

***Last Labyrinth* Coming November 13 2019, Oculus Quest Version Also Announced**

September 10, Tokyo – The LL Project Committee (Amata K.K., VAP Inc.) has announced that VR title *Last Labyrinth* will be released on November 13, 2019 with pre-orders currently available in select platform stores. The committee has further revealed that the Escape-the-Room title will also be available for the Oculus Quest upon release.

Worldwide Release, Store Pages Open for Pre-ordering and Wishlisting

In anticipation of the worldwide, multi-platform release on November 13, several of the store pages for the title's supported platforms (PlayStation®, Oculus, Steam® and Windows) have been opened, and pre-orders have been made available on the PlayStation™ Store pages.

PlayStation™ Store

Supported HMDs: PlayStation®VR

Price:

JP & Asia Store: 3,980 JPY (or equivalent, excluding tax)

US Stores: 39.99 USD (or equivalent, excluding tax)

EU Stores: 37.49 EUR (or equivalent, excluding tax)

URL (JP Store) : https://store.playstation.com/ja-jp/product/JP1448-CUSA15445_00-LASTLABYRINTH001

***Pre-order available in Japan & Asia stores only. Pre-Order Bonus: Last Labyrinth PS4® Theme**

***Asia store pre-orders begin September 12, 2019.**

Oculus Store

Supported HMDs: Oculus Rift, Oculus Rift S, Oculus Quest

Price:

US, JP & Other Stores: 39.99 USD (or equivalent)

URL: Coming soon

Steam®

Supported HMDs: HTC VIVE, HTC VIVE Pro, Oculus Rift, Oculus Rift S, Windows Mixed Reality Headset

Price:

JP & Others: 3,980 JPY (or equivalent, excluding tax)
US: 39.99 USD (excluding tax)

URL: https://store.steampowered.com/app/979400/Last_Labyrinth/

Microsoft Store

Supported HMDs: Windows Mixed Reality Headset

Price:

JP & Other Stores: 4,350JPY (or equivalent, including tax)

US: 39.99 USD (excluding tax)

EU & Other Stores: 37.49 EUR (or equivalent, excluding tax)

URL: Coming soon

Also Coming to Oculus Quest

The Oculus Quest, the latest all-in-one VR gaming headset from Oculus, has also been added to the list of devices *Last Labyrinth* will be playable on upon release.

Device owners and fans alike will be able to view screenshots and trailers from the Quest version of *Last Labyrinth* on the Oculus Quest Store page in the future.



*Screenshots from the Oculus Quest version of *Last Labyrinth*

Supported VR Hardware for Last Labyrinth

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

*Release date for Oculus Quest version is also scheduled for November 13, 2019

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) on November 13, 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, HTC VIVE Pro, Oculus Rift, Oculus Rift S, Oculus Quest, 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: November 13, 2019

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Price:3,980 JPY (Excluding tax) (Prices may differ across stores/regions)

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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