



**A New Quest Feature and Upgraded Avatar Customization!
TOKYO GAME SHOW VR 2022 will feature a Giant Dungeon
Premier of the "GAME STOPE" where setting for
participants to explore the Adventure**

Key visuals by Sumito Owara have been released and official ambassadors have been announced!

Admission to this year's event is free again! URL: <https://tgsvr.com/en/>

The Computer Entertainment Supplier's Association (Abbreviated name: CESA; Chairman: Hideki Hayakawa) will be launching the virtual venue TOKYO GAME SHOW VR 2022 (Abbreviated name: TGSVR2022 <URL:<https://tgsvr.com/en/>>) at TOKYO GAME SHOW 2022 (Abbreviated name: TGS2022 <URL:<https://tgs.cesa.or.jp/en/>>) over a four-day period from September 15 (Thursday) to September 18 (Sunday), 2022, JST, following the inaugural virtual event last year. The setting for this year's TGSVR will be "DUNGEON," where participants can embark on an adventure completely unique to VR, including exploring a vast space and completing hidden quests. TGSVR2022 will offer a new and upgraded experience through a Metaverse that showcases novel production content and features that were unavailable last year.

As with last year, anyone can participate in TOKYO GAME SHOW VR 2022 for free by downloading the app from the official TGSVR website from 10:00 AM on September 15 (Thursday), JST on either a VR device or PC. You can participate in the event alone or use the channel feature or voice chat to tour the venue with your friends. As TGS2022 will be taking place at Makuhari Messe during the same period, we hope you will enjoy everything TOKYO GAME SHOW has to offer in both the physical and virtual worlds.

■ TGSVR2022 will be set in "DUNGEON," whose key visuals are drawn by manga artist Mr. Sumito Owara

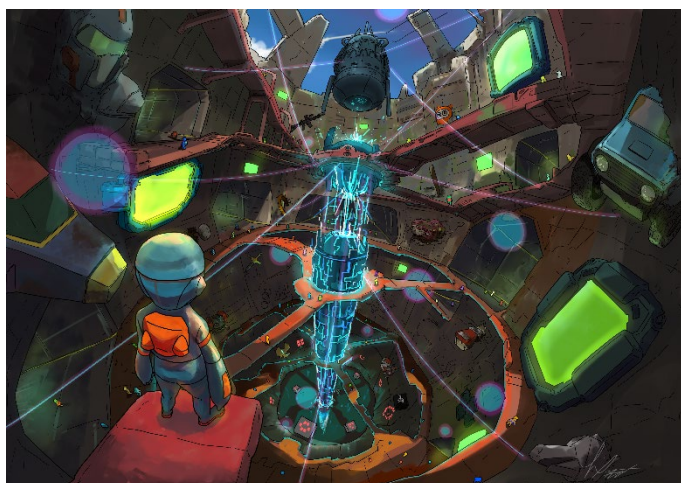
The setting for this year's TGSVR is "DUNGEON," where participants can tour TGS while embarking on an adventure. It has been designed with the goal of allowing game fans to explore every nook and cranny of the Metaverse space with great excitement. Moreover, the key visuals for "DUNGEON" are drawn by manga artist Mr. Sumito Owara, the author of *Keep Your Hands Off*

TOKYO GAME SHOW 2022: <https://tgs.cesa.or.jp/en>

<General inquiries from the press>

TOKYO GAME SHOW PR Team (within AZ.WORLDCOM JAPAN) Email: tgs2022press@azw.co.jp

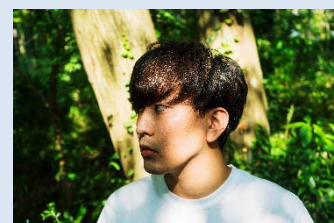
Eizouken!, a manga series that had sold over 1.2 million copies in 2022 and whose anime and film adaptations have been a big hit. We have requested Mr. Owara to draw the key visuals with the hope that his illustrations that stir the imagination will be able to fully capture the appeal of "DUNGEON," the setting for this year's event. These key visuals have been created in parallel with the production of the actual VR venue through the incorporation of Mr. Owara's ideas into the design of the pillar and the pit at the center of the dungeon, in particular.



Comment from manga artist Mr. Sumito Owara

I worked on this project with the objective of allowing participants to feel like they are embarking on an adventure in an expansive world.

I look forward to diving into the world that I have imagined through VR.



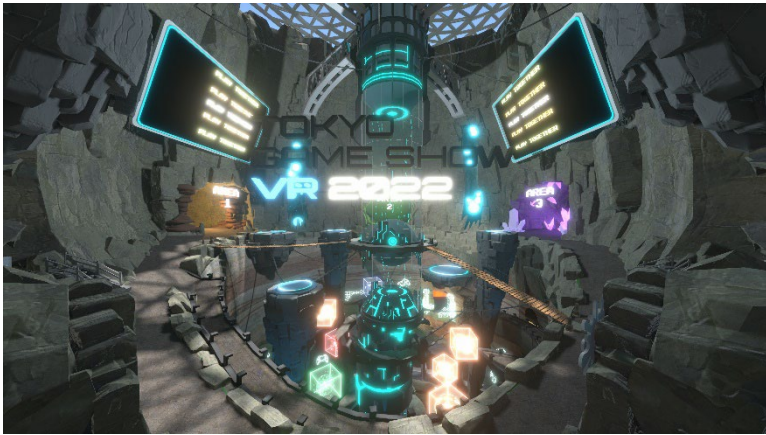
■ This year's space boasts not only a more expansive area but also greater depth.

Embark on an adventure to unravel the mysteries of the "GAME STOPE" that lies beneath Makuhari Messe.

The venue for TGSVR2022 is a dungeon that lies beneath Makuhari Messe, where TGS will be held this year. Participants will be instantly greeted by a massive underground space when they take the elevator down from the large hole in the floor of the empty Makuhari Messe. In front of them is the "GAME STOPE," where memories from games have gradually accumulated over a long period of time. Participants of TGSVR2022 will be able to enjoy TOKYO GAME SHOW while looking around the venue and completing quests as players who explore the "GAME STOPE."

- Core Space (Base Camp) *Images are of visuals under development

The upper level of the "GAME STOPE" is marked by a towering pillar that rises from a deep underground abyss and a giant pit. This is the central area of the venue where you can meet characters from games and access the TGSVR2022 Exhibitors and Sponsors Space.



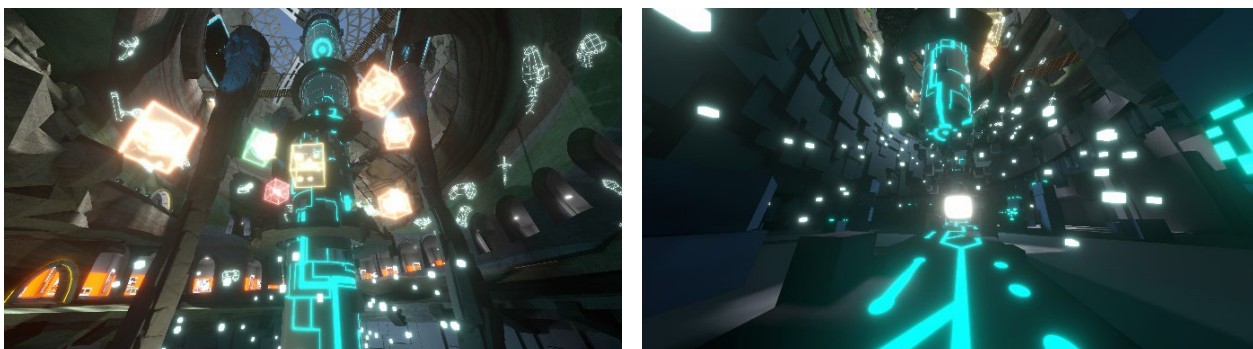
- TGSVR2022 Exhibitors and Sponsors Space *Images are of visuals under development

You can enter three large holes from the Core Space. These holes lead to different areas: a sand cave, a canyon full of light and greenery, and an underground area glittering with ore. In these areas, you can find the exhibits of various exhibitors and sponsors, obtain the latest game information, and look at booths and monuments that can only be found at TGSVR2022. In addition, the space featuring sponsors participating in this event for the first time this year will offer a variety of hands-on experiences for you to enjoy when taking a break from the adventure.



- The middle and lower levels of the "GAME STOPE" *Images are of visuals under development

You will arrive here as you descend further down the pit from the Core Space. As you go deeper into the "GAME STOPE," you will travel further back into the past. The middle level is a gallery that looks back on the history of the games that have been excavated. What lies beneath this at the lowest level? Come here to find out.



■ Participants can also enjoy TGS as a game through the new quest feature and avatar customization

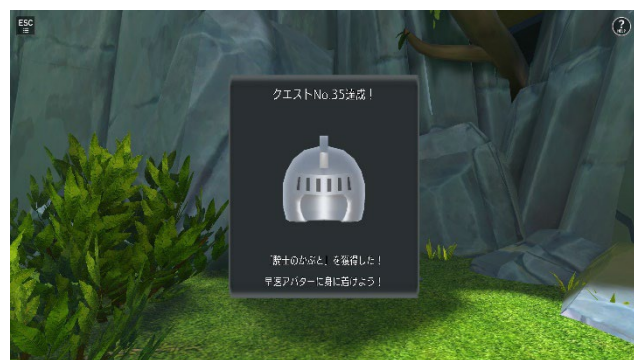
The dungeon of TGSVR2022 is packed with various quests that can be completed by watching videos or taking specific photos. By completing these quests, participants will earn items that they can use to customize their avatars and progress in the storyline.

Although many participants were able to freely customize their avatars by changing T-shirts at last year's event, both the UI and the customization feature have been upgraded this year. In addition to equipment items, you can now change your avatar's eye color, skin tone, hairstyle, and wear various 3D items in addition to T-shirts and participate in the event using an avatar that represents you even better.

● Completing quests like playing a game while exploring the venue

Participants can complete more than 70 quests by performing various tasks, such as obtaining the latest game information from videos, taking pictures of characters, finding items hidden in the stope, and completing quizzes.

For each completed quest, you will obtain an equipment item or T-shirt, and as you complete more quests, you can progress in the storyline and activate certain game mechanics such as changes to the surrounding space. Quests can be viewed at any time from the menu UI, and they can be sorted by area or filtered to only show quests that have not been completed.



● Avatar Creation

With 8 different patterns for hairstyles and eye shapes, and 10 different patterns for hair colors and skin tones, a total of 6,400 different combinations of avatar elements are

available. The avatar can be created in the Character Creation screen after setting up an account. The combination of avatar elements can be modified at any time during the game from the menu.



● Equipment items and T-shirts

The respective equipment items worn on the avatar's head, body, and feet can be changed. You can also change what your avatar is wearing by putting on various items obtained through quests, including original 3D models as well as 3D models designed in collaboration with exhibitors.



■ Popular VTuber Omega Sisters and top VR content creator Nathie are our proud TGSVR2022 official ambassadors

To tell how fun TGSVR is with as many people as possible, we have appointed a virtual YouTuber Omega Sisters, who have a wide range of fans including VR users, and Nathie, a popular VR content creator in the West, as official ambassadors of TGSVR2022.

Omega Sisters posts videos on YouTube that span a wide range of entertainment content, including content related to VR and games. In addition to sharing their experience as the official ambassador of TGSVR last year, they will also touch on the highlights of this year's event in their videos.

Nathie is also a VR YouTuber who covers everything Metaverse worldwide. On his channel, he makes exciting videos of the latest games, VR headsets, and next level haptic technology. He loves sharing TGSVR2022 with his international fan base by diving into it with Virtual Reality.

Please keep an eye out for more information from our ambassadors.



- Omega Sisters' YouTube channel

https://www.youtube.com/channel/UCNjTjd2-PMC8Oo_-dCEss7A

- Nathie's YouTube channel

<https://www.youtube.com/nathie>

■ TGSVR2022 official website and pre-launch trailer

- TGSVR2022 official website

The information on the official website has been updated today. The TGSVR2022 app will be available for download on this page from 10:00 AM on September 15 (Thursday), JST. The website will also be updated with FAQs and the latest information on TGSVR, so feel free to take a look at it.

URL: <https://tgsvr.com/en/>

- TGSVR2022 pre-launch trailer

A trailer that offers a glimpse of the space and experience that participants can enjoy at TGSVR2022 is now available on the website as well as the official Twitter account and YouTube channel of TGS.

We hope you enjoy this footage that showcases the giant dungeon for the very first time.

TOKYO GAME SHOW official YouTube channel:

<https://www.youtube.com/channel/UCIFyIegrk4g6CFqGYCwTViA>

■ Launch of "TGSVR official info," a Twitter account for disseminating detailed information on TGSVR2022

This year, we will also launch an official Twitter account to disseminate information on TGSVR2022. In addition to key event information that will be announced on the TGS official account, the TGSVR

official info account will provide more detailed information, including how participants can enjoy the VR venue. More information will be released closer to the start date of the event, so please follow the account and look forward to our posts.

- "TGSVR official info" Twitter account

https://twitter.com/tgsvr_official

■ List of participating companies (Japanese syllabary order)

Exhibitors

ImaCreate / COVER / CAPCOM / Ministry of the Environment / CharacterBank / Gugenka / KOEI
TECMO GAMES / KOJIMA PRODUCTIONS / KONAMI / Survios, Inc. / SQUARE ENIX / SEGA/ATLUS
/ DYSCHRONIA: Chronos Alternate / VARK / BANDAI NAMCO Entertainment / Pole To Win / Magic:
The Gathering / Metaani

VR Sponsor

ZONe ENERGY / Boat Race Promotion Association / UCC

VR Apparel Sponsor

Ralph Lauren

■ Overview of TOKYO GAME SHOW VR 2022

Name: TOKYO GAME SHOW VR 2022

<https://tgsvr.com/en/>

Organizer: Computer Entertainment Supplier's Association (CESA)

Co-sponsors: Nikkei Business Publications, Inc.; DENTSU INC.

Event period: September 15 (Thursday) 10:00 to September 18 (Sunday) 24:00, 2022, JST

Admission: Free

Participation method: Windows, Meta Quest 2 (App Lab/Link feature), Oculus Rift/Rift S, HTC
Vive/Vive Pro series, Valve Index *also supported on Windows PC alone

In-app language: Japanese, English