



YOM1-PSV-US-ABK1

NOT FOR RESALE

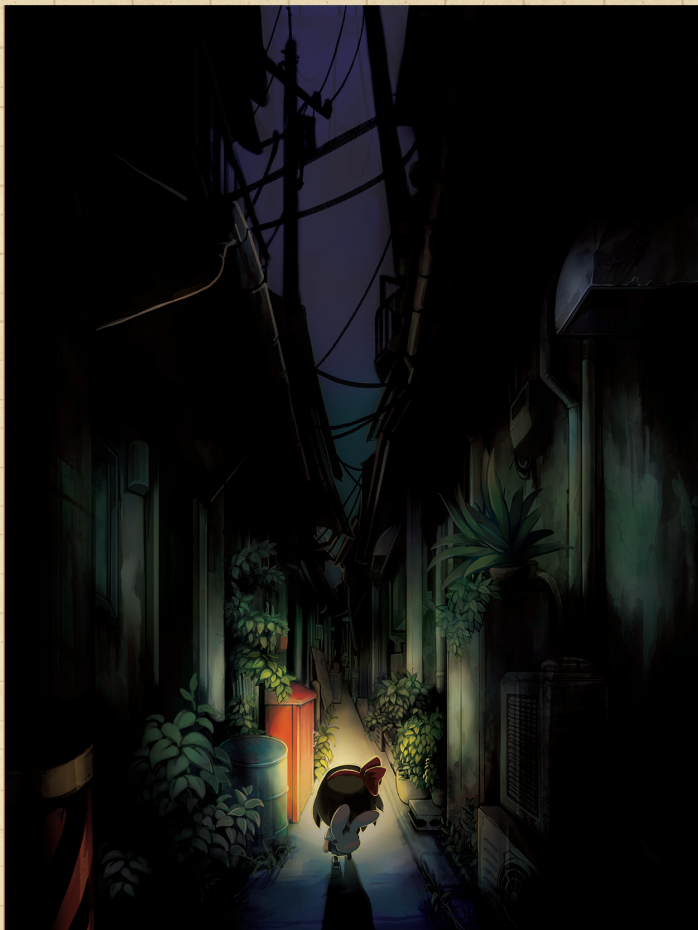
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YOMAWARI

NIGHT ALONE

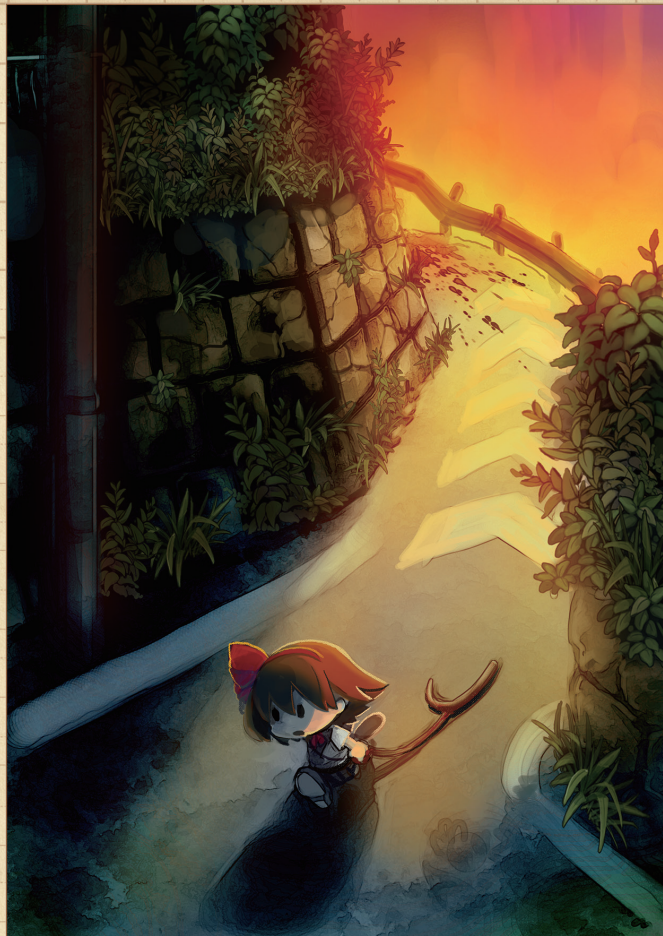
SCRAPBOOK

Package Illustration



Comment by Director Mizokami: I put a lot of effort into this illustration, making sure it showed the atmosphere of this game because I was told it would be used for packages and posters. I drew a situation where the young heroine is facing the darkness with a flashlight in her hand. I remember us selecting this illustration to use for marketing and logo design. The result is something simple, with a strong impact that works as a package illustration because it was easy to place the logo vertically.

Promotional Illustrations



Comment by Director Mizokami: An illustration of the scene from the beginning of the game. The dog's accident happened at dusk, so it's drawn so that the heroine is sucked into the darkness. This illustration was created during the proposal process, and it was used during presentations to explain Yomawari's story. It has been modified a little for advertisements. Even from the beginning, we had a vision of "a dog getting into an accident," "a heroine that drags an empty leash through the sunset," and "approaching darkness" for the game.



Comment by Director Mizokami: An image board which I created after I was ready to develop! The image on top illustrates the heroine's loneliness and anxiety. She felt someone's presence, so she turned to look back but found nothing there. A lot of colors were used because the night was designed to be creepy, but also wondrous. The bottom illustration is actually a stage that appears in the game. It is trying to convey the idea of traveling through a mysterious mountain path.



Comment by Director Mizokami: The top illustration shows the most important setting, the neighborhood. When creating the game, this illustration was used as a template, and we tried our best to match it in-game. Doesn't it look very similar to the actual in-game location? The bottom illustration shows "Downtown." The idea behind this location is, "it was lively about 40 years ago, but it's been forgotten now," so it's rusty and brown. There are actually ghosts hidden in this illustration.



Comment by Director Mizokami: The top image is an image board for the "Factory." We had an idea of making a stage where people wouldn't usually go, so I drew that. Just like the illustration suggests, here you can explore areas you can only really explore while in a game. The bottom illustration is an image of a spirit. I created this when we were deciding on the spirits that would appear in Yomawari. Who are the spirits, and why do they exist? They're mysterious beings.

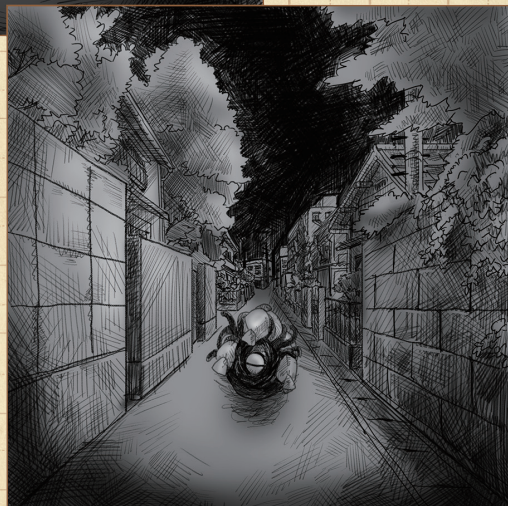


Comment by Director Mizokami: An illustration that was created before we came up with the plot. I think people who've played the game will understand this illustration. The sadness, loneliness, and growth of the heroine is drawn here. Throughout the game, the heroine comes to have a deeper understanding of death and how to use that fear. I would be very happy if you enjoyed the game and helped the girl to face the fear.

Web Illustrations



Comment by Director Mizokami: These illustrations were for the story that was on the Japanese website. Since it was a picture book, I wanted to change the tone of the illustrations, so it's in a sketch style. This was an idea brought up after the game was developed, so it was nice to draw Yomawari from a fresh viewpoint, rather than top-down.

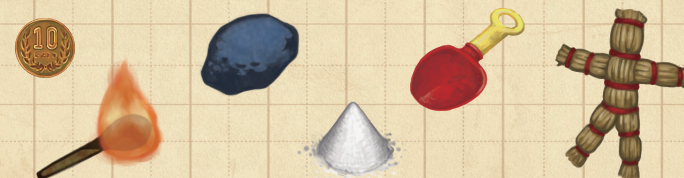


Comment by Director Mizokami: Because I had a good opportunity, I drew scenes which were like cutouts of the situations in the actual game. The illustrations above are actually the same scene. One is the girl from Mr. Yomawari's perspective, and the other is Mr. Yomawari from the girl's perspective. This is the scene where they meet face to face.

Characters



Items



Comment by Director Mizokami: I wanted to design the heroine as a normal girl that could be anyone, so there were many versions of her created. She's in early grade school, but in the beginning she didn't look like an elementary school girl. So we added a ribbon, rabbit pochette, and childlike items. The items you find in the game are things that a young child would be familiar with. But Yomawari is a horror game, so you might find items that feel eerily out of place.

Spirits



Daruma



Child Spirit



Blind Spirit



Miss Mary



Stone Face



Streetlight Shadow

Monster Cat



Headless Horse



Road Blocker



Mr. Yomawari



Mr. Raw Head



Posts



Moja A



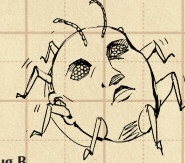
Moja B



Meat



Bug A



Bug B

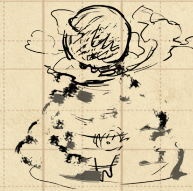
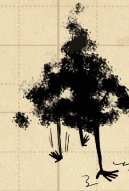


Bug C

Shadowmen



Mr. Floaty



Squatter



Comment by Director Mizokami: I was designing the spirits carefully so that they wouldn't look too much like monsters. I remember it was very tough to make the spirits scary, because I couldn't use a lot of difficult designs or details. The "spirits" in Yomawari are things that are scary to the heroine because they are unexplainable. They were drawn so that their intentions were ambiguous, and as something not comprehensible and completely unexplainable. However, the shadows that stand below the streetlights have a sad feeling to them. The characters all have up to 8 different animations, so it was a lot of work. I find all of the spirits kind of cute now.

