

Beautiful Countryside Novel and Walking Simulator *NOSTALGIC TRAIN* Screenshot Contest Held

June 9, 2022, Tokyo – Amata K.K., in collaboration with indie game creator *Tatamibeya*, is pleased to announce a screenshot contest to celebrate the 4th anniversary of the release of the Steam version of *NOSTALGIC TRAIN* and the 1st anniversary of the home console version.

Screenshot Contest to Commemorate the 4th Anniversary and the 1st Anniversary of the Release of *NOSTALGIC TRAIN*.



NOSTALGIC TRAIN, launched on Steam by Japanese indie game creator *Tatamibeya* on June 13, 2018, is celebrating its fourth anniversary. The Nintendo Switch™ version of the game, which was ported by Amata, will also celebrate its first anniversary this August, and to celebrate, a screenshot contest will be held across all platforms:

Steam, Nintendo Switch™, PlayStation®4 / PlayStation®5, and Xbox One / Xbox Series X|S.

In addition to the developer, *Tatamibeya*, and Amata representative, *Hikomichi Takahashi*, professional photographer and in-game photographer, *Yuichi Yokota* will serve as a judge. Prizes will be awarded to the best entries, so please feel free to submit your nostalgic landscapes as you see fit.

Examples of works by juror *Yuichi Yokota*

Mr. *Yokota*, a professional photographer, photographed the scenery of *NOSTALGIC TRAIN*.





*This is an unprocessed image, but you may edit or modify the image when submitting your work.

NOSTALGIC TRAIN Screenshot Contest Overview

Eligibility: Screenshots taken on all "NOSTALGIC TRAIN" platforms

How to apply:

1. Take a screenshot of "NOSTALGIC TRAIN" in-game.
2. Include the hashtags "#NOSTALGICTRAIN" and "#ScreenshotContest" and the hashtag of the game platform you took the screenshot for (#Steam, #NintendoSwitch, #PS4share, #PS5Share, #XboxShare). and post it on Twitter or Instagram.

Submission period: Thursday, June 9, 2022 - Sunday, July 10, 2022

Judging period: Monday, July 11, 2022 - Friday, July 22, 2022

Announcement of results: Scheduled for the end of July, 2022

Award/ Prizes

- Best Award: The best entry across all platforms
Prize: A reproduction of the winning work (A4 size) and PayPal 3000JPY equivalent
- Steam Award: One of the best the Steam version
Prize: PayPal 3000JPY equivalent
- Nintendo Switch Award: One of the best the Switch version
Prize: PayPal 3000JPY equivalent
- PlayStation Award: One of the best PlayStation 4 and PlayStation 5 version
Prize: PayPal 3000JPY equivalent



- Xbox Award: One of the best Xbox One and Xbox Series X|S version

Prize: PayPal 3000JPY equivalent

Contest page: <https://amata.games/en/news/nt-sscontest/>

*Please see the Contest page for more information.

Juries

Tatamibeya, Developer of *NOSTALGIC TRAIN* / Narrative & Environmental Artist



After studying Western History and Tanzanian Architectural Decoration at university, he worked as a 3D background artist in the video game industry. 2012 he left Japan to live in Czech Republic, USA Bay Area and Poland. He has worked on *Cyberpunk 2077*, *Mafia 3*, *Malicious*, etc. He has been developing games using UE4 under the name of Tatamibeya, and his work *NOSTALGIC TRAIN* was recommended by the 22nd Japan Media Arts Jury, and *Far Away Train* was nominated for the "INNOVATIVE OUTLAW AWARD" at BitSummit THE 8th BIT, which

is given to innovative works in terms of technology and ideas.

Yuichi Yokota, Professional Photographer / In-Game Photographer



Born in Koriyama City, Fukushima, Japan Prefecture in 1985, Yokota is a photographer living in Setagaya Ward, Tokyo. He began working professionally in 2010. He specializes in bold yet delicate pictures that convey the scale of magnificent nature. He mainly photographs landscapes in Japan and abroad. In addition to taking photographs related to tourism promotion and regional development, he also writes articles and conducts PR projects on SNS and other web media. He won the first prize in the international photo contest "IPA 2016," and his

work has been featured in numerous international media. He contributes to the recognition and dissemination of in-game photography culture in Japan.

Hiromichi Takahashi, President, Amata K.K.



He has worked as a director and producer for 4 domestic game companies and 2 Korean game companies. He has experience developing games for a wide range of platforms, including arcades, consoles, PC online, mobile, and VR. Director for "Doko Demo Issyo" at Sony Computer Entertainment Inc., which was the recipient of numerous awards including the 1999 Multimedia Grand Prix Minister of International Trade and Industry Award and the fourth Japan

Games Award. His VR Escape-the-Room game "Last Labyrinth," released in 2019, also created a buzz with its unique VR experience and won numerous awards at games and VR events around the world. Currently, he is an active game developer, running a game development company and directing the VR Action-Adventure game "The Tale of Onogoro".

About NOSTALGIC TRAIN

NOSTALGIC TRAIN is a mystical and melancholic first-person adventure/walking simulator set in the Japanese countryside, where you solve not only the mystery of the missing people of Natsugiri, but also that of "yourself".

The game attracted a great deal of attention on Steam® through the Japanese indie game creator Tatamibeya in June 2018 for the quality of its beautifully recreated CGs of the nostalgic Japanese countryside. It was recommended by the 22nd Japan Media Arts Screening Committee of the Agency for Cultural Affairs.

Also, the Nintendo Switch™ version of NOSTALGIC TRAIN, which was ported by Amata and released in August of this year, has been very well received.

It contains both a story mode, "Two fluctuations at journey's end", and a free mode, where you can explore the world of Natsugiri at your own pace. Relax and immerse yourself in a fantastical world full of tragic stories and beautiful nostalgic scenery.

Story

I was so dazzled that I could barely open my eyes. The singing of the cicadas and the humid air surrounded me. The air is filled with the faint smell of the sea breeze.

I'm sitting on a wooden bench in an old station building.

Where is this place? And... what am I doing here?

A nostalgic countryside.

A station marked "Natsugiri".

A single-track railroad.

As if stepping out of the purest of white light, I woke up here, my memories gone. I could not find anyone in this strange place...

Screen Shot



Factsheet

Title: NOSTALGIC TRAIN

Genre: First-Person Adventure/Walking Simulator

Supported Hardware: PC, Nintendo Switch™, PlayStation®4, PlayStation®5, Xbox One, Xbox Series X|S

Distributing Stores (Download only): Steam, Nintendo eShop, PlayStation™Store, Microsoft Store

Number of Players: 1

Online Play: No online play available

Languages: Japanese, English, French, Italian, German, Spanish, Traditional Chinese, Simplified Chinese

Price: 13.99USD~ (Including tax, Prices may differ across stores/regions)

Ratings: IARC 3+, ESRB E, CLASSIND Livre, USK 0, PEGI 3+, OFLC G, GRAC All

Developer: Tatamibeya (畳部屋)

Publisher: Tatamibeya, AMATA K.K.

Steam: https://store.steampowered.com/app/801260/NOSTALGIC_TRAIN/

Amata Games Press Release

Amata Games Website: <https://amata.games/en/game/nostalgic-train/>

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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 25, 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 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.

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