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It was released in Japan on December 10, 1998 for the Sony PlayStation. There were three spinoffs of the game: , and . In North America, was released for the PC, the PlayStation Portable, and the PlayStation 2 in Japan in 2006. In Europe, was released for the Nintendo Game Boy Advance, the PlayStation Portable, and the PlayStation 2 in Japan in 2006. In Brazil, the game was released for the PC and the PlayStation 2 in 2007. It was released in the Philippines for the PlayStation 2 in 2008. It was also released in South Korea in December 2009. A sequel to the game, , was released for the PlayStation 2 in Japan in August 2006, and in North America in 2007. The game is completely different in terms of story, graphics, music and gameplay, but keeps the same voice actors from the first game. The game is a platformer, but has more focus on its gameplay elements, and less on its story. There are also some minor references to the first game, and is the only game in the series that doesn't make any references to the Shinto religion. In 2008, the game was released in the United States on PlayStation Network. There was a manga adaptation of the game by Hiroshi Watanabe titled which was serialized in the Japanese manga magazine Comic Gamers in 1999, and ended in September of the same year. The only differences between the game and the manga is that the manga version features many more enemy stages, as well as more weapon combos. It also has some differences in the ending scenes. Also, it does not feature the background music of the game. In North America, there was a two-volume comic adaptation of the game by Steve Campbell, published by IDW in 2007 and 2008, respectively. Gameplay In, the player controls Tsubasa, the young pilot of the Red Falcons, a Japanese idol soccer team. The game is divided into several story chapters, each containing a number of stages. There is no enemy gauge, but the player's health is gradually depleted when the player moves around the stage. Each stage is cleared when all enemies are defeated, or the player runs out of lives, which makes the player automatically lose the stage. The player must run through the stages to reach the end boss of the chapter, in which the stage is cleared when a certain event occurs. Also, when the player reaches the end of a stage, a random power-up is earned from an item 82157476af

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