

## VR Action-Adventure Game *The Tale of Onogoro* Launches Worldwide

**March 17, 2022, Tokyo** – Today, Amata K.K.'s new VR Action-Adventure title, *The Tale of Onogoro*, was released worldwide on the Meta Quest Store. In conjunction with the release of the game, a new launch trailer has been released, as well as details about an alternative costume for the main character. The developer also announced that the soundtrack for the game would become available later in the month.

### Distribution on Meta Quest Store Begins

*The Tale of Onogoro* is now live on the Meta Quest store worldwide. The game is priced at 29.99USD and supports all Quest devices.

**Store Page:** <https://www.oculus.com/experiences/quest/2302319493201737/>

The newest trailer for the game can be found below:

**Launch Trailer:** <https://youtu.be/yugXjF5sKDQ>



### Details About the “Dark Priestess” Costume

In *The Tale of Onogoro*, there are many ways for players to challenge themselves beyond completing the story. Players can unlock new costumes, collect hidden point spheres called “nexus points,” obtain high scores, or work to have a fast clear time. After clearing the game for the first time players will be able to unlock the Dark Priestess costume for Haru. After unlocking the costume, players will be able to choose between Haru’s classic Japanese priestess look, or the more gothic feel of the Dark Priestess costume the next time they play the game.



## Classic Japanese song “Gondola no Uta” as Ending Theme

*The Tale of Onogoro* takes place in a parallel world that is similar to Taisho Era Japan and features a new version of the classic Japanese song “Gondola no Uta” as the ending theme. The original version of the song was released in 1915, near the beginning of the Taisho Era. Singer-songwriter Rekka Katakiri, renowned for her work in various anime and video games, provides bittersweet yet powerful vocals for the track. Amata K.K.’s sound team, Berens, created a new arrangement for the song for this game. A lyric video has also been released to commemorate the launch of the game.



Lyric Video for “Gondola no Uta”: <https://youtu.be/NQWfIYwtcvc>

### About Rekka Katakiri

Rekka Katakiri is a content creator whose content centers around her activities as a singer. From powerful to dainty or from cute to heroic, her unique “kaleidoscope voice” allows her to paint each song she sings with a different musical color. Rekka is a versatile artist that is not only involved in the writing and composing aspects of the music creation process, but is also involved in project planning, graphic design, event planning, and record studio management.

### Official *The Tale of Onogoro* Soundtrack Available March 26

The music featured in *The Tale of Onogoro* will be available to stream or download on all major platforms on March 26. The sound team at Amata, Berens, was deeply involved in the creation of all the music featured in the game. Individual songs will also be available for streaming.



### Soundtrack Details

Album Title: *The Tale of Onogoro* Original Soundtrack

22 songs including “The Tale of Onogoro” feat. Yumiko Takahashi, “Gondola no Uta” feat. Rekka Katakiri

Store: iTunes Store and others

## The Tale of Onogoro Press Release

Streaming Platforms: Apple Music, Spotify, Amazon Music Unlimited, AWA, KKBOX, YouTube Music and others

Release Date: March 26th, 2022

Price: 1,528 JPY (Prices may differ across stores/regions)

URL: <https://linkco.re/rZhAZdY>



### About *The Tale of Onogoro*

*The Tale of Onogoro* was created by producer/director Hiromichi Takahashi and the development team behind the VR Escape-the-Room game *Last Labyrinth*. *Last Labyrinth* received numerous accolades at game and VR events worldwide due to its unique VR experience.

*The Tale of Onogoro* combines traditional Japanese culture and steampunk elements to create its unique world. The Player travels with Haru, a Japanese high priestess, solving sprawling puzzles and battling giant beast-like beings called “Kami” along the way.

The game was compatible with the Quest line of head-mounted displays and distributed via the Meta Quest Store. It was released simultaneously worldwide on March 17, 2022, for \$29.99 USD (including tax).

### Story



Just as the Player is putting on their VR headset to try out their new game, they are suddenly connected to a parallel world, where Haru Kose, a Japanese shrine maiden, lives. This world is similar to Taisho-era Japan, but since the invention of the steam engine during the Meiji Restoration, the people use a

combination of steam technology and the mysterious ancient power of Ki to create new marvels.

This world is also home to giant, beast-like beings called “Kami.” These Kami often manifest as “Incensed Kami” and go on rampages, causing havoc in their wake. Shinto priests and priestesses are dispatched by shrines to quell each Incensed Kami that manifests, risking their lives to protect the citizens.

One day, it is reported that five Incensed Kami have manifested on the sacred floating island, Onogoro Island. Haru, as the High Priestess of the Grand Holy Shrine: Daijingu is dispatched to the island to see to the matter. However, the man responsible for the appearance of the five Incensed Kami on the island, Masatake Arakida, attacks Haru and steals parts of her body. He then chains her to a quelling stone and locks her away in a shrine. In a desperate attempt to summon reinforcements, Haru accidentally summons the Player to her world.

Upon meeting the Player, Haru asks for their help, stating, “Masatake Arakida has stolen parts of my body and taken my weapon. If we do not return them to me and quell all of the Kami on the island, a great calamity will occur.”

The Player and Haru join forces to solve the mystery of the Divine Boundaries, quell the Kami, and put a halt to Masatake’s plans.

## Characters



### **Haru Kose (CV: Alexis Jassmin Broadhead)**

The 223rd High Priestess of the Grand Holy Shrine: Daijingu. She is a Shinto high priestess and becomes the Player’s partner. She was captured by Masatake Arakida, who stole parts of her body as well as her sacred weapon, the Astral Hunting Bow. After having her powers sealed away, she makes a desperate attempt to summon help, and accidentally summons the Player from a parallel world. Because she is chained to the quelling stone and cannot move freely, she needs the Player to move the quelling stone for her.



### The Player

A VR game player. Just as they were trying to play a new VR game, Haru summons them to the world of *The Tale of Onogoro* via their VR headset. Her summoning was incomplete, giving the player a ghost-like appearance. The Player cannot interact with this new world, but for some reason, they are able to wield divine ancient relics called the Celestial Weapons.



### Masatake Arakida (CV: Ray Chase)

A powerful Shinto priest and Elder of the Grand Holy Shrine: Daijingu, and Haru's childhood friend. He took Haru's weapon and parts of her body, then sealed her away. He was seen as a candidate to become the next head of the Grand Holy Shrine due to his talents. One day, he disappeared, taking two sacred relics, the Mafutsu Mirror and the holy sword Soul Slayer, with him. He later manifested the five Kami causing mayhem on Onogoro Island. His motives are unknown.

### Screenshots



## The Tale of Onogoro Press Release



\*These images represent a game that is still under development

### Factsheet

Title: The Tale of Onogoro (Japanese title: オノゴロ物語)

Genre: VR Action-Adventure Game

Supported HMD: Quest platform

Distributing Stores (Download only): Meta Quest Store

<https://www.oculus.com/experiences/quest/2302319493201737/>

Number of Players: 1

Online Play: No online play available

Rating: IARC 12+

Price: 29.99USD (Including Tax)

Release Date: March 17th, 2022

Developer/Publisher: AMATA K.K.

Official Website: <https://onogoro.info/en/>

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## About AMATA K.K.



AMATA

Company Name: Amata K.K.

Representative: Hiromichi Takahashi, Chairman and Representative Director

Address: Sato Building 5F, Kita-Shinjuku 1-5-2, 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.

## Contact

For all inquiries regarding *The Tale of Onogoro*, please use the form found at the following link:

<https://onogoro.info/en/contact/>