

FINAL FANTASY ® VIII -Q&A

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: Basically, there is little difference between the Japanese and overseas version (NTSC and PAL) except for languages, as we would like to share the same experience Japanese users enjoy with gamers from other countries. However, we have added slight modifications reflecting the different cultural backgrounds between Japan and other countries.

Also, we have added a comprehensive explanation of the battle system which we hoped to include in the Japanese version, but had to cut for space in the final game.

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

A: A maximum 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 localization 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 45 minutes.

Q: How many people worked on the FMV?

A: About 35 people worked on it in total.

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Developer: Square Co. Ltd Genre: RPG No. of Players: 1 Peripherals: 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 34 billion Yen 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)

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