

EDITORS: ASSETS FOR *LA PUCELLE: TACTICS* ARE AVAILABLE FOR YOUR USE AT: www.michaelmeyerspr.com

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For Immediate Release

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Mastiff LLC Announces Ship Date for *La Pucelle: Tactics* for PlayStation®2

Another Great Tactical RPG from Creators of the Award-Winning Disgaea in Stores Early May

SAN FRANCISCO, CA – (February 18, 2004)– Interactive entertainment publisher, Mastiff LLC announced today that they will be publishing another of Nippon Ichi Software Inc's great tactical RPGs, *La Pucelle: Tactics*, exclusively for the PlayStation®2 computer entertainment system in early May 2004. *La Pucelle* uses a similar battle system to the 2003 award-winning game, *Disgaea*, also a Nippon Ichi Software title.

La Pucelle: Tactics is a tale of betrayal and double cross, monsters in human form and humans in monster form, set in an alternate medieval Europe. The unlikely hero is a smart mouthed and undisciplined sixteen year old who just passed her exorcism exams and her comrades in *La Pucelle*, a demon hunting squad.

"*La Pucelle* is a game that you won't be able to stop playing once you start" says Sohei Niikawa, Managing Director of Nippon Ichi Software. "If you are a fan of *Disgaea*, you don't want to miss *La Pucelle*." Mika Hayashi, Mastiff's Big Woof, Japan, and producer for *La Pucelle: Tactics* adds: "Instant, continuous level-ups, items you can combine and enemies willing to come to your side, together with a heavily tactical battle system and heartrending story make this a great game."

Many American gamers became familiar with talented developer Nippon Ichi in late summer 2003 when their spectacular game, *Disgaea*, shipped for the PlayStation 2. *Disgaea* captivated consumers and critics alike and recently won a number of "2003 Best of" awards including:

Simulation/Strategy Game of the Year – Play Magazine

Reader's Choice- Best Strategy Game – IGN.com

Top PS2 Strategy Game of 2003, Top 10 PS2 Game of Year – GameSpy.com

According to Jeremy Dunham of IGN, "... it's worth every bit of the 9.2 we gave it a few months back. Hopefully it will continue to do well as time goes on and enjoy the same kind of post-launch success that games like *ICO* and *Jak and Daxter* did."

La Pucelle: Tactics Features

- Dark Portals and Purification: Brand new to the RPG world, use your powers to purify defiled ground and enemies. If pulled off right the effect is like having a super-giant combo.
 - Damage multiple enemies at once
 - Stop new enemies from appearing
 - Strengthen items in real time
 - More detailed story and character development than Disgaea
 - Fast leveling system: Items, characters and skills can increase every round of battle for well earned instant gratification.
 - Carry up to 149 items and use them to learn special magic.
 - Turn enemies to allies. Bring up to 8 units into battle.
 - Seize the high ground! Battlefield terrain will vary in height: attacking down is way better than being attacked from above.
 - Attack in formation with your allies -- Wave Attack and Simultaneous Attack

 - Great balance of difficulty with early stages functioning as a tutorial, characters with real personality, beautiful hand drawn backgrounds
 - Over 100 hours of gameplay with multiple endings
 - Winner of a coveted Gold Award from Famitsu, Japan's leading game magazine.
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About Mastiff LLC

Mastiff LLC is a publisher of interactive entertainment with offices in Tokyo, San Francisco and Los Angeles. Please see www.mastiff-games.com for more information.

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