

# SAKURA WARS ANNOUNCED FOR NORTH AMERICA AT LAST



Santa Ana, Calif. (May 7, 2009) – After years of anticipation by hardcore gamers around the world, “Sakura Wars: So Long, My Love” will finally be released in North America this fall.

Sakura Wars is a Strategy RPG that features a unique sim-based story system. An in-depth storyline exists, much like in any other RPG; however, the player’s destiny in the game is not predetermined. Character interaction plays a major role, and your responses to the various characters in the game can ultimately change the story content and even the final outcome.

The battle system is divided into two main parts; ground combat and air combat. Ground combat takes place using two-legged mechanized suits, which transform into jet fighters to take the fight to the sky. Every mech unit in the game can transform from battle mech mode to jet fighter mode during combat. Once transformed, weapons and movement methods will change as well. For example, the hero’s ground mode utilizes a sword as his main weapon, but in jet mode he will use long-range missiles.

## KEY FEATURES

- 8 chapters in total, each with 4-5 hours of gameplay.
- A total of 7 characters to control.
- 6 different fully animated endings.
- Bonus features and story after beating the game.

### 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.



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<b>RELEASE DATE:</b> Fall 2009
<b>PLATFORM:</b> PlayStation® 2, Nintendo Wii™
<b>GENRE:</b> SRPG
<b>PLAYER(S):</b> 1
<b>ESRB:</b> RP
<b>PUBLISHER:</b> NIS America
<b>DEVELOPER:</b> Idea Factory
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