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## ***Pocky & Rocky Reshrined* Launches on Nintendo Switch and PlayStation 4 in North America and Europe on June 24**

*Natsume Shares New Screenshots and Gameplay Footage*

**Burlingame, CA., May 24, 2022** – Natsume Inc. and ININ Games, under license by TAITO, today announced that *Pocky & Rocky Reshrined* will be released in North America and Europe on Nintendo Switch and PlayStation 4 on June 24.

*Pocky & Rocky Reshrined* can be pre-ordered for the North America at Amazon and GameStop.

- [Pocky & Rocky Reshrined Switch at Amazon](#)
- [Pocky & Rocky Reshrined Switch at GameStop](#)
- [Pocky & Rocky Reshrined PS4 at Amazon](#)
- [Pocky & Rocky Reshrined PS4 at GameStop](#)

For European customers, *Pocky & Rocky Reshrined* can be preordered at [ININ Games](#).

In today's new screenshots and gameplay footage, Natsume shares a look at Pocky and Rocky mid-battle, some of the enemies players will encounter throughout the stages of the game, and the new characters they can play as to ultimately defeat Black Mantle.



[See all the new screenshots and download gameplay footage.](#)

For eager collectors and fans of the beloved game series, there will also be a Limited Edition and a Collector's Edition by ININ games that is available for pre-order through [Strictly Limited Games](#) and [Gamesrocket](#). The highly limited Collector's Edition will feature some exclusive special collectibles, like a Rocky plushie, the original soundtrack, an acrylic diorama, an amulet, a collector's coin, a poster and more!



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*Pocky & Rocky Reshrined* is a multi-directional scrolling shooter in the classic 16-bit style with improved graphics, sound, and fun! The adventures of Pocky and Rocky begin again! It's the latest installment in the original shrine maiden shooting series. The new game is being developed by the original development team, Tengen Project. Watch the colorful [trailer](#) that is reminiscent of the original SNES game that launched almost thirty years ago.

## **ABOUT *POCKY & ROCKY***

*Pocky & Rocky* follows the adventures of a young shrine maiden named Pocky and her companion, Rocky the raccoon, as they attempt to take down the evil Black Mantle. Gameplay takes place from a top-down perspective and features both single-player and cooperative modes.

*Pocky & Rocky Reshrined* is a sequel to *Pocky & Rocky*, known in Japan as the action-shooting game series Kiki Kaikai, which first appeared as an arcade game from TAITO Corporation in 1986 and is being developed under license from TAITO Corporation.

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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)

## **NatsumeAtari Inc.**

NatsumeAtari is a veteran Japanese game development company established in 1987. NatsumeAtari is the original developer of the Pocky & Rocky series, and is responsible for the newest game too. For more information about NatsumeAtari Inc., please visit [www.natsumeatari.co.jp/english/](http://www.natsumeatari.co.jp/english/)

## **About TAITO Corporation**

TAITO Corporation (TAITO) is a wholly-owned subsidiary of Square Enix Holdings Co., Ltd. With headquarters in Tokyo, Japan, TAITO operates core businesses such as game arcade operations, manufacturing coin-operated game machines, and mobile phone content services. A seminal part of gaming history, TAITO caused a worldwide sensation with its arcade legend, SPACE INVADERS, and developed such fan favorites as PUZZLE BOBBLE (BUST-A-MOVE) and ARKANOID. Today, TAITO continues to thrill game lovers of all generations by offering both classic and new family-oriented titles on the latest gaming platforms. TAITO delivers a wide range of entertainment experiences with the goal of providing consumers with fresh surprises and new discoveries.

More information on TAITO can be found on the Internet at <https://www.taito.co.jp/en>.

## **About ININ Games**

ININ Games focuses on the digital and physical publishing of high-quality, feel-good retro and arcade games. ININ Games brings retro games to life and creates the classics of the future. They are best known for "Wonder Boy: Asha in Monster World", "CrossCode", "Cotton Reboot", "Slaps and Beans" and as the publishing partner for the TAITO titles "Bubble Bobble 4 Friends: The Baron is Back" and "The Ninja Savivors – Return of the Warriors" in North America and Europe. Numerous other milestones of classic gaming culture are in the planning and will be announced in the coming months.

ININ Games is part of United Games Entertainment GmbH. For more information, visit

[www.iningames.com](http://www.iningames.com)

## **About Strictly Limited Games**

Strictly Limited Games is a German publisher based near Stuttgart, specialized in releasing a curated selection of digital download-only games in exclusive collectible physical editions for PlayStation 4, PlayStation Vita and Nintendo Switch. The company was founded in 2017 by Dennis Mendel, a former scholar for game studies and advisor at Fraunhofer Institute, and Benedict Braitsch. Both passionate collectors with a combined collection of over 7,000 digital and physical games for all console generations, their intention is to form an opposite pole to the current trend of digital-only releases. All collectors' editions are available exclusively at Strictly Limited Games online store [www.strictlylimitedgames.com](http://www.strictlylimitedgames.com).

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