

Developer: Square Enix, Co. Ltd.
Publisher: Square Enix, Inc.
Format: PlayStation®2 computer entertainment system
Genre: Battle Action RPG
ESRB: RP (Rating Pending)
Ship Date: TBD



*This title is not officially concept approved by
Sony Computer Entertainment America

SQUARE ENIX BRINGS YOU THE LATEST CONCEPT BRAND

Square Enix latest polymorphic concept is called the CODE AGE PROJECT. The PS2 content of this project, CODE AGE COMMANDERS is a completely original action RPG with a fresh new battle system.

With customizable weapons and hardcore, real time battle systems that take place on a 3D field, CODE AGE COMMANDERS sets the scene for action that's never been seen before. The game's character creation system allows players to customize their character's abilities, affecting their character's growth patterns by the decisions they make.

CODE AGE ushers in a new era of graphics, and it's cruelly, dramatic story is completely engrossing.

STORY

"Because we are in a time like this,
we needed to be reborn..."

The world is closed off, and therefore called an "intraglobular world." One day, man learns that Central Code, the foundation of all creation, triggers a phenomenon every ten thousand years called "rebirth." This is when the earth is destroyed and then reincarnated. The human race builds a massive "Arc" to sleep in, in order to escape this disaster, with the hopes of a brand new world that would welcome them when they awake.

Alas, the order of the world frowned upon this.

Such is the will of the people, that they respond to surviving the end of the world by creating war. As the world gradually dies, people spread the seeds of death. This is a story of those who live in this world.

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ART CONCEPT: YUSUKE NAORA / CHARACTER DESIGN: TOSHIYUKI ITAHANA

*CODE AGE BRAWLS will soon be released for mobile (territories TBD).

CHARACTERS

Gene (Warhead)

A young boy that was sleeping in the Arc to avoid the end of the world. He awoke on the earth after the arc started to fall apart. In a place that has transformed into a foreign land to him, he is thrown into a battle between unknown creatures where he almost faces death. A soldier brings him back as a warhead.

Pake (Mobile)

The mobile that Gene had when he awoke. With Gene's memory lost, it acts kind of like a navigator.

Aliz (Human)

A young girl and sister of Gene, who was sleeping in the Arc. When the Arc fell apart, she was with her brother but gets kidnapped by the unknown.

GLOSSARY

[Central Code]

The "foundation of all creations" found in the center of this world. It controls not only time, but the life and death of all in the world.

[Rebirth]

The Central Code sheds its old outer shell once every ten thousand years, and rebuilds itself. While the Central Code is rebuilding, the world cannot receive its blessings and falls apart.

[Arc]

A facility that the human race had created near the Central Code so that they can avoid the end of the world during its reincarnation. Many people had boarded the facility, but the deterioration of the Central Code destroys it. Its pieces have landed around the world.

[Otero]

Unknown beings that were created from the pieces of the Central Code. The only thing known is that their natural instinct makes them attack an Otero of a different color from themselves. When Oteros come in contact with a creature on the earth, they merge into a life form called Codet.

[Codet]

When the people that stayed on the earth were taken by the Otero, they became Codets. They do not have any free will and only act in the way that the Otero's attributes urges them to. Rarely, there are Codets that share both attributes.

[WarHead]

Subspecies that fall in between Codets and Humankind. They can hold on to their human will. They have an ability that allows them to change and evolve their bodies.

STAFF

Producer / Concept Design

Yusuke Naora

Art direction on hit titles such as; FINAL FANTASY VI, VII, VIII, X. This will be his first project as producer.

Director

Toshiyuki Itahana

Illustrations/character designs on the Chocobo series, FINAL FANTASY IX, and FINAL FANTASY CRYSTAL CHRONICLES.

Executive Producer

Akitoshi Kawazu

The producer has directed the SaGa series, which has sold over 1,000,000 units.