



## **DRAGON QUEST™ VIII to Be Released in Japan November 27, 2004**

**September 20, 2004 – Los Angeles, CA** – Square Enix Co., Ltd., a leading developer and publisher of interactive entertainment software including two of the world's most popular franchises FINAL FANTASY® and DRAGON QUEST™ announced today that DRAGON QUEST™ VIII for the PlayStation®2, will be released November 27, 2004 in Japan.

The DRAGON QUEST™ Series is one of the leading RPGs in Japan. The series was first released in 1986 and has sold 35.89 million units worldwide. DRAGON QUEST™ VIII, using cutting-edge graphics and a new game system, will be released for the PlayStation®2 as a completely new DRAGON QUEST™, four years after the last DRAGON QUEST™ VII.

In addition, the company will prepare a playable version for the 2004 Tokyo Game Show which will be held September 24-26, 2004. This will be the premiere of a DRAGON QUEST™ VIII playable.

### **DRAGON QUEST™ VIII Features**

#### **Cutting-edge graphics**

The world of DRAGON QUEST™ VIII is created with breakthrough 3D graphics. The world, which includes fields, towns and dungeons, will allow players to move around seamlessly. The graphics are of a high-quality animation, and players can feel as if they are walking around inside the world created by Character Designer, Akira Toriyama.

#### **The battle scenes and monsters make users feel as if they were actually facing them**

All of the monsters and characters are transformed with 3D graphics. Battle scenes provide a strong presence of characters and monsters due to its stunning visuals. Moreover, both new and familiar monsters have been recreated with uniquely detailed animation. Characteristic monsters popular among fans of DRAGON QUEST™ come alive with a fresh breath of life.

#### **An entirely new original score by Koichi Sugiyama**

Koichi Sugiyama, the composer of DRAGON QUEST™ VIII and all of the music from previous titles in the series, composed an entirely original score. A classic and elegant score, the music is also memorable and will leave people humming the tunes. The impressive score makes the journey much more adventurous and paints each scene with emotion.

Title: DRAGON QUEST™ VIII  
Genre: RPG  
Platform: PlayStation®2  
Media: DVD-ROM 1  
Release Date: November 27, 2004  
Price: 8,800yen (9,240yen including consumption tax)  
Memory card: TBD

### **Staff**

Scenario/ Game Design: Yuji Horii  
Previous Experience: DRAGON QUEST™ series, ITADAKI STREET series, etc.

Character Design: Akira Toriyama  
Previous Experience: DRAGON BALL, DR. SLUMP, etc.

Music: Koichi Sugiyama  
Previous Experience: Music of all DRAGON QUEST™ titles, Flaxen-haired Maiden, JRA Central Horse Racing Fanfare, March, etc.

Development: LEVEL-5 Inc.  
Previous Experience: DARK CLOUD, DARK CHRONICLE

Publisher: Square Enix Co., Ltd.

### **About Square Enix Co. Ltd. and Square Enix, Inc.**

Headquartered in Tokyo, Japan, Square Enix Co., Ltd. (Square Enix) develops, publishes and distributes entertainment content including interactive entertainment software and publications in Japan, North America, Europe and Asia. Square Enix brings two of Japan's best-selling franchises – FINAL FANTASY®, which has sold over 60 million units worldwide and DRAGON QUEST™ (DRAGON WARRIOR® in North America) which has sold over 35 million units worldwide – under one roof. Square Enix is one of the most influential providers of digital entertainment content in the world and continues to push the boundaries of creativity and innovation.

Square Enix, Inc is a 100% subsidiary of Square Enix Co., Ltd. with offices in Los Angeles, CA and Seattle, WA. It handles operations in North America, including the development, localization, marketing and publishing of Square Enix titles. More information on Square Enix can be found on the Internet at <http://www.square-enix.com>.

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