CLOUD

Special DVD

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FINAL FANTASY XIII
FINAL FANTASY Versus XIII
FINAL FANTASY VII
ADVENT CHILDREN COMPLETE
...and much, much more

COMPILATION of FFVII

A resonant awakening - A brand new domain
CRISIS CORE
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FINAL FANTASY VII
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FABULA NOVA CRYSTALLIS

Heaven and earth's creation - The pulse of the world
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The 3rd Birthday
MONOTONE

High-Res Emotions

Memories and premonitions connect in this high-quality visual magazine

Shinra ARCHAEOLOGY BOOKS

Vol. 1

Those same hearts and feelings—somewhere beneath this sky lies a world where they dwell.

Talent is the mother of invention as well as evolution.

Be it by breaking taboos to remake everything in a brand new world,

creating a sequel to a game with an unprecedented

and cinematographic approach,

or uncovering fresh possibilities

in unexpected places like the cell phone,

invention ushers in the next stage of evolution.

How has gaming media managed to respond

to these inventions and evolutions?

And what can it do moving forward?

CLOUD is a vessel for what we hope the future holds.

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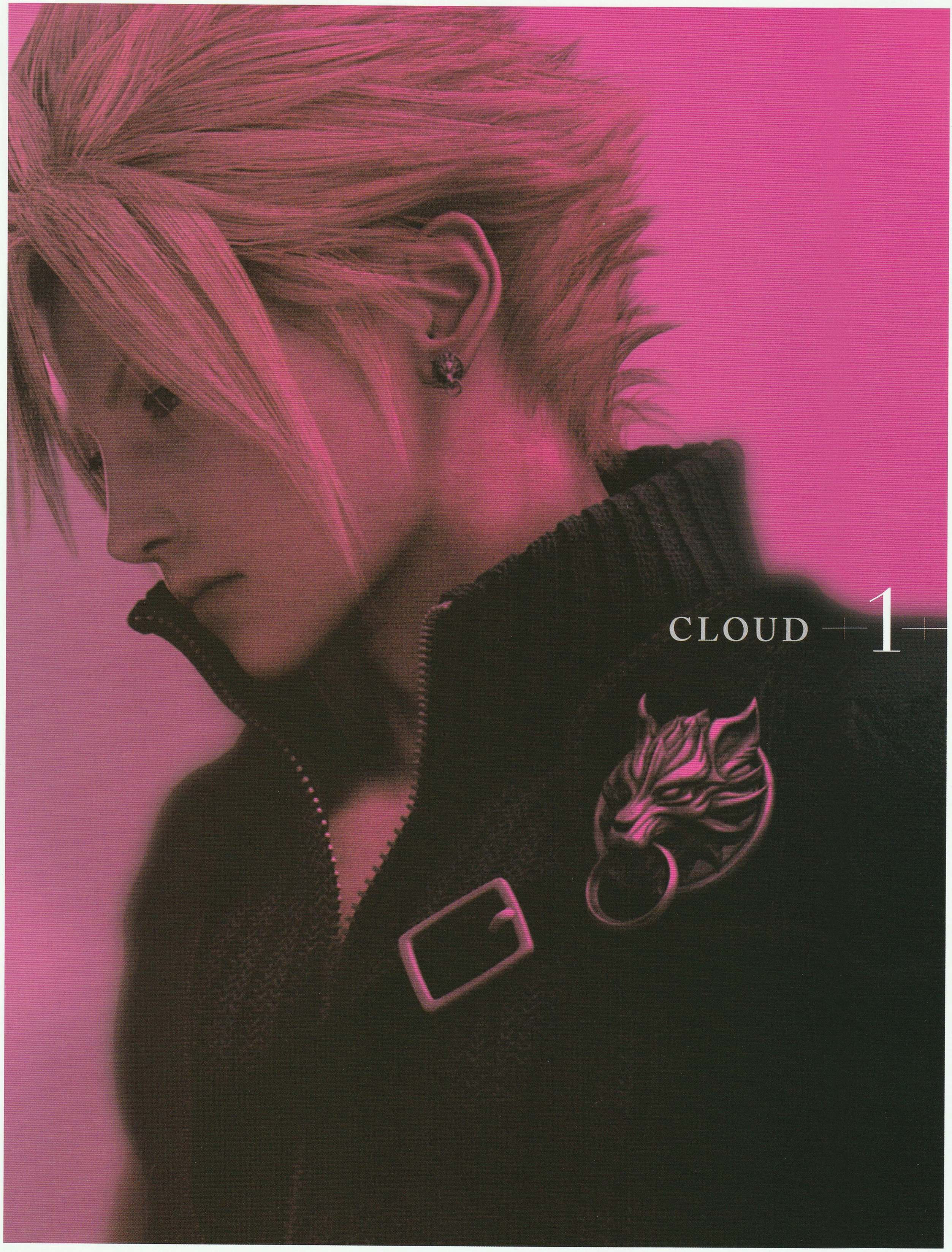
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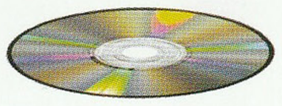

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※Video clips are more or less direct cuts of the footage shown at their respective events.
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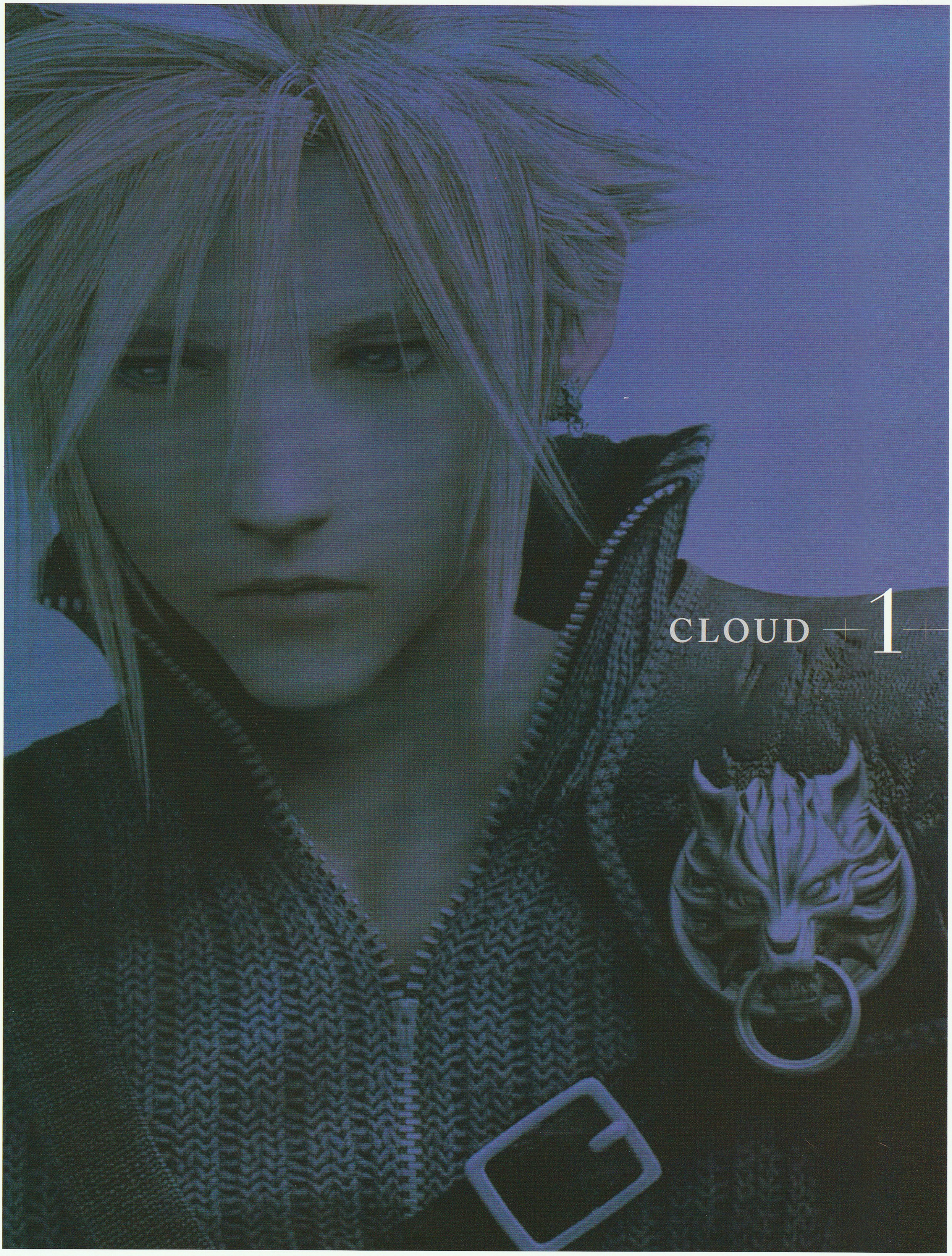
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Cloud Strife

A self-proclaimed ex-SOLDIER who hails from Nibelheim. Though taciturn and tight of lip, his skills are undeniable. He rides a custom motorcycle called Fenrir, which he uses in his work as a courier.

FINAL FANTASY VII COMPILATION Gallery

Sephiroth

A supremely powerful SOLDIER 1st Class who once was celebrated as a hero. His long hair and massive blade Masamune serve as defining characteristics, as well as the single black wing he's rumored to possess. Whether or not he's still alive is currently a mystery.

Tifa Lockhart

A martial artist born and raised in Nibelheim. She runs a bar in Edge called Seventh Heaven while caring for a pair of children named Marlene and Denzel.

Zack Fair

A SOLDIER hailing from Gongaga. Though quite skilled in combat, his sunny disposition makes it hard for him to earn the recognition he deserves. He accompanies SOLDIER 1st Class Angeal on many missions.

Barret Wallace

A Corel native who used to mine coal and the ex-leader of an anti-Shinra group called Avalanche. After his organization disbanded, he left his adopted daughter Marlene in the care of his companions and set out on a journey to discover a new source of energy.

Aerith Gainsborough

The very last descendent of the Ancients, a people who can guide the way to the Promised Land. Her mother Ifalna was a pure-blooded member of this tribe. After growing up under Shinra's watchful eye, she follows her fate and sets out to save the planet.

Kadaj

The leader of a mysterious trio who suddenly appear after Meteorfall during an investigation of the Northern Cave. His weapon of choice is a double-edged sword. Calling himself a thoughtform bearing the legacy of Sephiroth's will, he wanders the land in search of his "mother."

Zack Fair

A SOLDIER 1st Class who wields the Buster Sword. He sustains serious wounds during Sephiroth's rampage in Nibelheim and is turned into a test subject for Hojo, the director of Shinra's Research and Development Division.

Cid Highwind

A one-time astronaut from Rocket Town. After bidding goodbye to the airship Highwind, he returns to the skies to captain the all-new Shera. He now serves as leader of the World Regenesis Organization's airship squadron.

A Tale of Truth Shines a Ray of Light into History's Cracks

The *Compilation of FFVII* is a series of titles based around the world of *Final Fantasy VII*, and that spans multiple genres and modes of media. The latest entry in this anthology of work is *Crisis Core: Final Fantasy VII*. Its story begins roughly seven years prior to the events of *FFVII*, and depicts the untold past of several SOLDIERs—combatants in the employ of the Shinra Electric Power Company.

The game is an action RPG with a unique battle system featuring three spinning reels that influence the flow of combat. It offers rewarding gameplay, including an extensive catalog of missions unrelated to the main story that can be undertaken at any time. *CC* contains countless highlights, but none so compelling as its well-defined characters and the drama in which they end up interwoven. Several central members from *FFVII*'s cast make an appearance, including Zack (*CC*'s protagonist), Cloud, Sephiroth, and Aerith. As the story progresses, truths about these characters not touched upon in *FFVII* are gradually revealed.

In this section, we take a close-up look at these and other main characters. A man who dreamed of becoming a hero, and the various ideals pursued by those most closely involved with him. What is it they find in the lost last chapter of a grand epic? Join us as we pursue this truth and explore the thoughts and feelings of the voice actors who gave it life.

CRISIS CORE
FINAL FANTASY VII

A SOLDIER who forges ahead to the future with high hopes of becoming a hero

A promise unfulfilled
The slums beneath Midgar are shielded from the sky by a massive plate. The girl he meets there—Aerith—is afraid of the sky. Zack promises to one day show it to her in all its beauty. However…

A bright and active young man, Zack possesses unshakeable optimism and continues looking forward no matter how hard things get. He was just 13 years of age when he left his hometown Gongaga hoping to become a hero, and has simplistically pursued this goal as a SOLDIER 2nd Class under the tutelage of his good friend Angeal. A skilled operative with surpassing innate ability, Zack takes on mission after mission, leveraging his own youth and rashness to make a name for himself as a SOLDIER.

But on a mission in Wutai, he's exposed to a mass SOLDIER desertion reportedly instigated by SOLDIER 1st Class Genesis. Zack gradually gets swept up in a fateful struggle between Shinra and the likes of Genesis and Sephiroth, bringing him face to face with harsh truths. Despite it all, Zack's pace never slows. He sticks to his convictions and continues walking the path to what believes is true heroism.

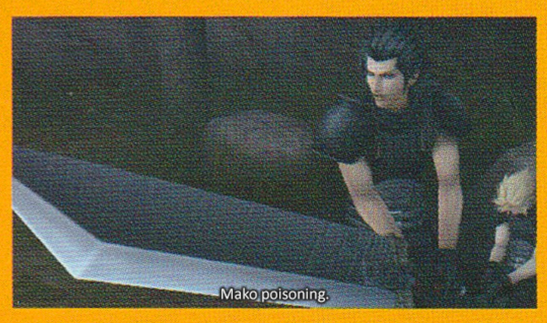
After many battles, Zack is promoted to SOLDIER 1st Class and takes up the mantle of a leader, gaining the confidence of many young cadets in the process. He reins in his carefree attitude and ardently relays the words

ZACK FAIR

ザックス・フェア

"Those wings… I want them, too."

A young SOLDIER 2nd Class with dreams of becoming a hero. Through the cruel gauntlet of fate, he grows to be strong both as a man and as a SOLDIER. Plagued by a destiny he cannot resist, he nonetheless marches on. In time he discovers what it truly means to be a hero, placing his hopes for the future in the hands of another young man.



his close friend Angeal passed down to him.

In the course of his duties, Zack has a fateful encounter with a young woman named Aerith. The time he spends with Aerith proves a true source of respite for Zack, who otherwise finds himself constantly in danger.

Determined to make Aerith's dream of filling Sector 5 with flowers come true, Zack sets to work. Over time, the two become inseparable, yet the time they get to enjoy together proves all too short...

The fated day comes, and leaving Aerith with a promise he made, Zack departs to meet his destiny. For the Nibelheim incident will change the lives of not just Zack but Sephiroth and Cloud—indeed, it will alter the very history of the planet. Injured as he fights to prevent the tragedy, Zack is once again swallowed in a vortex of fate he cannot escape, and bids goodbye to years of time in captivity beneath Shinra Manor.

At last he manages to escape the maelstrom with his close companion Cloud, but destiny is determined not to let him slip away. Thus, after meeting his fate, he passes the baton to his dear friend and quietly exits the stage.

Zack...
Were you able to become what you set out to be?

Ken'ichi Suzumura × Zack Fair

"In terms of expression, I think the work I was able to do was close to what I consider ideal."

While taking five during the interview, Suzumura played yet more *CC* and felt thoroughly impressed by its contents. As part of the generation who experienced *FF*'s world and lore as it came out, he says playing Zack led him to make many new discoveries. He shares much about his encounter with Zack both as an actor and a hardcore gamer.

An acting approach that resolved itself after a miraculous twist of fate

— How did you like portraying the character of Zack?

Suzumura: I myself had played *FFVII* before, and I'd already voiced Zack in *FFVII: Advent Children*, so with this project I found myself in the unique position of having to approach a drama I already knew the ending to. In the early stages, I felt like I was transcending any interpretations or formulated understanding of the character. I guess it sounds strange to say I made no effort to comprehend the character, but I had this strong sensation that I was portraying someone I understood. And so I didn't bother to do any character development work. I'm not sure whether that's a good or a bad thing, but either way, I ended up playing Zack with an approach that was totally different to any I'd used up to that point, and one that I can't really even explain. On the surface, I'd say his character is introduced as bright and optimistic, but there's something else inside him that isn't quite that. I can comprehend it, but not really explain it. This sort of gut impression I have is maybe something new to me as an actor. There are other characters I feel like I'm close to in a different sense, but in terms of my portrayal and approach, I'm not sure I'll ever encounter another project like this one in the future. At any rate, it's been an experience unlike any I've had before, so at the moment all I can say is that it was really special, and as far as dramatic acting goes, I think the work I was able to do here was close to what I consider ideal. I think my ultimate goal is to be able to express myself under my own control and with my own approach, so this has been a fantastic experience for me as an expressive person. It made me want to encounter more characters like this in the future and do my best to take them on. It almost feels like I've been given a clue as to what I should do.

— During recording, were you given any particular instructions by Tetsuya Nomura, the creative producer?

Suzumura: He never said anything to me directly. Like, literally nothing [laughs]. Nomura was there during recording, but it was the voice director who gave me a strong sense of the direction needed. I think Nomura is happy to let the various people involved create things with their own approaches. Of course, as a general rule, things are firmly under control, but given that, I could still do my own thing portraying Zack. And then, during that process, they'd sort of tweak where things were doing.

— If you had to pick out a favorite scene from* CC*, which would it be?

Suzumura: Whenever I play a game I'm featured in, I always do so objectively. Therefore, it's rare for me to really get immersed in a game I worked on. Maybe you'll think I'm conceited for saying this, but this time I felt like everything just fell into place. There's a scene where I'm talking about the sky and I say, "That girl [Aerith]… She said looking at the sky scares her." That was the first line I spoke when we recorded the debut clip for the production announcement. So it's deeply memorable for me in a variety of ways.

— Are there any things you'd like players to look out for in* CC*?

Suzumura: There are tons. First, I'd like to advise everyone not to overdo it with the missions, because if you do, the story enemies will get really weak [laughs]. Also, the Digital Mind Wave is a really excellent system. I was very moved by it. When you have a series of games, the aesthetics tend to remain the same. But with *FF*, the system changes every time. They're incredibly bold that way. They've made all sorts of other games, but to then use this system with an *FF* title! [laughs]. So in that respect I was really pleased to be able to work alongside a team with so much ambition. I'm hoping that's something people will pick up on [laughs].

— Finally, would you mind sharing a message for all the* FFVII *fans out there?

Suzumura: This is a game I can recommend with confidence. I say that as if I'd made it myself [laughs]. But if you've had even a little exposure to *FFVII* in the past, I'd definitely love for you to play it. I'm sure you've all grown into fine adults since then, and I'm sorry you had to wait so long! I know I keep droning on, so to boil it down to a few words: just play it! You'll be missing out if you don't!

Ken'ichi Suzumura's Profile

Represented by Arts Vision. Noteworthy roles include Ryutaro from *Kamen Rider Den-O*, as well as dubbing performances for various anime and foreign films. A popular voice actor, he wears many, many hats, including that of radio personality.

A surpassingly strong hero produced by Shinra

When the one-winged angel was still human
During his time as a SOLDIER, Sephiroth was a hero who wielded his blade for Shinra. On many occasions, he would laugh and chat with his friends and fellow SOLDIERs. His manner somewhat mild, he still retained a streak of humanity.

An unspeakably strong warrior manufactured by the Shinra Electric Power Company, Sephiroth has earned the title of hero after countless acts of valor dating back to boyhood. By the time the war with Wutai concludes, his name is known to one and all, as is the overwhelming power he wields to crush any who would oppose Shinra.

Owing perhaps to his superhuman abilities and preternatural beauty, he possesses an air of unapproachability, with none to call friends save his fellow SOLDIERs 1st Class, Angeal and Genesis.

Despite this, he still shows glimpses of humanity even as he fights for Shinra, at one point cracking jokes, at another agonizing over orders to eliminate a friend who defied the company. And all the while, doubts begin to grow inside him about Shinra's merciless policy of eradicating any who prove a thorn in their side.

But Sephiroth's fate will take a dramatic turn during the Nibelheim incident, when he reduces an entire village to ash and alters the course of many mens' destinies.

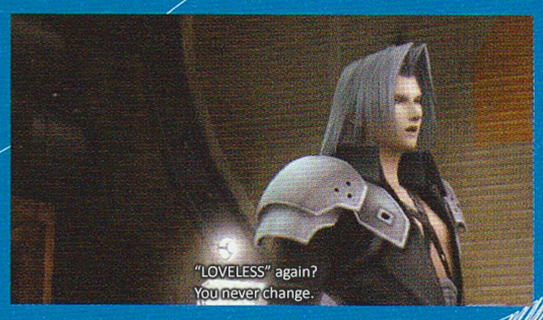
Dispatched to Nibelheim with Zack and Cloud on orders to investigate a mako facility, Sephiroth encounters his "mother" Jenova slumbering at the heart of the reactor, and

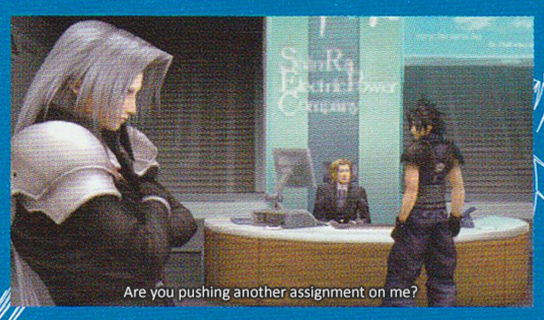
SEPHIROTH

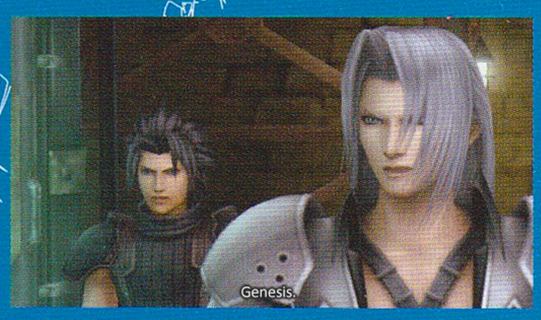
セフィロス

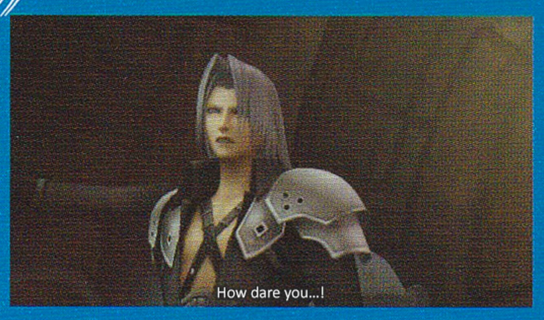
“We’ll meet again soon.”

A hero whose abilities as a SOLDIER 1st Class are rivaled by none. However, this gallant warrior is a concoction of Shinra, born of a most terrible corporate program. When the truth is revealed to Sephiroth in Nibelheim, the madness lying dormant within him suddenly awakens. Scorning humanity, the planet, and all creation, this one-time hero turns his back upon the world.









thereupon discovers the startling secret behind his birth. Confronted with the knowledge of his cursed existence, Sephiroth descends into madness. He takes Jenova’s head in his hands and proceeds to burn down Nibelheim. Loathing not just Shinra but all those who call the planet home, Sephiroth resolves to walk a path of domination and become the planet’s ruler.

And so does the hero of humanity become a menace to all mankind. Yet thanks to an unexpected struggle from Cloud, Sephiroth is sent tumbling into the mako reactor’s depths with Jenova’s head in his arms. However, this proves not to be the end of Sephiroth—only his humanity.

Thus, though Sephiroth’s life as a man has come to a close, his will continues to live on within the lifestream, where it dwells for many years absorbing vast amounts of knowledge. And the Jenova cells that were separated from their source strive to return in order that they may become whole again—that they may have their Reunion.

During the events of *FFVII*, Sephiroth calls upon his copies throughout the world in order to carry out this Reunion—for this was the objective of his mother Jenova. Among the many who harken to his call is Cloud, in whose body Jenova’s cells also reside. From then on, Cloud and Sephiroth’s fates become rapidly intertwined—but how their relationship ultimately resolves is a story for another time.

Toshiyuki Morikawa × Sephiroth

"Sephiroth is completely and forever solitary."

In all of *FF* history, no character has made as powerful an impression on players as Sephiroth. Once a hero, now a menace with unfathomable strength, he is an unending nightmare. The voice of Toshiyuki Morikawa, the man who plays him, shares in his aura of absolute power. We asked Morikawa to sit down and give us an inside perspective on the game, replete with anecdotes from the recording booth.

How much should one sublimate their feelings to portray a character with gravitas?

— You've played Sephiroth in several different titles at this point. Are there any changes you've made along the way?

Morikawa: I don't mean to sound disrespectful, but initially I didn't know anything about Sephiroth, and seeing the reactions of those around him was really amazing. However, thanks to me starting from a blank slate like that, I had no uncertainties about my final approach, and so it's remained the same ever since. Despite all the years that have passed, Sephiroth's character hasn't changed at all.

— Is there anything you pay special attention to when portraying Sephiroth?

Morikawa: Well, he's a very cool character, so I felt a lot of pressure not to tarnish the image of fans who've stood behind *FFVII* all these years. That first line Sephiroth utters that comes out of your screen or CTR has to be absolutely, quintessentially him. And so in that respect it's a little different from other titles I've worked on. Ordinary characters have this capacity to express all sorts of emotional highs and lows, but Sephiroth is a key part of the work—a symbol—so there can't be any second-guessing with him. If there's emotional ambiguity, then Sephiroth's awesomeness won't be conveyed. You might be thinking, "Well, before his transformation and descent into madness, Sephiroth was just like everyone else"—but that isn't the case. He's a legendary hero who, from the very beginning, has had to live in a different world than everyone else. He is completely and forever solitary.

— You mentioned you didn't really change how you portray him from title to title.

Morikawa: No, not really. But I did try to portray him this time in such a way that people would understand why he became the way he is. I didn't try to give him an insane-sounding voice or change the way he speaks when he's around friends. Instead, I wanted to realistically express this whole multidimensional world through a single voice. It wasn't something I overly concentrated on, though. It was kind of spontaneous—more of a Western acting approach.

— Could you share your impressions of the recording booth and the production staff on this project?

Morikawa: I only know him in a recording capacity, so it may sound a little presumptuous to say, but [Tetsuya] Nomura is truly a man who doesn't compromise. During recording, even if the actors are performing in line with the image they were given, all of the staff members will take and retake until Nomura gives it his stamp of approval. I'm also a big fan of how accommodating his approach is. He'll do everything over as many times as he has to until you're also satisfied with the result. So in that respect, it was a very enjoyable process. For instance, if someone asked me to repeat a line, we'd be able to communicate and say, "How about we take it from the top of the scene?" That was the feel of things on-site. And I think it's an environment like that where you end up with the best results. The instructions themselves came from the voice director, but Nomura's intentions came through, so it made for easy work. These days, it's rare to get a project where you can spend that much time on things. They had to have the studio constantly reserved. I'm like, "Why doesn't Square Enix just buy the place?" [laughs]. But that's what it takes when you want to create something the way you originally envisioned it. Still, it's incredible just how much went into it despite having a release deadline. I guess Nomura is just the kind of person who has what it takes to hold everything together and pull the project across the finish line.

— Could you tell us about any favorite lines or scenes you have from* CC*?

Morikawa: I'd have to say that long scene where Zack, Angeal, and Genesis reminisce about old times. Sephiroth also thinks back to those days and laughs a little. That was a good scene for me in terms of portraying Sephiroth without showing any emotion. There's also that scene where he fights Genesis in the virtual world. I remember it being hard getting things to match up during recording. When I saw the final product, I was impressed with how well it had turned out.

— Lastly, could you let players know about any special things to look out for?

Morikawa: Personally, I'd of course like it if people look out for how Sephiroth changes, but as a fan of the game, I'd be happy if everyone would adopt Zack's point of view and live alongside him during his time as a SOLDIER. Us actors inhabit these games with the voices we provide, so I'd like it if everyone else did the same and inserted themselves into CC's world by playing it. And in doing so, I hope you'll all be able to experience the majesty of Sephiroth.

Toshiyuki Morikawa's Profile

Represented by Arts Vision. Noteworthy roles include Shūei Ran from the anime *The Story of Saiunkoku*, Tyki Mikk from *D.Gray-man*, and many more. Morikawa is actively involved with dubbing and narration not only for anime but games and Western films as well.

A dependable senior SOLDIER esteemed by many

A kind and honorable SOLDIER 1st Class with a strong sense of duty, Angeal is close friends with his fellow SOLDIERs Genesis and Sephiroth, and is the only one capable of chastising the latter despite his unapproachability as a hero. Born and raised in the same village as Genesis, the pair have shared a relationship of mutual respect ever since they were children. Angeal therefore finds himself in the important but difficult position of peacekeeper between his two conflict-prone companions. Though he's no match for Genesis or Sephiroth in terms of raw ability, his willingness to care for others has earned him a tremendous amount of trust from his juniors.

Angeal can be seen caring for younger officers on many occasions, but he takes a special interest in the rambunctious Zack, whom he fawns over at every turn. Though he's constantly having to scold Zack for his unpredictable and rash behavior, Angeal nonetheless dotes on the young man, referring to him in secret as "Zack the puppy."

After undertaking numerous missions together, a deep bond forms between Angeal and Zack, transcending their difference in rank. Hoping to guide Zack toward his dream of becoming a hero, Angeal leads by example. But in the

The beliefs he instills in Zack

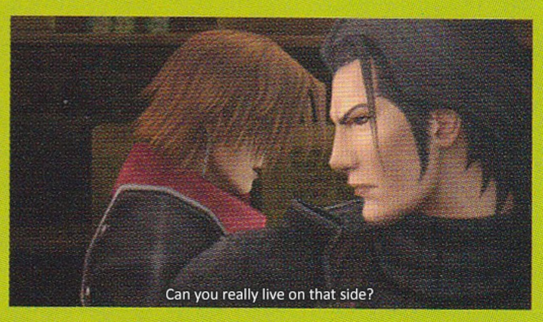
If you want to become a hero, you must never forget your dreams and honor. As both a man and a SOLDIER, Angeal lived a straight and honorable life. The words he speaks to Zack are later passed down to his protege's own juniors.

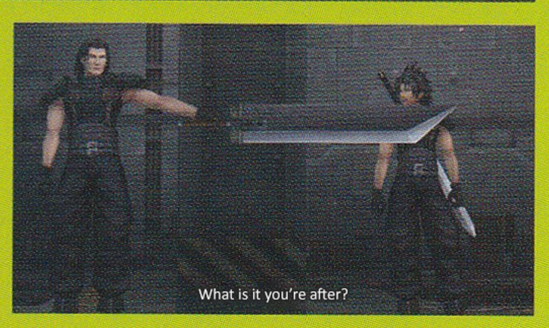
ANGEAL HEWLEY

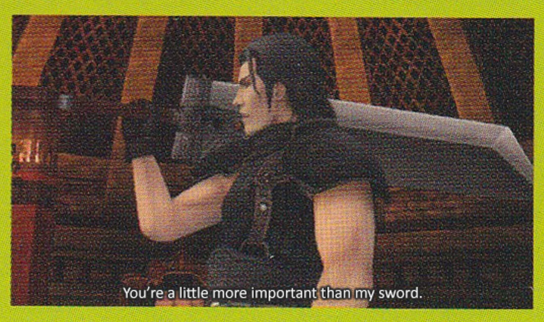
アンジール・ヒューレー

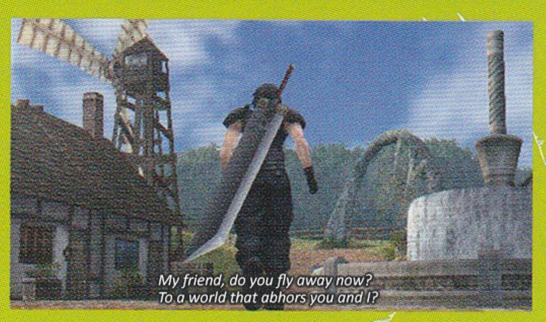
"If you want to be a hero you need to have dreams...and honor."

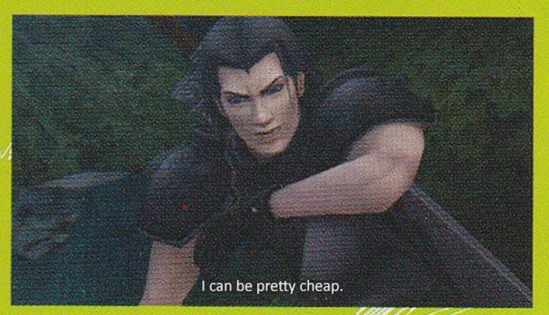
A diligent and honorable SOLDIER 1st Class who takes Zack under his wing and kindly leads him like a dependable older brother. Although the two would later part company, Angeal always maintains his honor, fighting valiantly to the end. It is this honor that is ultimately passed down to Zack—and later Cloud—along with the Buster Sword.











middle of a mission to Wutai, Angeal suddenly disappears, setting out on his own to investigate an incident his close friend Genesis orchestrated.

Some time later, Angeal appears before Zack bearing a single white wing, speaking words of despair: "I've become...a monster."

From this moment on, Angeal and Zack diverge in the paths they choose to walk. Yet Angeal never abandons his honor. He's passed down many things to Zack, but for Angeal, the most valuable of these is honor.

"Zack, no matter what happens, I have to protect my honor. As long as I hold the Buster Sword."

The enormous Buster Sword slung across his back—a precious blade gifted to him by his parents—is a symbol of that honor. It's a sword he cherishes so much that he seldom deigns to use it, fearing that doing so will bring about wear, tear, and rust. Even after being betrayed by his past, Angeal holds onto his honor, and strives to cut ties with his abominable fate using the Buster Sword he so treasures. He does so that he might keep his honor.

And it is this Buster Sword, along with Angeal's beliefs, that is ultimately passed down to Zack.

Kazuhiko Inoue × Angeal Hewley

"As I played him, I tried to think about how his heart had changed."

Unlike the game's other characters, Angeal makes his very first appearance in *CC*. He's a close friend of Sephiroth and Genesis and someone who has a profound impact on Zack. We asked industry vet Kazuhiko Inoue how he went about understanding and portraying this character, as well his thoughts on recording for this project and the voice acting profession as a whole.

Originally, Angeal was portrayed with a more macho feel

— Mr. Inoue, what is your personal image of Angeal?

Inoue: At first when they showed me his character illustration, I thought to myself, "How can he walk around while carrying such a huge sword?" [laughs]. Based on that illustration, a pretty rugged image of Angeal solidified in my head, so at first I played him with a thick, brawny sort of voice. But when I did so, the voice director told me I didn't have to be so forceful, so I toned down his voice a little.

— So the director instructed you to give his voice a slightly gentler feel?

Inoue: No, more like lighter, and not so muscular, if you know what I mean [laughs]. I'd made him sound too burly, so the director told me to mellow it out a little. The most memorable part of the recording process this time was at the beginning. I wondered if it would be alright to just act normally, but then I thought it could work if I showed how his heart was changing from scene to scene.

— You don't often play muscular characters like Angeal, do you Mr. Inoue?

Inoue: No, I don't. I just thought about it for a second and nothing really comes to mind. I guess the only one that might fit that "muscular" or "rugged" image would be Humanoid Monster Bem. He also wanted to be human [laughs].

— You often provide dubbing for Western films. Would you say the way you portray characters differs between games and Western films?

Inoue: I wouldn't. To me, they're one and the same; I don't make any fundamental changes. But my approach does vary depending on the role. With Western films and the like, you have to give a voice to a character who's already been fully conceived, whereas with animation, there's this strong component of building the character yourself. In the case of games, because I'm often recording alone, I need to be well aware of how the characters I'm talking to will be involved in the scene. I feel like that's an organizational difficulty you get with games.

— And I believe you did the recording alone this time as well?

Inoue: Yes, that's right. We did it the same way we always do for recording game voice-overs. But this time, I was shown clips and given audio for the parts that were already finished, so I was able to get a good picture of the game's world. Ordinarily, even if the other actors have finished recording their lines, you don't usually get to hear what they've done.

— So it was easier to record this time than it usually is with games?

Inoue: The way it usually works is that you have to predict the performance the other voice actors will give as you play your character. For instance, there's a scene this time set in a helicopter where I had to speak to Suzumura, who plays Zack. Thankfully, I was able to listen to his voice work beforehand, which allowed me to gauge how strong I should be with my own voice. And even though this title is a game, the visuals are really beautiful, so I was able to give my recordings as if it were an animation.

— Incidentally, would you say you're someone who plays games regularly?

Inoue: Game's take up quite a bit of time, so I only play a little during the winter holidays. But I do like to windsurf quite a bit. That's my hobby [laughs]. It really is important to have hobbies. When all you do is work, your mood tends to stagnate. When that happens, it becomes hard to put emotion into your roles, and you can't bring them to life. And so for that reason I windsurf. It lets me feel the wind and the waves with all five senses, which I think helps me hone my ability to concentrate [laughs].

— Finally, would you mind telling all the* FFVII *fans out there your thoughts on* CC *after playing Angeal?

Inoue: I'm delighted to have lent my voice to a title in the world-renowned *FF* series, and really happy for the work I got to do. Some may think my image of Angeal is a little different from theirs, in which case I apologize [laughs]. I've done my very best in my own way, and I hope everyone will be happy with the world we've built.

Kazuhiko Inoue's Profile

Represented by B-Box. Noteworthy roles include Shirō Yamaoka from the TV anime of *Oishinbo* and many more. Responsible for voicing Prince Eric in the PS2 game *Kingdom Hearts II*, among others. In addition to working as a voice actor, Inoue represents the B-Box Actors School, a voice acting academy where he provides coaching to students.

A young woman living for tomorrow despite her wretched circumstances

A young girl living with her adoptive mother in the Sector 5 slums, Aerith is possessed of purity, mystique, and inner fortitude, and is unafraid to speak her truth no matter the audience.

Pursued by Shinra ever since she was a child, Aerith has led a short but tumultuous life, all because her blood can be traced back to the Ancients—or, as some call them, the Cetra.

The Cetra are an ancient race of people who were able to hear the voice of the planet. According to legend, they could lead the way to the "promised land," a place overflowing with supreme happiness. However, the Cetra have since died out, and Aerith—their sole remaining descendent—is in fact only a half-blooded Ancient.

All the same, Shinra has relentlessly hounded her ever since she was young, hoping she can aid them in their search for the promised land. Yet despite her arduous upbringing, Aerith has never given up hope, always facing life with cheer and optimism.

In the slums, where Midgar's hulking plate

Happy just to be together

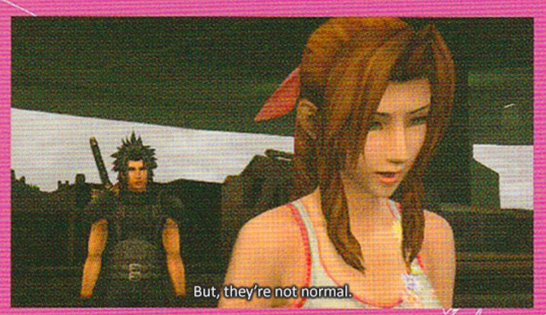
For Aerith, passing the hours together with Zack is something precious that can't be replaced. She wishes to spend more time with him—but fate refuses to grant even this tiny wish.

AERITH GAINSBOROUGH

エリアス・ゲインズブール

“I really hope that this final letter that I am writing gets to you.”

A young woman surveilled by Shinra since childhood for her Ancient ancestry, Aerith has been forced to endure a tumultuous life beyond the imagining of any ordinary girl. She has a fateful encounter with the SOLDIER Zack when he tumbles from the sky, leading the two to fall for one another…



blots out both the sky and people’s freedom, Aerith makes a living growing flowers in an abandoned church. It is in this church where she one day happens upon Zack when he falls from the city’s upper level. This sudden encounter will profoundly alter the course of their lives—especially Zack’s.

Drawn to one another, the pair enjoy several romantic trysts as their fates intertwine. But eventually they go their separate ways, never to cross paths again.

Aerith dreamed of filling Sector 5 with flowers, and meeting Zack brought her closer to that dream, if only a little. Although it will never come true, a seed of hope planted by Zack sprouts within her, sustaining Aerith ever after.

Several years pass before the gears of Aerith’s destiny—briefly halted—begin to turn again. When Cloud falls from Midgar’s upper levels into the same church as before, Aerith senses Zack’s aspect within him.

Through her journey with Cloud, Aerith eventually follows her destiny and becomes part of the lifestream. From there, she continues to watch over the planet as well as Cloud, Zack’s figure ever by her side, the church where they met brimming with flowers.

Maaya Sakamoto × Aerith Gainsborough

"Together with the staff, I helped create Aerith with a tremendous amount of care."

Aerith is a bright and friendly character with a certain air of mystery—and Maaya Sakamoto has done a spectacular job in bringing such a difficult role to life. Yet Sakamoto says she took the part with next to no knowledge of *FFVII*. We ask her how she managed to sync up so well with Aerith's character.

A desire to depict Aerith's mystique with love and care

— Who is Aerith to you, Ms. Sakamoto?

Sakamoto: I see you're throwing curveballs right off the bat [laughs]. Aerith's character has been popular ever since *FFVII* originally came out, so it was quite an enormous task to lend her a voice after the fact. I'm not the sort of person who plays games much, so I wasn't actually familiar with *FFVII* beforehand. But thanks to that, I was able to tackle the role with a more neutral attitude. With Aerith, I had to approach her from the ground up, which made her a difficult but very rewarding character to work with.

— Did the developers explain anything to you about Aerith's character before you began recording?

Sakamoto: At the start, they just gave very simple suggestions. They told me to read the script and play her in whatever way felt right to me. When I did read the script, I thought it was odd how many punctuation marks her lines had, but I later learned that's just the peculiar way in which Aerith speaks. It's not a style of speech I myself use, so I had quite a bit of trouble getting the hang of it.

— I see. Would you say Aerith is a little different from other characters you've portrayed in the past?

Sakamoto: Yes, I would. If there was an ordinary-sounding line in the script that didn't feel Aerith-y enough, the staff would modify it later, so in that respect it was different from how I've always recorded in the past.

— So they would change lines after hearing you perform them?

Sakamoto: That's right. The voice recording process for the *FFVII* series is incredibly thorough, and they'd test everything repeatedly while meeting with us to discuss each and every line. On top of changing certain lines, I'd sometimes record the same line with several different styles.

— Would you say that playing Aerith has changed anything about you or those close to you?

Sakamoto: As we all know, Aerith is an extremely popular character, so when it was decided I'd be playing her, a lot of people were taken aback. And then when I attended an anime fan event overseas, the guests got really excited when I introduced Aerith from *FFVII* as one of my notable roles. It was at that point I truly realized how beloved Aerith and *FFVII* are all around the world. I can't say what a priceless experience it's been to have something I'm represented in reach across the ocean like this. Also, my brother is a huge *FFVII* fan, so when he found out the role I'd be playing, he was like, "You're Aerith!?" [laughs].

— What did you pay closest attention to when portraying Aerith?

Sakamoto: Aerith is motherly, but also naive and cheerful, as well as mystical and mysterious—a bit unlike any real-life woman. She feels very special in that way, so I wanted to make sure that mystical, goddess-like part of her wasn't lost. However, *CC* is set before the events of *FFVII*, so I wanted to bring out a cuter, more energetic side to her than what you see in *AC* or *Kingdom Hearts*. What made me feel a greater sense of kinship with Aerith than ever before was how she acts like an ordinary girl this time, meeting Zack and growing intimate with him.

— What is your impression of the protagonist Zack?

Sakamoto: In *CC*, Zack has this mischievous air to him and an honest, straightforward personality that I find really charming, so it made me happy to see Aerith fall for a guy like him. Thanks to *CC*, I ended up liking Zack quite a lot.

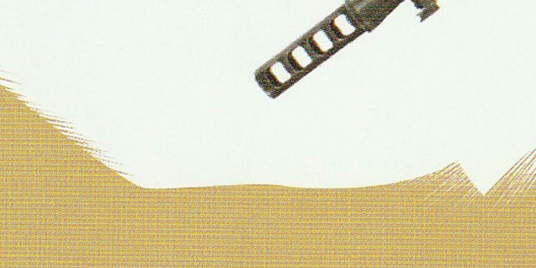
— Finally, would you mind sharing a few words for all the* FFVII *fans out there?

Sakamoto: *FFVII* is a game with tons of fans, not just in Japan but around the world, and I think that fandom will only continue to grow. Aerith proved an incredibly difficult role to play, but I poured my heart and soul into her character, so I hope my rendition comes as close as possible to the image everyone has of her. After playing *CC*, I felt moved all over again watching *AC*, and now I wish I could be immersed in the world of *FFVII* all the time. I hope everyone enjoys playing the game over and over.

Maaya Sakamoto's Profile

Represented by Fortunerest. Noteworthy roles include Hitomi Kanzaki from the anime *The Vision of Escaflowne*, Amidala from the movie series *Star Wars*, and Aigis from the PS2 game *Persona 3*. In addition to voice acting, Sakamoto is a prolific artist.

An encounter with Zack, the SOLDIER he longs to be



Despair for his own powerlessness
Ever since he was little, Cloud has deeply yearned to become a SOLDIER. Despairing at his inability to rise higher than an infantryman, he's perpetually depressed by his own lack of strength. However, Cloud has a certain something that no ordinary trooper possesses.

Still a young boy, Cloud sets off from the rural village of Nibelheim with his heart set on becoming a SOLDIER. However, his introverted nature causes him to despair when he proves unable to do so. While dispatched on a mission, Cloud befriends Zack, an operative who's already made it as a SOLDIER 1st Class, and the two bond over common ground. They work together many times afterward, and Cloud learns numerous things from his new companion. Yet every word he speaks betrays his longing to be a SOLDIER and frustration with his own powerlessness.

Cloud is introverted and keeps his emotions hidden, while Zack is cheerful and simplistic in his outlook. Despite being polar opposites, they appear to get on oddly well. Zack makes no effort to conceal what he feels, whether it be happiness or anger, and keeps a positive attitude no matter the situation. Who he is will end up having a significant influence on Cloud in the future.

Despite undertaking many missions as a Shinra trooper, Cloud proves unable to conquer the weakness in his heart. He's overcome with shame for failing to rise higher than a general infantryman, despite the way he boasted

CLOUD STRIFE

クラウド・ストライフ

“I’m your…living legacy…”

A young trooper with huge but still-latent talent, Cloud forms a bond of friendship with Zack, learning and inheriting many things from him—the way he fights, the way he lives, and the beliefs he holds. However, the time is not yet at hand for this slumbering wolf to awaken.

about becoming a SOLDIER when he left home. For this reason, he can’t bear to face Tifa when he returns to Nibelheim on a mission, and attempts to carry out his duties while concealing his true identity. These actions, too, reveal the weakness that plagues him deep down—yet it might be said such weakness is a defining characteristic of Cloud.

It is in Nibelheim that Cloud is swept up in an incident that radically changes his life forever—the Nibelheim incident, perpetrated by none other than Sephiroth. In the ensuing events, he crosses swords with the hero Sephiroth, whom he ends up dealing a fatal blow. However, this victory comes at a heavy cost.

After the incident, Cloud is imprisoned as one of Hojo’s test subjects in the basement of Shinra Manor. Succumbing to mako poisoning, he loses all sense of self, whereupon the Jenova cells implanted within him fabricate a new personality—that of his best friend and role model Zack.

The will and wishes Zack tries to pass on are exploited by Cloud’s Jenova cells and transformed into a perverted legacy, serving as no more than a disguise for Cloud’s weakness and inferiority.

It will be many more months before Cloud regains his true self and resolves his cursed fate. How this slumbering wolf finally awakens is a story told in *FFVII*.

Takahiro Sakurai × Cloud Strife

"Even though Cloud is a hero, I feel like we're the same on the inside."

Before beginning his career as a voice actor, Sakurai experienced *FFVII* as just another fan of the series. We ask him how he envisions Cloud from his perspective both as a fan and an actor, and how he approached portraying a young Cloud in *CC*, the origin story to *FFVII*.

How Sakurai and Cloud came to meet

— What kind of character is Cloud from your point of view, Mr. Sakurai?

Sakurai: Back when *FFVII* was released, I got to play the game right when it came out. My image of Cloud at that time was of a hero weighed down by his own shadow. Later on, I wound up being asked to portray Cloud in *AC*, and it was then that I realized Cloud has an unexpectedly human side to him. Though he may feel cool and standoffish, deep down he has something we can all identify with—this part of him that feels shame. It was that aspect that made me able to empathize with him quite a bit.

— Are there any ways in which you feel Cloud resembles you?

Sakurai: Hmm. Well, I do have a pretty typical type-A personality, so I suppose we're similar in the way we waver and worry about things [laughs]. Though in Cloud's case, he's got this inner fortitude that balances that out, so maybe he's not actually like me at all [laughs].

— With* CC*, you had to portray a younger version of Cloud. What were some things you paid special attention to?

Sakurai: I was careful not to show too much of his cool, stylish side and instead bring out a sense of innocence you'd expect from an ordinary boy. I tackled the role with this desire to give him a sweet, childish voice that would make people who heard it think, "*This* is Cloud?" Since this episode takes place before *FFVII* and it's one where Cloud is together with Zack, instead of committing to making him sound oddly cool, I thought it would be better to give him a fresh image that wouldn't remind people of *FFVII*.

— You've now played Cloud in both* AC *and* CC*. Has doing so brought about any change in you, internally speaking?

Sakurai: It's changed how I think about things in all sorts of ways. Till now, it's been rare for me to have the opportunity to voice record for a title created with such self-discipline. The voice director was totally uncompromising in his commitment to reproduce exactly what Nomura envisioned. Some of the back and forth we had in the studio was pretty grueling, but as an artist I found it both enjoyable and rewarding.

— How have those close to you reacted to you playing this part?

Sakurai: The response I got once it was decided I'd be playing Cloud was really incredible, and made me realize all over again what an incredible title this is. When I traveled to Venice, I was taken aback by all the different reactions people had—some found the story really interesting, while others thought the visuals stunning.

— And what about reactions to your performance as Cloud?

Sakurai: I'm pleased to say many people have told me it lined right up with their own image of Cloud. There aren't many characters who've had such an extreme impact as Cloud, and so the pressure I felt was really tremendous. However, it would have been inexcusable to let that excess stress affect the character, so I puffed out my chest and tried to play the part with pride. It made me really happy to hear people say they saw a new side of Cloud thanks to my performance.

— Could you share some of your personal highlights from CC?

Sakurai: The game's protagonist, Zack, is a character who has a profound impact on *FFVII*. Nonetheless, a lot of mystery and questions still surround him, so I'd say his story as the protagonist is, on its own, one big highlight. There's also the new battle system, which is really innovative. I've played it myself, and I can say the Digital Mind Wave system is both fresh and fun!

— And how about memorable scenes?

Sakurai: I'd say the scene where Zack and Cloud introduce themselves to one another. The exchange they have about where they're from is particularly amusing. When I did my dubs, Suzumura had already finished recording, so I got to listen to his voice track while I did mine. But the way he said Gongaga was so hilarious I kept cracking up [laughs].

— Finally, would you mind sharing a short message for all the* FFVII *fans out there?

Sakurai: To this day, a part of me is still just an ordinary *FFVII* player, and I continue to share the exact same perspective and emotions as those who graciously support me. I want to cherish that feeling and never let it fade as I enjoy the world of *Final Fantasy VII* with you all. Let's have a blast together!

Takahiro Sakurai's Profile

Represented by 81 Produce. Noteworthy roles include Joe Shimamura from the anime *Cyborg 009* and Haseo from the PS2 game *.hack//G.U.* Sakurai is a talented performer who can play anything from a classic hero to a nihilistic villain to a comic relief clown.

A rebellious SOLDIER who fails to become a hero

A SOLDIER 1st Class possessed of both handsome looks and extraordinary talent, Genesis cuts a genteel figure clad in characteristic red, but his raw strength has earned him a reputation that rivals that of Sephiroth. He rarely socializes with others and opens up only to his fellow SOLDIERs 1st Class Sephiroth and Angeal.

Despite his sterling record of service as a SOLDIER, Genesis suddenly absconds at the end of the war with Wutai, taking a huge number of 2nd and 3rds with him while deployed on a mission. He does so out of his desire to become a hero, which he clings to despite the overwhelming grief he feels at being deceived by everyone and everything he'd ever believed in. From then on, he becomes an enemy of Shinra and an obstacle to Zack and his companions.

Friends since long before they became SOLDIERs, Genesis and Angeal share a deep bond. However, Genesis has mixed emotions when it comes to Sephiroth. His source of inspiration to become a SOLDIER in the first place, Genesis grapples with how he feels toward the renowned hero, whom he views as both a friend he ought to trust and a rival he's compelled to overcome.

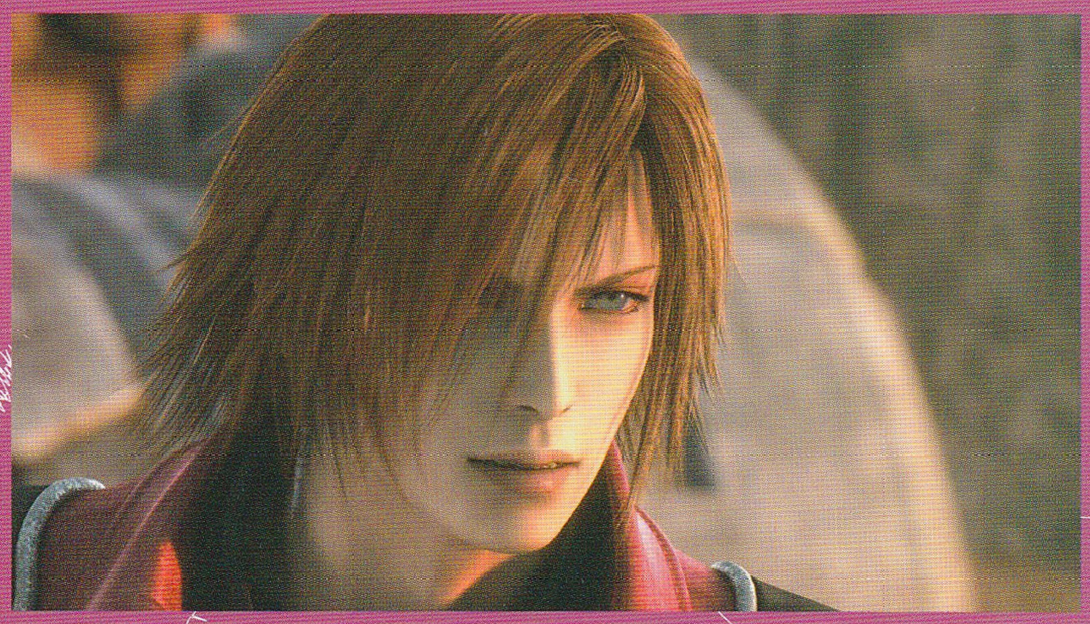
Seeing himself in the protagonist of an epic poem
Genesis boasts overwhelming strength, yet has a rather hard time controlling his emotions. He sees himself and his friends in the protagonists of the epic poem *Loveless* and quotes lines from it at every turn.

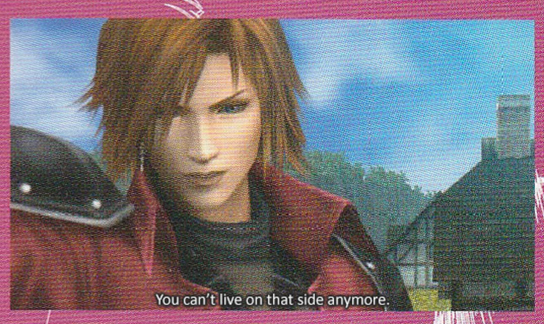
GENESIS

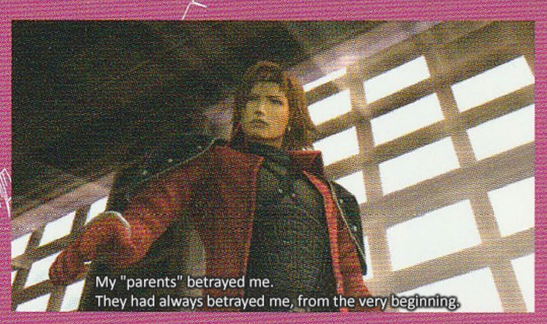
ジェネシス

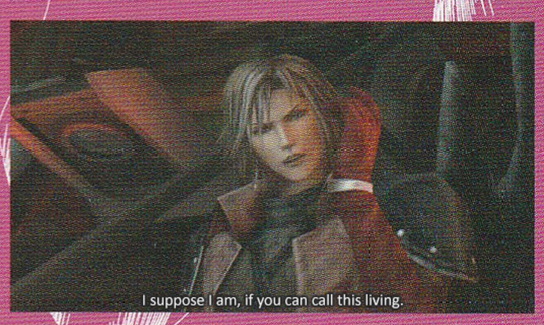
***“‘Legend shall speak
Of sacrifice at world’s end.’”***

A SOLDIER 1st Class who has a strong rivalry with Sephiroth. Despairing after learning the secret behind his existence, Genesis embraces his single black wing and stages a rebellion against Shinra and the world at large, all as though guided by the epic poem *Loveless*.







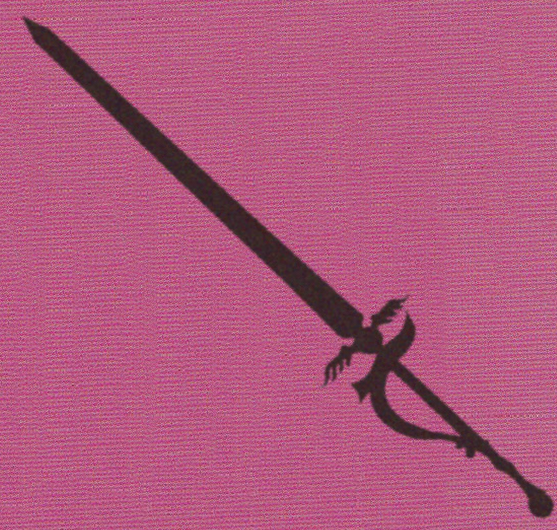


These complex feelings lead to frequent clashes between the two of them. One day while training, Genesis suddenly challenges Sephiroth to a fight, during which he sustains a wound. This event ultimately leads him to discover a secret behind himself that results in his estrangement from Shinra.

A superlative SOLDIER, Genesis also has a penchant for literature, and loves to read the ancient epic poem *Loveless*. He habitually quotes passages from the text and compares the three young men in the poem to the trio of SOLDIERs of which he’s a part.

The final chapter of *Loveless* has been lost, and its contents remain a mystery, leading numerous modern-day specialists to put forth their own hypotheses. Genesis is one of these specialists, seeking to unravel the mystery of the “gift of the goddess” sought by the three young in the poem.

Ultimately, his desire to be a hero causes Genesis to forsake Shinra and seal himself inside a watery prison, that he might personally bring *Loveless* to its conclusion. What exactly was the “gift of the goddess” he found? And what significance does it hold?



Gackt × Genesis

"I'm confident we created something that exceeded everyone's expectations."

Genesis first appeared in *Dirge of Cerberus: FFVII* as a mysterious character known only as "G." Gackt has wholeheartedly thrown himself into this work, providing both his character's model and voice. We ask him how he went about capturing and portraying his doppelganger Genesis, and interview him more generally about his work as a screen actor and voice actor.

Genesis and his heart of glass resemble Gackt when he was a teenager

— What kind of a character did you understand Genesis to be as you went about portraying him?

Gackt: To put it simply, he's incredibly prideful—a sort of "glass prince." Because of his exceptional pride, his reaction is extreme when that pride shatters. Yet despite his intense pride, he's still a sweetheart, so it's hard to dislike him.

— What things did you pay closest attention to while portraying him?

Gackt: With *CC*, I think the key points were his fragility and instability.

— You also played Genesis in* Dirge of Cerberus: FFVII*, which is a game that takes place after the events* CC*. Would you say there are any differences in Genesis between then and now?

Gackt: For him to be born anew after he's been hurt, after his will has been broken once—that's growth. As a man and as a warrior.

— Are there any similarities you see between yourself and Genesis?

Gackt: I'm not narcissistic the way he is. But I think his glass heart may resemble me somewhat as I was in my teens…

Period dramas close to the world of games and work as a voice actor

— You've also done a lot of work as an actor in taiga dramas. Would you say there's a big difference between how you approach your performances as a screen actor and as a voice actor?

Gackt: In terms of acting, there are differences in the way I approach period dramas and modern dramas, but I'd say period dramas are incredibly close to the world of games and anime. Each line is weighty, and if you deliver them like you would in a modern drama, they get lost in the flow. Therefore, if there's a difficult-to-understand line, I'll try to speak it slowly and with as much gravity as possible for the meaning to get across, or else I'll change the wording up a little so that it's easier to grasp.

— I've heard that you provide multiple different delivery styles while recording.

Gackt: I can do multiple different kinds of voices, so I like to provide a few different options for how I should speak the line. Obviously if I wasn't capable of that, I wouldn't choose to do things that way. I just wanted to get as close as possible to the image of Genesis that Nomura, the creative producer, originally came up with.

— Speaking of Nomura, what sort of impression did you get from him?

Gackt: He's incredibly shy and stoic, but his heart is full of passion, and he's gained the confidence of many members on staff. I'm not just trying to flatter him—it's simply part of his charm. It's not just his talent as a creator but his passionate side that gives him charisma. I think there's only a handful of creators out there like him.

— How do you feel about the worldbuilding of* FFVII, CC *included?

Gackt: I think it's incredibly well done. And it's for that reason it's garnered so much love and support around the world.

— Did playing Genesis this time bring about any changes for you, internally speaking?

Gackt: More so than myself, I'd say it had an impact on all of the game's creators. I'm confident we created something that exceeded everyone's expectations.

— Do you wish to continue taking on voice acting work in the future?

Gackt: Voice acting is incredibly interesting work for me, and something I've wanted to do for a very long time. I'd like to continue looking for roles in projects I find interesting. If it's a part only I can play and something they specifically need me to do, then all the better.

— Could you tell us the line or scene you liked best from* CC*?

Gackt: There's this one line—"Can you really live on that side?" I like that one a lot.

— Finally, would you mind sharing a message with your fans as well as any personal highlights from* CC*?

Gackt: I love how ephemeral the ending of *CC* is. It really resonates with my aesthetic. And I think it's the very best of the staff's ideas. I hope you'll all continue to enjoy the worlds I help create in the future. May they bring passion into your heart.

Gackt's Profile

Artist. In addition to his music career, Gackt is also a prolific film and drama actor, and provides dubbing for numerous foreign movies and other projects. He recently delivered a passionate performance as Uesugi Kenshin in the NHK taiga drama *The Trusted Confidant*.

COMPILATION of FINAL FANTASY VII

The seventh entry in the popular eponymous series, *Final Fantasy VII* sparked a movement that inspired a variety of related works based on its compelling characters and world—a world that continues to spread its roots even to this day…

CC FFVII

BC FFVII

LO FFVII

FFVII

FFVII ACC

FFVII AC

DC FFVII

DCLE FFVII

A tale of Turks fighting in the shadows of history

Before Crisis: FFVII is a networking action RPG exclusively for cell phones that starts off six years before the events of *FFVII*. Users play as a rookie Turk hired to the Auditing Department of Shinra's General Affairs Division and undertake a variety of missions. The game also features a system that allows users to rescue other imprisoned players via network communication.

The story of how it all began

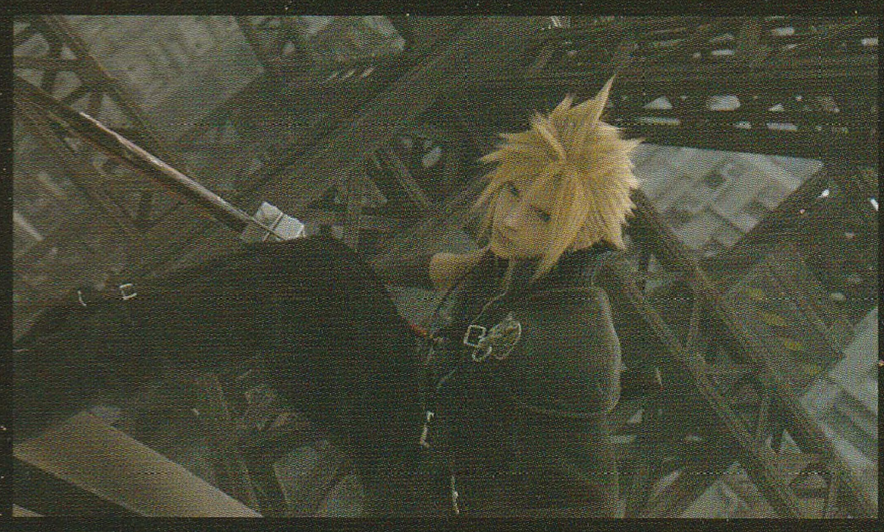
This PSP-exclusive action RPG depicts events spanning from seven years before *FFVII* to just before its start. *Crisis Core: FFVII* sheds light on numerous mysteries heretofore shown only in fragments, including a detailed depiction of the incident in Nibelheim that altered Sephiroth, Cloud, and Zack's fates, as well as Sephiroth's exploits during his days as a SOLDIER.

Another telling of what really happened in Nibelheim

Last Order: FFVII is an animated short included with the limited edition box set of *FFVII AC*. The story is presented in the form of a flashback Tseng has about the incident in Nibelheim five years ago, and the subsequent tragedy of Zack and Cloud's bid for freedom. It follows a slightly different interpretation of events than the original game's, with alternate depictions of scenes, such as Cloud and Tifa meeting face-to-face.

A monumental title that forms the core of the series' story

The seventh entry in the *FF* series, whose story all others trace back to. With its fascinating characters and strong dramatic plot, *Final Fantasy VII* captivated a wide audience and now serves as the cornerstone for a subsequent compilation of works. There's also *Final Fantasy VII International*, a re-release based on the overseas version, which includes all-new monsters and other added features.



A story of what comes after, delivered with stunning cinematic visuals

FFVII: Advent Children is a full-CG cinematic work set in a world two years after the events of *FFVII*. The film depicts Cloud's obstacle-fraught battle to regain hope in a world plagued by a disease called Geostigma.

A story of rebirth resurrected with HD visuals

This Blu-ray version of *FFVII AC* features upgraded HD visuals and dubs in multiple foreign languages. Comprising the same basic content as *FFVII AC, Complete* offers new and edited cuts, as well as altered dialogue in scenes like Cloud's showdown with Sephiroth.

A highly revealing lost episode

DC Lost Episode: FFVII is a spinoff story from *DC FFVII* delivered in the form of a gun action RPG for cell phones. With beautiful graphics and fully voiced event scenes, this mobile game packs an adventure worthy of its home console counterpart. Its gameplay systems have been optimized for maximum playability on cell phones while retaining the action-oriented feel of its PS2 predecessor.

A tale of resolution to an abominable past

Dirge of Cerberus: FFVII is a PS2-exclusive gun action RPG starring Vincent as the main character. Set in a world three years after *FFVII*, the game depicts a series of events that shed light on its protagonist's secret past. A high-octane, action-packed title, *DC FFVII* also featured an online multiplayer mode that has since been discontinued.

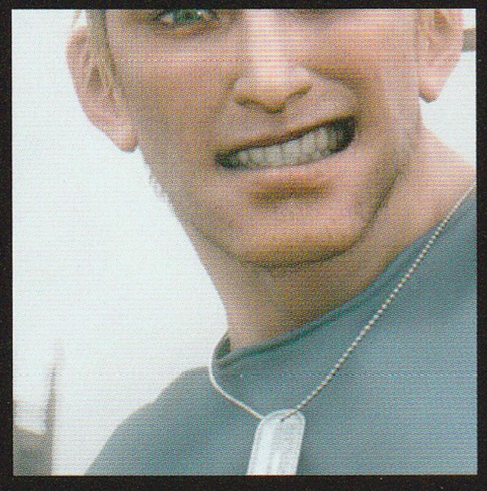
SENSEon DETAIL

A fashion-focused look at the world of *Advent Children*

Meticulous attention to detail lends *Advent Children* an exceptional sense of realism and undeniable style. Looking closely at these painstaking particulars, a whole new world is revealed to us. In this section, we shine a spotlight on the clothing and accessories of the characters at the heart of *Advent Children*.

FINAL FANTASY® VII
ADVENT CHILDREN

1. Cloud's earring. Note how the ring attached to the cloudy wolf sways in sync with his movements. 2. One of the rings on Barret's hand bears the cloudy wolf motif. 3. Barret's necklace features an oval plate pendant at the end. 4. The piercings on Rude's ears make a jingling noise. 5. Zack's earrings are a simple pair of small ball piercings. 6. Cid wears a simple flat pendant.



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SILVER

シルバーアクセサリ

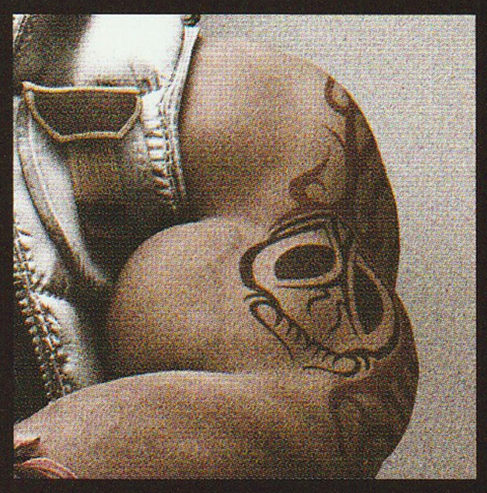
Subdued silver accents subtly underscore a cast of unique characters

The characters of *Advent Children* wear various finery that match their unique fashion. Of these, none catch the eye more readily than the cast's stately silver accessories. With their matte texture and subdued shine, these argent ornaments are an excellent match for *Advent Children*'s gray aesthetics.

The decorations on Cloud's pauldron and earring and Barret's ring are based on the "cloudy wolf"—a symbol that represents Cloud. Ink has been applied to the grooves of the design to give it a powerful three-dimensional feel. Strong, solitary, and sensitive, the wolf is a perfect match for Cloud's image. These accessories serve not only to heighten each character's sense of fashion but to deepen their impact on the audience.

Barret's pendant is an oval plate stamped with a relief. Here, too, the recesses of the design have been darkened with ink for heightened visual impact. In contrast, the flat pendant Cid sports is a simple dog tag worn around the neck by soldiers. Each accessory corresponds to the person wearing it—Barret, strong and masculine, and Cid, straightforward and single-minded.

The same holds true of the movie's many earrings, which clearly complement each bearer's personality. Being the fashionable man he is, Rude wears a complex combination of large and small hoop earrings, whereas Zack sports only a simple pair of ball piercings. Their differing attitudes toward fashion couldn't be more obvious.



1. A commanding tattoo engraved on Barret's left arm. Commissioned and drawn by an expert tattoo artist, it features a flowing design that incorporates a tribal pattern. 2. A pattern engraved at the top of Red XIII's legs. Though technically not a tattoo, it still serves as a nice accent.

1 2

TATOO

タトゥ

Masculinity and strength combine in a tribal symbol that emphasizes vitality

Perhaps even more so than fashion and style, tattoos are a way to stake one's claim and assert one's individuality—and *Advent Children* uses them to great effect.

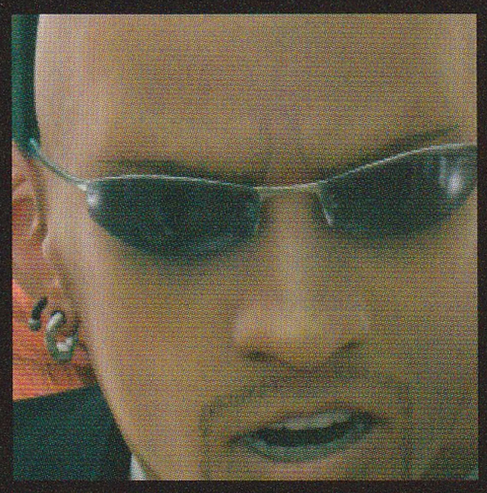
Let us direct our attention to the large tattoo on Barret's left arm. It features a bold fusion of the popular skull motif with a traditional tribal pattern.

As the name suggests, tribal patterns are a type of religious tattoo passed down for generations among ethnic minorities in places like Micronesia and Polynesia. They're characterized by abstract designs inked entirely in black.

The motifs included vary widely from tribe to tribe, and may take the form of snakes, bears, birds, or fish. With numerous designs that look both simple and powerful, tribal tattoos have gained much popularity among tattoo enthusiasts of all genders in Japan and abroad.

The flame motif inscribed on Barret's arm is an especially popular one. Ordinarily inked in black, Barret has had his done in red. This not only elevates the design but strikingly underscores Barret's hot-headed personality. The skull symbol with which the flames merge also gives a strong impression of masculinity and power.

Barret's tattoo was designed by Jun Matsui, a tattoo artist and apparel designer from Brazil. Stylish and perfectly tailored to the character who bears it, there's no question this piece was engraved by a pro.



1. Rude's sunglasses. Does he always walk around with a backup pair? 2. Long bondage-style boots. Sephiroth's outfit is all the rage. 3. It's interesting to observe the different ways each companion wears their matching ribbon. 4. Barret's riding gloves, made from tough leather. They match his bracelets in color and thickness; perhaps they're fashioned from the same hide. 5. Aerith's distinctive bangles help mark her out even in scenes where only her hands are visible.

1 2 3
4 5

ACCESSORY

アクセサリ

Extreme details do more than just accent, revealing carefully crafted characters

In addition to the silver accessories outlined earlier, *Advent Children*'s characters sport a number of other adornments.

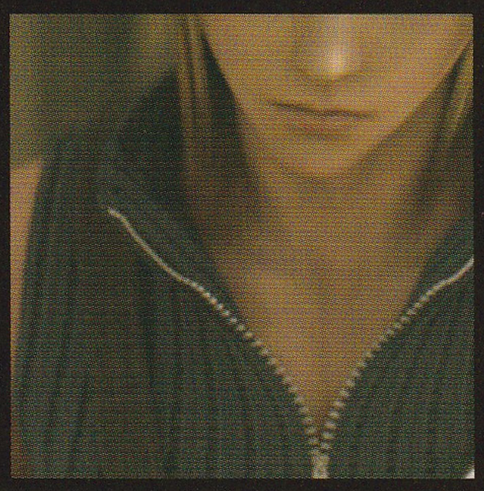
Fashionisto Rude doesn't skimp when it comes to sunglasses, favoring a pair of Black Flys, a brand of eyewear popular among surfers and motorcyclists that was introduced in California back in 1991. His fondness for the shades must be exceptional, as we see him instantly pull out spares during a memorable scene where Reno breaks his first pair.

And let's not forget the movie's many well-drawn shoes and gloves. Sephiroth wears over-the-knee bondage boots that match his goth musician sense of fashion.

Meanwhile, Tifa sports a pair of sturdy-looking black sneakers. Like any martial artist, she seems to prioritize ease of movement. Zack, Cid, and Barret all wear leather gloves, though each has opted for a different style—short, long, and riding, respectively.

But fashion isn't all that matters here. Attention has also been paid to small, solely decorative accessories that fans of FFVII will be pleased to see.

Tifa and Aerith can be found wearing the same accessories they did during the game—teardrop earrings on the former, and arm bangles on the latter. Additionally, Cloud and his companions have all fastened a red silk satin ribbon to some part of their body. Finally, Marlene now wears her hair tied up with a kerchief just like Aerith. Though not particularly prominent on-screen, it's nonetheless exciting such detailed accessories were included at all.



1. Aerith's short jacket. Its thick white stitching makes for a cute look. 2. Cloud's fashion delivers equal doses of winter and summer. 3. Thick down only a burly man like Barret can pull off. 4. The jumpsuits worn by Kadaj's crew are made from supple tanned leather, which helps prevent wrinkles and accentuates the wearer's figure during movement. 5. These pauldrons are made entirely from hardened leather. You can even make out scratches on their surface.

1	2	3
4	5	

MATERIAL

素材

Clothing materials that excel equally in fashion and function

The clothes worn by *Advent Children*'s cast of characters look so real, they put the genuine articles to shame. It all comes down to the texture of their outfits—the softness of the cloth, the type of fiber it's woven from, how thick it's cut, and the way it's stitched.

Aerith's short jacket is constructed from red, lightweight denim and stitched with thick white thread, with leather belts around the sleeves.

Cloud's sweater features thick ribs knitted from fine yarn. The billowing parts on his sleeve and left leg are made from the same material as a dress suit, while his pauldron, previously made of metal in *FFVII*, is now clearly constructed from leather in *Advent Children*.

Kadaj and his two silver-haired compatriots are all outfitted in black leather jumpsuits. Their patterns are rather complexly divided, with subtle textural variations corresponding to each part of the body. The material seems to be thinner in areas that require more mobility, such as the underarms, and in finer spots like the fingertips.

Barret's down vest is made from light but durable parachute material and packed quite full with feathers. Such thick down is generally undesirable due to the space it takes up, but it's often used with b-boy fashion. As such, it's a very fitting choice for Barret, who is a Black man.

Reno, Rude, and the rest of the Turks sport dark-colored suits with a somewhat matte texture. Perhaps these aren't simple black pants and blazers but a new suit combining the best technology Shinra has to offer.

SPECIAL THANKS

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