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## Final fantasy iii remake walkthrough

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Final Fantasy IIISquare Developer Square Square Enix (Re-Production) DirectorSakaguchi Hironobu ProducerMiyamoto Masafumi Design Tanaka Hiromichi Aoki Kazuhiko ProgrammingNasir GebelliMinh imageRamno YoshitakaThe Terada Kenji Sakaguchi Hironobu edition[Kazuhiko1 ] MusicUematsu NobuoFinal Fantasy GameStationFinal Fantasy platform Famicom Nintendo DS (Re-Do) iOS (Re-Do) Android (Re-Make) PlayStation Portable (Re-Do) Ouya (Re-Do) Windows Phone (Re-Do) Microsoft Windows (Re-Release) Release Date October 27, 2017 1990 Original JP 27 months 4 , 1990[2][3] Nintendo DS JP 24 August 2006[5][6]NA November 14, 2006[4]AUS May 3, 2007[7][8]EU May 4, 2007 iOS TC 4 March 24, 2011[9] Android TC March 1, 2012 PlayStation Portable JP September 20, 2012NA September 25, 2012PAL September 26, 2012 Ouya TC April 11, 2013[10] Windows Phone TC December 27 , 2013 Microsoft Windows TC May 27, 2014 Role-playing Player mode, multiplayer (re-version only) Final Fantasy III[s] is a fantasy role game developed and released by Square for Family Computer. It is the third product in the Final Fantasy series released in 1990. The plot of the game tells the story of four parentless teenagers summoned by a light crystal. That crystal gives its power to the whole team and guides them on how to restore the balance of the world. Do not understand what the statement of crystal means, but still understand its importance. As a result, the group informs the adoptive family of the mission and begins a journey to bring balance to the world. The game was first released in Japan on April 27, 1990. The first version released outside Japan was a re-version developed by Matrix Software for Nintendo DS 24. At the time, it was the only Final Fantasy game never before released in North America or Europe. [11] There were plans for an earlier renewal of Bandai's WonderSwan Color platform, as it did with the first, second and fourth seasons of the series, but the game faced repeated delays and eventually canceled plans when the platform ended prematurely. Nintendo's DS version of the game was well received, with nearly two million copies sold worldwide. The product was also released for many other platforms: the Japanese version of Famicom via virtual console on July 21, 2009 (Wii) and January 8, 2014 (Wii U), Port iOS version of Nintendo DS reissue on March 24, 2011, Port Android version 12 March 2012, Port PlayStation Portable at the end of September 2012. Network) and Microsoft Windows port via Steam in 2014. Battle Screen game. Messages like Mass (missed) appear in a text box, just like the first games in the series. Status notifications are also displayed in characters, just like in later games. Final Fantasy III gameplay combines elements of the first two Final Fantasy acts with new features. The turn-based combat system remains the same from the first two games, but HP can appear above the finish line each time a target is attacked or revived, rather than listing itself as the previous two games. The ability to select targets for physical attacks after the destruction of Allied characters or enemy monsters also appears for the first time. Unlike the next games of the series, the magic in Final Fantasy III does not select the target itself to attack in the same style. [12] The experience points system returned to Final Fantasy III after his absence from Final Fantasy II. The classification of the character class in the first game also reappears with little change. In the original game, the player has class options for each character and this choice will be improved throughout the game. Final Fantasy III launched a career system that later became known in a series of games. A career in Final Fantasy III is in fact a class of characters that can change as much as possible: in Famicom's version of the game, four characters have a starting point Knight Of Action, [b] that can later unlock additional careers as the game progresses. Any character who can be played has the right to choose any available profession and can be changed from one profession to another at will. [13] Career shifting will cost the aptitude points[c] that a whole group of characters receive after each battle, just like Gil. [d] Depending on the occupation, various weapons, armors and spells may be used. The character's level of expertise for a particular career increases as the character maintains that profession. The higher the career level, the higher the character indicators and the lower the cost of points of the ability required to change careers. [12] Final Fantasy III was the first game in a row to initiate special combat orders such as Robbery and Jumping, each involving a specific occupation (such as The Robbery characteristic of Thieves, while Jumping was before the Dragon was knighted). [g] Some occupations have specific skills (these professions) that are not used in combat. For example, the skills of Stinger's profession can open doors, otherwise they will require special key items. [h]. [14] Final Fantasy III was also the first game in a row to feature Summon. [13] An overview of the context a thousand years before the events at play, on a continent hovering over the surface of an anonymous planet, an advanced technological civilization sought to harness the energy of four light elementary crystals. Continental people don't realize they can't control basic natural abilities. The power of light was able to destroy the main if light crystals do not have their natural comparison: four crystals of dark elements. Sudden interruptions in the intertwining between light and dark are the source of fits of disorder. Before breaking the dark balance, four warriors were chosen to receive the power of dark crystals with a mission to restore the power of light crystals. They are called Dark Warriors and have completed missions, restoring the harmony of the world. However, they go too late to save civilization from collapsing to the point of destruction, even though the floating continent still exists. On this continent, there is a group of Gulgans, a race of prophets, and blind fortune teller who predict that these events can happen again in any case. [15] The protagonist of the Final Fantasy III reboot focuses on four parentless characters from the remote village of Your (in the reworking version, the player starts with the character Luneth, and then slowly acknowledges the three other characters in the group as the game progresses; this is a change from the original as compared to the first Final Fantasy games) , all of which were originally Knights of Action in the original game. However, in processing, they are freelancers,[i] which also contributes to the definition of the personality of the members of the group, giving the group a look (designed by Akihiko Yoshida), a unique biography, personality and name. Luneth (ルーネス, Rūnes), a symbol of courage, is an adventurous orphan who grew up in your village. Arc (アルクウ, Arukū), a symbol of kindness, Luneth's childhood best friend and a smart but shy young man. Refia( レフシア), a symbol of love, is a girl who grew up in the village of Kazus and is tired of learning the blacksmith's trade from her father who so often runs away from home. Ingus (イングズ, Inguzu), a symbol of determination, is a loyal soldier who sasses the king and has feelings for Princess Sara (reciprocal sara). [16] Xande (ザンシ, Zandē) is the villain the group wants to stop most of the game, although in the end he is just a good child of the Dark Cloud (暗闇の雲, Kurayami no Kumo)[j] , who wants to push the world into anarchy and destruction by undoing the balance between light and dark, so that the Void devours the whole world. Appearing as a woman, Dark Cloud professed to be in the first person with the number because her ten tentacles had their will. Although she initially beat the Lake Warriors, they were able to revive with the help of Doge and Unei. Then, thanks to the support of the Dark Warriors, they defeat the Dark Cloud and save the world. Land Earthquake opens a cave once hidden in an altar cave near your village on a floating continent. Four teenage orphans of the village chief of Topapa accidentally encountered a light crystal while probing the impact of the quake. Essential give them your power and guide them on ways to restore the balance of the world. Do not understand the meaning of the crystal statement, but they recognize the importance of these words. Therefore, they inform the adoptive parent of the mission and begin the journey of exploring the superworld outside the place where they live, to bring balance to the world. [15] Adventure led them to discover that there was a whole world outside the floating continent where they lived. In the world below, they discover a witch named Xande, one of three episodes of the legendary Archmage Noah, who conspired to possess light crystals to cause chaos and disorder. Four warriors finally arrive at the Crystal Tower, where they discover that the Dark Cloud is the source of recent events. She was determined to create a catastrophe similar to the Flood of Light millennia ago to plunge the world into nothing. The Light Warriors enter dark crystal territory to unleash the captive Dark Warriors and beat The Dark Cloud, thereby restoring the crystal and balancing the world. In the DS re-version, the player can complete several side missions. [15] The stories in the re-versions are almost the same, but there are many big differences in the trailer. In his re-work, Luneth arrives at Altar Animal alone, but during the discovery, he missed his foot and fell into a hole created by the earthquake. He is then surrounded by go goa gogies and as he frantically tries to find a way out, he enters the room and is ambushed by a turtle. After defeating him, he found the Crystal of the Wind, telling him that he was the Chosen Light Warrior, destined to restore balance to the world and had three more like him. But before Luneth can explain it, he's been moved to the surface. He returned to yours, but Elder Topapa did not explain the matter thoroughly except to say that someone had brought him to him. As he traveled to a hidden corner of town, he discovered that children were harassing his friend Arc. When Luneth intervened, the thugs fled. Arc also fled to the village of Kazus, proving he was not afraid of ghosts. Luneth chases the Arc to the village of Kazus and as he reunites with the Arc, he discovers that rumours of a kazus village curse are not wrong. The inhabitants of the village are all looming spirits. Villager Cid from Canaan instructed the boys to take their own plane and search for Reria, the adopted daughter of mitril blacksmith Takka. They found her on a plane and escorted her to Sasuna Castle at her suggestion. There they met Ingus, a Soldier Sasune who was absent at the time of the curse. He joined them after seeing the king, who asked them to look for Princess Sarah. They met the princess at Sealing House[n] hidden behind a wall that could only be opened with a universal key. With the help of a princess, warriors fight the monster she creates Damn it: Djinn. However, when Sara seals Dinn, Luneth, Arc, Refia, Ingus disappears in front of her. The affair is that Crystal Wind invited the four of them to give them a piece of his power, from which a player can choose the career of Thief, Warrior, Black Wizard, White Wizard and Red Wizard. Later, Luneth and his company meet Sara again at Sasune Castle. She completes the process of continuing Dinna's curse by throwing the ring into the fountain under the castle, but gets upset when Luneth discovers that he and his friends must leave immediately. After Sara sent them, they returned to Kazus, where Takka dragged Refia home. The three boys asked Nid, then Takka, to create a mythile spear for the ship. Refia's not with Takka when the boys come back to ask about the mitril. When the party finds her back on Cido's plane, the player can find out why she wasn't with Tak at the time. For Takka, she explains that she's as easy a warrior as the other threesome, so she has to go. A new trailer ends with a drone being used to destroy rock in the Nelv Valley. Development director and story writer Hironobu Sakaguchi, designer Hiromichi Tanaka, character designer Amano Yoshitaka, screenwriter Kenji Terada and composer Nobuo Uematsu return from the previous two Final Fantasy games to contribute to the development of Final Fantasy III. [1] [17] As in the previous two series, Final Fantasy III is programmed for the famico system by Nasir Gebelli. It was the last original Final Fantasy Gebelli worked on. [18] In the midst of developing the game, Gebelli was forced to return from Japan to Sacramento, California, for an expiration of his work visa. The rest of the development team accompanied him to Sacramento with the necessary materials and equipment to complete the production of the game there. [19] [20] The complete game is one of the largest ever released for Famicom, released on the Catridge 512kiB tape, the second largest capacity a console can use. [21] Like many console NGOs at the time, Final Fantasy III was known for its high difficulties. [21] Square developed and released Final Fantasy III during the same period Nintendo released a 16-bit Super Famicom console, intended to be the successor to the 8-bit Famicom. Designer Hiromichi Tanaka says the original game was never released outside Japan as Square focuses on developing Nintendo's new console. Today we all know that when you have a platform like PlayStation, you'll have a PlayStation 2 and then a PlayStation 3, and when you have an Xbox, [you want to] switch to xbox 360 - you can assume [the console] will [launch] in. But the day before, it was the first time we saw a new generation of consoles, and it was really hard to predict [the next generation]. At that point, then, we did our best. catch up with the new technology that we didn't have enough manpower to make the English version of Final Fantasy III.- Tanaka Hiromichi[21] Square planned to localize and release the game outside Japan, but the game's localization plan was canceled. [22] Musical Details: Music Final Fantasy III The regular composer of Uematsu Nobuo is the music composer for Final Fantasy III. Final Fantasy III Original Sound Version is a compilation album of most of the songs in play, released in 1991 by Square/NTT Publishing and later re-released by NTT Publishing in 1994 and 2004. [23] A remix album called Final Fantasy III Yūkyū no Kaze Denetsu was performed, or in the English version of Final Fantasy III Legend of the Eternal Wind featuring a collection of songs from the game, nobuo Uematsu and Dido, composing a duo consisting of Kato Michiaki and Ohtaku Shizuru. The album was released by Data M in 1990, and Polystar in 1994 [24] Selected songs of the game appeared on numerous final fantasy compilation albums, including Final Fantasy: Pray and Final Fantasy: Love Will Grow (sung by Ohki Risa),[25][26] and their second, third album from Uematsu's progressive metal group [r] The Black Mages. [27] [28] Some of the game's songs were later remixed and appeared in later Square and Square Enix titles, including Chocobo Racing[29] and Final Fantasy Fables: Chocobo's Dungeon. [30] Some of the soundtracks are still popular today, and have been performed several times in Final Fantasy concert series such as Tour de Japon: Music from Final Fantasy and World Distant - Music from Final Fantasy. [31] [32] Tsuyoshi Sekito and Keiji Kawamori were soundtrack composers for Nintendo DS rending, working under the supervision of Nobuo Uematsu. [33] The soundtrack was released as an album by NTT Publishing in 2006. [34] Versions and re-releases There are two separate Final Fantasy III versions: the original Famicom 2D version released only in Japan and a complete 3D re-release worldwide. Timeline Final Fantasy III editions and 1990 Japan Family Computer Square Square Original version of Final Fantasy III 2006200620072007 Japan Nintendo DS Matrix Software (Japan), Square Enix Square Enix Edition 200620072007 Japan 3D full re-creation of the original Game Final Fantasy III 2009 Japan Virtual Console Wii Square Enix Release Virtual Console Original Famicom Version Final Fantasy III 2011 Worldwide iOS Square Square Enix Port version of Nintendo DS Final Fantasy III 2012 Worldwide Android Matrix Software (Japan)Square Enix Square Enix Port version iOS Final III 201220122012 JapanPal PlayStation Portable PlayStation Store Matrix Software (Japan)Square Enix Square Enix Port version of iOS Final Fantasy III 2013 Worldwide Ouya Square Enix Port's session Android Final Fantasy III 2013 Worldwide Windows Phone Square Enix Port version Android Final Fantasy III 2014 Japan Virtual Console Wii U Square Enix Virtual Console Release Original Famicom Version Final Fantasy III 2014 Japan Virtual Console Version Nintendo 3DS Square Enix Virtual Console Release Original Famicom Version Final Fantasy III 2014 Worldwide Steam on Microsoft Windows Matrix Software (Japan)Square Enix Square Enix Port version Android Final Fantasy III 2016 Japan NES Classic Edition Nintendo Nintendo Releases a reissue of the original Famicom version of Cancel wonderswan color bandai re-release console system WonderSwan Color in 2000, and immediately signed a deal with Square to release improved re-releases of the first three Final Fantasy titles on the new console. [35] Although Final Fantasy and Final Fantasy II were released within a year of its release, Final Fantasy III ultimately postponed and failed to debut as planned in late 2001, even if Bandai won the rights to publish the game. [36] While port version of Final Fantasy IV was finally released for WonderSwan Color, Square remained uncorrupted with Final Fantasy III. Although the game never officially announced its cancellation, the official website was discontinued when production of the WonderSwan Color console ended in 2002, Hiromichi Tanaka explained in an interview that wonderSwan color rendity was forgotten because the size and encoding of the structure of the original Famicom game was too difficult to recreate at WonderSwan Color:As we developed FF3, the volume of content in the game was so large that the cartridge was filled. , and when new platforms are born, [the problem] simply does not have enough space to update FF3, because [the new platform] will require new graphics, music and other content. [There is also] difficulty in how much manpower it takes to [be] doing everything again.- Tanaka Hiromichi[21] 3D re-3D version after failing to recreate the game for wonderSwan Color system, and Square's merger with former competitor Enix to form Square Enix in 2003 completely forgotten. There is a theory that the company could look for Sony's PlayStation or Nintendo Game Boy Advance to make a re-version like previous games. [38] Square Enix considered transferring the game for PlayStation 2, but eventually persuaded Nintendo to develop a new handheld console at the time, the Nintendo DS. The commercial success of Nintendo DS has further strengthened confidence in this decision. [39] Final Fantasy III was first released on October 24, 2015. Hiromichi Tanaka is leading the project as both executive producer and director. His leadership and oversight were needed because the re-release was not just a graphic update like in Final Fantasy and Final Fantasy II, but a comprehensive overhaul using Nintendo DS's 3D graphics capabilities. In addition to 3D graphics, the game also creates a full-motion video opening scene, similar to that made in port versions of Final Fantasy 2D graphics game for PlayStation. Matrix Software developer plays a program role for the game. Hiromichi Tanaka and Asano Tomoya Reproduction was produced by Asano Tomoya and jointly developed by Square Enix and Matrix Software. Alba Ryouusuke (Final Fantasy XI) directs art, Akihiko Yoshida (Final Fantasy XII) redesigns the original character to fit the 3D style while designing the look for a newly played character. [41] An unknown and unknown group of characters in the original game replaced them with a specific group of characters with new personalities and back stories, and added several new scenes to highlight their personalities. However, the main round of the story has not changed significantly. [42] In addition to the four main characters, the game also features additional characters (called sub-characters) who temporarily join the group just like in the original. However, they still differ from the original in that they can participate in the fight at random. [43] The re-release career system was redesigned because it rebalanced character classes, added new abilities and added a Freelancer class to replace the Knights of Action class as the default occupation at the start of the game (Knight of ports was retained as a secret class). It also integrates new events, new crystals and new dungeons and cancels out capacity point mechanisms. Unlike the original Famicom version, most careers are still useful throughout the game. Popular occupations such as Ninja and Sage – and some lesser-used occupations such as Feng Shui Master[s] have been redesigned to be the same in power as the warrior profession. Another addition is that special items dedicated to the profession are available only when the character is fully competent in a particular profession. [44] As a substitute for the result of ability, each character must temporarily suffer a minor temporary loss when changing careers. This damage reduces the character's next match from 0 to 10. This period is called the Transition Phase of work, and its length depends on how similar the new profession is to the old profession and the expertise of the character in the new profession. [44] The Wi-Fi feature launched in the reissue of Nintendo DS as a mailbox/Mognet system (Mail/Mognet) is similar to Final Fantasy IX, with different Mooglees allowing players to send emails to other players. [16] Party there the system also allows players to send messages to many other characters in the game. This system can also be used to unlock side quests, such as unlocking a class of Knight Action characters. [45] There is also a temporary save option that allows players to unhooh the DS

and continue the game on the restart. Like the original, players can't temporarily save a game while in dungeons. [46] The re-release of Port iOS was published on 24 October 2015. There is an improvement in play and graphics, as well as improvements in sound. However, the mail/Mognet mailing system to other players was canceled, and the mission to unlock Knight's Action career has also changed. [47] Port Android from an improved version of iOS was released in June 2012. Port PlayStation Portable version of the same version was released on September 20, 2012. However, it can only be taken over outside Japan later that month. In April 2013, Square Enix released a high-definition Android port as an introductory game for the Ouya console. [48] The Android version also adapted to Windows Phone on December 27, 2013, and the Port HD version was also released on Steam on May 27, 2014. [49] Đón nhâ Đón nhâCác điểm số tổng gôpNhà tổng gôpĐiểm sốGameRankingsDS: 78%[50]MetacriticDS: 77/100[51]iOS: 80/100[52]PC: 68/100[53]Các điểm số đánh giáXuất bản phẩmĐiểm số1UP.comDS: B+[54]FamitsuFC: 36/40[55][56]DS: 34/40[57]GameProDS: 4/5[58]GameSpyDS: 8/10[59]GameTrailersDS: 8.2/10[60]IGNDS: 7.8/10[61]Nintendo PowerDS: 8/10[62]TouchArcadeiOS: [63] Vào thời điểm phát hành trò chơi, tạp chí Famicom Tsūshin (nay là Famitsu) đã cho phiên bản Famicom số điểm 36 trên 40, dựa trên một hội đồng đánh giá gồm bốn người xếp hạng trò chơi 9, 9, 10 và 8 trên thang điểm 10. This result made it one of the magazine's top three rated games in 1990, along with Dragon Quest IV and F-Zero, both of which scored 37 out of 40 points. It was also one of the magazine's six highest rated games until 1990, along with Dragon Quest II, Dragon Quest III and Zelda II: The Adventure of Link. [64] At the 1990 Match of the Year Awards hosted by Famicom Tsūshin, Final Fantasy III was named runner-up at the Grand Prize with a score of 37.101, behind Dragon Quest IV. [65] In 2006, readers of Japanese gaming magazine Famitsu voted the original Final Fantasy III as one of the top eight video games of all time, ranked above Dragon Quest IV in March 2003, the original famicom product delivered 1.4 million copies in Japan. IGN noted: It's no surprise that Final Fantasy III is of interest... due to the popularity of the DS console [at the time]. [68] The game sold 500,000 copies in its first week in Japan, surpassing Square Enix's initial prediction of sales of only 350,000 copies According to Enterbrain, the re-version sold more than 935,000 copies in Japan at the end of 2006, 2007, sold more than 990,000 copies in the country and 460,000 copies in North America. On August 1, 2008, the game sold 480,000 copies in Europe. [72] Product sales reached 1.93 million copies for the DS version only, And 3.3 million copies as of August 9, 2008 PORT PSP sold more than 80,000 copies in Japan at the end of 2012 [73] Reviews of the DS re-version of Final Fantasy III were generally positive, with a consensus score of 77% according to GameRankings. [50] 1UP.com described role-playing gameplay for those who love her passionately and noted that while the career system has improved a lot compared to the original, there is still something very limited. However, reviewers still stated that it is important to keep Final Fantasy III in mind as part of history and as part of the missing blockbuster series, noting that hardcore RPGs[t] would love the game more than any other Final Fantasy series product and called it one of the mobile RPGs[t] best ever. [54] GameSpy argued that a player's interest depends entirely on whether a player wants to play a game with a clearly old-fashioned playing mechanism plus its rudimentary and insemated appearance compared to other square enix titles. The site also noted the game as quite challenging and added that some people may be familiar with the game, but others might find it uncomfortable because it's not [easy to play] at all. [59] GameTrailers noted that while the game's story was simple and the character group was nothing short of unique, the game scenario was top class. The site also recognizes that while most players have to rely on grinding, the game offers them lots of small areas to explore. [50] IGN described the game as probably an extremely disappointing product for fans of the current main Final Fantasy series and noted that the idea of a career system was just blowing players' minds at the time of the game's release. Compared to the final fantasy xii system in a contemporary context, Final Fantasy III is truly immature. Reviews also showed that the rework interfered with the game, 40 minutes of battles that should have lasted only a few seconds until the view now lasting almost a minute. Another complaint focused on how the game was displayed on the Nintendo DS because the top of the headset screen did not work in 75% of the game, and that the lost part, but replaced by images, can even give better results. However, IGN still notes that the product has impressive graphics... and the soundtrack is basically amazing. The website also claims that the conversion from 2D to 3D is the right decision. [61] Heritage From 1991 to 1992, Kadokawa Shoten's Famicom, Maru Katsu Famicom (マル勝ファミン) published the legend of Eternal Wind, from Final Fantasy III (悠久の風伝説 ファイナルファンターIIIよ子, Yūkyū Manga records events that take place throughout the game based on kenji Terada's original story. The work was later combined into three episodes of tankōbon called The Legend of eternal wind 1, 2 and 3 under Kadokawa Shoten's Dragon Comics. [74] The Onion Knight is the protagonist, and Dark Cloud is the villain representing Final Fantasy III in Dissidia Final Fantasy. In the Japanese version of Jun Fukuyama is the voice of the Onion Knight, while the dark cloud belongs to Masak Ikeda. The English version is Aaron Spann and Laura Bailey. [75] The two characters continue their roles in the following sections: Dissidia 012 Final Fantasy and Dissidia Final Fantasy NT. [76] See also Japanese theme Video Game Themes Theme 1980s List of Video Games brands Square Enix Image caption ^ Final Fantasy III (ファイナルファンターIII, Fainaru Fantaji Surū) ^ In the English version of Onion Knight. ^ According to the English version is the point of capacity. ^ Gil is the currency in many Final Fantasy games. ^ Steal and Jump in English translation. ^ Thief in English translation. ^ Dragoon in English translation. ^ Key items are special items that a player can receive only once that play a role in helping the plot progress or enabling access to new areas. ^ Freelancer is a freelancer. ^ Cloud of darkness in the English version. ^ The term indicates an area that connects different levels in the game and players often have to return to the area regularly. ^ In the English version is flood lights. ^ In the English version is Land Turtle. ^ The English version is sealed cave. ^ Skeleton key in english version. ^ In the English version are Thief, Warrior, Black Mage, White Mage and Red Mage etc. ^ Fantasy material of sorts ^ Children's genre of progressive rock music. ^ In the English version is Geomancer. ^ Hardcore players are the ones who have a special fascc enthral in the game. They play games not only for fun, but also focus, intensively, to analyze every aspect of the game. Reference ^ a â Interview with Hironobu Sakaguchi. Shūkan Famitsu. ASCII Corporation. June 5th, 1998. Original archive July 17, 2011 February 2011 Final Fantasy III (in Japanese). Enix Square. Original archive May 12, 2008. Returned September 11, 2001. Maintenance CS1: Unknown Language (link) ^ Final Fantasy VII: Initially.... Electronic Gaming Monthly (Ziff Davis) (93): 72. In April 1997, he was awarded the 2008 World Cup. Final Fantasy III. Nintendo. 2007 Original Archive 17. Visit 26 10, 2007. 「ファイナルファンターIII」 同梱のシンデンドーDS Liteが限定発売. Famitsu( in Japanese). July 12th, 2006. Original archive 11. Returned October 26, 2015 Maintenance CS1: Unknown Language (Link) ^ Gantayat, Anoop (August 24, 2006). FIII Mania in Japan. Ign. Original archive February 19, 2014. Returned October 26, 2015 Final Fantasy III confirmed for Australia. Ign. 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