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[Square Enix Announces Infinite Undiscovery](#)

It's a game about not discovering anything, ever.

Publisher [Square Enix](#) has announced that it has picked up marketing and distribution duties on the title Infinite Undiscovery, which is being developed by tri-Ace for the Microsoft made [Xbox 360](#) gaming console. Even if the title must mean that nothing ever gets discovered in this game, we have a few details regarding the upcoming production. The game has already been in development at tri-Ace for some time now, and some of the people in the development team suggest that this game incorporates ideas that lead programmer and president of tri-Ace Yoshiharu Gotanda has been trying to inject into games for the better part of the last 10 years. The basic concept is that of a role playing game which puts the player in the role of one young boy with limited skills and knowledge. He will grow up with the assistance of the player, so that he can take on the Dreadknight that has enslaved the whole world and his minions from the Order of Chains. The core gameplay is said to be inspired by both Valkyrie Profile and Star Ocean, other titles from the portfolio of tri-Ace. As with all of the company's games, the skill trees are set to be very deep, while the possible character combinations almost limitless. Combat will be fast and furious, with the player's party controlled by the AI. Another characteristic of the game will be the fact that the game world is made to be continuously changing, not only in relation to the actions that the player performs, but also because of the way other important characters in the game behave. Combinations of actions can lead to new events that can affect the playing field enough to make it unrecognizable. Square Enix says that Infinite Undiscovery is "the first in a completely new lineup of Square Enix titles for Xbox 360", so it may seem that the game is set to be only the first one in a series. A release date has been scheduled for September 2.