

Eyes on Final Fantasy presents...

FINAL FANTASY VIII MALE FANTAS

Over 100 Artists & 200 Works of Art

Preface

Final Fantasy VII is a game full of incredible moments. Some of these are very, very well known. Many people remember, for example, Sephiroth standing in the middle of a burning village. You'll also likely recall him later on, piercing a certain someone's body to the dismay of millions around the world.

But do you remember all the little things? Many people would have unwittingly skipped right past a couple of scenes featuring Johnny. I dare say some of you might not even know who Johnny is! Or perhaps you might not recall the finer details of how Barret lost his right hand. The famous moments have been drawn time and time again—and rightfully so—but it is the complete story, full of small moments as well as the big ones, that really makes this game great.

When the wonderful staff I work with at Eyes on Final Fantasy asked what we should do for our 15th anniversary, a few ideas were tossed around and I mentioned that we could get our much-loved artists the DeviantArt group involved. After mentioning examples of what we could do, the idea of a complete Final Fantasy story—told through artwork—sprang to mind. I never expected anything this big.

The original plan was to get about 60 artists involved initially, knowing that some would have to cancel as is the way with people who have busy lives. I put together a list of 180 moments in the game, thinking I may as well start high because then if I get around half that, it's still a huge project. In the end, over 100 artists created over 200 works of art, and I am—a week before this project is due to be released—still getting more art in, and still getting artists asking if they can do something. I'm having to come up with more and more ideas on what to draw!

After this page, you will stumble into an unprecedented gallery of artwork created by fans out of nothing but love of Final Fantasy VII, the Final Fantasy series as a whole and—of course—the love of art. On each page you will see their name (real or nickname), their DeviantArt account and their country of residence (some countries were undisclosed out of artist preference). The DeviantArt name is also a link to their DeviantArt page, I encourage you to click them!

Name - DeviantArt Account Link - Country of Residence

Beneath their credit information you will find text provided by the artist, and in their own native language. This may annoy some, but in the end Final Fantasy VII is a game loved around the world, and this is our way of showing off just how global that love really is. In some cases the text will be a quote from the game, in some cases an invented quote. More often, it will be their thoughts or feelings on the moment they have created in art form.

Every work of art seen in this document was created from scratch for this project. Everything is new. I personally can not thank the artists enough—each and every one of them has taken the time to do something for nothing in return, sometimes spending months working for it. I couldn't be more proud of them or their artwork.

Eyes on FINIL FANTASY



Nariko - <u>Narikusha</u> - Russia

Я на самом деле не играли FFVII еще! Я смотрела фильм по FFVII[~] и немного представляю что там происходит Захватывающий фильм. Интересная история Клауда

Я играла только в FFXIII часть, и прошла ее всю (Играя на ПК с отключением игры каждые 10 минут по непонятным мне причинам). Мне игра очень понравилась. Игра очень красочная и очень затягивает. Она очень интересная. Хочу поиграть в остальные части на приставках, если будет такая возможность. Вот такое мое мнение об этой игре в целом.

Когда я только начала играть в FFXIII, было очень много эмоций. Это связано с реалистичной графикой, которая очень заинтересовала. Также притягивали различные осты.





Vanessa - <u>x-Memoire-x</u> - Germany

Ich fand die Szene war schon für damalige Verhältnisse einfach super gemacht. Die Macher von FFVII hatten ein super Gespür fesselnde Atmosphäre, v.a. hier im Intro: Ohne ein einziges Wort setzen sie Aerith passend in Szene. Man sah diese übergroße trostlose Stadt, voller Mechanik und Co. und dazwischen ein kleines Blumenmädchen…irgendwie verloren, aber trotzdem ein Hoffnungsschimmer.





10ki - <u>10ki</u> - Singapore

That amount of air pollution can't be good for anyone's lungs.





Sabina Sznura - <u>Asaiba</u> - Poland

Scena najbardziej popularna dla naszego bohatera Clouda. Strasznie mi się podobała scena jak cloud wyskakiwał z pociągu. Śmieszne jest to że w Ps1 miałam wyobrażenie że wyskakiwał z takim wspaniałym stylem, mimo że tak w ogóle nie było. Dopiero w ulepszonych wersji reklamowej na ps3 przedstawili to tak jak sobie to wyobrażałam :) (pewnie każdy miał tak samo).



Iain Reed - <u>SoulStryder210</u> - United States

Leaping out of the train Cloud and AVALANCHE dispatch the Shinra guards to make there way to the reactor. It's up to Cloud, Barret, Biggs, Wedge and Jessie to put Shinra in their place.



Vanessa - <u>x-Memoire-x</u> - Germany

Zu diesem Zeitpunkt sah es so aus, als ginge es Cloud einfach nur ums Geld...





Rodrigo Mesquita - <u>Ro-Arts</u> - Brazil

O inicio de um dos mais incríveis jogos de RPG já feitos.



Matteo Prayer-Galletti - <u>Mahaha1985</u> - Italy

Prima battaglia con un boss. Prima volta che sentiamo la canzone dei boss (che è magnifica). Inoltre, con il modo in cui la mia fantasia funziona, mi sono sempre immaginato grandi acrobazie e colpi di eroismo. Per questo e per altri motivi





Sonia - <u>SophieBrigitteXD</u> - Italy

Sono momenti concitati: i membri di AVALANCHE hanno pochi minuti per uscire dal reattore prima che esploda! Durante la fuga, Jessie inciampa un paio di volte, ma Cloud è sempre lì ad aiutarla. Nessun mistero che lei poi si sia presa una cotta per lui!





Luiza Ho - <u>eikomakimachi</u> - Brazil

A cena da explosão do reator basicamente encerra a introdução de Final Fantasy VII, então essa imagem realmente causa bastante impacto quando estamos jogando.



Joo Liew - <u>SidusRie</u> - Australia

This scene was really touching to me because before playing the game I had been given spoilers about Aerith's end. However, it seemed like a very heartwarming and light scene so I also tried to depict the same feel in my artwork. FFVII was a great game, and I really enjoyed it because of so many emotional scenes. Thank you, Square Enix!





Nefi Sagashtem - <u>Sagashtem-Kun</u> - Undisclosed

Lo que más me gustó fue la actitud de Jessie hacia Cloud, muy dulce, me dolió cuando murió posteriormente en el incidente de la plataforma de Shinra.





Daniel Towns - <u>LoonyBoB</u> - United Kingdom

Folding arms must be kind of awkward for Barret. But when you've got guns like that (get it?), you've got to get that "Angry Bouncer" look just right. Arms folded. No question.





Auriane - <u>CameDorea</u> - France

Première rencontre avec Tifa dans le jeu, jeune femme ravissante et bienveillante, pas du tout rebutée par l'apparente froideur de Cloud. La présence de la timide et étourdie petite Marlène accentue le caractère paisible de la situation. La possibilité d'offrir une fleur à l'une ou l'autre finit d'en faire une scène attendrissante.





Mona Shan - <u>Mona737</u> - United Kingdom

Marlene was extremely happy to see her dad back safe and sound. Barret knew that Marlene would be fine under Tifa's care but he was still worried (being a father) and they finally reunite in Seventh Heaven.





Afiq Romi - <u>samui153</u> - Malaysia

Saya sangat suka masa ini.





Amanda Hampe - <u>LadyJuxtaposition</u> - United States

Seven years ago,
The Promise was made, deeply,
By childhood friends.

At night, at the well
In Nibelheim, the Promise
of Cloud and Tifa.

Cloud had remembered Promising Tifa one thing: He'll be her Hero.

A famous Hero,
The one that the newspapers
Talked about non-stop,

Who had saved his friend Whenever she's in a bind. He kept their Promise.





Laura Yau - <u>Ariake-chan</u> - United Kingdom

I'm leaving. Goin' far away. But when I come back I'll be a better man! This is goodbye! Hey! Childhood friend! You better take good care of Tifa!





Benoît Cros - Ben198810 - France

L'instant est assez tendu car, nous avions un temps limité pour traversé le train de wagon en wagon, qui étaient obstrués, évidemment, et la lumière rouge de l'alarme est assez agressive.

Une fois à l'avant du train les membres d'Avalanche sont postichés afin d'éviter le contrôle de sécurité de la Shinra.

Les déguisements m'ont d'ailleurs toujours beaucoup fait rire, notamment celui de Biggs; avec son chapeau, costume 3 pièces et sa petite moustache, il ressemble à un véritable mafieux.

Cloud, Barret et Tifa sautent du train laissant Jesse, Wedge et Biggs s'occuper du reste à la demande de Barret.





Massimo Magnago - <u>Massi74</u> - Thailand

This must have been a heartbreaking moment for Tifa, to see her father's corpse right in front of her with the distinctive legendary blade, the Masamune. This scene was pretty intense as I felt her rage with the powerful words she shouted while setting her sole objective, to avenge her father. I cant say i'm glad to see this happen to her, but if it didnt we wouldnt get to see Tifa embark on this epic journey!





Ana Clara Maria - <u>Cherubbi</u> - Brazil

Nessa parte eu lembro de ter ficado meio confusa, porque apesar de já conhecer Final Fantasy VII, eu não fazia ideia de quem era esse cara. Eu achava que o jogo já começava com o Rufus como presidente da Shinra. Há. (Que vergonha) Eu também lembro de ter gostado muito da música tema do boss que veio em seguida.



Vanessa - <u>x-Memoire-x</u> - Germany

Die Szene war echt dramatisch!Es blieb einem kurz das Herz stehen. Andererseits war es aber auch wirklich amüsant Cloud beim Fallen zuzusehen: Alle Viere von sich gestreckt und stocksteif, nicht mal ein Blinzeln! Ganz nach dem Motto: Weckt mich, wenn ich unten bin.





aquanut - <u>aquanut</u> - Undisclosed

The moment when Cloud wakes up in the Sector 5 church is striking because of the contrast between its peaceful environment and the grimy, industrial backstreets he's been through thus far.

Everything from the flowers to the light pouring through the windows to the soothing music is designed to evoke a sense of safety, beauty, and sanctuary. This is the game's first sign that there is something in this world beyond the destruction and waste that humans have heaped upon it.

Yet what's special about the church is that it does not exist apart from this world; it lives in the middle of it, as Aerith herself lives surrounded by the harshness of the slums, and stands as a symbol for the existence of beauty in even the most dirty and difficult walks of life.

Aerith is designed to appear innocent, delicate, and beautiful, yet she is far from shy and naïve; though aware of the danger and misery around her, she is unafraid and continually finds ways to laugh, tease, and look towards the future. She, and the church, are reminders of the importance of finding signs of hope and joy in the harshest circumstances, no matter how rare they are and how quickly they vanish.



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Josefina Maige - <u>Yuko-Tsukechi</u> - Chile

¿Quién eres tú y qué quieres con Aeris? Desde ahora soy algo así como su guardaespaldas y tengo que protegerla... así que piérdete.

P.S: Tu uniforme tiene estilo





Mona Shan - <u>Mona737</u> - United Kingdom

I really love whenever Cloud and Aerith are together so this scene was really cute and funny. They both try to run from Reno and his soldiers and eventually end up going to the roof of the church.





Lillian Fenske - <u>Naeles</u> - United States

I love this scene! I wanted to portray Cloud and Aerith close together, but not facing each other because at this point in the game they're just beginning to like one another. I depicted Cloud as being pensive and kind of ignoring Aerith who is all the more amused by how socially awkward he is.





Wolfie - <u>WolfieFlaff</u> - United States

This moment made me happy, Elmyra seemed so relieved Aeris was safely back home. It always warmed my heart just thinking she would be thankful to see her back with Clouds protection.



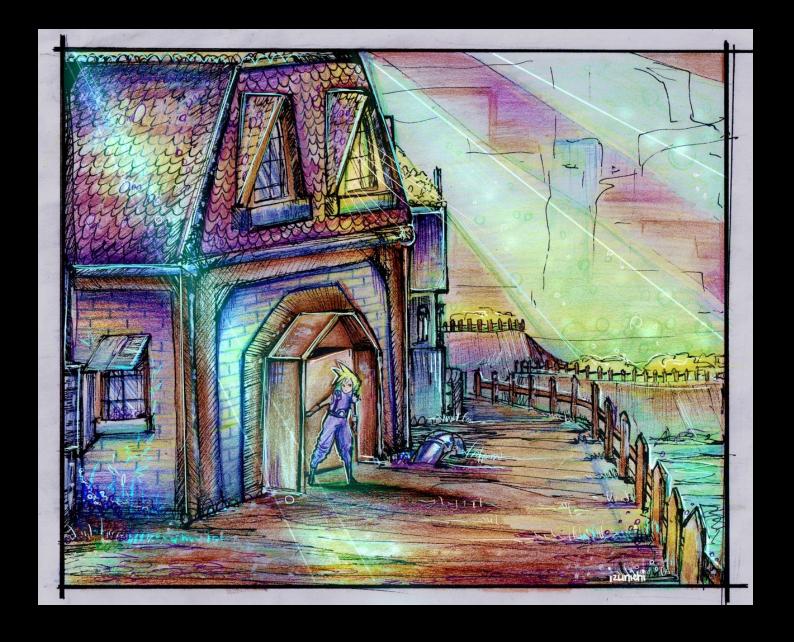


Joo Liew - <u>SidusRie</u> - Australia

I wanted to make this appear simplistic, but old and kind of dreamlike, as though Cloud remembers the happier times, but also feels pain in not being able to go back.

Final Fantasy VII was one of the most emotional games I ever experienced.





Izabela - <u>Dererne</u> - Poland

FFVII jest jedną z pierwszych gier, jakie pamiętam z okresu dzieciństwa. Przepiękne wspomnienia i wiele cudownych chwil spędzonych przed konsolą. Nigdy nie zapomnę o tej grze, a Cloud i Aeris pozostaną moimi ulubionymi postaciami już na zawsze. W duchu liczyłam, że Cloud zostanie u Aeris. Ale jak to mówią, 'ku przygodzie!'



Joo Liew - <u>SidusRie</u> - Australia

At some point in the game I thought Cloud was being a bit too mean to leave Aeris behind, so in this picture I wanted to depict Cloud as having some kind of guilt hence his strange expression, ha! Aeris strikes me as a character who never stops smiling, no matter the circumstance so here she smiles but has a sort of sceptical look on her face as she finds Cloud.

Silhouette of a chocobo is in the picture as an extra, hehe.



Ji Min Kim - <u>Noiz-Bleu</u> - South Korea

나의 첫 생각 이 장면 에 대해 이 에어리스 가 잭 에 대해 클라우드 를 말하고 보는 것은 매우 슬픈 것이 었습니다. 클라우드 는 여전히 그가 그렇게 잭 은 첫 수업 날 잭 은 에어리스 에 얼마나 중요한 기억 만든 것에 대해 에어리스 을 알리는첫 번째 클래스 군인 믿고있다.

-- 김지민-- 남쪽 한국





Jeff Parker - <u>j3-proto</u> - United States

On my first encounter to this, I had a rather tough time performing the squats with Mukki. While I found it hard to do, I did find that having to do this with him just for a wig was pretty funny, especially knowing what could happen later in the game.

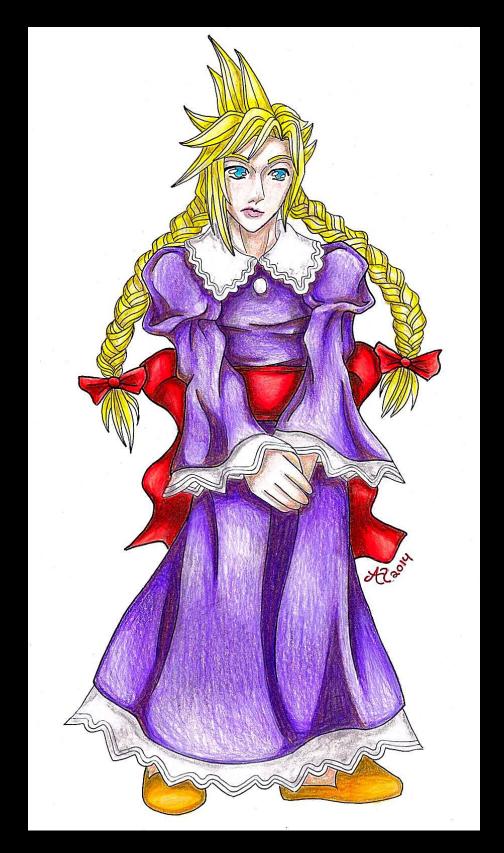


Vanessa - <u>x-Memoire-x</u> - Germany

Zu dieser Szene gibt es nicht viel zu sagen, denn man ist einfach nur damit beschäftigt
"Oh mein Gott!" zu denken!

~Sexy and you know it~





Amanda Hampe - <u>LadyJuxtaposition</u> - United <u>States</u>

When it comes for Cloud to dress up as a girl and play the role as "pretty, pretty princess", I was about as happy in the same level as Aerith. My first thought come to mind that Don Corneo will immediately recognize that one of the three potential "brides" is a drag, and sure enough Cloud is one with the blonde braided wig, make-up, perfume, and all that goodness that makes him a woman. What really blow me over that in the end (and if you play your cards right in the game), he actually chosen Cloud because he's a natural healthy girl. I facepalmed; why didn't he go for Tifa and her melons instead?

That I will never know.



Enrica Fincati - <u>DarkRinoa88</u> - Italy

Oh, questo momento era... pazzesco. Morivo dalla voglia di vedere la reazione di Tifa di fronte al suo Cloud vestito da donna. lo riconoscerà subito? o non si accorgerà di nulla? Qui c'è stato anche il primo incontro tra Tifa e Aerith, e all'inizio credevo che Tifa fosse gelosissima della venditrice di fiori!





Sonia - <u>SophieBrigitteXD</u> - Italy

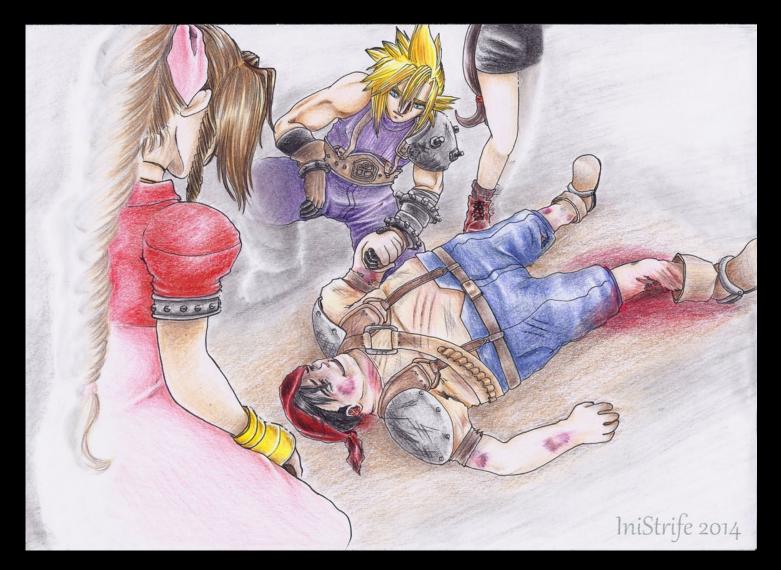
E la donna scelta da Don Corneo è... rullo di tamburi... questa bella ragazza in salute! Ammettiamolo, questo è uno dei momenti più esilaranti di tutto il gioco. Ottenere i vari accessori per il travestimento è stato impegnativo, ma vedere Don Corneo prendere in considerazione la nostra "Cloudia" ci ripaga di tutto il tempo speso per ottenere questo travestimento... quasi perfetto.





Trena K. - <u>PuftPrin</u> - United States

I loved this scene because it was so incredibly wacky. Everything from Don Corneo's business, Cloud's cross dressing to meet him, and to the cluttered "love" room, it was a very entertaining ride. By the end of it, however, I was so ready to put the pimp away for good. I imagined Cloud choked Don Corneo up first and then propped his foot on the bed to say, "...I'll chop them off."



Ineke Bortz - <u>IniStrife</u> - Germany

Viele denkwürdige Momente spielten sich am Anfang des Spiels ab, viele von ihnen wurden jedoch vergessen. Einer jener Momente war das Ende der eigendlichen Gruppe Avalanche. Gerade Wedge, der sich nichts mehr wünschte als das man sich an ihn erinnern würde für das was er getan hatte. Selbst seine letzten Worte zeugen davon, dass er dennoch es nicht allein für Ruhm wollte sondern um aus sich das beste Ich zu formen, dass er sein könnte.





Lucia - <u>lucife56</u> - Spain

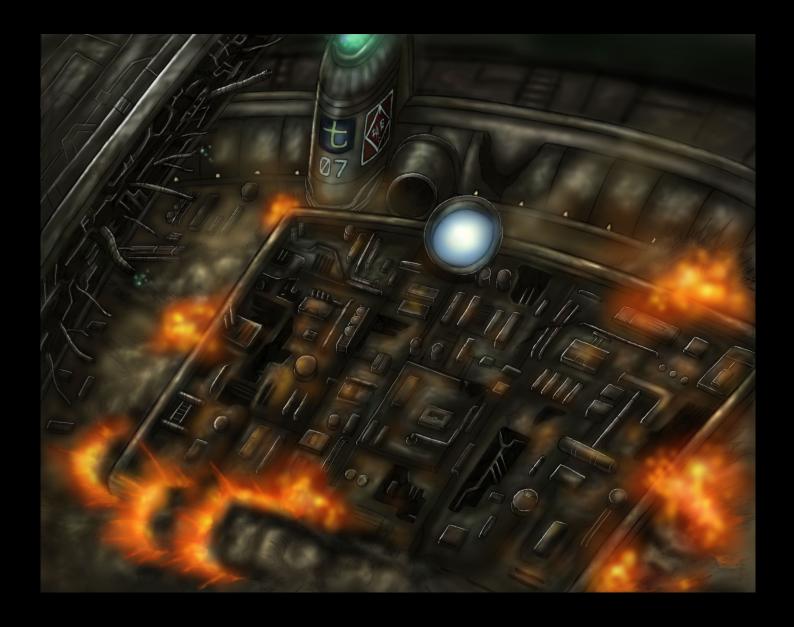
Francamente, me encanta como son capaces de caracterizar a los personajes y su actitud con tan poco. En este juego menos es más. Hoy en día hay ejemplos de gran calidad grafica que no llegan a ser tan expresivos.





Lillian Fenske - <u>Naeles</u> - United States

I remember this as one of my favorite scenes from the game. Even though this scene was very serious, I thought this particular part had a humorous aspect. I imagined Barret struggling around Tifa to maintain a death grip on the pole, and while I was drawing Cloud I could almost hear him thinking, "I can't believe I let myself get mixed up in all this." Hal



Iain Reed - <u>SoulStryder210</u> - United States

To see the president high in his tower and listening to opera music while the entire community of Sector 7 lie destroyed at his feet from the plate collapsing was definitely chilling.



Benoît Cros - Ben198810 - France

La Shinra vient de faire exploser le pilier du secteur 7. Tifa, Barret et Cloud ont échappés de peu à l'explosion et se retrouvent à l'entrée du secteur 7 face à ce carnage. Ce moment du jeu est extrêmement tragique et touchant.

En effet, l'explosion à emporté tous les habitants des taudis avec elle ainsi que Wedge, Biggs et Jesse, les membres d'Avalanche. On peut voir Barret perdre le contrôle sous le coup de l'émotion. Une fois de plus les scénaristes sont parvenus à m'émouvoir avec ce moment intense du jeu.



Sickich - <u>Sickich</u> - Argentina

Cada personaje tiene su historia, sus momentos tristes y de alegria. Si, es verdad que aquí Elmyra sufriendo mucho por no ver su esposo pero en el fin conoce a Aerith. Eso seria el bien que sale de esta situación.



Anissa - <u>dagga19</u> - France

Le passé d'Aerith et Elmyra est un moment fort en émotions, sans doute à cause du mythique thème d'Aerith que l'on entend durant cette scène. Mais j'ai opté pour une mise en scène plus joyeuse: un moment de bonheur pour deux âmes tourmentées...

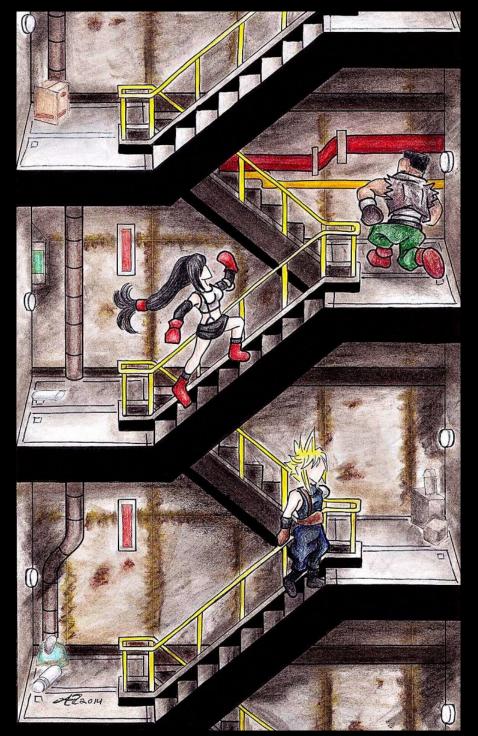




Ineke Bortz - <u>IniStrife</u> - Germany

Barret ist wohl einer jener Charaktäre, die viele als Stereotyp unter den Teppich kehren, wie viele 'Neu-Fans' es mit eigendlich allen tun. Dabei vergessen viele wieviel Herz, Wille und Hoffnung in gerade diesem riesen Bären stecken, der scheinbar eine Schwäche für Matrosenanzüge hat. Für mich war Barret immer der aktiv Hoffnungs Erhaltende der Gruppe, nicht wie Aerith passiv suggerierend, dass Hoffnung alles ist was ihnen bleibt. Egal wie sehr er niedergeschmettert war von dem was passierte, es ist nahezu unmöglich ihn zu lähmen.

Wobei zu beachten ist, Barret vergisst keinen, niemanden der fiel und niemanden der Hilfe brauch und gleichsam gedenkt er den Gefallenen indem er weiter für das kämpft an was sie alle glaubten. Auch im Angesicht des Wahnsinns siegt sein Herz und die Hoffnung auf bessere Tage, dafür ist er auch bereit alles zu geben.



Amanda Hampe - <u>LadyJuxtaposition</u> - United States

I had thought that sneaking inside of the high-tech corporation to save a hostage was like a "Mission: Impossible" scenario. Why I thought about that is the numerous flights of stairs that slowly but surely drained out the energy of the three heroes. Barret, the major complainer of the three, after trampling over the stairs he never wanted to see them again. Tifa supported and encouraged her friends to persist through because she knows it's the only way to attempt saving Aerith. Cloud, meanwhile, probably because of the Mako infusion, continued through the flights effortlessly.

Above all, the climbing stairs portion of the gameplay was a major obstacle for them to encounter and go through, but in the end, with the thoughts of saving Aerith from an unspeakable experiment and obtaining revenge for their names being framed and blacklisted, they prevailed the flight of stairs and made it inside of the ShinRa Corporation to continue carrying on their mission.

Their struggle of climbing stairs and my struggle of drawing stairs is uncanny to say at the least.





Matthew Carr - <u>wanderinghobo</u> - Australia

I always loved the vibe in Final Fantasy VII with doing all these missions behind big wigs backs. The bombing mission I was sold on, but I loved all the sneaking around too. This particular scene was awesome because you catch some pretty juicy info and your brain starts wondering where it all leads.





Kenneth - <u>Kenisu-of-Dragons</u> - United States

It was quite a mysterious moment at this point in the story. What was that thing in the glass cage, although I knew by looking at the game book. What was Shinra really up to? Da hell was that thing in the chamber that gave Cloud his mental breakdown? Simply another moment that kept me progressing through the game.





Vanessa - <u>x-Memoire-x</u> - Germany

Um ehrlich zu sein dachte ich zuerst "Oh mein Gott, was ist das für ein monströses Ding, das Aerith platt machen will? Haltet es auf!" Und Hojos fiese Freude hat es nicht besser gemacht! (Unglaublich wie das SE Team es geschafft hat mit unseren Emotionen zu spielen, oder?) Auf jeden Fall war ich echt froh als sich rausgestellt hat, dass Nanaki auch nur ein Opfer der bösen Machenschaften war.





Nicole - <u>Kiwanoo</u> - Switzerland

Los Loi, töte de chrank Bastard!





Benoît Cros - Ben198810 - France

Les membres d'avalanche viennent de se faire capturer par les Turks et sont emmenés devant le président Shinra. Toute l'ascension de la tour Shinra est un moment que j'adore dans le jeu car, j'avais l'impression d'être en sorte de mission commando. Il fallait être furtif et précis. Malheureusement, Cloud et ses compagnons se sont fait prendre.

La scène est une nouvelle fois très bien réalisé, la musique et l'angle de vue choisie donne, je trouve, toute sa prestance et sa puissance au president Shinra. Dans mon dessin j'ai choisi un autre angle de vue afin que l'on puissebien voir chaque personnage.



Joana - <u>CoffeeCat-J</u> - Japan

Die Invasion der Shin-Ra QH war definitiv eine der Aktionen, die mir von dem Spiel am besten in Erinnerung geblieben sind; das ganze Unterfangen war einfach cool und komplett neu für mich. FF VII war mein erstes RPG, mein erstes eigenes Videospiel auf meiner ersten eigenen Konsole, und wenn man mit so einem Spiel aufwächst, prägt das ganz gewaltig. Die Atmosphere von Midgar mag ich auch heute noch und Tifa und Cloud sind auch heute noch meine Lieblingsfiguren.

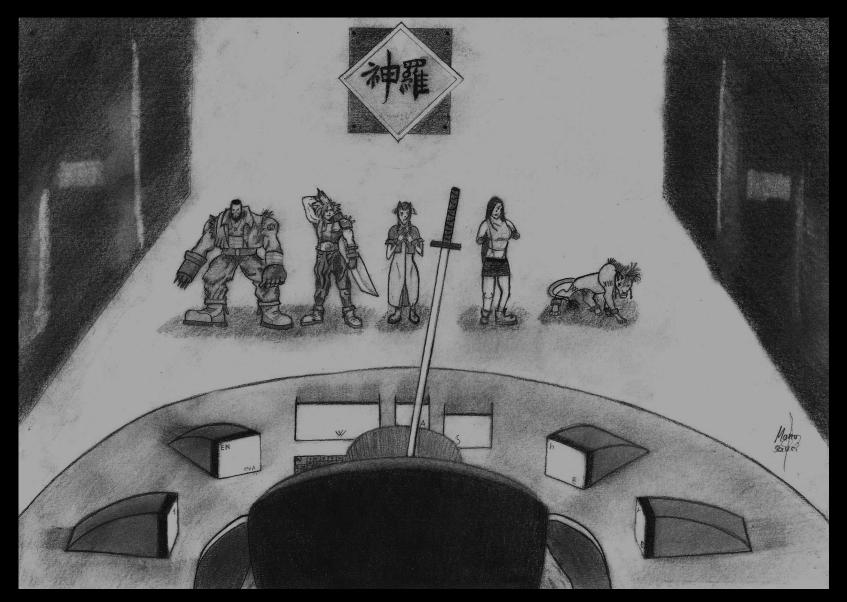




Chevron Lowery - <u>ChevronLowery</u> - United States

I can remember distinctly that feeling of dread when you walk into the chamber and find Jenova's cell broken open. The bodies on the floor, the blood everywhere, it was quite the scene. Only a few scenes prior you are treated to one of the first up close views of Jenova, and the idea that this thing was now loose was both terrifying and exciting! There are few games that play with mood and themes as well as Final Fantasy VII did.





Manuel Sauci Jiménez - <u>ManuSauci</u> - Spain

Esta es una escena que me gustó mucho en el juego porque, al ver al presidente muerto en su despacho por primera vez, sentí que se cerraba un capítulo de la historia de FFVII. Pero la historia solo acababa de comenzar, y lo mejor estaba por llegar.



Kate - <u>kelpieselkie</u> - United States

I was probably one of the few people that hadn't remembered to keep a steady amount of potions in their inventory for this battle. So the entire time Cloud was battling Rufus, I remember being so worried that there was going to be at least one hit that would end Cloud. Luckily for me there wasn't and I was almost relieved by the end, when I realized Rufus left.



Cloudy - <u>Cloudy-owo</u> - Australia

I played it the day it was released so that was a very long time ago, I recall thinking "This is so cool!"





Tony Tran - <u>ZhouJiaSheng</u> - Sweden

Motorcykel scenen/minispelet är en mycket minnesvärd ögonblick i Final Fantasy VII. Jag har många roliga minnen när jag var yngre då jag tävlade med min kusin om vem som kunde få högst poäng. Det var mycket intensivt och man fick en adrenalinkick av det, något som jag ville framhäva i bilden.





Reva - <u>yoru-gata</u> - Indonesia

Meninggalkan piringan raksasa, perjalanan yang mencari kebenaran dari masa lalu dimulai di ujung jalan layang. Pengejaran musuh yang sebenarnya dimulai disini.



Mona Shan - <u>Mona737</u> - United Kingdom

The group finally got to relax for a while in the inn at Kalm.

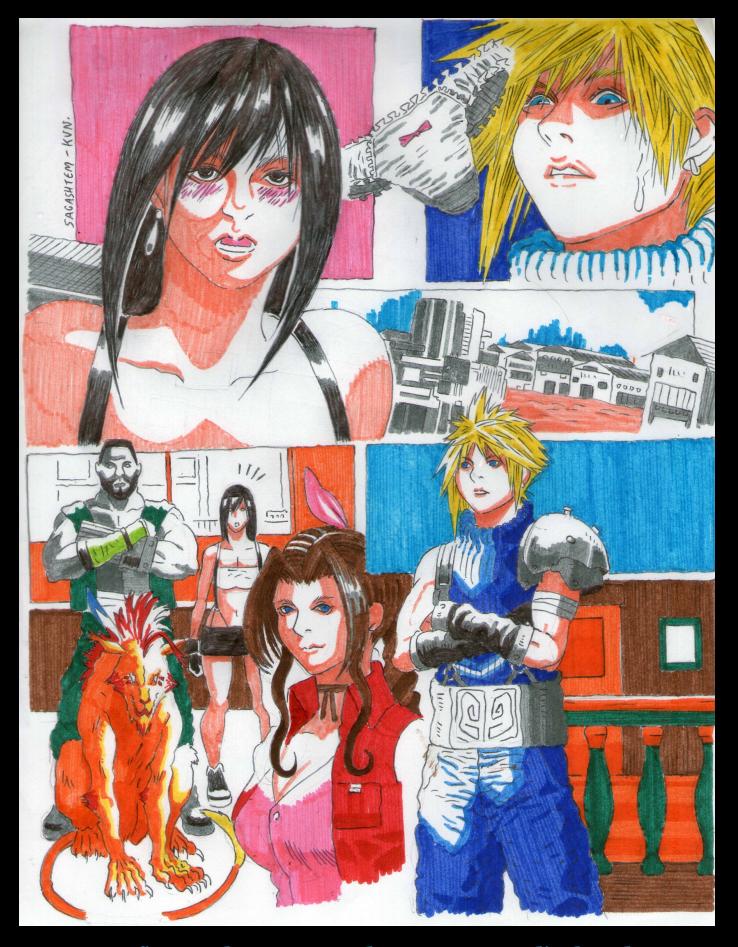




black orb - <u>blackorboo</u> - Undisclosed

Look and learn, noob.





Nefi Sagashtem - <u>Sagashtem-Kun</u> - Undisclosed

...No comment!





Lucia - <u>lucife56</u> - Spain

Que se rompe! Que se rompe! Se rompió.

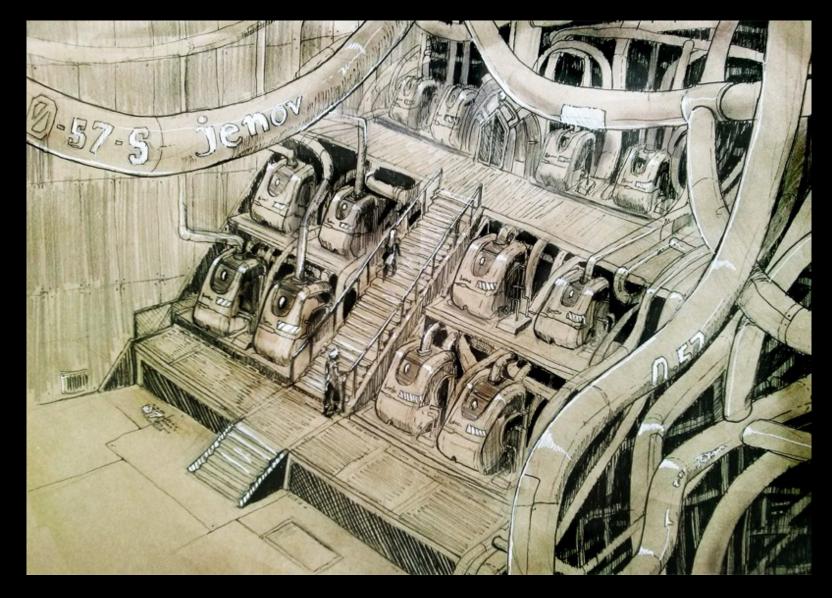




Aimio Nagi - <u>roman-ranman</u> - The Abyss

Sephiroth took the time to explain something to Tifa.... this is really a special moment! I think it is helpful to create a positive image of Sephiroth.





Sabina Sznura - <u>Asaiba</u> - Poland

Jedna z najważniejszych miejsc w final fantasy jak dla mnie. Dużo różnych scen się działo w tym miejscu. Ale podczas grania zawsze nie lubiłam tam tych potworów jak byłam młodsza, pamiętam że się wystraszyłam tych eksperymentów jakie tam się odbywały. Niczym horror dla mnie.





Mariannie Nguyen - <u>utenafangirl</u> - United States

When I first played the game I got really immersed with the story. This part in particular really shines light on the experimenting that Shinra, or at least Hojo, on human life and pretty much creating a form of monsters. Then to think who would do such a thing; to question Hojo's sanity and question why? It was still a confusing part of the story but it did make a whole lot of great drama and the satisfaction to find answers in the end.



Holly Churchill - <u>sofear</u> - United Kingdom

There's a mixture of both sympathy and fear. A frightening moment where I begun to realise the turning point of Sephiroth about to 'snap'. Within an instant, the build up of trust you had felt for the character tears into shreds before your eyes, even through the eyes of Cloud.





Elena Brighittini - chwee - Italy

Sephiroth è uno dei miei personaggi preferiti e vederlo così tormentato in questa scena mi ha spezzato il cuore. Allo stesso tempo,però ero preoccupata per Cloud...non volevo che Sephiroth gli facesse del male. Mi facevo un sacco di domande come: "Chi è in realtà Sephiroth? Cosa sta succedendo?" In questa scena ho capito che Sephiroth sarebbe diventato veramente cattivo...da una parte la cosa mi elettrizzava,dall'altra mi rattristava.





black orb - <u>blackorboo</u> - Undisclosed

This was kind of fun to draw.





Ivan Navarro - <u>hujunisei</u> - Brazil

One moment Sephiroth was reading books, the next thing you know, he's burned down the entire village. Tifa's father died this day, which gets revealed directly to the viewer. What we don't also get a direct message about is that Cloud's mother was also murdered.

The amount that went on that fateful day is probably the most notable in shaping the story that is Final Fantasy VII.



Robin Tran - <u>RobinTran</u> - Sweden

Musiken i bakgrunden i denna scen kommer alltid att spelas i mina öron när jag tänker på den starka elden som brinner omkring Sephiroth. Det är en av de oförglömliga scenerna från Final Fantasy VII och kommer nog alltid att finnas bland våra minnen.

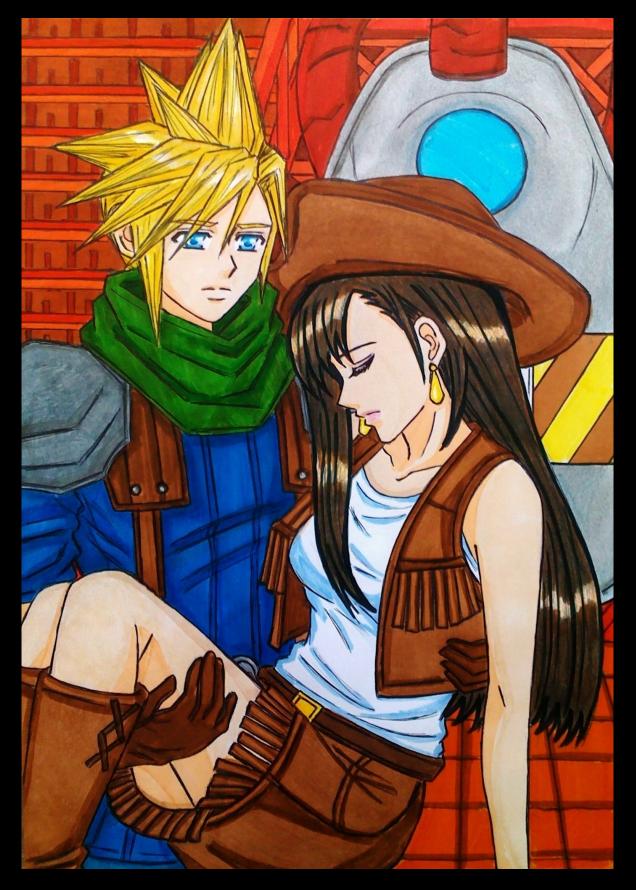




Tifa - <u>TifaxLockhart</u> - Argentina

Durante mucho tiempo había visto todo tipo de contenido sobre Final Fantasy, en especial FFVII, hasta que tiempo después pude jugarlo finalmente, por lo que esta escena dentro del juego no fue una sorpresa, pero conseguí comprender la trama mucho mejor desde luego. ¡De más está decir que es épico! Y aprecio mucho el momento en que Cloud llega hacia Tifa (En lo personal soy gran fan de esta pareja) y ellos recuerdan esa promesa cuando niños. Realmente enternecedor y muy emocionante.





Anissa - <u>dagga19</u> - France

Final Fantasy VII a été mon premier contact avec cette saga magnifique qu'est Final Fantasy, et 15 ans plus tard, mon amour pour le couple Cloud x Tifa reste toujours aussi fort! C'est pourquoi j'ai pris beaucoup de temps et de plaisir à dessiner cette superbe scène, l'un des plus beaux moments du jeu!



Kira - <u>PunctualTurtle</u> - United States

I always wondered what exactly went through Sephiroth's head at this point in the game...



Josefina Maige - <u>Yuko-Tsukechi</u> - Chile

¿Realmente esperas que pague tanto por una materia que sólo sirve para atrapar chocobos? ...No tengo opción ¿verdad?





Juju Bear - <u>JujuBearSama</u> - Philippines

The first time I caught and rode a chocobo in FFVII really excited me for some reason! I really thought the way they introduced a new way of capturing a chocobo was interesting! The best part of course, is riding the chocobo! I really enjoyed the very jazz-like tune of FFVII's riding a chocobo theme. And the game being in 3D made it much more enjoyable!





Robin Tran - RobinTran - Sweden

Denna scen har alltid tagit en stor plats i mina minnen från Final Fantasy VII, då jag minns den från min barndom som en väldig otäck scen. Detta monstret var oslagbar under detta stadiet i spelet, man kunde alltså inte besegra den. Men inte i denna scen, då man får veta att det är den allsmäktige Sephiroth som har brutalt spetsat den på detta sätt. Hur var detta möjligt!? Hur stark är egentligen Sephiroth!!? Det var då jag insåg vilket äventyr jag skulle bege mig, för att någonsin kunna vara i samma nivå som den ökända Sephiroth.



Clockwork Cadaver - <u>Sonellion</u> - Canada

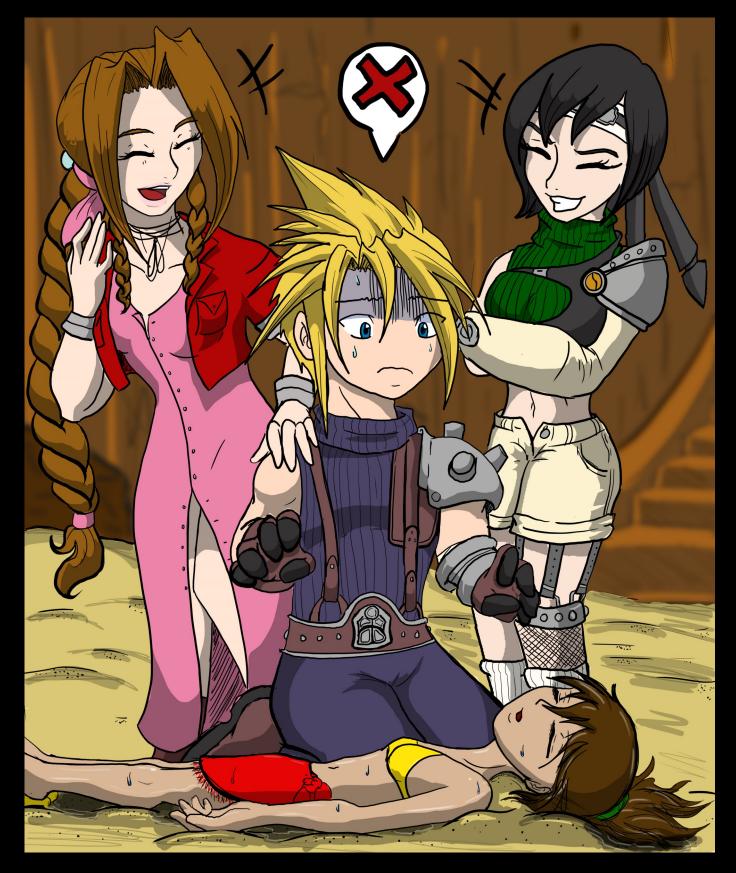
You spikey headed jerk! One more time, let's go one more time!





Lorna Kelleher - LornaKelleherArt - Ireland

Even though Priscilla and Mr. Dolphin were such a tiny part of the game; I always imagined that their friendship was very endearing. I always assumed that there were hardly any kids in Lower Junon, so Priscilla would have relied a lot on Mr. Dolphin to be around and to be her friend. So, my drawing is a snapshot type picture of them both being cute and happy!



Chanelle Larson - <u>Rindalia</u> - United States

I always got very confused at this part of the game. Cloud is obviously terribly uncomfortable with the idea of giving a young girl CPR, but the rest of the group seems to brow beat him into it, dispite the fact there were at LEAST three other women who totally could have done it! Girls are jerks.





Nefi Sagashtem - <u>Sagashtem-Kun</u> - Undisclosed

Fue muy curioso ver que Cloud necesitara de la ayuda de un delfín para llegar a la parte superior de la torre, era frustrante a ratos cuando fallaba en el momento del salto, interesante momento de todos modos.



10ki - <u>10ki</u> - Singapore

Wait, so it's like an airship, but with helicopter rotors? But how is the front even staying airborne?!



Donal O'Brien - <u>RocketEdge</u> - Ireland

Please fit in, please fit in... oh man, this uniform smells. Why did the last soldier have such big feet?



Robbie Cole - <u>eirhjien</u> - United States

In order to cross the ocean, Avalanche disguised as Shinra Navy sneak aboard a military transport ship bound for Case de Sol. The relaxing voyage is cut short do to Murder on board which forces the team into action.





Nicole - <u>Kiwanoo</u> - Switzerland

Cloud, was het jetzt das sölle? Hää de Red XIII chan belle?





Stacy L. Gage - <u>Stacy-L-Gage</u> - United States

Aerith and the gang finally get a break for a few days (or minutes depending on how you played). Too bad Cloud has to be dragged into having fun.





Laura Yau - <u>Ariake-chan</u> - United Kingdom

Tifa: "Cloud, would you mind leaving us alone for the day? We haven't seen each other for ages and sometimes it's fun to talk about old times for a change."

Johnny: "Yeah, so don't get mad or anything."





Krystal McLachlan - <u>Aelitalily</u> - Australia

You'd best believe I took that treasure.





Trena K. - <u>PuftPrin</u> - United States

I remember feeling bewildered by Barret's lack of reaction the first time I watched this scene. Ordinarily Barret is full of passion about Avalanche's progress, but to see him defeated and virtually unable to refute the townspeople's criticism and assaults made me empathize with his character wholly. Imagine returning to your hometown, or what's left of it, and knowing that you are the reason it's been reduced to nothing. No other character's back story in this game has touched me more.





Lillian Fenske - <u>Naeles</u> - United States

My thoughts on Shinra during that scene were pretty dark to be honest. They reminded me of pretty much any big capitalistic corporation you can find throughout history (my country in particular these days). I think its disgusting the way greed and money can corrupt people and turn them against each other, but voting and protesting doesn't seem to make any difference when the government is acting in its own personal interest and not in the actual interest of its people. Thats why the vigilante vs government/corporation theme in Final Fantasy VII really appealed to me.



Tony Tran - ZhouJiaSheng - Sweden

Barrets förflutna är kanske inte den främsta minnet man hade om FFVII, iallafall för mig. Dock finns det en genuin vänskap och tragedi i hans berättelse: en känsla av förlust och sorg. Det ville jag framhäva i denna bild.





Manuel Sauci Jiménez - <u>ManuSauci</u> - Spain

¿Un parque de atracciones en un Final Fantasy? siempre me encanto la dea ^^ es como un momento de relax en el viaje, aunque tampoco es que puedas bajar la guardia



Benoît Cros - Ben198810 - France

Le Gold Saucer est un endroit magique, qui m'a toujours fait rêver. Que ce soit l'architecture, les décors, la la musique et surtout le nombre incalculable d'attractions. Ce parc d'attraction me donne le sourire envie de m'y amuser et de relever tout ses défis. J'ai voulu retranscrire ce sentiment dans mon dessin.

Dans la scène précédente, qui contraste énormément avec celle ci, Barret nous en à appris un peu plus au sujet de son tragique passé, et dans la scène suivante, il va s'exaspérer du comportement joviale du reste du groupe. Il est donc de mauvaise humeur, je l'ai donc placé en avance, à l'écart du reste du groupe et pressé pour exprimer ce sentiment.





Chrislea - <u>chrislea</u> - United States

It was important to have the whole party in this picture. I wanted everyone's happiness to play off Cloud's irritation. Despite the mood of the picture, I think Cloud had the most fun at the Saucer. It's hard to be unhappy at a theme park, after all.



Mona Shan - <u>Mona737</u> - United Kingdom

For a brief moment everyone thought that Barrett had killed all those people in anger but then they realize that they know Barrett well and he will never do anything like that. Unfortunately before they have any time to figure out who did it and why, they get captured and thrown into Desert Prison.



Justin Newman - <u>Cast-Curaga</u> - Canada

Most of the characters in this game have interesting stories to tell but none quite as tragic as the story Barret is about to tell of his past.

This is the moment that defined Barret as a character and has made him one of my favorites out of the bunch.



Benoît Cros - Ben198810 - France

Encore une fois, un moment tragique du jeu. Le chef du village de Corel se fait tué par des soldats Shinra tandis qu'il tentait d'alerter Barret et Dyne de la tragédie qui se passe au village. Ce moment est également un moment clé, car il permet de comprendre un peu mieux l'histoire de Barret et ce qui lui vaut d'éprouver une telle haine envers la Shinra.

Dans le jeu l'angle de vue de cette scène est derrière Barret et Dyne; dans mon dessin j'ai volontairement inversé cet angle et ai donc placé la camera de l'autre côté afin que l'on puisse voir Barret et Dyne de face, mais surtout afin de montrer le village en flamme derrière eux. Je trouvais que cela rendais la scène encore plus intense qu'elle ne l'est déjà.



Francesca - <u>Bryoshe</u> - Italy

L'amicizia lega due persone nel profondo del cuore, come un filo invisibile che le unisce a distanza.





Sickich - <u>Sickich</u> - Argentina

Kyahahaha! Me encanta la idea de las memorias. que hace la historia mas profunda e interesante. Sabes que cada personaje tiene su propia historia pero, normalmente no lo dice por no ser fascinante para el espectador. Final Fantasy tiene la caracteristica de mostrar estas historias, creando una connection con los personajes.



Benoît Cros - <u>Ben198810</u> - France

Barret et Dyne se tiennent en joue. J'affectionne ce moment assez sombre du jeu car Barret se retrouve confronté à son passé.

Il doit affronter son vieil ami Dyne qui à disparu après l'incendie de Corel. Malgré ses tentatives Barret ne réussit pas à raisonner Dyne.

S'engage alors un combat entre les deux hommes.

J'aime également cette scène car c'est l'un des rares un contre un que l'on a à négocier dans le jeu, il fallait donc se battre différemment que lorsque l'on était trois, cela rajoutait de la difficulté surtout que Dyne est assez coriace. J'aurais aimé que Dyne retrouve la raison et qu'il rejoigne AVALANCHE; j'ai toujours pensé qu'il aurait été un bon allié.



Goro - <u>watcheroutside</u> - Australia

This scene was one of my favourite scenes. To be honest, I didn't even like Barret's character that much until this area of the game. Dyne added so much character development to Barret. He stopped being a bad Mr. T clone - that being said I did name him Mr. T on my first play through, and started to become a fleshed out character with meaning behind his attitude.



Shelz Keast - <u>Typthis</u> - Australia

Jo: "Good day, a new racer, eh?"

Cloud: "....(not interested)"

Jo: "Up from bellow to win your freedom, old boy?"

Cloud: "....(go away)"

Jo: "....not very talkative, are you?..."





Nina Jäntti - <u>Waahtis</u> - Finland

Joten.. Minun pitää pelastaa kaikki ratsastamalla kilpaa näillä Chocoboiksi kutsutuilla olennoilla? Tämän kappaleen soidessa taustalla? UPEAA!





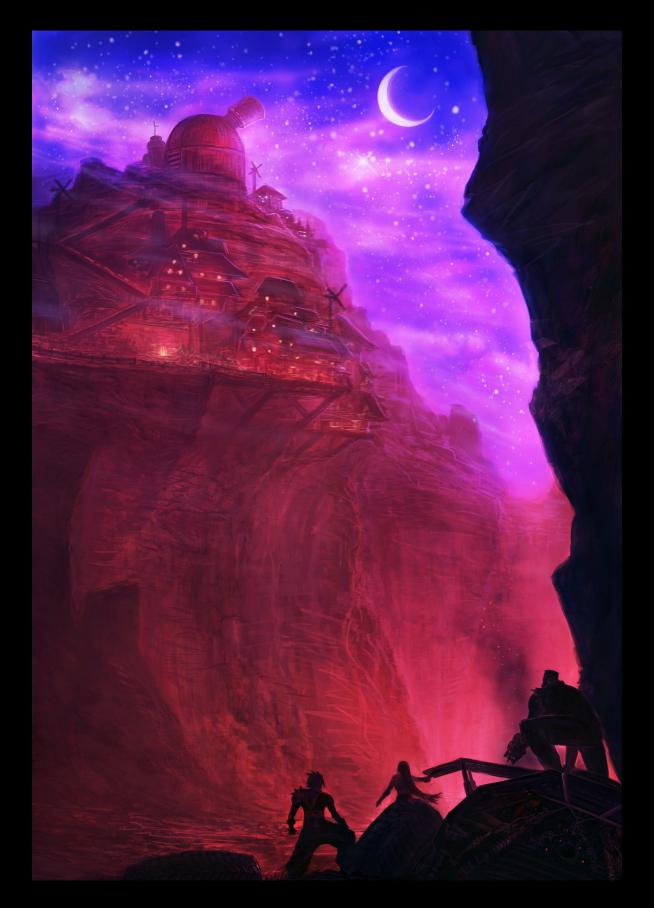
Kenneth - <u>Kenisu-of-Dragons</u> - United States

At this point, I was just casually moving through the story. Then we have this cute moment with the Turks before Cloud and the others have to fight them. Another point where the Turks have escaped the black and whiteness of being antagonists and have turned out to be quite an entertaining bunch.



Vanessa Baumann - <u>DrAssenov</u> - United States

I wanted to draw this piece because Zack's parents never received any closure on what happened to their son who was brutally murdered after escaping from Hojo's lab. Seeing someone who must have known him recently probably brought his parents some closure and some happiness. Even though Aeris never verbally answered their questions, her hesitation and emotional reaction must have been enough for them. Aeris struggled with her feelings, trying to look like they didn't bother her when she ran outside and shrugged it off -- saying how Zack could have been talking about any number of girls and not her. This was a rare, vulnerable moment for Aeris in the game when we are so used to seeing her being spunky, mischievous and flirty.

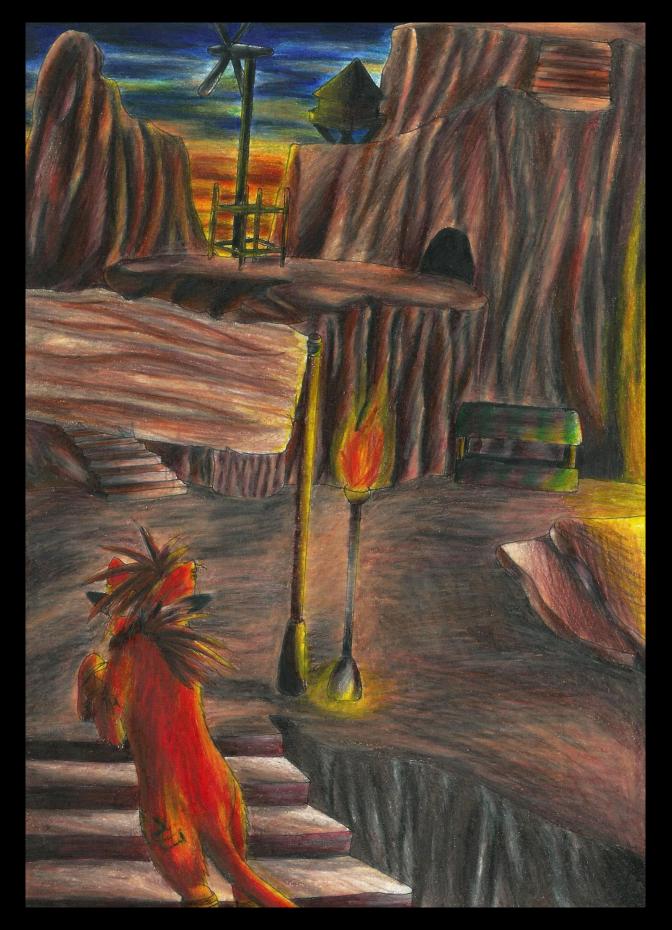


Tony Tran - ZhouJiaSheng - Sweden

Cosmo Canyon har alltid haft en varm plats i mitt hjärta. Jag har ett starkt minne när jag var yngre, där jag oändligt utforskade i bilen i kanjonerna och när jag plötsligt hittade platsen i mitten av ingenstans.

Jag föreställde mig att karaktärerna var trötta av den långa resan och därmed symboliserar Cosmo

Canyon för mig en känsla av hopp och värme.



Nina Jäntti - <u>Waahtis</u> - Finland

Nanaki? Selvä, vihdoinkin tästä mystisestä kaverista oli tiedossa enemmän. En malttanut odottaa pääseväni tarinassa eteen päin!



Nina Jäntti - <u>Waahtis</u> - Finland

Tämän hetken pelaaminen, ja sen kauneus sai minut hiljaiseksi. Niin paljon uutta tietoa, niin paljon uusia kysymyksiä.



Mona Shan - <u>Mona737</u> - United Kingdom

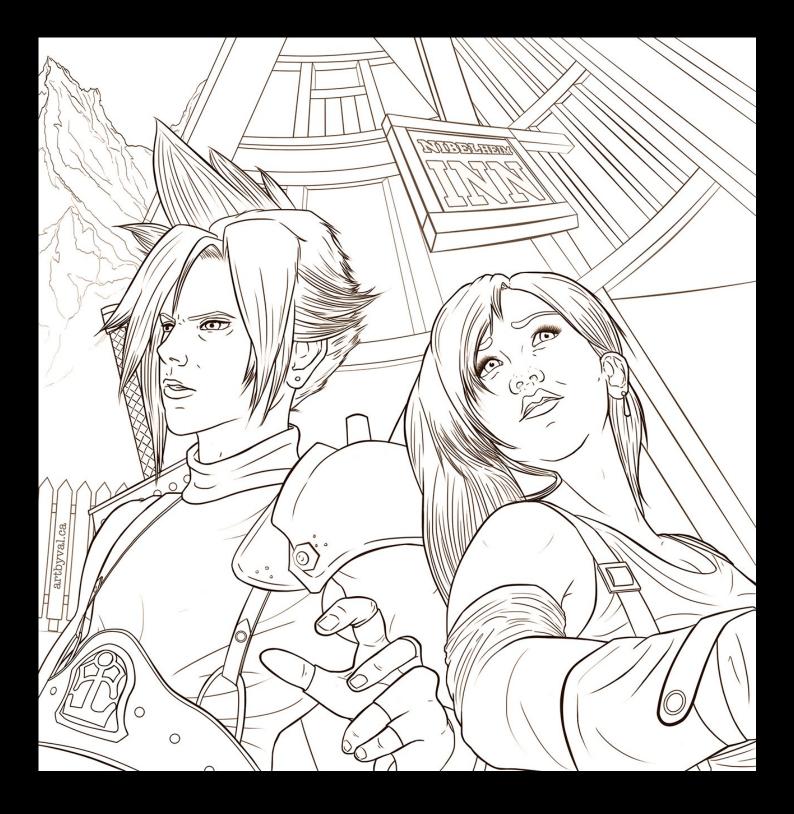
When I remember this moment in the game, it was sort of like a break for our Avalanche group. Their buggy breaks down and they kind of get this relief and they all get a brief moment to think about their lives and how it's taken a sudden turn.

It was a very beautiful moment.



Sarah Gavagan - <u>gavi-gavi</u> - United States

Nanaki, Red XIII, howls in honor of his father's sacrifice as the rest of the team hides to give him some screen time for his backstory!



Valerie Evalyn Watson - <u>MissEvalyn</u> - Canada

It's been so long that I can't remember my initial reaction to this scene — was it confusion? skepticism? upset? — and yet returning to it all these years later feels like checking up on an old friend. This is one of the first points in the story where Cloud is more earnest than cocksure, where we start to see the conflict between who he is and who he wants to be. And, at the heart of it, this is when I was able to start relating to him the most.





Aimio Nagi - <u>roman-ranman</u> - The Abyss

The moment is famous! And really impressive. I always used Vincent in my party after he has joined.





NikolaDrca - <u>NikolaDrca</u> - Serbia

Final Fantasy VII moja omiljena igra i bilo je jako teško odlučiti se koju lokaciju izabrati za crtanje. Na kraju je izbor po na jedan od najčudnijih gradova u igri, Rocket Town. Iako je u igri ovaj grad predstavljen dosta tmurno, u svoj ilustraciji sam ga uradio sa mnogo svetlijim i veselijim bojama.





Ross Munro - <u>Eggabeg</u> - United Kingdom

Meeting Cid was just all out awesome being seven years old playing for the first time, the music intro, the goggles and THEN comes... The Tea.





Chrislea - <u>chrislea</u> - United States

I wanted this picture to be cute and sweet, but when I added the quote it seemed like Shera was saying it to Cid!

She seems a lot more hardcore than she did before!





Celeste J. - <u>LeakySneakyOprichnik</u> - United States

Final Fantasy VII is known for some random instances, but this scene had to be the most random one in the game. Palmer is a weird, porky little guy.

The whole party was in Cid's backyard when the truck won the boss fight. I wonder were the truck came from...





Matteo Prayer-Galletti - <u>Mahaha1985</u> - Italy

Il momento è rocambolesco e divertente, cosa che adoro nelle storie di avventura. Soprattutto, è il momento in cui i tuoi sospetti che Cid si unisca al gruppo vengono confermati! Il momento in cui un nuovo membro del gruppo si unisce è sempre emozionante per me.





Robbie Cole - <u>eirhjien</u> - United States

After being backed into a corner, our heroes find themselves making an escape by plane with the help of a new ally, Cid. A teaser scene of sorts, your new "toy" the Tiny Bronco is instantly shot down by Shinra and ends up crashing at sea. This could have possibly been avoided if someone was piloting from the actual cockpit!



Fredrik Mattsson - <u>fedde</u> - Sweden

Not for the faint-hearted! Favorite character Yuffie runs off with your best stock of materia. Almost gave me a heart-attack and left me a couple hours of panic...





Luran-V - <u>Luran-V</u> - Germany

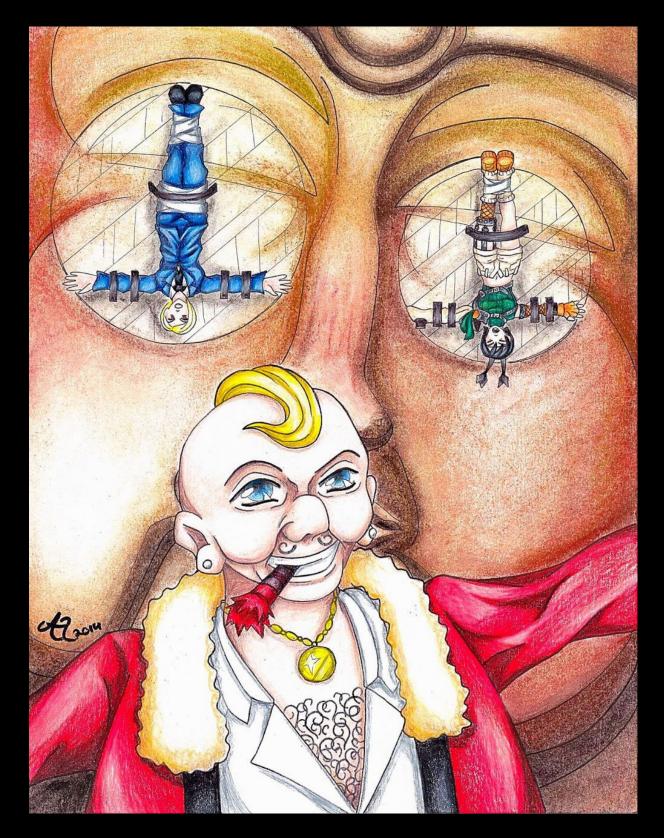
Ich war totall schockiert als ich feststellen musste, dass all meine Materia gestohlen wurde. Yuffie hinterher zu jagen hatte dann natürlich oberste Priorität, dennoch war es auch eine interessante und lustige Erfahrung ganz plotzlich ohne Materia kämpfen zu müssen. Ich fand es amüsant Yuffie letztendlich in einen rießigen Topf zu finden, da dieser Versteck nicht besonders schlau schien für einen Ninja.



Urszula Czyz - <u>Nati13321</u> - Poland

Bardzo podoba mi sie moment w Wutai, pokazał drugą strone zycia Turków i ich życia "prywatnego". FF VII zmieniła moje zycie, to wspaniala gra i mam nadzieję że wjencej ludzi z mojego kraju ją polubi/zagra.





Amanda Hampe - <u>LadyJuxtaposition</u> - United States

As if the mafia Don Corneo wasn't much of a pervert, he wanted to marry a 16 year-old ninja Yuffie as his bride rather than picking the much mature Elena and making out with the 21 year-old cross-dressing Cloud. When given the choice which one of them is the worst, I don't know which one is! XD By the way, how in the heck did Corneo managed to hostage up these poor girls on a facial mountain? By his "magic touch" maybe? No, wait, don't tell me. I really don't want to know. At least the hostages were saved by Cloud & Company and the Turks. That's all I needed to know in life.





Urszula Czyz - <u>Nati13321</u> - Poland

Ta scena pokazuje prawdziwych Turk! Bardzo mi sie podoba otoczenie i akcja!





Benoît Cros - <u>Ben198810</u> - France

Yuffie se bat en duel contre son père. J'ai toujours aimé toute l'aventure à Wutai, car pleine de situations cocasses, je trouvais qu'elle permettait en quelque sorte de faire une pause dans l'intrigue principale du jeu.

Yuffie est un de mes personnage préféré, et la découverte de sa ville natale a été un plaisir, tout comme l'ascension de la pagode avec comme seul combattant notre ninja préférée.

Le combat en question est dans mes souvenirs un moment assez difficile car il y a quatre boss à vaincre à la suite en un contre un. Mais bien récompensé par l'obtention de la dernière limite de Yuffie.



Aa-chan - <u>AAFernandez</u> - United States

The Gold Saucer stood out to me in Final Fantasy VII because of all the little mini-games the player could take part in. It was an honor being able to recreate this piece in my style.



Jessica Mejia - <u>nicegal1</u> - Canada

Date night anyone? While on my first play through of this game, I never had the luxury to know how to achieve which wonderful lady to take date, but out of some luck I ended up with dear old Aries and I was happy. She tickled my fancy when I first started and I was very happy for the outcome. As I was playing, this particular part of the game always makes me smile.

I don't know what it is really, but the connection these two lovable dorks have is something I always look forward to and enjoy playing. Even now as I repeat the game play on my own over and over again, it always leaves me in a happy and cheerful mood. This scene and small chapter of the game is one I can never forget.



Silvian Lilianne - <u>Holly-Ashes</u> - Italy

Despite pretty much focing Cloud to take her on a date and dragging him around Gold Saucer, I think Tifa didn't really hope for Cloud to kiss her when the play asked for that. I tried to portray her suprise and pleasure when Cloud actually goes down on his knee and kisses her hand - and I tried to portray Cloud's "oh, well, I might as well do it right" attitude.





Cristina Muñoz - <u>SummonerDagger88</u> - Chile

Realmente nunca conseguí esta escena xD ya que soy una Cloti fan :3 pero Yuffie es mi segundo personaje favorito de FFVII y de todas las citas que puedes tener con Cloud, creo que esta es la mejor.



GONDOLA



black orb - <u>blackorboo</u> - Undisclosed

Gold Saucer had some interesting attractions. The gondola was fun, it looked kind of dangerous though...





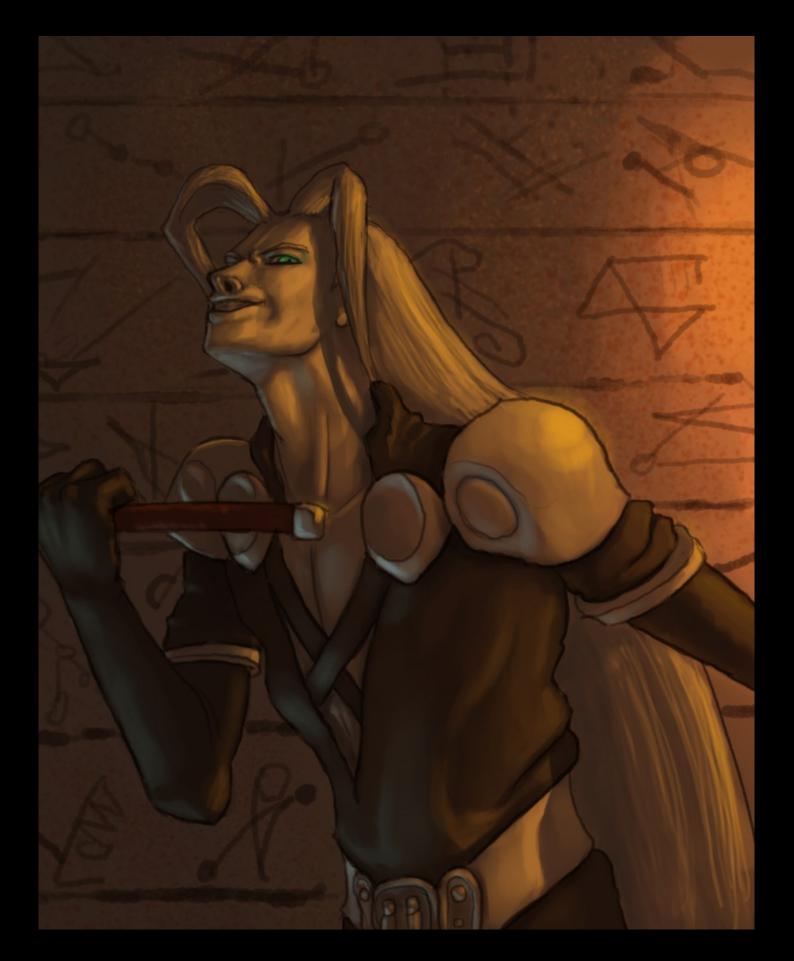
Chrislea - chrislea - United States

This scene broke my heart! Cait Sith was my favorite character, and then I hated him so much! I finally forgave the little guy... and then he died! I really cried, you know! (But as my friends and I like to say, now the tiniest Cait Sith in the world is in Sephiroth).



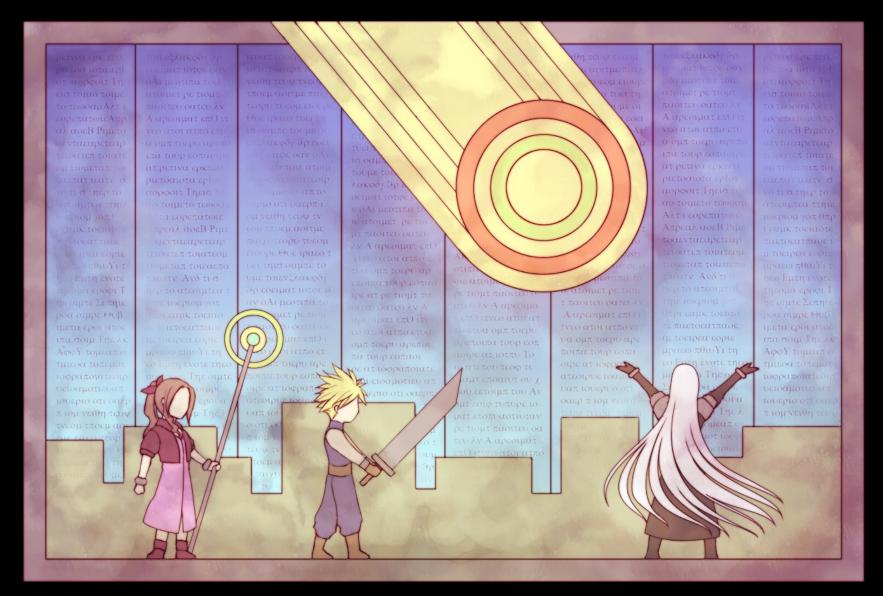
Tilly Wood - <u>Tilly-Monster</u> - United Kingdom

Final Fantasy VII was the game that got me into gaming, for the game play and the story along with it! I loved the little Easter eggs you'd find if you had a certain character on your team at this moment. Like in this section having Aerith here allowed you to find out more on Tseng's relationship with her. This was the part where I realized Tseng wasn't such a bad guy after all.



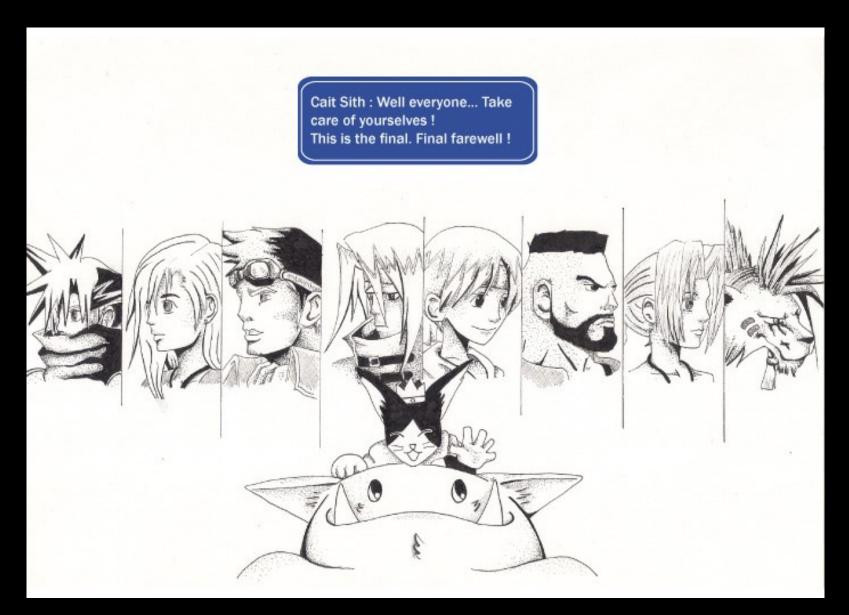
Matteo Prayer-Galletti - <u>Mahaha1985</u> - Italy

Il cattivo che straparla è un clichè, ma Sephiroth ha un carisma tale da non stancarti mai di ascoltarlo. E' inquietante ed affascinante al tempo stesso.



Lu Huan - <u>Eclesis</u> - United States

I've always liked the murals on the wall in the last room of the Temple itself, and so have tried to create something in a similar style. The entire area is very atmospheric and the upbeat but slightly creepy music reminded me a lot of some of the weirder dungeons in the older Final Fantasy games. And hey, every ancient temple needs mysteriously active dragons and demon walls, right?



Claire - <u>clairebribet</u> - France

Cait Sith est mon personnage préféré, c'est pourquoi j'ai tout de suite décidé d'illustrer cette scène! Se sacrifier pour ses amis, voilà la véritable définition du héros, et ici Cait Sith se montre plus qu'héroïque! J'ai était ravie de voir le Cait Sith n°2 arriver, car je n'aurais pas imaginé continuer l'aventure sans lui dans mon équipe.



Lisa McCloud - <u>Espy-Shinrai</u> - United Kingdom

I'm Cait Sith No. 2! Pleased to meet you.





Lillian Fenske - <u>Naeles</u> - United States

Looking back at this part of the game, I think its so sad because its the last time Cloud and Aeris really speak to eachother before she dies... I wanted to capture her looking back at Cloud one last time before running off into the forest.



Ashley Rocheleau - <u>Kawaii-Ash</u> - Canada

Any time my heart wavered... All I'd have to think about was you. The sadness in your eyes; your shy smile... The many wonderful moments and experiences with you. Now I'm no longer afraid to do what I must...





Ashley Rocheleau - <u>Kawaii-Ash</u> - Canada

I've spent all this time pouring myself into who I wanted to be... while trying to escape who I really am. It's too painful... I've realized that. But you... you saw me. You were always looking to who I really was all this time.





死亡的邀请

充满不幸的降生

不愿呼唤的名字

來吧,我的兒子。來吧,我的兒子

再度降臨

賽菲羅斯

片翼の天使

Ranya - <u>RanyaCat</u> - Taiwan





Sean Lenahan - <u>SeanLenahanSD</u> - United States

When this scene in particular happened I was sort of caught off guard. I mean, Jesus, did I not just level her (Aerith/Aeris) up to be the best healer ever in the game? When it the scene was over, I was sort of dumbfounded and left saying quietly to myself "Phoenix Down?" Still though, this is the best and most memorable game in it's genre to me, and everyone remembers this epic scene. Aerith Lives!





Robin Tran - RobinTran - Sweden

Aeriths begravning eller död har aldrig kommit som en chock för mig, på grund av att min äldsta bror olyckligtvis för sig själv och mig lyckades avslöja det i förtid. Men trots det betyder inte att det väckte känslor inombords. När jag första gången såg denna scen, upplevde jag inte den som något sorgligt, dels för att jag visste att de skulle ske, men främst för att jag blev gripen av dess skönhet. Den underbara musiken och det klar blåa vattnet och hur långsamt Aerith med sitt långa vackra hår sjunker ner till bottnen, är något som kommer alltid att finnas i mina minnen.





Anne L.A. - <u>petit-galaxie</u> - Philippines

你們兩個...是我一生最大的幸福。Kayo'y aking kayamanan. Both of you are my most cherished treasures.



Benoît Cros - Ben198810 - France

Grâce à de vieilles cassettes enregistrées nous assistons à l'assassinat du professeur Gast par Hojo et des gardes de la Shinra. Nous nous rendons une fois de plus compte du caractère et des horribles ambitions de Hojo; il est venu pour récupérer Ifalna et Aerith afin de les étudier à sa manière et est prêt à tout pour cela. Ce moment, assez sombre, du jeu est important car nous en apprenons enfin un peu plus sur les Cetras et sur Ifalna.



Kenneth - <u>Kenisu-of-Dragons</u> - United States

One of my favorite moments from one of my favorite games. It was a breath of fresh air after all the violence and drama in the story. It offered a little more diversity in gameplay and a little break from the usual running and fighting. The best part of about this moment was afterwards, I was able to go back and get a highscore. I remember the 1st time, I kept sliding into trees and trying to get some hang time. Even as just a minigame, it's still pretty fun.



Matteo Prayer-Galletti - <u>Mahaha1985</u> - Italy

Quando giocai la prima volta, pensavo onestamente che questa potesse essere la fine del gioco (anche se la presenza degli altri cd era sospetta). Invece era l'inizio della parte di storia che preferisco!



Sophia Guan - <u>C-Yen</u> - New Zealand

I wonder if Sephiroth was trying to prove something with this photograph and I wonder what Cloud was thinking. It seems like a chaotic moment so I drew this with Cloud in the burning Nibelheim and this strange memory burning with it.





David Betts - <u>Hanogan</u> - United Kingdom

This moment in the game provides both a small introspection of some of our antagonists, particularly the thoughts processes of Hojo, and a grand sense of scale. The vague shapes of the WEAPON's provide a beautiful backdrop that suddenly becomes quite frightening when the eye opens and allows us to make sense of those shapes. Most importantly, this scene gives us a taste of the enemies we'll be going up against... both large and small.



Riikka Riekkinen - <u>Midorisa</u> - Finland

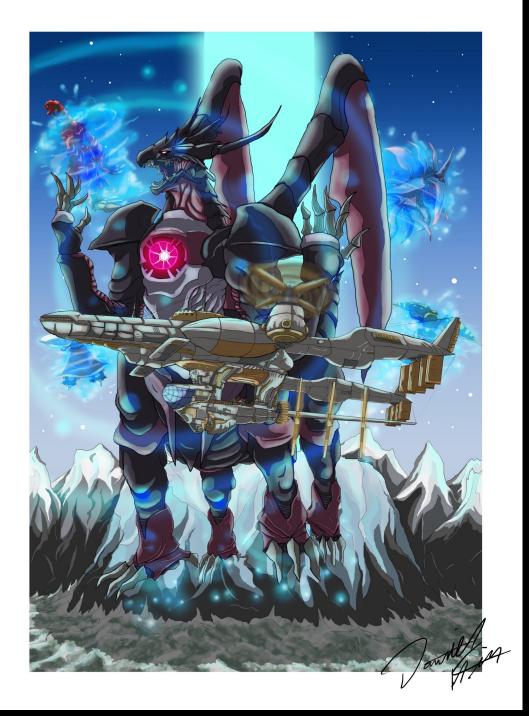
Pelin värimaailma, tunnelma, musiikki ja tarina tekivät minuun lähtemättömän syvän vaikutuksen kun sen ensimmäistä kertaa pelasin. Se on ehdottomasti yksi suosikkini mitä tarinoihin ja peleihin tulee, vaikka aika kuluu.



Mariluz R.C. - <u>7marichan7</u> - Spain

Esta escena me pareció impactante por el hecho de que Cloud ayuda a Sephiroth. Creo que debería tener tanta importancia como la muerte de Aerith.





Daniel Hill - <u>DangoMango</u> - United Kingdom

This was such a climactic part of the game: You had finally tracked Sephiroth to the Northern Crater, with the shocking events of Aerith's departure still resonating, and after what seems to be the final showdown everything goes wrong; Cloud is revealed to be just another clone, is then controlled into allowing Sephiroth to finally summon meteor, the party has to flee leaving Cloud to fall into the Lifestream, and massive monsters awaken upon Meteors summoning to protect the planet.

Just when you were gearing up for end game, things had suddenly flipped, and you were now faced with a new threat in the form of the WEAPONS: Monsters created by the planet itself, tasked with eliminating the planets threat.... which not only included the Meteor, but also MANKIND itself.... whose abuse of the planet as an energy source had made itself a target.

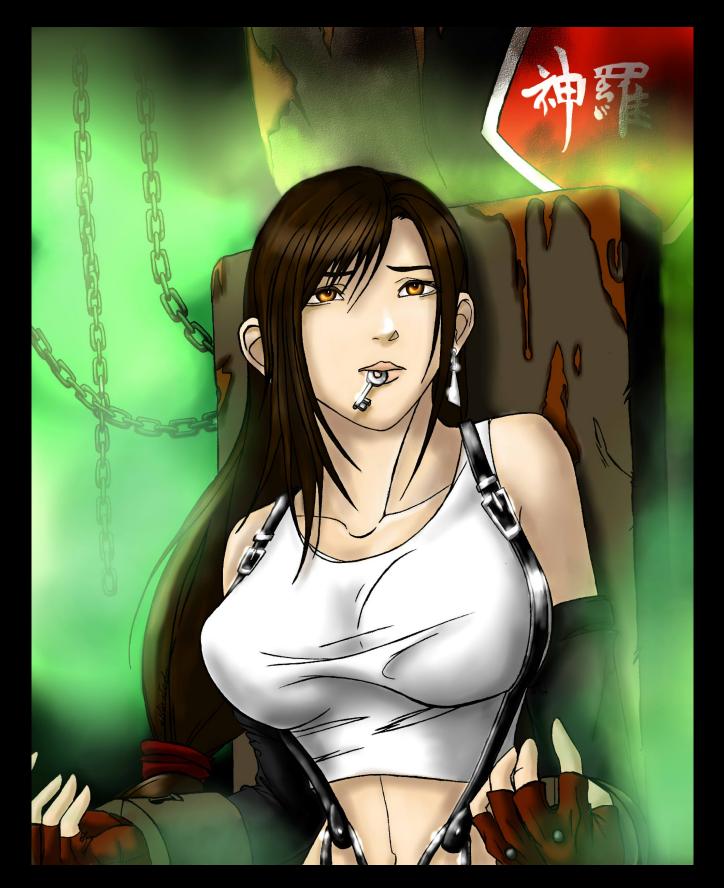
The first appearance of the WEAPONS was an impressive one: I was overwhelmed by these screen filling monsters (that reminded me of godzilla type creatures) and you definitely got the foreboding that you would be facing these colossal fiends later on in the game...



Ana Clara Maria - <u>Cherubbi</u> - Brazil

Antes de ver essa cena, eu já conhecia e gostava Final Fantasy VII, embora eu nunca tivesse tido a chance de jogar o próprio jogo. Eu já havia visto muitos 'detonados/passo a passo', mas nunca tinha entendido direito como a cena realmente era.

Quando realmente vi no jogo, eu gostei do momento; o jeito com a Tifa pergunta se Cloud está bem, o jeito que ele a reconhece, e achei engraçado quando o Cloud deu aquele surto sim-eu-sou-Cloud-SOLDIER-primeira-classe.



Lillian Fenske - <u>Naeles</u> - United States

This is one of my most favorite scenes from Final Fantasy VII and I've wanted to draw it since the first time I played the game. Tifa is a strong character, but in this scene she is placed in a vulnerable position and nearly gives up hope of escaping the gas chamber. I wanted to capture the scene right after she gets the key and is preparing to free herself. In the picture, I depicted Tifa offering a quick prayer before attempting her brave escape.



Matteo Prayer-Galletti - <u>Mahaha1985</u> - Italy

L'introduzione delle Weapon smuove la trama in un modo assolutamente divertente. Amo le minacce così grosse che rendono i vecchi antagonisti quasi dei comprimari. Questo è uno di quei momenti in cui si percepisce moltissimo quanto le Weapon siano pericolose.





Robbie Cole - <u>eirhjien</u> - United States

This represents the final moments of the assault on Junon, but I'd like to think they were going for more then an epic man vs kaiju showdown. This scene serves as a somewhat obvious metaphor for man's lust to control nature, in this case Shinra harnesses the power of the world itself as a show of dominance, literally destroying the natural gods of the past. Though I think that was lost on most of us do to this being one of the first big action scenes of the FMV age. This would be flipped later on to show how nature eventually takes everything we've created back.



 $Stacy\ L.\ Gage\ -\ \underline{Stacy\text{-}L\text{-}Gage}\ -\ United\ States$

I always imagined it to be more of an all out brawl than a slap fight. They are both fighters so it was fairly hilarious when it was a slap fight not a real cat fight.



Benoît Cros - <u>Ben198810</u> - France

Cette partie du jeu est assez triste. Apres avoir cherché Cloud un peu partout, Tifa le retrouve finalement à Mideel. Lorsque je jouais, j'étais au début aussi excité qu'elle à l'idée de retrouvé notre protagoniste mais lorsque je l'ai vu en chaise roulante j'ai été aussi chamboulé que Tifa.

Le contraste entre la joie qu'éprouve Tifa lorsqu'elle apprends qu'elle a enfin retrouvé Cloud et la tristesse et le désespoir qui la saisissent lorsqu'elle voit son état est saisissant et touchant. Aujourd'hui encore j'en ai des frissons lorsque je vois cette scène.



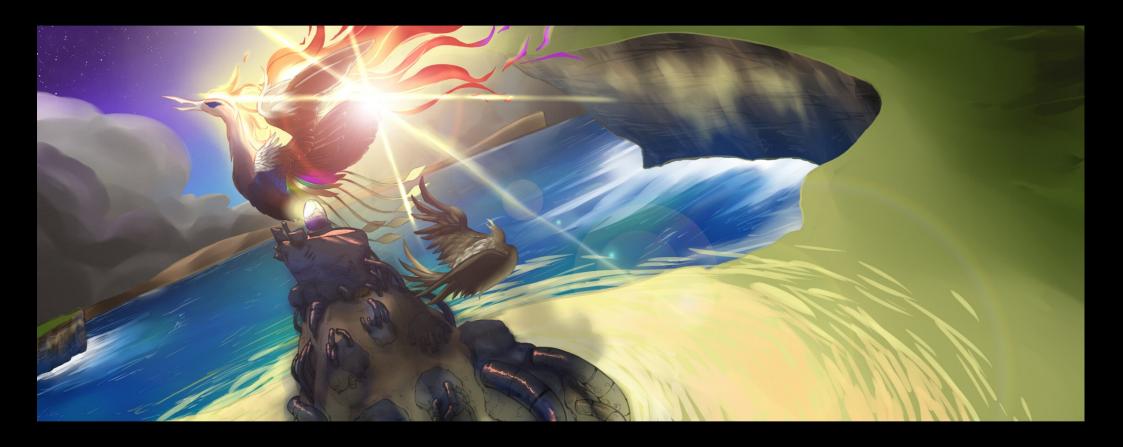


Jessica Collier - <u>lady-yuna7</u> - Australia

When I was drawing this piece, it reminded me how intense this game can be! Each character has their troubled past, but as you progress through the game all the stories gets resolved, and not only does the character helps them, it also teaches us.

In this case, Barret is saving his hometown of Coral from being destroyed by the out of control Shinra train.

This is his redemption, and he thought that would never be possible. It's showing us that redemption is always achievable. On another note, I learnt that I need to practice drawing machinery.



10ki - <u>10ki</u> - Singapore

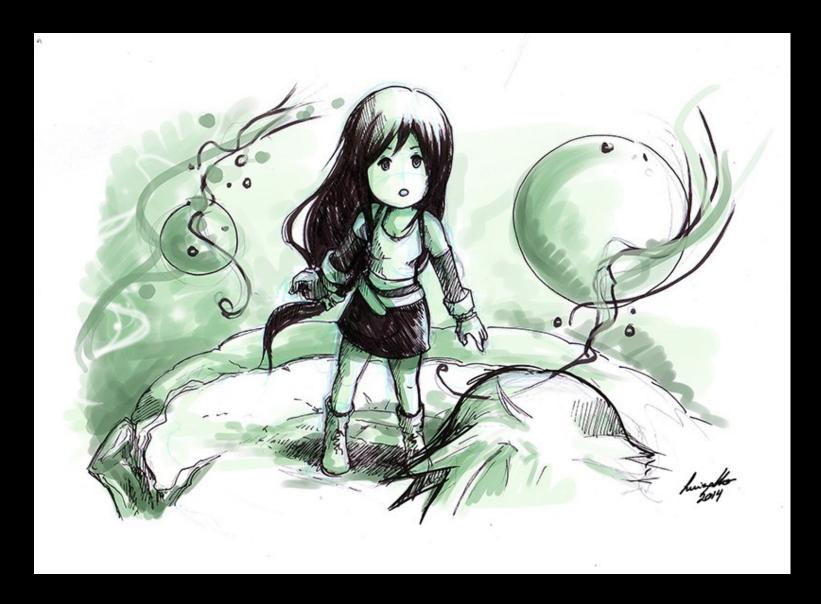
It was a shame that the condor had to die after all that effort to protect it. At least it's egg survived though.



HarveyCecil - <u>HarveyCecil</u> - Japan

あの時の気持ち:

久しぶりで、それはちょっと難しいですから。ww「わあああー!何故えぇぇ~!?」のようでしたね。 次は何があることが好奇心旺盛であることでしたね。



Luiza Ho - <u>eikomakimachi</u> - Brazil

Faz muito tempo que joguei Final Fantasy VII, mas esse momento em que a Tifa entra na mente do Cloud e o ajuda foi um dos momentos mais marcantes para mim, talvez porque a Tifa é uma das minhas personagens favoritas desse jogo e foi interessante ver as memórias dela com o Cloud.



Yuki Minegishi - <u>Asahana</u> - Japan

ファイナルファンタジー7は僕がはじめて遊んだRPGです!このシーンは特に印象に残ってます!クラウドの精神世界でティファの過去が分かった時はビックリしました... ファイナルファンタジー7最高!



Sabina Sznura - <u>Asaiba</u> - Poland

Od razu musiałam wybrać tą scenę. Miło było widzieć swoich ulubionych głównych bohaterów jako małych dzieci. Cloud był taki nieśmiały jako dziecko to było takie miłe.



Ilona Szabo - <u>syrenoo7</u> - Hungary

Egyik kedvenc játékom a Final Fantasy VII, a játék világa és a története lenyűgöző. Szerintem, az egyik legmeghatározóbb jelenete a játéknak ez a pillanat. Cloud igazi főhős lesz és Sephiroth legnagyobb ellensége. Az egyszerű katona igazi nagy harcossá válik, aki a világért harcol.



Kira - <u>PunctualTurtle</u> - United States

I love this moment in the Compilation of FFVII. It's never done quite the same in any installation. This was the first moment in Cloud's life where his inner, steely strength that he never knew he had comes through.

Tragic as it may be, it's one of my favorite parts of his character development.



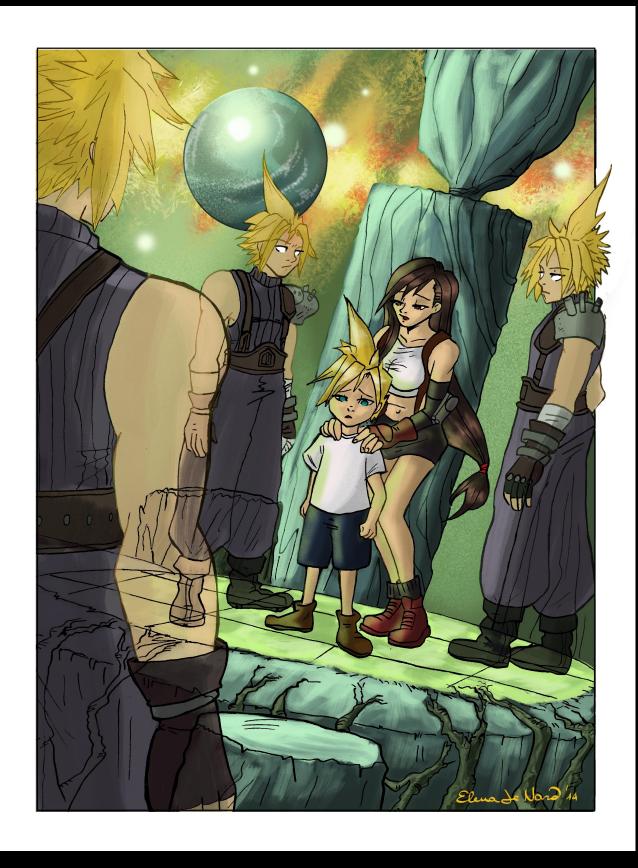
Benoît Cros - Ben198810 - France

J'adore ce moment du jeu car nous voyons ce qu'il s'est réellement passé à Nibelheim.

Je me rappelle avoir été extrêmement impressionné lorsque j'ai découvert ce moment par la force de caractère et la détermination dont Cloud fait preuve, pour envoyer Sephiroth dans les profondeurs du réacteur alors qu'il est embroché par la masamune et qu'il est assurément moins fort que son adversaire.

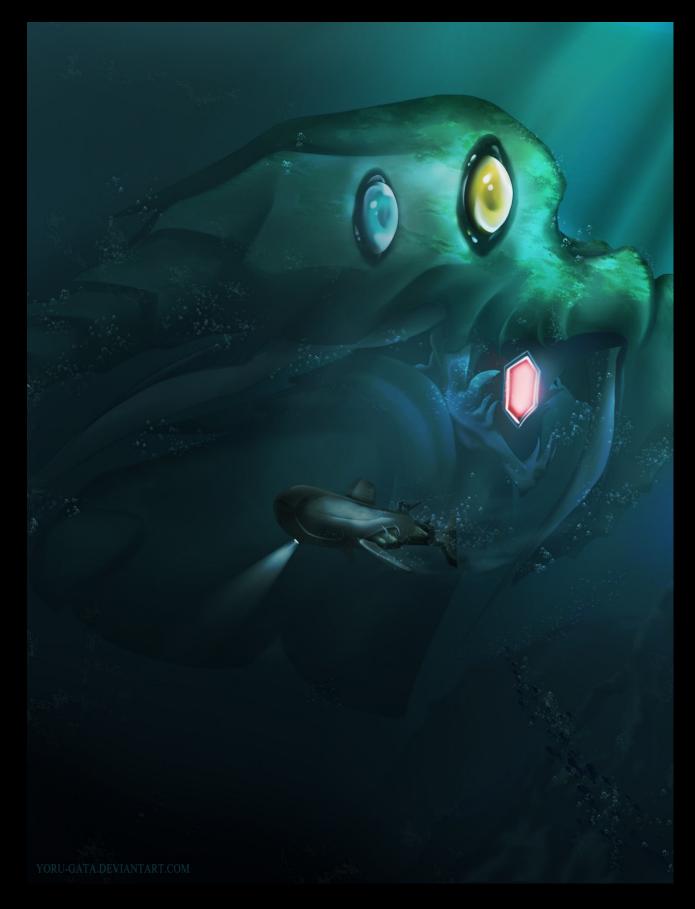
Ce moment épique du jeu fait surement partie de mes préférés.





Elena De Nard - <u>ElenaDeNard</u> - Italy

Questo momento del gioco è stato toccante perché volevo scoprire anch'io il passato di Cloud... e soprattutto volevo sapere se si sarebbe messo insieme a quella benedetta ragazza di Tifa! (che ci volete fare ero una piccola romanticona!) Ma alla fine mi sono commossa nel vedere i dubbi e la sofferenza di Cloud... e i suoi veri veri sentimenti! L'ho adorato!



Reva - <u>yoru-gata</u> - Indonesia

Terlihat mengerikan, tapi makhluk ini tidak akan menyakitimu kecuali kau mengganggunya duluan. Dan harusnya tidak seorangpun melakukannya kecuali dengan persiapan yang sangat serius, maksudku, be nar-benar serius, SUNGGUH!





Mona Shan - <u>Mona737</u> - United Kingdom

Cid's dream finally comes true!





Celeste J. - <u>LeakySneakyOprichnik</u> - United States

Cid and Shera have a very odd and usually unexplained relationship. Ms. Shera is a tough little lady for handling, and looking after him. Where does she get the patience? She still sticks around even after she's proven right. I would have thrown an "I TOLD YOU SO!" in the Captain's face and took off.





Julia Niebergall - <u>DancingSmily</u> - Germany

Endlich hat sich Cid's Wunsch erfüllt. Ein unglaublich rührender Moment, der mir einen meiner lieblings Charaktere noch näher gebracht hat.



Kenneth - <u>Kenisu-of-Dragons</u> - United States

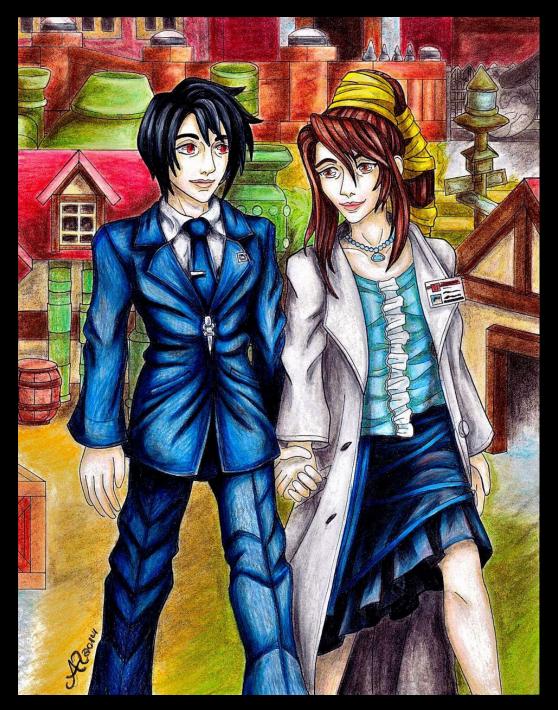
Watching this point in the story, I could imagine how Cid felt. He finally went into space and he watched all of his hard work burn up into a flash of light. It showed another major point in the story and how much of a challenge it was going to be for Cloud and the group to stop Meteor.



Elin Tan - <u>Arlequinne</u> - Australia

A feeling of awe, wonder and sense of mystery and curiosity, which was then followed by shock and surprise.





Amanda Hampe - LadyJuxtaposition - United States

I will never understand why Lucrecia gives herself to Hojo rather than to Vincent. Vincent is more suitable and lovable than that mad scientist, and he could perhaps be the real father of Sephiroth and then the whole canon would've changed dramatically! It's the concept that I will not ever to grasped. Before her decision has come; however, at least those two spend quality time together and became more than just acquaintances.

I had learned much of their relationship through the cutscenes of the original FFVII and Dirge of Cerberus, and it was so strong that I created an OC that is their daughter. Their love for each other was surely there in their hearts, but it seems because of the baggage and the struggles their relationship didn't last long and... well, you guys know what happened there. Regardless of the official storyline and canon, Vincent and Lucrecia will remain as one of my OTPs I will support until the end of time.





Sophia Guan - <u>C-Yen</u> - New Zealand

I feel like this is a sad scene in the game, and I feel bad for Vincent. A lot of things could have been different in Final Fantasy VII if this scene went out differently.





Manuel Sauci Jiménez - <u>ManuSauci</u> - Spain

Con un disparo comienza el tormento de Vincent, como castigo por su pecado.





Benoît Cros - Ben198810 - France

Ce moment du jeu nous permet de comprendre un peu mieux l'histoire de Vincent et l'origine de ses transformations. Hojo a tiré sur Vincent et, en bon scientifique qu'il est, l'utilise comme cobaye pour des expériences. A son réveil, Vincent se retrouve capable de se métamorphoser et avec un corps qu'il considère lui même comme sa punition pour ne pas avoir réussi à stopper les professeurs Gast, Hojo et Lucrecia.

Ce moment du jeu est assez sombre et une fois de plus très bien réalisé car, on peut voir toute la détresse de Vincent qui ne peut rien faire face à la folie palpable d'Hojo. Le hurlement qu'il pousse à son réveil en est un parfait symbole. La musique joue également un rôle important à mon sens car elle nous plonge dans l'univers démoniaque des projets des scientifiques de la Shinra et du manoir de Nibelheim.





Iain Reed - <u>SoulStryder210</u> - United States

Eyes glowing as the make energy is absorbed into Cloud and Zack's cloned bodies. Shadows of there former selves that wait to be awakened from their long sleep.



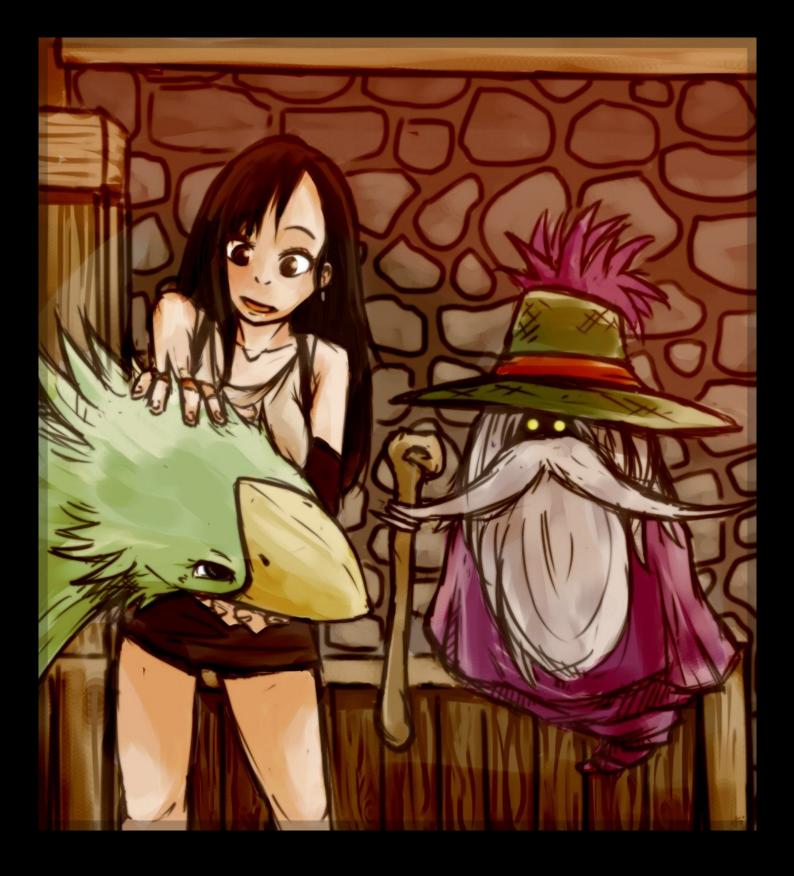
Chelz - <u>DulcetRain</u> - Indonesia

It was pretty touching to see this scene. Zack and Cloud had clearly been through a lot and it was nice to see Zack help Cloud.



fnd sam - <u>VulpineNinja</u> - Malaysia

Walaupun tragis, adegan ini merupakan detik paling penting dalam kehidupan Cloud. Kehilangan seorang rakan, dan mewarisi legasi dan impiannya; peristiwa ini adalah suatu titik perubahan bagi Cloud yang mendesaknya menjadi siapa dirinya sekarang. Krisis identiti - adakah salah dirinya sendiri?



Osaka - <u>osakaqcvow</u> - Finland

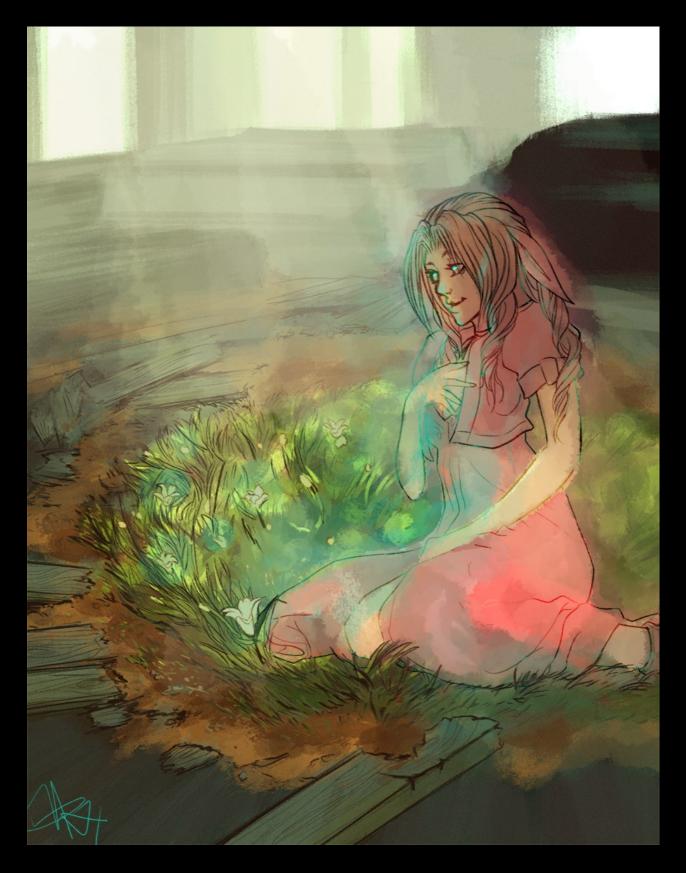
Voisin kertoa tästä kohtauksesta enemmänkin, mutta jostain syystä en kuolemaksenikaan muista siitä yhtään mitään. Mitä jos kysyisit myöhemmin uudestaan, ehkä jotain saattaa tulla mieleen.





Wolfie - <u>WolfieFlaff</u> - United States

This was a sad moment reading the letter, but very touching. This was one of my favorite moments in Final Fantasy VII.



Mimi Nakamura - <u>miminakamura</u> - Japan

I was nine years old when this game was released, and it was quite a shock to a single-digit age kid to see a beloved companion die. Equal parts childhood naivety combined with the relatively tiny size of the internet at that time led me to believe every single resurrection hoax. So to hear - and actually see - a glitch where Aeris appears for a moment in her church! My little heart did backflips.





Amanda Hampe - <u>LadyJuxtaposition</u> - United States

White Materia
Shines brightly in a light green
Signifying hope.

Hope that is not lost.

It's the chance; Save the Planet
From the Meteor.

Having seeing this, Cloud realized what Aerith Had done, as Cetra.

From Bugenhagen's
Words of Wisdom and Knowledge
The man bestowed him,

Cloud knows what to do.
Since Aerith done her part,
He'll do his as well.

With his friends in tow And the motivation of Fighting Sephiroth,

Cloud continued on
His mission; Discard Regrets
And Persist Forward.





Adam Węsierski - <u>UMTA</u> - Poland

Jeżeli miałbym opisać tą konkretna scene jednym słowem.. EPICKA! Gdy po raz pierwszy przechodziłem Final Fantasy VII każdą walka z Weaponem przeprowadzałem z wypiekami na twarzy. Tak niesamowite doświadczenie pozostało na lata w pamięci i ciężko porównać to do czego innego. Godziny przygotować by w końcu zmierzyć sie z tak niesamowitym przeciwnikiem. Niezapomniana satysfakcja z wygranej!





Iain Reed - <u>SoulStryder210</u> - United States

Rufus Shinra getting payback by Weapons blasts was a nice resolution to the Shinra legacy. When you see Rufus encompassed by the fiery destruction you think he's dead for sure.



Chrislea - <u>chrislea</u> - United States

I always took this scene at face value, but there was a lot at stake, wasn't there? It was a struggle for who would inherit the Shinra empire. As quickly as Scarlet and Heidegger teamed up against Reeve, it makes me think they'd been planning it for a long time.

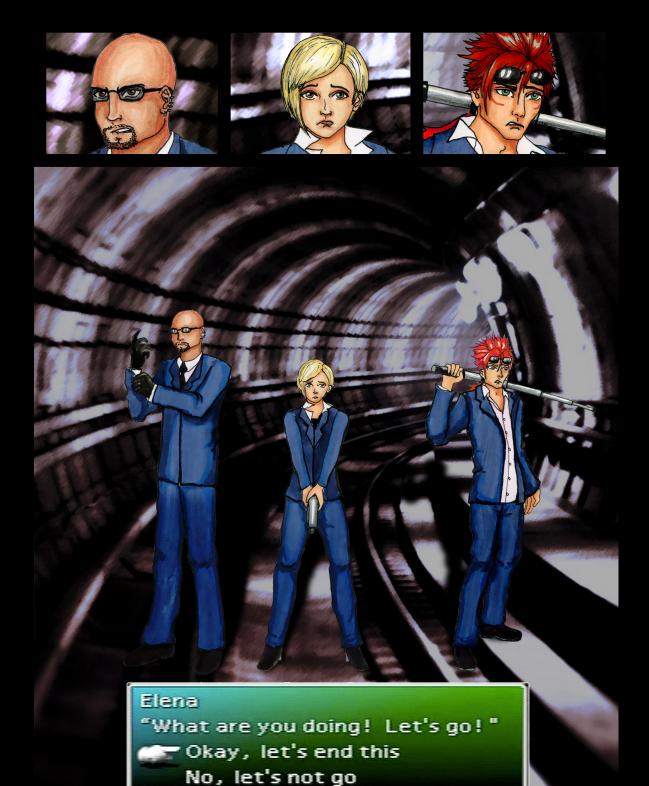


Benoît Cros - Ben198810 - France

A ce moment épique du jeu Avalanche se rend à Midgar afin d'empêcher Hojo_ qui est décidément devenu complète fou, d'utiliser à nouveau Soeur Ray car cela risquerait de créer une explosion considérable et des dégâts irréversibles. Midgar se trouvant sous la loi martiale et les moyens de transports y étant coupés le parachutage est la seule solution pour entrer dans la ville.

La petite scène est prenante, le hautvent passe au dessous du météore, plus imposant que jamais, et le ciel est sombre, menaçant. Nous sommes quasiment à la fin du jeu et ce retour à Midgar, ou l'aventure à commencé est un moment que j'apprécie beaucoup, retrouver les rues de Midgar, les souterrains, le thème musical est très agréable.





Maike Niebergall - Vampyna - Germany

The last battle before the Midgar-Bosses is an optional one. The Turks and Cloud's Team had a very confusing relationship with lots of Ups and Downs... and now the Turks are just a little bit tired. For me (especially after the incident with Don Corneo) they sort of formed a bond with Cloud and Co.

So in my mind they really don't want to fight the crew now – even against their orders. In this picture I tried to focus on the expressions of Rude, Elena and Reno, who unwillingly raise their weapons, but really rather just part ways in peace.



black orb - <u>blackorboo</u> - Undisclosed

This is where Scarlet and Heidegger meet their bitter end, I feel kind of sorry for them because liked those two.





Reva - <u>yoru-gata</u> - Indonesia

Saat pembalasan untuk kegilaan yang kau ciptakan.





Ashleigh Street - Gingerdragon - United Kingdom

When you finally see the man who started it all. I always have Vincent, Cloud and Red XIII in my team - these three whose lives have been transformed by a man of greed and power. Like most humans the power goes to their head and they change into the monster they really are





Enrica Fincati - <u>DarkRinoa88</u> - Italy

Potrei descrivere questo momento in una sola frase; "la quiete prima della tempesta". Uno dei momenti più dolci di tutto il gioco, loro due intenti a parlare delle proprie paure e delle proprie speranze, in quell'atmosfera magica... davvero impagabile. Tutti sapevano che la battaglia finale con Sephiroth era proprio dietro l'angolo, eppure in quell'istante il tempo sembrava congelato.

Awww, adoro quella parte!



Nefi Sagashtem - <u>Sagashtem-Kun</u> - Undisclosed

Es una de las partes que más me gustaron en el juego, fue estupendo ver a Tifa en un momento más personal con Cloud, lástima que llegaron los demás en el Highwind y arruinaron el momento haha.





Benoît Cros - <u>Ben198810</u> - France

Le groupe de Cloud atteint le point de non retour et s'aventure dans la grotte nord pour y affronter Sephiroth.





Reva - <u>yoru-gata</u> - Indonesia

Dia datang!





Mona Shan - Mona737 - United Kingdom

Everyone got ready for final battle with Sephiroth. After they had come this far, there was no going back.





Daniel Hill - <u>DangoMango</u> - United Kingdom

In my first playthrough of FFVII to say I was III-prepared for this fight was an understatement! I had not used any FAQ's and none of my friends had told me in detail what happened, so I was completely in the dark..... and it was phenomenal!

The feeling of finally reaching the game's main antagonist after the painfully long dungeon of Northern Crater, was as climactic as they come with teh combination of epic music and splitting your party members up to tackle the various parts to this boss.... If only I had focused on other team members apart from Cloud, Barret and Red XIII it probably wouldn't have been so difficult!

Fighting this boss was both a moment of exhilaration and relief once I eventually beat it, after the struggle through Northern Crater and JENOVA ABSOLUTE.... and then disbelief after the battle as it became clear that this wasn't even Sephiroth's final form....

Nothing quite summed up the epic nature of this game quite like battling it out with a god in the earths core to save the planet!

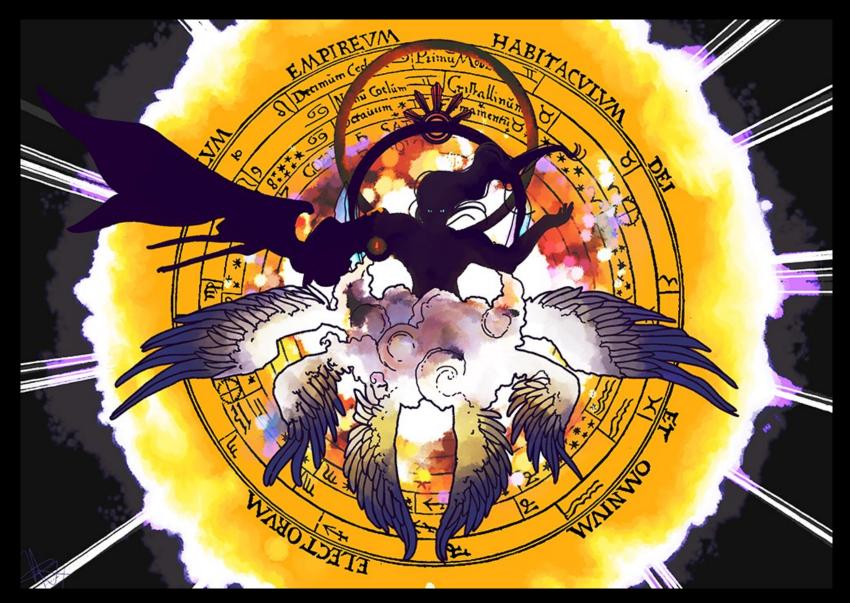
And it is a moment that still gives me goosebumps with every playthrough.





Iain Reed - <u>SoulStryder210</u> - United States

The ultimate final battle! Safer Sephiroth "The Seraphim of Destruction" brings devastation to all who oppose him. It's up to Cloud and company to band together and defeat the newly formed god or the planet will be annihilated by Meteor as Sephiroth will receive all of the planets energy.



Mimi Nakamura - <u>miminakamura</u> - Japan

How in the world can the party possibly survive a comet-induced expansion of the sun that gobbles up entire planets?! Who knows. But I was very excited to draw one of the iconic several-minutes-long attacks from Final Fantasy that have always been near and dear to my heart. And not to mention, one of the most wicked final bosses!



Sean Lenahan - <u>SeanLenahanSD</u> - United States

When I first played Final Fantasy VII I didn't use a guide like everyone else, so when I got to Sephiroth the first time I don't think I was fully prepared to fight him. Now, having played it about seven times, this ending is one of my favorites in the genre.



Agustina Mariela Llanos Aleme - <u>SeptemberSongstress</u> - Argentina

Sephiroth fue el primer personaje favorito que tuve en la vida, y hasta hoy sigue siendo el #1 en la lista. Pero, ¡por Dios que me divertí, reí y celebre cuando le patee el trasero!



Rodrigo Mesquita - <u>Ro-Arts</u> - Brazil

É um épico e emocionante momento no game pois além de ver o final do game você percebe que eles não lutavam sozinhos, tanto o planeta quanto as pessoas que ficaram pelo caminho os ajudaram no verdadeiro final. Por mais que existam tristes momentos no game, Final Fantasy VII ensina ótimas lições de amizade e amor pelo planeta.



Sophia Guan - <u>C-Yen</u> - New Zealand

I depicted this scene with the flowers Aeris grew in the Slum church because it is sort of Cloud's memory and what he fondly remembers her for. I see her as a beacon for hope for him so seeing her reach out to him was like, for him, that everything would be okay now despite all the chaos happening around him.



Jessica Mejia - <u>nicegal1</u> - Canada

It doesn't matter what danger this heroine finds herself in. She will always be there to catch and support her friends - even if that means she has to fall herself, literally. The moment she reaches out for Cloud and has her mind dead set on being with him was the moment Tifa had stormed into my heart and stayed there. This scene was one of my favourites and the next moment the ensures after this is even more heart-warming!

Tifa is one amazing woman to be able to face danger like this to be with the one she cherishes!



Auriane - <u>CameDorea</u> - France

Scène héroïque après un combat mythique. Egalement dernier clin d'oeil à la relation entre Cloud et Tifa, quelle qu'elle soit dans l'imagination des joueurs.



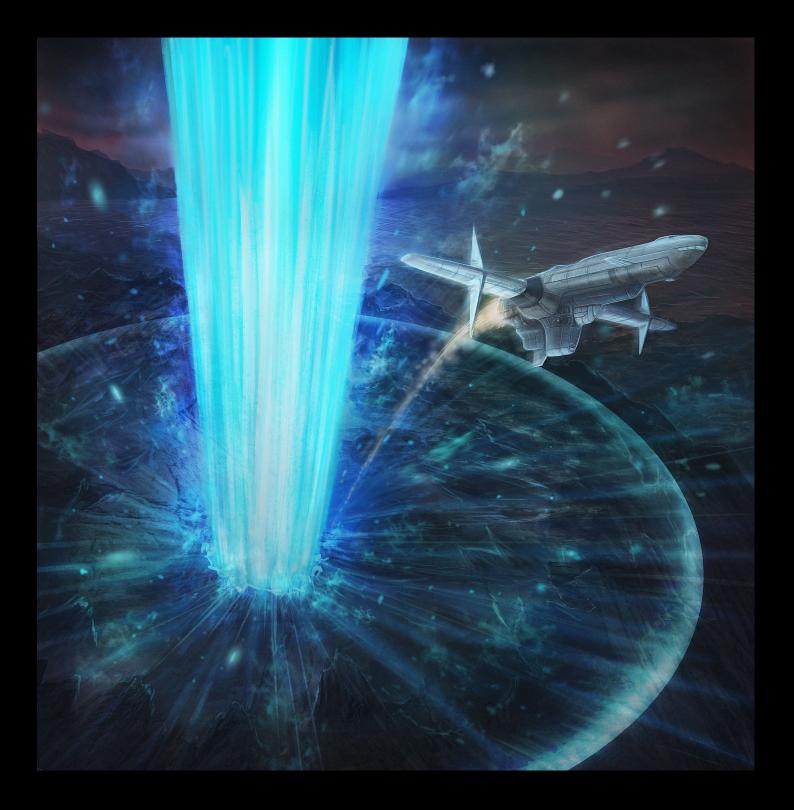
Francesca - <u>Bryoshe</u> - Italy

L' uomo dimentica di essere un ospite nel mondo in cui vive, crede di esserne il padrone e di poterlo piegare al suo volere. Quando capirà che la Natura è l'unica sovrana, ormai sarà troppo tardi... se, allora, Lei lo perdonerà un' ultima volta, come ha sempre fatto, l'uomo potrà continuare a vivere e forse, questa volta, sarà finalmente consapevole delle proprie azioni.



Sabina Sznura - <u>Asaiba</u> - Poland

Scena dosyć krótka, ale najbardziej dla mnie pamiętliwa nie wiem czemu. Ale BOSS był okropny do pokonania (Sephiroth) musiałam tradycyjnie podnieść do właściwego poziomu czyli najwyższego bo nie chciałam się męczyć z walką ale aby zobaczyć w wspaniały koniec tej gry to niestety zajęło mi wiele czasu i niewyspanych nocy.



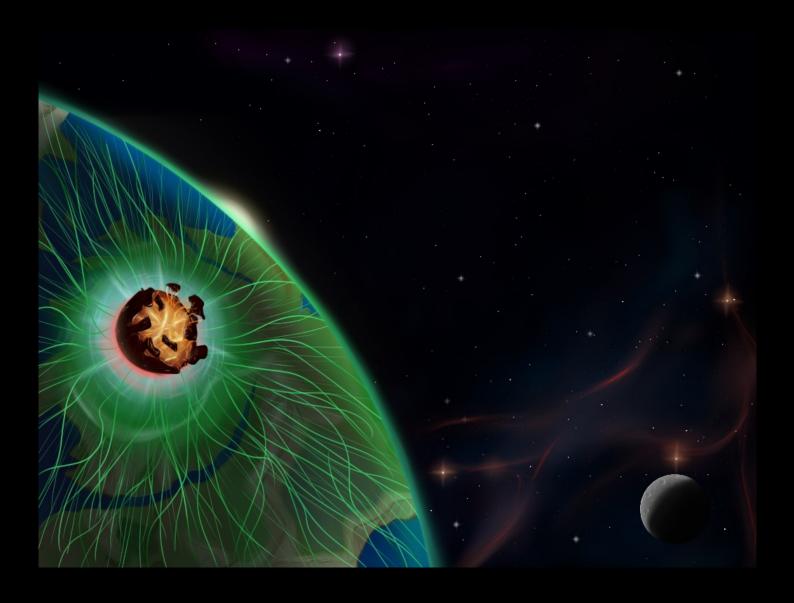
Tony Tran - ZhouJiaSheng - Sweden

Detta ögonblick var ett riktigt häftigt minne. Dock, som det är episkt, förmedlade det en känsla av osäkerhet i mitt hjärta när jag först såg den här scenen. Frågor som: "Vad kommer hända med planeten? Kommer Cloud och hans vänner klara sig? Hur kommer allt detta sluta?". Jag kom ihåg att den återstående delen av slutet lämnade mig i vördnad och förundran och även i dag lämnar det mig mållös.



Robbie Cole - <u>eirhjien</u> - United States

In its final hour, Midgar begins to crumble under the force of the meteor brought on by the black materia.



Jessica Collier - <u>lady-yuna7</u> - Australia

Space. It's big. Like really big. Like... indefinitely big. It's only when you ponder how large space is, you realise that our planet is just a speck of dust floating in it. But that speck of dust is incredibly important and it has something unique on it. Life, and it needs to be cherished. We should help protect Mother Earth just like how AVALANCHE protected the Lifestream, because if we look after Her, she in turn will protect us, just like how the Lifestream protected them.



Amanda Hampe - <u>LadyJuxtaposition</u> - United States

The Lifestream conjured With the White Materia. Holy saved the world.

The Meteor stopped,
All thanks to the last Cetra
Aerith Gainsborough.

Truly the Angel
Who had Prayed before her Death.
Ever rest in Peace.

This moment had me filled with hope and faith knowing the planet Gaia was saved. I felt that only sacrifice was made in order to make the difference of life and death. Aerith's death was indeed a game changer and had affected all people who had known her. And seeing her in that scene reminds us that she will always be in their hearts, including my own.



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<u>10ki</u>	10ki	Singapore	5, 83, 159
7marichan7	Mariluz R.C.	Spain	150
<u>AAFernandez</u>	Aa-chan	United States	126
<u>Aelitalily</u>	Krystal McLachlan	Australia	89
<u>aquanut</u>	aquanut	Undisclosed	25
<u>Ariake-chan</u>	Laura Yau	United Kingdom	20, 88
<u>Arlequinne</u>	Elin Tan	Australia	173
<u>Asahana</u>	Yuki Minegishi	Japan	162
<u>Asaiba</u>	Sabina Sznura	Poland	6, 66, 163, 208
<u>Ben198810</u>	Benoît Cros	France	21, 44, 53, 94, 98, 101, 125, 144, 157, 166, 177, 188, 195
<u>blackorb00</u>	black orb	Undisclosed	62, 70, 130, 190
<u>Bryoshe</u>	Francesca	Italy	99, 207
<u>CameDorea</u>	Auriane	France	16, 206
Cast-Curaga	Justin Newman	Canada	97
<u>Cherubbi</u>	Ana Clara Maria Brazil		23, 152
ChevronLowery	Chevron Lowery United State		55
<u>chrislea</u>	Chrislea	United States	95, 116, 131, 187
<u>chwee</u>	Elena Brighittini	Italy	69
<u>clairebribet</u>	Claire	France	135
Cloudy-0w0	Cloudy	Australia	58
<u>CoffeeCat-J</u>	Joana	Japan	54

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dagga19	Anissa	France	46, 74
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<u>DangoMango</u>	Daniel Hill	United Kingdom	151, 198
<u>DarkRinoa88</u>	Enrica Fincati	Italy	37, 193
<u>Dererne</u>	Izabela	Poland	31
<u>DrAssenov</u>	Vanessa Baumann	United States	106
<u>DulcetRain</u>	Chelz	Indonesia	179
<u>Eclesis</u>	Lu Huan	United States	134
<u>Eggabeg</u>	Ross Munro	United Kingdom	115
<u>eikomakimachi</u>	Luiza Ho	Brazil	12, 161
<u>eirhjien</u>	Robbie Cole	United States	85, 119, 155, 210
<u>ElenaDeNard</u>	Elena De Nard	Italy	167
Espy-Shinrai	Lisa McCloud	United Kingdom	136
<u>fedde</u>	Fredrik Mattsson	Sweden	120
gavi-gavi	Sarah Gavagan	United States	111
<u>Gingerdragon</u>	Ashleigh Street	United Kingdom	192
<u>Hanogan</u>	David Betts	United Kingdom	148
<u>HarveyCecil</u>	HarveyCecil	Japan	160
Holly-Ashes	Silvian Lilianne	Italy	128
<u>hujunisei</u>	Ivan Navarro Brazil		71
<u>IniStrife</u>	Ineke Bortz Germany		40, 47
<u>j3-proto</u>	Jeff Parker	United States	34
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<u>kelpieselkie</u>	Kate	United States	57
Kenisu-of-Dragons	Kenneth	United States	50, 105, 145, 172
<u>Kiwano0</u>	Nicole	Switzerland	52, 86
<u>LadyJuxtaposition</u>	Amanda Hampe	United States	19, 36, 48, 123, 174, 184, 212
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<u>lucife56</u>	Lucia	Spain	41, 64
<u>Luran-V</u>	Luran V	Germany	121
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Massi74	Massimo Magnago	Thailand	22
<u>Midorisa</u>	Riikka Riekkinen	Finland	149
<u>miminakamura</u>	Mimi Nakamura	Japan	183, 200
<u>MissEvalyn</u>	Valerie Evalyn Watson	Canada	112
<u>Mona737</u>	Mona Shan	United Kingdom	17, 27, 61, 96, 110, 169, 197
<u>Naeles</u>	Lillian Fenske	United States	28, 42, 91, 137, 153
<u>Narikusha</u>	Nariko	Russia	3

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nicegal1	Jessica Mejia Canada		127, 205
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Noiz-Bleu	Ji Min Kim South Korea		33
<u>osakaqcvow</u>	Osaka Finland		181
petit-galaxie	Anne L.A. Philippines		143
<u>PuftPrin</u>	Trena K.	United States	39, 90
<u>PunctualTurtle</u>	Kira	United States	75, 165
<u>RanyaCat</u>	Ranya	Taiwan	140
<u>Rindalia</u>	Chanelle Larson	United States	81
Ro-Arts	Rodrigo Mesquita	Brazil	9, 203
<u>RobinTran</u>	Robin Tran	Sweden	72, 78, 142
<u>RocketEdge</u>	Donal O'Brien	Ireland	84
<u>roman-ranman</u>	Aimio Nagi	The Abyss	65, 113
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<u>SeanLenahanSD</u>	Sean Lenahan	United States	141, 201
<u>SeptemberSongstress</u>	Agustina Mariela Llanos Aleme	Argentina	202
<u>Sickich</u>	Sickich	Argentina	45, 100
<u>SidusRie</u>	Joo Liew	Australia	13, 30, 32
<u>sofear</u>	Holly Churchill	United Kingdom	68
<u>Sonellion</u>	Clockwork Cadaver	Canada	79
<u>SophieBrigitteXD</u>	Sonia	Italy	11, 38
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Stacy-L-Gage	Stacy L. Gage	United States	87, 156
SummonerDagger88	Cristina Muñoz	Chile	129
syren007	Ilona Szabo	Hungary	164
<u>TifaxLockhart</u>	Tifa	Argentina	73
<u>Tilly-Monster</u>	Tilly Wood	United Kingdom	132
<u>Typthis</u>	Shelz Keast	Australia	103
<u>UMTA</u>	Adam Węsierski	Poland	185, 219
<u>utenafangirl</u>	Mariannie Nguyen	United States	67
<u>Vampyna</u>	Maike Niebergall	Germany	189
<u>VulpineNinja</u>	fnd sam	Malaysia	180
<u>Waahtis</u>	Nina Jäntti	Finland	104, 108, 109
<u>wanderinghobo</u>	Matthew Carr	Australia	49
<u>watcheroutside</u>	Goro	Australia	102
<u>WolfieFlaff</u>	Wolfie	United States	29, 182
<u>x-Memoire-x</u>	Vanessa	Germany	4, 8, 24, 35, 51
yoru-gata	Reva	Indonesia	60, 168, 191, 196
<u>Yuko-Tsukechi</u>	Josefina Maige Chile		26, 76
ZhouJiaSheng	Tony Tran	Sweden	59, 92, 107, 209

Project Manager	Name	Country
Loony BoB	Daniel Towns	Born in New Zealand, living in United Kingdom

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Celeste J. - <u>LeakySneakyOprichnik</u> - United States

Nanaki (Red XIII) running with his cubs is a rather mysterious scene to me. I wonder where he's taking them beyond the canyon. What are the ruins in the distance? Maybe he's keeping his promise to Vincent and paying his old friend a visit.



Adam Węsierski - <u>UMTA</u> - Poland

Z tym obrazem skończyła się pierwsza przygoda mojego życia. Pierwsza z wielu kolejnych, kamień milowy i pierwszy krok w mojej miłości do gier komputerowych. Po dziś dzień Final Fantasy VII pozostaje numerem jeden w moim sercu, podziela to miejsce z wieloma milionami graczy na całym świecie. Przy tej grze dorastałem i pomimo kolejnych lat pozostaje dla mnie inspiracją i najlepszą grą wszechczasów.



Urszula Czyz - <u>Nati13321</u> - Poland

Chwile spędzone z Final Fantasy paką, bezcenne.

