VR Escape-the-Room game Last Labyrinth launches Kickstarter Campaign, releases second trailer

Jan. 24th, 2019, Tokyo - Amata K.K. have today announced the start of the crowdfunding campaign for VR escape-the-room adventure game Last Labyrinth on Kickstarter, in order to raise funds for marketing. The second teaser trailer for the title has also been revealed.

Crowdfunding Campaign for Last Labyrinth

Last Labyrinth is a VR escape-the-room adventure game, in which players must work together with a mysterious girl named Katia in order to escape a mansion filled with danger.



Development of Last Labyrinth is being

spearheaded by Hiromichi Takahashi, director and producer of the acclaimed Doko Demo Issyo (PlayStation® 1999) series and co-creator of Toro (the Sony Cat). Working alongside Mr. Takahashi is a diverse team, many of whom are industry veterans with resumes featuring titles that are household names around the world.

After debuting to positive reception at TOKYO GAME SHOW 2016 and receiving the Best VR/AR Contents award at Laval Virtual 2017, and with development of the title underway, Amata K.K. have now launched the Kickstarter campaign in anticipation of the Spring 2019 worldwide multi-platform release (download only).

The campaign aims to raise ¥2,000,000 for marketing of the title, with funds going to promotional activities such as fan meetings.

Kickstarter Exclusive Merchandise

Original merchandise and Kickstarter-only limited items are among the rewards available to backers of the campaign, including limited Early Bird Digital Download sets.

Special Achievements will also be available through Backer Missions during the campaign, with rewards such as fan meetings and extra items for backers to be unlocked.

Preview of Rewards:
Limited Early Bird sets
Digital Art Book (16P, PDF)
Original A1 sized Posters
Printed Hardcover Art Book (28P)
Q+A Livestream with Dev Team
Play Party and Studio Tour Ticket
Among other merchandise available.





*The Steam®, Oculus Store and Windows Store versions of Last Labyrinth are available through the campaign. The PlayStation®VR version is not included.

Sample of Achievements:

Backer Missions:

Funding Goal reached: 25% / 50% / 75% / 100%

Total Backers: 50 / 100 / 300 / 500 Backers

Total Twitter Followers: 8,000 / 10,000 / 15,000 / 20,000 Followers

Total Trailer Views: 30,000 / 40,000 / 60,000 / 90,000 Views

Sample of Backer Unlocks

Concept Art Reveal

Special Wallpaper for All Backers

Special Fan Meeting In Japan

Video Message from Stefanie Joosten (the voice of Katia)





About the Last Labyrinth Kickstarter Project

KICKSTARTER

Funding Goal: 2,000,000 JPY

Funds usage:

1. Promotional Activities (PR, Marketing, Events etc.)

2. Production of rewards

Campaign period: Jan 24th (Thu) ~ Mar 25th (Mon) 2019

Project URL:

https://www.kickstarter.com/projects/1406135640/last-labyrinth-vr-escape-the-room-adventure-game

Second Teaser Trailer Revealed

To coincide with the Kickstarter campaign, the second teaser trailer has also been released, revealing new info and further mysteries that await users in Last Labyrinth. The teaser is now available to view on the official Amata Youtube channel.



https://youtu.be/kgUdtckbVRg

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/