

= Bravelly Default =

Bravelly Default , known in Japan as Bravelly Default : Flying Fairy , is a role @-@ playing video game developed by Silicon Studio for the Nintendo 3DS handheld video game console . Bravelly Default was originally released in 2012 , while an expanded edition titled For The Sequel released in 2013 in Japan , Europe and Australia , and 2014 in North America . Square Enix published the game in Japan , while Nintendo handled publishing duties overseas . The gameplay uses a turn @-@ based battle system and job system , in addition to incorporating options to combine job abilities and adjust battle speed and random encounter rates .

Bravelly Default is set in the world of Luxendarc , which is kept in balance by four elemental crystals protected by the Crystal Orthodoxy , a religious group with influence across the world . Agnès Oblige , vestal of the Wind Crystal , is forced to begin a journey to awaken the crystals after they are consumed by darkness . Allying with Tiz Arrior , the sole survivor from Norende , amnesiac Ringabel , and Eternian defector Edea Lee , Agnès sets out to awaken the crystals and confront a greater evil responsible for events .

Starting development as an action role @-@ playing sequel to Final Fantasy : The 4 Heroes of Light , it retained elements from the Final Fantasy series while having its own story and gameplay elements . The producer of The 4 Heroes of Light , Tomoya Asano , returned to produce Bravelly Default . The story 's writer was Naotaka Hayashi , who was brought in from 5pb. due to his work on Steins ; Gate . The characters designs were handled by multiple artists , including art director Akihiko Yoshida and Atsushi ?kubo . The game was influenced by western video games and television series , and individual elements were inspired by aspects of the Dragon Quest series and Higurashi When They Cry . The music , composed by Revo of Sound Horizon , was intended to evoke the feelings of classic series such as Dragon Quest and SaGa .

Bravelly Default was first announced in September 2011 as part of Nintendo 's 2012 lineup for the platform . In the run @-@ up to release , multiple demos were developed , and the team adjusted the game using feedback from players . For the Sequel was the version chosen for overseas release , being localized without any subtitle . In both Japan and overseas , Bravelly Default met with strong sales and critical acclaim . Common praise went to the gameplay 's mixture of traditional mechanics and new elements , along with its storyline , graphics and music . Main points of criticism were its repetitive late @-@ game stages and elements of its social gameplay and audio . Bravelly Default spawned multiple media tie @-@ ins and spin @-@ off games . A direct sequel , Bravelly Second : End Layer , was released in 2015 in Japan and 2016 overseas .

= = Gameplay = =

Bravelly Default is a role @-@ playing game (RPG) which features a party of four characters navigating the fantasy world of Luxendarc . Navigation in towns , dungeons and the world map environments are done from an angled , third @-@ person overhead view : the character remains still , the camera zooms out to a distant view . These environments are displayed on the top screen of the Nintendo 3DS system , while the bottom screen displays maps of environments , party stats and other information such as item menus . On the world map , a day @-@ night cycle alters the types of enemies present , and after a certain point in the story an airship can be used to speed up travel and access previously inaccessible areas . In towns , players can interact with non @-@ playable characters (NPCs) , purchase items or magic at specialized shops , buy or sell weapons and equipment at an armory , or rest at an inn to restore health points (HP) and magic points (MP) . In all environments , the party can find chests containing items , weapons or equipment . During certain points , a Party Chat option appears , giving players the option of initiating conversations between the party members . During exploration , standard enemies appear through random encounters : outside battle , the counter rate can be adjusted from high to nothing . The game features multiple difficulty levels , which can be adjusted freely outside battle .

Outside the main campaign , the game uses networking features powered by the 3DS ' StreetPass functionality . A central element is the campaign to reconstruct the village of Norende , destroyed at

the beginning of the game . The village is constructed on new ground after obstacles are removed and an area is prepared . The reconstruction incorporates social game elements : friends encountered by the player through StreetPass and online invites become the village 's residents , and their efforts are used to create various buildings including houses and shops . The amount of time a project takes to complete depends on the number of friends assigned to it , taking anywhere from days to weeks . Increasing the number of people speeds up the towns ' reconstruction . As the reconstruction progresses , the player is awarded with new items and equipment . Individual buildings will gain experience points , granting access to higher @-@ tier rewards , and players have the option of adjusting the types of items rewarded . Special randomly generated optional bosses , known as Nemeses , will appear in the region . Defeating them yields special rewards .

= = = Battle system = = =

Battles come in two types : random counters with standard enemies , and staged boss battles . The battle system revolves around turn @-@ based combat : each side is allowed to perform an action or multiple actions , with each character having independent movements and commands : these actions include attacking with the equipped weapon , using magic , or using an item. The party can also has the option to escape from most battles . Key to the battle system are the Bravely and Default options . Brave Points (BP) dictate the number of actions a character or enemy can take within a turn , along with being needed for the execution of certain abilities . Party members can utilize BP down into negative figures , enabling up to four actions within a single turn . When the BP gauge is into negative figures , they must wait for the BP counter to reach zero before they can act again . BP are naturally recovered once per turn . Alternately , a chosen character can Default , which accumulates BP and reduces the damage taken by enemy strikes . An additional power is Bravely Second , an ability which freezes time for the enemy , allowing a party member to move four times in a single turn with no cost . Bravely Second requires SP , a currency which is either replenished while the 3DS is in sleep mode or through buying regenerative SP Drinks using microtransactions . Battle speed during combat can be sped up or returned to normal by the player 's choice .

Tied into the battle system is a Job system : beginning with the Freelancer , the party can gain additional Jobs by obtaining gems called Asterisks from defeated human bosses . Twenty @-@ four Jobs can be found in the game , ranging from the agile Valkyrie , and White and Black Mages that respectively specialize in healing and fighting magic . Each Job has different strengths and weaknesses in battle . Outside battle , characters can be assigned any available Job . In addition to the skills of the equipped Job , the skills of a second Job can be learned , allowing for free customization of parties and the mixing of Job abilities in battle . After obtaining the Summoner Job , characters can use summoned monsters to launch attacks that deal high damage on all enemies . Friend characters can also be summoned from other players ' games : the more a friend summon is used , the more effective their actions become . Defeated enemies , along with story recaps and descriptions of locations , and included in an item called the Notebook of D.

Within certain conditions , characters can perform Special Moves , customizable powerful moves tied to Jobs : after a Special Move is performed , the entire party is granted buffs for a limited period . This period is represented with a specific tune that plays over normal battle music . Various elements can be added to Special Moves , such as granting elemental properties , launching status ailments at enemies , recovering HP and MP , and temporary status ailment immunity to the party . The customization of Special Moves is directly tied to the creation of specialist shops during the reconstruction of Norende . Experience points acquired at the end of a battle enable characters and their assigned Jobs to level up , unlocking new abilities and boosting character stats such as available HP and MP . Bonuses are gained if the party fulfilled certain conditions . Job abilities and levels can also be borrowed from online friends , in a feature called Abilink . Any Job can be borrowed from available players regardless of their current level .

= = Synopsis = =

Bravely Default is set in the world of Luxendarc , which is kept in balance by four elemental crystals . These crystals are protected and venerated by the Crystal Orthodoxy , a worldwide religious order . One day , the crystals are consumed by darkness , throwing the world into chaos . Agnès Oblige , Vestal of the Wind Crystal , escapes while the rest of the temple 's worshipers perish to protect her . At the same time , a great chasm opens up beneath the village of Norende ; Tiz Arrior , a shepherd of the village , is the only survivor . When he returns to the chasm hoping to find other survivors , he meets Agnès and her fairy companion Airy . The three are then attacked by forces from the hostile Duchy of Eternia , who seek to prevent Agnès from awakening the crystals . After defeating the soldiers , Tiz decides to travel with Agnès as her protector . They return to Caldisla , where they are also joined by Ringabel , an amnesiac vagabond who holds a book predicting future events , and Edea Lee , an Eternian soldier who becomes disillusioned and defects after her commanding officer commits war crimes . The party travels to the four temples , and Agnès awakens each of the crystals from darkness while being confronted by the forces of Eternia . During their journey , the group is aided by the ancient Sage Yulyana and observed by the immortal Lord DeRosso . The party eventually reaches Eternia , the home of the Earth Crystal , and are forced to defeat the leader of Eternia , Edea 's father Braev Lee in battle . A column of light then appears in the chasm , which Airy says can be used to heal it . However , Airy 's ritual instead sends them into a parallel world .

The process is repeated multiple times ; in each of the five worlds the group travel through , they find and awaken the corrupted crystals , Airy performs her ritual in the pillar of light , and they are thrown into a new parallel world . In each world , they find variations on the situations they encountered in their own world , and gradually learn several truths about themselves and their adversaries . Nearly all of the Eternian elite they face were taken in by Braev out of compassion as they were rejected by the Orthodoxy , Ringabel is actually a parallel version of Dark Knight Alternis Dim , a close friend of Edea , and Yulyana and DeRosso were key figures in cleansing the original incarnation of the Orthodoxy of corruption . During their travels , both Yulyana and DeRosso give subtle warnings to Tiz and Agnès about Airy 's intentions ; meanwhile , Ringabel 's memories slowly return , and he recalls Airy turning into a monster and murdering the previous incarnations of the party . In truth , Airy is an agent of Ouroboros , an evil being using the crystals as a means of linking all worlds as an energy sources to reach and conquer the Celestial Realm .

Depending on the player 's actions , two different routes play out . In the normal route , triggered if Agnès destroys one of the crystals after figuring out Airy 's scheme , Airy attacks them in a fit of rage . The group then pursue her to the Dark Aurora , a realm of darkness near the chasm , and defeat her ; though she is dead , Ouroboros is still a threat to the world . In the true route , should the player awaken the crystals across four different worlds , Airy reveals herself and is defeated by the party . The group goes to Yulyana and DeRosso , who reveal a message left by an " angel " , a version of Agnès from another world who was betrayed by Airy ; the two have been planning for Ouroboros ' arrival , and the group resolves to destroy both Airy and her master . They travel to the Dark Aurora and defeat Airy , who is then absorbed by Ouroboros . After revealing that Tiz is being kept alive by a being from the Celestial Realm , Ouroboros attacks , and DeRosso sacrifices himself to restrain its ability to regenerate . The party are temporarily stopped when Ouroboros begins consuming worlds to regain strength , but versions of them in other worlds break the links formed by Ouroboros , giving the party a chance to destroy him . Before the path between worlds closes , they return to their own world . In a mid @-@ credits scene , Tiz goes to Caldisla 's graveyard and releases the Celestial Being within him , entering a coma . In a special video teasing the second game , Tiz wakes in a life support tank and is rescued from captivity by the mysterious Magnolia Arch .

= = Development = =

According to producer Tomoya Asano , Bravely Default began development as a sequel to Final Fantasy : The 4 Heroes of Light (2009) , and would have been part of the Final Fantasy franchise . After completing The 4 Heroes of Light , Asano considered what he wanted to do next . Despite

having the option to developing something within Square Enix 's core franchises , he wanted to do something new , establishing a new brand . During this initial phase , the original development team reached out to Silicon Studio , whose previous work was mostly related to development middleware . Silicon Studio developed a well @-@ received demo for the project and were assigned to develop the game . Despite moving away from the Final Fantasy series , it retained a battle system and world setting in common with many Final Fantasy games . According to Asano , this was both a hangover of the project 's original form and a conscious choice to give players from the Final Fantasy series a sense of comfortable familiarity . In later responses to fan questions , Asano confirmed that he designed the Final Fantasy @-@ style story so players would have little trouble entering the world . The story @-@ telling and gameplay was heavily influenced by western video games and television series . Asano described the result as a " Japanese RPG with American content thrown in " . The main challenge for the team was making Bravely Default a traditional RPG without overloading it with nostalgic elements . Despite this , as the team were fans of both Final Fantasy and Dragon Quest , nostalgic features were added for genre veterans and be appreciated by newcomers . Asano wanted to bring together what he considered the three core elements of RPGs (battles , growth , and connection) in Bravely Default . An important element was creating a casual experience that anyone could enjoy , even if they had never played an RPG .

During development , the team decided to cater for the core Japanese RPG fanbase , as they did not believe the game viable for Western release at the time . At the early stages of development , Bravely Default was going to be an action role @-@ playing game , a genre Silicon Studios had previously worked on with 3D Dot Game Heroes . After developing a prototype build and putting it before Asano , it was decided to make the battle system a traditional turn @-@ based model . The interdependent " Bravely " and " Default " systems underwent changes during the development process . Initially , Asano envisioned a system similar to the Tension stat used in multiple Dragon Quest games , but designer Kensuke Nakahara wanted something more exciting for players . He was also annoyed that the majority of bosses in both Dragon Quest and Final Fantasy got two or more actions per turn while player characters only got one each . After some consideration , Nakahara decided on a system where characters could bank points by not taking actions during a turn for later use , or create loan points to act multiple times in a current turn . The concept of the Notebook of D , which would offer players deeper insights into the world of Bravely Default , was inspired by a similar system from Higurashi When They Cry . During the late stages of the game 's development , the team had to make several last @-@ minute tweaks and changes to ensure the game delivered the best possible performance . Due to the game 's chosen mechanics , balancing the game became a major part of later development .

The core concept of Bravely Default was defined by Asano as " everyone can play " , as he wanted to bring positive elements from the growing social game market into Bravely Default . The social gameplay was made up of three different elements : the ability to employ StreetPass friends to help reconstruct Norende , the ability to summon friends ' characters into battle as a summon , and the " Abilink " option which allowed players to borrow each other 's job levels . The initial versions of these functions were not as elaborate as they would become in the final product . Norende Village was initially displayed on a single screen , but at a suggestion from Asano it was enlarged so players needed to slide the display around . The summoning option was initially going to be a simple display of the summoned character , but it was decided to make the summoning sequence more elaborate . The summoning text initially shared fonts with other elements , but as Asano wanted it to have more impact , a more florid font was used . This styling was influenced by a sequence featuring Japanese idol group AKB48 in an unspecified television drama . The usage of StreetPass was incorporated to differentiate Bravely Default from other RPGs of the time , forming part of Asano 's wish to create something new . A notable feature included in the game were augmented reality (AR) movies . The AR movies were developed using a software development kit provided by Nintendo and implemented into the game by Silicon Studios . A unique gimmick included in the game was using the platform 's camera to project the player 's image into an area of the arena during the final boss battle .

The game 's music was composed by Revo , the leader of Japanese musical group Sound Horizon

. Asano contacted Revo concerning a collaboration as he had listened to his 2004 album Chronicle 2nd . During his work , Revo was able to see the game 's ROM , then discuss the game 's vision and development goals with Asano . While the initially @-@ agreed track number was between 20 and 30 , the number of tracks almost doubled during production as Revo saw situations that needed their own music . Revo aimed for a nostalgic musical style , referencing the music and atmosphere of Final Fantasy , Dragon Quest and the SaGa series . During recording , tracks were given descriptive working titles , such as " Scene of Normal Battle " or " Song of Asterisk Holder Warfare " . Multiple battle songs were created for the game , each having a faster tempo depending on the escalating battle situation . Revo 's recording sessions were closely linked with the creation of the game 's sound source , so the music would fit onto the 3DS ' limited storage space without losing too much of its quality . Once the music was recorded , a sound environment was created so that it could be heard clearly through the 3DS system 's speakers . While there were concerns about the 3DS cartridge 's storage space limitations , these ultimately proved to be minimal .

= = = Scenario and character design = = =

The game 's title represented the game 's main theme of self @-@ reliance : not blindly following the will of others , and following your own will . " Bravely " symbolized courage , while " Default " symbolized denial . The subtitle was one of many proposed by the team , and was chosen by Asano after it helped give an official name to the character Airy : prior to this point , she had gone unnamed and was generally referred to as a " Navi character " . The subtitle was also a coded reference to Airy 's true agenda and the game 's deliberate removal from the Final Fantasy series . The key words created for the initial draft scenario were " large hole " , referring to the Great Chasm beneath Norende , and " parallel world " , which referred to the many versions of Luxendarc encountered by players during their journey . The greater majority of the main scenario and side quest storylines were fully voiced , with the main cast having a huge amount of dialogue compared to other characters . The summons were themed after classical elements , modern machinery and multiple world mythologies .

The game 's script was written by Naotaka Hayashi , a staff writer at 5pb. whose most notable work at the time was visual novel Steins ; Gate . After playing through Steins ; Gate on the recommendation of another staff member , Asano decided that Hayashi would be able to create the appealing characters and surprising scenario needed for the story , and asked 5pb. if Hayashi could work on Bravely Default . Another reason Asano wanted Hayashi was due to the plot 's heavy use of parallel worlds . Hayashi 's work on the game involved creating the plot and character settings . While he wrote the majority of the game 's dialogue , more detailed work was given to writers at Square Enix and Silicon Studio . One of the supplementary writers was Silicon Studio 's Keiichi Ajiro , who wrote the contents of D 's Notebook . Ajiro also created the initial story outline with Asano . The initial story concept was kept deliberately simple , but its complexity increased during the writing process . During his work , Hayashi was given guidelines by Square Enix about the characters and story : for instance , Asano wanted the heroes and villains to be equally compelling , along with raising the game 's targeted age group . Something that Hayashi needed to remember during the writing process was the need to limit the length of dialogue segments . While visual novels had a high leeway for dialogue quantity , Asano would make requests such as a sentence being within a 22 @-@ character limit , and to not overrun into multiple dialogue boxes .

The main character designer and art director was Akihiko Yoshida , whose previous notable work included Final Fantasy Tactics and Tactics Ogre : Let Us Cling Together . In contrast to much of his previous artwork , Yoshida created the game 's artwork using a stronger design and coloring style . His artwork for Agnès was designed to represent her solitude and knowledge of her fate while also displaying cuteness and motherliness . Tiz 's design was designed not to convey a strong personality , as he in part represented the player . For the game 's environmental artwork , Yoshida drew on European children 's literature . The in @-@ game environments such as towns and the overworld were created using specially @-@ drawn art mapped to a pseudo @-@ 3D layout . This style was meant to emulate classic picture books . Finalization of the art style took a long period ,

going through extensive trial and error . Designs for many of the secondary characters were handled by other artists : Atsushi ?kubo , who had most notably worked on the manga Soul Eater , designed Einheria and the Valkyrie job outfits . Erutus Profiteur and the Merchant job designed by Hideki Ishikawa , whose work included character designs for Lord of Vermilion arcade game series . Kamiizumi and the Swordmaster job were designed by Dorin Makoto , who had most notably worked on the Sengoku Basara series . Red Mage Flore DeRossa and the Red Mage job was designed by Take , who worked on the Katanagatari light novel series . Qada and the Salve Maker job were designed by Midori Foo , an artist who had worked on multiple light novels and online games .

= = Release = =

Bravely Default was first announced in September 2011 under its original Japanese title as part of Nintendo 's 2012 lineup for the 3DS , alongside titles such as Monster Hunter 4 and Fire Emblem Awakening . Between February and September 2012 , five different demos were released through Nintendo eShop . The first demo featured Agnès and demonstrated character control . The second , released in March , featured the character Tiz and town exploration . The third demo , released in June , showcased the battle system and introduced Edea . The fourth demo , released in August , featured the character Ringabel and demonstrated the job and character customization systems . The fifth and final demo , released in September , included features from all the previous demos and included elements such as Friend Summons , and the Abilink and Norende reconstruction social elements . With the release of the fifth demo , the sale of the other demos was discontinued . The demos were developed alongside the main game as stand @-@ alone experiences taken from several points within the game . They also ended up providing the team with feedback for gameplay adjustments . Each demo included an AR movie featuring one of the main cast .

Bravely Default released on October 11 , 2012 . It was published by Square Enix . Along with the standard edition , Square Enix created a collector 's edition for exclusive sale through their online store . The collector 's edition featured an AR poster , a first print copy of the game 's soundtrack , an art book , and a themed 3DS protective case . Downloadable content in the form of additional character costumes were made available both through promotional codes and post @-@ release content . An updated edition of the game , titled Bravely Default : For The Sequel , was announced in August 2013 in Weekly Sh?nen Jump for a release on December 5 that year . For the Sequel was stated to have over a hundred different improvements and adjustments : these included additional save slots , additional difficulty levels , auto saving options , the addition of new subevent scenes , new gameplay elements such as the " Bravely Second " ability , and subtitles in multiple languages . Many of these alterations were based on questionnaires sent out by the company after the original version 's release . According to staff , For the Sequel was intended as a " trial version " for its sequel , already in development after the success of Bravely Default .

= = = Localization = = =

Prior to any official announcement of its western release , Bravely Default was cited by multiple journalists as a game that should be localized for western markets . In October 2012 , Asano stated that there were no plans to localize the game , but that fans should continue inquiring so that their wishes were made clear . A localization was officially announced in April 2013 . Nintendo took charge of publishing duties overseas . The western version was based on the For the Sequel expanded version . It released in Europe on December 6 , 2013 . An earlier false report in Nintendo 's financial report indicated that its European release would be in 2014 , but this was later corrected by Nintendo of Europe . In Australia , it released on December 7 . In North America , it released on February 7 , 2014 . Both in North America and the UK , a collector 's edition was created including the soundtrack , an artbook , and over thirty AR cards . The UK edition also included a figurine of Agnès . It was also released in South Korea on April 16 , although it was not localized into Korean , placing it in contrast with other Nintendo releases such as Shin Megami Tensei IV .

The localization itself was handled by Bill Black and his company Binari Sonori , whose previous

work included Demons ' Score for Square Enix and World of Warcraft : The Burning Crusade for Blizzard Entertainment . Another key staff member was Timothy Law , a localization editor from Square Enix who supervised the translation and voice recording for the title . An element of the localization that provided a challenge was creating a sense of wordplay equivalent with that used in the original Japanese . An example of this was the Performer job and its owner , the latter of which needed to have her first name adjusted while taking into consideration European gender perceptions . Another example from the dialogue was the need to create jokes that would not work in Japanese , such as Agnès commenting on finding a " lucky charm " . The subtitle " Flying Fairy " was removed for the western release as it might have given a false impression of family @-@ friendly content due to different cultural perceptions to Japan . The English voice actors were chosen to sound as similar as possible to their Japanese counterparts , and adjustments were made to characters through the actors ' performances : these included making Ringabel more flirtatious , and adjusting Edea 's growl of rage between language versions . The game uses both the English and Japanese dubs , along with subtitles in multiple languages . The Western localization of the game contains censorship related to some sexual material in the original game : the ages of the main characters were increased to no longer be underage by Western standards , with 15 @-@ year @-@ olds being changed to be 18 @-@ year @-@ olds , and two of the female playable characters ' costumes were altered to make them less revealing .

= = Reception = =

The story was met with positive reviews . Famitsu was highly positive about the story , although the reviewers did not go into specifics . Edge Magazine called the narrative " rich and detailed " , enjoying the twists put on the present genre tropes and the darker narrative elements despite the experience being undermined by the writing quality . Andrew Fitch of Electronic Gaming Monthly found the story and characters enjoyable , and in some cases " stellar " , while Ben Moore of GameTrailers noted the story 's aversion to take risks despite interesting twists , and found that it was bogged down by advanced foreshadowing of major plot twists . Game Informer 's Jeff Marchiafava found the game 's story and characters to be " rife with clichés " , and called the dialogue " excessively wordy " despite the late @-@ game developments improving on both aspects . Simon Parkin , writing for Eurogamer , found the story less " unusual " than other aspects , but praised its willingness to send itself up and enjoyed Hayashi 's subtle subversion of genre tropes . GameSpot 's John Robertson was fairly negative , saying that it started out poorly and never managed to throw off that initial impression . David Evans of IGN praised the characters for their strength , but found that the story 's pacing struggled at times . Danielle Riendeau of Polygon , despite finding many characters appealing , called the story " more like a pastiche of tropes than its own unique take [on the genre] " . Chandra Nair of Official Nintendo Magazine called story and character development " extremely impressive " , while Bradly Halestorm of Hardcore Gamer found the story to be solid and the main cast enjoyable . Alex Fuller of RPGamer found the main cast quite enjoyable , praising their Party Chat interactions , and enjoyed the story despite its initial overly straightforward premise .

The gameplay was praised overall . The Edge reviewer greatly enjoyed the deceptively simple Bravely and Default mechanics despite a run time they described as " bloated " . Fitch likewise enjoyed the gameplay mechanics , but found the social elements to be less successful despite not actively irritating him . Moore praised the battle system and implementation of the Job system , although the latter necessitated grinding to unlock its full value . He also praised the ability to adjust encounter rates and battle speed , and positively noted the social features as engaging secondary activities . Marchiafava found that the battle and Job systems held up throughout the entire game , and like Moore found the social systems enjoyable . Nair was positive about the depth and strategy the gameplay opened up , despite criticizing the amount of options increasing the amount of time spent in battle . Both Evans and Robertson praised the battle system and general gameplay , with Robertson calling the former innovative within the genre . Riendeau found that the battle system 's depth and quality gave her feelings of elation when she successfully killed opponents , but also saw

the need to grind for experience emerging during the later stages of the game negatively impacted the experience . Parkin referred to the Bravely and Default systems as the game 's " central - and brilliant - conceit " . Fuller , while finding the microtransactions a " waste of money " , he greatly enjoyed the battle mechanics and multiple user @-@ friendly features . Halestorm shared the positive opinions of other reviewers on the battle system , alongside praising the game 's amount and quality of content . Many reviewers positively compared the gameplay and style to earlier Final Fantasy games . Multiple western reviewers commented negatively on the repetitive late @-@ game section .

The graphics and presentation garnered mixed to positive opinions . Famitsu praised the game 's graphics , while Edge admired the art style and monster design , and was glad that the hardware limitations faced by The 4 Heroes of Light were not present in Bravely Default . Marchiafava called the graphics " beautiful " and praised the soundtrack , though called the English voice acting " hit or miss " . Fuller was less impressed by the visuals , but found the music to be excellent . Halestorm , while he did not think the graphics were the best to be found on the 3DS , praised their stylized appearance and the well @-@ executed 3D effect , and called the soundtrack " downright hypnotizing " . Nair praised the game 's audio despite little variety in the musical score , and called its visuals " gorgeous " . Evens praised the character art for its " simple and striking " appearance , and its stylized background artwork . Riendeau commented that the game 's aesthetic kept her invested when the story failed to do so . Parkin referred to the background artwork as " like nothing else " . Robertson referred to the game 's art style as " striking and engaging " .

== Sales ==

In its debut week , Bravely Default topped gaming charts with sales of 141 @, @ 529 units , noted as being an impressive debut for a new game . It had a sell @-@ through rate of over 85 % . Its sales and sell @-@ through rate were notably higher than those of its predecessor The 4 Heroes of Light . By late January 2013 , shipments and eventually sales of the game reached 300 @, @ 000 copies in Japan . For the Sequel debuted at # 8 in gaming charts , selling 35 @, @ 617 units . By 2014 , For the Sequel had sold 59 @, @ 300 units , making it the 160th best @-@ selling game of that year . In North America , Bravely Default met with strong debut sales , reaching # 10 in NPD Group 's sales charts and selling 200 @, @ 000 copies . In July 2014 , it was reported that Bravely Default had sold one million copies worldwide : 400 @, @ 000 units were sold in Japan , while 600 @, @ 000 were sold overseas .

== Accolades ==

Famitsu awarded the game its " Rookie Award " at its 2012 Awards event , while it received the 2012 Dengeki Online Consumer Award , the latter award being given while beating Persona 4 Golden (2nd) and Rune Factory 4 (3rd) . At the Japan Game Awards , it received the Future Game Award in 2012 and the Excellence Award in 2013 . It later won GameSpot 's 3DS Game of the Year 2014 award . It was ranked by both IGN and GameSpot as one of the best games on the 3DS in 2013 and 2014 respectively .

== Legacy ==

The game 's success , which went against what Square Enix assumed would happen due to the title 's identity as a traditional role @-@ playing game , prompted them to reconsider their strategy for game making , which up to that point had been geared towards developing titles tailored for western markets rather than focusing on the Japanese market . According to the developers , none of them believed that the game would be released overseas , and were overwhelmed by the positive fan feedback they had received . A manga titled Bravely Default : Flying Fairy began serialization online through Famitsu . Two compilation volumes were released in 2015 and 2016 respectively . Two supplementary books , released under the title Bravely Default : The Pocketbook of R , were

released in December 2013 . In addition to this , two drama CDs containing supplementary stories were released through 2013 and 2014 . Music from the game was featured Theatrhythm Final Fantasy as DLC .

A browser game spin @-@ off titled Bravely Default : Praying Brage , began an open beta on November 11 , 2012 . Developed by NHN Hangame , Praying Brage takes place 200 years after the original game , and includes a new cast of characters aligned to four forces themed after Luxendarc 's elemental crystals . Another spin @-@ off , Bravely Archive : D 's Report , was released for mobile devices on January 22 , 2015 . Like Praying Brage , it was set far in the future , followed an alternate scenario stemming from the events of Bravely Default , and featured characters from Praying Brage . By August of that year , D 's Report had reached over four million downloads . A sequel was confirmed as being in development as early as 2013 . The new game , Bravely Second : End Layer , was officially announced in December 2013 . It released in Japan in 2015 and overseas in 2016 . In an interview with Japanese magazine Dengeki , Asano said that he would ideally like to release a new Bravely game every year .