



Hello fellow Harvest Moon fans! My name is Taka, and I am the producer of Harvest Moon: Seeds of Memories. You may recognize my name, because I was also the producer of Harvest Moon: The Lost Valley. We know that our fans were very excited to see our series of Developer Diaries for The Lost Valley, and we will continue that tradition with Seeds of Memories!

In case you missed the news, Harvest Moon: Seeds of Memories is a new game coming to the Wii U, PC, iOS, and Android.

I've had a long history with the Harvest Moon franchise. It first started back in 1997, when I played the Super Nintendo version. As I was in high school at the time, I usually preferred playing RPG or action games. However, there was something about Harvest Moon that just pulled me in. In fact, the more I played, the more I liked it! I'll never forget how much fun I had making my dream farm, and how satisfying it was when I made it happen. I'll also definitely never forget when that hard work was blown away by stormy weather, which actually wasn't the end of the world, because I had a chance to rebuild my farm to make it better!

As my farm improved, I was able to take time to forage around the mountain and town where I met various and unique villagers. To my surprise, I was able to marry my favorite bachelorette in the game, Ann! I experimented by giving her various presents to find out her likes and dislikes, which kept me playing for hours!



Farming, foraging, fishing, mining, interacting with the townspeople... It's these simple actions that got me get into this title, and this experience is something I want all Harvest Moon fans to feel in Seeds of Memories. This is why the main concept of Harvest Moon: Seeds of Memories is to return to the fundamentals of the series...a back to basics, if you will!

The Simple Life

Simply speaking, the goal of Harvest Moon: Seeds of Memories is to build a successful life for yourself. Whether that means a life with tons of money by raising crops and caring for animals, or a life with family and friends, or ultimately both of those, it is completely up to the player. However, the simple tasks of growing crops, caring for animals, making friends, and enjoying nature around you will give players a sense of accomplishment as hours fly by. This is what my ultimate goal is for Harvest Moon: Seeds of Memories.

Keeping it Simple

As the franchise gets older, sometimes the simple details that made the franchise what it is today get lost or forgotten. It is my goal to focus on these early fundamentals, the pillars of the series, and share those with all the fans. Some fans of Harvest Moon may not have played the early games, and I want to give them the same feeling I felt so many years ago. Veteran players don't need to worry, as I'll be throwing in some surprises!

I plan to share a lot more details of the game through these diaries, but I wanted to share what my driving goal is for Harvest Moon: Seeds of Memories first. We hope you're excited as we are about this new title! Keep watching for the next Developer Diary!

