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The tale of Story of Seasons is a bit of a strange one. Originally conceived under the series name Harvest Moon, developer Marvelous enjoyed relative success with titles like Friends of Mineral Town, A Wonderful Life and Back to Nature. However, in 2012, the licensing of the name lapsed, and owner Natsume reclaimed ownership of the Harvest Moon name – but original developers Marvelous soldiered on regardless. With the first Story of Seasons title released for 3DS in 2014, they carry on the original spirit of the Harvest Moon titles of yore. Natsume has now started making its own Harvest Moon titles, but it's generally considered that Story of Seasons is the true successor to the Harvest Moon name, which makes this Doraemon collaboration even more curious. Doraemon: Story of Seasons could have easily been a simple reskin of the original game that we saw on 3DS, but it aspires to be much more and takes in tow with it the core values that make both the Japanese manga and anime series Doraemon and Story of Seasons so wholesome. After being transported into another world where Doraemon loses all of its cool, futuristic tools, you take the role of Noby, a child who gets transported alongside Doraemon and the group to the town of Natura. Noby is designated to revitalising an old derelict farm, and become a valued citizen in Natura. Doraemon: Story of Seasons is an absolute beauty, and exploring Natura and its surrounding areas is just as enjoyable as other elements in the game. It feels like there is a distinct personality to the game, and that's expressed through Doraemon: Story of Seasons' painterly look, which is pulled off perfectly. When you mix in the addition of the day and night cycle and titular seasons, the game goes from pretty plain-looking to legitimately being one of the charming-looking games we've seen on the Switch. While it might not be technically impressive, the game's art style is beautiful and brings that unique Doraemon personality to the game in the process. There are a wealth of things to do in Natura, and much like other games in the genre such as Stardew Valley or Harvest Moon, you're able to interact with other villagers, give them gifts and slowly foster relationships with the people around you. This is serviced through gathering items in other areas, giving them gifts, or running errands for them. Combined with managing your farm and planting seeds to grow, it's likely that the game will never really leave you wanting if you're dedicated to farming and growing crops. You also manage the animal herds, and can easily get lost in the endless farming and tasks at hand. This will lead to you exploring out in the world, where you're able to use items to mine for ore to make money to upgrade your gear for more efficient farming. As you descend into the real nitty-gritty of Doraemon: Story of Seasons, there's limitless potential for those folks who want to collect every bug, get rich through mining ores, craft decorations, or just want to make an exceedingly pretty farm. Personally, we spent hours making thousands of loaves of bread in order to make money, since it is pretty tight in-game. It has a relaxing and rewarding at the same time. Granted, if you're grinding for something particular that requires a certain time of day in a certain place it can get tiring, but for the most part, the sheer amount of activities you can perform in Doraemon: Story of Seasons carries it through. There is a minor gripe that we have with the game, which is that marriages are not present for obvious thematic reasons, given that you play as a child. However, that doesn't mean that there isn't a meaningful arc to Doraemon: Story of Seasons. There are story beats to pay attention to, and they're just awash with the cheese and pomp that you'd come to expect from a Doraemon game, which is incredibly welcome. The family-friendly themes, alongside the wonderful cast of characters, mean that you're always left grinning. There's a lot to be said for a game that puts a smile on your face. Doraemon: Story of Seasons is incredibly slow-paced, meaning that its ideal for those wanting to chip away at these tasks on the go; the saving system is streamlined in comparison to older Story of Seasons games, which makes it ideal to take with you on the road. However, the slow pace of the game meant that it took over an hour for us to get over the introductory hump and finally get out into the world. You will absolutely need some time to set aside from the get-go to just to set everything up. Story of Seasons veterans might not have much to find here outside of a new lick of paint and availability on the Switch, so it makes the game harder to recommend to older players who may be used to the previous games. Nevertheless, Doraemon: Story of Seasons does streamline some aspects and that makes the game a slightly more palatable ride for those who might not be used to this type of adventure. Doraemon: Story of Seasons is an enchanting, relaxing experience. Through a world that is so much simpler than ours. With generous time-saving features and a never-ending list of things to do, it's unlikely that you'll get bored while playing it. While its slow-paced nature might not be for everyone, it's undoubtedly welcome to play a game where the fate of the world isn't at stake, and you can instead just sit down and decide what plants you might want to grow for the upcoming year. A never-ending list of things to doGorgeous art-styleA relaxing, friendly atmosphere Might be too slow-paced for some playersYou may be overwhelmed with the grindingMarriages are missing Good 7/10 Review copy provided by Bandai NamcoHow we review productsScoring Policy Related Products Doraemon: Story of Seasons Please note that some external links on this page are affiliate links, which means if you click them and make a purchase we may receive a small percentage of the sale. Please read our FTC Disclosure for more information. Welcome to the Harvest Moon Wiki! We are a community who cover the main games in the Harvest Moon and Story of Seasons series. We also cover spin off games and crossovers! The wiki was founded in 2009, and since then, has expanded to over 4,000 articles covering over 60 different games. We have many active and knowledgeable editors, and two admins who are ready to help. The dedication of all involved has helped build the wikia to what it is today! One of the most frequent questions that we get is the change from Harvest Moon to Story of Seasons. Although both titles still exist, fans have noticed that Story of Seasons continues on with a lot of traditional Harvest Moon game play and artwork. Newer Harvest Moon titles, however, have taken a different direction entirely. Natsume, for years, had been localizing the Bokujō Monogatari series (Harvest Moon) and publishing the games that we all know and love to an English audience! However, in 2013, Natsume's rights to localize these games expired when the two companies split. Natsume kept the trademark on the name of "Harvest Moon," and started to make new games in the series that were different from what the original publisher (Marvelous) had done. These games include. They have since made six games that can be found listed here. Because Marvelous was no longer allowed to utilize the name of "Harvest Moon," the current and future games of the Bokujō Monogatari series was changed to the new title "Story of Seasons" outside of Japan and is the true continuation of the original Harvest Moon series. They now publish their English games through XSeed. For a full timeline of release check out this page! October 6, 2023: Harvest Moon: The Winds of Anthos is also released in North America. June 20, 2023: Story of Seasons: A Wonderful Life was released in all English-speaking countries. June 5, 2023: The first Harvest Moon is released for Nintendo Switch Online in North America and Europe January 26, 2023 Story of Seasons: A Wonderful Life is released in Japan. November 2, 2022 Doraemon Story of Seasons: Friends of the Great Kingdom is released for the Nintendo Switch, Microsoft Windows, and PlayStation 5 worldwide. October 6, 2022 Doraemon Story of Seasons: Friends of the Great Kingdom DEMO is released on Steam worldwide. July 26, 2022 Story of Seasons: Pioneers of Olive Town is released for the PS4 in North America. July 28, 2022 Story of Seasons: Pioneers of Olive Town is released for the PS4 in Europe. March 31, 2022: The first Harvest Moon is released for Nintendo Switch Online in Japan. Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. If you want to look for someone in Doraemon Story of Seasons, you need to check on the map to look for their current locations. However, it is difficult to identify them as the map only shows icons of the character and no way to display their names in the map. If you're new to the game and haven't memorized all of villager names, you'll got problem locating them. To help you familiarize these names and characters, we have listed all of the characters that you could find in the small island town. Usually, they are in the common placed during working hours. CharactersDescripticnCommon PlacedBig GReal Name: Takeshi GoudaLumberjack ForestDoraemonReal Name:Doraemon – Robotic CatEast Natura,Mayor CapitolSneechReal Name:Suneo Honekawa East Natura,Restaurant ShopSueReal Name:Shizuka Minamoto East Natura,Clinic ShopVeraBackground:GoddessBig Tree RootRyamBackground:MayorEast Natura,Mayor CapitolHarmonBackground:First Villager to MeetWest Natura,Harmon's HouseRaviBackground:Grandmother of HarmonWest Natura,Harmon's HouseCooperBackground:Cuckoo House Chicken Owner West Natura,Chicken Shop HelenBackground:Mother of CooperWest Natura,Chicken ShopHensonBackground:Father of CooperWest Natura,Chicken Shop BlakeBackground:Blacksmith Shop OwnerEast Natura,Blacksmith ShopSmittyBackground:Father of BlakeEast Natura,Blacksmith Shop CafetBackground:Chef Cook, Restaurant OwnerEast Natura,Restaurant Shop ErisBackground:Wife of Cafet East Natura,Restaurant Shop GennieBackground:General Store OwnerEast Natura,General Store JemmaBackground:Daughter of Gennie East Natura,General Store MarkBackground:Husband of Gennie, Father of JemmaEast Natura,General Store PentBackground:Carpenter Shop OwnerLumberjack Forest,Carpenter ShopRemBackground:Gouter Mawk Livestock OwnerWest Natura,Livestock Shop AriesBackground:Gouter Mawk Livestock OwnerWest Natura,Livestock Shop TaurusBackground:Gouter Mawk Livestock Owner West Natura,Livestock Shop RegisBackground:Doctor at Town's ClinicEast Natura,Clinic ShopSerenaBackground:Nurse at Town's Clinic East Natura,Clinic ShopSandyBackground:Fishing Shop OwnerZazan Cape,Fishing Shop That's pretty is! Hope this small guide helps you find the villager! Minimum:Requires a 64-bit processor and operating systemOS *: Windows 7 SP1 64-bit or Windows 10 64-bitProcessor: Intel Core2 Duo E8400 or AMD Phenom II X2 550Memory: 4 GB RAMGraphics: GeForce 9800 GTX+ or Radeon HD 3870DirectX: Version 11Storage: 750 MB available spaceSound Card: DirectX compatible soundcard or onboard chipsetAdditional Notes: Estimated performance: 1080p/60fps with graphics settings at "Low". Framerate might drop in graphics-intensive scenes. - 64-bit processor and operating system required. Recommended:Requires a 64-bit processor and operating system * Starting January 1st, 2024, the Steam Client will only support Windows 10 and later versions. Page 2 [Objectives] from Home to check each Objective.Special Tour EventEuropean National TeamsPeriod05/29\2025 02:00 (UTC) - 06/1\2025 01:59 (UTC)Receive Rewards by collecting Event Points while playing against the AI.Accumulate 6,000 points and earn the following rewards.\u30fb Skill Training Program x1\u30fb Position Training Program x1\u30fb 50 eFootball\u2122 Coins\u30fb 20,000 Exp.\u30fb 90,000 GP*Available under [Home] > [Match] > [Event - VS AI].Special Themed EventEuropean National TeamsRecieve rewards by completing challenges while playing PvP matches.Complete all Challenges, and earn 1 Random Booster Token and 20,000 Exp. in total.Period05/29\2025 02:00 (UTC) - 06/05\2025 01:59 (UTC)Special Challenge EventPenalty ShootoutThis is a Penalty shootout-only Event.Complete all Challenges and earn up to 1 Position Training Program and 20,000 Exp.!Period06/05\2025 02:00 (UTC) - 06/12\2025 01:59 (UTC)Special Daily GameDuring the campaign period, advance 50% more spaces than normal after the penalty kick.Period05/29\2025 02:00 (UTC) - 06/1\2025 01:59 (UTC)Notes*The schedule and details are subject to change without prior notice.","commentcount":7,"tags":
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