

HYPERDIMENSION NEPTUNIA VICTORY HITS PSN IN NORTH AMERICA AND EUROPE THIS MONTH!



Santa Ana, Calif. (November 11, 2013) – NIS America announced today that the third installment of the fan-favorite PlayStation®3 computer entertainment system exclusive comedy RPG series, *Hyperdimension Neptunia™ Victory*, is scheduled to launch on PSN later this month on November 26 for North America and November 27 for Europe. Neptune reprises her role as the self-aware main character and meets friends new and old after getting transported back to the 1980s version of Gamindustri. In this third installment, prepare for a refined and even faster-paced battle system, more dungeons, and more comedy than you can waggle a controller at! Fans of the *Hyperdimension Neptunia* series will be able to immerse themselves even deeper in the mythos of Gamindustri with *Hyperdimension Neptunia Victory*.

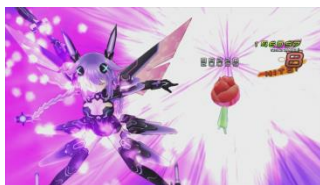
For more information, visit NISAmerica.com/games/NeptuniaVictory.

About the game:

Several years after preventing Arfoire’s revival, Gamindustri has remained at peace. The CPUs and their younger sisters have been enjoying their quiet lives for a while... Then one day, the CPU of Planeptune—Neptune—is sent to another dimension. This new dimension feels very much like her own...except it has only progressed to the Gamindustri of the 1980s. In this dimension, a group of villains calling themselves the “Seven Sages” are trying to create a world free from the rule of CPUs. With help from her new friends, including that dimension’s CPU of Planeptune—Plutia—Neptune begins her quest to protect a totally different Gamindustri in her brand-new adventure!

Key features:

- Dynamic Combat:** Freely move units in battle to tackle foes! Set up your own combos, fill up the EXE Drive gauge, and then deal “massive damage” with your finishing attacks!
- Scout System:** Send out Scouts to explore and gather information on dungeons! Level them up so they can find things you may have missed on your adventure!
- Flag System:** Break or repair “flag” triggers in dungeons to activate different events when your Scouts return from exploring! This can change enemy spawns or reveal new items!
- Create Game Discs:** Obtain blank discs and burn different types of data onto them to access new abilities! With the right combinations, you may even make a Godly Game! It’s your chance to craft your own AAA title for Neptune and her friends to equip!



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!*, *anohana: The Flower We Saw That day*, and *Natsume’s Book of Friends*.

NIS America, Inc.
4 Hutton Centre Dr. Suite 650
Santa Ana, CA 92707
714-540-1122
NISAmerica.com

Release	: November 26 (NA PSN) : November 27 (EU PSN)	ESRB/PEGI/USK	: Teen/12/16
Platform	: PlayStation®3	Publisher	: NIS America, Inc.
Genre	: RPG	Developer	: IDEA FACTORY / COMPILE HEART
Player(s)	: Single	Contact	: support@nisamerica.com

COPYRIGHT: © 2013 IDEA FACTORY / COMPILE HEART All rights reserved. Neptunia is a trademark of IDEA FACTORY. Licensed to PREAPP Co., Ltd. Published by NIS America, Inc.