



BEFORE CRISIS

FINAL FANTASY VII

Shinra, Inc., a giant at the height of its power.

In its shadow, the Turks, an elite group of Shinra operatives.

Theirs is the story of the six years leading up to FINAL FANTASY VII...

Based on the 1997 PlayStation title FINAL FANTASY VII, BEFORE CRISIS is an entirely new type of role-playing game developed for the mobile phone platform (FOMA 900i,901i).

Background

Six years before the sabotage of Mako Reactor One...

Shinra, Inc. has gained political control through its monopoly on *mako* energy, growing into a prosperous corporate superpower. However, this rapid growth comes at the cost of many lives, and soon there are more than a few who resent Shinra's good fortune. Together they form the rebel group AVALANCHE, focusing their efforts on the eradication of Shinra through any means available.

Realizing they must respond to this new threat or face collapse, Shinra's officers assemble the Turks, an elite squad of Shinra operatives trained to carry out classified operations and put a stop to the AVALANCHE menace.

Shinra's last hope rests with them.

FINAL FANTASY VII

First released in Japan in January of 1997 for the PlayStation, FINAL FANTASY VII went on to sell over 9 million units worldwide. Even now, eight years after its release, FINAL FANTASY VII still has a huge base of dedicated fans.

Shinra, Inc.

Once a manufacturer of military hardware, Shinra's operations later expanded to include the provision of *mako* energy drawn from the planet. Having grown into a mega-corporation whose influence extends across the globe, Shinra exercises political control from behind its boardroom doors.

The Turks

The Turks make up the investigative branch of Shinra's Department of General Affairs. They are an elite squad of operatives tasked with everything from the recruitment of new SOLDIER members to the execution of classified operations.

Gameplay Overview

Players assume the role of a new member of the Turks. As an operative in this elite organization, players must undertake top-secret missions, working together with other players over the mobile network in this real-time action role-playing game. Cooperative multiplayer gaming is but one feature only possible on the mobile phone platform. Keep your eyes open for this upcoming release!



Scenario Supervisor:
Kazushige Nojima



Staff

Producer: Kousei Itou
Co-Producer:
Yoshinori Kitase
Director: Hajime Tabata
Concept & Character
Design: Tetsuya Nomura
Art Supervisor:
Yusuke Naora

(Y.K.K. Stella Vista)

Product Overview

- ◆ Title: BEFORE CRISIS -FINAL FANTASY VII-
- ◆ Genre: Network Action RPG
- ◆ Platform (Japan): NTT DoCoMo FOMA (900i, 901i series)
- ◆ Fees (Japan): Must be a member of FFi. 525 yen per month (500 points)
- ◆ Release date(U.S.): Coming in 2006
- ◆ All Others Regions: Platform/Fees/Release date TBD
- ◆ Copyright notice: ©2004, 2005 Square Enix Co., Ltd. All Rights Reserved.
Character Design: Tetsuya Nomura