

PlayStation®VR2 Version of VR Escape-the-Room Adventure Game *Last Labyrinth* Set to Launch March 22nd!

Major Update *Last Labyrinth -Lucidity Lost-* to Be Implemented for Flat-Panel Monitor Compatibility to Enable Play Without VR Headset!

February 22nd, Tokyo – Today, AMATA K.K. (part of the LL Project committee alongside VAP, Inc.) has made the decision to launch the PS VR2 version of VR Escape-the-Room Adventure Game *Last Labyrinth* on March 22nd, 2023. This PS VR2 version will include *Last Labyrinth - Lucidity Lost-* (hereinafter L4), a mode compatible with flat-panel monitors, making it possible to experience *Last Labyrinth* on the PlayStation®5 by itself without the PS VR2. Also, with the launch of the PS VR2 version, the major update that adds L4 will also be applied to the PS VR and SteamVR versions on March 22nd, 2023.

The Hit VR Game *Last Labyrinth* Takes Action Again!



After launching on various platforms in November 2019, VR Escape-the-Room Adventure Game *Last Labyrinth* has won various awards in Japan and the rest of the world while attracting attention for its gameplay. Heading into its 4th anniversary, *Last Labyrinth* takes action again in 2023.

The PS VR2 version of *Last Labyrinth* retains the original game elements, including the popular communication feature with virtual characters, while improving the memorable game experience using haptic feedback on the PS VR2 Sense controller, vibrations on the headset, and other unique features of the PS VR2.

On top of that, *Last Labyrinth -Lucidity Lost-* was added as a mode to play on the PS5 by itself so that players who do not have the PS VR2 can experience *Last Labyrinth*. When you launch the game, you can choose to play either the VR mode *Last Labyrinth* or the monitor mode L4. Since the save data and trophies are shared between the modes, it is possible to start playing the game on the monitor mode L4 and switch to the VR mode *Last Labyrinth* and continue playing.

***Last Labyrinth* PS VR2 version Announcement Trailer**

https://youtu.be/bu4ZaJ_JfgY

Last Labyrinth PS VR2 Version Game Overview

Title: Last Labyrinth

Genre: VR Escape-the-Room Adventure

Supported Hardware: PlayStation 5 / PlayStation VR2 optional.

*The PS VR2/PS VR2 Sense Controller is necessary to play the VR mode

Distributing Stores (Download only): PlayStation™Store

Number of Players: 1

Online Play: No online play is available.

Release Date: March 22nd, 2023 (tentative)

CERO: D

Price: 29.99 USD (Prices may differ across stores/regions)

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Other:

- It is possible to upgrade from the PS VR version (free of cost; save data and trophies are not shared).

- Both the VR mode Last Labyrinth and the monitor mode Last Labyrinth -Lucidity Lost- can be played. Save data and trophies are shared between the modes.

The Major Update to Add the Monitor Mode Last Labyrinth -Lucidity Lost- Will Also Be Applied to the PS VR and SteamVR Versions

We will also apply the major update that adds the monitor mode L4 for free to the PS VR and SteamVR versions that are already in operation. This makes it possible to experience the world of Last Labyrinth on the PS4 or PC by itself even if you do not own a VR headset.



Major Update Last Labyrinth -Lucidity Lost- Overview

Update Title: Last Labyrinth -Lucidity Lost-

Target Distribution Stores: PlayStation™Store, Steam

Target Hardware: PlayStation 4/ Equivalent to SteamVR compatible PC (Minimum

Requirements: Windows 10(64bit)/ Intel Core™i5 4590/ NVIDIA GeForce GTX 1060 or above)

Scheduled date of update: March 22nd, 2023

Main Updates

- Addition of the monitor mode L4.
- Addition of a share feature for saving data and trophies between the VR mode Last Labyrinth and the monitor mode L4.
- Other partial fixes to the game flow (including fixes to the VR mode Last Labyrinth)

Update Method: Follow the instructions on the app dashboard to complete the update.

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.

It was released on November 13th, 2019, launching on multiple platforms simultaneously all around the world, and the experiences it offers have been received very well, as demonstrated by the numerous nominations and awards it has won at game and VR award ceremonies in various countries.

And now, Last Labyrinth takes action again in February 2023.

We have decided to launch the PlayStation®5/ PlayStation®VR2 version, which contains the monitor mode Last Labyrinth -Lucidity Lost- that can be played without a VR headset, and apply the major update Last Labyrinth -Lucidity Lost- that adds the monitor mode to the PS4/Steam versions on March 22nd, 2023 (tentative).

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, VIVE Focus, VIVE Focus Plus, VIVE Focus 3, VIVE Flow, Oculus Rift, Oculus Rift S, Meta Quest, Meta Quest 2, Valve Index, Windows Mixed Reality Headset, Pico Neo 2, Pico Neo 2 Lite, Pico Neo 3

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 is available.

Release Date: November 13th, 2019

CERO: D

Price: 29.99 USD~ (Prices may differ across stores/regions)

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

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Screenshots



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

■About AMATA Games

AMATA Games is the brand that publishes the indie games operated by AMATA K.K. AMATA K.K. is a game development company with the mission “To make the world more entertaining”.

Having gained experience developing and publishing VR Escape-the-Room Game *Last Labyrinth* as an indie game, we at AMATA wish to spread the joy of indie games more by making it possible to enjoy fun games on all kinds of hardware.

Therefore, we launched our publishing brand AMATA Games in August 2021 based on our belief that we can support indie game developers by taking charge of multi-platform porting and operations for good indie games that we find “Super fun!” so that we can share their appeal to more people.

As of February 2023, we operate our proprietary titles *Last Labyrinth*, *The Tale of Onogoro* as well as *NOSTALGIC TRAIN* and *Backpack Twins*.

About the *Last Labyrinth* Production Committee [LL Project] Members



Company Name: Amata K.K.

Representative: Hiromichi Takahashi, Company President, and Representative Director

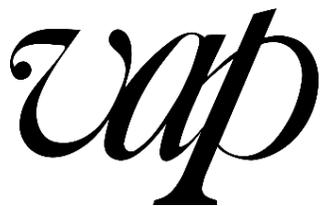
Address: Sato Building 5F, Kita-Shinjuku 1-5-2, Shinjuku-ku, Tokyo, 169-0074, JAPAN

Established: June 25th, 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 24th, 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.

Contact

For all inquiries regarding *Last Labyrinth*, please use the corresponding form found at the following links:

Last Labyrinth: <https://lastlabyrinth.jp/en/#Contact>

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