

Release date for VR Escape-the-Room game Last Labyrinth delayed to Fall 2019

June 19, 2019, Tokyo – The LL Project Production Committee (Amata K.K., VAP Inc.) has announced that the release date for VR title Last Labyrinth has been delayed to Fall 2019, while the TV commercial for said title and list of compatible VR hardware have both been added to the official homepage.

Release Date Delayed

Previously announced to be available in Summer 2019, the estimated release date has been pushed further back in order to polish game quality. The VR title will be available for purchase in Fall 2019, with an exact date to be revealed in the near future.

Official Homepage Renewed, TV Commercial and List of Supported VR Hardware Added

The recently revealed TV commercial for Last Labyrinth, previously viewable only in Japan, is now available online.



<https://youtu.be/P7UFvbg6PpY>

Furthermore, a list of VR hardware currently supported by Last Labyrinth, along with their respective distributing stores, has been added to the official homepage.

Supported VR Hardware for Last Labyrinth <https://lastlabyrinth.jp/en/#Support>

Base Hardware	Distributing Store	Supported HMD	Supported Controller
PlayStation®4	PlayStation®Store	PlayStation®VR	DUALSHOCK®4 or PlayStation®Move ×2
VR Ready PC	Oculus	Oculus Rift Oculus Rift S	Oculus Touch Controller
	Steam®	HTC VIVE HTC VIVE Pro	VIVE Controller x 2
		Oculus Rift Oculus Rift S	Oculus Touch Controller
		Windows Mixed Reality Headset	Motion Controllers
	Microsoft Store	Windows Mixed Reality Headset	Motion Controllers

*The above list is valid as of June 2019, and may be subject to change in the 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 Fall of 2019.

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.

Stefanie Joosten, the voice and likeness of Quiet from Metal Gear Solid V: The

Phantom Pain (2015) and international model, actress, voice-actress and singer, will be the voice of Katia, the mysterious girl that players work together with.

The Last Labyrinth theme song is composed by renowned video game music composer Hiroki Kikuta, whose works include the music of Secret of Mana, Seiken Densetsu 3, Sōkaigi and other titles. The theme song is also sung by Stefanie Joosten.

Factsheet

Title: Last Labyrinth

Genre: VR Escape-the-Room Adventure

Supported HMD: PlayStation®VR, HTC Vive, Oculus Rift, Oculus Rift S, 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)

Distributing Stores (Download only): PlayStation®Store, Steam®, Oculus Store, Microsoft Store

Number of Players: 1

Online Play: No online play available

Release Date: Fall 2019

CERO: TBD

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

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

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Screenshots



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

About the Last Labyrinth Production Committee [LL Project] Members



Company Name: Amata K.K.

Representative: Hiromichi Takahashi, Company President
and Representative Director

Address: Sato Building 5F, Kita-Shinjuku 1-5-2, Shinjuku-ku,
Tokyo, 169-0074, JAPAN

Established: 25th June 2008

Business: Game Business & others

Official Website: <https://amata.co.jp/en/>

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.



Company Name: VAP Inc.

Representative: Yoshiro Yasuoka, Company President &
Executive Officer and Representative Director

Address: NTV Yonbancho Bldg., 1Go-Kan, 5-6 Yonbancho,
Chiyoda-ku, Tokyo 102-0081

Established: 24th January 1981

Business: Planning, Production, Manufacturing & Sales and Distribution of CD,
Records and other Sound Recordings

Planning, Production, Manufacturing & Sales and Distribution of DVD, Blu-Ray Discs
and other Sound and Film Recordings

Planning, Production and Manufacturing & Sales of Novelty Goods

Official Website: <http://www.vap.co.jp/>

About VAP Inc.: VAP Inc. is a core company of Nippon Television Holdings, Inc., undertaking the planning, production, sales, promotion, sales promotion, sales development and distribution for a variety of entertainment content, including music, local and foreign films, TV dramas, anime and variety shows etc.. In addition to their established film and music software business, VAP is also actively working to “establish new business models”, branching away from sole reliance on physical sales.