

## TOKYO TWILIGHT GHOST HUNTERS COMING TO EUROPE IN 2015!





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 **Santa Ana, Calif.** (August 7, 2014) – NIS America is extremely excited to announce that *Tokyo Twilight Ghost Hunters* will be coming to Europe in 2015. It will be launched for both the PlayStation<sup>®</sup>3 and PlayStation<sup>®</sup>Vita.

**About** *Tokyo Twilight Ghost Hunters*: From the developers of *Deadly Premonition* and featuring music from Nobuo Uematsu, *Tokyo Twilight Ghost Hunters* is a brand new visual novel that offers a unique battle system and an immersive tale of life, death, and the space in between. As an ordinary transfer student you start life at Kurenai Academy in Shinjuku. On your first day touring the new school grounds, you quickly encounter something supernatural, which throws you headfirst into the world of ghost hunting. You must come face to face with ghosts as you blur the line between life and death.

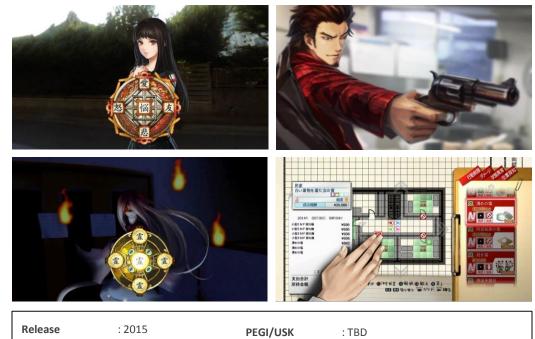
## **Key Features:**

**Modern, Immersive Ghost Story** – This visual novel features a truly deep, immersive story with a modern take on Japanese ghost stories. With multiple paths, you're in charge of how this ghost story will end.

**Unique Emotion System** – Interactions with other characters will go beyond simple branching conversations with a unique emotion system that allows you to react by using a special wheel that combines a certain emotion with one of the five senses.

**Gorgeous Animated Graphics** – Conversations are far from static, showing off fluid, painterly portraits of characters during every interaction.

**Strategy-RPG-Inspired Battle System** – A distinctive battle system allows you to fight unseen ghosts by setting traps and trackers on the map before battle. While in battle, you'll move from battle map to a first-person view of the enemy in a maximization of both strategy and ghastly elements of the story.



Release	: 2015	PEGI/USK	: TBD
Platform	: PS3, PS Vita	Publisher	: NIS America, Inc.
Genre	: Visual novel	Developer	: ARC SYSTEM WORKS / TOYBOX INC.
Player(s)	: Single	Contact	: support@nisamerica.com

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