

Hiroki Kikuta and Stefanie Joosten to collaborate on Theme Song of Last Labyrinth

Jan. 18th, 2019, Tokyo – Amata K.K. has announced that renowned video game music composer Hiroki Kikuta and international model, voice-actress and singer Stefanie Joosten will collaborate on the theme song for the upcoming VR Escape-the-Room game Last Labyrinth.

Composition by Hiroki, Vocals by Stefanie



Hiroki, famous for his work on titles such as Secret of Mana (Super Famicom) and SOULCALIBUR V (PS3), will oversee composition for the theme song, with Stefanie, who was the voice of Quiet from Metal Gear Solid V: The Phantom Pain, in charge of vocals.

Apart from singing the theme song, Stefanie has also been previously revealed as the voice of the Katia, the mysterious girl that players work together with in Last Labyrinth. The title of the theme song will be revealed at a later date.

About Hiroki Kikuta

Hiroki Kikuta was born in 1962 in Aichi Prefecture, Japan in 1962, and is currently a Short-Term Guest Professor at the Tokyo College of Music.

Beginning in 1991 at SQUARE CO., Ltd., his resume includes music production for the Seiken Densetsu 2 and Seiken Densetsu 3 RPGs for the Nintendo Super Famicom, and Sōkaigi for the Sony Playstation. His later works upon going independent include BGM composition for SEGA's Shining Hearts, Shining Blade and Shining Ark RPGs for the PSP, NAMCO's SOULCALIBUR V fighting game for the PS3, and Gust's Atelier Escha & Logy: Alchemists of the Dusk Sky for the PS3, among many others. He has also worked on multiple soundtrack CDs released under NTT Publishing Co., Ltd. From music composition to scenario writing to film editing, Hiroki is a musical artisan with a multitude of skills honed over many years of experience in entertainment production, constantly striving to achieve his goal of delighting fans and players alike.

About Stefanie Joosten



Stefanie Joosten is a Dutch model, actress, voice-actress and singer. Born and raised in the Netherlands, she moved to Japan as a student in Japanese studies. Stefanie gained success as a commercial model and actress in Japan after her studies and saw an international breakthrough in her career when she was chosen as the voice, likeness and motion capture of Quiet, the main female character in the latest instalment of the immensely popular Metal Gear Solid video game series by Hideo Kojima: Metal Gear Solid V The Phantom Pain (2015). She also made her debut as a singer

by performing the theme song “Quiet’s Theme” for her character in the game, which she performed live at The Game Awards in LA.

Being able to fluently speak Japanese and English besides her native tongue Dutch, Stefanie has a unique set of skills that attracted thousands of fans from all around the world that follow her on social media. Stefanie recently starred in films productions in Europe such as Le Retour Sur Soi-Même, Transit 17, and Hostage X. Recently she has once again been chosen to be the model and voice of a new video game character, this time in the shooter-adventure game Spacelords from Spanish developer MercurySteam. Stefanie is currently mostly traveling between Europe and Asia and is scheduled to work on various film and video game productions yet to be announced.

About Last Labyrinth



An escape-the-room adventure game that can only be experienced in VR, Last Labyrinth was created specifically for the VR age. Players must work to escape a mansion full of hidden dangers with a mysterious girl that appears before them. The full version will receive a

multi-platform, worldwide release (download only) in Spring of 2019.

Factsheet

Title: Last Labyrinth

Developer: Amata K.K.

Genre: VR Escape-the-Room Adventure

Supported HMD: PlayStation®VR, HTC Vive, Oculus Rift, Windows Mixed Reality Headset

Supported Hardware: PlayStation®4, VR Ready PC (Minimum Requirements: Intel® Core i5 4590 or above/NVIDIA GeForce GTX 1060 or above)
Platforms (Download only): PlayStation®Store, Steam®, Oculus Store, Microsoft Store
Number of Players: 1
Online Play: No online play available
Release Date: Spring 2019
CERO: Rating Pending
ESRB: Rating Pending
Price: TBA
Official Homepage: <https://lastlabyrinth.jp/en/>
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Screenshots



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

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.

For more information about Amata please visit:

<http://amata.co.jp/en/>