Final Fantasy X

Final Fantasy X (???????????X , Fainaru Fantaj? Ten) is a role @-@ playing video game developed and published by Square (now Square Enix) as the tenth entry in the Final Fantasy series . Originally released in 2001 for Sony 's PlayStation 2 , the game was re @-@ released as Final Fantasy X / X @-@ 2 HD Remaster for PlayStation 3 and PlayStation Vita in 2014 , for PlayStation 4 in 2015 and for Microsoft Windows in 2016 . The game marks the Final Fantasy series transition from entirely pre @-@ rendered backdrops to fully three @-@ dimensional areas , and is also the first in the series to feature voice acting . Final Fantasy X replaces the Active Time Battle (ATB) system with the " Conditional Turn @-@ Based Battle " (CTB) system , and uses a new leveling system called the " Sphere Grid " .

Set in the fantasy world of Spira , the game 's story revolves around a group of adventurers and their quest to defeat a rampaging monster known as Sin . The player character is Tidus , an athlete star of the fictional sport known as blitzball , who finds himself in the world Spira after his home city of Zanarkand is destroyed by Sin . Shortly after arriving to Spira , Tidus joins the summoner Yuna on her pilgrimage to destroy Sin .

Development of Final Fantasy X began in 1999 , with a budget of more than US $ 32 @.@ 3 million and a team of more than 100 people . The game was the first in the main series not entirely scored by Nobuo Uematsu ; Masashi Hamauzu and Junya Nakano were signed as Uematsu 's fellow composers . Final Fantasy X was both a critical and commercial success , selling over 6 @.@ 6 million units worldwide . On March 3 , 2003 , it was followed by Final Fantasy X @-@ 2 , making it the first Final Fantasy game to have a direct game sequel . In October 2013 , Square Enix announced Final Fantasy X and its sequel Final Fantasy X @-@ 2 together sold over 14 million copies worldwide on PlayStation 2 .

Gameplay

Like previous games in the series , Final Fantasy X is presented in a third @-@ person perspective , with players directly navigating the main character , Tidus , around the world to interact with objects and people . Unlike previous games , however , the world and town maps have been fully integrated , with terrain outside of cities rendered to scale . When an enemy is encountered , the environment switches to a turn @-@ based battle area where characters and enemies await their turn to attack .

The gameplay of Final Fantasy X differs from that of previous Final Fantasy games in its lack of a top @-@ down perspective world map . Earlier games featured a miniature representation of the expansive areas between towns and other distinct locations , used for long @-@ distance traveling . In Final Fantasy X , almost all the locations are essentially continuous and never fade out to a world map . Regional connections are mostly linear , forming a single path through the game 's locations , though an airship becomes available late in the game , giving the player the ability to navigate Spira faster . Like previous games in the series , Final Fantasy X features numerous minigames , most notably the fictional underwater sport " blitzball " .

Combat

Final Fantasy X introduces the Conditional Turn @-@ Based Battle system in place of the series ' traditional Active Time Battle system first used in Final Fantasy IV . Whereas the ATB concept features real @-@ time elements , the CTB system is a turn @-@ based format that pauses the battle during each of the player 's turns . Thus , the CTB design allows the player to select an action without time pressure . A graphical timeline along the upper @-@ right side of the screen details who will be receiving turns next , and how various actions taken will affect the subsequent order of turns . The player can control up to three characters in battle , though a swapping system allows the player to replace them with a character outside the active party at any time . " Limit Breaks " , highly damaging special attacks , reappear in Final Fantasy X as " Overdrives " . In this new incarnation of the feature , most of the techniques are interactive , requiring button inputs to increase their

effectiveness . While initially the Overdrives can be used when the character receives a significant amount of damage , the player is able to modify the requirements to unlock them .

Final Fantasy X introduces an overhaul of the summoning system employed in previous games of the series . Whereas in previous titles a summoned creature would arrive , perform one action , and then depart , the " Aeons " of Final Fantasy X arrive and entirely replace the battle party , fighting in their place until either the aeon wins the battle , is defeated itself , or is dismissed by the player . Aeons have their own statistics , commands , special attacks , spells , and Overdrives . The player acquires five aeons over the course of the game , but three additional aeons can be obtained by completing various side @-@ quests .

Sphere Grid

As with previous titles in the series , players have the opportunity to develop and improve their characters by defeating enemies and acquiring items , though the traditional experience point system is replaced by a new system called the " Sphere Grid " . Instead of characters gaining pre @-@ determined statistic bonuses for their attributes after leveling up , each character gains " Sphere Levels " after collecting enough Ability Points (AP) . Sphere Levels allow players to move around the Sphere Grid , a pre @-@ determined grid of interconnected nodes consisting of various statistic and ability bonuses . " Spheres " are applied to these nodes , unlocking its function for the selected character .

The Sphere Grid system also allows players to fully customize characters in contrast to their intended battle roles , such as turning the White Mage @-@ roled Yuna into a physical powerhouse and the swordsman Auron into a healer . The International and PAL versions of the game include an optional " Expert " version of the Sphere Grid ; in these versions , all of the characters start in the middle of the grid and may follow whichever path the player chooses . As a trade @-@ off , the Expert grid has fewer nodes in total , thus decreasing the total statistic upgrades available during the game .

Plot

Setting and characters

Final Fantasy X is set in the fictional world of Spira , consisting of one large landmass divided into three subcontinents , surrounded by small tropical islands . It features diverse climates , ranging from the tropical Besaid and Kilika islands , to the temperate Mi 'ihen region , to the frigid Macalania and Mt . Gagazet areas . Although predominantly populated by humans , Spira features a variety of races . Among them are the Al Bhed , a technologically advanced but disenfranchised sub @-@ group of humans with distinctive green eyes and unique language . The Guado are less human in appearance , with elongated fingers and other arboreal features . Still less human are the lion @-@ like Ronso and the frog @-@ like Hypello . A subset of Spira 's sentient races are the " unsent " , the strong @-@ willed spirits of the dead that remain in corporeal form . In Spira , the dead who are not sent to the Farplane by a summoner come to envy the living and transform into " fiends " , the monsters that are encountered throughout the game ; however , unsent with strong attachments to the world of the living may retain their human form . Other fauna in Spira , aside from those drawn from real animals , such as cats , dogs , birds , and butterflies , include the gigantic , amphibious shoopufs (which are similar to elephants) ; and the emu @-@ like chocobo , which appears in most Final Fantasy games . Spira is very different from the mainly European @-@ style worlds found in previous Final Fantasy games , being much more closely modeled on Southeast Asia , most notably with respect to vegetation , topography , architecture , and names .

There are seven main playable characters in Final Fantasy X , starting with Tidus , a cheerful young teenager and a star blitzball player from Zanarkand , who seeks a way home after an encounter with Sin transported him to Spira . To do so , he joins Yuna , a summoner on a journey to obtain the

Final Aeon and defeat the enormous whale @-@ like " Sin " . Journeying with them are : Kimahri Ronso , a young warrior of the Ronso tribe who watched over Yuna during her childhood ; Wakka , a blitzball player whose younger brother was killed by Sin ; and Lulu , a stoic black mage close to Yuna and Wakka . During the journey , they are joined by Auron , a former warrior monk , who worked with both Tidus ' and Yuna 's fathers to defeat Sin 10 years prior ; and Rikku , Yuna 's cousin , a perky Al Bhed girl and the first friendly person Tidus meets upon arriving in Spira .

= = = Story = = =

 The story begins with the main protagonist , Tidus , waiting with his allies outside the ruins of an ancient city . Tidus narrates the events that led to the present , spanning most of the game 's storyline . It begins in Tidus 's home city , the high @-@ tech metropolis of Zanarkand , where he is a renowned star of the underwater sport blitzball . During a blitzball tournament , the city is attacked by an immense creature which Auron , a man not originally from Zanarkand , calls " Sin " . Sin destroys Zanarkand , taking Tidus and Auron to the world of Spira .
 Upon arriving in Spira , Tidus is rescued by Al Bhed salvagers in the area . Upon asking him where he is from , one of them , Rikku , tells him that Sin destroyed Zanarkand 1 @,@ 000 years ago . After Sin attacks again , Tidus is separated from the divers and drifts to the tropical island of Besaid , where he meets Wakka , captain of the local blitzball team . Wakka introduces Tidus to Yuna , a young summoner about to go on a pilgrimage to obtain the Final Aeon and defeat Sin with her guardians Lulu and Kimahri . Meanwhile , Tidus joins to help Wakka in the upcoming blitzball tournament to find a way back home . The party travels across Spira to gather aeons , defending against attacks by Sin and its " offspring " ? fiends called Sinspawn . After the tournament , they are joined by Auron , who convinces Tidus to become Yuna 's guardian . He reveals to Tidus that Yuna 's father , Lord Braska ; Tidus 's father , Jecht ; and himself made the same pilgrimage to defeat Sin ten years ago . Tidus thought his father had died at sea ten years earlier . Following another attack from Sin , they are joined by Rikku , later revealed to be Yuna 's cousin .
 When the party arrives in the city of Guadosalam , the leader of the Guado , Seymour Guado , proposes to Yuna , saying that it will ease Spira 's sorrow . At Macalania Temple , the group sees a message from Seymour 's father Jyscal , who declares he was killed by his son , who now aims to destroy Spira . The group reunites with Yuna to engage Seymour in battle , killing him ; soon afterward , Sin attacks , separating Yuna from the others . While searching for her on Bikanel Island , the homeland of the Al Bhed where they had surfaced , Tidus has an emotional breakdown when he learns that summoners die after summoning the Final Aeon , leading to his desire to find a way to defeat Sin while keeping Yuna alive . The group finds Yuna in Bevelle , where she is being forced to marry the unsent Seymour . They crash the wedding and escape with Yuna . The group is captured at the Bevelle temple , and are ordered to stand trial . After escaping from their sentence , the group heads towards the ruins of Zanarkand , seen in the introduction of the game .
 On the way there , Tidus learns that he , Jecht , and the Zanarkand they hail from are summoned entities akin to aeons based on the original Zanarkand and its people . Long ago , the original Zanarkand battled Bevelle in a machina war , in which the former was defeated . Zanarkand 's survivors became " fayth " so that they could use their memories of Zanarkand to create a new city in their image , removed from the reality of Spira . One thousand years after its creation , the fayth have become exhausted from " dreaming " their Zanarkand , but are unable to stop due to Sin 's influence .
 Once they reach Zanarkand , Yunalesca ? the first summoner to defeat Sin and unsent ever since ? tells the group that the Final Aeon is created from the fayth of one close to the summoner . After defeating Sin , the Final Aeon kills the summoner and transforms into a new Sin , which has caused its cycle of rebirth to continue . Yuna decides against using the Final Aeon , due to the futile sacrifices it carries and the fact that Sin would still be reborn . Disappointed by their resolution , Yunalesca tries to kill Tidus ' group , but she is defeated and vanishes , ending hope of ever attaining the Final Aeon . After the fight , the group learns that Yu Yevon , a summoner who lost his humanity and mind , is behind Sin 's cycle of rebirth . This leads the group to infiltrate Sin 's body to

battle Seymour , and Jecht 's imprisoned spirit . With Sin 's host defeated , Tidus ' group battles and defeats Yu Yevon . Sin 's cycle of rebirth ends , and the spirits of Spira 's fayth are freed from their imprisonment . Auron , who had earlier been revealed to be unsent , goes to the Farplane . Just then , Dream Zanarkand and Tidus disappear , now that the freed fayth stopped the summoning . Afterward , in a speech to the citizens of Spira , Yuna resolves to help rebuild their world now that it is free of Sin . In a post @-@ credits scene , Tidus awakens under water . He then swims towards the ocean surface , and the screen fades to white .

= = Development = =

 Final Fantasy X 's development began in 1999 , costing approximately ¥ 4 billion (approximately US $ 32 @.@ 3 million) with a crew of over 100 people , most of whom worked on previous games in the series . Executive producer Hironobu Sakaguchi has stated that although he had concerns about the transition from 2D to 3D backgrounds , the voice acting , and the transition to real @-@ time story @-@ telling , the success of the Final Fantasy series can be attributed to constantly challenging the development team to try new things . Producer Yoshinori Kitase was also the chief director of Final Fantasy X , while the direction of events , maps and battles was split up between Motomu Toriyama , Takayoshi Nakazato and Toshiro Tsuchida , respectively . The development of the script for the game took three to four months , with the same amount of time dedicated to the voice recording afterwards . Kazushige Nojima collaborated with Daisuke Watanabe , Toriyama and Kitase on writing the scenario for Final Fantasy X. Nojima was particularly concerned with establishing a connection in the relationship between player and main character . Thus , he penned the story such that the player 's progress through the world and growing knowledge about it is reflected in Tidus ' own understanding and narration .

= = = Influences = = =

 Character designer Tetsuya Nomura has identified the South Pacific , Thailand and Japan as major influences on the cultural and geographic design of Spira , particularly concerning the geographic location of the southern Besaid and Kilika islands . He has also said that Spira deviates from the worlds of past Final Fantasy games in the level of detail incorporated , something he has expressed to have made a conscious effort to maintain during the design process . Kitase felt that if the setting went back to a medieval European fantasy , it would not seem to help the development team advance . While he was thinking of different world environments , Nojima suggested a fantasy world that incorporated Asian elements . Sub @-@ character chief designer Fumi Nakashima 's focus was to ensure that characters from different regions and cultures bore distinctive characteristics in their clothing styles , so that they could be quickly and easily identified as members of their respective sub @-@ groups . For example , she has said that the masks and goggles of the Al Bhed give the group a " strange and eccentric " appearance , while the attire of the Ronso lend to them being able to easily engage in battle .

= = = Design = = =

 Final Fantasy X features innovations in the rendering of characters ' facial expressions , achieved through motion capture and skeletal animation technology . This technology allowed animators to create realistic lip movements , which were then programmed to match the speech of the game 's voice actors . Nojima has revealed that the inclusion of voice acting enabled him to express emotion more powerfully than before , and he was therefore able to keep the storyline simple . He also said that the presence of voice actors led him to make various changes to the script , in order to match the voice actors ' personalities with the characters they were portraying . The inclusion of voice , however , led to difficulties . With the game 's cutscenes already programmed around the Japanese voice work , the English localization team faced the difficulty of establishing English @-@ oriented dialogue and the obstacle of incorporating this modified wording with the rhythm and timing of the

characters ' lip movements . Localization specialist Alexander O. Smith described the process of fitting natural @-@ sounding English speech into the game as " something akin to writing four or five movies ' worth of dialogue entirely in haiku form [and] of course the actors had to act , and act well , within those restraints . "

The game was initially going to feature online elements , offered through Square 's PlayOnline service . The features , however , were dropped during production , and online gaming would not become part of the Final Fantasy series until Final Fantasy XI . Map director Nakazato wanted to implement a world map concept with a more realistic approach than that of the traditional Final Fantasy game , in line with the realism of the game 's 3D backgrounds , as opposed to pre @-@ rendered backgrounds . As a player of the games in the Final Fantasy series , battle director Tsuchida wanted to recreate elements he found interesting or entertaining , which eventually led to the removal of the Active Time Battle system , and instead , incorporated the strategy @-@ focused Conditional Turn @-@ Based Battle system . Originally , Final Fantasy X was going to feature wandering enemies visible on the field map , seamless transitions into battles , and the option for players to move around the landscape during enemy encounters . Battle art director Shintaro Takai has explained that it was his intention that battles in Final Fantasy X come across as a natural part of the story and not an independent element . However , due to hardware limitations , this idea was not used . Instead , a compromise was made , whereby some transitions from the field map to the battle map were made relatively seamless with the implementation of a motion blur effect that would happen at the end of an event scene . The desire for seamless transitions also led to the implementation of the new summoning system seen in the game . Kitase has explained that the purpose behind the Sphere Grid is to give players an interactive means of increasing their characters ' attributes , such that they will be able to observe the development of those attributes firsthand .

= = = Music = = =

Final Fantasy X marks the first time regular series composer Nobuo Uematsu has had any assistance in composing the score for a game in the main series . His fellow composers for Final Fantasy X were Masashi Hamauzu and Junya Nakano . They were chosen for the soundtrack based on their ability to create music that was different from Uematsu 's style while still being able to work together . PlayOnline.com first revealed that the game 's theme song was completed in November 2000 . As Square still had not revealed who would sing the song , GameSpot personally asked Uematsu , who jokingly answered " It 's going to be Rod Stewart . "

The game features three songs with vocalized elements , including the J @-@ pop ballad " Suteki da ne " , which translates to " Isn 't it Wonderful ? " . The lyrics were written by Kazushige Nojima , and the music was written by Uematsu . The song is performed by Japanese folk singer Rikki , whom the music team contacted while searching for a singer whose music reflected an Okinawan atmosphere . " Suteki da ne " is also sung in Japanese in the English version of Final Fantasy X. Like " Eyes on Me " from Final Fantasy VIII and " Melodies of Life " from Final Fantasy IX , an orchestrated version of " Suteki da ne " is used as part of the ending theme . The other songs with lyrics are the heavy metal opening theme , " Otherworld " , sung in English by Bill Muir ; and " Hymn of the Fayth " , a recurring piece sung using Japanese syllabary .

The original soundtrack spanned 91 tracks on four discs . It was first released in Japan on August 1 , 2001 , by DigiCube , and was re @-@ released on May 10 , 2004 , by Square Enix . In 2002 , Tokyopop released a version of Final Fantasy X Original Soundtrack in North America entitled Final Fantasy X Official Soundtrack , which contained 17 tracks from the original album on a single disc . Other related CDs include feel / Go dream : Yuna & Tidus which , released in Japan by DigiCube on October 11 , 2001 , featured tracks based on Tidus ' and Yuna 's characters . Piano Collections Final Fantasy X , another collection of music from the game , and Final Fantasy X Vocal Collection , a compilations of exclusive character dialogues and songs were both in Japan in 2002 .

The Black Mages , a band led by Nobuo Uematsu that arranges music from Final Fantasy video games into a rock music style , have arranged three pieces from Final Fantasy X. These are " Fight

With Seymour " from their self @-@ titled album , published in 2003 , and " Otherworld " and " The Skies Above " , both of which can be found on the album The Skies Above , published in 2004 . Uematsu continues to perform certain pieces in his Dear Friends : Music from Final Fantasy concert series . The music of Final Fantasy X has also appeared in various official concerts and live albums , such as 20020220 Music from Final Fantasy , a live recording of an orchestra performing music from the series including several pieces from the game . An odd note ; the unreleased / promo CD @-@ R (Instrumental) version of Madonna 's " What It Feels Like For A Girl " done by Tracy Young was used in the blitzball sequences . Additionally , " Swing de Chocobo " was performed by the Royal Stockholm Philharmonic Orchestra for the Distant Worlds ? Music from Final Fantasy concert tour , while " Zanarkand " was performed by the New Japan Philharmonic Orchestra in the Tour de Japon : Music from Final Fantasy concert series . Independent but officially licensed releases of Final Fantasy X music have been composed by such groups as Project Majestic Mix , which focuses on arranging video game music . Selections also appear on Japanese remix albums , called dojin music , and on English remixing websites .

= = Versions and merchandise = =

The Japanese version of Final Fantasy X included an additional disc entitled " The Other Side of Final Fantasy " , which featured interviews , storyboards , and trailers for Blue Wing Blitz , Kingdom Hearts , and Final Fantasy : The Spirits Within , as well as the first footage of Final Fantasy XI . An international version of the game was released in Japan as Final Fantasy X International in January 2002 , and in PAL regions under its original title . It features content not available in the original NTSC releases , including battles with " Dark " versions of the game 's aeons and an airship fight with the superboss " Penance " . The Japanese release of Final Fantasy X International also includes " Eternal Calm " , a 14 @-@ minute video clip bridging the story of Final Fantasy X with that of its sequel , Final Fantasy X @-@ 2 . The video clip was included in a bonus DVD for Unlimited Saga Collector 's Edition under the name Eternal Calm , Final Fantasy X @-@ 2 : Prologue . It was first released in Europe on October 31 , 2003 , and featured English voice @-@ overs .

The international and PAL versions include a bonus DVD called Beyond Final Fantasy , a disc including interviews with the game 's developers , and two of the game 's English voice actors , James Arnold Taylor (Tidus) and Hedy Burress (Yuna) . Also included are trailers for Final Fantasy X and Kingdom Hearts , a concept and promotional art gallery for the game , and a music video of " Suteki da ne " performed by Rikki . In 2005 , a compilation featuring Final Fantasy X and Final Fantasy X @-@ 2 was released in Japan as Final Fantasy X / X @-@ 2 Ultimate Box .

Square also produced various types of merchandise and several books , including The Art of Final Fantasy X and three Ultimania guides , a series of artbooks / strategy guides published by DigiCube in Japan . They feature original artwork from Final Fantasy X , offer gameplay walkthroughs , expand upon many aspects of the game 's storyline and feature several interviews with the game 's designers . There are three books in the series : Final Fantasy X Scenario Ultimania , Final Fantasy X Battle Ultimania , and Final Fantasy X Ultimania ? . On December 18 , 2012 the game will be re @-@ released as part of the Final Fantasy 25th Anniversary Ultimate Box release .

= = = HD Remaster = = =

On September 13 , 2011 , Square Enix announced that Final Fantasy X would be re @-@ released in high @-@ definition for the PlayStation 3 and PlayStation Vita , in celebration of the game 's 10 @-@ year anniversary . In January 2012 , production of the game had started . Producer Yoshinori Kitase was once again involved in the production of the game , wishing to work on its quality . On February 18 , 2013 the first footage of the PlayStation Vita version of Final Fantasy X HD was released , showing off HD models of Tidus , Yuna , Bahamut and Yojimbo . On 19 March , it was confirmed that the PS3 version of the game would also include its sequel X @-@ 2 , and that it would be remastered in HD . The two HD remastered games for the PS3 were released under the

title Final Fantasy X / X @-@ 2 HD Remaster on a single Blu @-@ ray disc game , and was sold separately on game cartridges on Vita in Japan and sold together in North America as a set , with FFX being on a cartridge and FFX @-@ 2 being included as a download voucher . Downloadable versions are available for both systems . Square Enix launched an official website for the two HD remastered titles in March 2013 . The games contain all the content found in the International version , including Last Mission . During the PlayStation China press conference that took place in Shanghai on December 11 , 2014 , Square Enix confirmed Final Fantasy X / X @-@ 2 HD Remaster would be available for the PlayStation 4 in Spring 2015 . It was released in North America on May 12 , 2015 . One year later on May 12 , 2016 , it was released for Microsoft Windows via Steam .

= = Reception = =

= = = Sales = = =

  Square expected the game to sell at least two million copies worldwide owing to the reduced PlayStation 2 's fanbase , making it smaller than the last three released titles . However , within four days of its release in Japan , the game had sold over 1 @.@ 4 million copies in pre @-@ orders , which set a record for the fastest @-@ selling console RPG . These figures exceeded the performances of Final Fantasy VII and IX in a comparable period , and Final Fantasy X became the first PlayStation 2 game to reach two million and four million sold copies . In October 2007 , the game was listed as the 8th best @-@ selling game for the PlayStation 2 . Final Fantasy X sold over 2 @.@ 26 million copies in Japan alone in 2001 , and has sold 6 @.@ 6 million copies worldwide as of January 2004 . The " Ultimate Hits " bargain reissue of the game in September 2005 sold over 131 @,@ 000 copies in Japan by the end of 2006 . In October 2013 , Square Enix announced Final Fantasy X and its sequel Final Fantasy X @-@ 2 have together sold over 14 million copies worldwide on PlayStation 2 .

= = = Critical reception = = =

  Final Fantasy X received critical acclaim by the media . The Japanese video game magazine Famitsu and Famitsu PS2 awarded the game a near @-@ perfect 39 / 40 score . Another Japanese gaming magazine , The Play Station , gave the game a score of 29 / 30 . Famitsu , Famitsu PS2 , and The Play Station expressed particularly favorable responses toward the game 's storyline , graphics , and movies . The game maintains a 92 out of 100 on Metacritic . Producer Shinji Hashimoto stated that the overall reception to the game was " excellent " , having received praise and awards from the media .
  IGN 's David Smith offered praise for the voice actors and the innovations in gameplay , particularly with the revised battle and summon systems , the option to change party members during battle , and the character development and inventory management systems . They also felt that the game 's graphics had improved on its predecessors in every way possible , and that the game as a whole was " the best @-@ looking game of the series [and] arguably the best @-@ playing as well " . Greg Kasavin of GameSpot praised the game 's storyline , calling it surprisingly complex , its ending satisfying , and its avoidance of role @-@ playing game clichés commendable with Tidus viewed as an appealing protagonist . He also lauded the music , feeling it was " diverse and well suited to the various scenes in the game " . Similarly , GamePro described its character building system and battle system as " two of the best innovations in the series " . The visuals of the game were commended by GameSpy 's Raymond Padilla , who referred to them as " top @-@ notch " , as well as giving praise to the character models , backgrounds , cutscenes , and animations . The voice casting was praised by Game Revolution who noted most of them were " above average " and called the music " rich " .
  Edge rated the game considerably lower , criticizing many aspects of the game for being tedious

and uninnovative and describing the dialogue as " nauseating " , particularly panning Tidus . Andrew Reiner of Game Informer criticized the game 's linearity and that players were no longer able to travel the world by chocobo or control the airship . Eurogamer 's Tom Bramwell noted that the game 's puzzle segments were " depressing " and " superfluous " , and that although the Sphere Grid was " a nice touch " , it took up too much of the game . The linearity of the game was positively commented on by GamePro who stated that a player would not be required to participate in side @-@ quests or the mini @-@ game to reach the game 's conclusion , finding some of them unappealing . Game Revolution complained that cutscenes could not be skipped , some even being too long .

= = = Awards = = =

Final Fantasy X received the Best Game Award from the Japan Game Awards for 2001 ? 2002 . In GameSpot 's " Best and Worst Awards " from 2001 , it came seventh in the category " Top 10 Video Games of the Year " . Readers of Famitsu magazine voted it the best game of all time in early 2006 . Final Fantasy X came in fifth on IGN 's " Top 25 PS2 Games of All Time " list in 2007 and sixth in " The Top 10 Best Looking PS2 Games of All Time " . In a similar list by GameSpy , the game took the 21st place . 1UP.com listed its revelation during the ending as the third @-@ biggest video game spoiler , while IGN ranked the ending as the fifth best pre @-@ rendered cutscene . In a Reader 's Choice made in 2006 by IGN , it ranked as the 60th @-@ best video game . It was also named one of the 20 essential Japanese role @-@ playing games by Gamasutra . It also placed 43rd in Game Informer 's list of " The Top 200 Games of All Time " . In 2004 , Final Fantasy X was listed as one of the best games by GameFAQs , while in November 2005 it was voted as the 12th " Best Game Ever " . In a general overview of the series , both GamesRadar and IGN listed Final Fantasy X as the fourth best game . At the sixth annual Interactive Achievement Awards in 2003 , it was nominated for " Outstanding Achievement in Animation " and " Console Role @-@ Playing Game of the Year " . At the end of 2007 , it was named the ninth best @-@ selling RPG by Guinness World Records . Readers from GameFaqs also voted it as Game of the Year during 2001 . In 2008 , readers of Dengeki magazine voted it the second best game ever made . It was voted first place in Famitsu 's and Dengeki 's polls of most tear @-@ inducing games of all time . Both Tidus and Yuna have been popular characters in games in general due to their personalities and their romantic relationship .

= = Legacy = =

Due to its commercial and critical success , Square Enix released a direct sequel to Final Fantasy X in 2003 , titled Final Fantasy X @-@ 2 . The sequel is set two years after the conclusion of Final Fantasy X , establishing new conflicts and dilemmas and resolving loose ends left by the original game . Although the sequel did not sell as well as the original , 3 @.@ 96 million units versus 6 @.@ 6 million units , it can still be considered a commercial success . As a result of the title 's popularity , Yoshinori Kitase and Kazushige Nojima decided to establish a plot @-@ related connection between Final Fantasy X and Final Fantasy VII , another well @-@ received Final Fantasy game . In 2013 , after the release of the HD Remaster , Nojima stated that he would like to see a second sequel to X , and if there were demand for it , it could happen .
The advancements in portraying realistic emotions achieved with Final Fantasy X through voice @-@ overs and detailed facial expressions have since become a staple of the series , with Final Fantasy X @-@ 2 and other subsequent titles (such as Dirge of Cerberus : Final Fantasy VII , Final Fantasy XII , XIII and its sequels , and XV) also featuring this development . Traversing real @-@ time 3D environments instead of an overworld map has also become a standard of the series , as demonstrated in Final Fantasy XI , XII , XIII and its sequels , XIV and XV . Final Fantasy X can be considered a pioneer in 3 @-@ D RPG maps .