

# A Masterpiece Remastered!

For Game Boy Advance

# FINAL FANTASY V ADVANCE



## An epic story...

Under the benevolent auspices of the elemental crystals -- Wind, Water, Fire and Earth -- mankind enjoyed a golden age of unparalleled harmony.

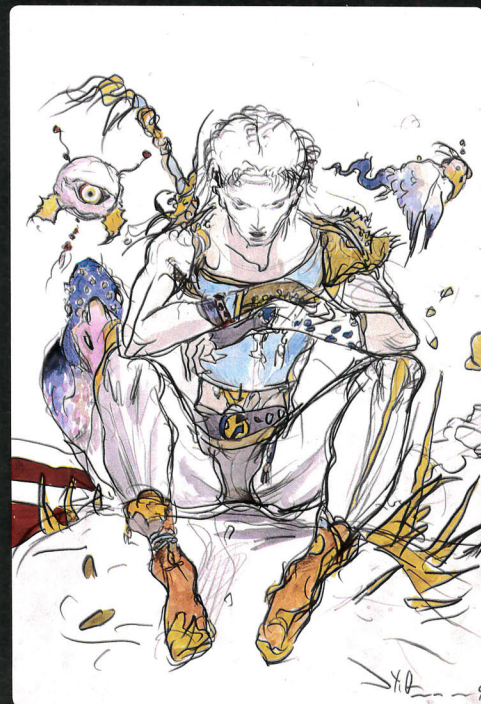
One day, the winds mysteriously cease to blow. Concerned, the king of Tycoon (a prosperous land charged with guarding the wind crystal) flies on the back of his dragon to the holy sanctuary. There, he witnesses the unimaginable: The wind crystal, protector of life from time immemorial, shatters before his very eyes.

Meanwhile, a young adventurer named Bartz, resting with his trusty chocobo steed, Boko, in a forest near Tycoon, is startled when a giant meteor crashes nearby. Heading towards the crash site, he saves the life of a young woman named

## An unforgettable cast...

### Bartz Klauser

Young and idealistic, Bartz is the quintessential adventurer. Wandering from town to town with his intelligent chocobo steed Boko, Bartz is a true lone wolf, connected to no-one. Initially reluctant to help Lenna and have others depend on him, Bartz will come to learn the meaning of friendship, and the truth about his own mysterious lineage.



Alcohol Reference  
Mild Fantasy Violence  
Mild Language



Lenna, who explains that she was on her way to the Wind Shrine to check up on her father. The two make their way to the wreckage of the meteor, where they find an old man stricken with amnesia, unable to recall anything but his name: Galuf. With the aid of the pirate captain Faris, Bartz and company eventually reach the Wind Shrine, only to find the crystal chamber littered with shards of the broken crystal and king Tycoon nowhere to be found.

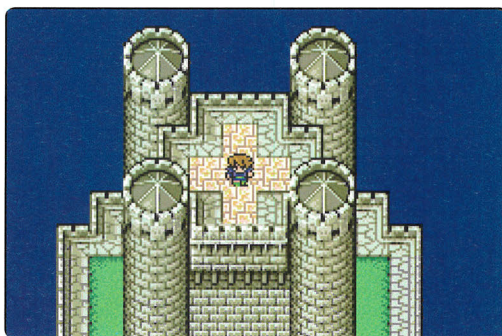
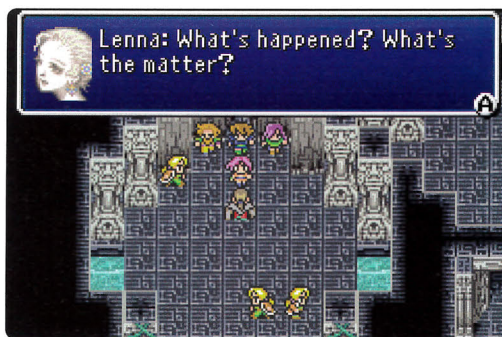
Through a vision of the lost king, the shards speak to the foursome: United by fate, they are entrusted with the crystal's power so they may save the remaining crystals--and the world. Only Bartz, Lenna, Galuf and Faris can stop the destruction before it is too late.

For evil only sleeps, it does not fade away...

## A journey like no other...

**F**INAL FANTASY V Advance represents the final evolution of the job change system, first introduced in Final Fantasy III. Taking command of 26 total jobs, both series mainstays like knight, monk and red mage, and four all-new jobs exclusive to the Game Boy Advance -- gladiator, cannoner, oracle and necromancer -- players have an unparalleled level of freedom. Unlike recent games in the series, parties can be tailored exactly as the player sees fit. Will you go the traditional route of a balanced party, with equal helpings of warrior and mage? Or will you try for more unorthodox combinations, such as an all-wizard team? The choice is

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yours, and it's safe to say that no two people will play FINAL FANTASY V Advance exactly alike.

Couple this with a lengthy, world-spanning quest navigated via chocobo, ship, airship and dragon, and exclusive Game Boy Advance features such as an optional super dungeon and music jukebox, and the choice is clear: It's time to relive the adventure many consider the gameplay high point of the legendary series -- or experience it for the very first time -- right in the palm of your hand.



### Lenna Charlotte Tycoon

Lenna is the teenaged princess of Tycoon, the country charged with protecting the wind crystal. Beautiful and kind, yet somewhat naive, Lenna wants nothing more than to discover the mystery of her lost father. She displays a close affinity for dragons, and an almost maternal instinct when it comes to protecting those she perceives as weaker than herself.

### Galuf Doe

An old man stricken with amnesia, Galuf is an enigma. Something about his skill with swords and noble bearing suggests a man of high birth, though this often seems to be at odds with his raucous and lighthearted behavior. Having nothing but a vague need to go to the Wind Shrine, he decides to accompany Princess Lenna, both out of concern for the young girl and in the hopes that something along the way might jog his memory.

### Faris Scherwiz

Bold and headstrong, Captain Faris commands a pirate crew aboard a curious ship that requires no wind to sail. Despite a young age, Faris is very worldly, yet always ready to help fellow Warriors out...with a little prodding. A pirate virtually since birth, this character can often display a selfish streak, though there is a secret that might threaten Faris' position of leadership should it ever be revealed.

