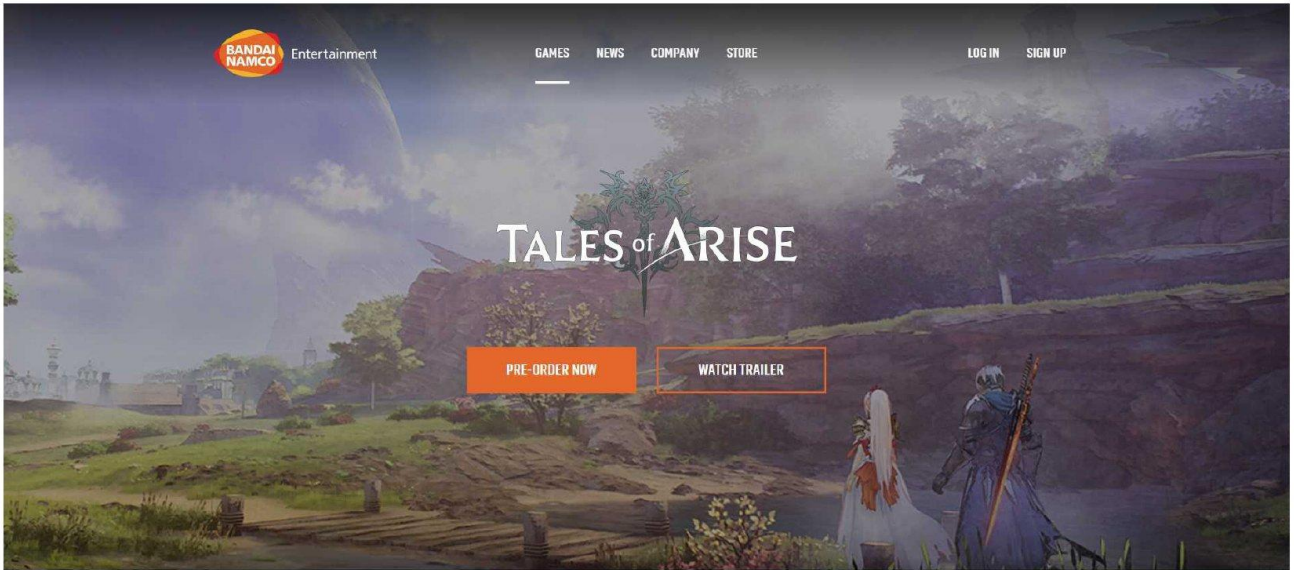


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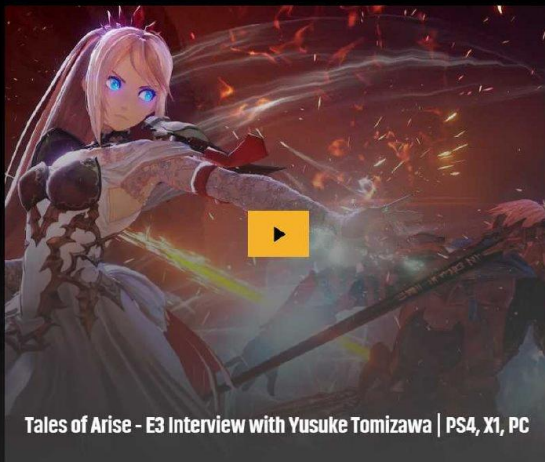
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Meet Shionne and Alphen as they fight for freedom in Tales of Arise!



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Challenge the Fate That Binds You

On the planet Dahna, reverence has always been given to Rena, the planet in the sky, as a land of the righteous and divine. Stories handed down for generations became truth and masked reality for the people of Dahna. For 300 years, Rena has ruled over Dahna, pillaging the planet of its resources and stripping people of their dignity and freedom.

Our tale begins with two people, born on different worlds, each looking to change their fate and create a new future. Featuring a new cast of characters, updated combat, and classic Tales of gameplay mechanics, experience the next chapter in the world-famous Tale of series. Tales of Arise.

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RELEASE DATE

Coming Soon



DEVELOPER

Bandai Namco Studios

GENRES

Anime

Role Playing (RPG)

The Next Chapter

Experience the next chapter in the Tales of series, brought to life in stunning HD powered by Unreal Engine 4



Dynamic Action

Dynamic Action RPG featuring an updated battle system that retains classic Tales of gameplay

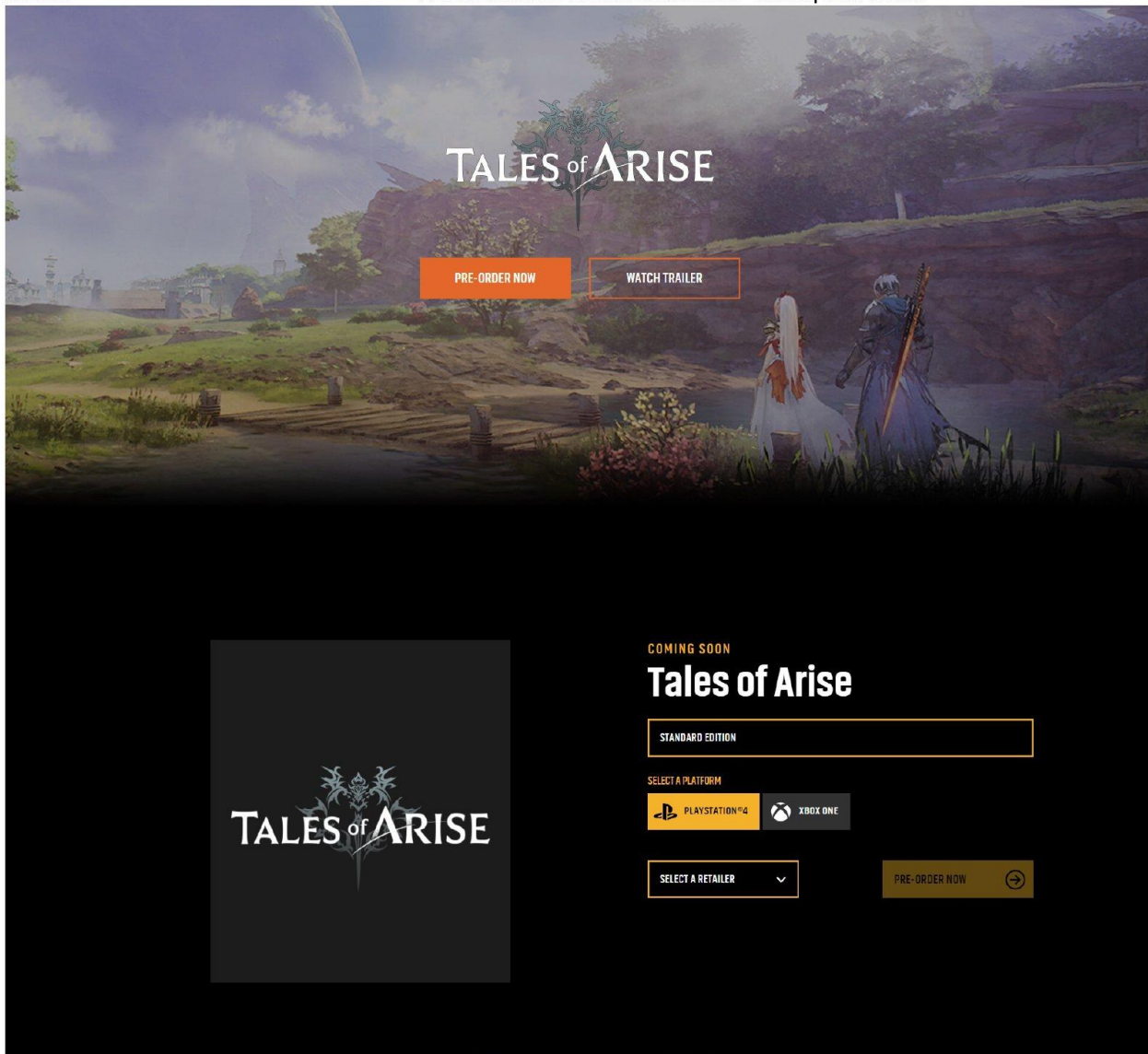
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High quality animation created by Ufotable



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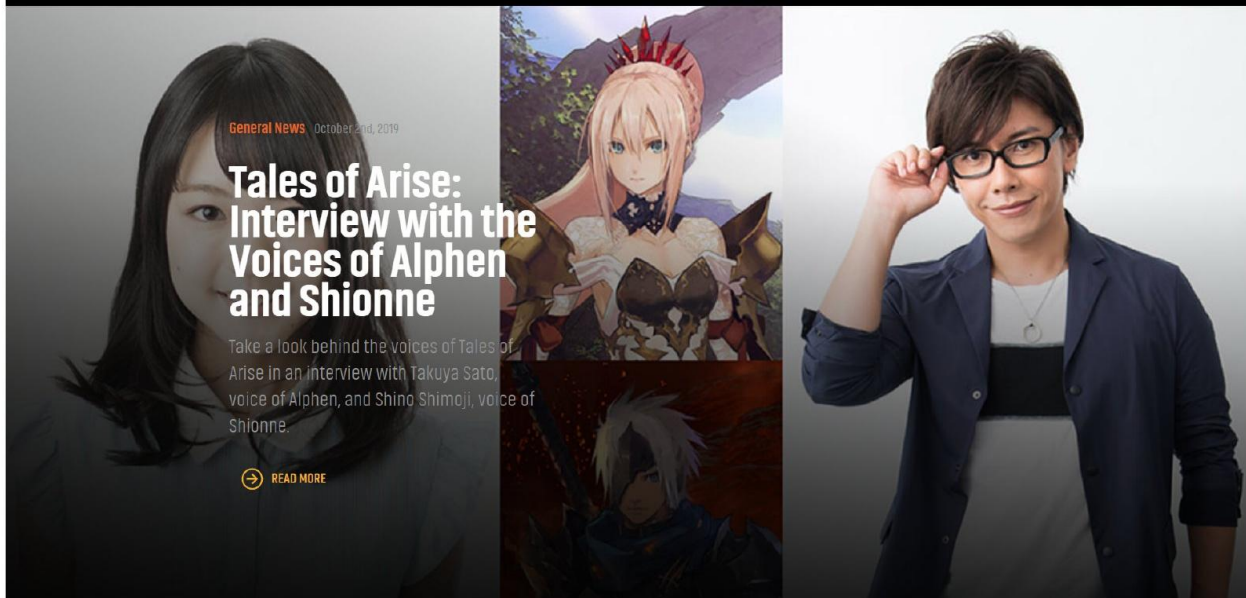
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Tales of Arise Logo**

Take a glimpse behind-the-scenes with Producer Tomizawa!

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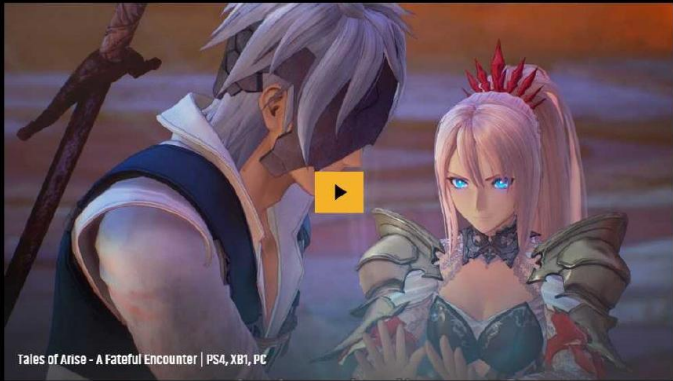
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Screenshot



Screenshot

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WIKIPEDIA

Tales of Arise

Tales of Arise^[1] is an upcoming action role-playing game developed and published by Bandai Namco Entertainment. An entry in the *Tales* series, it is planned for release in 2020 for Microsoft Windows, PlayStation 4 and Xbox One. The game follows two people from the opposing worlds of Dahna and Rena.

Developed by a team composed of both series veterans and newcomers, the aim was to revitalize the *Tales* series using a darker aesthetic to stand out within the series and appeal to a Western audience. Minoru Iwamoto, artist for *Tales of Zestiria* and *Tales of Berseria*, returns as both character designer and art director. The game is built using Unreal Engine 4.

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Overview

Like previous games in the series, *Tales of Arise* is an action role-playing game, although its gameplay has gone through unspecified alterations as part of its development goals while retaining the basic *Tales* battle system, dubbed the Linear Motion Battle System.^{[2][3]} *Arise* takes place in a setting divided between the medieval world of Dahna and the advanced world of Rena. Rena's superior technological and magical advancement cause it to hold power over Dahna, taking its resources and treating its people as slaves. The protagonists are a man, Alphen, native to Dahna, and a woman, Shionne, from Rena, who end up travelling together.^[3]

Development

According to producer Yusuke Tomizawa, development of *Arise* began before the announcement of the *Definitive Edition* of *Tales of Vesperia* in 2018. Beginning development under the codename "Arise", the aim was to reevaluate and evolve the *Tales* franchise formula. The game's title derived from its codename as it best exemplified both the game's story themes and the team's wishes. While

Tales of Arise



Developer(s)	Bandai Namco Studios
Publisher(s)	Bandai Namco Entertainment
Producer(s)	Yusuke Tomizawa
Artist(s)	Minoru Iwamoto
Series	<i>Tales</i>
Engine	Unreal Engine 4
Platform(s)	Microsoft Windows PlayStation 4 Xbox One
Release	2020
Genre(s)	Action role-playing

previous *Tales* games used a dedicated in-house engine, *Arise* was built using Unreal Engine 4, allowing much higher graphical quality compared to earlier entries. Character models and movement were also improved, with the team aiming at the same level of quality found in 3D films and television.^[3] While the previous title *Tales of Berseria* had been a cross-generation title for PlayStation 3 and PlayStation 4, *Arise* was made exclusively for modern hardware.^[2]

Arise is being developed by Bandai Namco Studios. The team included veterans going as far back as *Tales of Phantasia*, alongside newcomers who were passionate about the series. The art director and character designer was Minoru Iwamoto, who had worked on both *Berseria* and *Tales of Zestiria*. This was the first time the same person had filled both roles, and was part of Bandai Namco's move towards unifying the game's themes and artstyle. The world design went in a darker direction compared to earlier entries, both to further the series evolution and appeal to the Western market. Despite the overt focus on 3D graphics, 2D anime cutscenes are still planned as with previous entries.^[3] Similar to the previous titles in the series, the anime sequences will be once again produced by Ufotable.^[4]

Arise was revealed at E3 2019, although details of the game had leaked on the internet a few days before.^{[5][6][7]} The game is planned for release in 2020 for Microsoft Windows, PlayStation 4 and Xbox One.^[2]

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External links

- [Official website \(https://toarise.tales-ch.jp/\)](https://toarise.tales-ch.jp/) (in Japanese)
-

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