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**Natsume and Rising Star Games Announce Partnership To Bring  
*Harvest Moon: Mad Dash* To Europe**

*The Fast-Paced, Multiplayer-Mayhem title is Coming to Nintendo Switch™  
and PlayStation® 4 This Fall*

**Burlingame, CA. – August 8, 2019** – Natsume Inc., a worldwide developer and publisher of family-oriented video games, and Rising Star Games, video game publisher and long-standing partner of Natsume, today announced they have partnered to bring *Harvest Moon: Mad Dash*, a fast-paced farming game for the Nintendo Switch and PlayStation 4 to Europe this fall.

“*Harvest Moon: Mad Dash* creates a new experience with the familiar harvesting and farming fans love, but at a frantic puzzling pace!” said Hiro Maekawa, President & CEO of Natsume. “We are happy to introduce a new way to enjoy *Harvest Moon* with friends and family. The rapid puzzles require quick thinking, so players can grab a friend or two to work together in multiplayer mode to add even more to the fun!”

“Yeah, when we saw the excitement that *Harvest Moon: Mad Dash* generated at E3, we knew we had to bring it to Europe as well,” says Brjann Sigurgeirsson, CEO of Rising Star Games. “The fast-paced farming madness of the game is just irresistible. I’m convinced longtime fans and new players alike will be thrilled when we release *Mad Dash* this fall.”

Go solo or take along a few friends in the frenzy! Harvest, fish, milk, and more as you fulfil orders to complete each level! Things may start out easy, but you'll hit the beach, the farm, and even the Underworld as you progress through the game! Have you ever tried to grow crops with molten lava falling on them?! That and other obstacles await you as you and your friends try to clear all the levels to restore the broken lighthouse!

## Key Features:

- Fast-paced action means quick decisions are key!
- Multiplayer madness requires communication to succeed!
- Take on farm, beach, Underworld, and Skyworld levels!
- Use Harvest Sprite Powers to unlock special support skills!

## **About Harvest Moon**

The game first released in North America in 1997 and has continued to see a steady rise of popularity and players, making it one of today's most beloved franchises. *Harvest Moon* is revered for being a non-violent, family-oriented game for everyone, and there have been more than 31 games released in the series. A full history of the games in the franchise can be seen here: [http://www.natsume.com/current\\_game/games/hm20th/index.html](http://www.natsume.com/current_game/games/hm20th/index.html)

Players can follow the latest news for all of the beloved Natsume franchises at [www.natsume.com](http://www.natsume.com) and get a scoop on all of the latest Natsume updates, contests, screen shots and more at:



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## ***About Natsume Inc.***

Natsume Inc. is a worldwide developer and publisher that specialize 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](http://www.natsume.com)

## ***About Rising Star Games***

Founded in 2004, Rising Star Games has built a portfolio of over 130 titles across a wide variety of platforms, from cherished brands such as Harvest Moon, Beyblade and Cooking Mama to cult classics like Deadly Premonition and La Mulana. Originally established to bring Japanese games to a western audience, Rising Star Games has also published games from indie developers across the world. As of 2019, Rising Star Games has refocused its publishing activities on Japanese games. [www.risingstargames.com](http://www.risingstargames.com)

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