



Review Final Fantasy XIV: Shadowbringers

Square Enix

Final Fantasy XIV: Shadowbringers is the third expansion for Final Fantasy XIV. The game genre is MMORPG and was developed and published by Square Enix. It was released on July 2, 2019. This game is cross-platform, so it is available for Microsoft Windows, PlayStation 4, PlayStation 3 and Macintosh operating systems

Final Fantasy XIV: Shadowbringers is an MMORPG **video game**. Shadowbringers is the third expansion of this game and this game is here since 2010. For you who don't know this MMORPG game, I would compare it to World of Warcraft. But Final Fantasy probably has more players than World of Warcraft and it's probably the best MMORPG game you can play right now. As the genre of this game says, it is a multiplayer game, where you can have a little equipment and defeat many bosses and things like that.

That was something about Final Fantasy, but let's stick with Shadowbringers, so for those who haven't played the previous expansions it's hard to explain without messing it up, so I describe it in just a few words. Basically, the story begins exactly where Stormblood ended (previous expansion). You still fight the bad guy Stormblood, who wants to end the world. The game takes you to an alternate dimension, where the light was overwhelmed by darkness, so you must become a warrior of darkness and restore balance as before. The main story takes you a long time, on average they are approximately 54 hours, without additional parallel story missions, with them it could take up to 75 hours.

There are many features that come with Shadowbringers. There are two new jobs Dancer and Gunbreaker, Dancer is a ranged physical DPS that can throw weapons at enemies from afar and Gunbreaker is a tank, enters a headless fight and defends his team. In addition, two new races Viera and Hrothgar were added and the level cap was increased from 70 to 80 and there are also new dungeons and attacks. Two new cities make the game cooler too. Of course, there are more functions, but they are not that important.

The game is cross-platform, so you can play on PC and your friend can play, for example, on **PS4**. Anyway, sometimes there are some problems with the connection, we could ignore this, it is not that big problem. So is it worth buying? Absolutely. This story is much better than in previous expansions, the solo story takes less time than in Stormblood, but in Co-op it is much more playable, and if you prefer to play with friends like me, then it's worth it for you and for 40 You will have a lot of fun.

Download Final Fantasy XIV: Shadowbringers is one of the few paid to play MMORPGs developed and published by Esquare Enix. It is currently available for PC, PS3 and PS4; However, now Kay Yoshida, director and producer of this game, has recently revealed that conversations with Microsoft and Nintendo are already underway.

Well, this is not a confirmation, especially since it emphasized the fact that the game would need to be fully cross-player compatible in order not to split its player base, both Sony and Nintendo have started to allow cross-play with competing platforms for games like Fortnite. or Rocket League.

To understand what happens in the game, essentially a giant dragon killed many people and exploited many things.

You have a lot of jobs to choose from and you could be really good with any of them. Or you can be complete dookey with one. But if you're having trouble choosing which one you really want, we'll give you a little idea about some of them.

You have your tanks, which keep the front line and protect their friends with their big fleshy bodies. You have your healers, who need to stop the idiots who do their best to die. Speaking of Malee's DPS, they worry about uptime and

being close and personal. The ranges are too scared, so they back off and help with words of encouragement. And then you have the Casty boys. They only care how big their spells are. They don't care about you. It is important to note that no matter what job you choose, all the others are rubbish.

Since Tank is the big boss, you tell people what to do. You must lead others. As a healer it is your job to be a babysitter. Others may work without you. And as a DPS, you don't give a damn what others do. You only go for your great analysis.

If what you want is one of the most fantastic **games and applications** on the market, **Final Fantasy XIV: Shadowbringers** is your best option.

Pros	Cons
- Storyline	- Some connection problems
- Multi platform	- Translations are missing
- Game time	- Side quests and dungeons could be further developed.
- Well defined characters	- Violence

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