

Review Final Fantasy VII Remake - When the old bottle contains new wine

Regardless of the future, the developers of Final Fantasy VII Remake have been ingenious in finding an impressive balance between the past and the present.

Publisher: Square Enix

Developer: Square Enix

Release date: April 10, 2020

Platform:

PlayStation 4

The original Final Fantasy VII is one of the most influential and beloved games of all time, representing the best storytelling, gameplay, and technology this era has to offer. Its huge influence on the role-playing game genre is something that needs to be exaggerated, even difficult for anyone to do in today's context.

The struggle between the old and the new is what drives Final Fantasy VII Remake ; The lore of the original will still be incorporated into this remake as the metal plates above the slums of Midgar , but this new version won't be born to be a shadow of the original. With these additions. Clever (and surprising) for a classic world and its characters, Final Fantasy VII Remake is artistically engaging, deftly incorporating a hint of nostalgia without being constrained by it.

The story follows Cloud and a small group of mercenaries as they battle against Shinra, a giant organization that has everything from experimental weapons to space travel. If you've played the original, you'll recognize many of the locations, people, and several plot segments. But Square Enix also took the liberty of adding and reinterpreting many elements – but not so much as to make things completely new.

This is one of the best things about Final Fantasy Remake, as it allows fans of the series to relive what they've been through while welcoming new features and storylines with iconic characters. and unique scenery.



Cloud and his companions are still heroes, but Midgar City is now the real star. This game is entirely focused on the part of Final Fantasy VII's story that takes place in an industrial metropolis controlled by a monopoly company. Midgar's political intrigues, despair, and quiet hopes shine through as you explore the different neighborhoods and wait to see the end of Shinra.

People have to live in squalid tents next to the planet's life-draining giant reactors and ruins that serve as reminders of past tragedies. The maps aren't as free-form or fluid as an open-world RPG, but I still appreciated the opportunity to linger in an area and get to know its citizens through some basic side quests. version related to item recovery and monster slaying.



If you're comparing versions against each other, the remake expands dramatically across many areas. Wall Market is now a place of unprecedented chaos instead of a few sketchy tents. These areas are like natural extensions of the world, building up the story and adding context to the characters' interactions. However, some of the new areas feel overly complicated, such as a long and unstable journey in zone 4. But even if the experience isn't optimized every minute, the process My 50 hours of thorough play (plus some post-game content) has given me so many memorable moments.

Thanks to Final Fantasy VII Remake's combat system, I was able to see a fascinating mix of action style and the usual turn-based combat mechanics. You have direct control over your character's basic moves and attacks, and you can also choose specific spells and special moves from the menu bar. This gives the matches a cinematic flair without having to over-assess the evolving situation.



Every team member controls different elements, and you can swap between them on the fly; you can weaken enemies from afar with Barret's cannon, but then continue with Tifa's powerful melee attacks when the enemy is wobbly. This approach is an incredibly entertaining way for each character to shine, while the amazing animation design makes the encounters breathtaking.

I don't mind failing when my strategy goes wrong, but am more than happy to restart battles when I need to optimize my setup to exploit a weakness. But in these rare battles, Final Fantasy VII Remake pays close attention to what makes the battle in the game so interesting.

When battles are at their best, clever support mechanisms encourage you to get out of your comfort zone and explore new strategies. For example, each weapon has a special ability that its user can use in combat, like Blade Burst on Cloud's Mythril Saber. After activating the skill a few times, the character learns to use it without a weapon, which is a fun way to build a strong arsenal of techniques while also experimenting with new gear. The materia system is as great as ever, offering a lot of flexibility to try out different playstyles and get powerful spells. Other side challenges will help you get more involved in the battle, such as stunning a certain number of enemies or defeating a difficult boss in the simulator. The side objectives offer decent rewards, and they're a nice diversion when the main storyline is on hiatus.



Although the plot follows the same pattern as the original Midgar, it still has some holes in the content. Each character's moments please me, and I would love to get to know Tifa and the other members of Avalanche better.

But when you focus more closely, you'll see that the character Cloud and his friends are often just reacting to what happens to them, such as rescuing a kidnapped friend or escaping after falling into the water. traps, without in-depth action or dialogue. Shinra is definitely the villain, but you can't get a clear understanding of a master plan from both sides, which makes the big picture look fuzzy.

Regardless of the future, Final Fantasy VII Remake has done a great job of finding an impressive balance between the past and the present. Square Enix allows it to connect with the original without fear of being dependent on that familiarity, but on the contrary creates a special world with an interesting combat system with a modern feel. The new approach is still difficult, but that hasn't stopped Final Fantasy VII Remake from making a name for itself.

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