

## Genealogia (inter)testuale di *Final Fantasy*

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*Abstract*

*(Inter)textual Genealogy of Final Fantasy*

*This article addresses the topic of intertextual references in the context of games belonging to the same franchise, but which do not share a common narrative thread. In particular, we consider the Final Fantasy series as an example of successful construction of a franchise in spite of the radical shifts in aesthetics, tone, and game mechanics between entries in the saga. We then depart from our analysis of Final Fantasy in order to show how such details as spell naming conventions and recurring characters serve as a way to bridge the gap between spin-off series or side projects such as Kingdom Hearts and Seiken Densetsu. Lastly, we problematise the notion of worldbuilding and transmedia storytelling by pointing at the fact that Final Fantasy seemingly manages to build a franchise not out of a shared narrative or coherent worldbuilding, but out of the ancillary features of its narrative universe.*

**Keywords:** *Final Fantasy*; intertextuality; worldbuilding; transmedia; narrative.