

REVENGEANCE comes February 21st

KONAMI's stunning action title slices on to PlayStation®3 and Xbox 360® with a global release in February 2013

Konami Digital Entertainment GmbH has announced that **METAL GEAR RISING: REVENGEANCE** will be released for PlayStation®3 and Xbox 360® across Australia and New Zealand on February 21st, 2013.

Developed by Kojima Productions and PlatinumGames, **METAL GEAR RISING: REVENGEANCE** takes the renowned METAL GEAR franchise into exciting new territory with an all-new action experience unlike anything that has come before. Effortlessly blending pure action and epic storytelling within the METAL GEAR universe, **METAL GEAR RISING: REVENGEANCE** uses Raiden as its central character: a child soldier transformed into a half-man, half-machine cyborg ninja, equipped with his signature High-Frequency Blade and fueled by revenge.

In the near future, cyborg technology has become commonplace throughout society. Several years have passed since the collapse of the Patriots system that had been secretly controlling the global power balance. Unfortunately, the dissemination of cybernetic technology has triggered instability and conflict, with those who control the war trade exerting their power over the weak. Furthermore, large 'Private Military Companies' (PMCs) that had been supported and controlled by the Patriots have collapsed, spawning countless rogue entities with links to larger criminal organizations.

These renegade PMCs are employing cyborg technology and have become increasingly disruptive, changing conflict policy and political power at will. As a member of the peace-keeping PMC 'Maverick Security', Raiden lives by the mantra of protecting and saving lives. But as the world plunges further into chaos, the only path that leads forward is rooted in resolving his past, and carving through anything that stands in his way.

As **METAL GEAR RISING: REVENGEANCE** delves into Raiden's tragic past, it tells a stunning story with all the aplomb the series is known for. Rich characters are introduced, including the cyborg swordsman Samuel, a PMC assassin whose path crosses with that of Raiden. The remainder of the game's adversaries are equally imaginative, with the new game introducing a wealth of cybernetically-enhanced enemies, and Blade Wolf, a cybernetic wolf with reasoning and communication skills, equipped with a chainsaw that it wields with its tail...

About Konami Group

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