



For Immediate Release:

For more Information:

Jack Niida
Marketing Coordinator
NIS America, Inc.
(714)456-1761 ext.322 (press inquiries only)



BLADE DANCER SHIPS TO RETAIL STORES NATIONWIDE

Blade Dancer ~Lineage of Light~ for the PSP™ portable entertainment system is in stores
now

Santa Ana, Calif. (July 18, 2006) – NIS America, announced today that Blade Dancer ~Lineage of Light~ for the PSP™ portable entertainment system has shipped to North American retailers and is in stores now.

Developed by Sony Computer Entertainment Worldwide Studios JAPAN Studio (SCE WWS JAPAN Studio) and Hit Maker Co., Ltd., Blade Dancer™ is a PSP™ exclusive title that truly appreciates the full potential of the PSP™ system. With a robust item synthesizing system (Over 650 creatable items), exceptional combat based on a Lunar clock, and a unique enemy encounter system, gamers will discover the true meaning of playing an RPG on the PSP™.

As a PSP™ exclusive RPG, Blade Dancer ~Lineage of Light~ offers a seamless gaming experience never before seen on a PSP™ RPG. "It's amazing how smooth and exciting the game play is. This is an RPG designed for the PSP™ and it really shows. I personally am enjoying the multiplayer mode, which is quite unique for this genre. ", says Haru Akenaga President of NIS America.



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While easily recognizable as an RPG, Blade Dancer has its own distinctive look. Among its unique styling features are its dynamic 3D graphics, beautiful cell shaded movie, and artistic character/background designs. The game itself features a distinctive Lunar combat system, a massive crafting feature, and a real time battle system, all of which is enhanced by a unique multiplayer mode. Up to four players can play simultaneously to battle vicious monsters and seek for hidden treasures.

For additional information, please visit www.nisamerica.com.

About Blade Dancer™ ~Lineage of Light~

Dread Knight, the evil dark knight that killed the legendary hero Blade Dancer in the Great War, has appeared once again. The reappearance of Dread Knight signals the rise of the demon empire, which threatens all humanity. Now Lance, a young knight with mystical powers from the land of Foo, and his fellow comrades must rise to stop Dread Knight and his army of darkness.

In Blade Dancer™ ~Lineage of Light~, players will take on the role of a young hero named Lance and travel the full 3D real time world for an epic adventure. Battles will take place by physically encountering enemies that are visible on the map. During combat, players are not confined to a slow turn based battle system. Rather, they will maneuver through a brand new revolutionary real time battle system.

Key Features

- A brilliant item synthesis system (Over 650 synthesizable items)
- Unique monster encounter system (Physically see enemies on world map)
- Unique power sharing abilities with friendly and enemy units
- Unique real time battle system (Not turn based)
- Full 3D real time world (Time will change from day to night)
- Network multi player mode (Up to four players)



About Hit Maker

Established in 1998, Hit Maker Co., Ltd. is a Tokyo-based developer specializing in the design and production of console-based entertainment software. From concept to final code, the company handles all aspects of software development including game design, project management, and PR support. Previous titles developed by Hit Maker include "Dino Crisis 3" for the Xbox and "Cyber Formula" for the PlayStation®2 computer entertainment system. "Blade Dancer™" is the company's first collaborative effort with Sony Computer Entertainment Worldwide Studios JAPAN Studio.

About NIS 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.

In 2003, NIS America was established in Southern California to publish exciting and innovative game titles for North 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.

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