

For Immediate Release



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 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.

MANA KHEMIA™ : STUDENT ALLIANCE ANNOUNCED FOR THE PLAYSTATION® PORTABLE

Santa Ana, CA – NIS America announced today that the spiritual sequel to the Atelier Iris series will be heading to the PlayStation® Portable System in January 2009. With an all new multi-player mode, players can now team up and hunt down monsters to get rare items. Also new to the PSP version is a data installment feature which installs part of the game onto the memory stick to make the game load quicker.

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.

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.



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RELEASE DATE: January 2009

PLATFORM: PlayStation® Portable

GENRE: RPG

PLAYER(S): 1~2

ESRB: E+10

PUBLISHER: NIS America

DEVELOPER: Gust

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