



DIRGE of CERBERUS
-FINAL FANTASY VII-

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CHARACTER DESIGN:TETSUYA NOMURA

**Midgar died,
but something survived...**

The third installment in the COMPILATION of FINAL FANTASY®VII is unveiled!
Following two other titles based on FINAL FANTASY VII –
BEFORE CRISIS and ADVENT CHILDREN –
the newest title in the series is DIRGE of CERBERUS,
soon to be released for the PlayStation®2 computer entertainment system.
The world of FINAL FANTASY VII comes to life once again in this multiplatform
endeavor!

Story...

*The time has come to cleanse this world.
Hunt down the unworthy...and show them no mercy.*

Three years have passed since the events of FINAL FANTASY VII.
Buried alive following the Meteor disaster, a mysterious group known as the
DG (Deepground) Soldiers emerges and begins raiding the city.

The enigmatic Vincent Valentine is somehow connected to these attacks,
and he may be the only one who can save this shattered world.
When the world is engulfed in darkness, his gun will toll a dreadful dirge...

Other characters from FINAL FANTASY VII join Vincent on his journey,
and as the story unfolds, you will bear witness
to shocking truths never revealed in the original game.

DIRGE of CERBERUS –FINAL FANTASY®VII–

Developer: Square Enix, Inc.

Publisher: Square Enix, Inc.

Format: PlayStation®2 computer entertainment system

Genre: RPG

ESRB: RP (Rating Pending)

Ship Date: TBD

*This title is not officially concept approved by Sony Computer Entertainment America



FINAL FANTASY COMPILATION Timeline

Before Crisis "BC"—Set 6 years before the events of FINAL FANTASY VII
Advent Children "AC"—Set 2 years after the events of FINAL FANTASY VII
Dirge of Cerberus "DC"—Set 3 years after the events of FINAL FANTASY VII
(one year after "AC")

Development Staff

Producer

Yoshinori Kitase

Director

Takayoshi Nakazato

Character Designer

Tetsuya Nomura

Art Director

Yukio Nakatani

Art Supervisor

Yusuke Naora

Main Programmer

Yoshiki Kashitani

Music Composer

Masashi Hamauzu