

# FINAL FANTASY® VIII -Q&A

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**Q: What are the main differences between Final fantasy VIII and VII**

A: Our development team went through various trials and errors with FFFVII , as it was the first title we Final Fantasy title we had developed for the PlayStation. . With the experience gained and CG techniques on FFFVII, the FMV is presented in higher quality and the character movements are smoother.

For the game system, instead of using the *Materia System* used in FFFVII, we adopted the *Junction System* for FFFVIII. By assigning *Guardian Forces* (summoned creatures) and magic drawn from an enemy or game field to the character with this *Junction System*, the player can add special *Abilities* to each character, thereby enhancing their characters as they see fit.

**Q: Will the European version be exactly the same as the Japanese**

A: Apart from slightly more information in the tutorial, removal of a Nazi style uniform and a slight change in a weapon (to conform to European guidelines) the game is exactly the same.

**Q: How many people have worked on FFFVIII? Is it the same team as FFFVII**

A: About 180 people worked on FFFVIII. The majority of the team was the same though there were some new additions.

**Q: How much did it cost to make**

A: About 3 billion Yen.

**Q: How many have been sold in Japan?**

A: 3.55 million copies by end of July 1999.

**Q: Why is there a long gap between the Japanese version and the European version**

A: The localisation of a title this large can take a very long time. We also have to test all versions to ensure they are the best they can be. Finally we have to convert the game from NTSC to PAL. We are currently investigating how we can shorten this period of time for future games.

**Q: Where was final fantasy 8 developed**

A: It was made in Squares Head Office in Tokyo - the Arco Tower

**Q: Are there mini games within final fantasy 8 as there was in 7?**

A: There are additional features within the game as in FF7 - but you will need to play the game to find them....

**Q: What is the cinematic time for FFVIII compared to VII?**

A: There is about one hours worth of FMV within FFVIII – VII had about 40 minutes.

**Q: How many people worked on the FMV?**

A: About 35 people worked on it in total

**Q: What was the hardest part of making FFVIII**

A: Having 3 characters walk on the screen together at the same time and creating programs where real time characters were walking in back of pre-rendered movies was the most difficult aspect.

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<b>Developer:</b> SquareSoft ® <b>Genre:</b> RPG <b>No. of Players:</b> 1 <b>Peripherals:</b> Analog Controller (DUAL SHOCK), Memory Card
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**Square Co., Ltd.**

Square Co., Ltd. is the leading third-party developer and publisher of home video game console software in Japan with annual sales of more than US \$345 million and 1,200 employees worldwide. Square Co., Ltd. became famous for its role playing games, including its world-renowned Final Fantasy series, which has sold more than 22 million units to date, and now publishes other titles under the Square Soft brand spanning all genres. Square Co., Ltd. is based in Tokyo, Japan, and maintains a branch office in Osaka.

**Sony Computer Entertainment Europe (SCEE)**

SCEE is responsible for the distribution and software development for the PlayStation™, the world's number one selling (CD-based) video game system and has offices around Europe, the Middle East, Australia and New Zealand promoting the PlayStation™ and its software to a total of 70 territories.

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