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ENIX TO BRING HIGHLY ACCLAIMED

'STAR OCEAN: TILL THE END' OF TIME TO NORTH AMERICA IN 2003

Third Installment of 'Star Ocean' Series Most Advanced To Date

E3, LOS ANGELES, CA, May 22-24, 2002 – One of the most highly touted and successful video game franchises has been confirmed for the North American market as Enix America Inc. today announced it will be publishing **Star Ocean®: Till the End of Time™** for the PlayStation®2 computer entertainment system. The game will make its official North American debut at the Electronic Entertainment Expo, May 22-24.

“**Star Ocean: Till the End of Time** promises to be one of the most significant video games released in 2003,” said Paul Handelman, president of Enix America. “It combines some of the most advanced visuals ever presented, with a game design of unparalleled sophistication and depth, all while remembering that at the end of the day, it’s all about fun. We can’t wait to bring the new *Star Ocean* title to the legions of fans across the continent.”

Continuing the galaxy spanning epic introduced in the original *Star Ocean* and continued in *STAR OCEAN® The Second Story*, **Star Ocean: Till the End of Time** picks up the saga of Fate Linegod as he journeys with his family and friend, Sofia Esteed, to a protected planet under the control of the Galaxy Federation. Peace is short-lived as the planet is attacked and destroyed by unknown alien troops. As Fate and the survivors make their way towards a refugee camp they come under attack yet again, and Fate’s parents are lost.

With that, the action and adventure of **Star Ocean: Till the End of Time** begins. Featuring several new innovations in RPG gaming, chief amongst them, its unique real-time combat system in which characters have complete freedom to move around. **Star Ocean: Till the End of Time** also incorporates incredibly detailed real-time 3-D environments, which offer a 360-degree viewing radius that immerses players in vivid panoramic worlds.

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Star Ocean: Till the End of Time 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).

More information regarding Enix's entire lineup of exciting products can be found at www.enix.com.

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 *Robot Alchemic Drive™*, 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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