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r/FinalFantasy • 1 yr. ago

Banksov



FF16 four months later.

FF XVI

Just curious to get anyone's opinion on the game now that a decent amount of time has passed since it's release. I'm completely indifferent about the game - i did not enjoy it at the time, but it has left no lasting impression on me, which is a first for a FF game. I dare not ask this is the FF16 sub.



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96

472



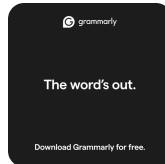
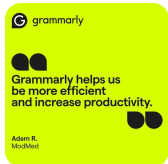
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ThePrinceMagus • 1y ago •

I've almost finished it (I'm on the spot where they're like, finish all your unfinished business because there's no going back). Honestly, FF16 feels like two totally separate games.

Everything along the golden path is exceptional. Some of the best, most exhilarating stuff I've ever seen in a video game.

Everything else though is so bad. Every side quest is just character model standing talking with their arms folded, then when anything is supposed to happen (someone is supposed to beat someone up for example), fade to black, off-screen scream, then back up with folded arms character models standing still talking at each other to a static camera angle.

I just don't get how the standard of quality is so different between the golden path and the side quests.

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The side quests had a lot of an MMO feeling to it.

Also having played FFXIV and Yoshida being the director and all... (proceeds to remove tinfoil hat).

↑ 21 ↓ ...

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zilla135 • 1y ago •

The Eikon battles were some of the most entertaining and mind blowing fights I've ever experienced in a game. Enjoyed combat quite a bit to start. Actually really enjoyed the story and felt the cinematic format was unique. Torgol is the goodest boi!

But it really starts to drag on towards the end. The mobs are way too repetitive and i feel it was lazy not to incorporate more monster designs when there is such a rich history to draw from. The lack of other playable characters make it feel distant from the rest of the FF games. Side quests started out fun with great lore injections into the story but they lose their appeal doing one fetch quest after another. I tried doing NG+ but had zero desire to continue playing after the story ended.

IMO it started off strong and was unique installment in the franchise with some of my more enjoyable gaming moments of all time. But it quickly became a slog of tasks to fill the void between epic boss battles which really kills the replayability factor and ruins it's potential to be considered a truly great game.

↑ 32 ↓ ...

(+) 4 more replies



RayearthIX • 1y ago •

My opinion hasn't changed. It's a solid action game with good (but not great) combat, great visuals and music, and a good story. However, it's a horrible RPG with awful exploration, mind numbingly bad side quests, no party, no elemental damage (despite having elemental attacks), no status effects, a bare bones and awful crafting system, no side activities, and I could go on.

After beating it, I played FF7R, FF8, and Sword & Fairy 7, beating all of them. All of them are better games then FF16. With a few changes, 16 could have been amazing (such as actually giving you a part to work with, make the element of your attack mean something, put meaningful rewards in the wilderness for exploration), but it has none of that.

⊖ ↑ 162 ↓ ...



nthomas504 • 1y ago •

How did you like Sword and Fairy? First time hearing about it. Just look up gameplay and it looks awesome

[Skip to main content](#)[Log In](#)[+ 51 more replies](#)**ocean_maniac** • 1y ago •

I just feel depressed when I think of 16. I don't like the constant doom feeling I get from games like that. It may sound corny but I personally need a little more hope and joy in the things I play.

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Making an action game where the combat doesn't change throughout the entire game, is generally boring against most enemies, and is also the only thing you can do in the whole game was a choice, and not a good one.

[↑ 48 ↓ ...](#)[+ 6 more replies](#)**NowakFoxie** • 1y ago •

I enjoyed it, but I have a lot of misgivings about the story, most of which fall down to weaknesses with the game's main scenario writer Kazutoyo Maehiro when it comes to anything but worldbuilding. All of the game's weaknesses in storytelling are also found in Final Fantasy XIV A Realm Reborn and Heavensward, namely the weird pacing, weak villains, weird treatment of women and character development, which tells me he did not learn and improve at all with the actual storytelling part of storytelling between the last HW patch in 2017 and XVI's release in 2023. He's great at worldbuilding, the ATL descriptions of every major character and every town and country are richly detailed, but when it comes to the actual "telling a story" part of storytelling he's unable to keep up that same quality.

Also, the decision to use MMO-style quest structuring in a single-player game is... a choice. Definitely not a good one, since the expectations are different in a single-player game compared to a multiplayer game.

[↑ 11 ↓ ...](#)

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The game has some of the most jaw dropping and spectacular boss fights/scenarios of any game I've ever seen. Felt like a mashup of Godzilla and Dragon Ball Z.

Other than that, a solid action game but not a good RPG

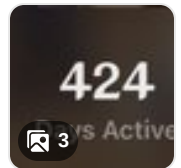
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The FF16 demo on Steam it's literally unplayable for me

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**SPOILER**

Final Fantasy XVI...is really boring.

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r/JRPG

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