

# TALES OF SYMPHONIA™

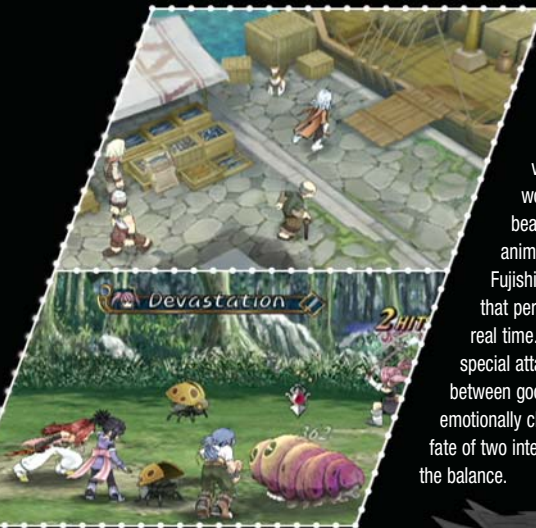
**“Tales of Symphonia could end up being  
the RPG when it comes to the GameCube.”**

—GameInformer.com (January 2004)



## THE FIRST TRULY EPIC RPG ADVENTURE EXCLUSIVELY FOR NINTENDO GAMECUBE™

In a dying village on the planet Sylvarant, legend has foretold that one day a Chosen One will appear from amongst the people and the land will be reborn. As Lloyd Irving, joined by his close friends Genis Sage and Collet Brunel, venture forth upon a quest to return your world to health. Enter an exquisite landscape of beautiful cel-shaded graphics and high-quality anime cut scenes by renowned artist Kosuke Fujishima. Dive into a unique, 3D battle system that permits you to control your characters in real time. Execute and combine hundreds of special attacks and magic spells. The line between good and evil blurs in this immersive, emotionally charged epic adventure where the fate of two interlocked worlds hangs in the balance.



# TALES OF SYMPHONIA™



## KEY FEATURES

- Intricate, emotionally charged storyline provides over 80 hours of epic gameplay.
- Stunning cel-shaded graphics, character designs and beautiful in-game cut scenes created by renowned anime artist Kosuke Fujishima.
- Unprecedented character-building flexibility: level up to suit your own gameplay style, build or break relationships as you see fit and marvel as the storyline changes according to your decisions.
- A completely real-time, 3D battle system featuring hundreds of special attacks, combos, spells and summons to choose from.
- Dozens of mini-games and side quests for virtually unlimited replay value.

## MARKETING SUPPORT

- \$1 million marketing campaign before and throughout launch.
- Extensive print campaign targeting game enthusiast and anime publications.
- Comprehensive press coverage—news, previews, features, etc.—and 1st party support.
- Varied online advertising and promotions, including banners, interactive messaging and online viral marketing.
- Interactive, regularly updated web site.
- Extensive retail support featuring a wide array of POP materials and circular advertising.

**Developer:** Namco Tales Studio Ltd.  
**Platform:** Nintendo GameCube™  
**UPC:** 722674300025  
**Stock number:** 30002  
**Genre:** Anime RPG

**ESRB:** RP (T likely)  
**Players:** Up to 4  
**Target audience:** Males 15–34 RPG and anime fans  
**Release date:** July 2004



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