

Hudson's Second i-mode eMail Drama

Cosmos

A heart-warming tale set in Kanazawa City, featuring "travel communications"

Equipment type: i-mode

Genre: Mail Communication Game

Commenced: November 6, 2000

Price: 300 yen per month (+sales tax)

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Hudson Soft Co., Ltd. releases the second version of its unique email communication game over i-mode.

"Cosmos" involves a new gaming concept, which utilizes the email features of i-Mode. The player is taken through an involving episode that unfolds simply by exchanging mail with the characters that appear throughout the game. This is the second email drama release since the series' initial offering this May, "Go North", which continues to boast a high average active (repeated) user ratio of 60%.

--Game Features--

Using an event-driven format developed by Hudson, players are sent email based on their progress within the game. The player's response propels the storyline, ensuring that each player will have a unique gaming experience. Furthermore, information regarding a variety of tourist destinations and dining locations found throughout Japan's Ishikawa Prefecture can be accessed within the game, courtesy of the cooperation of the editorial staff of the informative periodical "Tokai Jaran". Such features serve to optimize the game's "travel communication" function.

"Cosmos" incorporates a number of elements designed to ensure the creation of a wider user base than that achieved in "Go North"; in particular, it will appeal to women, who represent a high percentage of mobile phone email usage. Players can choose from five individual mail friends, three of which are male this time around. This is viewed as a step forward from "Go North", which featured an all-female cast that naturally generated a predominately male user base. In addition, the drama's script, which unfolds in Kanazawa City, is penned by a television serial writer who specializes in such feel-good motifs. As the game's main character, the player will enjoy a number of lifelike scenarios in the battle of loneliness. However, by reaching out to one's email friends through means of electronic communication, the player finds warmth in a seemingly cold world.

--Game play & Story--

The game's story revolves around five individuals living in and around Kanagawa City. Each of them is of differing age and lifestyle, but all of them are fundamentally lonely. One day, a mysterious, glowing rock is found. As if it held the key to destiny itself, this rock inexplicably brings these five strangers together, weaving a complex and dramatic web of events.

Players will choose an email friend out of these five available characters, and correspond with him or her by email. One to three messages will be received daily from this email friend. A player's response can be made by either selecting a variety of predetermined replies available or by writing and sending one's own message. The content and timing of the player's replies will influence the thinking and behavior of the email friend, and may also affect the story's unfolding. A single story takes approximately two months to reach completion.

Game Characters

---Tetsuo Ono (age 10)

A fourth grader from Hakui City who lives together with his divorced father. He has begun to yearn for a place to call his own.



---Takanori Kimura (age 17)

A high school senior from the town of Anamizu who had been awaiting university entrance exams when the death of a close junior high school friend prompted him to start pondering the meaning of life.



---Kazuaki Takano (age 29)

A maker of Japanese cakes who resides in Kanazawa City. Complications arose just as a new confection was about to be offered, causing him to completely abandon his profession. He currently finds himself disheartened, standing at a crossroads.



---Chinatsu Kaga (age 23)

A Kanazawa City bar hostess. She is seeing a Tokyo businessman who is on local assignment, but his return to the capital has left her unable to cope with the pangs of loneliness welling up inside of her.



---Rikako Yamawaki (age 35)

A photographer from Shiramine Village. Since the death of the man that she loved for years, she has lived a life of solitude deep in the mountains, near the foot of Shirayama.



Intimacy Level

Measuring the level of intimacy established between the player and their email friend is a meter, which changes throughout the game depending on how the player chooses to

reply to the mail friend's messages. The degree of this meter affects both story development and the number of messages received, providing for enhanced elements of realism and drama.

"Kanazawa Magazine"

All of the information provided by mail friends regarding tourist spots and restaurants is based on actual, existing locations. This version, having benefited from the contributions of the editorial staff of the informative publication "Tokai Jaran", features an in-game periodical called "Kanazawa Magazine" which permits access to useful information on sightseeing, cuisine, and events in Kanazawa City. Furthermore, a telephone call to all of the locations listed in "Kanazawa Magazine" can be made with a simple touch of a button, thereby doubling the "travel communication" function as a convenient guide that provides information regarding tourist attractions.