



FACT SHEET

Publisher:	Sony Computer Entertainment Europe
Developer:	Level-5 Inc.
Platform:	PlayStation®2
Genre:	Role-Playing Game (RPG)
Players:	1 Player
Peripherals:	Analog Controller (DUALSHOCK®2), Memory Card (8MB) (for PlayStation®2)
Launch Date:	September, 2007
Rating:	PEGI 12+

OVERVIEW

From the developers of the critically acclaimed Dark Cloud™ series, Level-5 once again delivers an unparalleled role-playing game experience with *Rogue Galaxy*™. With its highly anticipated PAL release, *Rogue Galaxy* provides RPG fans with visually stunning backdrops, an immersive storyline with plenty of unexpected twists and an innovative combat system that gives the player total control throughout the epic adventure.

Featuring gameplay with no load times, players will be able to explore the worlds of *Rogue Galaxy* with seamless transitions. Set in a vast universe, this action-RPG allows players to run, jump, swim, climb and engage in real-time combat, as they explore highly detailed environments in a quest to locate a legendary planet. Control up to three characters at a time, each colourfully brought to life and with their own skills and weapons. In addition to the compelling storyline, gamers will have access to multiple side quests and be able to generate custom weapons and items by creating their own factory.

STORYLINE

At the far edge of the galaxy on the desert planet Rosa, a young man named Jaster dreams of journeying through space. In a sudden turn of fate, he is recruited to join the crew of space pirate Dorgengoa in a race to find a legendary planet that holds the key to the greatest of treasures... eternal life.

However another party, led by the Daytron Corporation, is also searching for the planet. Jaster and the crew of the Dorgenark will have to battle the Daytron Corporation across the vast galaxy as they race to put together the pieces of a portal that will allow them to stake their claim to the treasure.

KEY FEATURES

- **Epic 3D Gameplay** – More than 100 hours of gameplay unfold through five expansive worlds with highly detailed environments and unique, cel-shaded character designs.
- **Multiple Playable Characters** – Eight playable characters, with up to three controllable on-screen at the same time.
- **True action-RPG** – Real-time combat system that provides players with the opportunity to customise attacks and switch between multiple characters mid-battle.
 - Unique ‘Battle Suggestion’ system – A.I. controlled allies can recommend specific actions during combat, and players can issue commands to team-mates.
 - Utilise close and long-range weapons and execute special attacks unique to each character, as well as team combo attacks.
- **Build Special Weapons and Items** – Combine different weapons to synthesise more than 500 new weapons. Player can also manufacture specialised and rare items in Factory Mode by locating schematics hidden throughout the galaxy.
- **Mini-Games and Side Quests** – In addition to solving the mysteries of the epic story, *Rogue Galaxy* features a number of mini-games and quests to further challenge players:
 - **Insectron Tournament** – Capture, train and stage battles using Insectron bugs found throughout the various worlds. Over 120 ‘Insectors’ can be collected, and players will increase rank and earn prizes by advancing through tournaments.
 - **Rare Item Hunt** – Search throughout the galaxy for clues to track down rare items. Locating all items provides players with special prizes.
 - **Galactic Seven-Star Swords** – Follow clues and gather information to collect the set of legendary Seven-Star Swords, considered to be amongst the most powerful weapons in the universe.
 - **Challenge Battles** – Players can add an element of difficulty by completing battles under certain conditions. Successful players can earn hunter coins, which help to upgrade a player’s hunter licence and open up additional challenges.
- More than eight hours of high-quality cut-scenes and cinematics help to drive the coming-of-age story; full of action, adventure and numerous twists that will keep players guessing until the very end.

For further information, please contact your local PR manager or visit

roguegalaxygame.com

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About Sony Computer Entertainment Europe Ltd.

Sony Computer Entertainment Europe (SCEE), based in London, is responsible for the distribution, marketing and sales of PLAYSTATION®3, PlayStation®2 and PSP® (PlayStation®Portable) software and hardware in 102 territories across Europe, the Middle East, Africa and Oceania. SCEE also develops, publishes, markets and distributes entertainment software for these formats, and manages the third party licensing programs for the formats in these territories. Between its European debut on 24th November 2000 and the end of March 2007, over 44 million PlayStation 2 consoles have been shipped across the SCEE territories, over 117 million worldwide, making it one of the most successful consumer electronic products in history. Between its European debut on 1st September 2005 and the end of March 2007, over 8 million PSP systems have been shipped across the SCEE territories, with over 25 million shipped worldwide since its Japanese launch in December 2004. Between its European debut on 23rd March 2007 and the end of March 2007, over 1.5 million PS3 systems have been shipped across the SCEE territories, with over 5.5 million shipped worldwide since its Japanese launch in November 2006

More information about PlayStation products can be found at

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