

Press Release

The classic robot action-shooting game "Strania -The Stella Machina- EX" will be released on the Nintendo Switch™!

The independent Japanese game developer G.rev Ltd.(G.rev) is pleased to announce that "Strania -The Stella Machina- EX", an upgraded version of the highly acclaimed "Strania -The Stella Machina-", which originally released in 2011 for arcades and the Xbox 360, will be released for the Nintendo Switch™ on January 23, 2025.



■The excitement of a true "ARCADE GAME" can now be experienced once again! The all-out robot action-shooting game "Strania -The Stella Machina-", reminiscent of the good old days of arcade games, has evolved into the "EX" (Extra) version and will become available on the Nintendo Switch™!

By combining both strategic and exhilarating gameplay along with dramatic presentation and high-quality sound design, we believe players will surely be moved!

■The "Original version" and "EX version" explained

The arcade version (also known as the "Original version") of "Strania -The Stella Machina-" was released in 2011. Nearly a decade later, in 2020, The "EX" version was released in arcades as "Strania -The Stella Machina- EX" with quality-of-life changes and additional content. This enhanced "EX" version that was first released for arcades will finally be available for home-consoles for the first time on the Nintendo Switch™!

■ Here comes "EX"! Changes from the original version

Below are the main changes from the original version.

1: Balance adjustments that make it easier to play

The player's armaments have been buffed across the board.

To accommodate this change, enemy attacks and other variables have been adjusted.

In addition, the difficulty level of the existing "NORMAL," "HARD," and "EXPERT" modes were lowered.

As a result, the game has been adjusted to be more forgiving and easier to play than the original version!



Large amount of bullets

2: Difficulty level "HELL" added

The much harder "HELL" mode has been added, it is considerably more difficult than the previous highest difficulty "EXPERT".

Consider it a challenge from G.rev to those who have mastered Strania!



Difficulty and Music selection is available

3: Addition of an arranged soundtrack

The game can be played with a soundtrack arranged by Keishi Yonao himself, who was in charge of the music in the original version!

4: The true ending is now obtainable on the "NORMAL" difficulty level

In the original version, you could not get the true ending by playing on the "NORMAL" difficulty. But in "EX", you can reach the true ending even on the "NORMAL" difficulty.

5: DLC "SIDE VOWER" from the original version included

The additional story "SIDE VOWER", which was sold separately as DLC in the original Xbox 360 version, will now be included for free with the Nintendo Switch™ version!

Experience "Strania" once again from the perspective of Bower's army, the enemy of the Strania army!



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All screenshots shown are from a development build of the game. Everything is subject to change.