

December 12, 2019
AMATA K. K.

Demo of VR Escape-the-Room Adventure Game *Last Labyrinth* Released at the PlayStation™Store and Steam®

December 12, Tokyo – AMATA K.K. (part of the LL Project committee alongside VAP, Inc.) released a demo version of its VR Escape-the-Room Game *Last Labyrinth* on the PlayStation™Store and Steam®.



***Last Labyrinth* Demo Available For Download**

Although the full version of *Last Labyrinth's* released worldwide on November 13th, AMATA K. K. has recently released a free demo version of the title.

The developer has previously recognized the difficulty of conveying the gameplay experience without the immersion that VR provides. In the past, the LL Project committee set up demo booths at different events throughout Japan, but the number of people who had the opportunity to play the demo was limited. In order to allow more people worldwide to have the opportunity to try the title, and to make it easier for fans to share the experience with others, AMATA K. K. has released the demo on the PlayStation™Store and Steam®.

Distributing Stores

PlayStation™Store

HMD: PlayStation®VR

US Store: https://store.playstation.com/en-us/product/UP1181-CUSA15511_00-0000000000000000

EU Store:

https://store.playstation.com/en-gb/product/EP1177-CUSA15688_00-0000000000000000

Steam®

HMD: HTC Vive、HTC Vive Pro、HTC Vive Cosmos、Oculus Rift、Oculus Rift S、Windows Mixed Reality Headset、VALVE INDEX

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

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 was simultaneously released for digital download 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.

***Last Labyrinth* Factsheet**

Title: Last Labyrinth (ラストラビリンス)

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 Mode: No online play available

Release Date: November 13, 2019

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Price: 39.99 USD or 37.42 EUR (Excluding tax)

* Prices may vary depending on the distributing store.

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

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■スクリーンショット



**Images taken during development, may differ from the final product

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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