

= Final Fantasy XII : Revenant Wings =

Final Fantasy XII : Revenant Wings (??????????XII ?????? ? ???? , Fainaru Fantaj? Revananto Uingu) is a real @-@ time tactical role @-@ playing game developed by Think & Feel and published by Square Enix for the Nintendo DS . It is a sequel to the 2006 PlayStation 2 role @-@ playing game Final Fantasy XII .

One year after the events of Final Fantasy XII , the protagonist Vaan is now a sky pirate possessing his own airship . He is joined in a new quest by his friend and navigator Penelo , other returning characters from the original title , along with new characters such as Llyud , a member of the Aegyl race who have wings protruding from their backs . Their treasure @-@ hunting adventures take them to the purvama (floating continent) of Lemurés and the ground below , where the story begins .

Revenant Wings is the first title announced in the Ivalice Alliance series of video games . The North American release of the game was rebalanced to be more difficult than the Japanese version , and was released on November 20 , 2007 .

= = Gameplay = =

After completing a prologue sequence , the player starts the game with an airship , named after their clan (with a default name of Galbana , or Beiluge (??????) in the Japanese version) . The airship is used as a base where the player can check on their current mission and view other tasks , customize equipment in the synthesis shop , or travel between the four islands of Lemurés . The airship 's interior can also be customized by the player .

= = = Battle system = = =

Revenant Wings is a real @-@ time strategy game , but with elements reminiscent of the turn @-@ based Final Fantasy Tactics and Tactics Advance . It can be played entirely with the Nintendo DS stylus . Battles are initiated when the player begins a mission or chooses to fight a melee battle in a particular area . The characters attack automatically once the enemy is within range . The player is given the option to give commands to the characters by tapping on them with the stylus . Possible commands include changing the character 's target , setting their gambit , or using various abilities .

Each character is distinguished according to three types : melee , ranged and flying . Melee characters attack at a close range , and ranged from afar , while flying are able to travel unbound to terrain . The types oppose each other in the manner where melee wins over ranged , ranged wins over flying and flying wins over melee .

= = = Summoning = = =

Summoning magic returns from Final Fantasy XII in Revenant Wings and has a larger role ; director Motomu Toriyama stated that Revenant Wings has more summons , or Espers , than any previous Final Fantasy game . Summon abilities are learned via the new Ring of Pacts system , which is used to allow the summoning of Espers . Each slot in the Ring of Pacts is placed with an Auracite to create a pact with the Esper . The number of summons available to the player is fifty @-@ one , and they are classified in different categories , with each character able to summon a large number depending on the party 's combined capacity .

Summoning Espers to aid in battle is accomplished by using a Summon Gate located in the play field area . The ability to summon the different creatures depend on the Affinity of the player characters . Additionally , two Espers per character are automatically summoned at the beginning of each battle where Espers are allowed . Espers can be linked to battle groups using a system reminiscent of the earlier Square game Bahamut Lagoon . Summons are ranked from 1 to 3 , with Rank 1 and 2 able to manifest in large numbers , as opposed to Rank 3 which summons only one entity . Before the battle begins , players can select up to five Espers to possibly summon through

Esper Gates in the upcoming battle (Esper Troupes) ; one Rank 3 Esper , two Rank 2 Espers , and two Rank 1 Espers . Summons are also differentiated by varying elements , which are fire , water , earth , and lightning . Recovery and non @-@ elemental are two other types .

= = = Synthesizing = = =

An element of alchemy and synthesizing is used in the game , where the player obtains recipes and materials necessary for the synthesis process . Only leader characters can obtain the materials , of which can be synthesized into weapons and armor and the stats of being dependent on the materials ' grade .

= = Plot = =

= = = Setting = = =

A few locations in the Ivalice of Final Fantasy XII and Final Fantasy Tactics Advance return in Revenant Wings , along with a new setting : Lemurés , described in the official website as a legendary purvama (floating continent) raised into the skies by the god Feolthanos long before the events of the game . Because of the effect of Cloudstones or " Auraliths " , magical stones used to erect barriers , this purvama is shielded from the rest of the world . In time , the " Legend of the Floating Land " became an ambition for sky pirates who seek the island and what riches are on it . The ruins of Lemurés are where the Aegyl reside ; the Aegyl are a human @-@ like race with wings sprouting from their backs and a life @-@ span of forty years . Due to being shielded within Lemurés , the Aegyl have no knowledge of the outside world but what they learn from intruding sky pirates .

The magicite in Lemurés are known as Auracite . Fragments of Auralith , Auracites are used in the Ring of Pacts to summon beasts known as the Yarhi , referred by others of Ivalice as Espers . However , extended use of Auracite can purge the user of his or her anima , which becomes a new Yarhi and continues the cycle until the user becomes a soulless shell .

= = = Characters = = =

Revenant Wings added four additional main playable characters to the six in Final Fantasy XII : Kytes and Filo , two orphans from Rabanastre ; Llyud , a resident of Lemures ; and Ba 'Gamnan , a sinister bounty hunter who has a grudge against Vaan and company for having involved themselves in his affairs during the first game . Kytes and Filo appeared as a NPCs in XII , while Ba 'Gamnan had been a recurring antagonist . All three characters gain larger roles in this game .

Summon designs have also been changed . The lizard design of Salamander , for example , was changed to be boar @-@ like to ensure the designs would come out well and distinguishable within the DS ' graphical capabilities . Each summon has three Ranks , and the designs of each Rank are so that there are relations between one Rank and another .

= = = Story = = =

Revenant Wings begins a year after the events of Final Fantasy XII , with Vaan flying his own airship with Penelo after Balthier and Fran " stole " the Strahl . The foursome is revisited in Bervenia and decide to accompany each other inside to obtain the Cache of Glabados .

While obtaining a treasure , two strange crystals , the building begins to collapse on itself . In the ensuing chaos , Vaan loses his airship and are forced to flee the site on Balthier 's airship . Balthier soon drops Vaan and Penelo back in Rabanastre where they , along with Kytes and Filo , witness a strange object flying overhead : a derelict airship . After sneaking aboard the airship and defeating the Bangaa headhunter Ba 'Gamnan , Vaan and company christen the airship whatever the player

decides (default Galbana) and find themselves on the purvama Lemurés by accident . While looking around the unknown ruins , they meet Llyud of the Aegyl race and learn his people are locked in battle with sky pirates who are raiding the island for treasure . Lemurés is said to possess summoning crystals called Auracite . Deciding to aid the Aegyl in defending Lemurés , Vaan 's group learns the pirates were recruited by the mysterious Judge of Wings , who seeks out the three Auraliths , grand masses of Auracite that protect Lemurés from the outside world .

When the group confronts the Judge of Wings at the site of the first auralith , the Judge of Wings destroys the auralith , leading Vaan and his friends to have visions of Balthier confronting the Judge of Wings and losing , after which they hear sky pirates are gathering at the Skysea , and they go there to find Rikken , a friend of Vaan 's . He says he may know something about the Judge of Wings , but to get answers , Vaan must compete in Rikken 's tournament .

After saving Rikken , it is revealed Rikken knows nothing about the Judge , but Tomaj discovers there is an auracite shrine beneath the Skysea . When venturing there , the group encounters Ba 'Gamnan who kidnaps Filo , taking her deeper within the shrine . When the group catches up with him , Rikken agrees to help rescue Filo , and once she is rescued , the party moves on to confront the esper Belias , the Gigas , that was summoned by the Judge of Wings . Once defeated , the Judge summons the massive esper Bahamut , who destroys the Skysea , and the party becomes island @-@ trapped .

While stranded , the group meets Velis , a man who was at Nalbina and got lost while searching for his lover , Mydia . After a lot of character development , it is discovered Velis is , in fact , dead , and actually an esper who you later must battle when the Judge of Wings comes and controls him . After Velis is defeated (as the esper Odin) , it is discovered the Judge of Wings is Mydia , but she then flees the island . Tomaj runs to the group , tells them the airship is fixed , and that he has spotted the Strahl , Balthier 's ship .

When the group finds the ship , they find Fran , who says Balthier is within a mountain on the island they are now on . Once inside , the group discovers an auralith , and the group plus Fran must defeat Mydia and the esper Mateus while protecting Balthier . Once defeated , Mydia flees without destroying the auralith , but Balthier then turns on the group and destroys the auralith , which sends the party into an illusion .

While within the illusion , the team discovers the Aegyl are so emotionless because they are deprived of anima , which is harvested by their god , Feolthanos , and stored in the auraliths . It is discovered this illusion is the world of the espers , and they find Velis , who makes everything clear : Mydia is a body , stripped of its anima , controlled by Feolthanos to reap anima for him , and if the auraliths are destroyed , the Aegyl 's anima will return and as such , they must destroy the auraliths .

Once awoken from the illusion , Vaan confronts Balthier , who already knew these newly discovered facts , and Balthier and Fran join the team . The group then finds the Leviathan , the ship of Queen Ashe and Judge Magister Basch , who join the team as they venture through Ivalice , Emperor Larsa also joining . Mydia , as it turns out , is a Feol Viera , more commonly known as an Exiled , of which have white skin and shorter ears and hair as compared to the normal Viera who are darker @-@ skinned and longer @-@ haired . While in Roda Volcano , the team battles Mydia and the esper Chaos , and , as Mydia takes her dying breath , requests the team go to Feolthanos ' palace above Lemurés and kill him . Her anima guides them up as they prepare to open the final chapter of their story .

Above Lemurés , the team battles reincarnations of dead Aegyl , and then battle the reincarnated form of Mydia 's anima , while discovering Feolthanos , the god , is , himself , the last auralith . When the team ventures all the way to the seat of Feolthanos ' power , they battle him and the anima @-@ stripped Aegyl he commands . When he is almost defeated , he summons Bahamut to do battle with the team . After his giant shrine is destroyed , there is a one @-@ on @-@ one battle between Vaan and Feolthanos in which Feolthanos is apparently stronger , but as Vaan begins to lose , his friends come to back him up : first Ashe and Basch , Balthier and Fran , then Filo and Kytes , Llyud , and finally Penelo---the only battle in the game where every group leader is involved . In the end , Llyud deals the final blow to Feolthanos , releasing all the remaining stored anima .

After the end of the battle with Feolthanos , the game ends , and the characters going their separate ways as the credits roll is shown . If 100 % game completion is reached then you are treated to an extended ending which shows Vaan and Penelo leaving together as a couple on a new adventure only to be interrupted by Filo , Kytes and Tomaj with some Yarhi and Cuit Sith in toe .

= = Development = =

The game was directed and its story written by Motomu Toriyama , who also directed Final Fantasy X @-@ 2 and Final Fantasy XIII . According to Toriyama , the game is aimed at Nintendo DS owners who are not experienced with Final Fantasy games , and will remove " overly complicated elements from the battle system ... that will allow [the player] to defeat the enemies with minimal controls . "

The game features a sprite @-@ based graphics engine with 3D backgrounds and character designs by Ryoma It? (Final Fantasy Tactics Advance) . Producer Eisuke Yokoyama cited Warcraft and Age of Empires as sources of inspiration and expressed a desire to " extract the pure ' fun ' of those games " and bring it to Final Fantasy . It? based some of his designs on those of Final Fantasy XII character designer Akihiko Yoshida . It? " traded secrets " with him , with the confidence he gained from Final Fantasy XII creator Yasumi Matsuno 's praise on his tampering with Final Fantasy Tactics Advance 's Moogles designs .

For the North American localization , Revenant Wings was rebalanced to make it more difficult because the North American market is judged as " more familiar " with the real @-@ time strategy genre .

= = Audio = =

Revenant Wings was scored by Final Fantasy XII composer Hitoshi Sakimoto , joined by Kenichiro Fukui , who had arranged the English version of " Kiss Me Good @-@ Bye " . Most of the music for the game is arrangements from the previous title . While the Nintendo DS has more technical limitations than the PlayStation 2 , Sakimoto considers it not particularly noticeable in practice .

Unlike in Final Fantasy XII , the music is entirely dynamic and context @-@ dependent . Each track possesses different parts , ranging from musical themes of peaceful moments to frantic battle cries , which are activated when the actions of the players require it and are looped until the context is changed again .

= = Reception = =

As of August 8 , 2008 , Revenant Wings has sold 1 @. @ 04 million units worldwide , with 540 @, @ 000 units sold in Japan , 220 @, @ 000 units in North America , and 280 @, @ 000 in Europe . It was the best @-@ selling Japanese console game in the week of its release , then the second best @-@ selling in the following week .

The Japanese version of the game scored 32 / 40 in the Japanese gaming magazine Famitsu . The game also received praise from reviewers of Dengeki DS & Wii Style . Praise was given to the mission @-@ based storyline and battles for being " simple and more involved " . The large number of characters who can enter the fray at one given time gives a sense of involvement for the player as if they were " close to the action " , and the game 's difficulty may appeal even to those who " do not normally play role @-@ playing games " . The only criticism found was with the usage of the stylus , as its usage in selecting areas on the battlefield can be difficult .

The North American version of the game scored mainly positive reviews . Nintendo Power gave it a 7 @. @ 5 / 10 , IGN gave it an 8 @. @ 3 / 10 , 1up gave it a B + , GameSpot and GameZone both gave it an 8 @. @ 5 / 10 , and X @-@ Play gave it a 4 / 5 .

Electronic Gaming Monthly also gave it generally favorable reviews , with staff giving it scores of 8 , 7 @. @ 5 , and 6 (all out of 10) . The reviewers praised the game 's combination of role @-@ playing and strategy , but criticized the screen size relative to the amount of action . IGN named it

Nintendo DS Game of the Month for November 2007 .