

**Atmospheric Narrative Adventure, "FARAWAY TRAIN"
Nintendo Switch™ versions
are available today!**

TOKYO, Japan – October 23, 2025 – AMATA Games, the indie game publishing brand of Amata Corporation, today announced the release of **"FARAWAY TRAIN"** for Nintendo Switch™.

**" FARAWAY TRAIN " is available today on
Nintendo Switch™**



"FARAWAY TRAIN" is an atmospheric narrative adventure game developed by the indie game studio Tatamibeya, acclaimed for their hit title **"NOSTALGIC TRAIN."** Originally released in June 2021, the game captivates players with its stunning scenery and a compelling narrative exploring the fleeting life of the final Empress Roxelana, whose actions are tied to a world brought to ruin. Now, in order to make **" FARAWAY TRAIN"** available to as many people as possible, AMATA Games has taken charge of porting and distributing the game to Nintendo Switch™, and today, the game is available for download on the Nintendo eShop™. Additionally, starting today and running for two weeks until November 5th, we are holding a 15% discount sale as part of the FARAWAY TRAIN Launch Sale. (The end date may vary by store.)

Distribution Store Page

Nintendo eShop:

– Americas:

<https://nintendo.com/us/store/products/faraway-train-switch>

Launch Trailer

<https://youtu.be/BKRw3DEJ-AA>

What is “FARAWAY TRAIN”?

Some folk call these barren plains the narrow space between this world and the next.

The final place for souls to find a measure of peace.

Inside a train that runs forever, we chase the downfall of an empire that once boasted eternal glory and the clues of a noble girl forgotten and thrown about by history.

And the destination of the train is...

Story

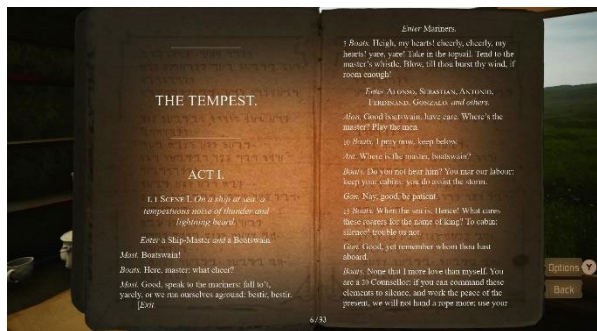
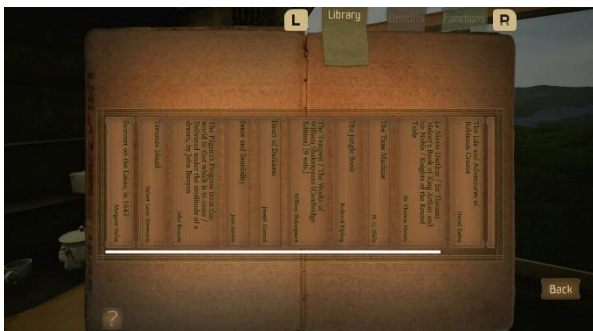
The protagonist awakens inside an unfamiliar old-fashioned train and is told to trace the fleeting life of the fallen Emperor Roxelana, who led the world to ruin using the ancient magical artifact "Nebula's Astrolabe," and to uncover when and where it was used. By exploring the clues within the train and deducing the significant years of Roxelana's life to input into the door of the train car, the door to the next car opens.

Gameplay mechanics

- An adventure game where you explore each train car and solve puzzles to escape.
- Between the train cars, there are button-locked doors that cannot be passed without solving the puzzles.
- Additionally, there are safes and mysterious treasure chests that require finding keys to obtain hints.
- Decode hints from letters and notes to discover the downfall of an empire that boasted eternal glory and the clues of a noble girl forgotten by history.
- The player will never see the same landscape twice, procedurally generated beautiful and vast scenery spreading endlessly through the train windows.
- A free mode has also been implemented, allowing you to walk freely around the train, sit in any seat you like, look out the window, and read novels.

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Screen Shot



※ This is an image from the Steam version.

Factsheet

- Title: FARAWAY TRAIN (Japanese Title: FARAWAY TRAIN 最涯(さいはて)の列車)
 - Genre: Atmospheric Narrative Adventure Game
 - Supported Hardware: Nintendo Switch™
 - Distributing Stores (Download only): Nintendo eShop™.
 - Number of Players: 1
 - Languages supported: Japanese, English, Simplified Chinese, Traditional Chinese, Korean, German, French, Spanish, Italian, Portuguese
 - Price: 13.99USD~ (Prices may differ across stores/regions)
 - Release Date: October 23, 2025
 - Rating: IARC 3+
 - Developer: Tatamibeya
 - Publisher: AMATA Games
 - Official website (AMATA Games): <https://amata.games/en/game/faraway-train>
 - Copyright: ©Tatamibeya Licensed to and published by AMATA Games
- *The free mode feature for Nintendo Switch™ does not support the EPUB reader function included in the Steam version. (preset novels can be viewed)

About AMATA K.K.



Company Name: Amata K.K.

Representative: Hiromichi Takahashi, Company President, and
Representative Director

Address: Arma Building, Kita-Shinjuku 1-4-1, Shinjuku-ku, Tokyo,
169-0074, JAPAN

Established: June 25th, 2008

Business: Game Business & others

Official Website: <https://amata.co.jp/en/>

About Amata K.K.: Founded in Tokyo in 2008, Amata K.K. has helped develop smartphone titles for a wide variety of world-renowned Japanese game companies over the years. With many staff having over 20 years of game industry experience, Amata has become a

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trusted one-stop shop for planning, developing, and operating games across a variety of platforms. While keeping the focus on game development, Amata has also begun to expand into VR, video, media, and other forms of entertainment.

Contact

For all inquiries regarding *Once Again*, please use the corresponding form found at the following links:

<https://amata.games/en/support/contact/>

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