

= The Idolmaster Shiny Festa =

The Idolmaster Shiny Festa ( Japanese : ????????? , Hepburn : Aidorumasut? Shain? Fesuta , officially stylized as THE iDOLM @ STER SHINY FESTA ) is a series of three Japanese rhythm video games developed and published by Bandai Namco Games . The games are part of The Idolmaster franchise , and were originally released on October 25 , 2012 as Honey Sound ( ??? , Han? Saundo ) , Funky Note ( ????? , Fank? N?to ) , and Groovy Tune ( ????? , Gur?v? Ch?n ) for the PlayStation Portable in Japan . They were the first games in the series to be localized into English , and were released for iOS on April 22 , 2013 as Harmonic Score , Rhythmic Record , and Melodic Disc , while retaining their original names for the Japanese versions . Service for the iOS version was discontinued on March 15 , 2016 .

The gameplay in Shiny Festa eschews the simulation format of previous Idolmaster games , and instead features a rhythmic gameplay in which the player times the presses of buttons to the rhythm of the songs and a predetermined pattern displayed on the screen . Each game features a different array of characters and songs , and also includes an original video animation episode produced by A @-@ 1 Pictures and directed by Atsushi Nishigori . The games ' story centers on the 765 Production 's participation in a music festival , and is told via the anime episodes and occasional dialogue included in the games .

Development of Shiny Festa began as a result of series producer Y?z? Sakagami 's desire to create a video game that has a lighter feel and makes use of the franchise 's songs that had not been featured in video game form . Shiny Festa 's original releases sold a total of 119 @,@ 132 copies in its first week of release in Japan , and together ranked as the best @-@ selling video game in Japan that week . The games were described by reviewers as accessible to the franchise 's new and existing fans , but the iOS releases were criticized by journalists for their prohibitive pricing . The mechanics of Shiny Festa later reappear in The Idolmaster Shiny TV , a high @-@ definition remastered version for the PlayStation 3 .

= = Gameplay = =

Shiny Festa is a series of three rhythm games that feature various characters and songs from The Idolmaster video game franchise . At the beginning of each game , a twenty @-@ three @-@ minute anime episode is played to introduce the games ' story : 765 Production ( 765 Pro ) , the talent agency where the protagonist works as a producer , is invited to participate in a music festival ; however , only a few of its members may attend . The characters who attend the music festival , as well as the songs and episode that correspond to the characters , are dependent on the version of the game . In Harmonic Score and Honey Sound , the selected members are Haruka Amami , Chihaya Kisaragi , and Azusa Miura , and they are joined by Ritsuko Akizuki , who also performs in the festival , as their producer ; in Rhythmic Record and Funky Note , Yayoi Takatsuki , Iori Minase , Hibiki Ganaha , and Ami and Mami Futami are chosen to attend the festival with the protagonist Producer ; lastly Miki Hoshii , Yukiho Hagiwara , Makoto Kikuchi , and Takane Shijou make up the group of idols chosen to attend in Melodic Disc and Groovy Tune .

Like other games in the genre , the player plays the main portion of Shiny Festa 's gameplay , Stage mode , as he or she listens to a selected song . Each song 's performance is limited to a predetermined idol or group of idols , unlike the franchise 's previous games . During a song , a predetermined sequence of note icons scroll along several lines , called Melody Lines , toward a central target icon . To complete a song , the player must press buttons that correspond to the direction from which the notes originate from ? the buttons on the console 's left and right halves for the PlayStation Portable version , and the left and right halves of the screen for the iOS version ? as they pass over the target icon . The player is scored by these presses ' accuracy in timing and direction , for which he or she is given one of four ratings : Perfect , Good , Normal , and Bad . The player 's performance is also represented by the Sparkle Meter , which increases or decreases as the player successfully or fails to hit a note . Throughout the song , new target icons and lines may spawn at predetermined times in different locations of the screen to supersede or accompany old

ones . The note sequences may also include Long Icons , which are streaks of notes that need to be continuously held down ; Simultaneous Icons , which are pairs of icons that pass over the target icon simultaneously ; and Shooting Stars , which appears once the Sparkle Meter is filled , and causes a Shining Burst that raises the player 's score and changes the song 's accompanying music video when it is hit . The complexity of the song 's sequence varies based on the player 's selected difficulty for the song ; there are four difficulty levels : Debut , Normal , Pro , and Master from the easiest to the hardest .

At the end of each song , a result screen is displayed to player , and his or her performance is rated with a letter grade , a numerical score , and a percentage that represents his or her accuracy . The player is awarded a number of fans and in @-@ game money for his or her performance . The number of fans determine the idols ' ranking , and as the player 's idols increase in ranking , more items become available for purchase . These items can then be used to customize the game 's appearance or adjust gameplay elements , such as straightening the Melody Lines ' shapes or causing the player to gain fans quicker . Finishing a song also earns the player Memories with the idols who perform the song , which can be used in the Star of Festa game mode .

Star of Festa is a gameplay mode in which the player 's idol unit participates in a five @-@ day music festival . On each of the five in @-@ game days , the player is required to consecutively play three songs , and for each song , he or she is given a score that represents votes given by the in @-@ game audience . For the third song every day , the player may choose to compete against a computer @-@ controlled opponent , represented as idols from 876 Production , 961 Production 's Jupiter , and characters from The Idolmaster Cinderella Girls and other Shiny Festa games . By defeating his or her opponent , the player gains additional votes and earns the opponent 's Name Card , which are shared across the three Shiny Festa games and passively grants additional votes . In addition to Name Cards , the player can also earn additional votes by using the Memories an idol has earned toward Memory Boosters . The player may choose to use the Memories of any of the idols who sings in the song , and if it is activated , Memory Booster icons appear throughout the song once the player has received a Shining Burst . To successfully complete Star of Festa , the player must accumulate 100 @,@ 000 votes by the end of the last day .

= = Development and release = =

The Idolmaster series producer Y?z? Sakagami attributed the development of a rhythm game in the series to two reasons . Noting that songs have a strong meaning to the franchise , he had wanted to make the songs that were included in the series ' albums but not in its video games to be accessible in that form . He also wanted to create an Idolmaster video game that , while maintaining a producer 's viewpoint , has a lighter feel and would allow the player to hum along to the idols as he or she plays . He pointed out that the rhythm game genre fell in line with these two desires , and this led to the development of Shiny Festa . The team chose to develop for the PlayStation Portable ( PSP ) as he felt it was simple to play on . At the same time , the team also wanted to create scenes where the series ' thirteen idols would be able to appear together , and chose to use pre @-@ rendered videos to make this possible . Sakagami also noted that the development team deliberately chose to use a gameplay system in which the note icons float toward the screen 's center to attract the player to look at the videos in the background .

The games ' anime scenes were directed by Atsushi Nishigori and produced by A @-@ 1 Pictures , who also created The Idolmaster anime adaptation in 2011 . According to Hironori Toba , Aniplex 's producer for the television anime , he was told about the plans of including anime material in Shiny Festa during production of the TV anime 's final episode , and he did not inform Nishigori until later on . Series director Akihiro Ishihara said that each anime episode was initially planned to be about ten minutes long , but Nishigori extended each episode to its current length , feeling that the episodes would not be fun if they were too short . Three teams were formed to create the three episodes , and Nishigori noted that this enticed each team to compete with each other during production .

Shiny Festa was first released in Japan on October 25 , 2012 for the PSP in three versions ? Honey

Sound , Funky Note , Groovy Tune ? in both retail and downloadable forms ; the downloadable versions are also playable on the PlayStation Vita . The PSP games ' first printing also included a " backstage pass " that granted access to an online merchandise store , a product code for the song " The World is All One ! " to be used in the games , and a serial number that granted a special Shiny Festa version of Haruka Amami for use in The Idolmaster Cinderella Girls . In conjunction with the release , peripheral manufacturer Hori released a set of accessories with Shiny Festa designs ; the set includes three cases for the games ' Universal Media Discs , a protective casing , and decorative stickers for the PSP 's 3000 model . The games were later released in English for iOS devices on April 22 , 2013 , and became the first games in the series to be localized and released outside Japan . The titles of the English releases were respectively renamed as Harmonic Score , Rhythmic Record , and Melodic Disc , but the games retained the original titles for the Japanese iOS releases . Support for the iOS releases ended on March 15 , 2016 , and the downloadable content was also be made unavailable on that date . The three anime episodes were released on October 8 , 2014 alongside The Idolmaster Movie : Beyond the Brilliant Future ! as a Blu @-@ ray Disc as part of a limited edition bundle .

The mechanics of Shiny Festa were later ported to the PlayStation 3 as The Idolmaster Shiny TV as a high @-@ definition remastered rhythm game . Shiny TV was released as part of the Imas Channel app on October 2 , 2013 . Unlike the Shiny Festa releases , only one song , " We Have a Dream " , was initially available in Shiny TV , and additional songs are added to the game as downloadable content packs called mini albums . Bandai Namco Games released 12 mini albums for the game between October 2 , 2013 ? beginning with the releases of mini albums for Haruka Amami and Yayoi Takatsuki ? and February 19 , 2014 .

== = Music == =

Across its three versions , Shiny Festa features a total of 48 songs written and composed by a variety of songwriters . Each version is composed of 20 songs , of which six are performed by 765 Pro Allstars and common to all three versions . The majority of the remaining songs in each version are exclusive to that version and performed by its featured idols , although there is also one exclusive song performed by 765 Pro Allstars in each version . An additional song , " The World is All One ! ! " , was available for download to players who purchased a first printing copy of the PSP games . Four songs were originally introduced in Shiny Festa : " Music " appears in all three versions , " Vault That Borderline ! " is featured in Honey Sound and Harmonic Score , " edeN " is featured in Groovy Tune and Melodic Disc , and " Visionary " ( ?????? ) is featured in Funky Note and Rhythmic Record .

Unlike Shiny Festa , only the song " We Have a Dream " is initially playable in Shiny TV , and additional songs must be purchased as downloadable content . In addition to the songs originally contained in the Shiny Festa games , there are 14 extra songs available to download . Out of these , the song " Machiuke Prince " ( ????????? ) was first introduced with the game , and it is made available to the player with the purchase of any mini album , while access to the songs " Arcadia " and " Sora " ( ? ) are granted to players who purchased respectively the first and last six mini albums .

== = Reception == =

The original PlayStation Portable ( PSP ) versions of the Shiny Festa games sold 119 @,@ 132 units in their first week of sales , and together ranked as the best @-@ selling video game in Japan that week . The PSP versions received a combined review score of 32 out of 40 from the Japanese video game magazine Famitsu . At the third Newtype Anime Awards in 2013 , Shiny Festa 's anime sequences received first place in the Game Animation category . Critics commonly agree that Shiny Festa , while it appeals to the franchise 's existing fans , is accessible and welcoming to new fans whose first exposure to the franchise is its anime adaptation . Japanator 's Jeff Chuang wrote that the game is " twice the fun " to fans of the franchise 's songs , while Elliot Gay , writing for the same

website , argued that the games ' inclusion of anime material pointed to the game 's development as " fanservice for fans " . Reviewers also agreed that despite its simple gameplay , Shiny Festa still provides substantial challenge . Famitsu 's reviewers wrote that while the game has a simpler control scheme compared to other rhythm games , it becomes difficult when played on the Master difficulty . Gay and Chuang both agreed that the simple gameplay becomes appropriately difficult with the higher difficulties , while ASCII Media Works ' Lipton Kumada noted that the game becomes harder as variations such as simultaneous and long icons are added .

The iOS version 's improvements over the original PSP version were positively received . The website Famitsu App noted that the iOS version has shorter loading times and greater display resolution compared to the PSP version . Gay wrote that the iPhone 4 's Retina Display made the game look " a whole lot better than it did on the PSP or Vita " , while Kumada said he was stunned to see the iPhone 5 's more vibrant colors and lack of interlacing , despite its smaller screen compared to the PSP . At the same time , reviewers had mixed opinions regarding the iOS ' version 's control scheme . Ry?ichi Matsumoto of 4Gamer appreciated the iOS version 's use of touch screen input , feeling that it simplified the controls and Gay felt the touch controls felt natural . In contrast , Famitsu App 's writer felt that it was easier to hold down notes with the PSP 's buttons , and Chuang said that playing on an iPad Mini felt less precise than on the PSP , but noted that the player can theoretically " hit the notes even faster " with a touch screen . Chuang also noted he occasionally opened the iOS version 's pause menu by accident due to the touch controls , and Matsumoto complained that the use of touch screen input meant that his fingers would be blocking his view .

Many journalists , particularly non @-@ Japanese press , reacted negatively toward the iOS version 's pricing in comparison to other games for the platform . Kotaku 's Mike Fahey described the games as " a tough sell " at US \$ 54 @.@ 99 each and approximately \$ 170 altogether in a market " dominated by free and \$ .99 games " . Technology Tell 's Jenni Lada noted that the PSP version would be cheaper when imported , and criticized Bandai Namco Games for " setting [ the release ] up to fail " . Elliot Gay felt the games were expensive , but pointed out that it has " never been cheap to be " a fan of the franchise . Likewise , Kumada felt the iOS games were too expensive as mobile apps , but thought it was a " bit of a bargain " in comparison to the PSP versions ' full retail prices .