

2004年10月27日

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2004年10月26日に北米で発表されたプレスリリースの抄訳です。

株式会社スクウェア・エニックス

DVD 映像作品
「ファイナルファンタジー アドベントチルドレン」
モントリオール国際ニューシネマフェスティバルにて上映

株式会社スクウェア・エニックス(本社:東京都渋谷区代々木3-22-7 新宿文化クイントビル、代表取締役社長:和田洋一、以下「当社」)は、2004年10月21日、モントリオール国際ニューシネマフェスティバルにて「ファイナルファンタジー アドベントチルドレン」の特別編集版を公式上映いたしました。この上映会のチケットは約2時間で売り切れ、深夜のアンコール上映も行われました。

「この作品に対する反応は素晴らしく、又、我々の高精細なデジタル映写技術をお見せできて光栄です。このようにとても美しく心を奪われる作品を我々のプログラムに加えることができたことを喜ばしく思う。」と映画祭の総ディレクターの Claude Chamberland 氏は述べました。

映画祭の特別上映として行われた上映は、午後8時と11時の回とも歓声・拍手を送るファンや映画、メディア関係者で満席になりました。

「ファイナルファンタジーVII アドベントチルドレン」は、1997年に発売され、国内400万本、全世界で900万本を販売したプレイステーション用ゲームタイトル「ファイナルファンタジーVII」の続編となる映像作品で、2004年9月4日に第61回ヴェネチア国際映画祭において初めて創設された「デジタルシネマ部門」へ特別招待され、初めて上映されました。新しいデジタルエンタテインメントを先導したいという映画祭運営者の思いから上映された「ファイナルファンタジーVII アドベントチルドレン」は、作品を見たメディアやファンに好評を博しました。

<作品データ>

作品タイトル : FINAL FANTASY VII ADVENT CHILDREN
(ファイナルファンタジー アドベントチルドレン)

ジャンル : DVD映像作品

発売時期 : 2004年発売予定

価格 : 未定

<制作スタッフ>

ディレクター / 野村 哲也
「FINAL FANTASY」 「KINGDOM HEARTS」 等

CO ディレクター / 野末 武志
「FINAL FANTASY」 「KINGDOM HEARTS」 等

シナリオライター / 野島 一成 (有限会社ステラヴィスタ)
「FINAL FANTASY」 「KINGDOM HEARTS」 等

アートディレクター / 直良 有祐
「FINAL FANTASY」 等

作曲 / 植松 伸夫
「FINAL FANTASY」 等

プロデューサー / 北瀬 佳範
「FINAL FANTASY」 「KINGDOM HEARTS」 等
橋本 真司
「FINAL FANTASY」 「KINGDOM HEARTS」 等

メカ&クリーチャーデザイン / 竹谷 隆之
「ゼイラム」 「人造人間ハカイダー」 等



SQUARE ENIX'S FINAL FANTASY® VII ADVENT CHILDREN™ SCREENING AT
MONTREAL FESTIVAL OF NOUVEAU CINEMA RESOUNDING SUCCESS
Sold-Out Screening Prompted Encore Presentation

LOS ANGELES, CA. (October 26, 2004) — Square Enix Co., Ltd. (Square Enix), a leading developer and publisher of interactive entertainment content, announced that the October 21, 2004 screening of *FINAL FANTASY VII: ADVENT CHILDREN* Special Edition at the Montreal Festival of Nouveau Cinema was a resounding success. Tickets to the official screening sold out in two hours, prompting festival organizers and the Square Enix team to hold a special midnight encore presentation.

"We had such a great reception for this film and were pleased to be able to showcase our digital projection capability in high definition," states Claude Chamberlan, Montreal Festival of Nouveau Cinema Festival Director. "It's a beautiful, riveting film, and we enjoyed having it on our program."

The screenings were held as part of a special presentation of the festival in the Cassavetes Room of the Ex-Centris, one of the most innovative cinema and new media complexes in North America. Both the 8:00pm and 11:30pm viewings were filled to capacity with cheering fans, film industry professionals, and media.

Some audience reactions include:

"Gorgeous, impressive, overwhelming, and beautiful."
Patrique Lalonde, age 32, Montreal

"Great! I've been waiting for this for like a year!"
Genevieve Lapointe, 23, Montreal

"It looks like an amazing movie. It has great potential. An incredible movie in the making."
Eric Ash, 18, Toronto

"Amazing and fantastic. The style was really nice, and I loved the scenery."
Miriam Japelgray, 15, Montreal

This direct-to-DVD CG-animated sequel to FINAL FANTASY VII, one of the best-selling PlayStation® video games of all time, was first shown to a capacity audience at the 61st Venice International Film Festival on September 4, 2004, in Venice, Italy. *FINAL FANTASY VII ADVENT CHILDREN* was shown as part of "Venezia Digitale," the new digital image category of the film festival. As part of the festival organizer's efforts to usher in the new wave of digital entertainment, *FINAL FANTASY VII ADVENT CHILDREN* was well-received by the media and fans who attended.

About FINAL FANTASY VII ADVENT CHILDREN

FINAL FANTASY VII ADVENT CHILDREN is a fully developed, CG sequel to FINAL FANTASY VII, the seminal 1997 PlayStation hit. Through 70 minutes of beautifully crafted DVD content, *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 for the PlayStation game console on January 31, 1997 in Japan and 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 sequel, and with *FINAL FANTASY VII ADVENT CHILDREN*, their wishes are granted. The product is currently in development and scheduled for release in late 2004 in Japan.

Two years after the events of *FINAL FANTASY VII*, the ruins of Midgar stand as testament to the sacrifices that were made in order to bring peace. 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...

The *FINAL FANTASY VII ADVENT CHILDREN* development team includes:

Director - Tetsuya Nomura (FINAL FANTASY X, KINGDOM HEARTS®)

Co-Director - Takeshi Nozue (FINAL FANTASY IX, FINAL FANTASY X, KINGDOM HEARTS)

Scenario - Kazushige Nojima (STELLAVISTA LTD.) (FINAL FANTASY X, KINGDOM HEARTS)

Art Director - Yusuke Naora (FINAL FANTASY X)

Composer - Nobuo Uematsu (FINAL FANTASY series)

Producers - Yoshinori Kitase (FINAL FANTASY X, KINGDOM HEARTS) and Shinji Hashimoto (FINAL FANTASY VIII, KINGDOM HEARTS)

Mechanical/Creature Design - Takayuki Takeya (Freelance) (ZEIRAM, MECHANICAL VIOLATOR HAKAIDER)

More information on *FINAL FANTASY VII ADVENT CHILDREN* can be found on the Internet at <http://www.square-enix.co.jp/dvd/ff7ac/> (currently only available in Japanese).

About the Montreal Festival of Nouveau Cinema

The Montreal Festival of Nouveau Cinema is devoted to the dissemination and development of emerging trends in cinema and new media. It is a forum for audiences to discover original new works, particularly in cinéma d'auteur and digital creation.

The Festival's strength lies above all in the quality of its programming, which has evolved in step with trends in cinema and new media. Its international renown is also a result of the exceptional quality of its state-of-the-art venues. The 32nd edition of the Festival, in 2003, once again satisfied audiences and industry professionals; its success was unprecedented, with over one hundred internationally renowned artists, such as Peter Greenaway, Claude Miller and Robert Lepage, participating. With them came over 400 works from more than forty countries, including about one hundred Canadian productions.

About Square Enix Co., Ltd.

Headquartered in Tokyo, Japan, Square Enix Co., Ltd. (Square Enix) develops, publishes and distributes entertainment content including interactive entertainment software and publications in Japan, North America, Europe and Asia. Square Enix brings two of Japan's best-selling franchises – FINAL FANTASY, which has sold over 60 million units worldwide, and DRAGON QUEST™, which has sold over 35 million units worldwide – under one roof. Square Enix is one of the most influential providers of digital entertainment content in the world and continues to push the boundaries of creativity and innovation. More information on Square Enix can be found on the Internet at <http://www.square-enix.co.jp>.

About Square Enix, Inc.

Square Enix, Inc. is a wholly-owned subsidiary of Square Enix Co., Ltd. with offices in Los Angeles, CA and Seattle, WA. It handles operations in North America, including development, localization, marketing and publishing of Square Enix titles. More information on Square Enix, Inc. can be found on the Internet at <http://www.square-enix.com>.

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