

## **First Reveal of New Trailer, Theme Song by Hiroshi Kikuta & Stefanie Joosten, and Voice of Katia, for the VR Escape-the-Room game Last Labyrinth**

**Mar. 13<sup>th</sup>, 2019, Tokyo** – Amata K.K. have today revealed a new trailer movie for the VR escape-the-room adventure game Last Labyrinth, alongside a change in the previously announced Spring 2019 release date to Summer 2019, in order to polish game quality.

### **First Reveal for Theme Song & Katia's Voice**

Included in the new trailer movie is the first-ever reveal of Last Labyrinth's theme song, composed by renowned video game music composer Hiroki Kikuta and sung by Stefanie Joosten.

Viewers of the new trailer movie will also be among the first to hear Stefanie's performance as Katia in-game, speaking to players in Last Labyrinth's own unique language. With the lyrics also penned in said language, the international model, voice-actress, and singer, lends her vocal talents once again to bring both Katia and the theme song to life.

Fans will be able to catch a new glimpse of the Last Labyrinth universe through the trailer movie, currently available on the Last Labyrinth website and official social media channels, as well as the official Amata YouTube channel.



<https://youtu.be/azDopUER8KU>

### **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 film 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.

## Change in Release Date

In order to further ensure the quality of the game prior to release, Amata K.K. has also revealed that the previously announced Spring 2019 release for Last Labyrinth has been changed to Summer of this year, with an exact date to be revealed in the near future.

## 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 Summer of 2019.

In order to raise funds for marketing, a Kickstarter campaign for Last Labyrinth is also currently underway. The campaign aims to raise ¥2,000,000 by the 25<sup>th</sup> of March 2019, with funds going to promotional activities such as fan meetings and original merchandise.

## 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: Summer 2019

Price: 3,980 JPY (Excluding tax, Final Price TBD)

Official Homepage: <https://lastlabyrinth.jp>

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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/>