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[Square Enix Says PS3 Owners Shouldn't Feel Betrayed](#)

Although Final Fantasy won't be an exclusive now



SQUARE ENIX.

This company still likes
the PS3
Wikipedia

Square Enix is a company that is receiving a lot of media coverage these days, especially since the [Tokyo Game Show](#), when it announced that it would be dropping the exclusivity for the PlayStation 3 that its games will have and bringing very expected titles by Sony fans to the Xbox 360.

Among these eagerly anticipated titles was Final Fantasy XII, the latest in the long series of RPGs (Role Playing Games), which featured a variety of fictional characters, with Cloud Strife or Sephiroth, from the Final Fantasy VII game, among the most popular. This new iteration, although announced as a PS3 exclusive, will also be available for other territories outside Japan in an [Xbox 360](#) version.

Recently, Shinji Hashimoto, the corporate director for Square Enix, revealed in an interview that PS3 users shouldn't feel betrayed, as the development team was working very hard to exploit every feature the two platforms had and would offer a great game, no matter the console that gamers would be playing it on.

"I'd rather they not think of this as a "betrayal" or disappointment. It's not like we're canceling or delaying the PS3 version at all! It's more of an added bonus for 360 fans. We won't be putting them at a disadvantage in any way," said Hashimoto.

Yoshinori Kitase, the producer of the game then added that: "The fact is, the PS3 version is what's in development right now, and the team is working to specialize that version to the very best of the PS3's abilities. After that, we'll do the 360 port and optimize it to that particular hardware."

It sounds like Square Enix is really trying to make this game as attractive as possible, in an effort to make fans buy it, no matter what console they have. All that's left for us to do is wait until 2009, when the game is scheduled to be launched, and see for what console players want to get it.