

June 15, 2020
Amata K.K.

VR Escape-the-Room Adventure Game *Last Labyrinth* Now Available on VIVEPORT

June 15, Tokyo – Today, AMATA K.K. (part of the LL Project committee alongside VAP, Inc.) has released its VR escape-the-room adventure game, Last Labyrinth, on VIVEPORT.

Distribution on VIVEPORT



Last year on November 13, Last Labyrinth was released worldwide on multiple platforms. To make the game available to even more players, Amata K.K. has begun distribution of Last Labyrinth on VIVEPORT, a VR content store run by the HTC Corporation.



Distribution Store: VIVEPORT

Release Date: June 15, 2020

Supported HMD:

VIVE Cosmos, VIVE, VIVE Pro, VIVE Cosmos Elite, Oculus Rift, Oculus Rift S,

Windows Mixed Reality Headset, Valve Index

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

URL: <https://www.viveport.com/0dfcdcd5-8049-4253-b5d3-e838aa8f002c>

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 was 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 was 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 took on the unique challenge of creating a VR game that revolves around “non-verbal communication” and brought 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, VIVE, VIVE Pro, VIVE Cosmos, VIVE Cosmos Elite, Oculus Rift, Oculus Rift S, Oculus Quest, Valve Index, 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, VIVEPORT

Number of Players: 1

Online Play: No online play available

Release Date: November 13, 2019

CERO: D

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

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

Copyright: ©2016 AMATA K.K. / LL Project

Screenshots



**Images taken during development, may differ from 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.

“PlayStation” is a registered trademark or trademark of Sony Interactive Entertainment Inc.

©2019 Valve Corporation. Steam and the Steam logo are trademarks and/or registered trademarks of Valve Corporation in the U.S. and/or other countries.

Other company names, hardware names, service names, etc... are trademarks and/or registered trademarks of their respective owners.