

HYPERDIMENSION NEPTUNIA RE;BIRTH1 IS NOW SCHEDULED TO BE RELEASED ON PLAYSTATION®VITA TO NORTH AMERICAN AND EUROPEAN FANS THIS SUMMER!



LOS ANGELES, CA., March 25, 2014 – Idea Factory International is excited to announce that **Hyperdimension Neptunia™ Re;Birth1**, a new installment of the long-loved fan favorite RPG series, *Hyperdimension Neptunia*, will be released on PlayStation®Vita handheld entertainment system in the North American and European markets in the late summer of this year. *Hyperdimension Neptunia Re;Birth1* is a remake of *Hyperdimension Neptunia™*, which was previously released for the PlayStation®3 computer entertainment system in 2011. Renewed event conversations, graphics, and newly added game mechanics will entertain fans who have already played the PlayStation3 version of *Hyperdimension Neptunia* as well as newcomers to the series. More detailed information regarding the release method and the release date will be available soon!

Story

Gamindustri: One of many parallel universes protected by four goddesses known as CPUs. Long ago, these four CPUs engaged in a war for supremacy known as the War of the Guardians. However, this war weakened their protective hold on the world inhabited by their people, and in turn it was flooded by monsters under the influence of an individual known as Arfoire. During the War of the Guardians, one of the CPUs—Neptune—was defeated by the others and hurled down to the world's surface from the heavens. The drop caused Neptune to lose her memories, as learned by Compa and IF, who happen upon the fallen girl. A mysterious book containing knowledge of all Gamindustri's history suddenly speaks out to Neptune, Compa, and IF. With the assistance of this sentient book, the trio embark on an extraordinary journey across four different nations on a quest to save the entire world!"

Key Features and Differences from the PlayStation®3 version

An overhauled battle system! *Hyperdimension Neptunia Re;Birth1* takes the original game and equips it with the battle system of *Hyperdimension Neptunia Victory!* This gives the player a more in-depth gaming experience!

New scenario, new ending! The main story and event scenes are renewed from the PlayStation3 version. The core storyline will remain mostly the same, but the conversations between characters are all new! A new ending has been added as well! This will allow players returning from the PlayStation3 version to enjoy the game anew!

New "Remake System"! A new system has been added to *Hyperdimension Neptunia Re;Birth1*: the "Remake System"! It lets players customize and make changes to the game system itself by obtaining "Plans"!

Receive Blank Discs to craft your own Game Discs! You can create unique equippable items by burning Idea Chips (abilities) onto Blank Discs! Depending on the Idea Chips used, a Godly Game may result, which will grant you an additional ability!

DLC brings more playable characters and more! Additional characters will be playable through DLC; players can increase the level cap to 999; and additional monsters, quests, and dungeons will be available!



Product Information
 Title: Hyperdimension Neptunia™ Re;Birth1
 Console: PlayStation®Vita
 Release date: Late Summer 2014
 Publisher: Idea Factory International
 Genre: RPG
 Player(s): 1
 Voiceover options: Original Japanese/
 English voiceover
 Language format: English subtitles
 ESRB/PEGI: RP

Visit IdeaFntl.com for more info!

All screenshots shown here are from the Japanese release version of the game. They do not represent the final North American and European versions.
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About Idea Factory International, Inc. Idea Factory Co., Ltd. has been releasing its video game titles, such as the *Hyperdimension Neptunia™*, *Record of Agarest War*, and *Hakuoki* series, in North America and Europe through third-party publishers. As it increases the volume of various content it wishes to make available globally, including video games, animation, and social apps, Idea Factory International, Inc. intends to focus on providing general and overall information regarding such Idea Factory properties to North American and European fans, as well as strengthen the Idea Factory brand around the globe.