



PHANTOM BRAVE: WE MEET AGAIN FOR NINTENDO WII™ ARRIVING TO NORTH AMERICA

Santa Ana, CA (Feb 17, 2009) – NIS America announced today Phantom Brave: We Meet Again for the Nintendo Wii™ will be making its way to the North American shores this coming June.

Released in 2004 Phantom Brave revolutionized the strategy RPG genre with its unique free roaming battle fields and a unit summoning system called “CONFINE”. Now Phantom Brave returns to a new console with added features and extra chapter stories. Everything from the original game will be carried over, so gamers who hasn’t played Phantom Brave can fully enjoy this title.

About Phantom Brave: We Meet Again

Phantom Brave is a turn based strategy RPG that incorporates unique battle styles and a hardcore character customization system. Players can create units from a number of list of monster/ghost categories and power them up to a exponential number.

Battle System

There are two main phases to Phantom Brave’s battle system. The first phase is the Confine phase. Marona the protagonist of this game can summon ghosts and monsters as battle units to fight for her. However, in order to do so she must “confine” souls in to objects on the battlefield like rocks, plants, and items. Depending on what you object you use as the host the stats of the units you summon will greatly differ. Some units are become stronger on certain objects, so knowing your spirits’ characteristics becomes a very important strategic element.

Key Features

1. All new story chapters
2. Improved graphics
3. Redesigned User Interface
4. Extra items, skills, and characters



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 Nippon Ichi Software

Nippon Ichi Software was founded in 1994 in Gifu, Japan, as an entertainment software company. Since then Nippon Ichi Software has grown into an international company focused on creating innovative video game products.



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RELEASE DATE: June 2009

PLATFORM: Nintendo Wii

GENRE: Strategy RPG

PLAYER(S): 1

ESRB: RP

PUBLISHER: NIS America

DEVELOPER: Nippon Ichi Software

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