



Developer: Square Enix Co., Ltd.
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September 14, 2005 (Japan)

FINAL FANTASY® VII ADVENT CHILDREN™ is a fully developed, CG-animated sequel to FINAL FANTASY VII, the seminal 1997 PlayStation hit. Through over 90 minutes of beautifully crafted visual content to be released on DVD (and later UMD), FINAL FANTASY VII ADVENT CHILDREN revisits the rich universe and memorable characters of FINAL FANTASY VII two years after its dramatic conclusion. Technological advancements bring a visually stunning new look to the city of Midgar and its residents.

FINAL FANTASY VII, originally released in Japan for the PlayStation console on January 31, 1997 (September 7, 1997 in North America), redefined the standard for role-playing games (RPGs) and has since achieved record-shattering sales of over 9 million units worldwide. Fans have long requested a true sequel, and with FINAL FANTASY VII ADVENT CHILDREN their requests are heard.

FINAL FANTASY VII ADVENT CHILDREN was first shown to a capacity audience at the 61st Venice International Film Festival on September 4, 2004, in Venice, Italy. A special edited version was shown as part of "Venezia Digitale," the new digital image category of the festival. As part of the festival organizers' efforts to usher in the new wave of digital entertainment, the work was well-received by the media and fans who attended.

FINAL FANTASY VII: STORY SUMMARY

The Shinra Electric Power Company, in the hopes of cementing its economic and political sway over the city of Midgar, begins exploiting its planet's natural resources. Behind rosy claims that the *mako* energy it mines would bring eternal happiness, Shinra secretly uses its newfound resources for financial gain and sinister technological research. However, *mako* energy is more than just an energy source: it is the very life force of the planet. A rebel group known as "Avalanche" realizes the potential danger of depleting this energy and mobilizes against Shinra, using guerrilla tactics to disrupt its operations.

SOLDIER, Shinra's elite guard, once counted both Cloud Strife and the mysterious Sephiroth among its ranks. Sephiroth, greatly admired by Cloud, used to lead the group—until his departure under mysterious circumstances. After a certain incident, Cloud also leaves SOLDIER and becomes a mercenary. Unbound by principles or emotions, he accepts a mission with Avalanche to destroy one of Shinra's *mako* reactors. This mission starts Cloud on a journey to discover his lost past and identity, guiding him to a destiny of heroic proportions.

As the story unfolds, Cloud realizes the importance of *mako* energy and the value of life. Members of Avalanche and his other friends open Cloud's heart as he draws closer and closer to the truth of his nebulous past. Meanwhile, Sephiroth, who shares Cloud's heritage at the hands of Shinra, re-emerges as a callous enemy bent on destroying the world. Cloud's friend Aerith is murdered at the hands of Sephiroth. Cloud, in turn, strikes Sephiroth down in a final confrontation, putting an end to his madness and avenging Aerith.

In the closing sequences of FINAL FANTASY VII, the "Lifestream"—the collective life force of the planet—intervenes, halting the plan Sephiroth put in motion. The world is saved, but as peace descends, the fate of Cloud and his friends remains unknown.

FINAL FANTASY VII ADVENT CHILDREN: STORY BACKGROUND

Two years later, the ruins of Midgar stand as testament to the many sacrifices made to bring peace to the planet. However, the world will soon face a new menace. A mysterious illness is spreading fast. Old enemies are astir. And Cloud, who walked away from the life of a hero to live in solitude, must step forward yet again...

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Development Team

Producer:

Yoshinori Kitase

*Past projects – FINAL FANTASY VII, FINAL FANTASY VIII,
FINAL FANTASY X, FINAL FANTASY X-2*

Director/Main Character Designer:

Tetsuya Nomura

*Past projects – FINAL FANTASY VII, FINAL FANTASY VIII, FINAL FANTASY X,
FINAL FANTASY X-2, KINGDOM HEARTS®, KINGDOM HEARTS- FINAL MIX
FINAL FANTASY VII BEFORE CRISIS, MUSASHI SAMURAI LEGEND*

Co-Director

Takeshi Nozue

Past projects – FINAL FANTASY IX, FINAL FANTASY X, KINGDOM HEARTS

Art Director

Yusuke Naora

*Past projects – FINAL FANTASY VII, FINAL FANTASY VIII,
FINAL FANTASY X, UNLIMITED SAGA™*

Scenario

Kazushige Nojima

*Past projects – FINAL FANTASY VII, FINAL FANTASY VIII,
FINAL FANTASY X, FINAL FANTASY X-2*

Music Composer

Nobuo Uematsu

Past projects – FINAL FANTASY series

Mechanic/Creature Design

Takayuki Takeya

Freelance artist; currently overseeing figure line “FINAL FANTASY CREATURES”

