

The Original Petition

WARNING: POSSIBLE SPOILER!

I'm starting a petition concerning the rushed release of Final Fantasy VII and the hope that this will be fixed in the US version. I'd like you to give it a look, and hopefully to post it on your website. Here it is:

Squaresoft, in an effort to get Final Fantasy VII out in Japan on the deadline of January 31st, released the game unfinished. The true ending, while on the game's 3rd CD, has been locked out, and important story elements were left unresolved. Information on the details of this have been supplied by Lansing, a former employee of Squaresoft who worked on the game, which comes to us via Miranda's Cafe Final Fantasy VII.

Oh no. They did it. I wouldn't have known, because I had access to the full set of FF7 info... but they did. I guess this means that I should have actually played through things to see if anything had changed, instead of getting tired of the game after translation purposes. I think everyone is gonna kill me for my insolence, because I really should have played through the game more fully before I said anything to make sure it was still possible.

Throughout the past few weeks, I, myself, have been wondering why people were having such a hard time reviving Aeris, because according to everything I saw through the scenario translation process, it could be done fairly easily. Here's the Aeris revival process, in full.

First off, throughout the game, you must make the logical choice of things to say to Aeris to indicate that you like her. You must never hurt her in any way by choice. What happens in scenarios, however, cannot be avoided (Aeris' beating by Cloud, for instance). Also, with the sick man. There is no medicine, but you could have Aeris tend to him and make him feel better, by learning about her heritage and returning to Midgar in the first CD. By doing this, the "GENERAL" as people call him, would trust you, and request you go buy his dying friend something from the store. A simple quest. After doing so, the GENERAL would tell you thanks, and that if there was anything else you need ever, to ask him for help. You then see a scene with his friend dying. A sad scene. :(

Now, continue through the game as normal, and after Aeris dies, go on to the second CD. Once here, return to Midgar with the key from CD1, and the GENERAL will ask you where the nice girl (Aeris) is. You explain that she has died, by Sephiroth, and that there is no hope in reviving her. There would be a chance, but only if you could go deep under the waters of the floating castle (where Aeris died). The GENERAL would tell you that he thinks he may be able to help, and to come back later. After this meeting, you were to go on to Aeris' church, where there would be a long scene with her spirit. If you had been nice to her, she would express a desire to return to help you. After doing this, return to the GENERAL, who would provide you with a Yellow materia that allowed the entire group to travel through water. With this, you could return to the floating

palace, go up to Mr.Fish, and once you touched him, you would be transported under water, to a cavern, where, at the end, lay Aeris' orb/life essence. With this orb, Bugen Hagen could complete the ress process, and you could move on to a happier life with a neater ending.

Well, the FMVs were all completed on time, but a lot of coding was not. They then delayed the games release by a month (Dec -> Jan). However, it seemed that even by late December, the coding STILL wasn't finished, so Square told production to wrap it up quickly. In order to get the game out on time, SqJP sacrificed what could have been a miraculously better game than FF7... The main coding that was not finished dealt with manipulating the transparent polygon of Aeris' spirit in the church. Since they were forced to wrap production up to meet the many-delayed deadline, they had to stop with the Aeris process unfinished. So, to keep things from ever happening, they simply removed the one item that allowed any hint of the process to take place... The Key to Midgar, from the first CD. This completely stopped the ability to ressurect Aeris. HOWEVER, they left out the removal of one thing, and that was the split-second of seeing the ghost of Aeris once you return to the church. Unfortunately, this, along with the insanely big size of the ending MOV, are the only hints to Aeris' existence that we have. Other than the original FF7 scriptline, from which all the above information came.

I ran across this info while talking to John H. (another temp like me) trying to get some US script from him for our channel's page. Also, Seph wanted it. I asked him if it would be alright for me to release the script info in an altered form, and to release info on gameplay, such as Aeris' death/ress. Then he told me the deadline story, and I almost had a heartattack. He said that the process can still be done to its completion, sans a couple of scenes, with the Game Shark, but until someone develops a MOV player that handles multiple sector files, the true ending will not be seen.

Oh, and about the ending... There were supposed to be scenes with the hidden characters, but things got cut short, so they weren't added, and the end of the ending was terrible, without even the typical "THE END" in the stars. This makes me wish I had left Square earlier than I did, realizing that deadlines and business are more important to them than the games. All they care about is money."

This is saddening. People have been waiting for months for this game, only to find it was released unfinished and not as it was intended to be. Many long time Square fans will surely be unhappy to know that Square released an unfinished game on them, and may lose faith in the company. But there is still hope! The US version of Final Fantasy VII does not come out until September 7th, which is plenty of time for Square and Sony to add the true ending and Aerith's resurrection back into the game. If you want to play Final Fantasy VII as it was intended, join the petition to urge Square to fix this problem by sending mail to LElkins131@aol.com. Also, tell your friends about the petition and urge them to sign, and contact as many gaming websites as you can to spread the word about this petition.

As you can see, it's very important to spread the word about this and make Square fix the US version. If you would list this petition on your website it would be greatly appreciated.

Sincerely, James Elkins

Further Pushing for a Petition

Now listen up gamers!

As you may have known, Aerith dies in the Japanese version of Final Fantasy VII but what you don't know is that she was intended to be resurrected in the FINAL version of the game. But Now, Earth is money driven and Square got bit big! They left out what would proably be the best scene of the game and why. FREAKING DEADLINES!!!!!!

Our mission:

To piss off Square with floods of complaints and stuff, this is also called a petition.

WE MUST NOT FAIL!

Someone Against the Petition

Ok, here is what I think, everyone is out now trying to get a petition signed so that they can try to get squaresoft to bring Aeris back from the dead. Let me say a few things about this. I personally will not sign this petition or have anything to do with it.

My opinions on these types of things is that squaresoft decided to kill Aeris off for a reason. A REASON. Not just because they felt like doing this at the spur of the moment, but because they thought that this might add to the storyline, which it did. Sure, I didn't like the fact that my best magic user just got killed, but it is part of the story. I find that it helps to have some main characters die off in a story. If no characters in any story died at all, what would have happened to Romeo and Juliet?

This reminds me very much of what happened when people found out that General Leo died in Final Fantasy III. Everyone got so upset and so obsessed about trying to bring him back, that they forgot what he died for. Aeris was killed trying to save the planet. Which, as you find out near the end of the game, she accomplished. What if she had not died? This would have been not as good of an RPG as it is now.

Many characters have died in games over the years, such as Tellah, Annah, Leo, Shadow, Mog and Cid (But you had the option of saving these three), and now Aeris. The deaths of these characters enhanced the quality of the game I thought. It made you get involved more in the story and perhaps even made you more determined to get those who kill them.

To finish off this babbling, (if you read all that) I think that Aeris would be better off dead and left at that. Now, this doesn't mean to now go out and try to get a petition signed so that almost

everyone gets killed, but to try and live with it and get on with your life. A more interesting twist than Aeris dying however, would be perhaps if Cloud and Sephiroth switched places, and Cloud was now the ultimate super being and Sephiroth turned over a new leaf and was trying to help save the planet. There are a lot of things to think about what could've been, but it's better to just get going and play the game.