



*Serious Fun*®



## ***Cosmic Defenders* is Coming to Nintendo Switch on April 28<sup>th</sup>**

*The First Title Published Under Natsume's Indie Program Will Launch Simultaneously in North America, Europe, and Japan*

**Burlingame, CA. – March 24, 2020** – Natsume Inc., a worldwide developer and publisher of family-oriented video games, today announced that *Cosmic Defenders* will be launching on Nintendo Switch in North America, Europe, and Japan on April 28<sup>th</sup>. This is Natsume's first title under the Natsume Indie Program, which partners the company with independent developers around the world to introduce creative, innovative games to a wider audience.

Natsume has partnered with Fiery Squirrel, a one-man team from Tokyo, Japan that is crafting simple, yet innovative games that deliver enjoyable experiences for all players. The creator behind Fiery Squirrel is Henry Fernández, a Venezuelan developer that loves using old-school elements in a modern way to create meaningful games that are easy to understand and full of life. Fernández wanted to show the universal importance of working together in his second title, *Cosmic Defenders*.

"Working with Fiery Squirrel to develop and publish this creative and thoughtful indie game has been an honor," shared Hiro Maekawa, President & CEO of Natsume. "Through the Natsume Indie Program, we were able to provide feedback during development and help with QA and testing. Now, we are pleased to release *Cosmic Defenders* to not only North America, but also Europe and Japan, so that a worldwide audience can enjoy it."

*Cosmic Defenders* is a 2D fast-paced revolving shooter about a group of unconventional heroes using the power of nature to stop chaotic aliens from taking over the universe. Cooperate with other guardians, protect the galaxy from the wicked, and restore peace in three game modes: story mode, survival mode, and versus mode.

- Story mode introduces the Cosmic Defenders as they fight against a group of aliens that want to steal the Tree of Life, a sacred tree that maintains the balance in the universe. Players can advance through over 96 levels, each with unique challenges and ways to play.
- Survival mode lets players enjoy new levels every time they play to collect coins to purchase outfits with skill buffs.
- Versus mode lets players compete against each other, rather than aliens, because Defenders need to train too!

"The Natsume Indie Program has been a huge help throughout the development of *Cosmic Defenders*," said Henry Fernández, creator of Fiery Squirrel. "Working together, we were able to make sure that the game would be the best it can be. They shared their over 20 years expertise while also giving me creative freedom. I am eagerly looking forward to launch day and seeing how the game is received!"

To learn more about Fiery Squirrel, visit <http://fierysquirrel.com>

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:



### **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)