



THE TALENT BEHIND *HOMETOWN STORY*™

The Industry Giants Who Are Making The Incredible Game Come To Life Revealed

Burlingame, CA. – August 6, 2013 – Natsume Inc., a worldwide developer and publisher of family-oriented video games, is gearing up for their upcoming release of *Hometown Story* this fall. Designed by the father of *Harvest Moon*, Yasuhiro Wada, art by Atsuko Nishida, and music courtesy of Nobuo Uematsu, *Hometown Story* has been touched by some of the most talented members of the video game industry as it approaches its launch in the coming months on the Nintendo 3DS.

Wada's name is truly synonymous with the *Harvest Moon* series, but he's also the designer behind several other popular game projects. Wada's own personal life helped to inspire the new IP. As a young boy, he grew up in the countryside, but dreamed of going to the big city to create video games. Having become a successful developer, he began to realize how much he missed the quiet, simple life that the countryside represented, and began crafting a game around the concept of this nostalgic life.

The graphic stylings are courtesy of Atsuko Nishida, the woman behind numerous Pokémon designs, including Pikachu! Other credits include many of the main cast of the anime, including Ash, Misty, and Brock. Now her designs include Pochica, the cute flying fluffball that accompanies the main character on their journey as a shopkeeper.

Hometown Story also boasts a unique yet hauntingly familiar sound, courtesy of Nobuo Uematsu. Known for his work on numerous game titles, he's responsible for the iconic sound behind the *Final Fantasy* series. Uematsu is a self-taught musician who never dreamed of being a full-time artist, and has performed in bands including *The Black Mages* and *the Earthbound Papas*.

"We're excited and privileged to be working with so many giants of the video game industry, and can't wait to see what players think of the game," said Hiro Maekawa, President and CEO at Natsume Inc. "With *Hometown Story*'s release coming up quickly, our fans won't have to wait long to experience a very unique game!"

Hometown Story takes players to a fantastic world filled with color and hope. The recent passing of your grandmother and the shop you inherited has brought you back to your hometown. However, the shop has become run down, and no one wants to even window shop there anymore. Can you turn the shop around and even expand it, or is it destined to stay in the red forever?

You won't have to go it alone, though. You'll get help from a magical sprite name Pochica, who will help you get the store back up and running, and introduce you to all of the unique characters who reside in

the town. The villagers will all change and grow throughout the game, and that person who you thought might be up to no good when you first met them just might have a heart of gold! You'll never know what to expect in Hometown Story!

Players can follow the latest news for all of the beloved Natsume franchises via www.natsume.com, or by scooping all of the latest Natsume updates, contests, screen shots and more at www.natsume.com/facebook and www.twitter.com/natsume_inc.

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About Natsume

Natsume Inc. is a worldwide developer and publisher that specializes in unique and family-oriented interactive entertainment software for a variety of platforms. Most known for publishing Reel Fishing and Harvest Moon, Natsume is dedicated to producing quality video games. For more information about Natsume Inc., visit www.natsume.com

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