

For immediate release



About NIS America

In 2003, NIS America was established in Southern California to bring exciting, one-of-a-kind Japanese culture to North America. NIS America's team members devote themselves to the fans. Their respect for their fans is at the heart of everything they do. As an established entertainment publisher in the U.S., NIS America is committed to continuous growth and improvement.

NIS America is a subsidiary of Nippon Ichi Software, Inc., a Japanese company famous for its unique line of strategy RPGs with titles such as Disgaea, Phantom Brave, and Makai Kingdom. NIS America has also become a publisher of Japanese anime titles, such as Toradora!, kimi ni todoke -From Me to You-, and Katanagatari.

NIS America, Inc. 1221 E. Dyer Road. Suite 100 Santa Ana, CA 92705 714-540-1122 www.NISAmerica.com

CLAN OF CHAMPIONS IS COMING TO PSN ON NOVEMBER 20TH!

Santa Ana, Calif. (November 8, 2012) NIS America announced today that its new multiplayer action game, Clan of Champions™, is set to release on the North American PlayStation®Network (PlayStation®3) on November 20, 2012. The European version is set to release at a later date. Clan of Champions is a hardcore multiplayer action game set in a violent medieval fantasy world, and is developed by ACQUIRE Corp.

About the game:

In Clan of Champions, you can play solo or with/against friends online, with one simple goal in mind: to become the champion. Alliances will be made and shattered, bonds will be forged and broken. When your life is on the line, it's every warrior for themselves in the battle-hardened online arena known as Clan of Champions! Blast your foes with short-range magic spells, or engage in brutal physical combat! Combine your physical skills with passive abilities to create the ultimate warrior. Team up with your friends online and take on even more furious battles!

Key features:

Fast-paced Combat – Jump into the fray with a variety of fighting styles and magical spell sets. Find your favorite combination of skills to take on the enemy!

Multiplayer – Recruit your friends online with the 3-person co-op mode or 3-vs-3 battle mode. Customization – Customize your character's appearance and stat distribution. There are many different

weapons and plenty of equipment to aid in creating a unique warrior in your battle for survival!

Dynamic Warfare – Strip your enemy of their gear mid-battle and seize it for your own use! Switch weapons and fighting styles on the fly!

Weapon Mastery - Pick whichever weapon type you'd like to specialize in. The longer you use each type of weapon, the more skills and moves you'll unlock!

For more information, please visit NISAmerica.com





About ACQUIRE Corp.

ACQUIRE Corp. was established in 1994 as a small company consisting of only three people.

Sony Music Entertainment held a contest searching for an original PlayStation game design, to which Takuma Endo (President of ACQUIRE) sent his Tenchu game design and won. Sony Music then gave him the money to expand his fledgling studio and develop the game. Over several years, ACQUIRE grew from a 3-man indie developer to a full-scale game development studio, now one of the top independent development studios in Japan.



©2012 ACQUIRE Corp. Clan of Champions is a trademark of ACQUIRE Corp. All rights reserved.

Release (US) Nt20, 2012 P**(**P**(**3) **Platform**

Αb

Player(s) 1-6 **ESRB** Ma **Publisher** NISA into Developer ACQURE Cp

Genre

Contact (1992) isom

©2012 NIS America, Inc. All rights reserved