

FACT SHEET

CONTACT:

GOLIN HARRIS

Chris Olmstead, (213) 623-4200, ext. 780

colmstead@golinharris.com

Eileen Tanner, (509) 628-1993

etanner@golinharris.com

Baten Kaitos Origins[™]

Format:	Nintendo GameCube [™]
Launch Date:	Sept. 25, 2006
ESRB:	RP (Rating Pending)
Game Type:	Role-Playing Game
Accessories:	Memory Card
Players:	1
Developer:	NAMCO BANDAI Games/Monolith Software/tri-Crescendo

KEY INFORMATION

Baten Kaitos Origins is a prequel to *Baten Kaitos: Eternal Wings and the Lost Ocean*, a Nintendo GameCube exclusive released in late 2004. The plot revolves around a group of characters who are struggling to discover the source of frightening changes (both natural and political) that are occurring in their world. During their journey, they will learn many details that help flesh out the first game, including how the despotic Empire government came to be.

- Players explore a massive world filled with memorable characters and bizarre creatures. From the high-tech high-rises of the empire to a rustic farming hamlets, the level and character design in *Baten Kaitos Origins* is wildly innovative.
- Players immerse themselves in the *Baten Kaitos* universe. With a twisting, turning storyline, dozens of side quests and thousands of lines of voice-acted dialogue, they will easily spend 80+ hours in this world.
- Players leap into the fray with the real-time combat system. With hundreds of weapons, armor pieces and items at their disposal, even fights against the smallest monsters will be a fun and frantic experience.

Game storyline: *Baten Kaitos Origins* takes place 20 years before the first *Baten Kaitos* game. It explains how the diabolical Emperor Geldoblame rose to power, and it also fills in many details about the heroes from the first title. In addition, players will learn about the origins of the world itself and why the Lost Ocean is returning.

Characters: The hero, a blue-haired young man named Sagi, was sent to assassinate the Emperor but found the job had been done for him. Blamed for the death, he's now on the run with two friends – a robot named Guillo and a young woman named Milly. (Character names are not final.)

How to progress through the game: In the initial stages, the player's party will progress in a linear fashion, moving from one area to the next along a set path. After playing the game for a few hours, players will acquire a ship that lets them visit areas in the order of their choosing, allowing them to either pursue optional side quests or blast through the main mission as they see fit.

Special powers/weapons/moves/features: Unlike traditional RPGs, where characters gain levels in categories such as strength and agility, the majority of leveling-up occurs by procuring better Magnus cards. There are more than 600 different Magnus cards in *Baten Kaitos Origins*, some of which have truly fantastical properties. Players can acquire cards in many different ways, including trading, buying, winning as spoils of war or by creating them themselves.

###