

Voice Over Feedback

Overall Player Sentiment: Players have expressed strong appreciation for character voice-overs, noting that they significantly enhance their emotional connection to the Free Fire universe. The ability to hear their favorite characters speak in their native language deepens identification and engagement with the game.

Voice Over Feedback – OB49

- **Kelly and Moco:** Both Kelly and Moco are highly popular characters within the Free Fire community. Fortunately, their voice-overs were well-received and successfully captured the essence of each character's personality. Moco's voice acting conveys a sense of strength and determination, while Kelly's more relaxed and energetic tone adds a relatable and engaging layer to her character. These performances significantly enhanced players' emotional connection to both characters. Fans also appreciated the lines that reference each character's backstory and abilities, further deepening their immersion.
- **Tatsuya and Oscar:** Despite being a recent addition, Oscar received positive feedback for his voice-over, which effectively conveys a strong and confident personality. Tatsuya, already a well-known and frequently used character—even after recent balance adjustments—continues to resonate with players. His dubbed voice successfully reflects his chaotic and playful nature, adding another layer of appeal. Both characters are seen as charismatic and well-developed, with their voice-overs enhancing their individual traits and increasing player engagement.

Voice Over Feedback – OB50

- **Santino:** Santino remains a widely used character, and while his voice-over effectively reflects his personality, most of his lines do not particularly stand out—with the exception of his reference to the “Calça Angelical,” a fan-favorite item among Brazilian players. Although the voice-over is technically well-executed, it lacks a distinctive identity that would make it truly memorable. There's room for improvement in crafting more iconic or emotionally resonant dialogue for the character.
- **Rin:** As a recent addition to the game, Rin's mysterious personality has quickly sparked player curiosity. Her voice-over enhances that intrigue, delivering a firm

tone that effectively conveys the inner struggle and constant battle she faces. Even as a new character, her dubbing successfully resonates with players, reinforcing her emotional depth and potential within the Free Fire universe.

- **Koda:** Koda's voice-over has proven effective in narrating his backstory while also piquing player interest through emotionally charged lines such as: "I always find my way back home... Always," and "Come with me! Just... watch out for the foxes, okay?" These lines, combined with Koda's growing popularity, have made him especially appealing to players who enjoy narrative-driven characters and immersive storytelling.
- **Kairos:** Kairos' aggressive tone in his dubbing remains true to the character's essence, particularly following his impactful debut during the Paradox event. The voice performance captures the internal conflict of a character caught between two sides of himself, delivering a raw emotional depth. This has made him especially compelling to fans who connect with more complex, emotionally layered characters.

Most Anticipated Voice Overs:

- **Skyler:** As a widely recognized character, especially due to the strategic utility of his skill that breaks gloo walls, players are eager to experience his charisma conveyed through localized voice acting.
- **Hayato:** A long-standing icon within Free Fire, Hayato continues to hold a strong presence, particularly in promotional content. Despite being less commonly used in gameplay today, his intense personality drives player curiosity around how his emotions would be portrayed through voice acting.
- **Andrew:** Much like Hayato, Andrew is viewed as an iconic figure in Free Fire. There is significant interest in how his character would sound if dubbed, sparking player speculation and anticipation.
- **Maxim:** A fan-favorite, especially among veteran players. Maxim's visual appeal already contributes to his popularity, and the addition of a well-executed voice-over could further strengthen the emotional bond between the character and the community.
- **Kapella:** Extremely beloved by the player base for her personality, backstory, and unique abilities. A voice-over in the native language would amplify her charm, allowing her full essence to resonate even more strongly with players.

Opportunities for Improvement:

Some characters could benefit from a second recording or audio refinement. Players have pointed out that certain voice-overs feel slightly muffled or compressed compared to others, potentially due to intentional audio effects or recording environments. These characters include:

- **Alok (Awakened) and Anitta:** Feedback suggests their current voice-overs may have been recorded in acoustically different or more confined environments, or perhaps with added low-frequency effects. While subtle, the distinction is noticeable and could be improved to align more closely with the overall audio experience of the game.