

# TOKYO GAME SHOW 2019

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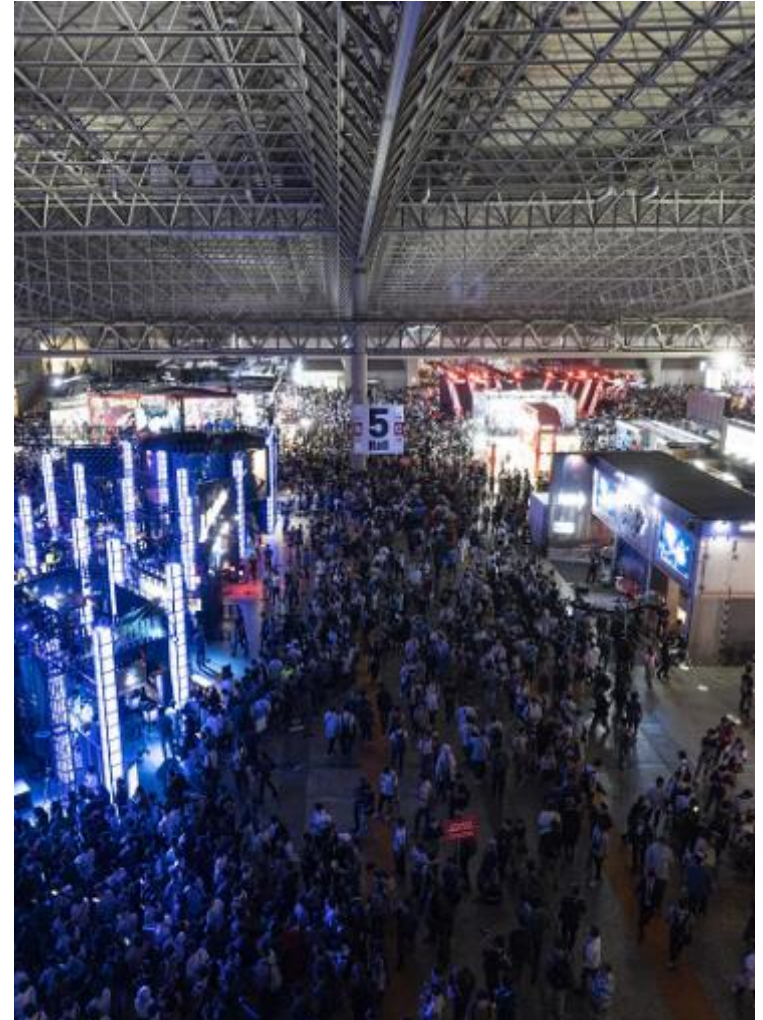
## Official Post-Event Report

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# TGS2019 : outline (1)

- Name** : TOKYO GAME SHOW 2019
- Theme** : **One World, Infinite Joy**
- Organizer** : Computer Entertainment Supplier's Association (CESA)
- Co-Organizer** : Nikkei Business Publications, Inc (Nikkei BP)
- Period** : Business Day Sep.12 (Thu.)-Sep.13 (Fri.)  
From 10:00 a.m- to 5:00 p.m.  
: Public Day Sep.14 (Sat.)-Sep.15 (Sun)  
From 9:30 a.m- to 5:00 p.m.
- Venue** : Makuhari Messe (Mihama-ku, Chiba-shi, Chiba)  
Exhibition Halls 1-11 (exhibition area: about 72,000 square meters)  
／International Conference Hall／Event Hall



# TGS2019 : outline(2)

## ■ Number of exhibitors:

655 <Domestic:350, Overseas:305> (2018 : 668 <Domestic:338, overseas:330>)

Exhibitor List → [https://expo.nikkeibp.co.jp/tgs/2019/en/exhibitors/list\\_en.html](https://expo.nikkeibp.co.jp/tgs/2019/en/exhibitors/list_en.html)

## ■ Exhibiting countries and regions: 40 (2018 : 41)

Asia, Middle East and Oceans: 18

<Australia, Bahrain, China, Hong Kong, India, Indonesia, Israel, Japan, Korea, Malaysia, Pakistan, Philippines, Saudi Arabia, Singapore, Thailand, Taiwan, United Arab Emirates, Vietnam>

North and Latin America: 5 <Brazil, Canada, Chile, Uruguay, United States>

Europe: 16

<Austria, Belgium, Croatia, Cypress, Finland, France, Germany, Italy, Netherlands, Poland, Romania, Russia, Serbia, Spain, Sweden, United Kingdom>

Africa: 1 <Egypt>

## ■ Number of booths: 2,417 booths (2018:2,338 )

## ■ Exhibited Game Titles: 1,522 titles (2018 : 1,568)

## Admission Fees:

Business Day : Individuals with a Complimentary Business Day Registration Ticket are admitted free.

※qualified persons except invitees ¥10,000(incl.tax)

General visitor : Ticket sold in advance ¥1,500(incl.tax) Ticket valid on the day ¥2,000(incl.tax)





# Number of Game Titles

Platform	Titles	Platform	Titles	
iOS	197	Browser Games	33	
Android	197	Steam	108	
Other Smartphone	18	Others (Merchandising, etc.)	338	
Nintendo Switch	129	VR-related Platform	PlayStation VR	19
Nintendo 3DS	3		Oculus Rift	27
Wii U	-		HTC Vive	22
PlayStation 4	157		Windows MR	11
PlayStation Vita	9		Oculus GO/Gear VR	7
Xbox One	34		Daydream	2
Xbox One X	19		Other VRs	20
PC	172			
TOTAL		1,522		

Genre	Titles	Genre	Titles
Action	213	Action RPG	49
Role Playing	221	Action Adventure	44
Simulation	120	Racing	14
Puzzle	53	Other Genres	184
Adventure	99	Development Tools	32
Sports	31	Peripherals	43
Shooter	73	Others (Goods)	313
Action Shooter	33		
<b>TOTAL</b>			<b>1,522</b>

※Exhibiting titles at Indie Game Area are distributed each appropriate genres.



# Number of Visitors

	2019	2018	2017
Business Day	Sep.12(Thu)	Sep.20(Thu)	Sep.21(Thu)
	33,465	31,961	26,564
	Sep.13(Fri)	Sep.21(Fri)	Sep.22(Fri)
	34,997	36,356	31,512
Public Day	Sep.14(Sat)	Sep.22(Sat)	Sep.23(Sat)
	91,301	107,310	106,075
	Sep.15(Sun)	Sep.23(Sun)	Sep.24(Sun)
	102,333	123,063	90,160
TOTAL	262,076	298,690	254,311

## Business Day Overseas Visitors Breakdown by Region and Country

Region	Country	%	Region	Country	%
Asia	China	38.7	Europe	Austria	0.3
	Tiwan	13.1		Finland	0.3
	South Korea	12.7		Ireland	0.1
	Hong Kong	5.3		Cyprus	0.1
	Singapore	3.3		Norway	0.1
	Thailand	2.1		Croatia	0.1
	Malaysia	1.6		Estonia	0.1
	Philippines	1.1		Slovakia	0.1
	Indonesia	0.6		Hungary	0.1
	India	0.3		Bulgaria	0.1
	Vietnam	0.3		Czech	0.04
	Cambodia	0.1		Portugal	0.04
	Macau	0.04		Belgium	0.04
	North Korea	0.04		Azerbaijan	0.04
North America	United States	8.8	Oceania	Luxumburg	0.04
	Canada	1.0		Australia	1.3
Europe	United Kingdom	1.5		New Zealand	0.3
	France	1.2	New Caledonia		0.3
	the Netherlands	0.9		Israel	0.1
	Germany	0.8	Middle East	United Arab Emirates	0.2
	Spain	0.6		Saudi Arabia	0.2
	Iceland	0.6		Afganistan	0.04
	Sweden	0.5	Iran		0.04
	Russia	0.4		Brazil	0.2
	Poland	0.4	Latin America	Mexico	0.04
	Switzerland	0.3			
	Italy	0.3	Africa	Congo	0.04

The breakdown of overseas visitors that registered on the site during Business Day. Except guest pass holders, foreigners living in Japan, overseas press and exhibitors.

# Areas

- General Exhibition Area
  - International Pavilions
- Merchandise Sales Area
- Game School Area
- Smartphone Game Area
- Asia New Stars Area
- Eastern Europe New Stars Area
- Latin America New Stars Area
- Indie Game Area
- e-Sports Area
- VR/AR Area
- Family Game Park
- Business Solution Area
- Business Meeting Area





# Landscape of Areas

TOKYO GAME SHOW 2019

## General Exhibition Area ①



# Landscape of Areas

TOKYO GAME SHOW 2019

## General Exhibition Area ②

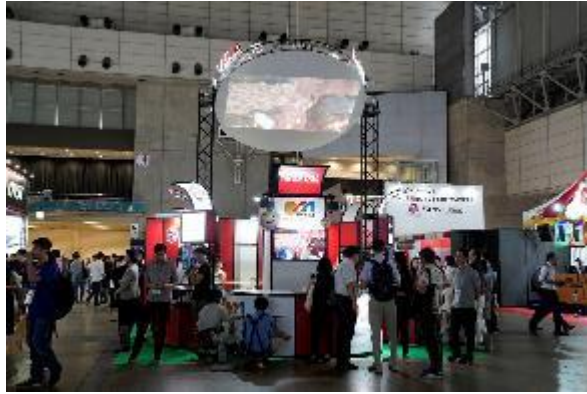




# Landscape of Areas

TOKYO GAME SHOW 2019

## General Exhibition Area ③ International Pavilions



Malaysia Pavilion



Hong Kong Pavilion



German Pavilion



Brazil Games



the Netherlands Pavilion



China Console Game Embassy

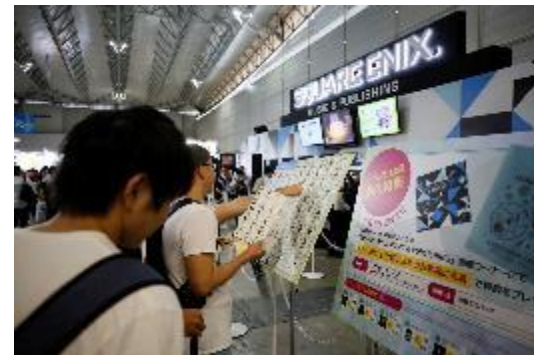
# Landscape of Areas

TOKYO GAME SHOW 2019

## e-Sports Area



## Merchandise Sales Area





# Landscape of Areas

TOKYO GAME SHOW 2019

## VR/AR Area



## Indie Game Area





# Landscape of Areas

## Business Solution Area



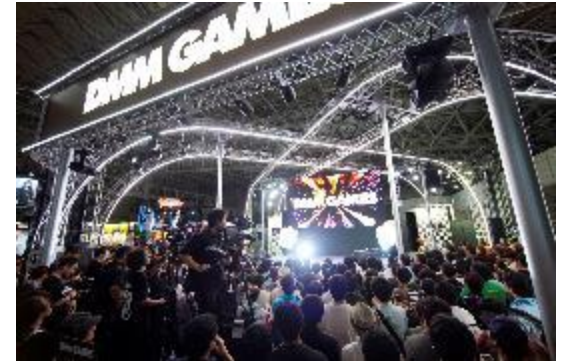
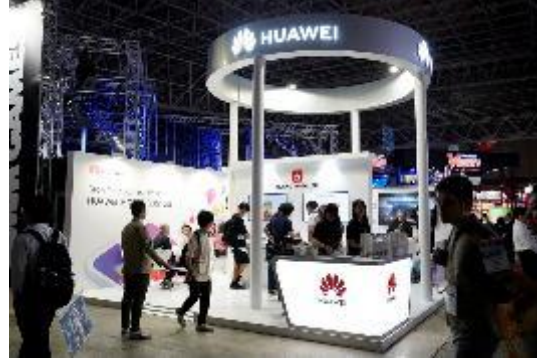
## Business Meeting Area



# Landscape of Areas

TOKYO GAME SHOW 2019

## Smartphone Game Area



## Game School Area





# e-Sports X

Location: Exhibition Hall 9-10, Special Stages



# Organizer's Projects

## e-Sports X (1)

Location: Exhibition Hall 9-10, Special Stages

For e-Sports X ("Cross"), two special stages were set up: **BLUE STAGE Presented by PlayStation 4** featured PS4 titles (sponsored by **Sony Interactive Entertainment**), and **RED STAGE** as well. Over four days, ten intense matches were held. Each stage played host to popular titles in the multiplayer fighting game and FPS (first-person shooter) genres, standbys of the e-sports field. There were also popular mobile games and a wide range of titles for people of all ages to enjoy. This event was a means of broadcasting far and wide the charms of e-sports, a new genre and form of culture that is emerging worldwide.



# Organizer's Projects

## e-Sports X (2)

**Location: Exhibition Hall 9-10, Special Stages**

**On September 12**, the RED STAGE held the Winning Eleven eFootball to select Japanese representative as the preliminary match of IeSF global esports championship.

**On September 13**, the RED STAGE held the Rainbow Six Siege Friendly Match between Fnatic and Japanese "Chichi No Senaka".

**On September 14**, the BLUE STAGE played host to Call of Duty Modern Warfare from Sony Interactive Entertainment (SIE), and Bandai Namco Entertainment takes place a professional match on



Tekken 7. At the RED STAGE, Gungho Online Entertainment hosts Puzzle & Dragons Champions Cup on mobile platform and Dead or Alive from Koei Tecmo Games.

**On September 15**, the BLUE STAGE played Puyopuyo Championship TGS Special by SEGA. Capcom hosts to the Street Fighter V Capcom Pro Tour Asia Premier. Sixteen of the world's top professionals and players had a heated match.

The RED STAGE was taking place competitions: "Arena of Valor" by Dena, "Dragon Quest Fighters" by Square Enix.

10,000 guests were in attendance over four days for the e-sports X event, seeing for themselves the fun of this esports.





# Organizer's Projects

## e-Sports X (3) ◆ Gaming Title/Event Name

TGS2019・e-Sports X STAGE/Gaming Title/Event Name

Business Day・Day 1: September 12(Thu)

RED STAGE	
Gaming Title /Event Name	Organizer
IESF 11th eSports World Championship eFootball Winning Elevent 2020 Japan Preliminary Competition	Japan eSports Union

Business Day・Day 2: September 13(Fri)

RED STAGE	
Gaming Title /Event Name	Organizer
International Friendly Exhibition Match - Rainbow Six Siege	Japan eSports Union

Public Day・Day 1: September 14(Sat)

BLUE STAGE Presented by PlayStation 4	
Gaming Title /Event Name	Organizer
Call of Duty Modern Warfare Special Match	SONY Interactive Entertainment
TEKKEN Pro Championship Japan Preliminary Competition 2019	Bandai Namco Entertainment

Public Day・Day 1: September 14(Sat)

RED STAGE	
Gaming Title /Event Name	Organizer
Dragon Boost presents Puzzle & Dragons Special Match at TOKYO GAME SHOW 2019	Gangho Online Entertainment
「DEAD OR ALIVE 6 World Championship "The Fatal Match in Japan"」	Koei Tecmo Games

Public Day・Day 2: September 15(Sun)

BLUE STAGE Presented by PlayStation 4	
Gaming Title /Event Name	Organizer
Puyopuyo Championship SEASON2 TGS Special Match	SEGA Games
CAPCOM Pro Tour Asia Premier	Capcom

Public Day・Day 2: September 15(Sun)

RED STAGE	
Gaming Title /Event Name	Organizer
Arena of Valor International Championship in Japan	DeNA
Dragon Quest Rivals Masters Cup	Square Enix

# Organizer's Projects

## Cosplay Area (1)

### Location: Outside of Hall 9-10

Cosplay Collection Night@TGS, the popular annual event that conveys the charms of cosplay in an ever-more effective and multi-polar fashion, was enhanced with the addition of the Cosplay Area Stage, a stage installed outside of Hall 9. Other offerings were the Cosplay Runway and cosplay "Gathering."

### ◆Gathering @ TGS2019

"Gathering" involves cosplayers who are fans of a particular genre or work coming together to show their cosplay outfits and mingle, take photos, and have fun. This year, sixty-one cosplayers attended the Final Fantasy and Tails Of events on the 14th, and fifteen attended the Sangoku Muso events on the 15th. Footage of the show floor was featured in the press and on Twitter, with the cosplayers actively getting involved in a meet and greet.

- September 14,  
1:30 PM **Final Fantasy Series** Gathering  
2:00 PM **Tails Of** Gathering
- September 15,  
12:30 PM **Sangoku Muso** Gathering



# Organizer's Projects

## Cosplay Area (2)

### ◆Cosplay Runway

September 14, 12:00 PM, 3:00 PM／◎September 15, 1:30PM, 2:30 PM, 3:30 PM

This was a cosplay fashion show featuring those who appeared at the Cosplay Collection Night at Hall 1. Not only those from the cosplay zone, but general members of the public, thronged to the area with smartphones to snap footage.

### ◆Cosplay Collection Night @TGS presented by Cure WorldCosplay

September 14, 6:30 PM-8:00 PM

On the event stage at Hall 1, over 200 cosplayers came for the Cosplay Collection Night performance. Five grand prize winners from past cosplay contests in Indonesia, South Korea, Turkey, and Spain were invited to the event. Many overseas fans could be seen in attendance, giving things a very global feel.

# Organizer's Projects

## TGS2019 Official App

TGS offered the Official TGS2019 (iOS/Android) app for smartphones as a free download that let users get details on exhibitors, their booth locations, and events at a glance. Tapping on an exhibitor name on the map gave a summary of their booth and titles on offer, as well as a timetable of their event schedule. Integrated Twitter functionality was newly added for ease of use of guests. TGS2019 Official App has updated its user interface by collaborating with Google Play such as priority numbered ticket real-time information distributed on Public Days as well.

Downloads: 25,160 (iOS: 17,123; Android: 8,040)



# International Projects

## International Party + Indie Night

**Date and time:** September 13, 5:30-8:30 PM

**Location:** 2<sup>nd</sup> Floor at Hall 9

**Sponsored by:** Nintendo

The International Party has proven very successful each year as a means of fostering international exchange. This time, the event welcomed exhibitors from within and without Japan, as well as those showing at the Indie Game Area, the finalists from Sense of Wonder Night (SOWN), and members of the media, making it the International Party + Indie Night. The first half started at 5:30 PM, with the second half, with the SOWN participants in attendance, from 7:30 PM. The lighthearted mood featured a DJ spinning tracks that remixed game tunes, with 600 people in attendance on this, the last day of the Business Day, for a fun international meet and greet.





# International Projects

## Sense of Wonder Night (SOWN) 2019

**Date and time:** September 13, 5:30-7:30 PM

**Location:** Exhibition Hall 9-10, e-Sports X BLUEStage

**Sponsored by:** Nintendo

Sense of Wonder Night (SOWN), the event that draws out new game ideas, welcomed its tenth anniversary this year, and was held at 5:30 PM after the close of Business Day 2. Sixty-four exhibitor firms and individuals showing at the Indie Game Area were screened to pick the finalists at SOWN. This led to eight groups of finalists from four countries and regions being selected to give presentations on their work. Four works were from Japan, and two works from the United States. One work from China and Poland. 400 guests attended the event making for a very international flavor as everyone shook their Smile Hammers in support of new game ideas they liked. At this year, prize money has been granted to the top nominees.



# International Projects

## Indie Game Area

**Location:** Exhibition Hall 9-10

**Sponsor:** Nintendo

**Cooperated by:** TSUKUMO (Official Monitor Supplier)

This area featured global independent game developers showcasing their original IP. There were 332 applications for Selection Booths for this space.

Through the selection process, 86 independent developers were selected. Exhibiting was offered free of charge thanks to the kind support of Nintendo. The total number of exhibitors in this area, including companies, was 156 booths with highest number of TGS history.



### **Participating countries/regions :**

Australia, Belgium, Canada, Chile, China, Cyprus, France, Germany, Hong Kong, India, Malaysia, the Netherlands, Poland, Romania, Russia, Saudi Arabia, Serbia, Singapore, South Korea, Spain, Sweden, Taiwan, Thailand, United Kingdom, United States, Uruguay,

# TGS Forum 2019

## Keynote Speech

### 5G Impact~Will 5G be a “Game Changer”?

Date and time: September 12, 10:30 AM-12:00 PM

Location: Exhibition Hall 1

“5G” - we are awaiting a launch of the service in Japan towards 2020. Special focus is now placed on “game” as one of the services where this new infrastructure can demonstrate its full capacity. In coming 5G era, how will gaming platforms change and what kind of new experiences can games deliver to users? Will we see new crustal movements then to form new economic zone and create new champions? With 5G era fast approaching, key persons from companies operating related business get together to value the trend.

(Simultaneous interpreting in 4 languages: Japanese, English, Chinese, and South Korean)



#### [Speaker]

- Kazuki Morishita  
GungHo Online Entertainment CEO Executive producer
- Ethan Wang/NetEase Vice President
- Hideaki Sato/Square Enix Executive Officer
- Takehiro Nakamura  
NTT docomo Senior Vice President,  
General Manager of 5G Laboratories
- Shigeru Kobayashi  
Sharp General Manager, Head of Personal Communication System  
Business Unit Mobile Communication BU

#### [Moderator]

- Takeyoshi Yamada  
Nikkei Business Publications Dupety Editor Nikkei xTECH

# TGS Forum 2019

## Global Game Business Summit

**Foresight for 2020  
as the Turning Point for Game Industry**  
September 12 (Thu) 13:00 ~14:30 .

●Moderator :  
Tadashi NEZU, Nikkei Business Publications



●Miranda SANCHEZ  
Executive Editor  
IGN



●Peter Brown  
Managing Editor  
GameSpot



●Sebastian OSSOWSKI  
Head of IGN Deutschland  
(Editor in Chief)



●Sophia Aubrey Drake  
Big Indie Pitch Manager  
Poket Gamer



●Akinori Nakamura  
Ritsumeikan University  
College of Image Arts  
and Science Professor



●Simon Lim  
CEO  
ThisisGame



●Daniel Robson  
Chief Editor  
IGN Japan



●Eiji Maeda  
Senior Analyst  
SMBC Nikko Securities



# BtoB Functions

## Business Meeting Area/Business Lounge

**Location: International Conference Hall,  
Convention Hall/Meeting Rooms**

Business Meeting Area has expanded from 69 booth units in 2018 to 73 booth units in 2019 with highest record. 78 companies and organizations made use of the Conference Booths and Basic Table Space in the Business Meeting Area. The exhibitor meeting space was actively used by different exhibitors for negotiations. 528, or 66% of all talks in the space, were between Japanese and overseas firms, with 26.5% being between overseas firms, meaning 92.5% of talks were international in scope.

Business Meeting Area and Business Lounge had a total of 14 business matching coordinators and personnel speaking two or more languages in order to facilitate negotiations, offering enhanced hospitality to Business Day attendees. The area also offer beverages(water cooler, coffee), Free



WiFi, and 12 interpreters (between Japanese and English, Chinese, Korean and Arabic) available for free interpreting upon request. We received 31 hours of interpreting.



# BtoB Functions

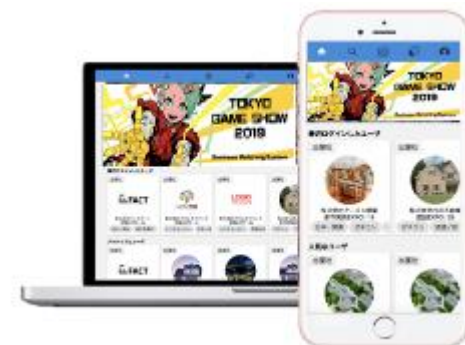
## TGS Business Matching System

TGS Business Matching System is now in the eighth year since the system went online, proved fruitful in fostering dialogue between Japanese game firms that are ramping up their overseas expansions. The system has updated with a total replacements with adding “recommendation” function that is enable to find out potential partners.

The number of firms registered on the system in 2019 was 1,575 (1,247 in 2018), with 4,780 applications for business meetings (2,623 in 2018), marking 182% growth. Of these bookings, 1,496 of these went on to actual meetings with record-breaking, playing a pivotal role in business dealings at Tokyo Game Show.

Forty-seven countries and regions made use of the system (in 2018, the total was also forty-six). Of these, eighteen countries in Asia (excluding Japan) used the service. In 2019,

new participants included Bahrain, Cyprus, New Zealand, Peru, Qatar, Uruguay making for a strong showing from Middle East and Latin America. 117 firms came from China (107 in 2018), 113 firms came from South Korea (119 in 2018), 47 firms from Taiwan (55 in 2018), 37 firms from Hong Kong (14 in 2018) major growth from the Asian region.



### Participating countries/regions

Australia, Austria, Belgium, Brazil, Cambodia, Canada, Chili, China, Croatia, Cyprus, Denmark, Finland, France, Germany, Hong Kong, Hungary, India, Indonesia, Israel, Italy, Japan, Korea, Kuwait, Luxemburg, Malaysia, the Netherlands, New Zealand, Pakistan, Peru, Philippines, Poland, Qatar, Romania, Russia, Saudi Arabia, Serbia, Singapore, Spain, Sweden, Taiwan, Thailand, Ukraine, UAE, United Kingdom, United States, Uruguay, Vietnam

# Results of Survey

## Results of Business Day Visitors Survey

### Outline of Survey (Survey Organizer :Nikkei BP Consulting,Inc.)

#### ■Results of Business Day Visitors Survey

##### Survey Method

A survey request was e-mailed to 25,376 (domestic) , 2,354 (overseas) registered visitors on the Business Days.Replies were received of the Internet Research System “AIDA” operated by Nikkei BP Consulting.

##### Number of Responses

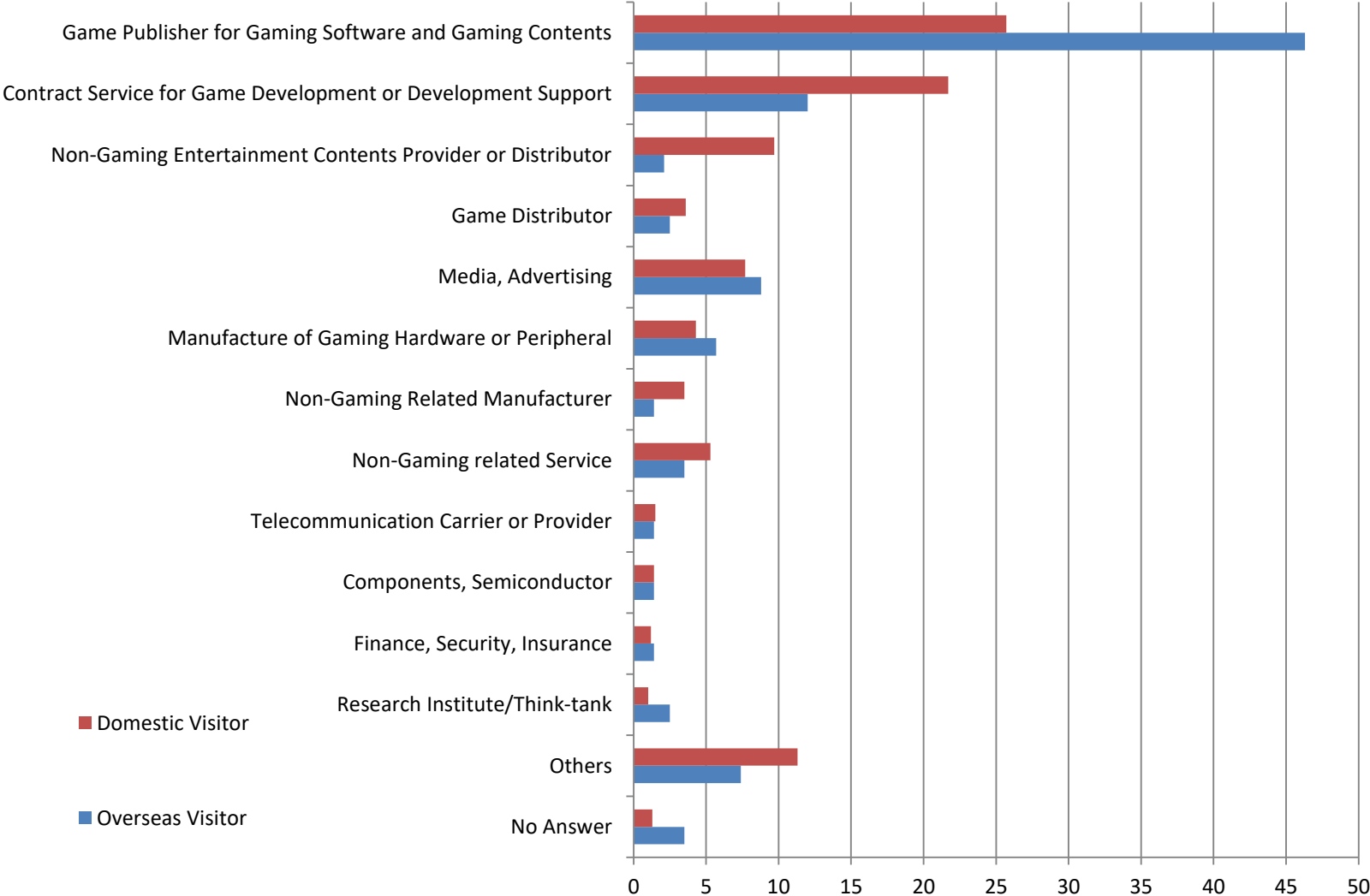
Domestic: 1,950 (Response rate: 7.7%) ／Overseas: 292 (Response rate:12.4%)

##### Survey period

Domestic/Overseas: Sep.25, 2019—Oct. 6, 2019

■ Business Category

※Unit: %

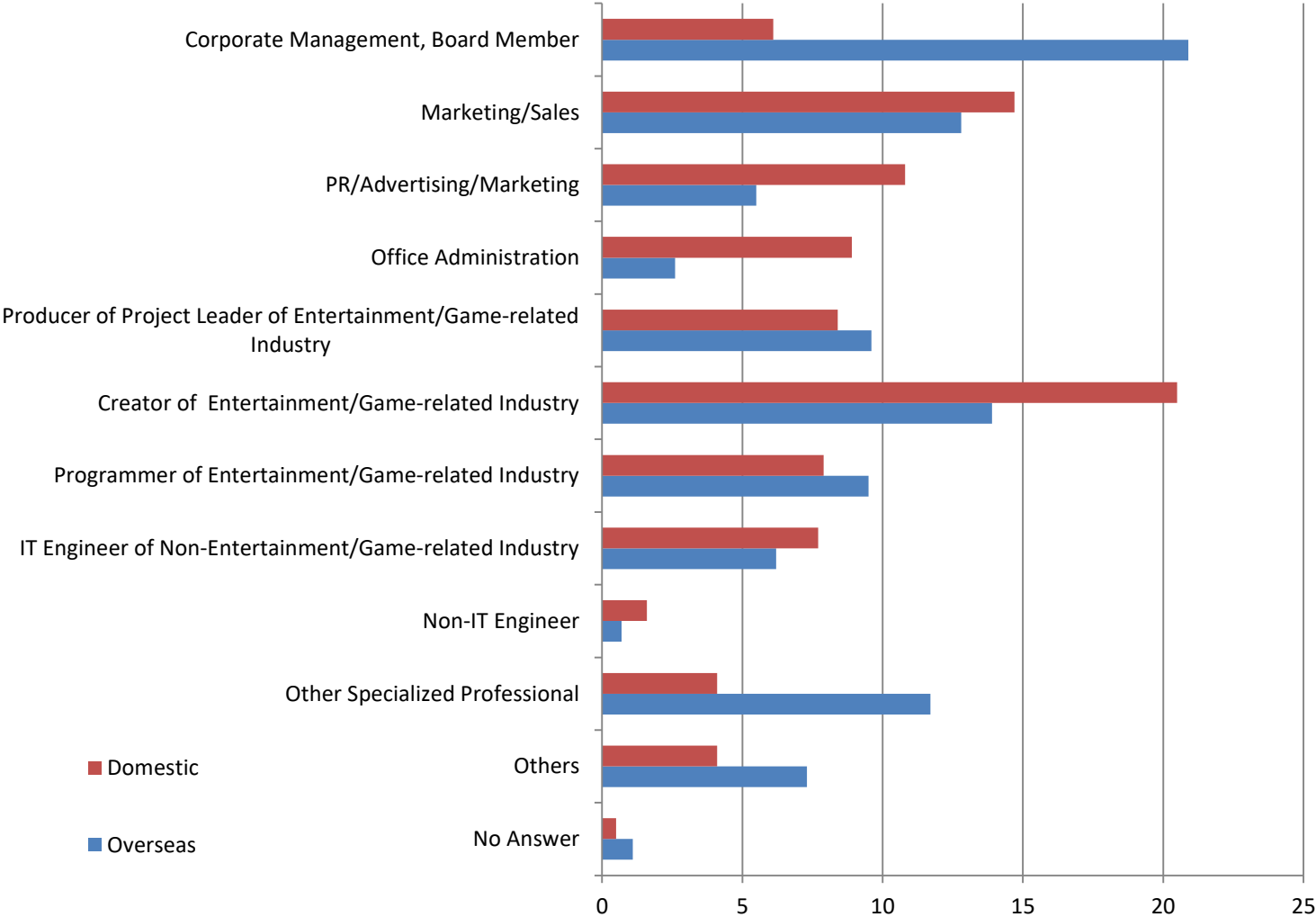


# Results of Business Day Visitors Survey

TOKYO GAME SHOW 2019

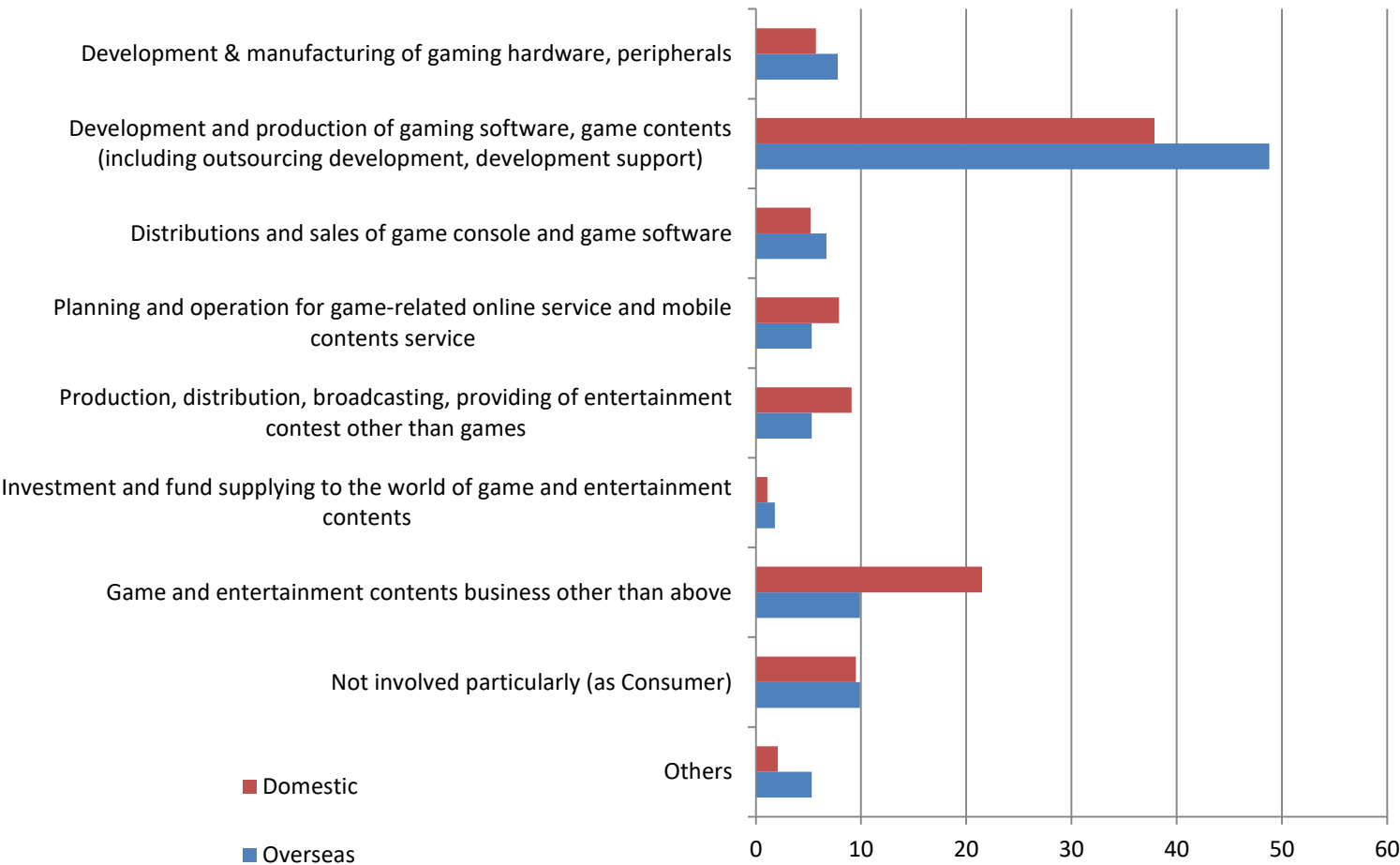
■ Job Category

※Unit: %



# ■ Vistors' Relationship to Game and Entertainment Content

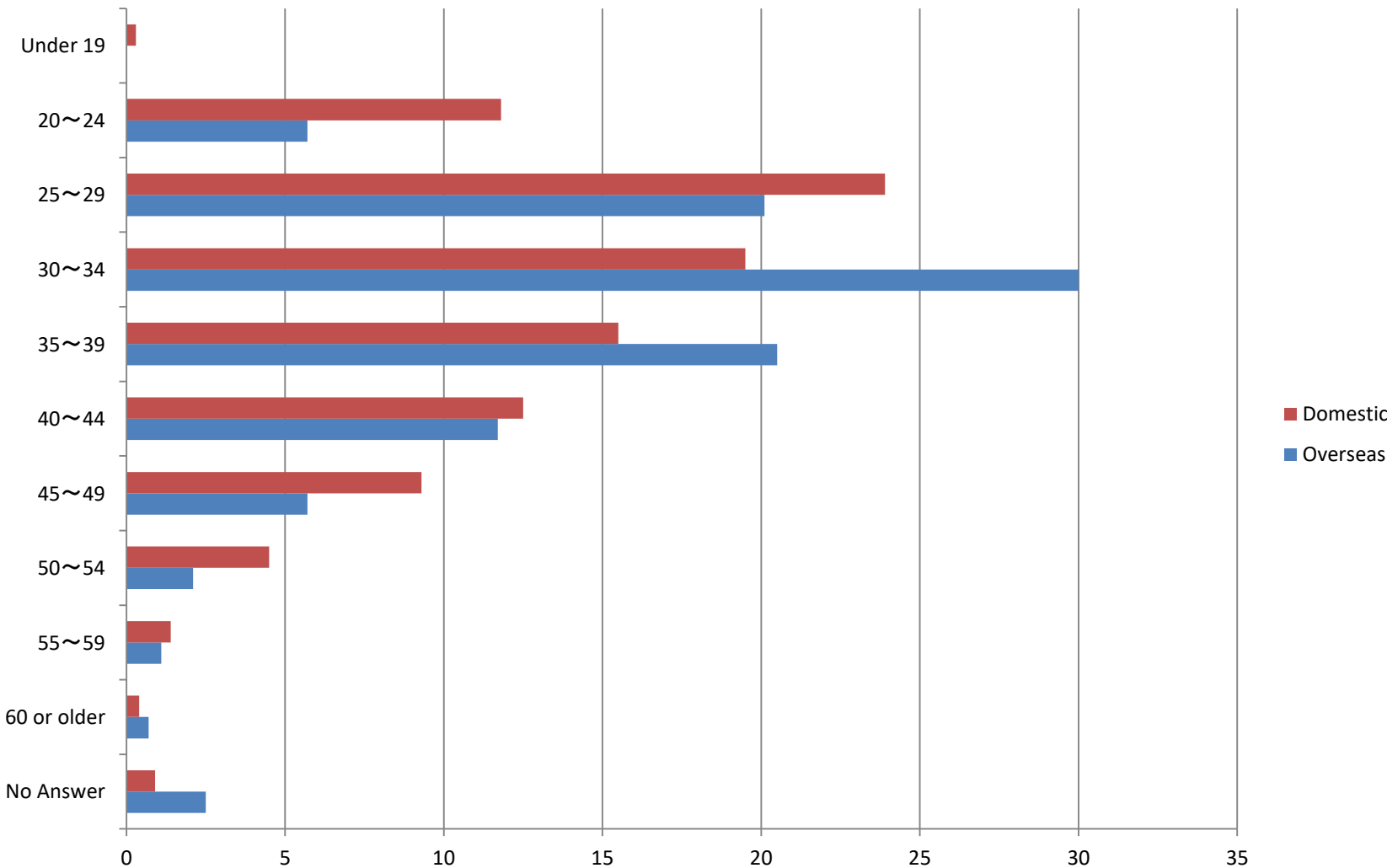
※Unit: %





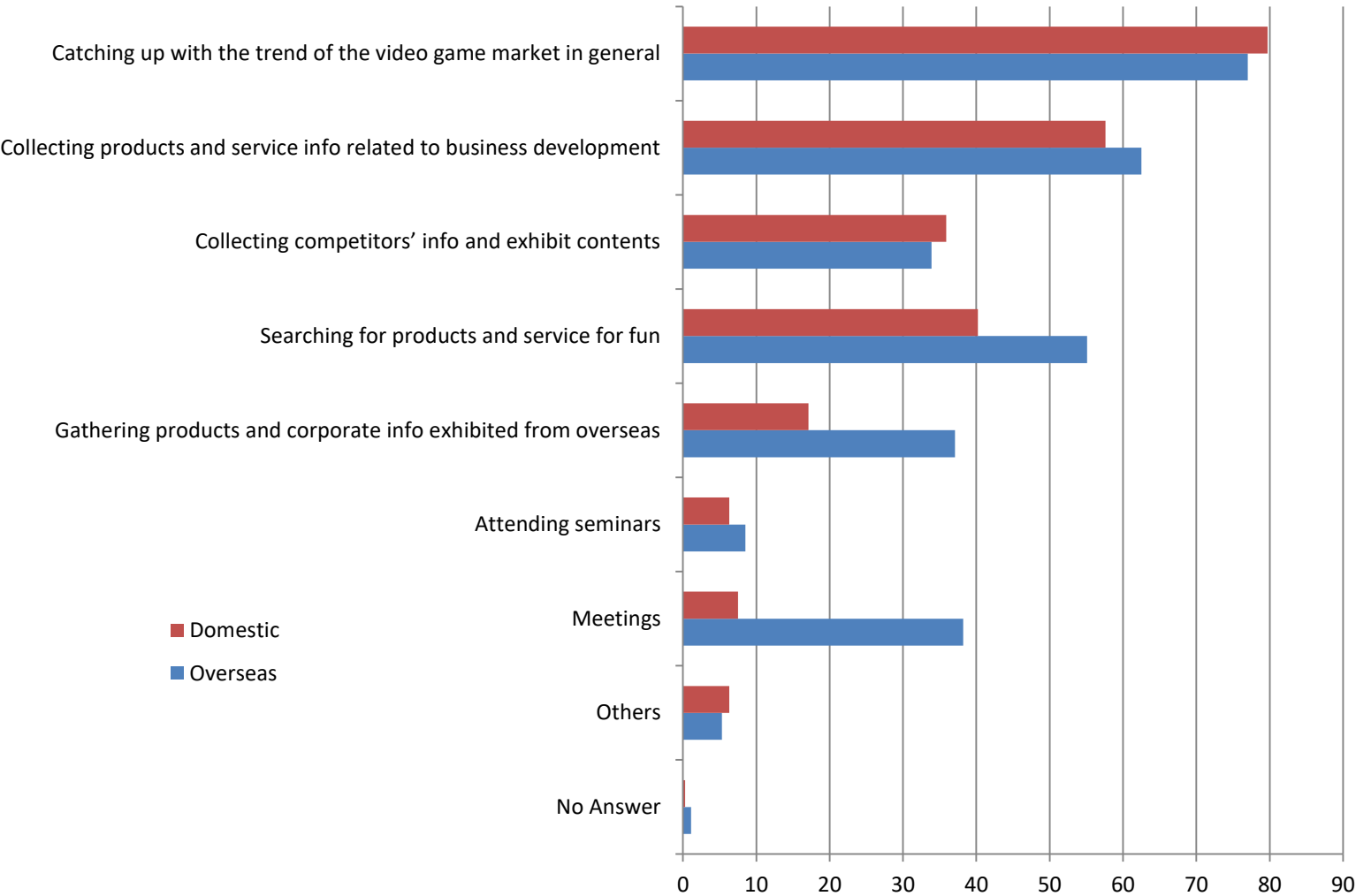
■ Age

※Unit: %



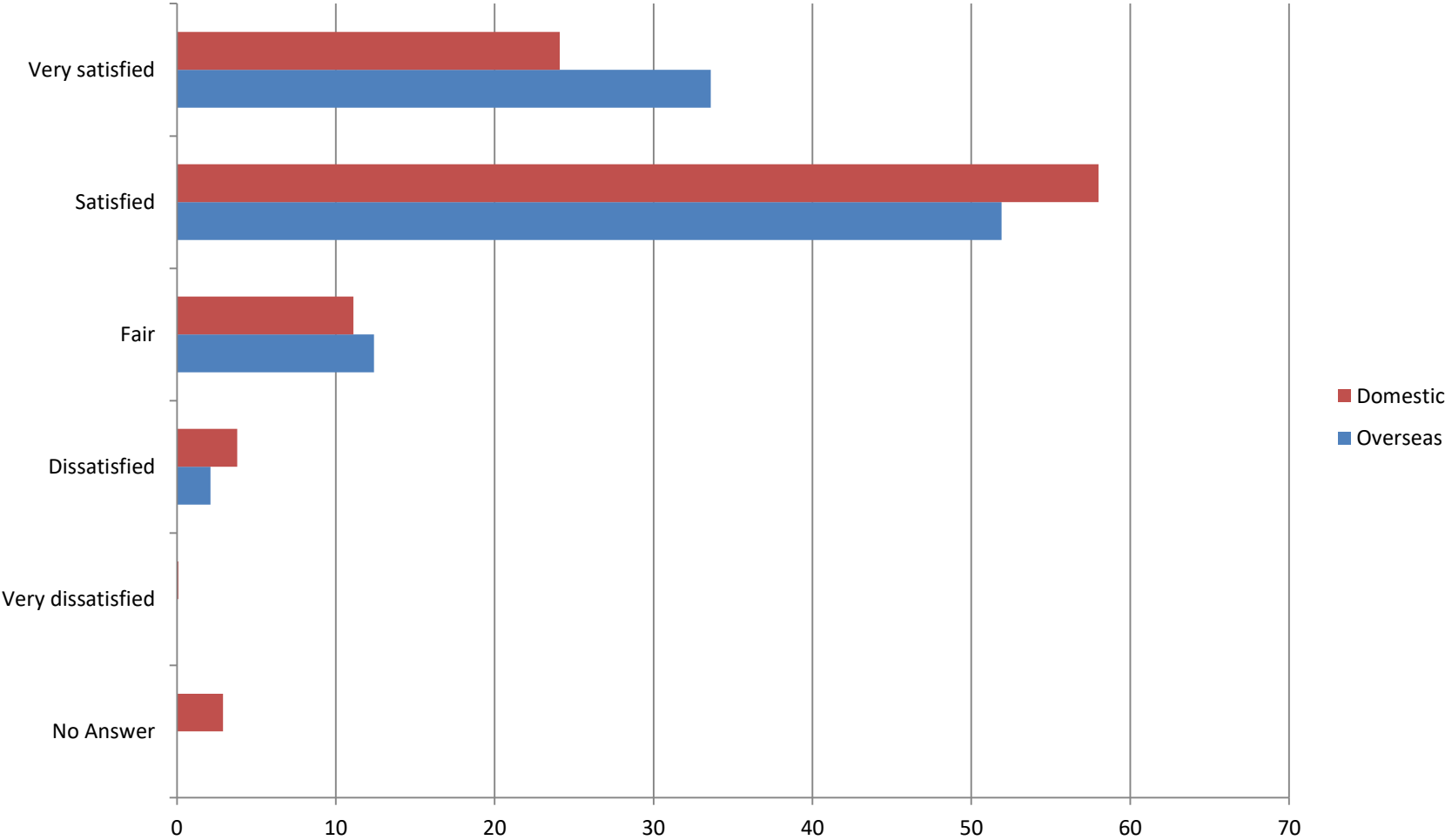
■ Intentions to Attend at TGS 2019(multiple answers)

※Unit: %



■ Degree of Satisfaction

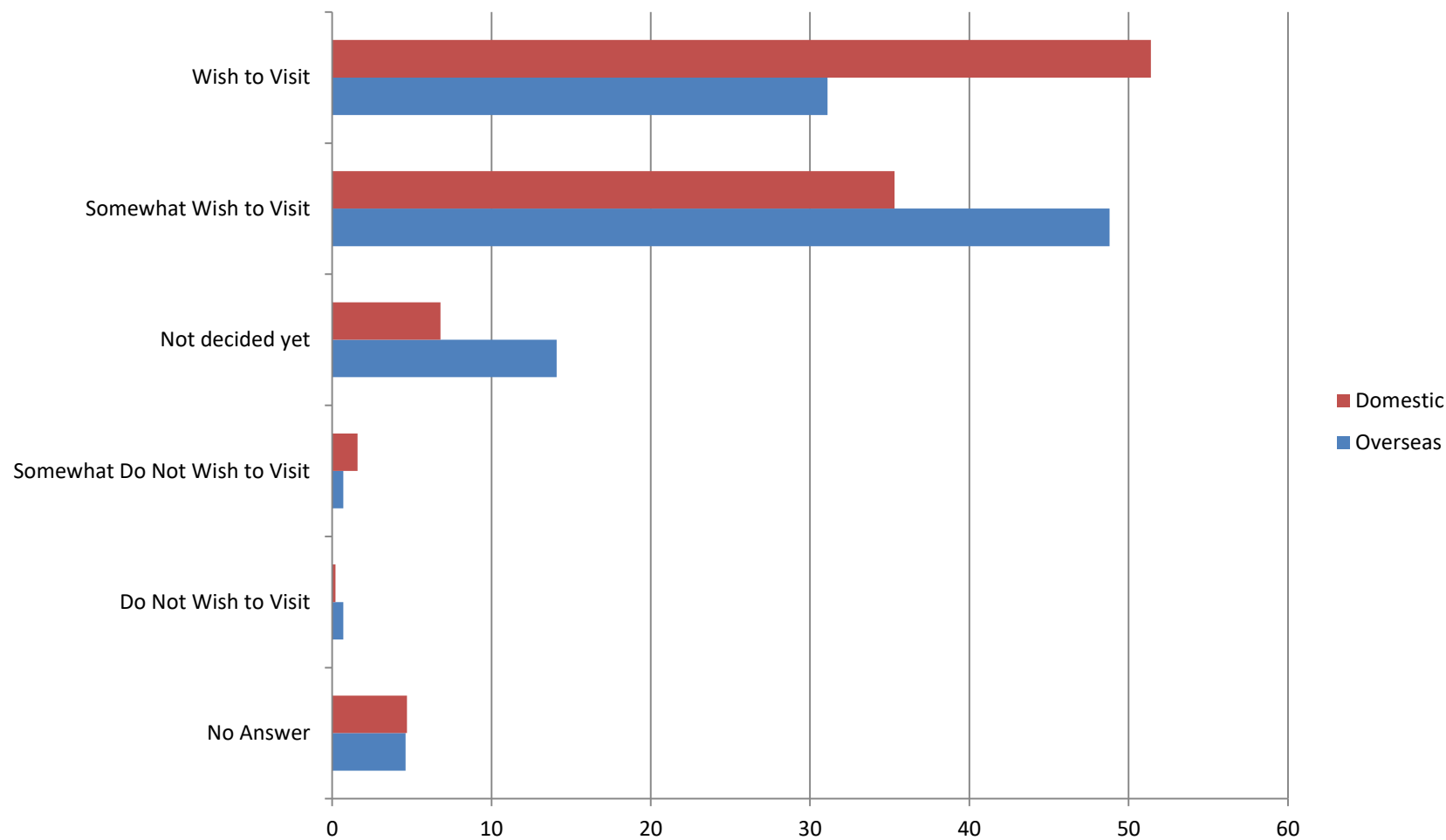
※Unit: %





■ Intention to Attend the Next Show

※Unit: %



# Results of Survey

## Results of Exhibitor's Survey

### Outline of Survey (Survey Organizer :Nikkei BP Consulting, Inc.)

#### ■Results of Exhibitor's Survey

##### Survey Method

A survey request was e-mailed to all exhibitors.

Replies were received at the Internet Research System "AIDA" operated by Nikkei BP Consulting.

##### Number of Responses

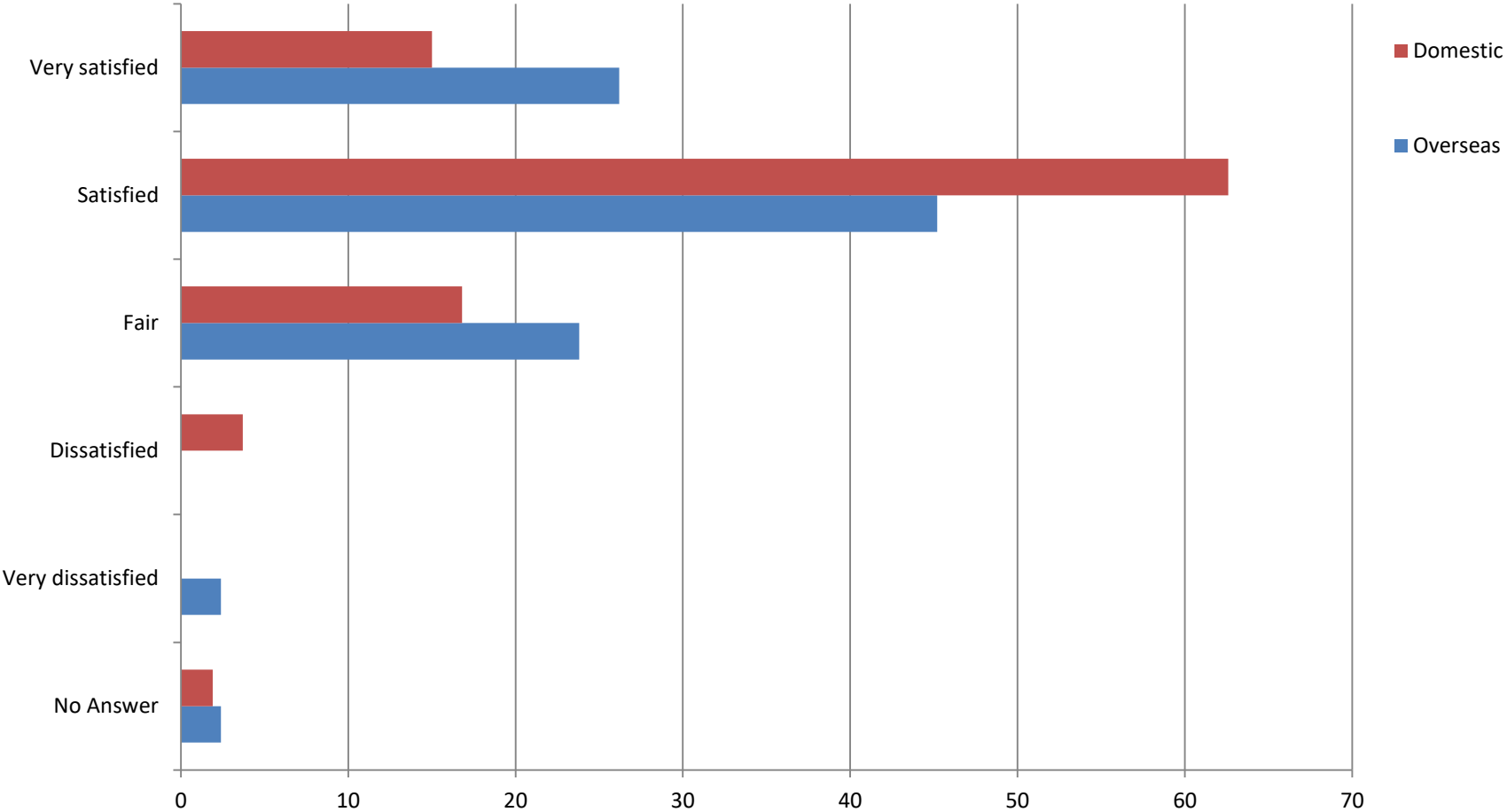
Domestic: 107／Overseas: 42

##### Survey period

Sep.25, 2019—Oct. 6, 2019

■ Degree of Satisfaction

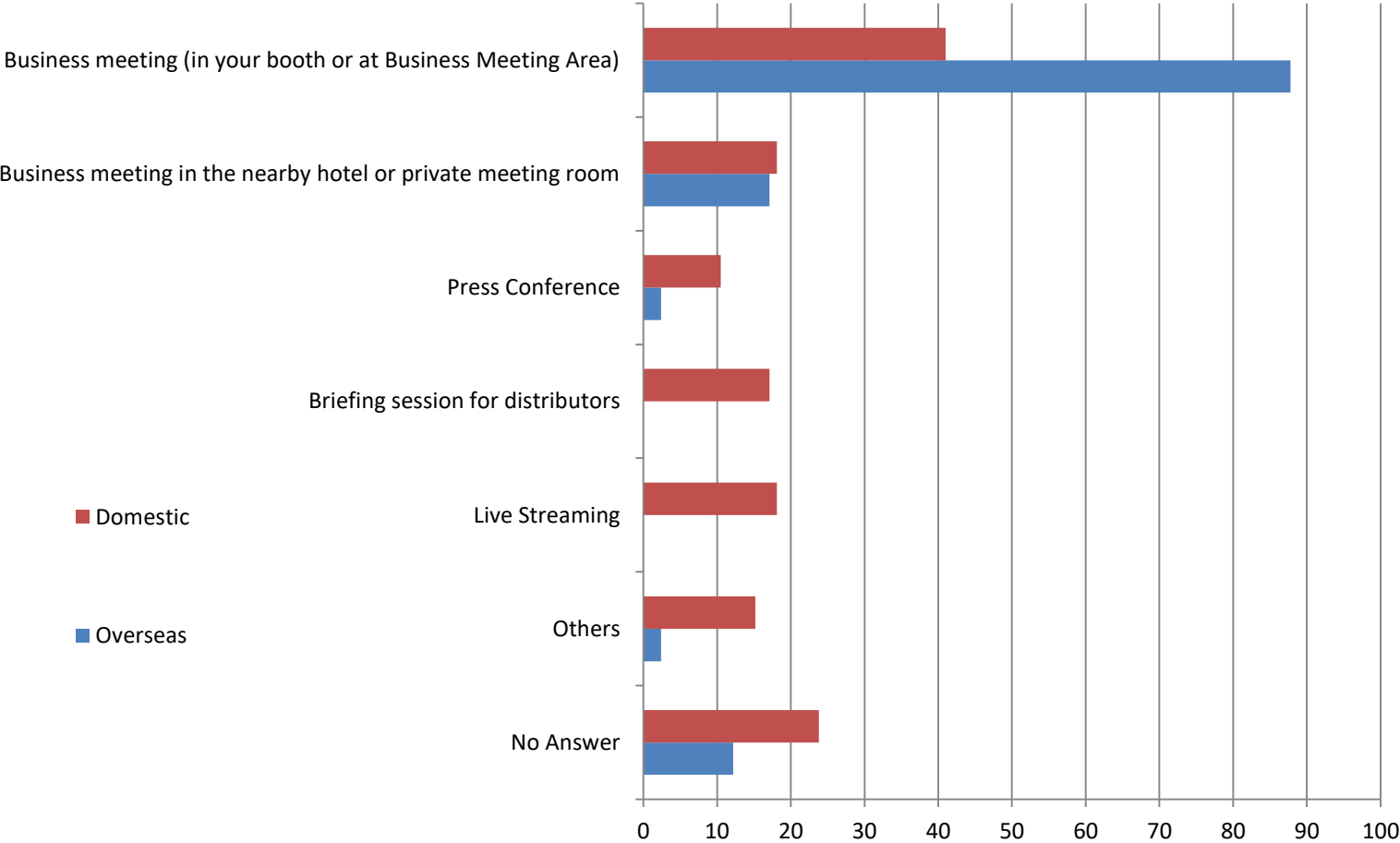
※Unit: %





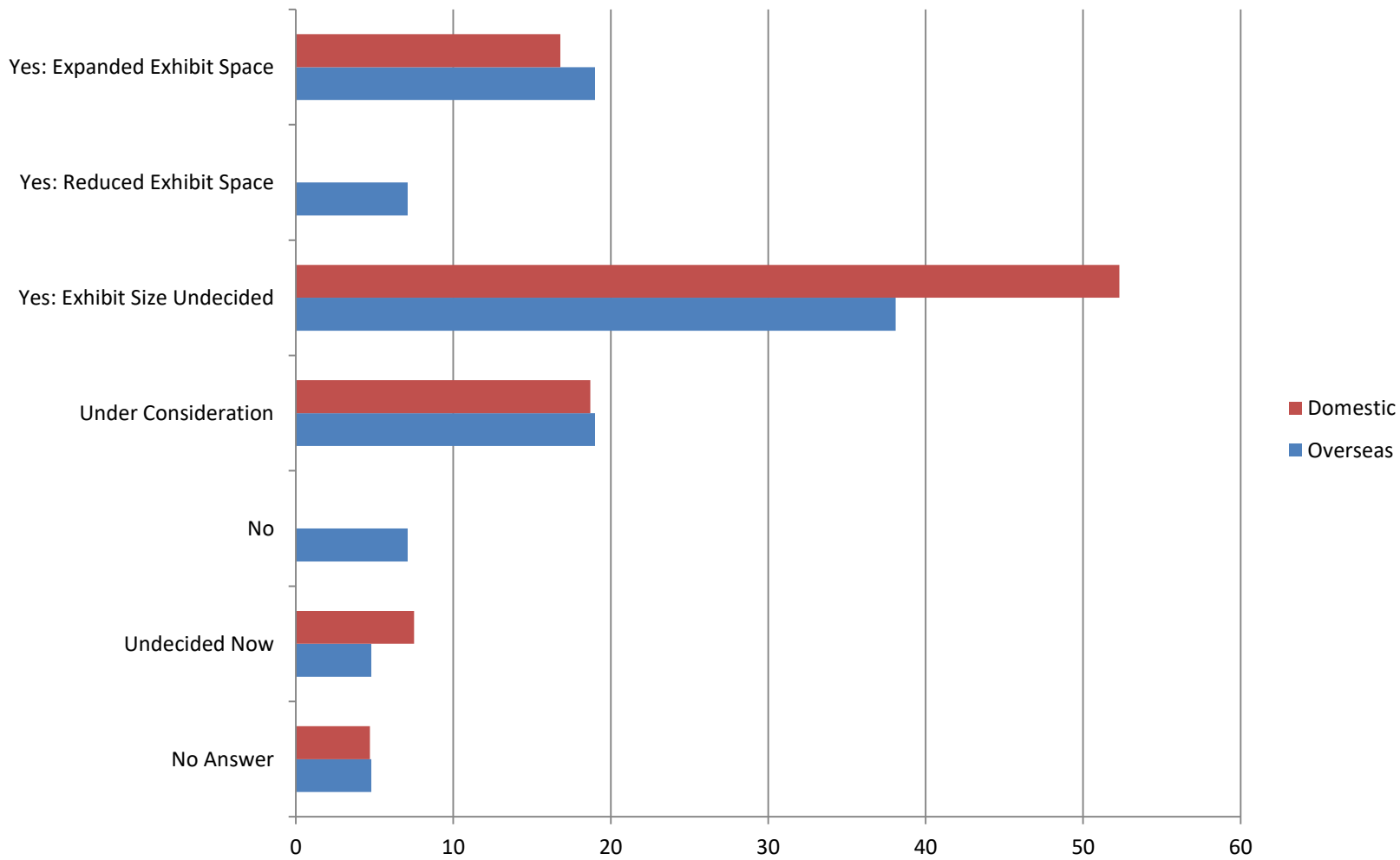
■ Activities on Business Days (multiple answers)

※Unit: %



■ TGS2020 Exhibit Plans

※Unit: %



# Publicities

## Newspaper and Magazine Articles Printed, and TV and Radio Reports Broadcasted

	TV	Radio	Newspaper	General Magazine/ Specialized Magazine	Web	Total
Before the SHOW	0	2	65	18	650	735
During the SHOW	34	15	151	4	2,800	3,004
After the SHOW	63	31	154	50	550	848
<b>Total</b>	<b>97</b>	<b>46</b>	<b>370</b>	<b>72</b>	<b>4,000</b>	<b>4,587</b>
2018	105	41	436	155	4,070	4,807

## Number of Media and Reports during the Show Period

Media Category			Sep. 12(Thu)		Sep. 13(Fri)		Sep. 14(Sat)		Sep. 15(Sun)		Total	
			Number of Media	Reporters	Number of Media	Reporters	Number of Media	Reporters	Number of Media	Reporters	Number of Media	Reporters
1	Domestic	Web	319	1,050	228	741	135	482	122	446	804	2,719
2		Newspaper	42	81	20	48	7	10	5	8	74	147
3		News Agency	15	24	5	7	2	2	0	0	22	33
4		TV(Satellite TV/CATV)	14	43	9	21	7	15	6	12	36	91
5		TV(Terrestrial)	33	207	27	111	24	89	16	24	100	431
6		Editor/Freelance Writer/Others	13	31	9	15	4	4	2	2	28	52
7		Radio	19	30	8	25	6	9	4	6	37	70
8		Magazine	107	247	96	168	48	94	22	63	273	572
9	Overseas Media		266	590	206	436	228	268	106	122	806	1,416
Total			828	2,303	608	1,572	461	973	283	683	2,180	5,531
2018			Sep. 20(Thu)		Sep. 21(Fri)		Sep. 22(Sat)		Sep. 23(Sun)		Total	
			842	2,379	634	1,728	517	1,143	358	1,013	2,351	6,263

## Breakdown of Overseas Media

		Number of Reporters				Cumulative Total Number of Reporters				Number of Media			
		Sep.12	Sep.13	Sep.14	Sep.15	2019	2018	Increase and Decrease		2019	2018	Increase and Decrease	
Asia	China	129	96	68	35	328	376	-48	▼	65	76	-11	▼
	Taiwan	40	28	15	16	99	92	7	△	50	-	2	△
	Hong Kong	44	35	12	7	98	116	-16	▼	43	29	-7	▼
	South Korea	26	24	24	18	92	114	-24	▼	20	50	-9	▼
	Japan	30	22	18	4	74	37	37	△	27	48	12	△
	Indonesia	17	11	15	4	47	51	-4	▼	10	14	-1	▼
	Singapore	15	14	11	2	42	11	31	△	13	11	8	△
	Thailand	16	16	4	3	39	76	-37	▼	14	15	-8	▼
	Philippines	8	6	5	2	21	32	-11	▼	10	22	-4	▼
	Malaysia	8	6	-	-	14	10	4	△	7	6	1	△
Europe	France	35	37	7	4	83	89	-6	▼	39	41	-2	▼
	the Netherlands	35	3	3	-	41	13	28	△	14	11	3	△
	Italy	13	4	4	4	25	43	-18	▼	20	35	-15	▼
	Germany	14	4	2	1	21	55	-34	▼	12	22	-10	▼
	United Kingdom	4	10	2	4	20	30	-10	▼	17	20	-3	▼
	Spain	5	8	2	1	16	6	10	△	6	3	3	△
	Austria	9	6	-	-	15	13	2	△	4	2	2	△
	Sweden	6	4	4	-	14	8	6	△	8	5	3	△
	Russia	7	2	1	3	13	13	0		8	8	0	
	Switzerland	2	5	-	-	7	7	0		4	2	2	△
	Greece	2	-	2	2	6	-	6	△	4	-	4	△
	Croatia	2	2	2	-	6	6	0		3	3	0	
	Denmark	2	2	2	-	6	4	2	△	2	2	0	
	Czech	1	3	-	-	4	-	4	△	2	-	2	△
	Romania	-	2	2	-	4	-	4	△	1	-	1	△
	Ireland	1	2	-	-	3	2	1	△	1	1	0	
	Portugal	1	-	-	2	3	-	3	△	2	-	2	△
	Hungary	1	1	-	-	2	4	-2	▼	2	3	-1	▼
	Poland	-	1	1	-	2	8	-6	▼	3	2	1	△
Middle East	Saudi Arabia	1	1	1	1	4	4	0		4	3	1	△
	Israel	1	-	-	-	1	-	1	△	1	-	1	△
	United Arab Emirates	-	-	1	-	1	-	1	△	1	-	1	△
	Turkey	-	-	1	-	1	-	1	△	1	-	1	△
North and Latin America	United States	58	50	47	5	160	135	25	△	72	60	12	△
	Mexico	15	11	3	-	29	38	-9	▼	13	15	-2	▼
	Brazil	7	2	4	-	13	6	7	△	5	3	2	△
	Canada	6	4	2	-	12	31	-19	▼	15	19	-4	▼
	Argentina	4	2	3	1	10	6	4	△	6	4	2	△
	Peru	6	-	-	1	7	-	7	△	3	-	3	△
	Colombia	1	1	-	-	2	-	2	△	2	-	2	△
Oceania	Australia	18	11	-	2	31	33	-2	▼	7	6	1	△
Total		590	436	268	122	1,416	1,499	-83	▼	541	562	-5	▼



# TOKYO GAME SHOW 2020

**Period(scheduled):Sep.24(Thu) — Sep.27(Sun)**

**Venue: Makuhari Messe**

**More Information・・・ <http://tgs.cesa.or.jp/english/>**

**TOKYO GAME SHOW 2019 Post-Event Report**

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