

9 November 2009

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Let's hope it's true, at least for Namco Bandai's sake
Namco Bandai

[Tales of Vesperia Could Be Brought to the Wii](#)

The rumor has been started by Japanese voice actor Rikiya Koyama

After being announced that it will come to the PlayStation 3, it seems like Tales of Vesperia will arrive on [Nintendo's](#) Wii as well. The rumor was started by Rikiya Koyama, a popular Japanese voice actor. According to him, Namco Bandai plans to once again release the game to a new platform and try to salvage something from the fiscal year that has it bleeding money from every gashing wound that it calls a budget. In fact, the entire gaming industry of Japan has seen an unfortunate turn of events throughout this year, not just Namco.

The actor wrote on his blog that, "Tales of Vesperia is coming out on one thing after another: Xbox 360, then PS3, and now upcoming, goes on sale even on the Wii. More shortly, the feature film anime version is also opening in theaters (But I'm not in it...), and after that, there's also a CD."

Now, the possibility that this is just a misunderstanding clearly exists, in part due to the general nature of artists to be less than accurate about information, but also because of the Tales of Graces game. The two games with similar names could be easily mistaken for one another, especially by someone who doesn't have a lot of experience with them.

The confusion could be easily made by anyone, but that doesn't mean that this information can't be backed up by a logical trail of thoughts. Bringing the game to the Wii could give Namco Bandai a decent income at a very low cost.

This is enough to motivate any company to port a game to another platform, which is very often the case, but Bandai could really need the extra money, considering its far from fortunate [fiscal year](#). Draining the last bit of life from its title would seem like a money-hungry scheme, but, considering the position the company finds itself in, it could be easily understood and looked upon with some degree of compassion.

[UPDATE] It seems the speculations were right, and Rikiya Koyama did indeed got the two games mixed up. The voice actor apologized on his blog as he admitted that he indeed mistook Tales of Graces for Tales of Vesperia and that it's the first game that will be ported to the Wii, not Vesperia.