

= Final Fantasy Agito =

Final Fantasy Agito (Japanese : ?????????????? , Hepburn : Fainaru Fantaj? Agito) is a role @-@ playing video game developed and published by Square Enix for mobile devices . The game 's story is set in the universe of Final Fantasy Type @-@ 0 , and is an entry in the Fabula Nova Crystallis subseries . A downloadable episodic game similar to Final Fantasy Dimensions , it featured a turn @-@ based combat system encouraging both single @-@ player exploration and multiplayer combat . There was a day @-@ night cycle tied to the real @-@ world time of day , and featured a social element whereby talking with and befriending certain characters advances the player 's ranking in the game .

The game , which acts as a companion to Type @-@ 0 , was set in the world of Orience during a time of war between its four nations . The story is seen through the eyes of a player @-@ created Cadet entering the Rubrum Magical Academy during a time of war , and chosen to become the Agito , a figure destined to save Orience from destruction . The original protagonists of Type @-@ 0 appear in different roles and act as secondary characters . The story was intended to be played repeatedly , tying into the nature of the game 's world and the eventual culmination of a player becoming the Agito .

The game was developed around director Hajime Tabata 's original concept for Final Fantasy Type @-@ 0 as a mobile game which would give players easy access to a universe within the Fabula Nova Crystallis series and would be influenced by player choice . The title stems from Type @-@ 0 's earlier title Final Fantasy Agito XIII . Many of Type @-@ 0 's staff returned , with Takeharu Ishimoto composing new music for the title , and former level designer Masayasu Nishida and texture artist Sayoko Hoshino returning respectively as producer and art director .

The game came online in May 2014 , and remained active until its servers were shut down in November the following year . Upon release in Japan , the game had 500 @,@ 000 registered users within a week , and one million by November of the same year , but apparently numbers dropped after later negative impressions . Japanese and Western journalists were positive at its release . In August 2015 , it was announced that the game could not continue in its current form , and would be replaced by a new version . Planned versions for the PlayStation Vita and Windows devices were scrapped , along with an announced localization . Its successor , an online multiplayer game Final Fantasy Type @-@ 0 Online , is set for release in 2016 .

= = Gameplay = =

Final Fantasy Agito was a role @-@ playing video game where a player @-@ created character , the " Cadet " , sets out on missions across the world of Orience . The player could choose the gender and physical appearance of their character , along with their style of clothing , hair color , skin tone , voice and weapons . During play , the in @-@ game time of day was synchronized with local real @-@ world time . The Cadet began the game by exploring the Rubrum Magical Academy , but was eventually able to explore Orience as a whole . The game employed a leveling system whereby interaction with students and teachers , combined with performance during missions , raised the Cadet from their starting rank within the Academy . Recurring creatures such as small flying Moogles and galliform riding birds called Chocobos appeared . A Moogle accompanied the Cadet around the Peristylum , while Chocobos could be ridden during later parts of the game . Navigation was handled either by a virtual control stick on the touch screen , or by tapping an area of the visible game environment . The Cadet 's bedroom acted as a central hub , while the fountain area within the Academy was where many non @-@ player characters (NPCs) could be found and talked with .

Conversations with the previous game 's protagonists increased the Cadet 's standing with them : if the player tapped a special button on @-@ screen during timed sections of the conversation , the bond statistic with the chosen character would be increased . The relationships built up by the player triggered special character interactions during the final chapter . Agito featured sub @-@ missions , the game 's version of side @-@ quests , some of which changed depending on the real @-@ world

day of the week . They were given by NPCs , and could range from crafting new spells and equipment to performing certain actions within a combat mission . Completing quests yielded rewards such as new equipment and items .

Unlike Final Fantasy Type @-@ 0 , Agito used a turn @-@ based combat system . The Attack menu , which appeared during battles , featured a gauge , which when full enabled the character to attack the targeted enemy , and buttons displayed for various physical and magical attacks ; these abilities could be chained together into combos that , once used , took time to recharge . Pressing the " Ability " icon triggered assigned skills , while " Chain " abilities enabled the player to preset sequences of attacks and use them consecutively . Using certain setups rewarded the player with in @-@ game bonuses . Also available was Type @-@ 0 's Kill Sight ability , in which precisely timed actions enabled the Cadet to kill an enemy with one hit . The game also gave the option for players to adjust battle speed to their personal preference . Using a special item , players could temporarily summon both NPCs with whom they had a strong relationship and summoned monsters called Eidolons to deal high damage to enemies .

During single @-@ player segments , the player could select two AI companions after selecting missions , which added to the player 's total score at the end of these missions . During missions , the companions could be issued with Team Commands , which could either order them to attack or increase healing abilities while lowering their defensive capabilities . Each attempt at a mission used up the Cadet 's stamina meter , which allowed a maximum of three missions at a time . The game used a job system similar to other entries in the Final Fantasy series , where different equipment and weapons alter a character 's abilities in battle . Specific skills accompanied each job . Players could create multiple equipment sets , with each item and weapon ranked according to its rarity in @-@ game . Materials gathered during missions could be used to upgrade the player 's equipment and abilities .

= = Synopsis = =

= = = Setting and characters = = =

Final Fantasy Agito takes place in Oriece , a land divided between four nations , or Crystal States , which have existed in a state of near @-@ constant war for the past thousand years : the Dominion of Rubrum , the Militesi Empire , the Kingdom of Concordia and the Loric Alliance . The cause of the war is the nation 's crystals , objects of magical and political power that bestow different blessings on each nation , and choose people to become magical warriors known as I 'Cie , which serve and protect their respective crystal . The land of Oriece is locked in a stable time loop , whereby events repeat constantly , then reset and begin all over again with minor variations . The reason is an experiment set up by the deities Pulse and Lindzei to find the doorway to the afterlife for their creator . The time in which Agito occurs is referred to as " the first cycle that surpasses the spiral of 600 million " , being at the very beginning of Oriece 's spiral of repeating history . Agito 's initial events differ from Type @-@ 0 as it was to have been directed to a history were the Agito is born , making it an alternate story using the same setting . The game 's events across its lifetime are split across two " phases " , or cycles of Oriece 's history . A key event at the end of each cycle is Tempus Finis , an event in which Oriece is destined to end and be reborn .

The main character is a player @-@ created Cadet selected for training as Agito , a prophesied messiah said to prevent Oriece 's destruction during an event known as Tempus Finis . Interacting with the Cadet on his journey are Ace , the previous game 's main protagonist ; Miyu Kagerohi , the representative for Cadets within the Vermillion Peristylum ; Lean Hampelmann , a Militesi scientist ; and Tono Mahoroha , a mysterious and cold young woman from Rubrum . The previous game 's main cast , Class Zero , as well as Machina Kunagiri and Rem Tokimiya , former members of Class Zero who acted as Type @-@ 0 's narrators , appear in supporting roles as students in other classes . Other characters include Marshal Cid Aulstyne , leader of the Milites Empire and the game 's central antagonist ; Arcia Al @-@ Rashia , supervisor of magic at the Peirstylim and servant of

Pulse ; and Gala , unseen leader of the Lulusath Army and servant of Lindzei .

= = = Plot = = =

In the First Phase , the Cadet is saved from a Behemoth attack by Ace , who brings them to the safety of Akademeia . There they are introduced to everyday life and sent out on a mission against the Behemoth . Then war is declared against Milites after its aggressive actions against Rubrum and Lorica , and the Cadet learns of Class Zero . Concordia forms an alliance with Milites , severely hampering Rubrum 's efforts . Rubrum then musters their forces , including their powerful magical warriors , and conquer all three Crystal States . In the final chapter , Rubrum 's victory over the other Crystal States causes the arrival of Tempus Finis , and Miyu is made into a I 'Cie and renamed Judge Myuria : her mission is to test the Cadet to see if they are worthy of becoming the Agito . The Cadet is victorious , but it is judged the Agito has not appeared and Tempus Finis consumes the world , resetting it for a new cycle of history .

In the Second Phase , events play in vaguely the same fashion , but there are minor variations : Lorica forms an alliance with Milites rather than being conquered , and while Concordia offers an alliance , Imperial sympathizers within Concordia orchestrate the Queen 's death and ally with Concordia . After overcoming Lorica and Concordia , the Rubrum forces storm the Militesi capital and Cid is killed . Before dying , he warns the Cadet and his comrades of the Crystals ' role in Orience 's cycle . When Tempus Finis arrives , Ace goes alone to find the one mentioned by Cid . He is himself marked as a I 'Cie and transformed into Judge Ace . As with the previous cycle , he is defeated , but Tempus Finis arrives and the cycle continues . In a final side story episode , various additional stories revolving around the main cast are revealed . Among the events presented are a talk between Myuria and Arecia as to whether to continue the experiment , and then Lean and Tono are chosen by Arecia to exist outside the cycle and retain their memories . In this new form , the two agree to gather the memories of Orience 's people and find a way of liberating the world from its cycle . The story ends with them wishing the Cadet well , saying that they hope to meet them again in a future cycle .

= = Development = =

The idea for Final Fantasy Agito originated with the early origins of Type @-@ 0 . Originally , Type @-@ 0 was a game for mobiles titled Final Fantasy Agito XIII , but eventually changed platforms and title . Type @-@ 0 's director Hajime Tabata still liked the " Agito " title and the original concepts for the game , which included an episodic storyline that hinged on player choice and day @-@ night cycles linked to real @-@ world time . With this in mind , Tabata decided to revisit it and began development of Agito : eventually , they settled on smartphones as the release platform of choice , partly because the platforms ' progress since Type @-@ 0 started development . One of Tabata 's wishes for the title was that players unfamiliar with Type @-@ 0 would download and play it . Development on the game began in September 2012 . During development , Tabata considered Type @-@ 0 to have become the prototype for Agito , although it did not share much with its predecessor . The game 's story grew out of what he originally conceived for Agito XIII before it evolved into Type @-@ 0 . In contrast to Type @-@ 0 's dark and serious storyline , the team decided to give Agito a lighter atmosphere , although serious dramatic scenes were still present . Along with returning staff , mobile developer Tayutau K. K. helped with development . The previous game 's level designer , Masayasu Nishida , returned to direct , and original character texture artist Sayako Hoshino became art director . To create the characters ' portrait animations for the smartphone environment , the team used Silicon Studio 's Motion Portrait middleware . The game was developed using the Unity engine . The game 's designer was Kensuke Shimoda , an industry veteran who had experience with Unity , and was in charge of designing the game 's battle system . His involvement with the game ended after its release .

= = = Music = = =

The music for Agito was composed by Takeharu Ishimoto , who had composed the score for Type @-@ 0 . At first , no original music was to have been created for the title , but Ishimoto convinced the company to allow him to compose new music . The title still lifted several pieces of music from Type @-@ 0 . Part of Ishimoto 's wish for the title was to incorporate accents from Japanese pop music which would register well with fans . The pop @-@ oriented tunes were also meant to emphasize the lighter atmosphere , although more dramatic music was used for the darker moments . Arrangements were done by Kentaro Sato . The battle music for the weekend multiplayer segments was augmented with vocal work by Japanese rock band Dazzle Vision . Two music tracks from the game were available at the 2014 Tokyo Game Show (TGS) in a giveaway CD along with other tracks from future game releases . Tracks from the game were included with tracks from Type @-@ 0 in a special disc included in the collector 's edition of Type @-@ 0 HD . All new tracks from Agito were included in the Blu @-@ ray album for Type @-@ 0 HD , Final Fantasy Type @-@ 0 HD Original Soundtrack .

= = Release = =

The first hint of its existence became public when Square Enix trademarked the name in May 2013 . The game was first announced in the second September issue of Famitsu Weekly , and was demoed during TGS 2013 . Originally scheduled for release in the winter of 2013 , it was delayed due to development problems concerning environment sizes , which needed to be scaled down . It was rescheduled for the first quarter of 2014 , then was pushed forward to spring of that year . Street clothes for the characters were offered as a pre @-@ registration bonus , while a code to download outfits inspired by Kurasame , a supporting character from Type @-@ 0 , were included in the final volume of the spin @-@ off manga Final Fantasy Type @-@ 0 Side Story : Reaper of the Icy Blade . Pre @-@ registration closed on May 7 , 2013 . Chapter delivery began the day after the game 's official release on May 14 , 2014 . The base game was a free download , but players had the option of buying items , restore health and speeding up re @-@ spawn time via microtransactions . The original version also reset individual character experience levels at the end of a playthrough , while an update in 2015 allowed players to carry over experience levels between playthroughs .

= = = Episodes = = =

Final Fantasy Agito was published in chapters , with decisions made by the player base influencing the events of the next installment . The number of chapters was designed to be smaller than that of Tabata 's previous Final Fantasy title for mobiles , Before Crisis : Final Fantasy VII . The intention was to create a high replay value . The projected chapter delivery rate was once a fortnight . Chapters are designed to take around two weeks for players to complete , with the first 10 days involving single @-@ player solo missions . The final portions feature " subjugation " multiplayer missions , requiring players to work together to battle powerful bosses . These battles take place during weekends .

Each chapter comes in four or five named segments , with each containing different story missions . There is a heavy emphasis on player choice in the story , with decisions made during previous episodes of the story affecting future events . The game 's story is meant to be played repeatedly , with different decisions yielding different outcomes . Chapter delivery was projected to , and eventually ended , in September 2014 . After all chapters were released , the team focused on improving the experience , introducing a higher difficulty setting , and incorporating a grander sense of scale . They also developed further scenario choices to expand variation of events in future playthroughs . In the months after the initial release , a second " phase " of the story began release through 2014 into 2015 . In addition to the final chapter , a gaiden episode was released that concluded the events of Agito . Special battles against the Rursus , then against Miyu and multiple Eidolons , were made available during the game 's final month .

== Legacy ==

Agito 's original release was plagued with multiple issues including long load times , which the team sought to rectify through updates . After the initial release , a Club Activities system was going to be added . Similar to the Guilds of previous games , players could ally with them , engage in activities unique to the clubs and compete with rival clubs in contests . From the end of July to mid August during the game 's original release , it was featured in a crossover with Rise of Mana , a mobile installment in Square Enix 's Mana series . An earlier collaboration was also staged between Agito and Square Enix Legend World , a Japan @-@ exclusive browser game . Eventually , it was determined by the developers that Agito was no longer suited for continued updates . The game was shut down on November 30 , 2015 . As part of its announcement of the game 's shutdown , Square Enix said that a new updated version was being prepared that would be better suited for further updates and improved player experience . This updated version was revealed to be Final Fantasy Type @-@ 0 Online , a 2016 multiplayer game for similar platforms to Agito .

The first hint of a localization appeared when the Agito trademark filed for European territories in September 2013 . Later , at TGS 2013 , Tabata said that Agito would definitely be localized , although he refused to clarify whether this meant it would be released in western territories . An official western release was confirmed by Square Enix at Electronic Entertainment Expo 2014 . The plan for the international release was to first release Final Fantasy Type @-@ 0 HD so players in the west could get accustomed to the world and characters , then release Agito as a separate experience rather than a parallel release . With its discontinuance in Japan , Agito 's western release was consequently cancelled , however it was stated that Type @-@ 0 Online was being considered for international release in place of Agito .

A novel based within the continuity of Agito titled Final Fantasy Agito : Change the World -A Whiter Shade of Pale- was released on April 30 , 2015 . Written by Tora Tsukishima , it focuses on the characters of Nine and Rubrum cadet Naghi Minatsuchi . A port for the PlayStation Vita titled Final Fantasy Agito + was announced and demoed during the 2014 Tokyo Game Show . The decision to port the game to this platform was made upon due to popular demand and platform compatibility with the Unity engine . While originally announced for release in January 2015 , it was delayed due to a problem with the development environment with the Vita , which left the team stuck until Sony could update the system and provide them with suitable support . The team also used it as an opportunity to improve the overall quality of the port . The Vita version was to include access to all the content of the mobile version along with added control and gameplay improvements . As part of the physical release , players were to be given codes for downloadable content : the content includes rare in @-@ game armor and items . Save data from the mobile version could not be transferred to the Vita . In September 2015 , it was announced that the Vita port had been cancelled . Tabata later explained that the team had been confronted by a " technical bottleneck " , facing critical problems with the multiplayer functionality , together with problems involving server compatibility . The game was also being ported to Microsoft Windows for operation on the Windows 10 home operating system and Windows 10 Mobile @-@ compatible smartphones and tablets . The mobile version was to have been the continued main focus for the team despite the Windows port . After the cancellation of Agito + and the end of Agito 's service , refunds were offered to customers who had bought items in @-@ game or preordered the Vita port .

== Reception ==

Roughly a week after Agito 's release , it was announced that the game had 500 @,@ 000 registered users in Japan . By November of that year , the figure had expanded to one million players . Later , Touch Arcade reported that active player numbers had dropped drastically after long @-@ term poor impressions .

Famitsu , in a review of the game shortly after release , praised the combat and graphics , but found the touch controls difficult to handle . The reviewer finished by recommending the game to

fans of the Final Fantasy series . Kotaku 's Richard Eisenbeis said that the game went " far beyond what [he] expected going in " , noting that he did not feel outclassed by other players despite not using the game 's microtransaction system . Shaun Musgrave of Touch Arcade praised the game 's graphics and combat , comparing the battle missions to Puzzle & Dragons . He did question the general balance , but noted that the game was still young and Square Enix had the chance to smooth things out .