

For Immediate Release

## MANA KHEMIA™: STUDENT ALLIANCE RELEASE DELAYED



Santa Ana, CA (Jan 20, 2009) – NIS America announced today that Mana Khemia: Student Alliance for the PlayStation® Portable System will not meet the January 2009 release and will be delayed to a Spring 2009 release. The decision comes after extensive QA assessments to meet the NISA quality standards. The title will undergo further improvements to increase the final quality of the game. That work will continue until mid February.

The 4th entry in the RPG series, Mana Khemia is different from the previous Atelier Iris games. Mana Khemia is a campus sim style RPG, where you can interact with classmates and professors to complete academic quests. You play as Vayne Aurelius, a novice alchemist who was invited to attend Al-Revis Academy. At the academy, Vayne will meet human and not so human(?) alchemists, and together you will solve the mysteries of alchemy.

### 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.

### Key Features

**Multi-player**-A co-op mode where you can battle monsters together to get rare items.

**Jump Start**-Install part of the game on to the memory stick to make loads faster.

**Academic Quests** – Players will take on quests that the professor assigns. If you fail your mission, you may have to stay after school. Also depending on who you work with for your assignments, the outcome of the story will change.

**Avatar Crafting** - Personalize your characters by “crafting” skills and stats instead of just leveling up through combat. Crafting skills and stats allows the player to create unique characters like a warrior that excels in summoning magic or a magician that's an expert at snipe shooting.

**Item Crafting** – A comprehensive item/weapon crafting system. Create anything from healing potions to swords through alchemy.

**Team Crafting** - Craft items using your team's recipe.

**Symbol Encounters** – No more random encounters. Visually confirm and engage enemies.

### About Gust

Gust Co., LTD. (Gust) was established on October 1st, 1993 in Nagano, Japan as an entertainment software developer. Gust strives to create sensible new games that continually advance gaming technology to fulfill the dreams and expectations of their fans around the world.



©2009 Gust Co., Ltd. All rights reserved.  
 Mana Khemia is a trademark of Gust Co., Ltd. Licensed to and Published by NIS America, Inc.

<b>RELEASE DATE:</b> Spring 2009
<b>PLATFORM:</b> PlayStation® Portable
<b>GENRE:</b> RPG
<b>PLAYER(S):</b> 1~2
<b>ESRB:</b> E 10+
<b>PUBLISHER:</b> NIS America
<b>DEVELOPER:</b> Gust
<b>CONTACT:</b> Support@nisamerica.com 714-540-1122