

NATSUME®

Serious Fun®

Didn't get a chance to read all the articles from E3? Find out what the media are saying about the upcoming Natsume farming RPG, Harvest Moon: The Lost Valley!

"Since its initial début on the Super Nintendo in 1997, Harvest Moon has blossomed into something of an institution; a non-traditional RPG that swapped swords for shovels, replaced fighting with farming, and let players find true love among the turnips, it captivated with a unique charm, and has been hooking would-be farmers on platforms from the PlayStation to the 3DS ever since."

http://www.nintendolife.com/news/2014/07/first_impressions_getting_our_hands_dirty_in_harvest_moon_the_lost_valley

"Natsume also had Harvest Moon: The Lost Valley on display. The game sees spirits recruit a lost hiker to help restore the seasons, and it has the usual series staples of crop-tending, socializing, and farm maintenance, all with a good deal of customization. Natsume even unveiled a stuffed dog as the company's "E3 Plushie" and, we assume, the pre-order bonus for The Lost Valley."

<http://www.animenewsnetwork.com/the-x-button/2014-06-11/extravagant-excitement/.75433>

"Now for me, the important elements of Harvest Moon are all about customization. I want my character to resemble me while my kids, farm and animals all have very personal touches to make them personal to me. While sitting down to discuss the series with Natsume, I casually asked: 'How much customization this time around?' The rep smirked for a minute and began to show me a whole new direction for the Harvest Moon franchise."

<http://pixelatedgeek.com/2014/06/e3-2014-hands-on-when-harvest-moon-meets-minecraft/>

"You can still fish, cook, and create a family, with the latter not necessarily being the end game. During the demonstration I was told that there are plans to bring both free and paid DLC to The Lost Valley that may expand on the whole parenting aspect, as well as possibly focus on other characters within The Lost Valley storyline. While they couldn't go into detail as to what these expansions would encompass the developers over at Natsume are working to make sure that the story will go on even after the long winter meets its end."

<http://www.egmnow.com/electricsistahood/e3-2014-latest-harvest-moon-takes-a-familiar-journey-to-the-valley/>

“Lost Valley is also structured to give veteran players the same task-packed experience without alienating series newcomers, according to producers Yasutaka Maekawa and vice president of operations Graham Markay. Not only has Natsume made it easier for players to jump into the game and build whatever they want — bridges connecting mountains, bottomless well and so on — but they've also reworked the control scheme to smooth out the game's user interface and give players an easier, more comfortable set of button commands.”

<http://www.polygon.com/e3-2014/2014/6/13/5807292/natsume-harvest-moon-lost-valley-e3-2014>