

# SQUARE EUROPE ANNOUNCES FORTHCOMING RELEASE OF SAGA FRONTIER 2™

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**London, September 1999**, Square Europe, a leading publisher of home video game console software is pleased to announce the release of Saga Frontier 2™ for PlayStation. This is the latest title in the hugely successful 'Saga' role playing series from Square, and is to be distributed by Sony Computer Entertainment Europe, within its exclusive European distribution partnership.

Players will be invited to step into the world of Saga Frontier 2™, a rich and fantastic story of a family and their quest to capture a mysterious egg imbued with evil powers. They will encounter all manner of friend and foe on this journey of discovery and learning and will need to perfect their use of magic attacks, weaponry and hand to hand combat if they are to survive the intense battle scenes.

Square Co., Ltd, have developed a truly original and innovative storyline system for Saga Frontier 2™, that places the gamer in the shoes of Gustave and the Knight family. Players will transcend multiple time periods as they play through each generation of the Knight family plus other heroes in the preparation for battle. The player can choose his/her character from a variety of people who live in Gustave's time with every one of them having their part to play in history. Facts found, events experienced and decisions made by the player through Gustave or other characters will shape the course of the games history.

In Gustave's world it is common for inhabitants to use "Spell Arts", but Gustave was born without this ability. Thus the young man was ousted from the position of succeeding the Crown. After he and his mother were chased away from the Royal Palace, he had to live in exile. The conflict now was in Gustave's mind between his Royal blood and his inability to perform "Spell Arts" casts a shadow on his character. . .

"Arts" can be mastered by "Flashes of Inspiration", by using weapons during the battles. A variety of "Spell Arts" are also available with characteristics according to their attributes. The player can make use of the unique "Combo" battle system. The strength and effect of "Combo" depends on the combination of "Spell Arts" and "Arts" and also "Enemies" and "Friends", who can create unpredictable damages.

"With multiple storylines and a wealth of extraordinary characters to interact with, Saga Frontier 2™ will challenge even the most experienced role-playing fan and captivate and

excite the novice player” said Mr Tomohiro Yoshikai, Managing Director of Square Europe. He added “Next to the Final Fantasy series, the ‘Saga’ line of products is our most successful franchise and we are thrilled to be able to bring the Saga series to PAL territories for the first time ever”.

Visit our websites:

[www.square-europe.com](http://www.square-europe.com)  
[www.playstation-europe.com](http://www.playstation-europe.com)

<b>Developer:</b> Square Co., Ltd ® <b>Genre:</b> Adventure <b>No. of Players:</b> 1 <b>Peripherals:</b> Analog Controller (DUAL SHOCK), Memory Card
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**Square Co., Ltd.**

Square Co., Ltd. is the leading third-party developer and publisher of home video game console software in Japan with annual sales of more than 34 billion Yen and 1,200 employees worldwide. Square Co., Ltd. became famous for its role playing games, including its world-renowned Final Fantasy series, which has sold more than 22 million units to date, and now publishes other titles under the Square Soft brand spanning all genres. Square Co., Ltd. is based in Tokyo, Japan, and maintains a branch office in Osaka.

**Sony Computer Entertainment Europe (SCEE)**

SCEE is responsible for the distribution and software development for the PlayStation™, the world's number one selling (CD-based) video game system and has offices around Europe, the Middle East, Australia and New Zealand promoting the PlayStation™ and its software to a total of 70 territories.

**Saga Frontier**

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