

Game Review # 6

CS1010

Name: Jesus Otteson

Game Title: Final Fantasy 12

Price: \$49.99

Genre: JRPG

ESRB: Teen

Rating: 85%

Rating Source: Metacritic

Platform: Playstation 4

What story is the game trying to tell?

Final Fantasy 12 in a minor sense is a story about a street thief, kind of like Aladdin in a way, trying to find a foothold in the world in the middle of a giant war between two nations. He however gets roped into helping a princess of one of the nations try to quell the war and the bloodshed. The story in a larger scale is about the political and social imbalance between these two nations, the leaders of the nations, and the citizens. It goes into the morality of war, and if it for the betterment of all the people that they are ruled with an iron fist to create structure and order for everyone? Or to be truly free and allow social classes to form in which there will be those who suffer, but there will also be opportunities for a few to live in unimaginable comfort.

Did you like playing the game? Why or why not?

I really enjoyed the game, it had a great story, fun gameplay, and enjoyable characters. Out of all the entries of Final Fantasy, 12 is by far my favorite. They brought in professional opera actors to voice the characters in the game and had a host of really professional elements in the story that narrated a political war odyssey between two giant nations in war. It hit my niche.

Rate the artistic and creativity for the game? Justification?

Man oh man, the artistic direction in this game harkened back to the original sketches made from Final Fantasy 1-6. It was also set in a similar world as those games. The art is absolutely beautiful, with every detail in the game first being drafted in art, and then added into the game. The creative direction is also brilliant. This game in my opinion is the best story Square Enix has ever written. Most of the other stories they have written have a lot of "Eastern Cliches" that are commonly seen in too many JRPG's. This story was new, fresh, bold, and risky. The game didn't appeal to many with its very political and deep story, many found it boring. However, to put time into the game and really explore this world, you will find how well written this world is, with every detail being touched upon.

What would make this game better?

Anything they could have done to make the game better they have already accomplished it with their various remastered versions. The combat dragged a bit in the original version, but in the re-released versions they have allowed the player to fast-forward the battle sequences so that they can get through dungeons quicker and more efficiently.

What games influenced this game or has been influenced by it?

This game was obviously influenced by the original Final Fantasy games developed by square in its art style. But the game takes a lot of influences from actual ancient middle eastern conflicts and wars. A lot of biblical references are made as well as inspirations drawn from operas like Alceste and Mitridate, re di Ponto.

Describe the game controls (and review them):

The controls for this game are standard for final fantasy allowing the player to control the camera with the left joystick while moving the character with the right joystick. You can select extra actions without the d-pad and the X button.

What makes the game fair?

The game scales in difficulty as the story progresses ensuring the player levels up to stand a chance.

What makes this game different from others.

This game, as mentioned before, has way better writing in my opinion compared to other final fantasy games. The game also has excellent voice acting by actual opera performers.

In your opinion are there any societal effects that could occur from playing this game (good/bad)?

The game dives into the effects of war on a national sense as well as those in power. It dives into different ideologies and in turns chooses one despite the consequences. The game is very aware that there is no black or white choices, everything is grey.