

***Last Labyrinth* Demo to be Featured at the PlayStation®Booth at TOKYO GAME SHOW 2019!**

September 5, Tokyo – The LL Project Production Committee (Amata K.K., VAP Inc.) has announced that the demo version of VR Escape-the-Room title *Last Labyrinth* will be available at the PlayStation®Booth during the upcoming TOKYO GAME SHOW 2019 event.

Special Demo Version on PlayStation®VR



Following their participation in the PlayStation®Matsuri TOKYO 2019 event in July, this marks the second time the PlayStation®VR version of *Last Labyrinth* will be playable at a public event. Participants will be able to try a special demo version of the title ahead of the upcoming Fall 2019 release.

Pre-registration for the demo is required and is limited to PlayStation®Plus members only.

TOKYO GAME SHOW 2019 PlayStation®Booth Exhibition Details

Event Name: TOKYO GAME SHOW 2019

Dates:

Business Day: September 12-13 (10:00 - 17:00)

Public Day: September 14-15 (10:00 - 17:00)

Venue: Makuhari Messe

Admission Fees:

Business Day: Advance Ticket for Business Day: 10,000 Yen

Public Day: Adults: Advance Ticket: 1,500 yen per day / Day Ticket: 2000 yen per day

Children (Under 12 years old): Free of charge

TOKYO GAME SHOW 2019 Official Website: <https://expo.nikkeibp.co.jp/tgs/2019/en/>

TOKYO GAME SHOW 2019 PlayStation®Booth Official Website:

<https://www.jp.playstation.com/events/tgs/>

Exhibition Contents: Special Playable Demo version of *Last Labyrinth*

Demo Sign-up: Pre-registration required, PlayStation®Plus members only

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 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 him is Co-Director Tetsuya Watanabe, previously a game designer on *Puppeteer* and *The Last Guardian* (in-game physics); Lead Animator Atsuko Fukuyama, best known for her work in animating the non-verbal characters that players work alongside with in *ICO* and *Shadow of the Colossus*; Lead Environment Artist Michiko Kusaba, who worked as a Landscape Designer on *Gran Turismo 3:A-Spec* and *Gran Turismo 4*; and Sound Designer Takuya Hanaoka, whose past works include *Monster Rancher* and the *Super Robot Wars* series.

With resumes featuring titles that are household names around the world, the team is now taking on the unique challenge of creating a VR game that revolves around “non-verbal communication” and are committed to bringing Katia and the world of *Last Labyrinth* to life.

Katia is the mysterious girl that players work together with throughout the game. She is voiced by 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.

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: June 25, 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: January 24, 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. 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.

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