

HYPERDIMENSION NEPTUNIA: PRODUCING PERFECTION TO HIT NORTH AMERICA AND EUROPE IN JUNE!



Santa Ana, Calif. (April 3, 2014) NIS America is proud to announce that the idol simulator **Hyperdimension Neptunia™: Producing Perfection** is set to release for the PlayStation®Vita system in North America on June 3 and in Europe on June 6 in both retail form and on PSN! Developed by IDEA FACTORY, COMPILE HEART, and the acclaimed idols game developer, TAMSOFT, the fan-favorite *Hyperdimension Neptunia* CPUs are back, and this time it is your job to guide them to become Gamindustri’s most popular up-and-coming idols!

About the game:

The player takes on the role of the main character, who’s been summoned to Gamindustri and is immediately hired by one of the four CPUs—Neptune, Noire, Blanc, and Vert—to be their producer and manage their idol careers. Get your training wheels on, ladies, because a new producer is in town and the fate of Gamindustri hangs in the balance! Will you be able to properly raise these CPUs into idols, or will their citizens be stolen away from them by the popular idol group MOB-48!? Teach these girls to sing, dance, and properly promote themselves to the general populace thanks in part to your expertise in training video game idols back on Earth. As the girls’ popularity rises, they will be able to join one another in singing duets, or maybe even come together for a full ensemble!

Key features:

- Prove your producer prowess:** Show you’re the perfect producer for your CPU idols by choosing their daily activities, boosting stats with different lessons and increasing their fanbase through PR events.
- Getting to know you:** Enjoy the zany Neptunia cast as they talk your ears off in event scenes!
- Lights, camera, moe!:** Make your CPUs the most popular idols in Gamindustri with crazy concerts, mixing up stage effects and camera angles to really get the crowd pumped up!
- Dress you up in nice gloves:** In Viewer Mode, you can interact with CPUs, and customize their outfits, creating the most outlandish looks you can think of!

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*.

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Release date : June 3, 2014 (US)
June 6, 2014 (EU)
Platform : PlayStation®Vita
Genre : Simulation
Player(s) : Single

ESRB/PEGI/USK : T/12+12
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