

= Final Fantasy V =

Final Fantasy V (??????????V , Fainaru Fantaj? Faibu) is a medieval @-@ fantasy role @-@ playing video game developed and published by Square (now Square Enix) in 1992 as a part of the Final Fantasy series . The game first appeared only in Japan on Nintendo 's Super Famicom (known internationally as the Super Nintendo Entertainment System) . It has been ported with minor differences to Sony 's PlayStation and Nintendo 's Game Boy Advance . An original video animation produced in 1994 called Final Fantasy : Legend of the Crystals serves as a sequel to the events depicted in the game . It was released for the PlayStation Network on April 6 , 2011 in Japan . An enhanced port of the game , with new high resolution graphics and a touch @-@ based interface , was released for iPhone and iPad on March 28 , 2013 , and for Android on September 25 , 2013 .

The game begins as a wanderer named Bartz investigates a fallen meteor . There , he encounters several characters , one of whom reveals the danger facing the four Crystals that control the world 's elements . These Crystals act as a seal on Exdeath , an evil sorcerer . Bartz and his party must keep the Crystals from being exploited by Exdeath 's influence and prevent his resurgence .

Final Fantasy V has been praised for the freedom of customization that the player has over the characters , achieved through the greatly expanded Job System . Despite being released only in Japan , the Super Famicom version sold more than two million copies . The PlayStation version has earned " Greatest Hits " status , selling more than 350 @,@ 000 copies .

= = Gameplay = =

Final Fantasy V includes many standard role @-@ playing elements as well as renovated features introduced in earlier Final Fantasy games . Players navigate from a top @-@ down perspective ; a traversable overworld connects the various towns , dungeons , and other points of interest . The player can traverse the overworld by foot , Chocobo , hydra @-@ guided ship , wind drake , or airship , depending on the situation . Most towns contain scattered inns for resting , shops for purchasing equipment , and people from whom the player can gain information . The player may also embark on several side quests that become available as the story progresses . Characters grow in strength by gaining experience points from random encounters with monsters on the overworld or in a dungeon . Experience culminates in a " level up " , in which character attributes such as hit points and magic power increase . A menu @-@ based management system allows the player to equip , heal , and change each character 's selected job outside of battle as well as to save the game 's progress .

Final Fantasy V is the second Final Fantasy game to use the Active Time Battle (ATB) system , in which time flows continuously for both the player and enemies during combat . This system was first established in Final Fantasy IV , but in that game there was no way to visibly anticipate which character 's turn would come up next . In Final Fantasy V , the player can see which playable character 's turn is next in battle , in the form of a time gauge ? or " ATB Bar " ? which fills according to a character 's speed . When the selected character 's turn arrives , the player can execute one of several commands , such as attacking the enemy with an equipped weapon , using a special ability or item , or changing the character 's row position . The ATB mechanic with a gauge , as seen in Final Fantasy V , would be used in the four following main titles in the series and remains a staple mechanic of the franchise .

= = = Job System = = =

The main feature of the gameplay of Final Fantasy V is the Job System . Players can freely select jobs (also called " classes ") for their characters to master , allowing each character to gain special abilities and potentially master all 22 jobs (26 in the Game Boy Advance version) . Each character begins with only the " Freelancer " class ; to gain access to new jobs , players must acquire crystal shards . This system is an improved version of the one in Final Fantasy III ; several older jobs were either reused or revamped for Final Fantasy V , such as the Black Mage and Thief . The game also

introduces several classes to the series , including the Blue Mage , Time Mage , and Mime . Each of these classes has been featured in numerous Final Fantasy installments since .

Once the player gains access to the job system , characters begin to earn a separate form of experience ? Ability Points ? in conjunction with regular experience points . Characters gain job levels after accumulating AP ; as with regular levels , the required amount of experience increases after each job level . AP and job levels do not transfer from class to class . As job levels increase , new skills become available for the character to use in a new form of customization ; characters learn job @-@ specific abilities that may be transferred to a new job . For example , a character with the Knight job who has also earned job levels as a Black Mage may set Black Magic as a secondary command , enabling both Black Mage and Knight abilities in battle . The nature of these abilities varies ; while some serve as special commands in battle , others may be innate to the class or activated automatically when conditions are met , such as the Thief 's " Caution " skill , which prevents rear attacks from enemies . This system allows for deeper customization of characters .

= = Plot = =

= = = Setting = = =

The backstory of Final Fantasy V is revealed in phases through cutscenes and interactions with non @-@ playable characters . One millennium before the events of the main story , a powerful mage named Enoo imperiled the world using the power of an evil entity called the " Void " . The people retaliated by using twelve legendary weapons to vanquish Enoo ; however , the Void itself could not be destroyed . Consequently , the people split the world 's four elemental Crystals into two sets , effectively creating two worlds . The Void then became sealed in a dimensional cleft between the two worlds .

Nearly a thousand years passed without incident , and both worlds prospered due to the powers of their Crystals of Wind , Water , Fire , and Earth . New kingdoms and towns flourished , and travel by ship acted as a critical means of commerce and communication . However , a sinister force was stirring in the second world ? ever since the Void incident , malicious demons had been sealed inside a tree in the Great Forest of Moore . The corrupted amalgamation of spirits emerged as Exdeath , the game 's primary antagonist . When Exdeath attempted to claim the world for himself , a group of heroes called the " Four Warriors of Dawn " (Galuf , Xezat , Dorgann , and Kelger) sealed him within the first world using its Crystals , and peace returned for another thirty years .

= = = Characters = = =

Final Fantasy V features five player characters , though only four of which are playable at a given time . Bartz Klauser is a traveling adventurer who becomes involved in the story when he investigates the site of a meteorite strike . Lenna Charlotte Tycoon is a princess of Tycoon who follows her father to investigate the Wind Shrine 's Crystal . Early on , Bartz finds her unconscious and saves her from goblins . Galuf Doe is a mysterious old man who was discovered unconscious near the meteorite with a case of amnesia . Faris Scherwiz is a pirate captain who captures Bartz , Lenna , and Galuf when they try to steal her ship ; she is revealed to be Sarisa Scherwill Tycoon in disguise . Krile Mayer Baldesion is the granddaughter of Galuf who journeys with him to the planet and receives his abilities .

Most of the main characters were involved with or related to the original Four Warriors of Dawn , such as Dorgann Klauser (Bartz 's father) , Kelger Vlondett , and Xezat Matias Surgate ; Galuf was the fourth warrior . The game also contains several supporting characters , including engineer Cid Previa , his grandson Mid Previa , and turtle sage Ghido . One of Exdeath 's henchmen , Gilgamesh , is a recurring mini @-@ boss in the second half of the game . Gilgamesh has also appeared in newer Final Fantasy titles , such as Final Fantasy VIII , Final Fantasy IX , Final Fantasy XII , Final Fantasy XIII @-@ 2 as downloadable content , and Final Fantasy XIV : A Realm Reborn . Concept

art for the characters was designed by Yoshitaka Amano ; he has offered such artwork for every main Final Fantasy installment since the original .

= = = Story = = =

Final Fantasy V begins on a day when the world 's wind currents begin to slow and stale . Deeply troubled by this occurrence , the king of Tycoon makes ready to travel to the Wind Shrine on the back of his drake , quelling the worries of his daughter , Princess Lenna . Upon arriving at the Shrine , the king bears witness to the Wind Crystal shattering before his eyes .

Meanwhile , a young traveller named Bartz , resting in the woods near Tycoon , witnesses a meteorite plunge to the planet 's surface just outside the castle . Bartz promptly investigates , discovering Lenna lying unconscious from attack . After rescuing her , they discover an old man in the debris with partial amnesia named Galuf . Lenna explains that she had been on her way to the Wind Shrine after her father . Galuf suddenly recalls that it was his original destination as well , opting to accompany her . Though the trio part ways , Bartz soon encounters Lenna and Galuf again assaulted by monsters in a quaking valley . The three travel together , finding all land routes blockaded by the upheavals caused by the meteorite 's fall . Exploring an underground cavern , they encounter a den of pirates and their leader , Faris . With the help of the pirate captain , the group makes its way to the Wind Shrine to discover the shattered Crystal , but no sign of the missing king . The shards react to their presence , however , and an image of Tycoon appears , explaining to them that they must protect those Crystals that yet remain .

Eventually , the party comes to discover that the Crystals formed a seal upon Exdeath , an ancient sorcerer ; with them destroyed , not only would the dark essence be released , but over time the planet itself would become uninhabitable . The party attempts to save the crystals of Water , Fire , and Earth ; but by the machinations of human folly or the influence of the sealed Exdeath , they fail . Having been freed , Exdeath defeats the party and returns to his homeland . Galuf 's granddaughter Krile arrives by meteorite , restoring Galuf 's memory completely ; he recalls he originated from the same world as Exdeath , pursuing him back home with Krile . Bartz and the others resolve that the fight is not Galuf 's alone , together traveling to the distant planet world , where Exdeath is already wreaking havoc in pursuit of that world 's Crystals . The trio is captured , but Galuf rescues them and defeats Exdeath 's lieutenant , Gilgamesh , in the process . They are blown to a distant continent when a magical barrier is activated during their escape , but make their way to Bal Castle , Galuf 's kingdom .

The party meets Xezat , one of Galuf 's companions and a former Warrior of Dawn , and learn that Bartz 's father was part of their group . Joining forces , they deactivate the barrier around Exdeath 's castle , but at the cost of Xezat 's life . They then learn of Exdeath 's origins , traveling to the Guardian Tree to dispel the seals . Exdeath anticipates the party 's actions and torches Moore Forest , ensnaring the group . Krile arrives to help , but is herself trapped by the warlock 's powers . At the sight of his granddaughter 's capture , Galuf frees himself and battles Exdeath to the point of death , refusing to fall until the creature flees . Collapsing from his wounds , Galuf dies despite the party 's efforts to save him , imparting his abilities to Krile . The party pursues Exdeath to his tower and defeats him , but the remaining Crystals shatter and the worlds are reunited .

For a time , it seems Exdeath has been truly destroyed , and the party celebrates in Tycoon . Bartz , however , is contacted by the sage Ghido . Meeting with him , a thorn suddenly leaps from Krile 's palm , manifesting as Exdeath , now resurrected and fully in command of the Void . With it , he removes entire towns and kingdoms from existence , tossing them into a tear in reality .

Fortunately for the party , the reunification of worlds has opened the pathways to ancient sites where weapons and powers used to quell Eno's rise a thousand years past lay in wait . So armed , the party enters the Rift , seeking out Exdeath at the center of the inter @-@ dimensional nexus where they , too , fall prey to the Void . With help from their fallen allies , the party survives and is returned before Exdeath , now manifested as a demonic sylvan , battling him until he weakens and is swallowed by his own power . He then transforms into Neo Exdeath , intent on destroying the very essence of reality , himself with it . Exdeath is ultimately defeated , and , using the power of the

Crystal shards , the heroes seal the Void once more and restore the reunified world and its Crystals . The game 's ending varies based on how many party members are still alive at Neo Exdeath 's defeat , detailing the events after the world 's resurrection . At the end , the remaining group visits the Guardian Tree , and find that the fallen party members have returned to life .

= = Development = =

Final Fantasy V was directed by Final Fantasy series creator Hironobu Sakaguchi who , prior to the release of Final Fantasy IX , called it his favorite Final Fantasy game . The character , image , and title logo designs were created by series illustrator and image designer Yoshitaka Amano , while the actual character sprites were designed by Kazuko Shibuya . The monsters were designed by Tetsuya Nomura . Amano has stated that he counts his depictions of both Faris from Final Fantasy V and Terra from Final Fantasy VI among his favorite Final Fantasy designs . The writing of the scenario text was a collaborative effort between Sakaguchi and Yoshinori Kitase . Sakaguchi conceived the plot and was in charge of it , while Kitase tried to include more humor to lighten up the relatively serious story . The Job System was designed by Hiroyuki Ito , who worked on the game as a battle planner alongside Akihiko Matsui . Mode 7 effects were used in the airship sequences , which moving in the airship would cause the planet to rotate on its axis . In total , Square employed a team of 45 people to create the game , and 16 Mbits of space were used to accommodate for the sprites , animations , and detailed background . According to GamePro in a May 1993 issue , the Japanese authorities had asked Square not to release the game during a school day because schoolchildren would skip class to wait in line for the game .

The official English translation of Final Fantasy V began shortly after the release of the Japanese version . The game was to be titled " Final Fantasy III " in North America , but the project fell through . Square then announced that due to its differing tone and much higher difficulty from the rest of the series , they would be releasing it in North America as a standalone game with a yet @-@ to @-@ be @-@ determined title , rather than part of the Final Fantasy series . This plan was quickly aborted . Translator Ted Woolsey explained in a 1994 interview , " [Final Fantasy V is] just not accessible enough to the average gamer " . Rumors circulated that a second attempt at localization would be made and that the game would be titled Final Fantasy Extreme , but this attempt was also canceled . A third attempt was made to port the game to Microsoft Windows @-@ based personal computers for North American release by developer Top Dog Software , but this was canceled . Another attempt to port the game to Windows for North America was " handled by Eidos Interactive " circa 1998 (but it is unclear whether this is the same version Top Dog Software was working on or an actual fourth attempt) . The continual canceling of the localization angered fans and led to Final Fantasy V becoming one of the first games to receive a complete fan translation .

= = = Music = = =

The game 's soundtrack was composed by Nobuo Uematsu and consists of 56 tracks . A two @-@ disc album was released alongside the game totaling 67 tracks . Uematsu had originally calculated that the game would require more than 100 pieces of music , but he managed to reduce the number to 56 . The song " Dear Friends " would become the title piece in the 2004 concert tour Dear Friends -Music from Final Fantasy- , chosen to reflect Uematsu 's appreciation for his music 's worldwide fan support . The song " Clash on the Big Bridge " would later be arranged by Hitoshi Sakimoto for the Final Fantasy XII Original Soundtrack in 2006 .

The album Final Fantasy V : 5 + 1 was released in 1992 and contained five songs from the original score as well as a previously unreleased Super Famicom version of " Matoya 's Cave " from the original 1987 Final Fantasy for the Nintendo Entertainment System . A collection of arranged tracks , Final Fantasy V Dear Friends ; a 13 @-@ track disc , Piano Collections Final Fantasy V ; and a short series of remixes , Final Fantasy V : Mambo de Chocobo , were all released in 1993 . Finally , many of the original songs were included on the North American Final Fantasy Anthology Soundtrack , together with the two @-@ game compilation .

= = Ports and remakes = =

Final Fantasy V was ported by Tose to the Sony PlayStation and re @-@ released in Japan on March 19 , 1998 ; it was included in the 1999 release of Final Fantasy Collection , alongside Final Fantasy IV and Final Fantasy VI . The PlayStation version boasted two new full motion video opening and ending sequences and a " memo @-@ save " feature , but the game otherwise remained unchanged . Square released 50 @,@ 000 limited edition copies of the collection which included a Final Fantasy @-@ themed alarm clock . In the same year , Square released the PlayStation compilation Final Fantasy Anthology in North America , which included Final Fantasy V , as well as the PlayStation version of Final Fantasy VI . This would mark the first time the game was published outside Japan , nearly seven years after its initial release . In 2002 , Square released this version of the game in Europe and Australia , this time alongside Final Fantasy IV . The English version of the game received changes from its original format ? most notably , Faris was given a Cornish " pirate " accent and there was a different interpretation of character names , such as the names " Bartz " as opposed to " Butz " and " Gill " as opposed to " Guido " , the official romanizations in Japan . On December 18 , 2012 the port was re @-@ released as part of the Final Fantasy 25th Anniversary Ultimate Box Japanese package .

Following the release of the PlayStation 2 , Sony reported that the new system had compatibility issues with the Final Fantasy V half of Final Fantasy Anthology . The game experienced a bug where if players attempted to save their games , a graphical error would occur . Square then released a statement that only the look of the save screen was corrupted , and saving was still possible , and if players wished , repeatedly going into and out of the save screen would make a normal screen eventually appear . This incompatibility was fixed for the PAL and Greatest Hits releases of Final Fantasy Anthology .

Final Fantasy V was ported a second time by Tose to the Nintendo Game Boy Advance as Final Fantasy V Advance , which was released on October 12 , 2006 , in Japan , November 6 , 2006 , in North America , and April 20 , 2007 , in Europe . Similar to the Game Boy Advance re @-@ releases of its predecessors , this version features updated graphics , though the changes are very subtle . Additional features include four new jobs (Gladiator , Cannoneer , Necromancer , and Oracle) , a new dungeon called " The Sealed Temple " , and a new optional boss from the back story of Final Fantasy V , Euno , which was designed by Tetsuya Nomura , the monster designer of the original game . In addition , the game included a bestiary , a quick save function , music player , and additional equipment in the style of previous Game Boy Advance re @-@ releases . Like the remakes of its predecessors , Final Fantasy V Advance featured a new English translation .

The original version of the game was released on the Virtual Console in Japan in January 2011 for the Wii and in March 2014 for the Wii U , and the PlayStation version of the game was re @-@ released on the PlayStation Network as a PSone Classic in Japan on April 6 , 2011 , in Europe on April 13 , 2011 and in North America on November 22 , 2011 .

On April 27 , 2010 , Square Enix producer Shinji Hashimoto stated that the development of a remake of Final Fantasy V for the Nintendo DS is at present " undecided " due to " technical issues " . However , on June 24 , 2010 , he added that a remake for the Nintendo 3DS is being considered , but he would first have to " look and see how 3DS does , how it evolves , and then make a decision " . In December 2012 Square Enix announced that an updated version of the game will be released on the IOS AppStore . The enhanced port , which was developed by Matrix Software , was released on March 28 , 2013 on iOS devices , with an Android release on 26 September . The game features new high resolution graphics with sprites designed by Kazuko Shibuya , who did the original game 's artwork , new gameplay features such as movement in eight directions and auto @-@ battle , and contains the Sealed Temple and super @-@ boss Euno from the Game Boy Advance release . In 2015 , Tetsuya Nomura , director of the Final Fantasy VII remake , expressed interest in remaking Final Fantasy V and VI .

= = Sequel = =

In 1994 , Square released an original video animation sequel to Final Fantasy V , simply titled Final Fantasy . Produced by animation studio Madhouse , the anime was released in four 30 - minute VHS tapes in Japan and was set two hundred years after the game . The story focuses on four warriors , one of them the descendant of Bartz , protecting the Wind Crystal from the villain Deathgrynos , who pursues it to achieve godhood . It was localized by Urban Vision in 1998 and released in two VHS volumes for North America under the title Final Fantasy : Legend of the Crystals .

= = Reception = =

Final Fantasy V has sold 2 . 45 million units on the Super Famicom (including 2 million copies during its first two months of release) , while the Japanese Game Boy Advance version has sold nearly 260 , 000 copies as of December 2007 . Final Fantasy Collection sold over 400 , 000 copies in 1999 , making it the 31st best selling release of that year in Japan . The North American release of Final Fantasy Anthology sold 364 , 000 copies as of 2004 .

The original Super Famicom version received a positive critical reception upon release , with Famitsu 's four reviewers scoring it 34 out of 40 , and the first GameFan Golden Megawards awarding it for Best Import Game and Best Music (Import Game) of 1992 . Retrospectively , 1UP 's staff stated that , while the game 's story was very weak , the gameplay was " another story " , heavily praising the job system and the feature to combine abilities from different job classes , and gave it a score of B- . Allgame 's retrospective review shared similar sentiments regarding the storyline and job system , adding praise for the addition of hidden events and items for players to search for , giving the game a score of 3 . 5 out of 5 . RPGamer gave it a mixed retrospective review , stating that the game improved on the visual presentation , menu system , and overall field navigation of Final Fantasy IV , but the " maddeningly high encounter rate " , " average sound selection " , and " washed out " color palette hurt the game 's presentation , giving it a score of 5 / 10 .

Critics gave generally positive to mixed reviews for the Anthology version of the game . GameSpot praised the job system for being " one of the series ' most in - depth and detailed game systems " , but criticized the game for having " paper - thin characters " and a clichéd plot , augmented by a lack of character development during the game 's fetch quests . They went further to say that the translation was poor and overshadowed by the two previous fan efforts . IGN called Final Fantasy V 's graphics " dated " but cited " incredibly engrossing " job system as the game 's highlight and praised its music . Electronic Gaming Monthly repeated the sentiments towards the job system , adding that while the game suffered from long load times periodically , Final Fantasy V was the main reason to buy the collection .

In comparison , reviews of the Game Boy Advance re - release of the game were mostly positive . GameSpot 's review regarded the game more favorably than its PlayStation counterpart , calling it " better than ever " and citing the strong localization of the script and extensive special features . They further stated that while the game 's characters seemed unlikable and that the plot felt " predictable or trite " , they felt the game was still more sophisticated than most games at the time , giving the game a score of 8 . 5 . Nintendo Power stated that " while playing Final Fantasy V is a chore on the PlayStation , it 's good fun on the GBA because of the vastly improved translation and new features " , further calling it the " definitive " version of one of the series ' best titles . IGN gave the game a score of 8 . 5 , calling it a " must - own " for the portable system and describing it further as always an " entertaining and surprisingly deep role - playing game " . 1UP.com stated the port of the game from the Super Famicom to the Game Boy Advance was " rock solid " , and added that while the game 's story started off at a slow pace , it gradually improved . The review further praised the addition of features and removal of questionable ones that had been added to the Anthology version of the game . GameDaily gave the game a score of 7 / 10 , noting that while enjoyable , the high encounter rate , the necessity to constantly engage in battle to gain abilities through the job system , and other aspects made the game feel repetitive at times .

