

= Final Fantasy Type @-@ 0 HD =

Final Fantasy Type @-@ 0 HD (Japanese : ???????????? HD , Hepburn : Fainaru Fantaj? Reishiki HD) is an action role @-@ playing game developed by Square Enix and HexaDrive , and published by Square Enix for PlayStation 4 and Xbox One , and later for Microsoft Windows via Steam . It was released worldwide in March 2015 , while the Steam port was released in August 2015 . Type @-@ 0 HD is a high @-@ definition remaster of the Japan @-@ exclusive PlayStation Portable game Final Fantasy Type @-@ 0 , a spin @-@ off from the main Final Fantasy series and part of the Fabula Nova Crystallis subseries , a set of games sharing a common mythos . The story focuses on Class Zero , a group of fourteen students from the Dominion of Rubrum who must fight the neighboring Militesi Empire when they launch an assault on the other Crystal States of Orience . In doing so , the group become entangled in both the efforts to push back and defeat the forces of Militesi , and the secret behind the war and the existence of the crystals .

After Type @-@ 0 received a 2011 Japan @-@ only release on PSP , Type @-@ 0 HD began development in mid @-@ 2012 as part of a move to promote the next generation of gaming consoles , and gave the opportunity for multiple changes to refine the experience for players . Outside of updated graphics and an expanded color palette , Type @-@ 0 HD is largely identical to the original PSP version , although the original 's multiplayer functionality was dropped , and additional difficulty levels were implemented . Type @-@ 0 HD reached high positions in international sales charts , and has sold over one million copies worldwide as of October 2015 . It received praise for its story and battle system , while criticisms have focused on its HD upgrade and localization .

= = Gameplay = =

Final Fantasy Type @-@ 0 HD is an action role @-@ playing video game that utilizes a real @-@ time battle system similar to Crisis Core : Final Fantasy VII . The player controls Class Zero , an elite fighting force of fourteen students from Rubrum 's Akademieia . Outside mission environments and Akademieia (Class Zero 's home base) , Class Zero navigates Orience through a scaled @-@ down world map . The world can be navigated on foot , using chocobos (recurring galliform birds in the Final Fantasy series) or via an airship . Type @-@ 0 HD is split into missions with free periods in between . During these free periods between missions , players can explore Akademieia , breed chocobos for personal use , and complete side quests for characters in Akademieia and liberated towns .

During missions , three members of Class Zero can be selected for missions while the others are kept in reserve in case a player character dies . The lead character can be swapped at any time , with the other two being controlled by the game 's artificial intelligence . During certain story missions , players take part in real @-@ time strategy battles on the world map . During combat missions , players gain experience points and increase their experience level as they defeat enemies , as well as obtaining Phantoma from defeated enemies , used to upgrade the characters ' magic skills . Each character has access to summoned monsters called Eidolons (War Gods (?? , Gunshin) in the original Japanese) , which are summoned for limited periods at the cost of a character 's total health .

While the core gameplay remains the same , multiple adjustments were made to existing systems . The HD version features four difficulty levels as opposed to the original 's three , including an " easy " option . The original game 's multiplayer elements were removed during optimization for consoles , and types of magic and accessories previously only available in multiplayer were incorporated into the single @-@ player campaign . A feature unique to Type @-@ 0 HD is the support personnel (SP) system : when activated , AI @-@ controlled support characters take the place of normal party members . SP points earned in battle can be used to purchase special items . Additional character costumes made included through the original 's demos and downloadable content were included in Type @-@ 0 HD as unlockables , along with costumes unique to the HD version .

= = Development = =

During the production of Final Fantasy Type @-@ 0 , the development team explored the possibility of a high @-@ definition port of the game . The idea never went beyond experimentation as the team was focused on keeping the game as a portable experience . The team also experimented with a sequel on eighth generation consoles , but production was halted when the development team were transferred to Final Fantasy XV . After some time working on XV , original director Hajime Tabata decided to develop Type @-@ 0 HD for eighth @-@ generation consoles . The game began development in mid @-@ 2012 , around the same time XV was shifted onto PlayStation 4 (PS4) and Xbox One . Tabata came on board in July of that year as director and producer , though his involvement was fairly minor due to his directing duties for XV . The main development was handled by HexaDrive , who had previously collaborated successfully with Square Enix on The 3rd Birthday , and had developed the high @-@ definition remasters of ?kami and The Legend of Zelda : The Wind Waker . The remaster was intended as an incentive for Final Fantasy players in both Japan and the west to purchase eighth generation consoles before XV 's release . The original plan was for a port to both the seventh generation PlayStation 3 and Xbox 360 consoles , and eighth generation consoles . After the PS4 proved popular at the 2013 Tokyo Game Show , and as Tabata had no development experience with seventh generation console hardware , the team focused on the eighth generation versions . According to art director Yusuke Naora , moving from the PlayStation Portable to eighth @-@ generation hardware proved hard for the team . Despite early claims , no version of Type @-@ 0 HD was developed for the PlayStation Vita . According to Tabata , this was due to difficulties in porting between console and Vita development environments , and his wish for a playing experience he could only envision on home consoles .

HexaDrive handled the 2D screen displays , world map features and lip synching , while Square Enix handled the 3D graphics , such as character models in cutscenes . Lighting effects and in @-@ game assets were improved and updated for HD consoles using the DirectX 11 technology utilized for XV . Alongside this , a large proportion of the upgrade was done using HexaDrive 's in @-@ house engine HexaDrive Engine 2 @. @ 0 . While originally meant to have a cursory role compared to the DirectX 11 elements , it ended up being used far more than anticipated . The resolution was increased from the original game 's 480x272 pixels to the 1920x1080 required . Despite all these changes , the team took care that the lighting and shadow effects remained faithful to the look of the original , as updating too much of the game 's visual style would fundamentally alter the experience . Due to scheduling , there was sometimes pressure on the HexaDrive team and they experienced difficulties with the hardware as it was their first time developing for eighth @-@ generation consoles . Updating the lighting effects alone took a whole year of development to finish . While updating the characters ' appearance , the team were forced to focus on the main characters due to production deadlines , consequently doing less work on NPCs such as Kurasame . For the main characters ' gameplay models , the team adapted the models used in the original cutscenes , as they were more detailed than the original gameplay models due to a higher polygon count . Tabata wanted the main characters to remain as true as possible to their original appearances , but due to the cutscene models appearing older than the original gameplay models , they needed adjusting so they better reflected the original models . The team also adjusted the characters ' appearances slightly to make them more " charming " . Visual optimization was still going on during the game 's reveal , with the team needing to create special screenshots of Type @-@ 0 's characters operating inside the production environments of XV . Ultimately , these visuals gave the team a guide for what the final game should look like , reducing the amount of trial and error .

No new gameplay content was added to Type @-@ 0 HD . The team instead focused on upgrading the graphics , adjusting existing gameplay for home consoles , and including a lower difficulty level . The latter was due to complaints from players that the original game was too difficult . While carrying over the original 's multiplayer functions was considered , it would have lengthened the estimated development time by another year . Since Tabata 's priority was to bring the game to fans worldwide , the multiplayer and associated elements were either removed or incorporated into the single @-@ player campaign . Tabata also decided against creation of a demo or an international version for this

reason . As a substitute for the multiplayer , the team strengthened and improved the original single @-@ player Academy Assistance function . As with the original , the team used the names of developers from both the core team and other Square Enix departments for the NPCs . While the main story remained unchanged , a secret cutscene teasing future Type games was commissioned . Created by Square Enix 's CGI movie subsidiary Visual Works , it was based on some of Tabata 's early ideas for Type @-@ 0 . A small piece of the cutscene was shown privately to attendees of Square Enix 's 25th anniversary commemoration event for the Final Fantasy series . Hiroki Chiba , writer for Type @-@ 0 , returned to write the scene . In the cutscene , a fatally @-@ wounded samurai warrior resembling main protagonist Ace is saved from death by a fire spirit .

At Tabata 's suggestion , Naora expanded the color palette to increase the game 's realism and tie in with XV 's art style . The original idea was to change the original red hue to a golden one to match the redone logo , but the graphics looked too dark on the large screen even with the adjustment , so blue tones were added to brighten up the scenery . Additional bass sounds were added to the sound effects , as the original platform 's speaker system had previously limited the range and strength of sounds . The original camera behavior needed to be developed from scratch , as the camera angles used in the original looked out of place on the large screen . During the run @-@ up to release , the team made modifications to the camera after receiving negative comments during demonstrations , addressing scenery collisions and the visibility of player and enemy characters during active gameplay . Because of these modifications , character speed and movement could be increased and improved . By December 2014 , the game was in its final stages of development and undergoing debugging .

= = = Music = = =

The original soundtrack for Type @-@ 0 by Takeharu Ishimoto , who also composed the music for Before Crisis , Crisis Core and The World Ends with You . Ishimoto rearranged , remixed and re @-@ recorded the soundtrack for Type @-@ 0 HD . This was due to the original soundtrack was composed within the limits of PSP hardware , making it unsuitable for the new console release . Because of a restricted budget , he did the bulk of the work himself . One of the changes he made was making the choral sound more prominent . In addition , he composed a new battle theme and recorded an English version of " Colorful - Falling in Love " , the track for Type @-@ 0 's alternate ending . The lyrics were translated by SAWA , a singer who had worked on The World Ends with You . The English version was made for the overseas version of the game , but was included in the remastered soundtrack 's commercial release . Type @-@ 0 's original theme song , " Zero " by Japanese rock band Bump of Chicken , was used again for Type @-@ 0 HD . While a translated version was considered for the localization , the team , with permission from the band , decided to use the original song and add subtitles for the song lyrics .

For the additional ending and credits of Type @-@ 0 HD , a new song titled " Utakata " (?? , lit . " Transience ") was commissioned by Tabata . Ishimoto created five different songs , with " Utakata " being Tabata 's final choice . As Tabata wanted the song to have a Japanese style , Ishimoto wrote the lyrics in archaic Japanese , though he originally wanted to write the lyrics in English . It was created and recorded by a four @-@ person team : Ishimoto composed the music , while singer Chris Ito wrote and sang the lyrics . The other two , T \$ UYO \$ HI and ZAX , were former members of alternate rock band Pay Money to My Pain and performed on bass guitar , and drums respectively . The song was first heard in the final Japanese trailer for Type @-@ 0 HD .

A commercial Blu @-@ ray release for Type @-@ 0 HD 's soundtrack , Final Fantasy Type @-@ 0 HD Original Soundtrack , was released on March 25 , 2015 . It includes the entire soundtrack , the newly composed tracks , tracks from Final Fantasy Agito and ten bonus MP3 tracks selected by Ishimoto from his previous work as a " Best of Collection " . The Blu @-@ ray album reached # 189 in the Oricon charts , and remained in the charts for one week . The album , and music in general , have received positive comments from music critics and reviewers of the game .

= = Release = =

Type @-@ 0 HD was released on March 17 , 19 and 20 , 2015 for North America , Japan and Europe respectively . It came with both English and Japanese voice tracks for all regions . The game included a demo of Final Fantasy XV , titled Final Fantasy XV : Episode Duscae . The demo was only available in limited quantities : it was exclusive to physical first @-@ print editions , and came with the digital edition for two months after release . The collector 's edition , available through Square Enix 's online store and at Amazon.com , came with a special CD featuring tracks from Type @-@ 0 and Agito , a calendar featuring official artwork , a Vermillion Peristylum ID card , a set of five cards modeled after those used by Ace in battle , and a cadet scarf . Limited editions of the game were produced for North America and Europe , for sale at selected high street and online stores . A PlayStation 4 hardware bundle was also produced for Japan , featuring a copy of the game and download code for the XV demo along with a console themed after the game . A port to Microsoft Windows via Valve Corporation 's Steam platform was developed . This port was created in response to fan demands for a PC version . In contrast to the console version , the PC port allowed graphic adjustments , and included fixes for camera control and motion blur issues raised by players and reviewers after release . The port was released on August 18 , 2015 . As part of the promotion for the port , Final Fantasy @-@ themed pre @-@ order gifts for use in Dota 2 were created .

It was the first Final Fantasy title to be rated M for Mature by the Entertainment Software Rating Board for its North American release . For the western release , a collector 's edition similar to that released in Japan was created , which included the card replicas and soundtrack selection . In addition , it included an English translation of the game 's prequel manga , a steelbook holding the game disc and soundtrack selection featuring the logo and kanji artwork , and an 80 @-@ page artbook with a forward written by Tabata . The winners of a separate special sweepstake received a themed PS4 or Xbox One , along with promotional artwork posters specific to each console , a Play Arts Kai mini @-@ figurine of Ace , and a gold Vermillion Bird pin . Runners @-@ up received individual pieces from the sweepstake excluding the consoles . To promote Type @-@ 0 HD in North America , a trailer for the game was shown in cinemas prior to some of the season 's big film releases , such as The Hunger Games : Mockingjay ? Part 1 . A shortened version of the trailer was released online . To further promote the game upon release , Square Enix offered the Japanese thriller Battle Royale as a free rental for Xbox One in the weekend following the game 's release . After its initial release , a patch was released to fix issues similar to those fixed in the PC port . At release , the PC version suffered from graphics problems , crashes , and had its graphics locked .

= = = Localization = = =

An international version was reported to be in the works by Tabata in the Ultimania guide for Type @-@ 0 . He later commented that the main reasons for the original version not coming west was the flagging PSP market and the uncertainty of the Vita , making a port impractical . The name Type @-@ 0 was originally trademarked by Square Enix in Europe on December 29 , 2010 along with a logo . In an interview with GameSpot in November 2012 , Tabata stated that Square Enix was " taking a clean slate in terms of [their] plans . " , stating that if there was demand , a western release would be considered . In the same month , an alleged voice actor for the game said that English voice recording for the game was completed in late 2011 . In 2014 , Orion Acaba , the English voice actor for Nine , revealed that the voice recording eventually used in Type @-@ 0 HD was completed in 2012 . According to another English voice actor , Cristina Vee , the game was codenamed Yellow P during the recording process .

During an interview with USGamer in September 2013 , Tabata , commenting on both Type @-@ 0 and its prequel Agito , was hopeful for a western release : he said that the planned western release of Agito and the reaction of the fan community to both games had become a deciding factor , and that while the project had not been officially green @-@ lit , it was in its final stages of preparation . He also clarified at the time that the game would not make the transition onto mobile devices or the PS3 as an HD Remaster . A localization was officially decided upon in early 2014 , when a survey

taken by Square Enix Europe found that a large number of fans wanted the game to be released overseas . The localization was announced when Type @-@ 0 HD was officially announced by Square Enix at Electronic Entertainment Expo 2014 . An official English version for the Vita was momentarily announced by the official " PlayStation Blog " , but was clarified as " erroneous " less than an hour later .

= = Reception = =

= = = Critical reception = = =

IGN 's Meghan Sullivan found the portrayal of the cadets ' involvement in the war " incredibly moving " and was intrigued by the story 's focus on war , but found the need to understand Orience 's lore and mythology made the ending convoluted . Becky Cunningham of GamesRadar was fascinated by the game 's setting and the questions it posed about morality and memory , finding the story worth experiencing . Alexa Ray Corriea , writing for GameSpot , generally enjoyed the story despite noting the main plot becoming complicated quickly , but stated that the ending introduced too many new story elements for comfort . Michael Damiani of GameTrailers found the overall story enjoyable , but gaps in story and character development , along with the need to replay the game to get the full story , " [leaves] you full of questions and doubt from beginning to end . " Eurogamer 's Chris Schilling was similarly critical of the need to understand terms unfamiliar to series newcomers . He also disliked the length of cutscenes , and the jarring change from grim imagery to lighter subjects like chocobo breeding . Tom Sykes of Official Xbox Magazine said that the setting and story 's superficial similarities to the later Harry Potter books improved the story after the confusing opening . Game Informer 's Matt Miller stated that the story started strongly , but was made less enjoyable when it began focusing on the game 's overarching narrative and said the abundance of characters had a negative impact on their characterization . RPGFan 's Stephen Meyerink , despite saying the game had " goofy faces and silly moments " , found the story and themes engaging . Samuel Roberts of PC Gamer was less positive , feeling that the story and characters reminded him too much of poor @-@ quality anime series .

Sullivan generally enjoyed the combat , saying she " felt powerful because the combat was always super fast paced . " and calling it the game 's best feature , while finding the real @-@ time strategy segments an unpleasant hangover from the game 's original form . Cunningham found it enjoyable mastering each of Class Zero 's fighting styles despite difficulty spikes , but noted some gameplay elements such as stopping to use certain items detracted from her enjoyment of combat . Famitsu echoed many of its points of praise for the original , generally saying that both veterans of the original and newcomers would find it " equally enjoyable " , and were pleased with the change from a portable platform to home consoles . Sykes said the game " excels in its combat , which is fast @-@ paced , complex , and tough . " Damiani found the battles " a welcomed change " compared to previous Final Fantasy titles , he disliked other aspects such as the lock @-@ on mechanic . Miller enjoyed exploring the characters ' battle abilities , but found the high @-@ speed detracted from the experience and considered the real @-@ time strategy elements , boss fights and other systems poorly developed . Schilling also found the combat mechanics " sharp and satisfying " , generally praising the combat mechanics . He was critical of the lengthy tutorials at the beginning of the game , and disappointed that the gameplay segments between missions did not impact the characters ' combat ability as in the Persona series . Meyerink generally enjoyed the combat and various side activities , while faulting the game for inadequate introduction of gameplay elements . Corriea called the combat " marvellous " , saying it handled it and the customization options better than many other games in its genre . Roberts enjoyed the combat , but found the RPG gameplay outside it to be far weaker . The limited optional gameplay segments between combat segments , offering opportunities for character development and side @-@ quests , were also generally praised . A point of criticism shared by western reviewers with the original version was the camera control . Famitsu , in contrast , again praised the camera movement .

Corriea was mixed about the game 's HD upgrade , stating that while the background were " gorgeous " and the main characters moved fluidly and expressed emotion properly , NPCs or characters unimportant to the stories did not receive the same attention as the main cast . Schilling was disappointed with the result , frequently citing scenery and character behavior that looked out of place on the big screen . Miller said that the game 's visuals were " dominated by muddy textures and frequent loading . " , while he negatively noted the removal of the original 's multiplayer . Damiani praised the upgrades for the main characters , but noted multiple inconsistencies in both the environments and cutscenes . Famitsu found the graphics " dramatically beautiful " , but found it strange seeing the original environments on a large screen . Meyerink said that , while not hard on the eyes , the upgrades were well below what he expected . Sullivan praised the lighting and shading effects , but shared Corriea 's criticism of NPCs and noted low @-@ quality environmental textures , saying she was " so bored by most environments that [she] stopped caring about them halfway through the story . " The localized dialogue also received mixed to negative reactions , with multiple reviewers faulting the English voice actors ' performances . Opinions on the PC port were mixed : Meyerink marked it as an improvement of the ports of the XIII games while acknowledging issues with the graphics and controls , while Roberts was not impressed by its performance .

= = = Sales = = =

In Japan , Type @-@ 0 HD reached the top of the sales charts in its debut week , selling 93 @,@ 000 : the PS4 version accounted for roughly 92 @,@ 000 , while the Xbox One version sold roughly 1 @,@ 000 . Type @-@ 0 HD , together with Resident Evil : Revelations 2 , provoked a rise in sales for the PS4 while other console sales remained consistent , but it ultimately performed poorly , selling through only 59 @.@ 59 % of its shipment . It had sold over 128 @,@ 000 units in Japan by August 2015 , being the 26th best @-@ selling video game during that period .

In Western territories , demand was notably higher due to the original version not being released outside Japan . In the UK , Type @-@ 0 HD reached second place in the gaming charts behind Battlefield Hardline , while it reached tenth place in the North American charts for March . As of October 2015 , Type @-@ 0 HD had sold over one million copies worldwide , making a solid contribution to Square Enix 's fiscal income for the year and the company 's catalog of eighth @-@ generation console games .