

= Final Fantasy Fables : Chocobo Tales =

Final Fantasy Fables : Chocobo Tales , released in Japan as Chocobo to Mah? no Ehon (?????????? , lit . " Chocobo and the Magic Picture Book ") is a Nintendo DS adventure game developed by h.a.n.d. and published by Square Enix . It was released in Japan on December 14 , 2006 , in North America on April 3 , 2007 , and in the PAL region in May 2007 .

Final Fantasy Fables is a Final Fantasy spinoff starring a Chocobo in a setting which features common elements and creatures of the series . Music from the rest of the series is also reused . The game is composed of a number of minigames woven into a main adventure . The game was received positively by critics , who appreciated the originality and light @-@ hearted nature of the title .

A sequel , Chocobo to Mah? no Ehon : Maj? to Sh?jo to Gonin no Y?sha (?????????? ??????5???? , lit . " Chocobo and the Magic Picture Book : The Witch , the Girl , and the Five Heroes ") was released in Japan on December 11 , 2008 .

= = Gameplay = =

Chocobo Tales features a mix of three different types of gameplay ; role @-@ playing video game , exploration , and card battles . Players explore a 3D environment to find picture books . Upon finding them the player is transported into pop @-@ up picture books to complete minigames and open the path to the next part of the story . The picture books take the form of Aesop 's Fables and Grimm 's Fairy Tales with the player character often taking the main role . Other Final Fantasy characters take up roles within the stories . More simplistic minigames , known as microgames , are also scattered throughout the world . Unlike minigames , these are not located within pop @-@ up books , do not affect the game @-@ world and are not required to progress in the game .

Throughout the course of the story , the player will participate in combat that is referred to as " pop @-@ up duels " . Battles utilize a deck constructed from cards they have collected from story events , minigames , microgames , or other characters . These decks are used to battle game 's bosses in card battle games . Chocobo Tales features online multiplayer capabilities as well . Players can compete against each other in either pop @-@ up duels or minigames . Both modes can connect either through local wireless or Nintendo Wi @-@ Fi . Multiplayer includes playing the card battles in multi @-@ card and online play by using Nintendo Wi @-@ Fi , and the mini @-@ games are multi @-@ card and single @-@ card download multiplayer as well . 2 @-@ 4 players may team up for battles , or to participate in mini @-@ games .

= = Story = =

The cast of characters includes such recurring characters as Chocobo , a White Mage named Shirma , a Black Mage named Croma , and others including Irma , the leader of the villains whose plan is to free Darkmaster Bebuzzu , the primary antagonist sealed inside Croma 's book , Greeble and Peekaboo , a pair consisting of a skinny blue Chocobo and fat pink Chocobo , Jail Birds , a group of black Chocobos acting and dressed as stereotypical crooks (black ski masks and black and white striped shirts) , and Volg , a black Chocobo who works alongside Greeble and Peekaboo .

The story is set in a fairly similar setting of Final Fantasy games such as Final Fantasy I and Final Fantasy V ; a medieval setting despite having things such as airships . Throughout the course of the game , Chocobo must enter magical picture books which are taken from popular existing fairy tales and folk stories , adapted to suit the Final Fantasy universe and often starring a Chocobo as the main character . There are eight storybooks to discover , each comprising two volumes , and the separate volumes often reference separate stories .

= = Development = =

Chocobo Tales was announced in the Summer of 2006 . Initial details revolved around the main character , Chocobo , the opening sequence of the story and the picture book worlds . Further details included the pop @-@ up duels and more information pertaining to the story . The game was produced by Yuki Yokoyama and took 20 staff members a year to create . The first decision made was to create a game about chocobos , market research showed that the characters are most popular with younger players , thus the game was designed for the Nintendo DS system , a popular system with that age group .

= = = Audio = = =

Much of the music in the game has been " borrowed " from other Final Fantasy games , newly rendered . The music played during card battles is the battle theme from Final Fantasy I , just as the theme played when traversing Mount Magma is the same as the theme of Gulug Volcano from the same game . The victory theme is the classic jingle , with the pre @-@ VII aftertune . There are many other examples , such as the chocobo racing theme from FFXVII , the Boss theme being borrowed from Final Fantasy VI , Irma 's house is a rendition of the Final Fantasy IV sorrow music , and the end credits feature the airship theme from Final Fantasy VIII . Music from Final Fantasy III has also been borrowed , such as the crystal room theme and Gysahl theme .

= = Reception = =

Chocobo Tales sold over 78 @,@ 000 copies in Japan by the end of 2006 , just over two weeks after release . It sold 100 @,@ 000 copies in Europe and 70 @,@ 000 copies in North America by November 2007 . Chocobo Tales met with overall positive reviews . RPGamer commented " Final Fantasy Fables is quite unique , offering a wide variety of gaming options . While building on the massive world of the Final Fantasy series , it takes a new spin in an attempt at something fresh . " Edge magazine referred to the game as a " decent effort " . They complemented the visuals , but stated " the execution and appeal is limited " . IGN called Chocobo Tales a " surprisingly fun and engaging experience . " GameSpot stated " it might look like just another kid 's game , but there is a lot of quality gaming buried under the saccharine visuals . "

The gameplay of the minigames and pop @-@ up duels were well received . IGN called the mini @-@ games " clever and fun " and stated the card battle " actually offers something simple yet challenging . " GameSpy praised the minigames and card battles . RPGamer praised the amount of minigames and called the card battling system " impressive . " GameSpot also praised the minigames and card battles , but commented some minigames were frustrating . The story received mix reviews . Some critics enjoyed it while other referred to it as childish . GameSpy commented the story was predictable and clichéd . RPGamer referred to it as a " light @-@ hearted story " . IGN stated the story is not huge or elaborate , but the game is surprisingly enjoyable for the older crowd . IGN also listed the game as the number eight Mini @-@ game collections on the Nintendo Wii or DS .