



Key of Heaven™

Game Overview

Three hundred years ago, the known world consisted of 9 continents spread across a vast ocean. The centre of this world was "Ohka", a wondrous continent rich in Oriental mysticism.

Ohka was ruled by five "Bumon," or houses of martial arts, each boasting their own unique fighting style.

It soon became apparent that invading forces led by the "Demonic General" from "Sema", a continent far to the west of Ohka, threatened the rule of the Bumon's.

Following a fierce battle, the five Bumon's finally brought the war to a close, "sealing" the Demonic General in Ohka by means of a mysterious "Key".

With the war ended, all believed that peace would reign eternally....

The story begins with Shinbu, a young boy residing in a village near the Gate of Seiryu, earning his living as a hired bodyguard for travelers visiting the area.

A few years earlier, his parents left on a trip from which they never returned. Rumor had it that his father and mother met with an unfortunate accident. Shinbu now lives with his foster father, Seidatsu.

Like his father, Hohaku, who was adept in the martial arts, Shinbu was a disciple of the Gate of Seiryu. However, Shinbu was expelled from the Bumon when he was caught attempting to read the "Monument of Secrets", a right he had yet to earn.

One day, while returning to his village after delivering a traveler to safety, Shinbu saves a girl named Suirin – a disciple of the Gate of Seiryu – from being attacked by members of the Gate of Kirin. Suirin was on her way to see Shinbu.

When Suirin learns that her rescuer is the one she seeks, she informs Shinbu that a party from the Gate of Kirin raided the Gate of Seiryu, and that the Master of the Gate of Seiryu and all his disciples – with the exception of herself – are dead. She goes on to explain that the group took the Divine Sword of Seiryu.

As the only survivor of her Bumon, Suirin sought Shinbu in the hope that he would help her recover the sword and restore the Gate of Seiryu. Having been deemed unworthy and expelled from the Gate of Seiryu, Shinbu was troubled by Suirin's request. However, his doubts are dismissed when Seidatsu, his foster father, hands him the "Singing Sword" which was bequeathed to Shinbu by his father, Hohaku.

Armed with the wise teachings of Seidatsu and his father's sword, Shinbu decides to join Suirin in her quest....

Playing as Shinbu, use your deadly swordsmanship skills to avenge your clan's decimation and restore the balance of powers across the land.

- **Create your own martial arts style** by combining more than 150 skills, yielding countless combinations.
- **Easy to control** with simple one-button operation, unleash deadly sword actions.
- **Download new shields, skills, and a sword** via Infrastructure Mode to develop your swordsmanship skills.
- **Show off and exchange your skills** with wireless connectivity using Ad-Hoc Mode.

- **Expand your arsenal of moves** by finding and collecting various skills as you progress.

****Ends****

About PSPTM(PlayStation® Portable)

PlayStation Portable is a new handheld entertainment system that allows users to enjoy 3D games, with high-quality full-motion video, and high-fidelity stereo audio. With graphics rendering capability comparable to that of PlayStation®2, PlayStation Portable features a 4.3 inch widescreen, high-resolution TFT display. PlayStation Portable also adopts a newly developed compact but high-capacity (1.8GB) optical disc, Universal Media Disc (UMD), as its storage medium. With a wide range of accessories and connectivity options, including Memory Stick Duo™, USB 2.0, IR port and Wireless LAN.

About Sony Computer Entertainment Europe Ltd.

Sony Computer Entertainment Europe (SCEE), based in London, is responsible for the distribution, marketing and sales of PS one®, PlayStation®2 and PlayStation® Portable software and hardware in 104 territories across Europe, the Middle East, Africa and Oceania. SCEE also develops, publishes, markets and distributes games software for the three formats, and manages the third party licensing programs for these platforms in the PAL territories. At the end of June 2005, over 40 million PlayStation® units had been shipped across these PAL territories, over 102 million worldwide. Between its European debut on 24 November 2000 and 20th July 2005, over 33 million PlayStation®2 units have been shipped across the PAL territories, over 91 million world-wide, making it one of the most successful consumer electronic products in history. Between the launch of the PSP in Japan in December 2004 and 21 July 2005, over 5 million PSPs have been shipped worldwide.

PlayStation and the PlayStation logo, PS one and PS2 are registered trademarks of Sony Computer Entertainment Inc. PSP and UMD (Universal Media Disc) are trademarks of Sony Computer Entertainment Inc. All other trademarks are property of their respective owners.