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Booth #2340, West Hall

FOR IMMEDIATE RELEASE

ENIX COMBAT READY  
WITH INTENSE RPG ACTION IN 'GRANDIA XTREME'  
First Original *Grandia* Title for PlayStation®2

E3, LOS ANGELES, CA, May 22-24, 2002 – Raising the *Grandia*™ series to new interactive heights is Enix America Inc.'s **Grandia Xtreme**™ for the PlayStation®2 computer entertainment system. The first original *Grandia* title for the PlayStation®2, **Grandia Xtreme** is a mesmerizing blend of action and role-playing that already has gamers buzzing about its September release.

“**Grandia Xtreme** is the first result of our new partnership with Game Arts, the creators of the *Grandia* and *Lunar*® RPG series,” said Paul Handelman, president of Enix America. “For many, the Enix brand is synonymous with quality RPGs due to our strong franchises such as *Dragon Warrior*® and *Star Ocean*®. Now we add *Grandia* to our profile, further increasing our mark of RPG quality and strengthening our active fan-base.”

A dramatic story-driven adventure featuring an extremely sophisticated AI engine and deep character skill development, **Grandia Xtreme** also further refines the renowned battle system of the *Grandia* series. The battle system captures the chaotic nature of group combat, and combines it with the finest elements of real-time and turn-based combat systems. Combat highlights include an Initiative Point System for determining who attacks first; bonuses for timing and combos, and the ability to utilize elemental powers of Fire, Air, Earth and Water against enemies.

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Other features include:

- 360-degree viewing radius in fully rendered 3-D environments creates dramatic worlds and integrates physical puzzles into game play;
- Sophisticated AI options, ranging from ‘Totally Aggressive’ to ‘Safety First,’ streamline game play and add additional strategic depth to combat. Two AI settings can be configured for each player and players can switch between both settings;
- Map and radar functions to ease exploration. Radar alerts the gamer to the presence of enemies so the user can choose to engage or run. No random combat to frustrate the user;
- Deep character development system whereby attaching skill books and magical Mana Eggs enable each character to grow in a variety of ways;
- Innovative strategy sessions occur in-game as characters discuss issues and learn which actions they should take next;
- Quick load times between scenes and into combat.

More information regarding Enix’s entire lineup of exciting products can be found at [www.enix.com](http://www.enix.com).

**Grandia Xtreme** is being publicly unveiled in North America for the first time at the Enix booth #2340 in the West Hall during the Electronic Entertainment Expo (E3) in Los Angeles, May 22 – 24.

### **About Grandia**

Developed by Game Arts and originally released in North America for the PlayStation® game console in October 1999, *Grandia* quickly leaped to the forefront of a new generation of RPGs. Its critically acclaimed combat system and deep character development combined to position *Grandia* as a key contributor to the emergence of RPG games into the mainstream. The series continued its prominence at the forefront of the genre with the December 2000 North American release of *Grandia 2* for Sega Dreamcast™; *Grandia 2* remains the all-time best selling traditional RPG game for the Dreamcast platform and has recently been re-released for both the PlayStation®2 and PC. **Grandia Xtreme** represents the first original *Grandia* series game for the PlayStation®2 system and continues the legacy of the series.

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**About Enix America Inc.**

Established in 2000, Enix America Inc. is a rapidly growing publisher of interactive entertainment software for next generation platforms, including the PlayStation®2 computer entertainment system. Having enjoyed a strong 2001 which saw the company set U.S. sales records for its *Dragon Warrior* products, Enix is introducing two of its most innovative and technically advanced games this year with *Grandia Xtreme* and *RAD*, both for the PlayStation®2. Based in Seattle, WA, Enix America Inc. is a wholly owned subsidiary of Japan-based Enix Corporation.

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