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By: Calin Ciabai, Games Editor



Game screenshot

[Eternal Sonata Announced for PS3](#)

Fantastic RPG coming to Sony's entertainment system

It seems that not only the PlayStation exclusives go Xbox 360 (such as [Final Fantasy XIII](#)), but titles previously considered Xbox exclusives are now developed for Sony's console. It's the case of Namco Bandai's Eternal Sonata - the game which allows you to take on the role of composer Frederic Chopin and explore magical worlds. Even better for the PS3 fan boys, the game will be released along with new quests, playable characters, music and more - everything no later than this fall, when it gets released worldwide. If you have played the original release, you know that Eternal Sonata represents a unique role playing experience set in the 19th century. The game presents the last few hours Frederic Chopin spends among the living, mixing the real world with a magical dream, offering us a strange adventure where surrealism and creepiness collide. Utilizing cel-shaded graphics to create Chopin's music, the game transports the players to a living, breathing world inhabited by brave heroes, fearsome monsters and beautiful landscapes. One of the most appreciated features of the game is its "light and dark" mechanic which allows players to perform attacks depending on their position - if they are in light or shadow - and turn enemies into specific forms. Since it offers a very complex system, Eternal Sonata combines real time and turn based elements, allowing both strategic planning of the action, as well as offering stunning, fast paced combat if the player feels the need for that. We can honestly say that we consider Namco's decision to release this game for the PlayStation console a very important one, since it is that kind of title which is able to bring together audiences and give birth to a new generation of fans for Sony's hardware. Yes, it is a game that big! And if you don't trust me, head on and read Softpedia's in-depth [review](#) of the game - you will be surprised!