

## = Final Fantasy Tactics : The War of the Lions =

Final Fantasy Tactics : The War of the Lions ( ?????????????????? , Fainaru Fantaj? Takutikusu Shishi Sens? ) is a tactical role @-@ playing game developed and published by Square Enix originally for the PlayStation Portable ( PSP ) , the game is an updated version of Final Fantasy Tactics made for the PlayStation which was originally released in 1997 .

The War of the Lions is the second announced game in Square Enix 's " Ivalice Alliance " promotional campaign of video games set in the Ivalice fictional world . The first is Final Fantasy XII : Revenant Wings ( a sequel to Final Fantasy XII ) and the third is Final Fantasy Tactics A2 : Grimoire of the Rift ( both of which were released on Nintendo DS ) . Ivalice ( during the setting of the game ) has technology in line with the late medieval era of human history along with the typical magic and supernatural abilities found in most Final Fantasy games . Players control a mercenary named Ramza who finds himself embroiled in a civil war and an ancient demonic evil that has begun to take hold over the world . A noble by birth , he is forced to re @-@ evaluate his opinion of commoners when his lowborn best friend starts a revolution against the ruling powers of Ivalice .

The game was overhauled during development to take advantage of the PSP 's screen ratio and technical abilities which resulted in new cutscenes , the capacity for multiplayer , and other features . War of the Lions also includes new playable characters from other Final Fantasy titles , such as Cloud Strife from Final Fantasy VII and Luso Clemens from Final Fantasy Tactics A2 : Grimoire of the Rift . The War of the Lions received strong reviews upon its release and has since been adapted for mobile and tablet audiences .

## = = Gameplay = =

The War of the Lions is a turn @-@ based tactical roleplaying game . It can be compared with board games such as chess , with each piece corresponding to a party member in Ramza 's current roster of fighters . Each fighter may move about the grid @-@ like board in accordance with their move allotment as well as attack enemy fighters or activate more complex abilities . The terrain of each map dictates the range and mobility of the warriors . Ramza 's soldiers can each equip a job in the Final Fantasy tradition , from standard swordsmen and archers to magic specialists to even more exotic positions , like the dragoon and dancer . Fulfilling actions during a battle grants experience and job points to each character , the latter of which can be used to purchase new abilities . There are 22 jobs available in The War of the Lions . Once a character has learned a skill from a job , they have permanent access to it , although only one primary group of skills is available at a time and is job @-@ dependent . Many abilities , such as those related to movement or being struck by an enemy , can still be equipped if the character later changes jobs . The game also features permadeath ? if a character is incapacitated from excessive damage and is not healed within several turns , they are permanently dead and cannot be used again in battle .

Outside of battles , players can move around on an overworld map . This is not free movement like other Final Fantasy games ; instead Ramza can only go from point to point on the map . Crossing a wilderness location may lead to a random battle . In cities and towns , the players can buy new equipment , recruit fresh soldiers , and send party members out on automated missions to earn cash and other rewards . Later in the game , the player can earn additional rewards by poaching creatures during battles .

Another addition to the game is a wireless multiplayer mode , both for co @-@ operative and competitive play . In competitive play , opposing teams may place traps onto the battlefield , and these traps are hidden from the opponent . To ease identification , teams are assigned colors . The battle ends after a set number of rounds , and the team with the most remaining HP is declared the winner . The winner may then receive an item randomly generated from treasure chests . Multiplayer is not included in the iOS version , however .

## = = Plot = =

## == Setting ==

The War of the Lions retains the setting of the PlayStation version , in which the fictional kingdom of Ivalice has just ended a lengthy conflict ( dubbed the Fifty Years ' War ) with its neighbor , Ordalia . In the PSP version , a complete retranslation changed various location and character names in addition to the overall tone of the dialogue and plot . The game revolves around the War of the Lions , a conflict occurring due to the death of the Ivalician monarch , King Ondoria . The heir to the throne , Prince Orinus , is but an infant - a regent must therefore be selected to rule in the prince 's stead . Loyalists of the crown choose Duke Larg as their candidate to serve in conjunction with the power @-@ hungry Queen Louveria , while the nobles ' council backs Duke Goltanna and the ascension of Princess Ovelia . Each of these men served as distinguished generals in the Fifty Years ' War under the banner of the White Lion and Black Lion respectively .

## == Characters ==

As with the PlayStation version , The War of the Lions possesses the same large cast supporting a deep , complex story . With the unfolding political drama between Larg and Goltanna serving as the backdrop , the game follows the story of two friends : Ramza , the youngest scion of the noble house Beoulve ; and Delita Heiral , the son of a common farmer . Though they have been companions since childhood , the eventual treachery of Delita 's sister 's death creates a lasting rift between the two that leads them along different paths through the myriad of conspiracies surrounding the nobles ' conflict . Among the names afforded a new translation are Delita 's sister Teta becoming Tietra , Olan becoming Orran , Zalbag becoming Zalbaag , Orlandu changing to Orlandeau , and also Albus to Argath . In addition , The War of the Lions contains new characters , including Balthier from Final Fantasy XII . Balthier is said to have an " important role " , branded as a heretic in search of the " Cache of Glabados " . He joins Ramza , the protagonist while he searches for his sister . Another new character , a monster hunter named Luso from Final Fantasy Tactics A2 : Grimoire of the Rift , also joins Ramza .

## == Story ==

War of the Lions has retained much of the original storyline from Final Fantasy Tactics . The game is told through the framing device of a historian , Arazlam Durai , who is seeking to shed light on an era of Ivalice 's history : specifically , the War of the Lions , and King Delita Heiral 's rise to power . It is his contention that another man , Ramza Beoulve , is the true hero of the era . To prove it , the game flashes back to Ramza 's day , finding him a mercenary employed as a bodyguard to Princess Ovelia as she prepares to leave Orbonne Monastery . Though Ramza and his companions defend the monastery against an apparent attack by Goltanna 's knights , a rogue kidnapper sneaks in the back and makes off with the princess : none other than Delita Heiral , future king and Ramza 's former best friend . The game 's first chapter depicts the past friendship between the noble @-@ born Ramza and Delita , a commoner . Both are squire @-@ cadets enrolled in the Order of the Northern Sky 's Academy , burdened by moral conflict as the Order ( under the command of Ramza 's brothers Dycedarg and Zalbaag , as well as Duke Larg ) seeks to eradicate a brigade of disenfranchised peasant @-@ soldiers , the Corpse Brigade . Successive battles against the cabal 's leadership , Millueda and Wiegraf Folles , further erode Ramza and Delita 's faith in their purpose as aspiring cadets . The harsh reality of their world 's social stratification is finally made obvious when Delita 's sister , Tietra , is sacrificed by Zalbaag to quell the remaining element of the peasant uprising . Ramza and Delita both turn against their Order and their former comrade Argath , with Delita swearing to direct his wrath at Ramza and all the nobles of Ivalice once immediate vengeance is satisfied . For turning against his family and birthright , a disillusioned Ramza is stripped of the Beoulve name , while Delita is seemingly killed in the fiery aftermath of the Order 's purge .

The second chapter opens outside Orbonne immediately after Ovelia 's kidnapping . Ramza ,

together with his mercenary captain Gaffgarion and Ovelia 's personal bodyguard Agrias , catch up to Delita as he is beset by the Order of the Northern Sky , helping save the princess . Gaffgarion betrays Ramza and Agrias , revealing he was ultimately hired by Dycedarg and Larg to facilitate her assassination , removing the only obstacle to Larg 's declaration as regent . Ramza and Agrias agree to escort Ovelia to Cardinal Delacroix of Lionel , a province of Ivalice controlled by the powerful Church of Glabados - the one authority neither the White nor Black Lions will dare offend . En route they encounter Mustadio Bunansa , who is on the run from the Baert Trading Company ; Mustadio is in possession of a mystical artifact known as auracite . Eventually reaching the Cardinal in Lionel 's capital , Delacroix explains that this auracite is one of the Zodiac Stones , relics from an ancient Ivalician tale : that of the Zodiac Braves , heroes who once defeated a demon summoned to Ivalice by a king with more ambition than sense . Though Delacroix promises to put an end to Baert , it transpires that he is actually part of a faction within the Glabados Church that is trying to collect the Zodiac Stones for their own purposes . This faction is also manipulating and motivating the entire war , secretly provoking Dukes Larg and Goltanna in an effort to destroy both men and cripple their knightly orders . Misled by Delacroix after witnessing Baert still active in the Clockwork City of Goug , Ramza and Mustadio encounter Agrias under pursuit from the Cardinal 's forces . She informs the pair that Ovelia is due to be executed ; rushing to intervene , Ramza is instead led into a trap laid by Gaffgarion . Though his former captain escapes , Ramza finally puts an end to him at Delacroix 's stronghold before confronting the Cardinal himself . Delacroix then invokes the auracite 's true power , merging with the demonic Lucavi known as Cúchulainn . Though Ramza defeats the abomination , Glabados brands him a heretic .

Various cut scenes depict the worsening war and Delita 's rise to power by means of manipulation . In chapter three , Ramza seeks answers and help first from his estranged family in the Ivalician capital of Lesalia ; there he is rebuked by Zalbaag , though his sister , Alma , believes his tales of deeper corruption and accompanies him . At Orbonne , the pair are surprised to discover the Knights Templar , the military wing of Glabados , sacking and plundering its own monastery . Within , Ramza first confronts Isilud as he makes off with yet another piece of auracite recovered from the bowels of Orbonne 's labyrinthine library . During the debacle another Templar , Wiegraf , converts into a Lucavi and escapes . A dying monk gives Ramza the one thing that can thwart the church 's ambitions to manipulate The War of the Lions : the ancient Scriptures of Germonique , a truthful biography of the life of St. Ajora Glabados . Within the text Ramza discovers the legend of the Zodiac Braves is a falsehood , and Ajora 's supposedly divine nature nothing less than a fabrication . Ramza is shortly thereafter confronted by an agent of Grand Duke Barrington , claiming possession of Alma , whom Isilud had kidnapped upon fleeing Orbonne . Pursuing his sister , Ramza is first beset by Marach and Rapha , mage assassins in the Duke 's employ - Rapha defects to Ramza , and as they travel , Barrington meets with Folmarv , commander of the Templars , presenting his captured son , Isilud , and relaying Glabados ' entire plan , threatening to expose the church and elevate himself to the throne , to which Folmarv merely transforms into a Lucavi and sets about slaughtering the castle 's inhabitants . Ramza arrives after this devastation and defeats the demonic Wiegraf . It is on the castle 's roof that Ramza protects Rapha from the demonically possessed Marquis Elmdore , after Elmdore 's assassins have dispatched Barrington . Afterwards , Rapha appeals to the auracite much as Wiegraf had , though this succeeds in resurrecting her fallen brother rather than manifesting another demon . The three question whether auracite is a gateway to an infernal realm , or merely a window into the human heart .

The final chapter of the game involves Ramza 's fight against the Knights Templar 's leadership , revealed as the orchestrators of every conspiracy behind The War of the Lions , having even deluded the priesthood of Glabados . This faction is controlled by the Lucavi and is attempting to resurrect Ajora Glabados , the chosen host Lucavi 's leader , the High Seraph Ultima . Ramza traverses across all of Ivalice in pursuit of Folmarv and his lieutenants Cleitienne and Woffrey . As the Templar 's agenda becomes more overt , they cause increasing chaos , as Ultima 's resurrection requires the sacrifice of an incomprehensible magnitude of bloodshed . Among the slain are Dukes Larg and Goltanna after the battle of Fort Besselat , as well as Dycedarg and Zalbaag Beoulve . Ramza 's sister Alma is retained by Folmarv in anticipation of a more insidious fate : it will be her

body that substitutes for Ajora 's as a container for Ultima . After the death of the Glabados Church 's high priest , Marcel Funebis , Ramza and his party travel to the long @-@ sunken Necrohol of Mullonde , where they rescue Alma and defeat Ultima , saving Ivalice from destruction .

The epilogue reveals that neither Ramza nor his compatriots were ever confirmed to have survived the battle . In this same epilogue , Orran Durai sees both Ramza and Alma riding off on Chocobos , though it is never confirmed that they were truly there . He later compiles records of the Church 's deceit , preparing to publish the tale . However , he is captured and burned at the stake as a heretic , and his records , the " Durai Papers , " lay unheeded for more than four centuries until their release from the Church and dissemination by Orran 's descendant : the game 's narrator , Arazlam Durai . In the final scene , Ovelia accuses Delita of having manipulated her as he does everyone and stabs him in anger . Delita kills her , and then staggers backwards , questioning whether his pursuits yielded the end he truly desired .

= = Development = =

Final Fantasy Tactics : The War of the Lions was revealed on December 13 , 2006 , in the Weekly Shonen Jump magazine as a PlayStation Portable port of Final Fantasy Tactics . The magazine stated additions of cel @-@ shaded full motion videos , and extra job classes among other new features . The title was originally made for the PlayStation console in 1997 . Takamasa Shiba , the remakes game 's producer , said that Square Enix decided to " re @-@ envision the game a decade later " . Because of the extensive gameplay and deep storyline , the PlayStation version would " compel players to spend hours playing it " . Shiba cited this , as well as the system 's portability , as the main reasons why Square chose to develop for the PlayStation Portable . The subtitle of The War of the Lions was chosen as it describes " the backdrop for the story of the two main characters Ramza and Delita " , as well as illustrating the multiplayer gameplay .

Following the trend of Final Fantasy video games on PlayStation systems , The War of the Lions features full motion video during certain scenes . These videos are rendered using cel @-@ shading , a technique giving the illusion of hand drawn animation . Because of the PlayStation Portable 's screen size , the game features a 16 : 9 aspect ratio , as opposed to the previous 4 : 3 . The developers added sequences with visual arts illustrated by Akihiko Yoshida , and the game is complete with new episodes and cutscenes that were not in the original title . Developers wanted the game to suit both new players and players that have experienced the original title . The cut scenes were also added to help players become immersed in the culture and history of Ivalice and " War of the Lions " . The Zodiac battle system was used in an international release of Final Fantasy XII due to both games taking place in the world of Ivalice and that the " War of the Lions " battle director also Final Fantasy XII 's international release and liked the combat system . Luso from Final Fantasy Tactics A2 : Grimoire of the Rift was added to connect the game to the Ivalice Alliance game series .

New character classes were chosen at the beginning of development , with a staff member who loved the original Tactics title assigned to balance the new jobs within the game . The new classes are the Onion Knight , taken from Final Fantasy III , and the Dark Knight , which was previously only available to one character , Gaffgarion . The Dark Knight in the remake has additional abilities and thus the original Dark Knight class was renamed to " Fell Knight " . The Fell Knight class is still unique to Gaffgarion .

The North American localization of The War of the Lions has full audio voice acting for the video sequences in the game . The slowdown and sound downgrade , though acknowledged by the localizers , was not a priority for them to fix , being stated as " out of their hands . " Various reviewers have differing opinions about how the slowdown issue has been addressed ; one of the previews of the North American version claims that the slowdown has been reduced , stating that " now the technical issues are about on par with the minor slowdown exhibited in the PS1 release and are no longer distracting " , while others stated that the slowdowns still " occur when performing attacks or spells in battle " .

Because of vocal criticism of the original English language translation , a whole new translation was

commissioned for the remake . The PlayStation Portable producer Akitoshi Kawazu described the game as having " an incredible amount of text " versus an ordinary RPG . Translating the game 's script was assigned to Joe Reeder , who pulled in fellow translator Tom Slattery after becoming impressed with some of his internal work at Square Enix . Both worked on the game , alternating between each other translating scenes until Reeder had to leave the project to work on Final Fantasy XII : Revenant Wings and Slattery became head translator . The translation work took six to seven days a week at twelve to thirteen hour stretches . To incorporate the game deeper into the world of Ivalice , the new English translation changed words to standard Final Fantasy terms and spellings such as " magick " , " Dagoon " , and " Mystic " . To help address any controversy that the game 's plot was a criticism of Christianity , Slattery retained the game 's opening prayer that is directed toward the " gods " , separating the church of Galbados from the monotheistic Christian faith .

= = = Other platforms = = =

A PlayStation Network version was released on March 9 , 2011 , in Japan , and in North America on July 18 , 2011 . In response to players requests that Square Enix release more of their catalogue on mobile phones , a project to port " War of the Lions " commenced . Rebuilding the game for a touch interface and not having the PlayStation Portables shoulder buttons took much time and " trial and error " , relying on the work done to adapt previous Final Fantasy titles . Certain iOS features were not supported including Game Center since the game is not " inherently competitive " .

The War of the Lions for iOS was announced at E3 2010 and released for in 2011 , with the iPhone version released on August 4 , 2011 . An iPad version was released on February 23 , 2012 . An Android port was released through the Square Enix Market on February 14 , 2013 , in Japan , featuring enhanced graphics , a higher draw speed , and controls optimized for a touchscreen . An iOS update was promised , and when released also included multiple iCloud save slot support . The Android version was globally launched on Google Play on June 4 , 2015 .

= = Reception = =

The War of the Lions reached the top of Japanese gaming charts , and sold 100 @, @ 000 copies in the first month of release in the United States . The game was the 53rd best @-@ selling game of 2007 in Japan at 301 @, @ 796 copies according to Famitsu . The Ultimate Hits edition sold an additional 19 @, @ 488 copies in Japan .

As of December 18 , 2007 , The War of the Lions on the PSP has a score of 88 / 100 at the aggregate review site Metacritic based on 39 reviews , 88 @. @ 3 % at GameRankings based on 47 reviews . In comparison , the original Final Fantasy Tactics scored 83 from 12 reviews at Metacritic . Critics in general were pleased that the game had been remade , as it was considered a cult hit in its original incarnation but copies had become difficult to find . The War of the Lion 's tactical gameplay was widely praised as deep and engaging , as battles could proceed along any number of lines depending on party composition and player strategy . Reviewers liked the focus on player choice on the battlefield , such as approaching an engagement with defense in mind , or alternatively hitting enemies hard and fast in a kind of blitzkrieg . The Job system , especially its complexity , customization , and ability to influence battles , was commended . GameTrailers wrote : " Even up to now , Final Fantasy Tactics ? job classing structure is still one of the best the genre has seen ; a feature @-@ rich and flexible system matched only by its equally complex battle engine . " The new jobs were also appreciated .

The War of the Lions ' new translation was frequently commented upon . Reviewers felt that while its narrative was florid , even Shakespearean , it was an improvement over the original , which was described as confusing and convoluted . The story itself was also lauded for its depth and maturity , although commentators did note that its large cast of characters was occasionally difficult to follow . The new cel @-@ shaded cutscenes were very popular and described as " magical " , " beautiful " , and " outstanding " . There were some comments that the sprites , textures , and environmental

visuals in general had not been improved , with the exception of new spell animations . The sound was both praised and criticized , with observations about beautiful music but grating camera sound effects .

The negative comments about The War of the Lions focused on the game 's slowdown during battles and its difficulty . Some party actions slow down the game 's framerate and decrease the audio quality , becoming most apparent when casting spells or using special abilities that require different lighting effects . Despite the move from disc @-@ only to the option of playing via PlayStation Network download , the slowdown remains , as confirmed by PlayStation LifeStyle 's review . The difficulty was widely considered punishing and perhaps discouraging to new players . Eurogamer 's Rob Fahey said : " [ The game 's ] difficulty curve is somewhat peculiar - to put it charitably ... We certainly encountered some battles that were ludicrously easy , and a couple ( especially early on ) so hard that we had to re @-@ equip and fight a few random battles before trying again . "

The iOS version was less well received than the PSP edition . While reviewers echoed positive comments about the storyline and gameplay , they were displeased with the removal of multiplayer , graphical issues that still had not been fixed , and most importantly , the price point at initial release . At the time , it was the most expensive game ever released on the operating system . US Gamer on the other hand listed the remake as one of the best ever made .