

FINAL FANTASY® XIV

Developer: Square Enix Co., Ltd.
 Publisher: Square Enix, Inc.
 Platform: PlayStation®3 computer entertainment system
 Windows® PC
 Genre: MMORPG
 ESRB: RP (Rating Pending)
 Release Date: 2010
 Producer: Hiromichi Tanaka (*FINAL FANTASY I, II, III, XI*)
 Director: Nobuaki Komoto (*FINAL FANTASY IX, XI*)
 Art Director: Akihiko Yoshida (*Vagrant Story, FINAL FANTASY XII*)
 Music: Nobuo Uematsu, Smile Please Co., Ltd. (*FINAL FANTASY* series)



“Where man walks, strife follows...”

Square Enix invites online gamers worldwide to take part in a mysterious age with the impending launch of the epic MMORPG, FINAL FANTASY XIV. Set in Hydaelyn, adventurers of all creeds will converge in Eorzea, a realm of diverse climates and landscapes, peopled by races as varied as its city-states. With a turbulent history filled with war and strife, Eorzea endures as visitors continue to converge on this unforgiving land, following an unheard call, drawn in by its promises of greatness and adventure.

Product Overview

FINAL FANTASY XIV marks the latest installment to the FINAL FANTASY series, and brings with it unprecedented levels of player choice and freedoms. FINAL FANTASY XIV introduces adventurers to the Armoury system, which influences character development as well as their individual gameplay experience. After choosing a path on which to embark, be it the Discipline of War, Discipline of Magic, Discipline of the Land or Discipline of the Hand, players may then select any of various classes, and need do no more than simply equip the proper weapon or tool to instantly change their active skills.

In their travels, players will come upon massive, crystalline formations known as aetheryte – dense concentrations of Hydaelyn’s aether that allow for teleportation throughout Eorzea. By using small, rectangular plates called guildleves, the powers of aetheryte can be unlocked, granting players to ability to travel instantaneously from location to location. A wide variety of guildleves provide levequests tailored for individuals as well as large parties, with the end result being near endless opportunities for exploration and adventure for years to come.

Conceived and produced by notable figures from the FINAL FANTASY franchise, FINAL FANTASY XIV is set to usher in a new era of online adventuring in 2010!

Features

- **Conceived and produced from notable FINAL FANTASY developers** – Produced by Hiromichi Tanaka (FINAL FANTASY I, II, III and XI), and directed by Nobuaki Komoto (FINAL FANTASY IX, XI), with art direction by Akihiko Yoshida (Vagrant Story, FINAL FANTASY XII) and musical score by Nobuo Uematsu (FINAL FANTASY series).
- **In-depth character creation** – Choose a race and clan before going on to customize your avatar’s face, hairstyle, skin color and more, with subtle adjustments allowing for limitless possibilities.
- **The Armoury** – With defining emphasis on the game’s weapons and tools, the Armoury is a unique class system that influences both character development and an individual’s style of play. With it, players have the flexibility and freedom to fight, craft and gather whenever and however they so choose. Simply equipping an item will automatically cause the character to take on the class associated with it.
- **Aetheryte transportation** – Traverse the realm of Eorzea instantly using this seemingly supernatural teleportation system.
- **Solo or Party play** – Adventure alone or in the company of others as you undertake quests and engage in battles on your travels through Eorzea.