

= Final Fantasy VII (NES video game) =

Final Fantasy VII (simplified Chinese : 最终幻想7 ; traditional Chinese : 最終幻想7 ; pinyin : Zuì Zhōng Huànxǐǎng Q?) , also called Core Crisis (Chinese : 核心危机 ; pinyin : Héxīn Wēijī?) , is a Chinese unofficial , unlicensed " Shanzhai " demake of the 1997 role @-@ playing video game Final Fantasy VII , originally developed by Square for the PlayStation . The two @-@ dimensional " port " was developed and published by the Chinese company ShenZhen Nanjing Technology for the SUBOR entertainment system , a clone of Nintendo 's Family Computer console (known internationally as the Nintendo Entertainment System) . The cartridge itself is unique , as it is structurally different from licensed Famicom cartridges in terms of hardware and programming .

The game features many gameplay elements of the original Final Fantasy VII , including a three @-@ member party structure and adaptations of the game 's subsystems . The items , spells and equipment available to the player are based upon those in the original game , and although a large number have been omitted along with optional characters and some side quests , the original story was reproduced in very minute detail . The game was received with mixed reception , cited as an impressive achievement but at the same time criticized for its difficulty and choice of a target console .

= = Gameplay = =

In Final Fantasy VII , the player directs the protagonist throughout the game world with a group of three interchangeable party members , exploring areas and interacting with non @-@ player characters . Most of Final Fantasy VII occurs within the city of Midgar for the first act , later expanding to towns , dungeons , caves , and similar areas for the rest of the game . Players can save their game at any time when not in combat to the game 's single save slot for later playing .

Starting from the second act , players can journey between field screen locations via the world map , a downsized representation of Final Fantasy VII 's world . Players can freely navigate the world map screen unless restricted by geographical obstacles , such as water or mountains . To overcome this , players can ride emu @-@ like chocobos and various vehicles available to them , though usage is limited . As in other Final Fantasy @-@ related games , travel across the world map screen and hostile areas is frequently interrupted by random enemy encounters .

= = = Combat = = =

Whenever the protagonist encounters an enemy , the map changes to the " battle screen " . On this , the enemy appears opposite to the three characters in the party ; each battle uses a turn @-@ based battle system similar to that featured in Final Fantasy III . All characters can physically attack the enemy , use spells from equipped materia , or use an item in one turn . Combat ends when the player either defeats all enemies and the game returns to the area map , or all party members are defeated in which case the game ends and returns to the title screen . If one of the party members successfully flees , the battle also ends .

A character 's performance in battle is determined by numerical values for categories such as speed , strength , and magical power . Character statistics are driven by experience ? players are awarded " experience points " for winning battles , which accumulate until characters gain " experience levels " . When characters " level up " , the statistics for their attributes increase permanently , which can also be amplified by the types of equipment the character is wearing . Winning battles may reward the player money (Gil) and items .

= = = Equipment and abilities = = =

Each character brings one materia into the party when they join , carrying one spell that can be used in combat . Materia have a limited number of uses before they must be recharged at one of the game 's magic shops . Like party members , materia gain experience when used , and can be

leveled up to a maximum level of nine . Characters can swap materia among themselves , with unequipped materia being used mid @-@ battle for such things as healing party members , compensating for the limited amount of healing items .

Weapons follow the same principle as materia in terms of attack power , gaining experience and levelling up . Unlike materia , they cannot be swapped or replaced , and have unlimited usage . In addition to weapons , each has four types of armor that can be equipped for defense , which can be purchased at armor shops or found in chests scattered throughout the game . Armor directly affects the vitality statistic , which will in turn affect the amount of health gained when leveling up . Also available in the game are curative items , which can be purchased at designated shops or found in chests . These items can be used in or out of combat to restore health (HP) , materia usage (CP) , or revive fallen party members .

= = Development = =

The official and authorized Final Fantasy VII game was developed by Square and released worldwide in 1997 for the PlayStation . At an unknown date , ShenZhen Nanjing Technology developed an unauthorized remake of the game , for the Famicom . The game was released in 2005 , and both the box and manual make reference to Final Fantasy VII Advent Children as the game 's full title , a statement supported by the game 's manual . Despite the name on the box and cartridge , the title screen simply states " Final Fantasy VII , " and the game itself includes no content or plot elements from the film . The game was developed for the SUBOR entertainment system , a clone of the Famicom , though can also be played on Famicom and NES consoles through the use of an adapter .

Due to the Famicom 's restricted hardware capabilities , the remake is entirely two @-@ dimensional . Special compensation was made for some of the in @-@ battle sprites such as Cloud Strife 's , combining two 16x24 pixel sprites side @-@ by @-@ side instead of the usual single sprite to account for weapons such as Cloud 's sword or Barret 's gun . While most Japanese games use only 8x8 @-@ pixel hiragana or katakana fonts , and most Chinese games use 4 @-@ color 16x16 @-@ pixel tiles stored in dedicated CHR ROM pages , this game uses its own several @-@ hundred 16x16 @-@ pixel monochrome font instead . The script itself is strewn in chunks across the code ; at the beginning of each piece of text for dialog boxes is a three digit number preceded by an @ -symbol , signifying which character portrait to display .

The cartridge 's circuit board layout is unique compared to most Famicom games , using a single two megabyte PRG (program) ROM chips . A RAM chip is used instead of a ROM for the character graphics data , similar to the " UNROM " method used in some Nintendo games . As a result , the data is strewn across the PRG ROM in various banks . The cartridge features one 8 @-@ kilobyte battery @-@ backed RAM chip , used for the game 's single save slot . Many of the game 's graphics are borrowed from other games , mostly other Final Fantasy titles and including Super NES graphics converted to four @-@ color palettes used by the Famicom 's hardware . Much of the game 's music is borrowed from other games as well , in many cases shortened significantly to a few repeating notes .

= = Reception = =

While the game has received praise for covering the entire story within the game , it has been described as extremely difficult , with an inconsistent battle rate and fights that take a long time to complete . The game 's limited healing options and slow growth rate for abilities and weapons compound this , with one reviewer recommending " play it ? but cheat " . Despite these issues , interest has been shown regarding the release of a patch to translate the game into English . Final Fantasy VII has additionally gained mention on several major gaming websites , including Gameworld Network , and Japan @-@ based Gpara.com.

Another project , which aims to overhaul the game and improve upon the gameplay and graphics to better resemble the original PlayStation version , was released in 2013 by members of the

Romhacking.net community . The patch , which took four years to develop , first started off as a graphics hack , but has since evolved into an extensive revamp .

The game has received praise from various sources . Journalist Derrick Sobodash stated that while the game would not be an entirely new experience for those that played the original Final Fantasy VII , he added that " ... this title can hold its own against the other NES Final Fantasy games " , further calling the effort " surprisingly professional " . Kotaku editor Luke Plunkett cited the Famicom game as " ... an achievement I have no hesitation in labeling Herculean " , further calling it " ... a triumph of the human spirit " . Boing Boing Gadgets and Wired News writer Joel Johnson described the game as " more than just a knock @-@ off ? it 's an act of true skill and commitment by an unknown team of Chinese coders " . GamePro named it one of the thirteen best fan @-@ made video game remakes , placing first on their list and described as " the video game equivalent of the Human Genome Project " , despite its flaws .