



Entertainment
Press Release

September 28, 2015

BANDAI NAMCO Entertainment Inc.

**BANDAI NAMCO ENTERTAINMENT INC. ANNOUNCED THAT
'ONE PIECE BURNING BLOOD'**

WILL BE RELEASED IN 12 LANGUAGES IN 2016
Full-fledged new fighting action game from "ONE PIECE" series which
exceeded cumulative downloads of 10 million

BANDAI NAMCO Entertainment Inc. (Headquarters: Shinagawa-ku, Tokyo; President & CEO: Satoshi Oshita) announced that "ONE PIECE BURNING BLOOD" will be released in 12 languages, the full-fledged fighting action game for PlayStation_(R)4 and PlayStation_(R)Vita, in 2016.

■ **The first full-fledged fighting action game from "ONE PIECE" series**

"ONE PIECE BURNING BLOOD" is the first fighting action game from the "ONE PIECE" series of which original comic and animation have been highly praised in Japan and overseas. In launching the new game globally, it was adopted the fighting action format which is popular overseas, in particular.

Players of the game will be able to enjoy strategic fighting actions, leveraging the power of "devil fruits" and "HAKI" the game character has gained, taking over the popular and familiar concept from the original comic and animation. It will promote "ONE PIECE BURNING BLOOD" as a new game series in which players can put themselves into the virtual battle scenes unique to "ONE PIECE", thanks to the newly-adopted format of fighting action.



Key visuals

■ **Available in 12 languages, and in various countries and areas around the world**

"ONE PIECE BURNING BLOOD" is available in 12 languages including English, French, Russian, Brazilian Portugues, and Traditional Chinese, more than any other titles of the "ONE PIECE" series so far. Delivering this game to more people than ever, it widely offers the world of "ONE PIECE" where players can appreciate the wit of strategic tit for tat.

The game is recommended for "ONE PIECE" fans as well as action game lovers.



Image from the game

[Product Outline]

Product Name	ONE PIECE BURNING BLOOD		
Genre	Fighting Action	Launching Day	2016
Compatible Platforms	PlayStation _(R) 4/PlayStation _(R) Vita Xbox One (North & South Americas, Europe)	Target Age	To be determined
Sales Territories	Japan, North & South Americas, Europe, Asia, Oceania and Russia		
Languages	English, French, Italian, German, Spanish, Russian, Polish, Brazilian Portugues, Neutral Spanish, Traditional Chinese, Korean and Japanese *Voice over is Japanese only		
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