Fabula Nova Crystallis Final Fantasy

Fabula Nova Crystallis Final Fantasy (Japanese : ???? ??? ?????? ??????????? , Hepburn : Fabura Nova Kurisutarisu Fainaru Fantaj?) is a series of games within the Final Fantasy video game franchise , developed and published by Square Enix . While featuring various worlds and different characters , each Fabula Nova Crystallis game is ultimately based on and expands upon a common mythos focusing around important crystals tied to deities . The series title translates from Latin as ' The New Tale of the Crystal ' . The original titles in the series were handled by Square Enix 's 1st Production Department , with each development team given the freedom to adapt the mythos to fit the context of a game 's story .

The series , originally announced in 2006 as Fabula Nova Crystallis Final Fantasy XIII , currently consists of six games across multiple platforms . Final Fantasy XIII , designed as the series ' flagship title , was released in 2009 . The creative forces behind the series include many developers from previous Final Fantasy titles , including Shinji Hashimoto and Motomu Toriyama . The mythos was conceived and written by Kazushige Nojima . The first games made for the series were Final Fantasy XIII and Final Fantasy XV (as Versus XIII) , with Final Fantasy Type @-@ 0 (as Agito XIII) coming later . All three games went through delays . After XIII and Type @-@ 0 's releases , their respective teams used ideas and concepts from development to create additional games . For later games , other studios have been brought in to help with aspects of development .

As of 2015 , five titles have been released in the series , and two further titles , Final Fantasy XV and Final Fantasy Type @-@ 0 Online , are in production . Individual games have generally received a positive reception , although opinions have been more mixed over various aspects of the three XIII games . Reception of the mythos ' use in the released games has also been mixed : while some critics called it confusing or too similar to the lore of the main series , others were impressed by its scope and use . The series is complemented by works in related media , including companion books , novelizations , and manga .

Titles

Games

Final Fantasy XIII , the thirteenth core Final Fantasy game and the first title in the series . First released in Japan as a PlayStation 3 exclusive in December 2009 , it was released on the PlayStation 3 and Xbox 360 in North America and Europe in March 2010 . A version of the game for the Xbox 360 , Final Fantasy XIII Ultimate Hits International , was released in Japan in December 2010 . XIII was released as a digital download for Microsoft Windows in October 2014 . The game was designed to be a story @-@ driven single @-@ player role @-@ playing game (RPG) , with a battle system designed to emulate the cinematic battles seen in the film Final Fantasy VII : Advent Children .

Final Fantasy Type @-@ 0 (originally titled Final Fantasy Agito XIII) was released in October 2011 in Japan for the PlayStation Portable . A high @-@ definition remaster for PlayStation 4 and Xbox One , Final Fantasy Type @-@ 0 HD , was released worldwide in March 2015 . The original game is a real @-@ time action RPG , featuring combat similar to Crisis Core : Final Fantasy VII , and a multiplayer option where online players can take control of characters during the majority of the game . Type @-@ 0 HD features updated graphics and changes to the gameplay , such as lower difficulty and the removal of multiplayer .

Final Fantasy XIII @-@ 2 , a direct sequel to XIII , was released in December 2011 in Japan , and in January and February , 2012 in North America and Europe respectively . In response to criticism the company received from critics and fans about XIII 's linear structure , XIII @-@ 2 was designed to be a more traditional role @-@ playing game , with explorable towns , a nonlinear story structure , mini @-@ games and other traditional features .

Lightning Returns : Final Fantasy XIII , a sequel to XIII and XIII @-@ 2 , was released in November

2013 in Japan , and February 2014 in North America and Europe . It concludes both the story of the main character Lightning and the Final Fantasy XIII story arc . Lightning Returns blends several traditional role @-@ playing features , such as shops , quests and an explorable open world , with an action @-@ oriented combat system .

Final Fantasy Agito , a companion title set in Type @-@ 0 's world , was released in May 2014 in Japan on Android and iOS smartphones . Service ended in November 2015 . A port for the PlayStation Vita was also in development , but has since been cancelled . Agito was an episodic game featuring single @-@ player and multi @-@ player modes , and a social system where the player 's standing with non @-@ playable characters advances their rank in @-@ game .

= = = Upcoming titles = = =

Final Fantasy XV (originally known as Final Fantasy Versus XIII) , the fifteenth core Final Fantasy title and the third main title in the subseries , was announced in the same year as XIII and Type @-@ 0 , and will release worldwide on September 30 , 2016 . The game is an action role @-@ playing game with a battle system similar to those from the Kingdom Hearts series and Type @-@ 0 . The game uses open world exploration using both a vehicle and chocobos , along with a camping mechanic linked to gaining experience levels . Its development cycle , beginning in 2006 , lasted ten years .

Final Fantasy Type @-@ 0 Online , a replacement for Agito , is being developed for Android , iOS and Microsoft Windows . It is currently set for release in 2016 . The gameplay features cooperative multiplayer similar to the original multiplayer elements of Type @-@ 0 , along with hack @-@ and @-@ slash gameplay .

= = = Related media = = =

The games have been complemented and expanded upon through other media . For Final Fantasy XIII , a small book of short stories titled Final Fantasy XIII - Episode Zero was released , first through the game 's website and then as a print release in December 2009 . It shows events prior to the game 's opening . A second novella , Episode i , was published via XIII @-@ 2 's official website , bridging the narrative gap between XIII and XIII @-@ 2 . After XIII @-@ 2 's Japanese release , two books were released detailing events not shown or described in the game : Fragments Before , released in December 2011 ; and Fragments After , released in June 2012 . Only Episode i has received an official English translation and release , as a pre @-@ order bonus for the game from American electronics store Best Buy . Lightning Returns was also set to receive a prequel novel by Benny Matsuyama alongside the game 's Japanese release in November 2013 , however this was later cancelled due to the author falling ill . A three @-@ part novella exclusive to Famitsu Weekly magazine titled Final Fantasy XIII Reminiscence : tracer of memories was released across June and July 2014 . It was written by Daisuke Watanabe , who handled the scripts for the XIII games , and takes place immediately after the ending of Lightning Returns . Reminiscence was later released online .

Final Fantasy Type @-@ 0 received a manga adaptation illustrated by Takatoshi Shiozawa . It began publication in the November 2011 of Young Gangan and was collected into a single volume and released in April 2012 . The manga was translated into English and released as part of the western collector 's edition for Type @-@ 0 HD , available exclusively through Square Enix 's online store . A second manga following one of the game 's secondary characters , Final Fantasy Type @-@ 0 Side Story : Reaper of the Icy Blade (??????????????? ????? , Fainaru Fantaj? Reishiki Gaiden Hyouken no Shinigami) , began serialization in May 2012 . The latter manga was created by Shiozawa under direct supervision by Tetsuya Nomura . The manga ended in January 2014 , with a bonus chapter released in February of the same year . It will be released in the west in July 2015 , licensed by Yen Press . Two novels detailing an alternate version of Type @-@ 0 , titled Final Fantasy Type @-@ 0 : Change the World (???????????? Change the World) , were released in April and June 2012 . Agito received another Change the World novel adaptation focusing on two of

the game 's supporting characters . Ultimania guides and companion books have been released for the majority of released games .

XV similarly had additional media released around it , forming a dedicated multimedia expansion dubbed the " Final Fantasy XV Universe " . The majority of its content fleshed out the background for XV 's plot , which would have required multiple video games under normal circumstances . An anime produced by Square Enix and A @-@ 1 Pictures , Brotherhood : Final Fantasy XV , details the backstories of the main cast and how they came to be journeying together . It is being distributed online through the months leading up to the game 's release . A CGI feature film produced by the same team as Advent Children , Kingsglaive : Final Fantasy XV , is set for release in 2016 prior to the game 's own release : it focuses on the main character 's father Regis Lucis Caelum , alongside original characters . While comparing the Final Fantasy XV Universe to the overall structure of Fabula Nova Crystallis , the game 's director defined it as an attempt to make the narrative of XV work in current times rather than attempting to " reinvent " the original concept .

= = Themes = =

The entries in the Fabula Nova Crystallis series share the same mythology , interpreted differently and referred to in varying degrees for each of the game worlds . The mythos ' deities hold similar roles in the games , but are not the same characters in a narrative sense . While the mythos is still present in XV , it was " disconnected " from the " framework " , with specific terminology being removed and its emphasis reduced to become a background element for the world and story . The universes of XIII , Type @-@ 0 and XV are unrelated to each other , though common elements and themes are present . The first is a common narrative theme of harmful interference by the mythos ' deities in the affairs of humans , and those humans ' choice of whether to accept or challenge the predetermined fates given to them . Tetsuya Nomura defined this theme as " a battle of the gods that lies behind each tale and gives it inspiration in a different way " . The second common element is the structure of the Fabula Nova Crystallis universe , which is divided in two : the mortal world , where humans live , and the afterlife or Unseen Realm (????? , Fukashi sekai , lit . " Invisible World ") .

In the mythology , the god Bhunivelze (?????? , B?niberuze) seizes control of the mortal world by killing his mother , the creator goddess Mwynn (??? , Muin) , who vanishes into the Unseen Realm . Believing that the mortality of the world is Mwynn 's curse , Bhunivelze creates three new deities to search for the gate to the Unseen Realm so he can control both worlds . The first deity , Pulse (??? , Parusu) , is tasked with terraforming the world ; the second deity , Etro (??? , Etoro) , is discarded because of her resemblance to Mwynn ; the third deity , Lindzei (??? , Rinze) , acts as his protector . Bhunivelze then enters a deep sleep , while Lindzei and Pulse carry out their missions . Distraught at being abandoned , Etro kills herself , and humans are born from her blood . Once in the Unseen Realm , Etro finds Mwynn being consumed by a force called chaos , which threatens to destroy reality . As Mwynn fades , she tasks Etro with protecting the balance between the worlds . Etro gives humans pieces of chaos that become their " hearts " . Because humans held chaos within them , they maintained the balance through their death and reincarnation . Since then , humans have either worshiped or feared Pulse and Lindzei , and refer to Etro as the goddess of death .

A recurring race in the games are god @-@ like beings created by Pulse and Lindzei to act as their servants in the mortal world . In the original mythos and the XIII games , the demigods are called fal 'Cie / fæl?si? / . They take the form of crystal @-@ powered mechanical beings in the XIII games . In the universe of Type @-@ 0 , they are both semi @-@ sentient crystals and humanoid beings living among the people . The fal 'Cie have the ability to imbue chosen humans with magical powers and assign them a task to complete either willingly or unwillingly . XIII and Type @-@ 0 refer to these people as l 'Cie / l??si? / and the task given to them as a Focus . In the worlds of XIII and Type @-@ 0 , there are two possible outcomes for l 'Cie : once their Focus is fulfilled , they can go into ' crystal stasis ' , transforming into a crystal statue , and gain eternal life , but if they fail they become mindless crystalline monsters . In Type @-@ 0 , l 'Cie are chosen by the crystal of their country , and given great power to fulfill their assigned Focus , but lose their memories if emotionally

unstable . While not referred to as such using the original terminology , humans imbued with magic exist , one of them being the main protagonist Noctis .

A common element not related to the mythos , themes or plots of the series is the use of Latin in the games ' titles or worlds , often as key words to describing themes and story points : the series ' title translates as ' The New Tale of the Crystal ' , ' Agito ' roughly translates as " to put into motion " , while ' Versus ' translates as both " to turn around " and " against " , which were described as representing key narrative concepts . ' Agito ' was kept within the Type @-@ 0 universe with both an in @-@ universe concept and the title of its prequel . ' Versus ' was used in early trailers for XV after its re @-@ reveal in 2013 , carrying the tagline ' A World of the Versus Epic ' . Commenting on the high use of Latin in XV prior to its public name change , Nomura stated that he wanted a language that was no longer used on a daily basis and that people " won 't be able to understand and yet appreciate " , desiring a sense of general equality .

= = Production = =

= = = Creation = = =

The concept for the Fabula Nova Crystallis series originated while Final Fantasy X @-@ 2 and the original Kingdom Hearts were being completed . Discussing what to do after the completion of Final Fantasy XII , Nomura , Shinji Hashimoto and Yoshinori Kitase decided to build upon the idea of multiple games connected by a single " central theme " . This came from the Compilation of Final Fantasy VII , a multimedia subseries featuring the world and characters of Final Fantasy VII . Whereas the common link in the Compilation was VII , the three chose to use " the tale of new crystals " for the new series , with the mythos connecting the games rather than an overarching narrative . Another key idea behind the mythos was to ease the production of future Final Fantasy games by providing an established mythos . Scenario writer Kazushige Nojima started writing the original mythology for the Fabula Nova Crystallis series in 2003 , finishing it by February 2004 . During his work , he received creative input from game producers Hashimoto and Kitase , as well as Nomura , Motomu Toriyama and Hajime Tabata . Nojima wrote a series bible about the mythology , explaining concepts such as the fal 'Cie and l 'Cie and the feelings of the gods who created them . This bible became the basis for a video animated by Yusuke Naora 's art team to showcase the Fabula Nova Crystallis story in 2011 .

The individual directors are allowed to freely interpret the base mythology when they create their games . When referring to this freedom , Tabata has compared the mythos and the concept behind it to Greek mythology ; a mythology with common themes and deities , but featuring a large variety of unrelated stories . Toriyama conceived a story for Final Fantasy XIII set primarily around the mythos ' deities and their direct relations to the world . Tabata and Nomura both focused more on the human side of the story . Tabata chose to portray the divine elements from a historical standpoint in Type @-@ 0 , while Nomura created a modern @-@ day setting similar to contemporary Earth in XV , referring far less to the mythos ' terminology . Nomura was also appointed as the main character designer for all entries in the subseries . In a 2007 interview , Hashimoto compared the planning of the Fabula Nova Crystallis series to film franchises such as Star Wars and The Lord of the Rings : an expansive brand on which to build multiple Final Fantasy titles planned in advance . The development of all games connected to the mythos was handled by Square Enix 1st Production Department .

= = = Development = = =

Final Fantasy XIII began development in February 2004 . It began as a title for the PlayStation 2 under the codename " Colors World " , however it was moved onto PlayStation 3 after the positively received Crystal Tools engine demo in 2005 and the delayed release of XII . The original titles in the series were XIII and Versus XIII . Agito XIII was conceived later , when Tabata was looking for a

new project after finishing Before Crisis : Final Fantasy VII . Originally titled Fabula Nova Crystallis Final Fantasy XIII , the three titles were announced at E3 2006 : Agito XIII was a mobile phone title similar to Before Crisis and the other two were PS3 exclusives . XIII was developed by team members who had also previously worked on Final Fantasy VII , VIII and X , Agito XIII was handled by staff from Before Crisis , while Versus XIII 's development was headed by the team behind the console Kingdom Hearts games . XIII and Versus XIII were intended to form the core of the series , with future games each being a " facet " of XIII .

 Agito XIII and Versus XIII both began production in 2006 . By 2008 , Agito XIII had been moved onto the PlayStation Portable , then later renamed Final Fantasy Type @-@ 0 . The stated reason for the change of title was that XIII and Type @-@ 0 shared little besides the core mythos . The title change also resulted in the " XIII " numeral being dropped from the series title as it " would have been an issue " . Late in its development , XIII also changed from being an exclusive when an Xbox 360 version was announced , significantly delaying its release . A port for Microsoft Windows was considered , but not followed up due to platform @-@ specific concerns and the company 's view of the video game market . Later , all three XIII games would receive PC ports through Steam . As early as 2007 , Square Enix considered re @-@ branding Versus XIII as a numbered entry in the main series due to the rapidly growing scale of the project . The game was eventually re @-@ branded in 2011 , though it still used the subseries ' mythos . The game was also moved fully onto eighth generation consoles and developed using the company 's new Luminous Studio engine . The PS3 version was abandoned due to concerns about the console 's continued viability . Type @-@ 0 's western release was delayed due to the flagging PSP market in western territories . A high @-@ definition port to the same platforms as XV was co @-@ developed by Square Enix and HexaDrive , and was eventually announced for a western release . It was developed with the intention of boosting console sales prior to the latter 's release . XV eventually had help from multiple developers , including HexaDrive , XPEC Entertainment , Avalanche Studios and Umbra .

 After the release of Final Fantasy XIII , the creators wanted to expand on the game 's setting and tell more stories about the characters , so XIII @-@ 2 and Lightning Returns were developed . For these games , Japanese developer tri @-@ Ace was brought in to help with the games ' design and graphics . The three games and their respective tie @-@ in media were referred to as the " Lightning Saga " by Square Enix staff after the games ' central character . Alongside that , Tabata created Agito around his original ideas for Type @-@ 0 as a mobile title . Agito acted as both a prequel to Type @-@ 0 and an alternate story set within its world . The game was co @-@ developed by mobile game developer Tayutau K. K. Later , Chinese developer Perfect World were brought in to help with Type @-@ 0 Online . A trademark for Final Fantasy Haeresis XIII hinted at another entry , but the trademark expired in 2011 and the company did not renew . While there was speculation that Fabula Nova Crystallis would end with Lightning Returns , Kitase repeatedly stated that there was still room for further titles beyond the XIII universe .

= = Reception = =

 The Fabula Nova Crystallis mythos has received mixed reactions from gaming sites . Hardcore Gamer 's Brady Hale called the series " anything but ordinary " in the variety of games it featured . In an article concerning the 25th Anniversary event for the Final Fantasy series , Joystiq 's Ben Gilbert called the Fabula Nova Crystallis mythos " occasionally bizarre and often beautiful " . In 2014 , Jeremy Parish of USGamer said that the series was " much ado about nothing " , stating that since the games shared a large amount of themes and plot points with the main series , there seemed little reason for a distinction . TechnoBuffalo 's Ron Duwell , in an article concerning a documentary video on XV , called the series " overly ambitious " , but felt that it was worth Fabula Nova Crystallis " [imploding] upon itself " if XV fulfilled its promises .
 Speaking about the XIII games in particular , Parish suggested that their mixed reactions influenced the title changes of other games in the original series , giving the teams a chance to give those games more of their own identity . He also felt that the decision to expand the XIII storyline into multiple games " probably worked out just as well " . The presentation of the mythos and its terms

received mixed reactions in XIII , resulting in the production team toning down their use for XIII @-@ 2 . Siliconera writer Spencer Yip , in his review of Lightning Returns , commented that the story and pace of the game was " muddled " by the mythos . In 2016 , RPGFan writer Mike Salbato wrote a retrospective of the XIII games and their version of Fabula Nova Crystallis : he felt that the lack of specific references to the mythos in XIII had harmed general comprehension , and that a reliance on foreknowledge made its sequels difficult to play as standalone titles . In contrast , the portrayal of the mythos in Type @-@ 0 was praised by RPG Site 's Erren Van Duine in an import review of the title , with him saying that " elements such as l 'Cie and fal 'Cie are handled in much more interesting ways " .

Final Fantasy XIII was positively received in Japanese magazines , garnering exceptionally high scores from both Famitsu and Dengeki PlayStation . In the west , the game was praised for its graphics , battle system , and music , but opinions were mixed about its story and it was criticized for its highly linear structure . XIII also won an award for best graphics in GamesRadar 's 2012 Platinum Trophy Awards . XIII @-@ 2 received a positive reception overall , gaining perfect scores from Famitsu and Dengeki PlayStation , and high scores from most western sites . Common points of praise were its non @-@ linear nature , improved battle system and graphics , while the main points of criticism were its story and characters , which were often called weak , confusing or both . Lightning Returns received mixed to positive reviews , with its combat being highly praised , its graphics and time limit mechanic drawing mixed responses , and the story and characters being cited as poorly developed .

Type @-@ 0 had a highly positive reception in Japan , with it garnering near @-@ perfect scores in Famitsu and Dengeki PlayStation . Import reviews were also fairly positive , sharing many points of praise with the Japanese reviews . Type @-@ 0 HD also received a positive reception in the west , with main praise going to the story , characters and action @-@ based gameplay . Other aspects came in for criticism , such as elements of the graphics upgrade , the real @-@ time strategy segments , and the localization . Western previews of Agito have also been positive , with critics agreeing that it looked good on the platform and worked well from a gameplay standpoint .

= = = Sales = = =

XIII broke sales records for the Final Fantasy franchise , selling 1 @.@ 5 million units in Japan on its release day , and a further million a month after its North American release . XIII @-@ 2 was the most purchased title of 2011 in Japan upon release , and reached second and first place in sales charts in the United States and United Kingdom respectively . Lightning Returns had lower first @-@ week sales than its predecessors , but still topped the sales charts in Japan , selling over 277 @,@ 000 units in its first week and over 404 @,@ 000 copies by the end of 2013 . It ranked as third and eighth in the UK and US February sales charts respectively . Approximately 800 @,@ 000 copies were sold by as of November 2014 . The three XIII games have collectively sold 11 million units worldwide . Speaking of the decreasing success of the XIII games and their effect on the Fabula Nova Crystallis series on USGamer , Jeremy Parish felt that the initial backlash received by XIII had turned the " XIII " moniker into " box office poison " .

Type @-@ 0 sold over 472 @,@ 000 units in its first week , and went on to sell over 740 @,@ 000 units in Japan . The title was also added to the company 's list of Ultimate Hits , re @-@ releases of lucrative titles . Type @-@ 0 HD reached the top of the sales charts in its debut week , selling 93 @,@ 000 units , though it ultimately performed poorly in Japan . It was among the ten top @-@ selling games in March for the UK and US . By April , Type @-@ 0 HD had shipped over one million copies worldwide . Agito was highly successful in Japan , achieving 500 @,@ 000 registered users within a week of release . By November of the year of release , the game had received one million downloads .