

By: Fulguris 2007 Games Editor

[Xbox 360 - Blue Dragon Fact Sheet. The Game Comes Out Today!](#)

Massive list of details disclosed just in time for the game's release

Some while ago, three dragon games were announced in one day. Topping the dragon frenzy was [Blue Dragon](#), an [Xbox 360](#) exclusive [RPG](#) said to be featuring a combination of realistic environments, anime-styled characters, unique battles and a deep, compelling storyline. The game's famed producer, Hironobu Sakaguchi of Mistwalker game studio and developer Artoon have now released a fact sheet for the game. Enjoy reading the impressive features below. First of all, top RPG fans waiting for the game to hit store shelves should know that Hironobu Sakaguchi has been assigned to carry out most of the work, only because he's a pure Japanese developing talent, as far as video games are concerned. However, it's Akira Toriyama who will be handling the lines and curves of the characters. He's responsible for the designs in Dragon Ball Z, just so you can make an idea. Last, but not least, the RPG's score will be handled by Nobuo Uematsu, the composer of "Final Fantasy", so as you can see, nothing but the best for Blue Dragon. OK, now here's what we've learned lately, about the game:

Plot Blue Dragon is an epic RPG centered on a young boy named Shu and several of his friends. These unlikely heroes possess miraculous strength and magical power to control phantom shadows that mirror the actions of their masters.

Game system Shu and company must use their shadows as weapons as they battle the evil forces and an antiquated human race of people who command a magical power thought to have perished long ago. Shu and friends must wield their skills to save their world from impending doom. Encountering various people on a planet with numerous ancient ruins, the characters and their shadows travel through a world full of mysteries and illusions, where the slightest touch can cause reactions of unparalleled magnitude.

Gameplay As their quest progresses, warriors can create original attack methods by using several types of Shadow Change, including Sword, Assassin and Power Magic. Players can also choose to focus their hero on certain areas of expertise; as they fight, shadows will level up and gain new abilities associated with the job being done. Once gained, abilities remain available to use when needed.

Setting Massive scope and engrossing environments Shu and his companions battle their way through an immense world filled with vividly illustrated remnants of ancient civilizations long forgotten. Their journey takes them through alluring ancient ruins scattered with machines of war that have long since fallen into disrepair.

Visuals Stunning graphics, taking full advantage of the power of Xbox 360; Characters are brought to life with vibrant colors and detail; Dazzling character design and effects. Toriyama's unique influence is evident in the design of the game's anime-style characters, whose actions are enhanced with next-generation blur effects. In addition, the game's algorithmic animation system adds heightened realism to character and creature movements. This is it for now. However, there's no word on the game shipping to retailers, which I personally find a little strange given that the title's release date was today. As soon as we hear anything, we'll make sure to keep you posted.