Compilation of Final Fantasy VII

The Compilation of Final Fantasy VII is a metaseries produced by Square Enix . A subseries stemming from the main Final Fantasy series , it is a collection of video games , animated features and short stories based in the world and continuity of Final Fantasy VII . Officially announced in 2003 with the reveal of Final Fantasy VII : Advent Children , the series ' core products are three video games and one movie release . Alongside these are tie @-@ in products and spin @-@ offs including books , mobile games and an original video animation . Advent Children and the mobile title Before Crisis : Final Fantasy VII are sequel and prequel to VII , respectively focusing on Cloud Strife , the original game 's main protagonist , and covert operatives known as the Turks . Crisis Core : Final Fantasy VII follows the story of Zack Fair , an important minor character in VII , while Dirge of Cerberus : Final Fantasy VII , which acts as a sequel to Advent Children follows Vincent Valentine , one of the original 's optional characters .

The series was conceived by Yoshinori Kitase , the original game 's director , and Tetsuya Nomura , the main character designer . Nomura would become the main designer for each entry in the Compilation . Other returning staff include writer Kazushige Nojima , art director Yusuke Naora , and composer Nobuo Uematsu . The video games belong to different genres , with none of them being traditional role @-@ playing games due to production pressures related to the genre . While the first title revealed was Advent Children , it ran into delays during post @-@ production , so the first Compilation title to be released was the mobile game Before Crisis .

Of the core titles , Before Crisis is the only one still unreleased in the west due to issues with overseas platform compatibility and staff changes . Reception of titles in the Compilation has been mixed , with Advent Children being praised for its visuals and criticized for its confusing nature . Before Crisis and Crisis Core have received praise , while Dirge of Cerberus garnered a mixed response . The presentation of the Compilation as a whole has met with a mixed response . The series inspired the creation of Fabula Nova Crystallis Final Fantasy , a similar subseries of linked video games .

Titles

Video games

Before Crisis : Final Fantasy VII is an action role @-@ playing video game split into 24 episodes , with episode delivery working via a monthly subscription @-@ based distribution system . After going through beta testing in 2004 , it was released on September 24 , 2004 for NTT DoCoMo 's FOMA iMode , and on January 30 and April 5 , 2007 for SoftBank Mobile and EZweb respectively . The game was never released to western markets , despite plans to do so .

Dirge of Cerberus : Final Fantasy VII is an action game featuring both first and third @-@ person shooter elements . There was originally a multiplayer mode , but this was removed in the western version . It was released on January 26 , August 15 , and November 17 , 2006 in Japan , North America and Europe respectively . The localized version received an overhaul before release , as the developers were not pleased with the Japanese version of the game . An International version , featuring the improvements made to the localized version , was released in Japan on September 11 , 2008 as part of Square Enix 's Ultimate Hits lineup . A mobile spin @-@ off taking place during the events of the game , Dirge of Cerberus Lost Episode : Final Fantasy VII , was released on August 22 , 2006 in North America and July 26 , 2007 in Japan .

Crisis Core : Final Fantasy VII is an action role @-@ playing game . Crisis Core has the player controlling Zack Fair in a real @-@ time combat system enabling the player to move Zack around , activate abilities and attack or block attacks from enemies . It was released on September 13 , 2007 in Japan , and on March 24 and June 20 , 2008 in North America and Europe respectively .

Films

Final Fantasy VII : Advent Children , the first title conceived for the Compilation , the second to be released , and a direct @-@ to @-@ DVD sequel to VII . It was released in Japan on September 14 , 2005 , and on April 24 and 25 , 2006 for Europe and North America respectively . It received a single special western cinema screening on April 3 , 2006 , at the Arclight Theatre in Los Angeles . A director 's cut of the film , Advent Children Complete , was also produced , featuring graphical retouches , extra footage and rerecorded voice work for the English and Japanese versions . A Blu @-@ ray exclusive , Advent Children Complete was released on June 2 , 2009 in North America , on July 27 , 2009 in Europe , and on October 7 , 2009 in Australia . A demo for Final Fantasy XIII was included in the package .

Last Order : Final Fantasy VII , an original video animation detailing the destruction of the town of Nibelheim , a key event in VII . Last Order was packaged with a limited edition of Advent Children called Advent Pieces , released on September 14 , 2005 in Japan and February 6 , 2007 in North America . Advent Pieces was limited to a quantity of 77 @,@ 777 copies . The OAV is no longer available to purchase .

= = = Related media = = =

Multiple pieces of tie @-@ in media have been created for the Compilation , nearly all relating to Advent Children . To promote Advent Children Complete , a series of short stories were written by Kazushige Nojima under the umbrella title On a Way to Smile . The stories were later collected into a single paperback volume and released on April 16 , 2009 . An animated adaptation of one story , " Case of Denzel " , was included in all copies of Advent Children Complete . Nojima also wrote Final Fantasy VII Lateral Biography : Turks ~ The Kids Are Alright ~ , a novel set a short time before Advent Children . The novel was illustrated by Shou Tojima .

A mobile racing game based on a mini game from VII , Final Fantasy VII G @-@ Bike , was released on October 30 , 2014 , for iOS and Android . A western release for the title was planned . It was developed by Japan @-@ based developer CyberConnect2 as part of a planned subseries of mobile games based on VII 's mini games . While related to VII and the Compilation due to its nature , the developers confirmed that it was not related to nor affected the Compilation itself . Due to difficulties delivering continual satisfactory service , G @-@ Bike was shut down in 2015 without seeing a Western release .

= = Setting = =

The setting of Final Fantasy VII is a world that has been described as an industrial or post @-@ industrial science fiction milieu . It is referred to as " the Planet " by the series characters , and was retroactively named " Gaia " in some Square Enix promotional material and by game staff . The planet 's lifeforce is called the Lifestream , a flow of spiritual energy that gives life to everything on the Planet . Its processed form is known as " Mako " . During VII and its prequels , the Lifestream is being used by the megacorporation Shinra as an energy source . This is in turn causing the Planet to dangerously weaken , threatening the existence of everything and everyone on the planet . The main narrative of VII focuses on an eco @-@ terrorist group known as AVALANCHE , chronicling their conflict with Shinra president Rufus Shinra and his subordinates , including the covert Turks , and SOLDIER , an elite fighting force created by giving humans raw Mako . Eventually , all come under threat from Sephiroth , a member of SOLDIER created through Shinra experimentation and driven mad when he learns the truth about his origins , and Jenova , an alien lifeform which seeks to destroy all life on the Planet . Among the main characters are Cloud Strife , a mercenary and self @-@ proclaimed ex @-@ SOLDIER , Aerith Gainsborough , a flower seller and last member of an ancient tribe known as the Cetra , Tifa Lockhart , Cloud 's childhood friend , and Vincent Valentine , a former Turk who was made immortal by Shinra experimentation . During the conflict , Sephiroth summons a destructive spell called Meteor to mortally wound the Planet . When Aerith attempts to summon Holy , a defense mechanism that can stop Meteor , she is killed by Sephiroth . Eventually ,

the party are successful in defeating Sephiroth , and the Lifestream reinforces Holy , successfully stopping Meteor .

The Compilation titles act as continuations and expansions on the core narrative , with them focusing on various characters . Advent Children begins two years after VII , when people across the world are succumbing to a disease called Geostigma and Cloud , suffering from guilt , is forced to confront Kadaj , Loz and Yazoo , avatars of Sephiroth 's will . Before Crisis begins six years prior to the events of VII , and follows the confrontations between the Turks and the original incarnation of AVALANCHE . Crisis Core takes place in a similar time period , but follows events from the point of view of Zack , a SOLDIER who befriended Cloud and was killed by Shinra troops after turning against the company . Among the characters who interact with Zack is Genesis Rhapsodos , a member of SOLDIER who successfully rebels and eventually decides to protect the Planet . Dirge of Cerberus is set a year after Advent Children , and focuses on Vincent 's conflict against Deepground , a sect of SOLDIER that was trapped beneath Midgar during Meteor 's descent . Last Order takes place during the events at Nibelheim , where Jenova was originally stored and Sephiroth first found out about himself .

= = Production = =

= = = Creation = = =

The Compilation of Final Fantasy VII was created by Yoshinori Kitase and Tetsuya Nomura , the respective director and character designer for Final Fantasy VII . It was at one point defined by Square Enix as their first step towards " polymorphic content " , a marketing and sales strategy to " [provide] well @-@ known properties on several platforms , allowing exposure of the products to as wide an audience as possible . " Speaking on why VII had been chosen for such a project , Kitase explained that the ending left far more development opportunities open for characters and setting than other games in the series . The first title to be conceived was Advent Children , original envisioned as a short film presentation created by Visual Works , the animation studio behind CGI cutscenes for the company 's games . Early in pre @-@ production , plans to make Advent Children a video game rather than a film were considered , but due to several factors including Visual Works ' lack of experience with actual game production , it remained a film . One of the main conditions for the project 's launch was to reunite the original staff members of Final Fantasy VII : Nojima , art director Yusuke Naora , composer Nobuo Uematsu . After Advent Children began development , it was decided by the team that one title was not enough to fully explore the VII universe . In response , Before Crisis , Dirge of Cerberus and Crisis Core were conceived so as to embrace more aspects of the world and characters . Nomura himself was surprised at the creation of the games , having originally assumed that the film would be the sole product of the project .

= = = Development = = =

Each title had a different impetus fueling its creation and development : Before Crisis was thought up by Hajime Tabata , a new employee at Square Enix 's mobile division , when asked by Nomura to create a video game featuring the Turks . Dirge of Cerberus was inspired by Vincent 's choice of weapon , Kitase 's love of first @-@ person shooters , and the challenge it would provide developers . Prior to the series solidification and the release of Advent Children and Before Crisis , the team had considered other gun @-@ wielding Final Fantasy protagonists for such a game . Crisis Core originated simply as a Final Fantasy spin @-@ off for the PlayStation Portable , and after talks with Kitase and Nomura , it was decided to make it another title in the Compilation , although it was originally going to be a remake of Before Crisis . The creation of Before Crisis after Advent Children began a lettering formula for the series later used by the staff as common abbreviations : ' AC ' stood for Advent Children , ' BC ' for Before Crisis , ' CC ' for Crisis Core and ' DC ' for Dirge of Cerberus . The sequence was nearly disrupted when Crisis Core 's title was considered as Before

Crisis Core , but the " Before " part of the title was soon dropped , coincidentally creating the sequence .

Before Crisis began development in 2002 . The Compilation was first unveiled in 2003 with the announcement of Advent Children . None of the video game titles in the series are traditional role @-@ playing games like the original . The explanation for this was that traditional RPGs took long production periods and a large staff , which would have made the project stand out a bit too much . One of the other considerations for the team was not to make the titles lightweight as X @-@ 2 had been , due to backlash from parts of the fanbase . Conversely , making X @-@ 2 reminded the team that they did not need to stick to completely serious traditional RPGs , enabling the original creation of the Compilation . While Advent Children was the first Compilation title to begin production , it ran into problems during post @-@ production , resulting in the first released title being Before Crisis , despite it being the second title to begin development . Before Crisis was also originally planned for release in North America , but the mobile phones available in North America at the time were not able to handle the game . In addition , the producer Kosei Ito left Square Enix in 2008 and Tabata moved on to other projects , leaving its localization unlikely . Japanese animation studio Madhouse created a commercial to promote Before Crisis . Due to its success and staff feelings that important scenes from VII represented in Advent Children had been needlessly disjointed , the studio was chosen to produce an animated film : this eventually became Last Order . Yoichi Wada , then the president of Square Enix , has stated that the Compilation could remain an active franchise until 2017 , the twentieth anniversary of Final Fantasy VII 's release . After finishing work on Advent Children Complete , the team decided to take a break from the series , although they stated that they still have various ideas for future titles .

= = Reception = =

Compared to the original VII , which received near @-@ universal critical acclaim and later cult status as a classic game , the entries in the Compilation have often garnered a mixed reception , and the Compilation as a whole has been critiqued by some . In July 2007 , Edge magazine stated that the titles " could be of a high quality , but there is also a perversion of the original . " RPG Site 's Alex Donaldson , during a review for Crisis Core , said that the Compilation was " too far detached from the lore of Final Fantasy VII . " While critiquing Advent Children and Dirge of Cerberus , and faulting Before Crisis 's lack of the original game 's characters , he felt that Crisis Core was the Compilation 's " first classic [Final Fantasy VII] spinoff . " RPGFan 's Stephen Meyerink said that the Compilation titles prior to Crisis Core had " expanded , extended , and retconned [the story] into what some would call an unrecognizable mess . " Alexa Ray Corriea , writing for Polygon , was highly critical , saying that few of the Compilation titles were good , and only served to " cheapen the 1997 [PlayStation] original . "

Reviews for Advent Children have been mixed to positive : while critics have praised the presentation , graphics and fan appeal , all reviews agree that the story 's context and delivery were confusing for people new to the series . While western critics were positive about Last Order , the OAV received heavy fan criticism in Japan due to its retconning of key events , which prompted the team to ensure that the event was faithfully recreated in Crisis Core . Before Crisis , due to remaining in Japan , has received limited attention in the west , but previews have been highly positive , with many praising the gameplay and graphics as being impressive for a mobile game . Opinions for Dirge of Cerberus were decidedly mixed . While many praised the story and characters , especially the focus on Vincent 's character and development , critics were mixed to negative about the graphics and gameplay . Japanese magazine Famitsu notably gave the game a delayed and highly critical review . Crisis Core was generally praised , with many enjoying the story 's intimate presentation of the characters and action @-@ oriented gameplay , despite some criticism for it being aimed at fans of VII . Critics of the Compilation have generally cited Crisis Core as the best title of the series .

= = = Sales = = =

Many of the titles have received strong sales . Through 2006 , Advent Children met with high sales , with 1 million units sold in Japan , 1 @.@ 3 million in North America , and 100 @,@ 000 in Europe , making a total of 2 @.@ 4 million copies sold worldwide . The original version went on to sell four million copies worldwide by 2009 . Advent Children Complete also met with strong sales , selling 100 @,@ 000 copies on its first day of release in Japan . Advent Children Complete was cited as a reason for the increase in sales of the PlayStation 3 console . Before Crisis registered 200 @,@ 000 users on launch day , making it the best @-@ selling mobile game up until that time , and was accessed 1 @.@ 6 million times by June 2006 . Dirge of Cerberus shipped 392 @,@ 000 units in its first week , and went on to sell 460 @,@ 000 units in North America and 270 @,@ 000 units in Europe . Crisis Core sold 350 @,@ 000 copies in Japan on its release date , while it sold 301 @,@ 600 copies in its first month of release in the United States . It went on to sell 3 @.@ 1 million units worldwide .

= = = Legacy = = =

The process of thought behind the Compilation would later inspire the creation of Fabula Nova Crystallis Final Fantasy , a subseries of games linked by a common mythos , and would use lessons learned from the Compilation production process . On an individual level , Before Crisis 's popularity would inspire the creation of another mobile title within the Fabula Nova Crystallis subseries : originally titled Final Fantasy Agito XIII , it would later change platforms and be renamed Final Fantasy Type @-@ 0 . The battle sequences in Advent Children also served as inspiration for Motomu Toriyama when creating the battle system for Final Fantasy XIII .