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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.

PHANTOM BRAVE: THE HERMUDA TRIANGLE COMING TO NORTH AMERICA AND EUROPE!

Santa Ana, CA (Nov 16, 2010) – NIS America announced today **Phantom Brave: The Hermuda Triangle** for the PlayStation[®] Portable will make its way to North American retailers in March 2011 for both UMD and PlayStation[®] Network. For the European fans, Phantom Brave: The Hermuda Triangle will be available on PlayStation[®] Network in March 2011.

Released in 2004, Phantom Brave revolutionized the strategy RPG genre with its unique free roaming battle fields and unit summoning system called "CONFINE." Now Phantom Brave returns to a new console with added features, characters, and bonus story chapters. Everything from the original game will be carried over, so gamers who haven't played Phantom Brave on the PlayStation[®] 2 system can fully enjoy this title. Phantom Brave: The Hermuda Triangle is a port of Wii version with additional cameo characters exclusive to the PSP version!

About Phantom Brave: The Hermuda Triangle

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 list of monster/ghost categories and power them up to 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 as the host, the stats of the units you summon will greatly differ. Some units become stronger on certain objects, so knowing your spirits' characteristics becomes a very important strategic element.





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RELEASE DATE: March 2011 (US&EUROPE)
PLATFORM: PlayStation [®] Portable
GENRE: Strategy RPG
PLAYER(S): 1
ESRB: Teen
PUBLISHER: NIS America
DEVELOPER: Nippon Ichi Software
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