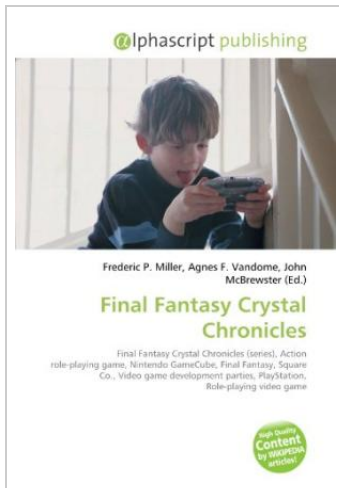




Final Fantasy Crystal Chronicles

By Frederic P. Miller

Alphascript Publishing. Taschenbuch. Condition: Neu. Neuware - Final Fantasy Crystal Chronicles Fainaru Fantaj Kurisutaru is a 2003 action role-playing game for the Nintendo GameCube. It is a spin-off of the Final Fantasy series, and spawned a metaseries of the same name. It was released in Japan on August 8, 2003; in North America on February 9, 2004 and in Europe and Australia on March 12, 2004. Square (now Square Enix) created The Game Designers Studio, a second-party studio which included people who had worked on the Final Fantasy games for PlayStation to make Final Fantasy games for Nintendo consoles. Many new gameplay elements were included in this game, such as real-time fighting, as well as being the first console role-playing game to incorporate GameCube-Game Boy Advance compatibility. It was composed by Kumi Tanioka. The game was greeted with good reviews overall, with many calling the graphics beautiful and the multiplayer design innovative. Three further Crystal Chronicles games have been released (chronologically, two sequels, one distant prequel), and two more, one for the Wii and one for the WiiWare download service are in development, making Crystal Chronicles a sub-series of the Final Fantasy series. 140 pp. Eng lisch.



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