

# SQUARE ENIX®

## EUROPE

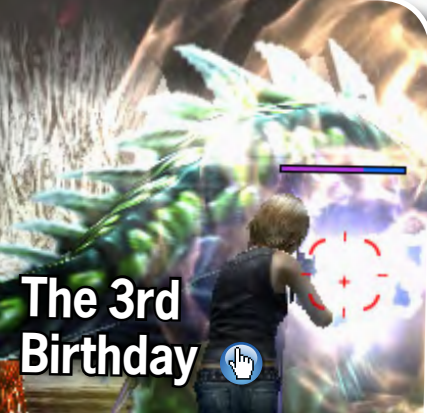
PSP ZINE

FROM THE PUBLISHERS OF PLAYZINE

**HOT NEWS!**

**Final Fantasy IV: The Complete Collection coming to PSP!**

**FOUR EXCLUSIVE DEVELOPER INTERVIEWS INSIDE!**



**The 3rd Birthday**



**DISSIDIA 012 [duodecim] FINAL FANTASY**



**Tactics Ogre: Let Us Cling Together**



**Lord of Arcana**

# WELCOME

There's clearly life in the PSP yet, as we bring you an exclusive magazine dedicated to Square-Enix's spring collection for the PSP. With hands-on playtests and reviews of every game in their catalogue (from DISSIDIA 012 to Lord of Arcana) and exclusive interviews with the development team behind each of the games, as well as hot news on a new Final Fantasy collection coming to the PSP, this is one magazine you really can't afford not to read.

The collection couldn't be more varied, either. From the explosive beat-'em-up action of DISSIDIA, which sees the stars of the Final Fantasy games unleash family-sized cans of whoop ass over each other, to the strategic genius of Tactics Ogre, the epic storyline of The 3rd Birthday and the monster mash-up of Lord of Arcana, the variety on offer here proves that Square-Enix truly are masters of their craft.

We really hope you like this magazine, and when your cynical friends suggest that the PSP has had its day, you can silence them instantly, as the proof of its continued existence lies in these very pages. Enjoy.

The GamerZines Team

"The variety on offer here proves that Square-Enix truly are masters of their craft"

# CONTENTS

- DISSIDIA 012** 03  
[duodecim] FINAL FANTASY  
The Final Fantasy crew scrap it out!
- Tactics Ogre:** 05  
Let Us Cling Together  
Strategy gaming on a massive scale
- The 3rd Birthday** 07  
All your birthdays come at once!
- Final Fantasy IV:** 07  
The Complete Collection  
Another classic is heading to the PSP!
- Lord of Arcana** 09  
Reviewed inside!

HOVER OVER  
PACK TO  
EXPAND!



Link: [www.dissidia012game.com](http://www.dissidia012game.com)  
Out: 25th March

**Legacy Edition includes:**  
A copy of the game  
6 deluxe art prints  
Exclusive downloadable costumes for Tifa and Squall  
50% discount voucher for the original Final Fantasy game from the PlayStation Store



# DISSIDIA 012 [DUODECIM] FINAL FANTASY

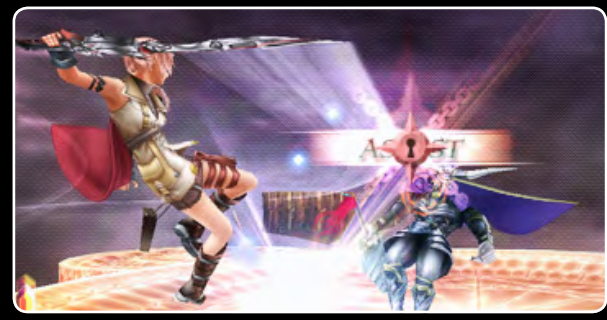
*Worlds collide all over again in Square-Enix's battle of the hair cuts*

It's a testament to a franchise's success when its heroes and villains are able to drop the formalities and engage in a good old scrap. DISSIDIA threw together an assortment of memorable heroes against their antagonist counterparts in a mash-up that realised the day dreams of many a fan boy. DISSIDIA 012 [duodecim] FINAL FANTASY adds a handful of new improvements as well as some interesting new additions to the roster. That mouthful of a name also has some significance. Duodecim translates as Latin for 12, signalling a new war erupting between the Cosmos and Chaos that sees a parade of Final Fantasy heroes and villains joining the fight.

A new story mode? That's a given for a series that's so deeply rooted in weaving intricate and occasionally powerful fables. However, DISSIDIA swaps lengthy discussion and menu-driven combat in favour of real-time combat, as players juggle bravery points, call in all-new assist characters and pull off truly stunning moves, complete with quick-time prompts to exaggerate the action on-screen. You shouldn't mistake DISSIDIA for a button-bashing brawler, though. In fact, it's more deeply connected to its RPG legacy, having players level up and deteriorate each other's HP in a highly strategic fashion. It's DISSIDIA 012's cast however, now much broader and varied than its predecessor, that's the biggest draw for fans. Among the previous 24 combatants are a plethora of new goodies and baddies new and old, including Final Fantasy IV's Kain to XIII's box star Lightning. DISSIDIA 012 doesn't shy away from its nods towards fan service. It revels in it, playfully putting together a bounty of favourites in a collision of multiple worlds. Expanding on its original in almost every way (even in name), DISSIDIA 012 is quickly becoming as influential as the titles leading up to it. ●

## CLASS REUNION

*Here are just some of the new characters you can look forward to seeing duke it out in DISSIDIA 012.*



Lightning

Tifa

Yuna

## Lightning

Former soldier and leading heroine of Final Fantasy XIII, Lightning takes a break from completing her focus to make her DISSIDIA debut. No word of whether any of her cohorts will be joining her, but she can certainly hold her own in a battle.



# INTERVIEW

## DISSIDIA 012 [DUODECIM] FINAL FANTASY

FOR THE FULL INTERVIEW, CHECK OUT ISSUE 44 OF PLAYZINE



Mitsunori Takahashi - Director

*What's in a name? We put that question, and more, to the game's Director, Mitsunori Takahashi*

### Can you explain the 012 of the game's title?

The basic worldview in DISSIDIA is that the war between the gods is forever repeating. The original game illustrated how Cosmos's warriors stopped the cycle of battle in the 13th conflict. That is the conclusion to DISSIDIA, so there is no story after that. For DUODECIM, we wanted to tell the story of the conflict before that, which would be

the 12th. So '012' signifies the 12th conflict. Cosmos's warriors were able to achieve victory in the 13th conflict because of the warriors who perished in the 12th conflict, but what exactly happened? That's the story of DUODECIM.

'012' has another coded meaning. The world of DISSIDIA is based on the world of FF1, so in a way, its worldview can be interpreted as FF '0'. The game encapsulates the story

of the original game – the '1'st title, fully remade. And of course, it tells the story as the '2'nd instalment in the series. So '012' expresses these factors connected together.

This title should be considered as a prequel as well as a new game.

### Was it easy to think up new elements for the sequel?

For the battles, we wanted to add an element that would be eye-catching for the player, but adding a new system also has the risk of complicating the gameplay. The solution was the 'Assist' system, a new system to pair with the existing 'EX' one. I think we succeeded in keeping it from becoming complicated by basing all-new elements on the Assist system.

Also, in order to boost the game's appeal to the fans who like FF as an RPG, we decided to add a world map, which from the onset was an issue of creating an element that would satisfy the players in a limited time span for development. Luckily,

we have talented staff, and I think the results came out better than anyone could have imagined.

### Was it hard for you to choose new characters for the game?

It really was a hard task. Unlike the original, which had a choice of characters based on a simple rule, we knew we couldn't choose additional characters evenly from each title in the series because of space considerations. There are too many attractive characters to choose from that we had to establish some criteria – the character had to be obviously popular, and it also had to exude personality when played as a player character.

I think these criteria helped us choose characters that would please a great many players.

### And were there any that you would've liked to include but couldn't?

There are many of those, too! I can think of more than 10

just off the top of my head. I hope those characters see the light of day again in some fashion, even if it's outside the scope of DISSIDIA.

### We've heard that you can load saved data from the original game. What effect will that have to the gameplay?

Items and accessories cannot be carried over because they have been renewed, But the levels and AP (Ability Points) of characters can be imported from DISSIDIA. You can also import elements that were unlocked in the PP catalogue.

You also get an accessory as a bonus too, just for importing from the original game. ●



# TACTICS OGRE: LET US CLING TOGETHER

Step into the battlefield with one of gaming's most beloved turn-based classics

HOVER OVER  
PACK TO  
EXPAND!



Link: [www.tacticsogre.com/eu](http://www.tacticsogre.com/eu)  
Out: 25th February

#### Premium Edition includes:

- A copy of the game
- 44-page hardback artbook
- Mini soundtrack CD
- 50% discount voucher for Vagrant Story from the PlayStation Store

Few strategy RPGs are proud enough to carry a legacy quite like Tactics Ogre's. Still riding strong on Japanese magazine Famitsu's reader-voted top 20 games of all time, the only failing of this games' stellar reputation is that it has taken 16 years to break free from its Eastern and US strongholds.

But reach our shores it has and the 16 year wait has been worth it, as Let Us Cling Together is easily the best version of this SNES classic.

Let Us Cling Together has been lovingly modernised by many key members of the original development team, providing spruced-up visuals, rearranged compositions and valuable enhancements to core gameplay elements.

Your job is to transform your small army into a well-oiled workforce capable of going battling through the isometric battlefields of Valeria. Sticking to its traditional turn-based template, Tactics Ogre rebuilds up a refreshing new foundation of tweaks and improvements designed to ease new players through all of the gameplay.

Refined down to a deep but manageable strategy experience, the Chariot system, which gives players the option to retrace their moves back by up to 50 steps, should help narrow any kind of difficulty curve newcomers may face.

The World Tarot system is another

useful enhancement, allowing you to explore the alternative outcomes of your actions from key segments of the game. Available after completing the story once through, the World Tarot gives players the choice to fully explore the vast nature of Tactics Ogre's intricate storyline.

Whether you've have the chance to play Tactics Ogre in its more primitive forms or if this is your first step into the world of strategy RPGs, there are few reasons to pass up on a game that's dying to spend months glued into your UMD slot. Essential gaming? We think so. ●

Roll over screen for annotations



CONTROL →



**FOR THE FULL INTERVIEW, CHECK OUT ISSUE 46 OF PLAYZINE**



**Hiroshi Minagawa – Director**

# INTERVIEW

## TACTICS OGRE: LET US CLING TOGETHER

*What's the difference between a 'reinvention' and a 'sequel'? The game's Director, Hiroshi Minagawa, knows...*

**It's been 15 years since Tactics Ogre came out, so why is the time right for a PSP remake?**

At around the time we finished making FFT: The War of The Lions, it was suggested that we should perhaps remake Tactics Ogre internally. As it happens, Tactics Ogre was the title which originally inspired me into game-making and I felt emotionally attached to it, so I volunteered and launched the project myself.

**Tactics Ogre is one of the most beloved strategy RPGs of all time, but what do you think its appeal is down to?**

I would say that the biggest appeal comes from the story, where the characters' thoughts and emotions are described in full detail. While the main goal of the story is putting an end to the civil war at the Valerian Isles, actions taken by the protagonist, Denam, have a significant impact on the process

before the goal is achieved, as well as people's fates.

I am a fan of Mr Matsuno's works as well as one of the developers of the original version. As far as I am concerned, the appeal of Tactics Ogre is the intense feeling you can sense in the in-game world, which was designed by Mr Matsuno so meticulously in the finest detail. This feeling will be amplified by the amazing music by Mr Sakimoto and Mr Iwata, as well as the artistic direction taken by Mr Yoshida.

**How important was it to get the original team together for Tactics Ogre on the PSP?**

It never crossed my mind that the new game could be produced without the staff of the original version. I also wanted to upgrade the original game with some new elements, and in order to achieve this, I invited staff who had worked on FFT and the other Ogre titles, as well as those who enjoyed the original version as players, to organise a good development team.

**You've described the game as a 'reinvention', but what does that mean exactly?**

This game has been developed to meet the goal to create a new Tactics Ogre with additional elements, which can cater for the playing styles of today's gamers. At first glance, it may look as though nothing had changed from the original version but, as a matter of fact, considerable changes have been made with both its looks and game mechanics. We choose to use the term, 'reinvention', as we wish to underline the fact this is not a simple remake but a new game; a newly reborn Tactics Ogre.

**Can you explain to us the new features that fans of the original can expect?**

The biggest feature is the Wheel of Fortune, which plays an important role in the gameplay. The feature has two main functions in the game: 'The Wheel of Fortune C.H.A.R.I.O.T.' which allows the

player to cancel an action already taken and start over again during a battle and 'The Wheel of Fortune W.O.R.L.D.' in which you can take your current unit of knights and travel through the time axis of history with them. The Wheel of Fortune mechanics can be exploited to make it easier to experiment with various options, as well as enjoy every part of the story.

Apart from this, all sorts of areas have been improved. For example, the map looks more or less unchanged from the original version but it's now in 3D. There are many other changes in finer details, which include a revision to the system to improve your knight units, the addition of skill/item syntheses, renewed scenarios and extra events created by Mr Matsuno himself – and new musical arrangements from the original version with additional pieces of melody.

I can confidently recommend this game, and sincerely hope that it will be played by many gamers. ●



HOVER OVER  
PACK TO  
EXPAND!



Link: [www.the3rdbirthdaygame.com](http://www.the3rdbirthdaygame.com)  
Out: 1st April

**Twisted Edition includes:**

- A copy of the game
- 44-page hardpack book
- 2 deluxe art prints
- Exclusive Lightning in Aya Brea costume for use in DISSIDIA 012
- 50% discount voucher for FINAL FANTASY II from the PlayStation Store



# THE 3RD BIRTHDAY

*Parasite Eve's heroine returns to the small screen*

Aya Brea's past can be traced back to the PSone era, where the Parasite Eve series built a cult following for its quirky blend of action horror with RPG elements. Over a decade later, Aya is set to make her long-awaited return, albeit to a smaller screen than she's used to. To compliment her belated return, The 3rd Birthday squeezes every remaining morsel of power out of the PSP. Cut-scenes are beautifully crafted and the voice work is top notch.

As Christmas Day approaches, Manhattan becomes infested by unwelcome visitors known as 'The Twisted', their tendrils tearing down buildings and manifesting in coiled creations that terrorise its residents.

Where firearms won't do the trick, Aya's new Overdive ability allows her to instantly jump between the bodies of SWAT soldiers dotted around the battlefield to avoid a deadly attack or gain the perfect vantage point. This is a fantastic



new feature that adds a whole new dynamic to the intense action.

What we've played so far of Aya's small screen epic has really blown out the candles on our birthday cake. Will it make our birthday wishes come true? Almost certainly. ●

HOVER OVER  
PACK TO  
EXPAND!



**Special Edition includes:**

- High-quality Art Cards
- Screen-cleaning cloth
- Downloadable content for use in DISSIDIA 012[duodecim] FINAL FANTASY
- All housed in a special fold-out presentation pack

**HOT NEWS!**

# FINAL FANTASY IV: THE COMPLETE COLLECTION COMING THIS SPRING

*Acclaimed tale gets spruced up for PSP*

Square-Enix is bringing Final Fantasy IV: The Complete Collection to PSP this spring. Bundling both the critically acclaimed Final Fantasy IV with its downloadable epilogue 'The After Years' onto one definitive UMD, The

Complete Collection tells the tale of how one dark knight's quest for redemption leads him into a fight to save the fate of the world.

The Complete Collection boasts new and improved visuals, a Gallery mode with

illustrations from veteran Final Fantasy artist Yoshitaka Amano and a new arrangement of the game's memorable soundtrack.

For more information, head online to [www.ff4completescollection.com](http://www.ff4completescollection.com). ●



# INTERVIEW

## THE 3RD BIRTHDAY

FOR THE FULL INTERVIEW, CHECK OUT ISSUE 44 OF PLAYZINE



Hajime Tabata – Director

The Director of this stunning new game, Hajime Tabata, reveals all...

### The first two Parasite Eve games came out on the PSone, so what was behind the decision to bring the third one to PSP, rather than say the PS3?

Although the game was originally meant to be distributed for mobile phones for a while after the production launch, as we made more progress in establishing the game mechanics, we realised it was becoming too 'big scaled' to stay within the limits of a mobile phone title. We knew we would have to abandon what we had planned so far and start from scratch to

develop it for PS3 and eventually opted for PSP, considering that the handheld console would allow us to stick to the original plan.

### How does the story continue on from Parasite Eve II?

The 3rd Birthday has a connection with Parasite Eve II in the sense that Aya Brea continues to be the protagonist, and it shares the basic settings of the previous titles in terms of the time and place the story is set in. In addition, you will come across some of the characters from Parasite Eve and

Parasite Eve II, which will help you feel the connection to the previous titles. However, while taking over the Parasite Eve universe, The 3rd Birthday has many original features, as it was developed as a game to mark the beginning of a new franchise revolving around Aya Brea.

### 3rd Birthday is described as a 'cinematic action-RPG'. Does this mean that the story will be played out via cut-scenes? And, if so, how much of the game time will they take up?

As in the Parasite Eve titles, we employed the Hollywood style for visual sequences and gave them the last touches during our post-production periods. By turning to these methods, we aimed for presenting the title with a quality which is high enough to make you feel as though you were watching a film on the PSP in your hands.

### Can you tell us more about the game's Overdrive mechanic, and how that relates to the story?

In the story, mankind faces a threat by mysterious creatures called Twisted, which have emerged in today's New York by surprise and started attacking the city in large numbers. The Government sets up an office called Counter Twisted Investigation to minimise damage inflicted by the creatures. They have developed a system called Overdrive, where you can send out your mind to a point in the past to take over the consciousness of a soldier in the battlefield, in the hope of resolving an incident which later causes the current situation.

During a battle, Aya can use Overdrive to hijack the body of another person (soldier) and thereby to successfully practice a variety of advantageous strategies, such as moving instantly to the back of the enemy, taking over a soldier with a weapon which is tactically more effective in the given situation, etc.

### without having played the previous two games?

Although the universe of the previous titles is shared by The 3rd Birthday, it does not mean that the story also continues. You will see a new story unfolded in the game and those who have not played Parasite Eve 1&2 can also get into the story and follow it with ease.

If you have already experienced Parasite Eve, I would suggest you pay attention to the difference between the previous Aya and the new Aya. I can assure you that you will then be able to see many things when you reach the end. ●



### How will the storyline allow gamers to come to 3rd Birthday



HOVER OVER  
PACK TO  
EXPAND!



Link: <http://eu.lordofarcana.com>

Price: £34.99

PEGI Age Rating: 16+

Slayer Edition includes:

A copy of the game

44-page hardback artbook

Mini soundtrack CD

Unique 'Slayer Red' game case

# LORD OF ARCANA

*Proof that, in this case, size is very important indeed...*

**C**reating a monster-bashing adventure game isn't easy on something the size of the PSP. Conveying that feeling of terror as you're suddenly faced with a demon the size of Kent on a screen so small is a tall order to expect from any developer, but that's exactly what Square-Enix have done here.

Your character (which you have the ability to customise in all manner of ways) is on a quest to build up his powers and experience, so that he can acquire a mysterious stone that will provide peace and harmony through the world.

Thankfully for us then, that works perfectly in a role-playing setting, as you collect money and items through your quest that enable you to purchase better weapons and armour, and also a range of special moves, too.

The game is split up into a series of missions that you undertake on behalf of the Slayers Guild. Missions are set over a large number of maps, that you first have to battle your way through. Get to the end of each map and you're then faced with a large monster to destroy. This, as you would expect, starts off relatively calmly, but by the end of the game you'll be fighting some of the largest and most terrifying bosses ever seen on a PSP.

You are helped with a gameplay system that kindly indicates the areas you need to attack



first though, and when the monster's energy levels have been suitably depleted, you're able to pull off a 'coup de grace' – a finishing move that finally kills the beast, and also rewards you with bonus items.

As you'd expect from Square-Enix, the game is visually stunning. The levels are beautifully drawn and there's clearly been a great deal of thought put into the design of the monsters you have to face. There's also a multiplayer mode too, which give you and three other players the opportunity to fight the beasts side-by-side.

Lord of Arcana is technically a role-playing game, but it's one that you don't need to spend hours learning the manual for. You can pick it up and start playing in minutes. The fact that it is so playable, coupled with the fantastic design, means that this is a game that you really should check out. ●

REVIEWED  
AND  
RATED!

8/10



CONTROL →



FOR THE FULL INTERVIEW, CHECK OUT ISSUE 45 OF PLAYZINE

# INTERVIEW

## LORD OF ARCANA

We Lord it up with the game's Director, Hiroyuki Saegusa

**If you had to describe Lord of Arcana in a couple of sentences, how would you do it?**  
The story revolves around the trials through which Nid takes his predecessors as he is exalted from LoV. The world needs to get hold of Arcana once more in order to regain the balance of warfare and crawl out its doom.

**There are bound to be comparisons with Capcom's Monster Hunter, but are there any other games that influenced you when you were creating Lord of Arcana?**  
It's true that LoA is often compared with Monster

Hunter, but there are many other games in the same genre. I cannot single out one from which we took inspirations. We referred to all of those games and got inspired by them.

**What was the decision behind including an ad-hoc multiplayer mode rather than an online one?**

In the Japanese market of multiplayer action games, a culture is being nurtured among those who enjoy ad-hoc multiplayer, with Monster Hunter in the leading position. We decided to implement the mode to follow this phenomenon. We also wished to 'export' the culture abroad.

**What is your personal favourite boss in the game, and why?**

I would have mentioned the character on Dragon Zombie but, if I must choose from the bosses, it would have to be Grendel, although my mind is really split. It's the first boss you face in LoA and, when I played the game, my calmness was disturbed by it – particularly the girl engraved on its sword – in many different ways.

**Graphically the game is very strong. Do you think that we've now reached the visual**



**pinnacle for the PSP, or is there still more than can be done?**

When people talk about Square-Enix's strong fortes, the beautiful graphics are often mentioned. We obviously made much effort to bring the visual quality up as high as possible but do still believe there is room for further improvement. It could have been even better had we had more time. ●



# FIGHT SURVIVE DESTROY CONQUER

**SQUARE UP**  
TO 4 MASSIVE PSP TITLES!

**FIGHT**  
with your  
favourite FINAL FANTASY  
characters in  
**DISSIDIA 012 [duodecim]  
FINAL FANTASY**



**SURVIVE**  
a post-apocalyptic  
New York in  
**The 3rd Birthday**



**DESTROY**  
everything in your  
way to become  
**LORD of ARCANA**



**CONQUER**  
your destiny and outwit  
your enemies in  
**TACTICS OGRE:  
Let Us Cling Together**



**SQUARE ENIX**



© 2011 SQUARE ENIX CO., LTD. All Rights Reserved. DISSIDIA, [DUODECIM], LET US CLING TOGETHER, LORD OF ARCANA, TACTICS OGRE and THE 3RD BIRTHDAY are registered trademarks or trademarks of Square Enix Co., Ltd. FINAL FANTASY, SQUARE ENIX and the SQUARE ENIX logo are registered trademarks or trademarks of Square Enix Holdings Co., Ltd. "PlayStation", "PS", "PSP" and the PlayStation Network logo are trademarks or registered trademarks of Sony Computer Entertainment Inc.

Scan this code with your Smartphone for exclusive content, downloads and to pre-order the games.

To scan, download a QR reader from your Smartphone app store.

