



NIS AMERICA ANNOUNCES AR TONELICO 2 FOR THE PLAYSTATION®2

Santa Ana, Calif. (Aug 01, 2008) –NIS America, Inc. announces the sequel to the revolutionary sim RPG, Ar tonelico, a hit amongst many hardcore gamers who are quick to adopt a new genre of simulation role-playing game. Ar tonelico 2 will be released in North America for the PlayStation®2 computer entertainment system.

Developed and published in Japan by Banpresto Co., Ltd., Ar tonelico 2 marks a new approach to the RPG genre by seamlessly combining simulation with role-playing. Gamers can not only synthesize weapons and items, but now design their character's characteristics through virtual interaction. Also past events will intersect with future game play as well as the outcome of the game.

SETTING

A mysterious epidemic called Infel Pira Dependency (IPD) has been driving Reyvateils insane and killing them at the floating land of Metafalss. Croix, a young knight from the Church of Pastalia, is sent to contain the epidemic. However, many more challenges await, which lead him to unraveling the mysteries of the planet Ar Ciel and seek the legend handed down by the people of Metafalss: the lost Song of Metafalica.

KEY FEATURES

-Cosmosphere: Ar tonelico features a revolutionary system that combines character development with skill acquisition. By diving into the Reyvateil's subconscious world, one gets to know the character of the team member better, while acquiring new spells.

-Song Magic: When the frontline attacks an enemy, the song magic gauge increases. After a certain level, the Reyvateils are able to cast a powerful magic attack by singing.

-Burst Gauge: Song magic can be powered up by increasing the Burst Gauge. The more successful attacks or blocks you make the more power you get for the gauge.

-Synchronicity: In this latest installment, song magic is cast by 2 Reyvateils. If their emotions are more closely synced, the stronger the magic becomes.

-Emotion Gauge: During battle, how well you cheer (fight with) your Reyvateil becomes the key to victory.

About NIS America

NIS America is a subsidiary of Nippon Ichi Software, Inc., a Japanese company famous for its unique line of strategy RPGs including titles such as Disgaea, Phantom Brave, and Makai Kingdom.

In 2003, NIS America was established in Southern California to publish exciting and innovative game titles for North America. NIS America's team members devote themselves to the fans. Our respect for our fans is at the heart of everything we do. As a growing strategy RPG publisher in the U.S., we are committed to continuous improvement and dedication.

About Banpresto

Publisher and Developer of console video games, arcade machines, and game machine prizes, Banpresto was founded in April 1977. and became a subsidiary of Bandai Co., Ltd., in February 1989. In the amusement market, continues offer strategies that focus on the changes that occur in the business environment, as well as addressing the diversification of consumer lifestyles and tastes. Banpresto continues to offer new "fun, excitement, and surprises" to the market, and implements innovations for business expansion and competitive strength. At Banpresto, innovation is defined as involvement in further heightening our unique business model by realizing a full commitment to consumer perspectives and intensifying marketing ability.



RELEASE DATE: December 2008

PLATFORM: PlayStation®2

GENRE: Sim RPG

PLAYER(S): 1

ESRB: RP

PUBLISHER: NIS America

DEVELOPER: Banpresto

www.NISAmerica.com