

• "Fantasy" RPG featuring open-ended content A fantasy RPG where you can freely create your own character and freely customize your items, equipment and other elements. You can easily immerse yourself in the story, making it your own. • Battle and Trade in the Lands Between Players can walk on the surface of the world freely and fight other players, and they can trade at designated locations. The lands between are made up of a multitude of settlements of various sizes, and are full of other players. • A Lifelike Game Conceived from the Start Rising Quest was created from the start with the goal of creating a game that closely connects you to other players. The game features characters that change depending on the system and time of day, along with a wide variety of expressions. • A Unique RPG Fantasy Mixing Simple Concepts Rising Quest is a fantasy game that delivers a number of elements coming from a simple game system. You will get a feeling similar to that of a role-playing game but also a fantasy RPG. As an RPG, you will experience the difficulty and excitement of playing a fantasy RPG. It is a Fanta

Elden Ring Features Key:

Create a Complete Playable Character: Dress up your characters in a variety of uniforms and armor.

Enter an Epic Drama of Vast Worlds and Intersecting Planes: In the Lands Between, discover the great story of the Elden Ring. As a heavy gemstone is discovered, the mysterious lands become filled with conflict between the politics of the world above and violent, mysterious creatures called Svartalfar.

Explore a Vast World and Register the Legends: In large dungeons and other locations, you can collect legendary items and register them to obtain special abilities.

An Epic Musical Experience: A variety of musical tracks are played as you explore the large dungeons and other places.

A Game with a Vast Marketing Campaign: A lot of data from our marketing research have been passed to the developers to provide appealing graphics.

Elden Ring is scheduled for release on July 7th, 2008.

*Due to a large-scale false start of the game, we will begin the online test on September 10th, 2007, and the game on sale starting on the 10th.

Features Video

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