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This is how Infinite Undiscovery will look like

## [Square Enix Will Release an Xbox 360 RPG](#)

*No, not Final Fantasy, yet....*

[Square Enix](#) was the sole survivor of the non-Xbox 360 producers race, but yesterday they've joined the merry gang, by announcing an RPG that will run on Microsoft's next-gen console. The title's name is "Infinite Undiscovery", but such strange choices of brands shouldn't come as a surprise, because this is Square Enix we're talking about. The announcement came at a Tokyo new conference, but no release date was shared by Square Enix's representatives. Hajime Kojima (could it be a relative of the MGS genius?), one of the producers, claimed that Final Fantasy's maker is working on a title that features a dynamic world. Also, he mentioned that, unlike the FF games, the action will keep running even if you enter a menu. Such a title will probably boost the Xbox 360's sales in Japan, making the console more popular, as the Asian gamers are extremely keen on RPG titles and they haven't digged Microsoft's next-gen product till now. Also, seeing Square Enix's name related to an Xbox console will make the gamers trust the brand and start buying the console. We've heard rumors about a Metal Gear Solid title being released in its 360 version, but nothing's for sure. Imagine playing MGS and [Final Fantasy](#) on Microsoft's latest gaming device, a dream come true. Someone at Sony must be really angry right now, since Final Fantasy was practically made popular by the PlayStation console, as many gamers never heard about the first titles in the series. I just hope that Square-Enix won't start changing their style and approach of the RPG genre, turning them into commercial titles that appeal to the western Xbox users. If you provide me with an RPG that features a great a-la-Final Fantasy storyline and some next-gen graphics, I'll be happy with "Infinite Undiscovery" or any other 360 title produced by Square-Enix.