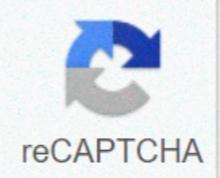




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## Final fantasy iv ds review

Enix Square delivers the final version of the classic RPG epic. By BozonUpdated: May 12, 2012 10:30 pmPosted: 9 Jul 2008 10:07 pmThe Final Fantasy name carries a certain level of prestige for most players, and logic is simple. Over the past 20 years, Square has developed what was originally a final goodbye to classic role-playing games in some of the best storytelling in our industry, and has done so more consistently and diversely than any other franchise. Now that final fantasy name celebrates its 20th anniversary (over a few years, we'd assume) we're seeing the third final fantasy remake, and now the fourth final fantasy on the Nintendo DS, along with a seemingly endless list of titles from Enix Arena on Nintendo's portable. Outside of Nintendo itself, the portable SE has been fed with consistently more powerful software than any other company out there, and you can add another title to the list with Final Fantasy IV, where the game crushes last year's FF3 display and provides hands down the final version of FFIV across all platforms. The + models + look + best + this + time + about, + and + after FFIII, + this + + a + impressive + fear. FFIV has been around for a long time, stretching almost any system I care to play on, so I won't spend time delving into what the game is, or why you should care. It's the fourth final fantasy. You know what you get. What you don't yet know about, however, is how the game stacks up to previous versions, and other DS offers, and just how your cash is worth this premium priced at \$40 DS game. I went to Final Fantasy IV with faint but enjoyable memories of the original, having only briefly played on super NES and then back on GBA just a few years ago, but I didn't even have a chance to see Cecil and Kane in motion (and beautiful 3D) that I really felt like the final fantasy world really opened up in IV. It's no secret that IV isn't exactly known as the top super NES ultimate fantasy title - the huge debate is between FF3 (Japan VI) and FF7 up in this series, often giving top super NES decorations to FF3 - but the game really came alive on the DS, and I find it better here than any previous platform. Final Fantasy IV is the DS, and no indication that it was soon thrown within the first two hours of play this time. If you'll remember - or care to check out - I actually called this version easier around during a last preview with the game, although that was a big mistake in late cognition. The game is a little more manageable during working hours as you get familiar with a new auto-battle system, the ability to check maps while crawling a dungeon, and rip through the opening chapters of the story with Cecil and Kane both ready. Once things start to move along the wise story, however, things become very difficult, and FFIV quickly turns into a game designed specifically for the hardest of hardcore. In this article I played The Fourth Final Fantasy (2007)? We encourage you to read the updated privacy policy and the cookie policy. Illustration by Angelica Alzona, who still just killed it there is a scene in this final fourth fantasy that always stood for me. It centers around the elderly therapist Tila, who begins with a slim library of magic but eventually, thanks to divine intervention and a magical house of mirrors, remembers that he is actually talented badass with access to every spell in the game. Except for one, that is. If you happen to browse Spellbook Tilla once he 'remembers' everything he's lost over the years, you'll find that he knows a spell called Mito, but can't actually cast. (The name is a victim of localization restrictions; Look, Mito costs 99 magic points. Rep. Tila Hats at 90. You may wonder, when playing Final Fantasy IV, why this is the case, and whether Tila may later get more mp, as members of his party do, so he can use this seemingly revered spell in battle. This is the fourth part of Kotaku's retrospective final fantasy, in which we take a look back at each ff main line game leading to the final fantasy XV. Play a few hours and you will finally get an answer. Tila has been fighting alongside your party in the hope of defeating the dark knight and generally evil Golbez dude, who brainwashed the army of airships tossing firebombs at a castle earlier in the game, killing Tela's daughter Anna in the process. Blinded by grief and revenge, Tila charges in Gulbis, challenging him to one-on-one fighting. We've seen Tila get involved in this kind of recklessness before, hours earlier, when he blamed Bard Edward for Anna's death and threw a blow to the head in the same way. But where that battle was a farce - that duel is very dangerous. Tila wants nothing more than to see Golbes die, no matter what it takes. After flinging a few spells at Gulbis and watching them bounce out of his black shield like rubber, Tila announces that he is going to use Mito. His friends are screaming that this is a bad idea, that he should restrain himself, that it will kill him, but Tila doesn't care. Fireballs raining from the sky, and the battle of Golbes disintegrates, apparently destroyed. But, hey, as it turns out, Gulbis is fine. He runs out of the room while Tila lies on the floor in a dying pile of energy that he just spent this scene has always remained in my mind for a number of reasons. It's tragic, of course: in a game full of fake carcass esplentiful outside, Tila is the only major character to die for Real Madrid, and with his latest gasp, he manages to achieve anything at all. More importantly, Tila's death is with me because it makes mechanical sense when your characters lose all their health, they're just knocking on the unconscious. But when one of them tries to use the VICAR more than he actually did, he drains all his energy life and dies. It is material; Well, of course Mito sucked the soul out of his body, final Fantasy IV wasn't the first console game to try to tell an ambitious story - Japanese developers used the Super Nintendo era as an opportunity to experiment with all sorts of narrative structures, but it was the best 1991 to date. FFIV characters have legitimate bows, growing and evolving as you progress through the game. There are some really poignant moments, such as an early scene where the reedie party speaks in overcoming its PTSD and throws a fire wave so that you can advance through a mountain range and try to save a castle close to the fall of the Golbes forces. After this scene, Redia also mustered the courage to shoot in combat. This symbiotic relationship between narrative and combat mechanics will be a constant trend not only in the fourth final fantasy but in many of its grandchildren as well. After struggling through three high-heeled NES games, we finally got to games that make final fantasy so special. Story: Cecil, a dark knight and airship captain of the jingoistic baron kingdom, begins to ostensibly question his king's order to slaughter a village full of witches. The King of the Baron strips Cecil of his command and sends him to another quest for genocide, making Cecil a surprise. After fighting his way through underground tunnels, zombie mountains, and sandion dens, Cecil renounces the dark knighthood method and becomes the holy Paladin (starting with a new level 1, in another great example of that symbiotic gameplay story that final fantasy has mastered over the years). Over the course of this journey, Cecil discovers that behind the behavior of the strange baron king is a duke named Gulbis, who has a great plan to collect all the crystals of the world and kill everyone (or something - it's never really quite clear). Golbez makes it really, really personal, so Cecil sets out to defeat him, assembling a lineup of quirky party members along the way. Cecil and his party foil evil dancing dolls, giant walls and wolves made of fire. Eventually they even go to the moon, because the ultimate fantasy has always been crazy. Circumvention: Fake death. Apart from Tila, almost all members of your party sacrifice themselves or come out of the committee at different points in the game. You always think they're dead. These fake death outs are mostly designed as an excuse for sub-peoples inside and outside your party, whose hats are out in five people and are usually predetermined by the game. (In the original version you couldn't swap characters at all, although the subsequent incarnation of FFIV on GBA and DS allows you to customize your party for the final cell.) Also: Final Fantasy IV is the first game that offers active time battles, one of the most famous fighting systems in JRPG history. It's a great system that blends a turn-by-turn combat strategy. The frantic pace of action games, the final fantasy will stick with it until the era of PlayStation 2, when Tidos came along and destroyed everything. (Just a joke. Best character: FuSoYa, an alien wizard whose elf character is 20% person and 80% beast. Remember how Tila couldn't represent Meteo without dying? FuSoYa can cast metro and then throw in two nuclear weapons without breaking a sweat. He is the worst personal monster: Edward, who is so useless that one of his abilities, hide, just straight-up removes him from the battle while the rest of your team fights. Let me repeat: his own authority is to leave the fight so that everyone can deal with things without him. Bad Edward's stupidest plot twist: You might expect, after 20 or 25 hours of chasing Golbez around the planet, that your hunt will end with an epic boss battle against him, but no. As it turns out, he was brainwashed by some nasty alien who pops up at the end of the game and reveals himself as the real final boss. Final Fourth Fantasy is an otherwise excellent storytelling undermined by these dumb twists, one that the series will return again (for no real reason) in the final fantasy IX. Number of Vehicles: Four-Record New Final Fantasy. There are humaravat, two airships (enterprise and falcon), and a giant mechanical whale that lets you travel to the moon. A giant whale equipped with obese chocobo who can store items and help you manage your inventory. The world is also full of thinner chocobos who can help you out in different ways: yellow ones can run. White ones restore your mp; As I said: Final fantasy was always crazy. Number of giant robots: one! You get to go inside different parts of his body (neck, stomach, etc.) and defeat his CPU. Don't ever let anyone tell you that the ultimate fantasy turned sci-fi in later years. It was always science fiction. Fun fact: There are four hidden call monsters that most people didn't actually know about, mostly because you can only get them as rare drops: Aperp, Mag, Coccantis, and Bonbi. None of them are worth mp, especially once you've got Leviathan and Bahamut, but it's incredible to believe that some people ([like me]) grew up playing final fantasy IV dozens of times so far had no idea of having these hidden summonses. Your Friend Cid: FFIV is the first final fantasy to turn Cid into a member of the party. He's still a strange old engineer, considering, but this time he can hit enemies with a hammer, which ranks him among the top three beats in my book. Like most members of your party, he sacrifices himself to save you, and later turns out to be alive. Best Piece of Music: This one is tricky. Final Fantasy IV is where Nobuo Uematsu began hitting his stride, taking advantage of Nintendo's Super S-SMP audio processor to pump incredible tracks like The Red Wings, Love Theme, Hey Cid, Troyan Beauty, Calcorebra Dance, Music Boss Battle, and much more. Eventually my favorite may be my rydia theme, but if you ask me again in a few months I bet that will change. Another fun fact: Early in the fourth final fantasy you can skip past the first event (where Cecil accidentally blows up rydia village) by doing an easy trick of saving the file. The game will hard lock when you get damcyan, so the trick will not let you break the entire game, but speedrunners use it to enter the village of Rydia from the other side, where they can buy a powerful weapon called dancing dagger and this is useful to hit enemies as quickly as possible. Best Boss: Rubicant, The Fire Devil. His colleagues are a bunch of ascetics, but it's very cool. When you meet him, he heals you so you can fight as fair as possible. So he gets mad at his crazy underling freaked world to turn edge parents into monsters. Does the game still hold up? Yes! Final Fantasy IV is not the greatest RPG you'll ever play, nor is it as revolutionary in 2016 as it was in 1991, but it's a very good game that does some really interesting things (and has really incredible sound music). One more thing you should know: Final Fantasy IV is on almost every platform, from PC to PSP to TI-83 calculators. The jury is out on which one is the best. Just don't bother with Final Fantasy IV: After years, the worst final fantasy game ever. Made.

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