

PHANTOM BRAVE: WE MEET AGAIN RELEASE DATE DELAYED TO 8/14

Santa Ana, CA (August 10, 2009) – NIS America announced today that the release date for Phantom Brave: We Meet Again has been pushed back a few days to Friday August 14, 2009. The reason for the change is due to unexpected delays with the Wii disc manufacturing. Our goal is to provide good games and keep gamers happy; therefore, we will work our best to deliver Phantom Brave to the retailers before 8/14 if possible. We apologize any inconvenience we may have caused.

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 monster/ghost categories and power them up exponentially.

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 into objects on the battlefield like rocks, plants, and items. Depending on what object you use for the host, the stats of the units you summon will greatly differ. Some units become stronger from certain objects, so knowing your spirits' characteristics becomes a very important strategic element.

Key Features

1. English/Japanese dual voice over
2. All new story chapters
3. Improved graphics
4. Redesigned User Interface
5. 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: August 14, 2009

PLATFORM: Nintendo® Wii™

GENRE: Strategy RPG

PLAYER(S): 1

ESRB: Teen

PUBLISHER: NIS America

DEVELOPER: Nippon Ichi Software

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