

Nude Maker reveals a new horror game project -Taking on the spirit of “*Clock Tower*”-



Tokyo, Japan—Nude Maker Inc., a game developer led by Hifumi Kouno, the creator of the classic horror-adventure franchise *Clock Tower*, has begun development of a brand-new horror game franchise. This year is the 20th anniversary of *Clock Tower*, and the new game is to be a spiritual successor of the original franchise.

The creators of this project are aiming to deliver the ultimate horror game experience by transporting players into a virtual world of primal fear, suspense and mystery.

The game’s setting is aboard a luxurious cruise liner in the middle of the ocean. As the ship sails across the deep blue ocean, a series of gruesome and mysterious murders begins to take place, including those of the ship’s crew. Soon the ocean liner is crippled and adrift at sea, and has become an inescapable trap for the passengers. As a passenger of the ship, the player will be tasked with solving the murder mystery to ensure their own survival as well as the rest of the ‘innocent’ passengers.

Masahiro Ito, the creature designer for the venerated *Silent Hill* franchise, has joined the project as the creature and prop designer of the project.

Takashi Shimizu, the famed director of the *Ju-on* film franchise and its Hollywood adaptation *The Grudge*, has also joined the project as a creative producer to make it the ‘ultimate J-horror experience’. In addition to story collaboration, Mr. Shimizu will also

direct a live action teaser trailer for the game, to provide a glimpse of its terrifying world.

In addition to the creators noted above, other well known talents in the Japanese game industry will be joining the project, and will be revealed in the future announcements.

The creators joining this project are aiming to prove that the Japanese game industry and its indie spirit are still very much alive and kicking.

We invite you to come aboard this ship with us for the ultimate horror adventure experience.

【Comments/Profile for Creators participating in “*Project Scissors*”】

Game Director / Hifumi Kouno (CEO/President Nude Maker Inc.)

<Profile>

Designed and directed *Clock Tower-the First Fear* and *Clock Tower* for Human Corporation. Started Nude Maker Inc. in 2002. Other notable works include *Steel Battalion* from Capcom and *Infinite Space* from Sega.

<Comments>

When conceiving the idea for a new horror game, I focused on staying true to the essence of what I created in *Clock Tower*, which was the edge-of-the-seat suspense and fear of an unknown. I have been preparing for this game for over 5 years – and now the development is finally about to begin.

Over the last few years, I was joined by a wonderful group of creators with impressive resume, driven by the common passion to create something original outside the big commercial game franchises.

This is my first foray into the indie scene, but the nature of the horror genre in its purest form is about overcoming obstacles such as limited budget and time with passion and talent. I’m willing to push myself to the limit, and I’m excited and ready for this challenge.

Monster Designer / Masahiro Ito

<Profile>

Illustrator, character designer, art director. Ito did work on environment art, creature

design, and art direction for the *Silent Hill* video game. His most recent work is an art book titled *Acid Bufferzone*.

Creative Collaboration & Live Action Trailer Production / Takashi Shimizu

<Profile>

Film Director for Shaiker Co. Ltd. Takashi Shimizu made his debut as television drama director in 1998. He is well-known for the blockbuster success of his *Ju-on* film series in Japan, which he later remade into *The Grudge* in Hollywood, produced by Sam Raimi (*Spider-Man* trilogy, *Evil Dead*). Shimizu is the first and only Japanese film director to have a #1 film in the US box office with *The Grudge*.

His most recent directorial work, *Kiki's Delivery Service* (live action) was released in spring 2014. His recent works as producer, *Inagawa Kwaidan-Kataribe* and *Rigor Mortis* will be released in Japan respectively on Sept. 20th, and Oct. 25th.

【Project Overview】

- Project Title : Project Scissors
- Developer : Nude Maker, Inc.
- Genre : Horror Action Adventure
- Scheduled Platforms : PlayStation® Vita, iOS, Android (phones & tablets)

【Promotion Partner】

Active Gaming Media Inc. <http://www.playism-games.com/>

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