current June 10th release date is expected to be strictly for PS5 players. Available Platforms: Is Intergrade on PS4? Enlarge Intergrade and DLC Price Guide The PS5 upgrade included with FF7R Intergrade has been announced to be a free update. This seems to include all newly announced features as well, such as the Normal Classic difficulty and Photo Mode. Note that Japanese players will need to pay 100 yen (about 1 US dollar) for the PS5 upgrade. That said, the new episode featuring Yuffie will be paid DLC. The PS5 Features Video confirms that the new episode will be "available for purchase after upgrading," but the exact price has not been confirmed. Based on the difference between the cost of the PS4 version of FF7R (\$59.99) and the standalone PS5 version of Intergrade (\$69.99), a price of 10 dollars is likely. For players who have not already purchased Final Fantasy 7 Remake, FF7R Intergrade is also available as a standalone purchase including both the original game and the new Yuffie Mission. A standard version for \$69.99 and a Digital Deluxe Version for \$89.99 are available. Preorder from the Playstation Store Final Fantasy 7 Remake Intergrade overhauls the game for the PS5, cranking the graphics up to a new level. See the full PS5 Features trailer above for a side-by-side comparison of the PS4 and PS5 versions of the game. Players will be able to upgrade their PS4 version of the game to the PS5 version of the game for free, and can even carry over their save data. The trailer suggests that both physical and digital versions of Final Fantasy 7 Remake can enjoy the free PS5 Upgrade. However, players who own the physical version of the game will need to be careful if they plan on purchasing a PS5 for the upgrade. The digital-only version of the PS5 will not be able to upgrade from a physical copy of FF7R, so be sure to purchase a PS5 with a disk drive if you're playing the game on a disk. That said, players with a digital-only PS5 who purchase a new copy of Intergrade will still be able to transfer their save data from the original game. How to Upgrade FF7 Remake to PS5 Intergrade DLC Guide and Walkthrough This is a guide to Fort Condor Units in Final Fantasy 7 Remake (FF7R) Intergrade's INTERmission DLC for the PS5. Learn how to get all units, the different stats for each unit, as well as the best units to use in your loadout! Intergrade and INTERmission DLC Walkthrough Security OfficerObtained alongside the Starter Board. Rarity: ★ ATB Cost: 2HP: 150Atk: 60 Elite Security OfficerObtained after defeating Kyrie. Rarity: ★★ ATB Cost: 4HP: 300Atk: 90 HelitrooperObtained after beating Polk in the tutorial. Rarity: ★ ATB Cost: 3HP: 150Atk: 60 Elite HelitrooperObtained after defeating Roche. Rarity: ★★★ ATB Cost: 4HP: 200Atk: 80 Shock TrooperPurchase from Old Snapper. Price: 1 Condor Coins Rarity: ★ ATB Cost: 2HP: 270Atk: 60 CutterPurchase from Old Snapper (Unlocked after defeating Rank 2 Opponents). Price: 3 Condor Coins Rarity: ★★★ ATB Cost: 6HP: 600Atk: 120 Guard DogObtained alongside the Starter Board. Rarity: ★ ATB Cost: 3HP: 120Atk: 120 Security Officer BarracksCan be purchased from the northern Junk Shop for 100 Gil (Item rotation randomly resets by progressing through story objectives or battling FC opponents). Rarity: ★★★ ATB Cost: 4HP: 250Atk: 80 GrenadierObtained alongside the Starter Board. Rarity: ★ ATB Cost: 2HP: 150Atk: 60 Elite GrenadierObtained after defeating Shinra Middle Manager. Rarity: ★★ ATB Cost: 4HP: 300Atk: 90 Elite Shock TrooperPurchase from Old Snapper (Unlocked after defeating Rank 1 Opponents) Price: 2 Condor Coins Rarity: ★ ATB Cost: 3HP: 270Atk: 60 SweeperFound in a chest within Sector 7 Slums. Rarity: ★★★ ATB Cost: 6HP: 600Atk: 120 Slug-RayObtained alongside the Starter Board. Rarity: ★ ATB Cost: 2HP: 150Atk: 60 MonodriveFound in a chest within the abandoned Talagger Factory, hidden behind some Shinra crates. Rarity: ★★ ATB Cost: 3HP: 200Atk: 60 Sentry RayPurchase from Old Snapper. Price: 1 Condor Coins Rarity: ★ ATB Cost: 2HP: 150Atk: 80 Missile LauncherCan be purchased from the northern Junk Shop for 300 Gil (Item rotation randomly resets by progressing through story objectives or battling FC opponents). Rarity: ★★ ATB Cost: 5HP: 600Atk: 0 Grenadier BarracksObtained after defeating Jessie. Rarity: ★★ ATB Cost: 5HP: 600Atk: 0 Slug-Ray FacilityPurchase from Old Snapper (Unlocked after defeating Rank 1 Opponents) Price: 2 Condor Coins Rarity: ★★★ ATB Cost: 5HP: 600Atk: 0 Riot TrooperObtained alongside the Starter Board. Rarity: ★ ATB Cost: 2HP: 300Atk: 60 Elite Riot TrooperObtained after defeating Johnny. Rarity: ★★ ATB Cost: 4HP: 450Atk: 90 Blast-RayObtained alongside the Starter Board. Rarity: ★ ATB Cost: 3HP: 400Atk: 60 Armored Shock TrooperObtained after defeating Wedge. Rarity: ★★★ ATB Cost: 5HP: 400Atk: 70 HelicopterPurchase from Old Snapper (Unlocked after defeating Rank 2 Opponents). Price: 3 Condor Coins Rarity: ★★★ ATB Cost: 7HP: 600Atk: 100 Sentry Gun PrototypeObtained after beating Polk in the tutorial. Rarity: ★ ATB Cost: 2HP: 500Atk: 100 Sentry GunPurchase from Old Snapper (Unlocked after defeating Rank 1 Opponents) Price: 2 Condor Coins Rarity: ★★ ATB Cost: 4HP: 300Atk: 70 SledgewormPurchase from Old Snapper (Unlocked after defeating Rank 2 Opponents). Price: 3 Condor Coins Rarity: ★★★ ATB Cost: 5HP: 500Atk: 100 M.O.T.H. UnitCan be purchased from the northern Junk Shop for 500 Gil (Item rotation randomly resets by progressing through story objectives or battling FC opponents). Rarity: ★★★ ATB Cost: 6HP: 600Atk: 120 Riot Trooper BarracksFound in a chest to the right of Wedge. Rarity: ★★ ATB Cost: 5HP: 600Atk: 0 Enlarge The Junk Shop located in the silo on the street north of Seventh Heaven, despite its name, has some great finds. Three Fort Condor Units (M.O.T.H. Unit, Security Officer Barracks, and Missile Launcher) can only be purchased here, so you'll need to visit this shop if you intend to get them all. Additionally, there are some materia obtainable only here, including the Wind Materia, Luck Up Materia, HP Absorption Materia, and MP Absorption Materia. Note that the items sold at the Junk Shop change depending on your story and Fort Condor progress. It's easy to reset the Junk Shop's merchandise by challenging Jessie (or any other player) to a Fort Condor match, immediately forfeiting, and returning to the store. Run this process three times to easily obtain all available items! All Junk Shop Items Set Materia Units Armor/Other 1 Wind - Iron Maiden,Potion,Ether 2 HP Absorption Security Officer Barracks,M.O.T.H. Unit Astral Cuff,Potion,Hi-Potion 3 MP Absorption Security Officer Barracks,Missile Launcher Force Bracelet,Potion,Phoenix Down 4 Luck Up Missile Launcher,M.O.T.H. Unit Force Bracelet,Iron Maiden,Astral Cuff,Potion,Elxir Each unit is one of three roles: vanguard, ranged, or defense. These work as a rock-paper-scissors like triangle, where vanguard is effective against ranged, ranged is effective against defense, and defense is effective against vanguard. Before each battle starts, you can see which units your opponents will use, and since they often only primarily use one or two types, you can edit your deck to contain more of the advantageous type for an easier victory. Every unit will cost ATB in order to deploy. Stronger units will always come at the cost of higher ATB Costs, while cheaper units are easier to summon but more fragile. A good loadout should use a mix of both low and high cost units for higher efficiency. All units are either grounded or airborne. Grounded units will walk forward towards the opponent's towers and battle any units along the way, but not all grounded units are capable of attacking airborne units. Airborne units have the advantage of being able to fight both grounded and airborne units. Each unit will show three different icons to show which types of targets they can attack: towers (Outposts and Headquarters), grounded units, and airborne units. Most units can attack both towers and grounded units, although Guard Dogs can only attack towers. Airborne units can target all three, but some grounded units cannot attack airborne units. HP is the stat that determines a unit's survivability, and allows the unit to take more hits before dying. Both defense and ranged units typically offer better HP than vanguard units. Attack determines how much damage a unit can do when attacking a tower or another unit. Both vanguard and defense units typically offer better Atk than ranged units. While rarity itself doesn't really effect any stats, units will have a rarity from one to four stars, and higher rarities will typically mean higher HP and Attack, as well as a higher ATB cost to deploy. When starting off, you will mostly only have lower rarity units, but as you climb the ranks, higher rarity units become available. As explained above, the units you should use depend entirely on what types of units your opponent has in their loadout. Above all, you should prioritize having a higher number of type-effective units to counter their team, and you should also make sure you have a good mix of both higher and lower cost units, since having only high cost units can make it very difficult to summon units in a pinch. You should also look to see whether or not their loadout contains several airborne units or not, as this will play a big part in choosing the best units to counter them. Keeping this in mind, we have arranged the best units into low and high cost, so you will know which units are best to mix into your loadout. Guard Dog · Essential for Hard Mode. Best used if deployed to the sides while enemies are distracted by units toward the center Blast-Ray · High HP and good Atk makes it easy to deploy and great for tanking damage. Sentry Ray · Very low ATB cost, and can target airborne units. Shock Trooper · Very low ATB cost, and higher HP than Security Officer (at the cost of being unable to target airborne units). Helitrooper · Hard for defense units to target, due to being airborne. Armored Shock Trooper · Excellent survivability and attack range. Spawns a Shock Trooper (Vanguard) upon dying, allowing you to have two types in one. Slug-Ray Facility · Delpoys a steady onslaught of Slug-Rays, allowing you to press your advantage against the opponent. Elite Helitrooper · Hard for defense units to target, due to being airborne. Stronger than normal Helitrooper, but more costly. Elite Grenadier · More costly than regular grenadier, but strong unit for taking out opponents with many Defense units. Elite Riot Trooper · Tanky Defense unit that is very good against red units. Intergrade and INTERmission Guide Chapter 1 Chapter 2 Chapter 1: Wutai's Finest. Chapter 2: Covert Ops Happy Turtle Flyers Shinra Box Buster Fort Condor Guide Condor Coin Farming Fort Condor Units Fort Condor Boards Last Updated: 2020/5/21 22:46 Read this date mechanic guide and learn how to date Tifa, Aerith, and Barret in 7 Remake (FFVII Remake, FF7 Remake). Includes choices you have to pick, romance date & more!Check Out All Choices & Differences From Here At the beginning of Chapter 14, a dating event will occur where Cloud visits Aerith's garden at night. The character appearing in this event changes depending on the subquests & choices that you've made. Not Based On Conversation ChoicesThe appearance of either Aerith or Tifa in Chapter 14 is not affected by conversation choices but by the number of completed subquests and 1 event scene. So go & pick choices in conversations without having to worry about the outcome of the garden scene.Choices & Branches Guide!Tell Us Who You You Went On A Date With! Aerith's chance of appearing in the garden scene can be significantly increased by completing Odd Jobs in Chapter 8 of the game. The more quests you clear, the better the chances of Aerith appearing. Completing all of the quests also unlocks a scene with Aerith: Discovery: The Language of Flowers Chapter 8 Odd JobsCheck Out All Odd Jobs Here!Pick Aerith In Chapter 10The start of Chapter 10 gives you an option to choose between either tending to Aerith or Tifa. Tending to Aerith first also increases your chances of meeting her in the Chapter 14 garden scene.Check Out The Chapter 10 Guide Here! Clearing all Chapter 3 sidequests increases your chances of getting Tifa to appear in the garden scene in Chapter 14. The more quests you complete, the more likely it is for Tifa to appear. Completing all Chapter 3 quests also rewards you with a Crescent Moon Charm.Chapter 3 Odd JobsCheck Out All Odd Jobs Here!Pick Tifa In Chapter 10The start of Chapter 10 gives you an option to choose between either tending to Aerith or Tifa. Going to Tifa first also increases her chance of appearing in the Chapter 14 garden scene.Check Out The Chapter 10 Guide Here! The easiest way to get Barret to appear in the Chapter 14 garden scene is to simply ignore the Odd Jobs in Chapters 3 & 8. Not completing any of them locks you down to the Barret scene.Check Out All Odd Jobs Here!How To Change Choices & Dating PartnerUse Chapter SelectionYou can change the dating scene to another character by using the Chapter Selection. However, this may take time as you have to go back to replay certain chapters and sidequests to change the outcome. Note that you need to clear the game to unlock Chapter Selection.Check Out The New Game Guide Here!Repeat Chapters 3, 8, 9The quests and events in these chapters can influence your partner in the dating scene. Replay these chapters to complete or ignore quests, then repeat Chapter 14. Chapter 3Chapter 8Chapter 9

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