

## A WITCH'S TALE ANNOUNCED FOR THE NINTENDO DS™

Santa Ana, Calif. (May 07, 2009) – NIS America announced today that “A Witch’s Tale” will be making its way to North America this fall.

A collaborative project between Nippon Ichi Software and HitMaker, A Witch’s Tale is a Halloween themed RPG. The game takes advantage of the Nintendo DS™ touch screen by utilizing a unique drawing combat system. Players will cast spells and attack enemies with easy drag-and-drop skills, and draw magic runes to cast special spells.

### Key Features

Drawing magic – Use your stylus to draw various runes and cast powerful spells.

Touch action – All combat actions, like escape, attack, items, and casting, are executed using the touch screen.

Dual screen map – Easily navigate through the vast world of A Witch’s Tale with the dual screen. Your location and the land map will be displayed on the top screen.

Card collection – Search out and collect all the playing cards to unlock the secret Blackjack battles, where you can take on both enemies and friendly units.

### Story

1,000 years ago, a tribe of powerful witches who used potent, dangerous magic lived beneath the world. One day, the witches invaded the surface world. When all seemed lost, the mystical Alice appeared. She used the witches’ own magic against them and sealed them away. They say the Witch Queen still lurks beneath the land, waiting for her chance to return to power.

For more information please visit: [www.nisamerica.com](http://www.nisamerica.com)



### 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 HitMaker

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.



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**RELEASE DATE:** Fall 2009

**PLATFORM:** Nintendo DS™

**GENRE:** Action RPG

**PLAYER(S):** 1

**ESRB:** Pending

**PUBLISHER:** NIS America

**DEVELOPER:** Nippon Ichi Software/HitMaker

**CONTACT:**

[Support@NISAmerica.com](mailto:Support@NISAmerica.com)

[NISAmerica.com](http://NISAmerica.com)