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## World of final fantasy guide download

FOLLOW US Page 2 FOLLOW US: World of Final Fantasy, World series ワールド オブ ファイナルファンタジー (Wārudo obu Fainaru Fantajī?) Original:PlayStation 4 / PlayStation Vita October 25, 2016 October 27, 2016 October 28, 2016PCWW November 21, 2017Maxima:PlayStation 4 /Xbox One/Nintendo Switch/PCWW November 6, 2018[1] ESRB: Everyone 10+PEGI: 12+ACB: PG PlayStation 4, PlayStation Vita, PC, Nintendo Switch, Xbox One World of Final Fantasy is a role-playing game for Playstation 4, PlayStation Vita and Microsoft Windows. It celebrates the 30th anniversary of the Final Fantasy series and aims to attract a younger audience with a light shade and stingy graphics. [2] World of Final Fantasy, set in Grymoire land, tells the story of the adventures of Mann and Reynn, twin siblings who have to tame monsters and befriend characters from other Final Fantasy games to regain their lost memories. In November 2017, a multiplayer spin-off called World of Final Fantasy: Meli-Melo was announced. Due to little interest, Meli-Melo closed in December 2018. The improved version, called World of Final Fantasy Maxima, was released on November 6, 2018 for PlayStation 4, Xbox One, Nintendo Switch, and PC. Maxima adds new characters and storytives and includes the ability to become a classic Final Fantasy character. [1]. It is also available as an upgrade package for owners of the original PS4 game. PS Vita users cannot update due to technical limitations. Gameplay[edit | edit source] Main article: World of Final Fantasy Mirages Battle. Players control Mann, Reynn and a series of taming monsters called Mirages. They explore different places and use mirages in their arsenal to navigate the environment, remove obstacles or achieve a hidden treasure. Players can play Liikins (small, chibi versions of Lann and Reynn) or Jiants (their regular version), and they can switch between these forms at any time as long as they are out of battle. Battles are based on shifts. Together with Mirages, Lann and Reynn form stacks that determine the party's statistics and usable abilities. They can be knocked down by the enemy, resulting in a short stun sequence or being manually separated by the player with impunity. Enemies sometimes create stacks even when faced. The primary goal of Mann and Reynn is to collect as many Mirages as possible, but they can also accept side donations to collect additional rewards. On their journey, the twins will be joined by Mega Mirages and Champions, influential allies who can be called in to help them once the necessary conditions are met. Characters[edit | edit source] Main article: World of Final Fantasy characters Lann and Reynn, protagonists. Playable Characters[Edit | Edit Source] There are two playable characters that are managed during battle which may: freely traded on the field. Lann - A cheeky, head-strong and impulsive boy with a tendency to let his pride and guts get his better instincts. Although he seems to be a little slow-hearted, he often shows flashes of wisdom or maturity. He's loyal to his sister and family first and foremost. Reynn - An even-headed girl who is often plagued by the consequences of her and her twin brother's actions. However, despite his misgivings, he continues to implement Crimson's prophecy incapable of defining an alternative course of action. Supporting characters[edit | edit source] Lann and Reynn encounter many unique individuals on their journey through Grymoire. They're characters from the Final Fantasy series, except for one. Bold text indicates the appearance of the Maxima update. Sliced text means master from DLC. Story[edit | edit source] Main article: World of Final Fantasy story This World of Final Fantasy section is empty or needs to be expanded. You can help Final Fantasy Wiki by expanding it. Reynn and Lann wake up to the world of Nine Wood Hills to find all the shops and streets around them empty. Only one person, Enna Kros and a fox named Tama, have squatted on the head of the mann. The duo explain that Lann and Reynn have lost all memories of their past as Mirage Keepers and must go on a trip to pick up Mirages, perhaps even to visit their missing family. Reynn and Lann travel to Grymoire and arrive at Wellspring Woods, where they have gained the ability to take a miniature form known as Liikin. The duo face the first murkrift, which includes the powerful Mirage but are woefully unprepared and sent back to Nine Wood Hills, thanks to Tama sacrificing one of her many lives. The duo meet shopkeeper Chocolate and go shopping and then meet another Miragen named Serafie, who agrees to help them on their journey. They run into Enna Kros again, who says goodbye to them, but not before telling them that he is God and that they must now begin their journey. The duo return to Grymoire, ready to begin their journey properly. Reynn and Lann arrive at Bridge Overlook and ride the cactuar conductor by train and arrive in the town of Cornelia. That's where they find a group of Mirages working for the Bahamas army attacking the city. They make them quick work, but Lann upsets city dwellers by being his Jiant form. Nonetheless, the city's leader, Princess Sarah, discovers the truth about their otherworldlyness and warmly invites them to their castle. He tells them that they are jiants of the Hills of prophecy, bringing either salvation or destruction to Grymoire. They leave and agree to return to help Cornelia, but first they must start in the Lower Nebula to capture more Mirages. Lann and Reynn leave More Mirages, and eventually they're on their way to the Lower Nebula. In the lower fog, Reynn and Lann face the powerful Mirages Ifrit, Shiva and Ramuh, who they have unwittingly met before, and agree to a strength test. As they pass, they do not have the strength to command such powerful Mirages and are left with the prismrium of the lesser Miraage of their tribe. They're returning to Cornelia to face the Bahamas army. Music[edit | edit source] Main article: World of Final Fantasy Original Soundtrack The World of Final Fantasy Original Soundtrack is a tune by Masashi Hamauzu, whose previous works include Cerberus -Final Fantasy VII- Original Soundtrack and Final Fantasy XIII: Original Soundtrack. The opening theme Innocent<sup>2</sup> was written by Ryo Yamazaki and performed by Japanese singer Aoi Mizu, also known as Mizuki. The game's final theme, World Parade, was written by Ryo Shirasawa from Noisycroak. It is sung by Kana Hanazawa, Eri Kitamura and Ayana Taketatsu, who sing Enna Kros, Tama and Serafie in Japan. Development[edit | edit source] Realizing that few children play Final Fantasy, executive producer Shinji Hashimoto approached Hiroki Chiba to develop World of Final Fantasy. Art designer Yasuhisa Izumisawa created stylized characters for the project. [2] As revealed world of final fantasy is experienced through the eyes of the protagonists, this is how scenes were added to the game that catch the attention of the players and place them in it emotionally. [2] The re-release World of Final Fantasy Maxima was developed on a low budget, so what could be achieved was limited. The difference in resolution between switch palm and TV modes caused problems for staff. The game engine is an Orochi engine that switch didn't support, but Square Enix got the engine team to support the Switch. The PS Vita version did not have enough memory, so it was unable to support the update. [3] Some wondered if mann's puns were really necessary, so the team considered the option of turning them off at Maxima, and the change was practically complete, but then the team felt sorry for him and thought about it better. During the second repetition, Chiba considered commenting on the characters shown in each cut, but it was rejected as too metax. [3] Although there are no plans for a sequel, Hiroki Chiba has written the story in full and could begin development if Square Enix gives its approval. [3] Release[edit | edit source] The Day 1 Edition of World of Final Fantasy contains code that allows players to invite Sephiroth. World of Final Fantasy was released in North America, Japan and Europe on October 25, 2016 and in Europe on October 28, 2016. Standard, Day 1, Limited and Collector's Editions versions were available. Day 1 editions had the option of using a Japanese voice actor, the Sephiroth master and access to three Mirages: Red Bonnetberry, White Chocobo and Glow Mooglee. The pre-ordered Day 1 Editions also included Cactuar Johnny Mirage, Crimson Armor and the PlayStation 4 theme. Limited editions include the above content and a 24-page art book. Collector's Editions was only available from the Square Enix online store and includes all exclusive material from other versions of the game and are packaged in an 80-page art book, a copy of the World of Final Fantasy Original Soundtrack and a series of three minifigures: Cloud, Squall and Lightning. The PC version was released on October 31, 2017 and released on November 21, 2017 via Steam. The Day 1 Edition, which included a digital soundtrack sample and desktop wallpaper, was available on November 28. World of Final Fantasy Maxima[edit | edit source] World of Final Fantasy Maxima on November 6, 2018, an additional material extension called Maxima Upgrade was released and is available on most platforms where World of Final Fantasy is located, with the exception of PlayStation Vita due to console limitations. A physical edition was released for The Xbox One in North America, while the Nintendo Switch received a physical edition in Southeast Asia as well as Hong Kong and Korea. The extension added the following: A player can have 12 Mirages in their parties instead of 10. After the game is cleared, a Treasure Tracker is obtained, which makes it easier to find treasure chests. Several combat-related and key items were added. The player can now carry up to 120 Mirajewel instead of 99. The player can now carry up to 999 Arma Gems and not 99. Mirages, who appear in secret areas, and as bosses in other places (such as Princess Goblin and the Princess of the Undead) reappear, even though they have already been imprisoned. The new Game+ was added, opened in the title screen menu after clearing the game once. Possibility to listen to Innocent<sup>3</sup> World of Final Fantasy: Meli-Melo in the theatre space. The difficulty of reducing the Sandstalker minigame. It made it easier to catch Fritt, Babilizzi and Zapt. The search can be joined after the game has been cleared for the party and after each intervention task has been completed. He can switch between Jiant and Liikin's forms, but he won't be involved in battles. Enna Kros was added as a superboss battle after a player's clearing game. The ex-dungeon, centered around the original Final Fantasy, Hidden Dungeon, was added. It includes rooms with occasional fighting conditions and boss battles with four fiends and Garlands. Immortal Dark Dragon, an Exnine Knight foe who appears at the beginning of The World of Final Fantasy: Meli-Melo manga, appears as a super comparison. The opportunity to fight him becomes available after the game is cleared. A chance to fight the more difficult Exnine Bahumut after the player defeated Enna Kros, the Immortal Dark Dragon and Garland. The new Nightmare Difficulty That Makes Enemies much stronger, but also rewards the player much more with EXP, Gil and better items. Only available in a New Game+ file and can be turned on and off at any point in the Config menu. However, the battles of the Colosseum are not enough for this difficulty. The Coliseum now has consecutive battles in which one player has to survive one battle after another. These battles will be opened after the game. The player can now take time attack versions of battles that have already been cleared at the Coliseum. Time attack challenges require a player to stop fighting inside a time goal, while the levels of player stacks are limited to certain levels and are rewarded with items from the standard version in addition to the award winners. Time attack challenges can be changed indefinitely. Three new full-voiced Champion intervention missions. Another secret ending after defeating Exnine Bahumut for the second time. Avatar Change: acquiring special Mirajewels, Champion Jewels, Lann and Reynn can become legendary Final Fantasy characters in battle, each character has their own combat background music, as well as active, passive skill and/or statistical boost. Fighting as a champion is a trade-off: champions themselves and Mega Mirages cannot be called. A mini-game has been added where a player can fish with Noctis, and the ability to reel even in Leviathan. Haun's Archives: The characters who first appeared in World of Final Fantasy characters have World of Final Fantasy (Apocrypha), written in their First World Of Origin field who's Who; These can be read as WOFF Apocrypha, which are scattered around the gaming world and need to be collected. There's 12 of them. New mirages and champions in the Who's Who and Mirage manual, since there is a little more story after the game has been cleared, additional descriptions have also been added to the markings of Mann and Haun. With the exception of grave's champion medal, the World of Final Fantasy Maxima on Xbox One and Nintendo Switch includes all DLC champions and Mirage Coliseum tickets. Packaging artwork[edit | edit source] Production credits[edit | edit source] Staff[edit | edit source] Producer Shinji Hashimoto Director Hiroki Chiba[4] Creative producer[5]Protagonist Designer Tetsuy Yasuhisa Izumisawa Music Masashi Hamauzu[6] Theme Song Performer Mizuki[7] Voice Actor[edit | edit source] Gallery[edit | edit source] Kingdom Hearts collaboration. Maxima version wallpaper from official websites. Add an image to this gallery Trivia[edit | edit source] See also[edit | edit source] External links[edit | edit source] References[edit | edit source] The contents of the Deutsch Português do Brasil community are available under CC-BY-SA, unless otherwise stated. Said.

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