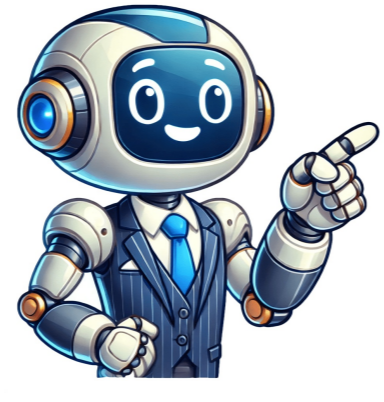


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The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggests the licensor endorse you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation. No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you can use the material. 2006 video game Not to be confused with Final Fantasy X-2. 2006 video gameFinal Fantasy XIIIJapanese and European box art for Final Fantasy XII, designed by Yoshitaka AmanoDeveloper(s)Square EnixPublisher(s)Square EnixDirector(s)Hiroyuki ItoHiroshi MinagawaDesigner(s)Hiroyuki ItoProgrammer(s)Takashi KatanoArtist(s)Akihiko YoshidaHideo Minabaisamu KamikokuryoWriter(s)Daisuke WatanabeMiwa ShodaYasumi MatsunoComposer(s)Hitoshi SakimotoHayato MatsuoMasaharu IwataSeriesFinal FantasyIvalice AlliancePlatform(s)PlayStation 2PlayStation 4WindowsNintendo SwitchXbox OneRelease March 16, 2006PlayStation 2JP: March 16, 2006NA: October 31, 2006AU: February 22, 2007EU: February 23, 2007International Zodiac Job SystemPlayStation 2JP: August 9, 2007The Zodiac AgePlayStation 4WW: July 11, 2017JP: July 13, 2017WindowsWW: February 1, 2018Switch, Xbox OneJP: April 25, 2019Xbox OneJP: April 30, 2019Genre(s)Role-playingMode(s)Single-player Final Fantasy XIII[a] is a 2006 role-playing video game developed and published by Square Enix. The twelfth main installment of the Final Fantasy series, it was first released for the PlayStation 2 in March 2006. It introduced several innovations to the series: an open world; a seamless battle system; a controllable camera; a customizable "gambit" system, which lets the player control the artificial intelligence (AI) of characters in battle; a "license" system, which determines what abilities and equipment can be used by characters; and hunting side quests, which allows the player to find and defeat increasingly difficult monsters in the game's open world. Final Fantasy XII also includes elements from previous games in the series, such as Chocobos and Moogles. The game takes place in Ivalice, where the empires of Archadia and Rozarria are waging an endless war. Dalmasca, a small kingdom, is caught between the warring nations. When Dalmasca is annexed by Archadia, its princess, Ashe, creates a resistance movement. During the struggle, she meets Vaan, a young adventurer who dreams of becoming a sky pirate in command of an airship. They are quickly joined by a band of allies; together, they rally against the tyranny of the Archadian Empire. Final Fantasy XII was both a critical and commercial success, earning several Game of the Year awards. Final Fantasy XII: A Revolutionary Game-Changer in the Series ===== The game's release and commercial success, including awards and selling over six million copies on the PlayStation 2 by November 2009. In 2007, a sequel titled Final Fantasy XII: Revenant Wings was released for the Nintendo DS and an expanded version of Final Fantasy XII, titled Final Fantasy XII International Zodiac Job System, was released on the PlayStation 2 exclusively in Japan. A high-definition remaster of the International Zodiac Job System version, The Zodiac Age, was released worldwide for the PlayStation 4 in July 2017, for Windows in February 2018, and for the Nintendo Switch and Xbox One in April 2019. The gameplay features a unique control system where the player directly controls the on-screen character from a third-person perspective to interact with people, objects, and enemies. The camera can also be controlled with the right analog stick, allowing for a 360° view of the surroundings. In towns and cities, the player may only see from the perspective of Vaan, but any character may be controlled in the field. The world of Final Fantasy XII is rendered to scale relative to the characters in it, providing a more immersive experience. Players navigate the overworld on foot, Chocobo, or by airship, and can save their game using save crystals or gate crystals to teleport between them. An in-game bestiary provides incidental information about the world of Final Fantasy XII. The game restructures the system of earning gil, the currency of the Final Fantasy games, replacing it with "loot" that can be sold at shops. This ties into a new battle mechanic that rewards the player with improved loot for slaying a particular type of enemy multiple times in a row. Battles unfold in real time using the "Active Dimension Battle" (ADB) system, where enemies are visible in the overworld and the player may choose to fight or avoid them. The game features a complex battle command system that allows players to switch between characters and issue commands through menus. A new feature in the game is the "gambit" system, which allows players to program each character to perform certain commands in battle in response to specified conditions. This adds a layer of strategy to the gameplay, as players can set reactions to different stimuli for each character. The game also features a mysterious phenomenon known as "Mist", which serves as the key energy that drives the story forward. ===== The summoning magic in Final Fantasy XII allows players to bring Espers into battle, which become active participants and use hidden gambits instead of following the player's direct command. This unique system replaces the cinematic attacks seen in previous games. The summoned creatures can attack and cast support magic, while the player remains involved in the fight. The game introduces a new Limit Break system called "Quickenings", where characters learn unique abilities by progressing through specific panels on the License Board. Characters can string together Quickenings into combos, known as Mist Chains, which lead to a final strike called a Concurrence. The License Board also allows players to improve their characters' statistics and acquire new licenses. The game is set in the land of Ivalice during an age where magic was common, with airships transporting goods across the skies. The continent is divided into three parts: Ordalia, Valenia, and Kerwon. The story takes place in Dalmasca, a small kingdom caught between two powerful empires, Rozarria and Archadia. The game's narrative revolves around Vaan, an energetic orphan from Rabanastre, and Princess Ashe, a determined princess of Dalmasca. Basch, a disgraced knight of Dalmasca, is charged with treason for slaying his king. He is later joined by Balthier, a gentlemanly sky pirate, Fran, a Viera exile, and Penelo, Vaan's childhood friend. The party also includes Marquis Halim Ondore IV, the game's narrator, and Reddas, a sky pirate based in the port at Balfonheim. The story takes place in Ivalice, where the Archadian Empire, led by Emperor Gramis and his sonsayne and Larsa, seeks to conquer Dalmasca. Judge Magisters, who uphold Archadian law, protect House Solidor and execute commands issued by the ruling family. Doctor Cid, a prominent researcher from Archadia, develops technological marvels such as airships and synthetic nethicite. The Resistance against Archadia includes Basch's ally Vossler, Marquis Ondore IV, Reddas, and Prince Al-Cid Margrace of the Rozarrian Empire. The myths of Final Fantasy XII revolves around Dynast-King Rathwall, who united Ivalice in ages past to create the Galtean Alliance. In Dalmasca's capital city Rabanastre, Princess Ashelia is assassinated, and Basch is sentenced to death. Two years later, Vaan finds a piece of magicite during an Archadian dinner celebration. He meets Balthier, Fran, and other Resistance members, who join forces with him to escape and rescue Penelo. The group encounters Amalia, the leader of the Resistance, before being captured by Archadians. After their escape, they discover that Penelo has been kidnapped and taken to the floating city Bhujerba. In Bhujerba, they meet Lamont, Vayne's younger brother in disguise, and rescue Penelo. However, Basch confronts Marquis Ondore IV over his lies, leading to further capture. The party escapes again, but not before being reunited with Amalia, who is revealed to be Princess Ashe. The group then journeys to collect another piece of nethicite, the Dawn Shard. They are captured by Ghis, a Judge, and escape when he attempts to use the Dawn Shard in the Levathan. The party encounters Larsa, who seeks peace between Dalmasca and the empire. The party's search for Ivalice begins when Larsa and Ashe visit Mt. Bur-Omiscae to meet with Gran Kiltias Anastasis, the religious leader of Ivalice, seeking his approval for Al-Cid Margrace, who is negotiating a peace treaty between Rozarria and Archadia, but their efforts are hindered by Anastasis's sudden death at the hands of Archadians, leading to the ascension of Vayne as emperor. The development of Final Fantasy XII began with an art team led by Hideo Minaba and Isamu Kamikokuryō, who drew inspiration from their travels in Turkey and other sources such as India and New York City. The use of Sanskrit in the city of Bhujerba added a unique touch to the game's Mediterranean-style setting. The soundtrack for Final Fantasy XII was composed by Hitoshi Sakimoto and produced with the help of Hayato Matsuo and Masaharu Iwata. The game's ending song, "Kiss Me Good-Bye," was performed by Angela Aki, whose unique style reminded Sakimoto of his childhood idol, Elton John. Two promotional soundtracks were released before the original soundtrack, which included additional tracks not in the final version of the game. GameSpot an EB Games.[98] This edition includes the original game packaged in a metallic case along with a special bonus disc, which contains Final Fantasy XII developer interviews, an art gallery, U.S. and Japanese trailers, and a featurette, "History of Final Fantasy", which gives a brief overview of Final Fantasy games.[99] On January 26, 2007, Square Enix Product Blog revealed full-color Gabranth, Ashe, Balthier, and Vaan figures.[100] In 2007, Balthier was featured in Final Fantasy Tactics: War of the Lions as a playable character.[101] ReceptionAggregate scoreAggregatorScoreMetacriticPS2: 92/100[102]PSP4: 86/100[104]NS: 85/100[105]XONE: 80/100[106]Review scoresPublicationScore1Up.comA11[13]AllGame5.5[107]Edge9.1[108]Electronic Gaming Monthly9.0[101]4Playersgamer10/10[109]Famitsu10/40[110]Game Informer9.25[1011]5GamesPot10/10[112]GameTrailers9/10[111]IGN5.5[10112]PlayStation Official Magazine – UK10/10[117]AwardsPublicationAwardEdge Awards 2006Best Game[118]Famitsu Awards 2006Game of the Year Award[119]Japan Game Awards 2006Grand Award, [120]Award for ExcellenceGameSpot Awards 2006Best PS2 Game[121]IGN Awards 2006Best PS2 Game[122] Final Fantasy XII received "universal acclaim" according to review aggregator Metacritic.[102] It was the sixth game to receive a perfect score from the Japanese gaming magazine Famitsu. 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