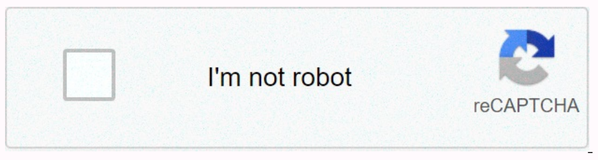

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Final fantasy tactics a2 races

Final Fantasy Tactics A2: Grimoire of RiftNorth American ArtDeveloper Box(s)EnixPubliser Square(s)EnixDirector Square(s)Yuichi MurasawaProducer(s)Hiroaki KatoArtist (s)Ryoma ItoAkihiko Y oshidaWiter (s)Kyoko KitaharaComposer(s)Hitoshi SakimotoMasaharu IwataSeriesFinal FantasyIvalice AlliancePlatform(s)Nintendo DSReleaseJP: October 25, 2007NA: June 24, 2008PAL: June 27, 2008Genre(s) Tactical Role-PlayingMode(s) Single-player Final Fantasy Tactics A2: Grimoire's Rift [a] is a tactical role-playing game developed and published by Square Enix for the Nintendo DS handheld game console. Released in 2007 in Japan and 2008 in the West, the game is a sequel to Final Fantasy Tactics Advance and is part of the Ivalice Alliance, a group of games set in the titular fantasy universe. The game features cameo appearances by central and supporting characters from Final Fantasy XII, a title set in Ivalice. Tactical A2 follows a young man named Luso Clemens after being transported through a magical book in the world of Ivalice. Rescued from monsters by a clan leader named Cid and later joined by thief Adelle, Luso is involved in battles between rival tribes as he seeks a way home. Gameplay carries mechanics from Tactical Advance, including shift-based combat to a grid, a working system theme, and a Law system that places restrictions on player action during battles. Originally scheduled for Game Boy Advance before the global commercial success of DS, the project began development in 2006 with the aim of expanding tactics advance components. Director Yuichi Murasawa, artist Ryoma Ito, and composer Hitoshi Sakimoto all returned from regular Advance. The English translation was done by Alexander O. Smith and Joseph Reeder, who had worked on Final Fantasy XII and Vagrant Story. It received generally positive reviews, and went on to sell 670,000 units worldwide. Data from the game was later used in mobile titles set in Ivalice. Gameplay See also: Final Fantasy Tactics Advance § Gameplay The Second Battle in Final Fantasy Tactics A2: Grimoire of the Rift; an enemy is preparing to attack the main protagonist Luso. Final Fantasy Tactics A2: Grimoire of the Rift is a tactical role-playing game in which players take control of a party from the race of protagonist Luso Clemens—Clan Gully—for series-based tactical combat in three-dimensional isometric areas viewed via a fixed camera. [2] [3] The world of Ivalice's game is divided into sections that unlock as the story unfolds. character units not in the active part of the player can be sent on training missions to grow stronger or full side-searches. [3] In addition to history and side-searches, Clan searches can be completed that cost a special currency in the game dubbed Clan Points and feature optional disadvantages; the reward for completion increases with the amount of disadvantages that exist. The Tribe also areas of Ivalice, with clan bidding to control the sites in auction houses and defend them with groups made up of inactive party members. When the Tribe fights on native lands, they receive passive capacity reinforcements. [3] Among the missions, clan can purchase new equipment in guilds, with the types of tools available depending on their Clan ranking. The equipment is mainly won by loot drops after an enemy has been defeated. [2] The battles of the game based on the series play in a grid-based arena. Each unit on both sides has their turn placed according to their agility statistics, with the most agile units going first. [2] During their series, characters can be moved and positioned to cope in four directions, and perform actions such as attacking, performing skills, and using elements. [4] Each unit has health points (HP) and magic points (MP), with MP starting at zero and regenerated with each turn. MP are used to perform magical abilities, with more powerful spells costing more MP. When a unit's HP runs out, it's knocked out. [2] [4] Some battles are affected by changing weather conditions, which affect unit movements and abilities. [4] Unit capabilities are linked to a character class-based working system with over fifty different tasks. A unit's Job affects their abilities, and some tasks are specific to the game's seven matches. [3] [5] Working skills are learned from armor and weapons equipped in a unit, with types and number of skills learned that allow characters to change work. [2] The work comes from Tactical games and the wider Final Fantasy series, including close quarters of melee fighters such as Warrior and Soldier; ranged fighters such as Sagittarius and Sniper; and magical works like White Mage, Black Mage and Summoner. [2] [4] The summoner work allows a unit to call Scions, powerful beings that deliver a cinematic attack that harms all enemies. [4] [5] One feature conveyed by the final tactical fantasy progress is the law system. Each battle is overseen by a judge, who imposes a randomized restriction on combat, such as not healing party members or abstaining from using certain spells. Compliance with the Law results in the party gaining additional rewards at the end of the battle, while the violation of the Law forces the Judge to abandon the battle and leave the defeated able to revive until the battle is over. There are also zones in the game called Jagd, where judges cannot go and fallen units are subject to permadeath. [2] [3] Summary Setting and Characters Tactical A2 is set in the fictional world of Ivalice. Instead of the dream version featured in Tactics Advance, Tactical A2 takes place in the real world of Ivalice, an arrangement shared with Final Fantasy Tactics and Final Fantasy XII; the opening uses a version of the city of St. Ivalice, the setting of Tactical Advance. Chronologically, regular A2 is set shortly after the events of the Final Final Xii. [6] [7] The Ivalice of tactical A2 is inhabited by seven tribes, five of which return from the tactic in advance. The five matches that return are the human Humes. Repeated mascot series Moogles, and Ivalice-specific matches of Nou Mu, Viera, and Bangaa. The two new races are Seeq from Final Fantasy XII and the completely new Gria. [3] [8] [9] The main protagonist is Luso Clemens, a young troublemaker native to the city of St. Ivalice magically transported to Ivalice land. Shortly after his arrival, he is rescued by monsters from Cid, leader of the little Gully Clan and a recurring Final Fantasy character. Luso is helped in his attempt to return home by Adelle, a thief who eventually joins the Clan; And Hardi, a muggle minstrel. [10] [11] Characters from Final Fantasy XII appear as cameo with exclusive tasks. The characters are Vaan, the main protagonist of Final Fantasy XII, fellow protagonist Penelo, supporting character Al-Cid and moogle Mont Blanc. [12] [13] Plot On the eve of dropping out of school for the summer holidays, Luso is forced to stay in school and serve the reservation by helping in the school library. Finding a half-empty book and writing his name on it as a hoax, Luso magically transfers the book to Ivalice. Landing in the middle of a battle between Clan Gully and a powerful monster, is saved and helps in battle once a job is granted. Meeting Leader Clan Gully of Cid, explains his situation and Cid vows to return him to his home; Luso also offers to help the Clan during searches. During their time taking in searches, Luso meets the thief Adelle, who initially steals a payment before returning and joining the Clan, and the minstrel Hurdy. Luso finally meets the Lezaford mage, who reveals that Luso's book still bears-which records his actions in Ivalice-can take him back to his world. [14] Going on a journey to discover more about the book, Clan Gully face off against the Khamja criminal group. They are also fighting the hand of a monster emerging from a gate. While fighting one of their agents Illua sees the book flash and attacks, but deflects her attack and Illua is driven away. Lezaford then identifies the book as the Grimoire of the Rift, having the power to open gates between worlds and thus be extremely dangerous. the monstrous hand Clan Gully fought belongs to a beast called Neukhia, which could be called in Ivalice using the Grimoire. Illua wants to harness forces beyond the gates and seeks to destroy the [14] During his journey, Luso is forced to act as a spokesman for Clan Gully after Cid is injured on a mission, then confronts a ruthless Adelle and frees her from Illua control. During a final confrontation with Illua, a gate opens and Neukhia fully emerges, killing Illua before attacking the party. Luso party defeats the Neukhia, and feels unable to go go after offering goodbye to Clan Gully. Arriving back at the library, Luso meets school librarian-Mewt Randell, an important character from Tactics Advance. Believing Luso's story, Randell allows Lusso to go home. Post-credits scenes show Luso enjoying a summer vacation, Cid and Adelle continuing the adventure with Clan Gully, and Hurdy becoming a world-renowned minstrel. [14] The A2 development tactic was developed by Square Enix, owners and principal developers of the Final Fantasy franchise. [15] The game is part of the Ivalice Alliance, a series of games that share the setting of Ivalice while taking place at different times in the country's history. [7] [16] The director was Yuichi Murasawa, who had directed the original tactic in advance. Akitoshi Kawazu acted as executive producer, a role he shared with the other projects of the Ivalice Alliance. [17] The producer was Hiroaki Kato, while Kyoko Kitahara acted as script and event manager. [18] The character designs were by Ryoma Ito, who also worked on tactical advance and final fantasy XII. [19] Logo design was created by Akihiko Yoshida. [20] Planning for tactical A2 began due to positive fan reception and the demand for a continuation of tactical progress, which was released for boy play in advance (GBA) in 2003. [5] [21] The team also wanted to add new features, since the short development time of the initial tactical progress prevented their integration. The team originally planned to develop the game for the GBA, reducing development time, and began producing a version for the system. After the Nintendo DS launched into global commercial success, Square Enix shifted the project from GBA to DS. Production for this release began in 2006, with active development delayed due to Murasawa's commitment to other projects. [21] Like its predecessor, Tactics A2 was designed to be accessible to casual gamers while maintaining serious narrative themes; the team designed the game with the great casual gamer base of DS in mind. [1] Unlike the mature tone of Final Fantasy XII, the history of Tactics A2 was described as a light adventure similar to Tactics Advance. [15] The first story plan was much darker, with Kitahara setting the whole story in Ivalice. Luso was about to live a carefree life in his village, with the story starting after an attack on the village that left everyone but Lusso dead. The team decided against this approach, going for the lighter tone of the final game. [22] The sense of fun intended by developers was represented by the opening set during the summer holidays, and reinforced by luso's attitude to its condition. [20] The characters from Final Fantasy XII were scheduled early on. Cato initially wanted Balthier included, but Bitchara repeatedly refused. Wanting characters that could appeal to longtime fans and series newcomers, the team incorporated Vaan and and with vaan's attitude reflecting the development of his character throughout Final Fantasy XII and his Sequel Revenant Wings. Al-Cid initially had a small role, but later turned into a recruiting character. [18] The biggest change from the Tactics Advance development was the dual screens of the DS, which allowed menu screens to spread and increase the visual spectacle of certain sequences. [17] [18] The team's goal was to make a character-building game with a twist, promoting variety and depth by adapting character. [21] The search variety also expanded compared to the regular Advance, as Murasawa regretted the lack of variety in the original game. [20] The called monsters were taken directly from Final Fantasy XII, and the team used both screens for their attacks to convey their scale. Originally programmed to be purely cinematic attacks, the effects team successfully created a version that used real-time graphics and still conveys the scale and power of the subpoena. [18] During the creation of the game, the team transferred multiple engineers from Tactics Advance, while adjusting elements such as the leveling system and the engineers of the Law. [17] [20] For the original Japanese release, the team decided not to use the DS touch screen as it did not match their design designs. [7] Western versions added the touchscreen-based stylus control. [23] [24] The group also included a large number of tutorials, further catering to an occasional audience. [7] Ito's art design came on the project after finishing his work on final fantasy XII, called to join the project from Murasawa. Luso's plan was based on a comparison of the character from Bitchara to Tom Sawyer. When designing Luso, Ito decided to give him a red hat to give him a heroic look, and made yellow a dominant color in his design. Luso was originally red everywhere, but seeing the background scenes development Ito changed the main color to yellow. The Adelle character was designed based on design documents from Kitahara, with her soft physique and ribbon bow reflecting the nickname of Adelle the Cat. The Cid character-the first non-human version in the Final Fantasy series-went through multiple revisions as Ito created designs based on Kitahara's directions. At first he designed him to be very thin, then based his next design on an American bison. His final design mixed bison design with other elements, with his clothes using a cowboy style and common South American colors. The Lezaford project used a and a cloak to convey his status as a wise wizard, which his characteristics are similar to Cid because of being from the same struggle. [19] Many of the work plans were transferred from tactical progress with minor revisions, so new work kits were designed to fall according to previous plans. Instead of starting from full illustrations, Ito originally created many of the key jobs as pixel art. [19] Design Design Seeq fight proved challenging due to showing a lot of skin. For the new Gria tribe, Murasawa asked Ito to make them moe, a term Ito described as kind of cute but different. [25] Ito's plan for Vaan had him looking more mature than his appearances in final fantasy XII and his sequel, with the main difference being a shirt covering his chest. Vaan's appearance, which is supposed to reflect that of Balthier, was proposed by Kato. [19] While the rest of the artwork of the game was dominated by Ito, the logo design was made by Yoshida, who had previously worked on tactics and final fantasy XII. Yoshida's plan combined a judge's figure with an open book. [20] Music Main Article: Music of the final regular fantasy series Hitoshi Sakimoto composed and produced the soundtrack for regular A2. The music for Tactical A2 was composed by Hitoshi Sakimoto, who previously worked for Tactical Advance. [26] Sakimoto also produced the soundtrack, in addition to the settings. Additional reporting by Masaharu Iwata, Mitsuhiro Kaneda, Kimihiro Abe and Noriyuki Kamikura in Sakimoto's Bakiscape music studio. [27] [28] The soundtrack included themes from Tactics and Final Fantasy XII by Sakimoto, Kaneda, Kaori Ohkoshi and Ayako Sasou. It was also used a neat version of the main theme of Tactical Advance by nobuo Uematsu. [28] Sakimoto said that, including new and returning themes, the soundtrack had over sixty songs. [18] As with tactics in advance, Sakimoto moved away from his typical heavy style to create a more light-weight score. While he knew what to do, he felt under pressure because of fan expectation. [18] The opening sensation of the game was a bright summer environment, which influenced Sakimoto's choice of musical sensation. Due to the increased hardware of the DS, sakimoto could incorporate higher quality music into the game compared to Tactics Advance. [26] While the battle pieces were the first to begin, they were the last to be finalized as Sakimoto continued to make adjustments when all other issues were complete. [18] To maintain a high quality for battle tracks, Sakimoto used audio streaming, bringing the quality of music close to that of a CD release. [26] A two-disc soundtrack album was released on November 21, 2007. [29] The A2 release tactic was announced in December 2006 alongside the other Alliance projects Ivalice Revenant Wings and The Lion War, a remake of the ultimate fantasy tactic for Playstation Portable. [16] As part of the cross-game promotion, Tactics A2 protagonist Luso appears in The Lion's War, with the decision made when the Ivalice Alliance was first announced. [30] The game was released in Japan on October 25, 2007. [31] A North American release was first announced in March 2007, with confirmation of a PAL-area release coming next week. [23] [32] The detection was addressed by Kajiya Productions, a company led by translators O. Smith and Joseph Nyder; Smith and Reeder were veterans of previous Square Enix titles, having worked on recognized tracking for Final Fantasy XII and Vagrant Story. [33] [34] The game was released in North America on 24 June,[23] and in Europe on 27 June. [35] Reception ReceptionGgregate ratingLinelineScoreMetacritic80/100 (47 reviews)[36]Review scoresPublicationScore1Up.comB+ [37]Eurogamer7/10[38]Famitsu34/40[39]Game Update8.75/10[40]GamePro4/5[41]GameSpot7/10[42]IGN9/10[43]ONM87%[44] During its first week on sale, regular A2 reached first place in the gaming charts, sale of more than 142,000 units; these sales put it level with the Lions' war debut sales, and the only title that week to sell over 100,000 units. [45] The following week, the game fell to third place with a further sales of 51,000, bringing total sales to 193,000 units. [46] As of 2009, the game had sold 670,000 units worldwide; 310,000 were sold in Japan, 240,000 in North America and 120,000 in Europe. [47] Gameplay was praised by Famitsu for its lax difficulty in the face of tactical delay and large amount of content,[39] while James Miekle 1UP.com praised the depth of the game as the game's strongest feature. [37] Simon Parkin, writing for Eurogamer, called the game a 'simple interpretation of the [tactical RPG] genre', enjoying various elements of the game and calling it one of the best examples of the genre on the DS. [38] Game Informer's Joe Juba positively noted the widest range of strategic options compared to previous Tactics titles. [40] Will Herring of GamePro praised the size of the content and the breadth of the game's freedom. [41] GameSpot's Shiva Stella enjoyed the amount of content despite general pacing issues,[42] while IGN writer Daemon Hatfield praised the overall depth while noting the lack of innovation. [43] Fred Dutton of Nintendo Official Magazine generally praised the gameplay, though he noted that the scale and depth of the game could be quite daunting. [44] Critics had different views on the law system; [37] [38] [42] The slow pace of combat, selection design and lack of a rotating camera were usually criticised. [37] [40] [41] [42] [44] Miekle felt that the graphics were inferior to fellow DS tactical RPG Advance Wars: Days of Destruction. [37] Parkin called graphics among the best in DS at the time,[38] while Juba praised general graphic drawings. [40] while Hatfield said: Excellent translation, engaging characters, unforgettable melodies, and a dazzling art style come together to make a great package. [43] Dutton called the presentation a top notch and praised the musical score [44] these sentiments were echoed by Stella in her review. [42] Famitsu felt that the narrative development of the game was unsatisfactory. [39] Miekle noted negatively the lack of mature history data compared to original tactics or tactical progress,[37] while Parkin found the original cliché condition and noted the lack of meaningful history after the opening section. [38] Juba said the story certainly won't keep [the player] fascinated,[40] and Herring found a suitable backdrop to the gameplay despite its low quality. [41] Stella called the plot general, [42] while Dutton felt that the light tone of the story was at odds with the gameplay. [44] Heritage Main Article: Crystal Defender TacticS A2 was awarded the best strategy game for Nintendo DS by IGN for their 2008 Video Game Awards. [48] At the 2008 National Academy Video Game Trade Critics Awards, Tactical A2 was among those nominated in the Game Strategy category. [49] RPGFan named the game Strategy RPG of the Year: Portable during their 2008 Games feature in front of the Yggdra League. [50] The artwork and character work of Tactical A2 was reused by Square Enix for Crystal Defenders, a series of titles released mainly for mobile and covering strategy-based series for its first two entries and tower defense for the third. [51] [52] Like the regular A2, the Crystal Defenders series uses the true Ivalice as its setting. [53] Crystal Defenders games were released between 2008 and 2009, with the second and third entries circulating internationally. [51] [52] Music from the regular A2 was used for the crystal defender series. [54] Tactics A2 jobs were later used in the mobile title 2015 Final Fantasy Tactics S.[55] Notes ^ Fainaru Fantajī Takutusu Eitsū: Fūketsu no Gurimaa (Japanese: Live e2YL]@8è88-A2 ル (ラ)穴 (つ)XSdne, Final Fantasy Tactics A2: The Sealed Grimoire[1]) References ^ a b Parkin, Simone (2007-05-16). Final series Fantasy Tactics - First Impressions. O Eurogamer. p. 2. Archived from the original on 2009-02-28. Retrieved 2018-02-21. ^ a b c d e f c Parish, Jeremy (2008-05-21). Final Fantasy Tactics A2 Hands-on Preview. 1UP.com. Archived from the original in 2016-06-03. Retrieved 2018-02-21. ^ a b c d e f Welhouse, nail (2008-06-24). 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