

= Mobius Final Fantasy =

Mobius Final Fantasy (Japanese : ?????????????? , Hepburn : Mebiusu Fainaru Fantaj?) is an episodic role @-@ playing video game developed and published by Square Enix for iOS and Android devices . It was released in Japan in June 2015 , and will release internationally in August 2016 . The player controls Wol , a man who wakes with amnesia in the world of Palamecia , and must help conquer the dark forces attacking its people . The game features gameplay elements from previous Final Fantasy titles , including leveling , exploration via standard navigation and fast @-@ travel systems , and turn @-@ based combat tied to a job system . Common themes were also drawn from the original Final Fantasy title , such as " warriors of light " and their fight against chaos and darkness .

The game , which began development in 2013 , was developed around the concept of a mobile game on a similar level to a home console game : this goal promoted skepticism from both in @-@ house staff and external sources . While some assets were outsourced , most of the development was done by Square Enix . Multiple staff from previous Final Fantasy titles were involved in development , including producer Yoshinori Kitase , writer Kazushige Nojima , artists Toshitaka Matsuda and Toshiyuki Itahana , and composer Mitsuto Suzuki .

The game registered over two million players within the first few weeks of release . Square Enix cited Mobius Final Fantasy as one of the most successful titles they released on mobile in 2015 . The graphics and gameplay were praised by reviewers , although some called the overall combat experience " simple " . The game received several awards , including being named one of Japan 's " iTunes Best of 2015 " by Apple Inc . . An English localization is currently in development .

= = Gameplay = =

Mobius Final Fantasy is a role @-@ playing game designed for mobile phones . The player controls the game 's protagonist Wol while navigating Paramitia . Players can customize settings , graphical quality , and adjust controls for their dominant hand . During local navigation on the field map , the player taps a location on a map and the character travels to that location . In some self @-@ contained areas , the player can directly control the character . Along with standard navigation , the player can navigate the game world using a fast @-@ travel system , progressively unlocked as the player progresses through the story . Many of the features in the game , such as the leveling system and exploration , are similar to those from previous home console Final Fantasy games .

Mobius features a tactics @-@ focused , turn @-@ based battle system , with players able to activate attacks by tapping enemies on screen . Players can use standard melee attacks with close @-@ range weapons such as swords , and magical attacks . During combat the player accumulates Elements , which are necessary to activate Abilities , the game 's form of summoned monsters . When ready for activation , a tile appears on @-@ screen that the player touches to activate the Ability . Abilities have different attributes : the Shiva Ability unleashes an ice attack , while the Fat Chocobo Ability raises defense for eight turns while automatically healing the player . Elements can also be used by the player to strengthen their resistance to elemental attacks . If an enemy 's weakness is struck enough times , their " break gauge " meter will be drained and they will be left weakened , allowing the player to attack freely . A job system and character abilities related to them form a key part of the system .

The player starts off with the Onion Swordsman job . Each job can be leveled up using special " seed " items collected in battle to fill in a skill panel . Once the panel is complete , the job will evolve , such as the Onion Warrior evolving into the pure Warrior class . As jobs change or evolve , the character 's appearance will be altered to a degree . In the Chapter Two content update , Samurai , Assassin , and Red Mage jobs were added . In February 2016 , multiplayer functionality was added , enabling up to four players to take on bosses .

= = Plot = =

Wol , the main protagonist , awakes stricken with amnesia in the foreign world of Palamecia . He is one of multiple " Blankers " , people brought to Palamecia from other worlds and suffering from amnesia . Palamecia is under attack from the armies of " Chaos " , and Wol must fulfill a prophecy in Palamecia that one of the Blankers is a " Warrior of Light " who will free the world from its darkness . Wol is aided on his journey by Princess Sarah Lotte Cornelia , the princess of a kingdom of Palamecia , and Mog , a moogles who volunteers to help in Wol 's quest .

Chapter 2 , entitled " Prediction and Hope " , includes Wol and Mog adventuring through the Ishtar desert and Rune Temple . A side quest was also included , entitled " El Dorado of the Oblivion " , which is set in the ruins of " Gold Volost of El Dorado " . In chapter 3 , Wol is traveling to see Princess Sarah , who is waiting at her castle when she is attacked and held captive by the armies of chaos . Wol is then tasked with saving the princess and fighting against the overwhelming power of the Chaos giants .

In the chapter 4 prologue , Wol and Sarah begin an adventure to find the " Rune of Earth " to keep it out of the hands of chaos , and later in chapter 4 the story continues through new lands . In chapter 5 , Wol journeys to find the source of the light that may give him the strength to conquer chaos .

= = Development = =

The concept behind Mobius was for a mobile experience comparable with console games . Though it was possible to make a smartphone game equivalent to console games , it had yet to be done , so game producer Yoshinori Kitase sought to fill this perceived gap in the market . It was called the first Final Fantasy mobile game of this scale . While creation of some artwork and graphics was outsourced , most of the concept work and development was done in @-@ house by Square Enix . Instead of a new development team dedicated to mobiles , the production team was largely made up of veterans from the console Final Fantasy titles . The staff included scenario writer Kazushige Nojima and producer Yoshinori Kitase . The story is connected to the original Final Fantasy only thematically through its focus on " warriors of light " fighting against chaos and darkness : it is not a remake or directly related to the plot of the original . It is also considered by the team behind the game as a full entry in the series rather than a spin @-@ off . Speaking after the game 's initial release , Nojima stated that he felt his scenario was too bulky for a mobile experience .

Development began in 2013 , and prompted skepticism from both Square Enix staff and its prospective platform managers , who were more used to the dominant 2D @-@ based mobile games . One of the problems cited by director Naoki Hamaguchi was creating realistic facial expressions equivalent to those used in the 2013 film Frozen . For development , the team used the Unity game engine . After Unity Technologies updated the engine in 2015 to the Unity 5 version , the game was also updated to run on the improved software . The team needed to take differences between different phone models into account to allow high performance . To help with development and overcome potential difficulties handling the Unity engine , a special development environment and structure was created . The team used physically based rendering to create realistic lighting and environmental effects . The budget was far lower than graphically equivalent console titles , so the team were reluctant to buy in helping tools and had restrictions on staff numbers : one person was working on all the game 's backgrounds , while three were in charge of character designs . Using experience from the development of Final Fantasy XIII , the team were able to create high @-@ end graphics within mobile restrictions . After its reveal , some changes were made to the character 's initial costume : due to negative player feedback about the amount of skin shown , the Onion Swordsman outfit was adjusted to be more covering .

= = Music = =

The music for Mobius Final Fantasy was composed by Mitsuto Suzuki , whose previous work includes The 3rd Birthday , Final Fantasy XIII @-@ 2 and Lightning Returns : Final Fantasy XIII . When he was first asked to compose for the title , his impression was of a whole new setting that retained nostalgic elements from earlier games in the series , which he sought to incorporate into

the score : a piece that encompassed this was his reorchestration of " Prelude " . As part of writing for the game , he needed to create new tracks for game updates , which put added pressure on him to create music that would appeal to players . A concept present from an early stage was changing the battle music depending on what job was equipped by the player : Suzuki created an initial battle theme that acted as a base for other themes , then added elements like electronic elements and vocal work to give derivative tracks variety . The majority of the game 's choral work , such as with the game 's main theme , was done using synthesizers . Suzuki also needed to do remixes of earlier Final Fantasy music , such as the " Chocobo " theme , and pieces from other Final Fantasy games that would appear in special in @-@ game events . Suzuki estimated that he created between 40 @-@ 50 songs for the game . The music was recorded at the Red Bull Studios in Tokyo .

An official 2 @-@ CD soundtrack album for the game , Mobius Final Fantasy Original Soundtrack , was released through Square Enix 's music label on February 26 , 2015 under the catalog number SQEX @-@ 10534 @-@ 5 . The music on the album covers Chapters 1 to 3 . According to Suzuki , this was due to the music feeling like it had reached a natural transition point by that stage of the game .

= = Release = =

A trademark for its original title , " Mevius Final Fantasy " , was filed by Square Enix in October 2014 . The game was officially announced in Famitsu two months later under the same name . Two days later , a teaser site was opened in both English and Japanese with a message from Kitase about the team 's vision for the game . Its final name was announced during a livestream by the company dedicated to the game . Both titles , along with the logo artwork , took inspiration from the concept of the Möbius strip . Because of its origin , the title was changed from Mevius to Mobius . It was also apparently done in preparation for an international release . Pre @-@ registration for Mobius opened on April 27 , 2015 , with a special weapon and item available to those who registered . In late 2015 , no localization had been officially announced , though Kitase revealed through the dedicated Final Fantasy mobile app that it was under consideration . In a later post on the app during first anniversary celebrations for the game , Kitase confirmed that a localized version was in development . Its international release was confirmed in July for August 3 .

= = Reception = =

During its pre @-@ registration period , the game received 200 @,@ 000 registered users . By July 12 , just over a week after release , the game had one million registered players in Japan . This number had expanded to over two million by the following month . Speaking after release , Kitase said that Square Enix considered the game a success as it introduced the mobile community to AAA @-@ style graphics . In Square Enix 's 2015 annual report , Mobius was noted as one of their successful mobile titles for the year , stating that the higher production values when compared to other mobile games on the market had contributed to its popularity . In addition , Mobius was among the finalists for the 2015 Unity Awards for mobile games in the " Best 3D Visual Experience " category , and was named among Japan 's " iTune 's Best of 2015 " by Apple Inc ..

Dengeki Mobile , in a pre @-@ release review , praised the gameplay and strategy present in early random encounters and boss battles , although the reviewer had minor reservations about the quality of the entire game as they were not able to play through all of it . They also stated that players might encounter difficulties during some boss battles . The reviewer summed up the experience as " simple , yet engaging " . Famitsu , in a similar feature , praised the gameplay and presentation , echoing many of Dengeki 's compliments . One thing they noted was that the performance needed to be adjusted for different mobiles as running the game rapidly drained the phones batteries when on its highest settings . The reviewer also recommended tablets over mobile phones as a means of playing the game . Western reviews were similarly mixed , with Touch Arcade praising the games visuals but calling the user interface an " overly busy nightmare " . Kotaku examined the game in July 2015 and called the gameplay " monotonous " and lacking in plot ,

though it noted that many chapters were still to be released .

For the Western release of Mobius , the pre @-@ registration exceeded 125 @, @ 000 registered users .