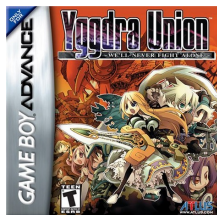


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By: Calin Ciabai, Games Editor



Not "only for" GBA anymore

## [Yggdra Union Moves from GBA to PSP](#)

### *Card battles go handheld*

The Game Boy Advance tactical role-playing title released back in 2006, Yggdra Union, will be re-created by Atlus for the [PlayStation Portable](#) in order to bring the card-based strategy genre to Sony's handheld, too. The game is scheduled for a September 16 release this year. It begins when the Empire of Bronquia invades the peaceful lands of Fantasia. Led by Emperor Gulcasa, Bronquia's Imperial Army cuts its way through the people of Fantasia and the Royal Armies of King Ordene. The royal family has a sole survivor - Princess Yggdra Yuril Artwartz (don't even try to read the name, please!) - and she becomes the kingdom's only hope, since she holds the powerful sword Gran Centurio. And so begins her battle against all the odds. Yggdra Union will bring a mold of turn-based strategy and real-time action - you will build your strongest deck of cards, fully control the power meter of each hit and create full troop unions to fight against your enemies (and, most likely, destroy them). The game promises to be brand new on the PSP systems, bringing remastered audio and visuals, new playable characters, extra missions, difficulty options, wide screen support, as well as both English and Japanese voices. Originally released for Game Boy Advance, Yggdra Union has quickly become a beloved title in the card battling game community and plans to do the same thing on the PSP. The new game will allow you to unlock even greater rewards than the ones you had in the original version - there are four different endings (one of them is hidden), secret characters and lots of treasures throughout the lands of Fantasia. This means that, if you like [this type of games](#) or you have enjoyed the GBA version, you will have no reason not to try the PSP version.