



【TGS2024】

TOKYO GAME SHOW 2024 Opens Today!

Largest-ever Exhibition in TGS History

Hosting 985 Companies and Organizations from 44 Countries and Regions

Period: Sep. 26 (Thu.) to Sep. 29 (Sun.)

Venue: Makuhari Messe

Computer Entertainment Supplier's Association (CESA; Chairperson: Haruhiro Tsujimoto) is opening TOKYO GAME SHOW 2024 (TGS2024) today, at 10:00 a.m. on Sep. 26 (Thu.) in collaboration with Nikkei Business Publications, Inc. and Dentsu, Inc. This year, the in-person exhibition will host 985 companies and 3,252 booths, surpassing the record-high numbers of exhibitors and booths marked in last year's TGS. This means that TGS2024 will be held at the largest scale ever in the history of TGS.

The in-person exhibition will have Business Days during the first half of the event period on Sep. 26 and 27. These days are exclusively for game industry professionals, journalists, and influencers. The second half of the event period, on Sep. 28 and 29, will be Public Days for game fans and general visitors.

In addition to the physical exhibition at Makuhari Messe, various online streaming programs start today. Along with TOKYO GAME SHOW Digital World 2024 and the Steam Special Venue which are already open, the online venue will also generate an exciting momentum for TGS2024.

Numbers of Exhibitors, Booths, Participating Countries and Regions, Exhibited Titles (Final announcement)

A total of 985 companies and organizations (including 30 participating online) from 44 countries and regions will showcase their products and services at TGS2024. Out of these, 450 exhibitors are from Japan, and 535 exhibitors are from other countries, marking a record-high number of participants in TGS history. This represents a 1.2 times increase in participants compared to last year.

TGS2024 will host 3,252 exhibition booths, setting a new record and surpassing last year's record of 2,682 booths. Additionally, there will be a total of 2,850 game titles exhibited at TGS2024, marking a new record compared to last year's 2,291 titles.

[TOKYO GAME SHOW 2024 Exhibition Scale]

(As of Sep. 26, 2024)

No. of exhibitors: 985 companies (2023 : 787 companies)

No. of exhibition booths: 3,252 booths (2023 : 2,682 booths)

Participating countries and regions: 44 (2023 : 44)

No. of exhibited game titles: 2,850 titles (2023 : 2,291 titles)

■ Media Contact

TOKYO GAME SHOW Press Room (c/o Initial Inc.) E-mail : tgs-press@vectorinc.co.jp

【No. of Exhibitors by Area】(The numbers in parenthesis are last year's figures.)

• General Exhibition	260 (159)	• Merchandise Sales Area	36 (28)
• Smartphone Game Area	24 (27)	• Family Game Park	13 (12)
• Gaming Hardware Area	43 (30)	• Indie Game Area	220 (187)
• Gaming Lifestyle Area	15 (13)	• Selected Indie 80	81 (81)
• Game Academy Area	56 (48)	• Business Solution Area	162 (145)
• AR/VR Area	21 (35)	• AI Technology Pavilion	9 (-)
• eSports Area	8 (10)	• Business Meeting Area	116 (89)

【Countries and Regions of Exhibitors】

Asia and Oceania : 16							
Australia	Bangladesh	China	Hong Kong	India	Indonesia	Japan	Korea
Malaysia	New Zealand	Pakistan	Philippines	Singapore	Taiwan	Thailand	Vietnam
North, Middle and South America : 4							
Brazil	Canada	Chile	U.S.A.				
Europe : 19							
Bulgaria	Cyprus	Denmark	Estonia	Finland	France	Germany	Hungary
Italy	Moldova	Norway	Poland	Portugal	Spain	Sweden	Switzerland
Turkey	U.K.	Ukraine					
Middle East and Africa : 5							
Georgia	Kazakhstan	Saudi Arabia	South Africa	United Arab Emirates			

【Trends of Exhibited Game Titles】

Covering various genres and being compatible with all types of platforms, including home game consoles, mobile, PC, and VR, the enhanced lineup of exhibited game titles will not disappoint game fans.

【By Platform】

	Nintendo Switch	Play Station 4	Play Station 5	Xbox Series X S	Xbox One	Steam	PC	PC browser	iOS	Android	Other
2024	295	156	238	172	86	625	496	32	188	190	51
2023	234	144	158	103	78	437	363	22	161	163	304

	Play Station VR	Play Station VR2	Valve Index	Meta Quest 2	HTC Vive	MR	Other (VR)
2024	4	3	6	32	6	1	14
2023	8	12	19	37	19	5	24

【By Genre】

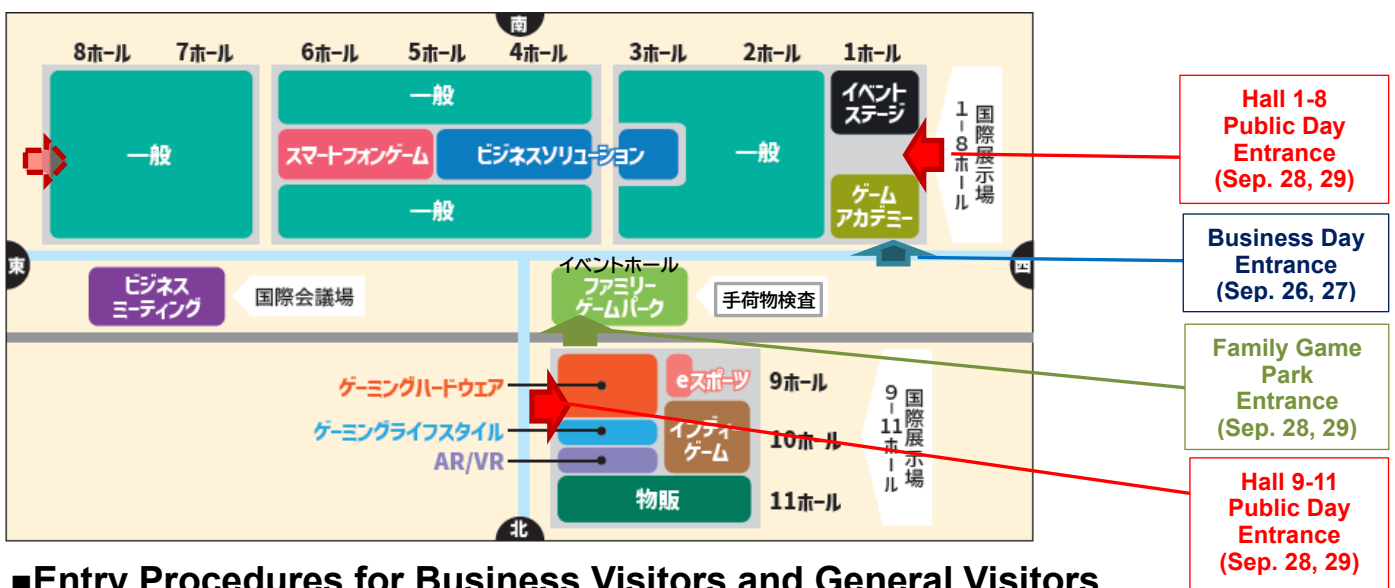
	Role-playing	Action	Simulation	Adventure	Shooting	Puzzle	Action role-playing
2024	347	500	208	397	74	155	96
2023	379	353	257	340	93	100	60

	Action adventure	Action shooting	Sports	Racing	Other (genre)	Other (goods)
2024	187	47	51	28	505	255
2023	115	44	29	29	218	274

*Please see below for more information on exhibitors, booth overview, in-booth events, exhibited titles and merchandise sales.

- [List of Exhibitors](#)
- [List of Booth Overview & In-booth Events](#) *Japanese
- [List of Exhibited Titles](#) *Japanese
- [List of Merchandise](#) *Japanese

Notices for Visitors and How to Enter the In-person Venue



■Entry Procedures for Business Visitors and General Visitors

TGS2024 has different entry procedures for business visitors and general visitors.

- Business visitors are required to enter through the 2nd floor of Hall 1 after completing reception at the Central Mall on the 2nd floor of Makuhari Messe.
- Visitors with General Admission Tickets (Supporters Club Ticket for Sep. 28 or 29, or One-Day Ticket) can enter the venue from the first floor of Hall 1, after completing the baggage check at the square on the west side of Makuhari Messe Event Hall (For certain hours, entrance is located at the first floor of Hall 8.)
- Visitors can access Halls 9-11, including the Cosplay Area, from the first floor of Hall 10 after completing the baggage check near the square on the northern side of Hall 11.
- Entrance to the Family Game Park is situated on the northern side of the Event Hall.

*Entry restrictions at the in-person venue

To avoid crowding, TGS2024 will continue to regulate the number of people entering each area (Halls 1-3, 4-6, 7-8, and 9-11) at the in-person venue. Each entrance is equipped with sensors that allow real-time monitoring and management of the number of people in each area. Once the maximum number of visitors is reached in a particular area, new visitors will not be allowed to enter that area (entrance restriction) but will be directed to other areas.

However, if you have a reservation ticket for a "trial play" or "stage performance" in an exhibition booth in the restricted area, we will check the start time of the event and allow you to enter the area.

*Regarding trial play of certain game titles at the in-person venue

At TGS2024, in accordance with the CESA Code of Ethics and CERO Code of Ethics rating systems,

only individuals who are 18 years of age and older will be allowed to experience "Z-rated" content or content containing equivalent expressions. If you want to try a game title with an age restriction, you will need to provide a document as proof of your age (such as a driver's license, passport, or student ID). If you are 18 years of age or older, please remember to bring the aforementioned document with you.

General Admission Tickets for Overseas Visitors Now on Sale

(for adults: junior high schooler or older)

General admission tickets for Public Day, Sep. 28 (Sat.) and 29 (Sun.), for overseas visitors are currently on sale on the TGS2024 official English website at:

<https://tgs.nikkeibp.co.jp/tgs/2024/en/ticket/publicday/>

Ticket sales will stop once all tickets are sold out.

【General Admission Tickets on Sale for Overseas Visitors】 (junior high schoolers or older)

- **Sales period** Sep. 28 (Sat.) Ticket: by Sep. 28 (Sat.) at 3:30 p.m. (JST)
Sep. 29 (Sat.) Ticket: by Sep. 29 (Sat.) at 3:00 p.m. (JST)

*Ticket sales will cease once all tickets are sold out.

- **Price** JPY3,000 (including tax)

*Elementary schoolers and younger children can enter for free.

*Junior high schoolers or younger children and adults accompanying them are free to enter the Family Game Park.

Organizer's Programs

Please visit the following official websites for TGS2024 organizer's programs.

- Event Stage programs (Hall 1): <https://tokyogameshow.jp/?open=event> <Japanese>
- Official streaming programs (Online): <https://tgs.nikkeibp.co.jp/tgs/2024/en/program/official/>
- TOKYO GAME SHOW Digital World 2024 (Online) :
<https://tgs.nikkeibp.co.jp/tgs/2024/en/display/digital-world/>

■Hot Features of the Organizer's Programs (Day 2 <Sep.27> and later)

●TGS Forum

Int'l Conference Hall+Online

TGS Forum is a business seminar held during two Business Days, focusing on the latest trends and solutions in the gaming industry. Visitors on Business Days will have the opportunity to pre-register and attend the seminar lectures in-person at the physical venue. Registration at the door is also possible if there is any vacancy. Those who have completed pre-registration for Business Days can view the online streaming of TGS Forum from the URL shown on the My Ticket of Business Day Pre-Registration/TGS Forum 2024.

【Organizer's Sessions】

- "How will Web3 Transform the Gaming Industry?
-Exploring the future of new games based on the latest cases- "
*Date and Time: Sep. 27 (Fri.) 10:30 a.m. to noon (90 mins) / at Int'l Conference Hall 301
- "Japan eSports Awards 2024 Round-table"
*Date and Time: Sep. 27 (Fri.) 1:00 p.m. to 2:00 p.m. (60 mins) / at Int'l Conference Hall 302

*More about TGS Forum: <https://tgs.nikkeibp.co.jp/tgs/2024/en/business/seminar/>

*Session titles are subject to change.

●CESA Presentation Stage

Hall 1: Event Stage+Online

The Agency for Cultural Affairs and CESA, the organizer of TGS, are launching a unique initiative to nurture the next generation of game creators. Details will be announced on the Event Stage at 11 a.m. on Sep. 27 (Fri.). As one of Japan's core industries, the gaming market is expected to continue growing in the future. The Game Creator Development Program is aimed at providing full support to game creators from both the government and industrial organizations. This is exciting news for anyone interested in pursuing a career as a game creator.

*Date and Time: from 11:00 a.m. to noon, Sep. 27 (Fri.) / at Event Stage (Hall 1)

*More about the Event Stage : <https://tokyogameshow.jp/?open=event> <Japanese>

●SENSE OF WONDER NIGHT 2024 (SOWN2024)

Int'l Conference Hall+Online

Selected Indie 80 is an exhibition at the Indie Game Area featuring selected titles. SENSE OF WONDER NIGHT 2024 (SOWN1014) is a pitch event where eight finalists chosen by judges from the Selected Indie 80 titles will present their innovative game ideas. It will take place on Sep. 27 (Fri.) with an audience, marking the first time in five years. Exhibitors may attend the event without pre-registration if seats are available. SOWN 2024 will be streamed online as an official program starting at 10:30 a.m. on Sep. 28 (Sat.) The winners of the seven awards, including the Grand Prix, will be announced on the TGS official website at 1:00 p.m. on Sep. 28 (Sat.) following the official streaming.

*Date and Time : from 5:15 p.m. on Sep. 27 (Fri.), 2024 / at International Conference Hall 301

*Exhibitors may attend the event without pre-registration if seats are available.

*Date and Time for Streaming (Official Streaming): From 10:30 a.m. on Sep. 28 (Sat.), 2024, JST

*More about SOWN : <https://tgs.nikkeibp.co.jp/tgs/2024/en/program/indie/sown/>

●International Party /Indie Night

Esplanade, 2nd Floor, Halls 9-11

The popular event "International Party/Indie Night" will be held from 6:00 p.m. on Sep. 27 (Fri.) at Esplanade on the 2nd floor of Halls 9-11, after the conclusion of Business Day. The event will bring together Japanese and overseas exhibitors, Gold Pass visitors, official influencers, journalists, and other prominent guests. This year's party will offer food for those with halal restrictions. Alongside various entertainment, the Kyoto-based three-piece alternative electronic group [Sawa Angstrom](#) will play at the party, warming up an atmosphere for casual networking in an international setting.

*Date and Time: from 6:00 p.m. on Sep. 27 (Fri.) 2024 (Reception starts from 5:30 p.m.)

*Exhibitors, Gold Pass visitors, Official Influencers, and journalists can participate in the event. (No pre-registration required)

●Family Game Park

Event Hall

During the two Public Days (Sep. 28 and 29), the Family Game Park will be held in the Event Hall. Children in junior high school or younger can enter for free with their accompanying guardians. The area features gaming software and related products based on the concept of "learn" and "play" through gaming. In the Play Zone, children can have fun trying out popular titles from different exhibitors in a relaxed environment. The Learning Zone provides opportunities for kids to explore various game-related jobs and includes a section where they can learn how to play games safely using Minecraft.

Moreover, the area offers a variety of fun activities, including exhibitor stage programs, the Kids Stage hosting various events, the Food Truck area providing food and drinks in collaboration with popular gaming characters exclusively for TGS, and a Stamp Rally for Kids to collect stamps and win exciting prizes.

*More about Family Game Park : <https://tgs.nikkeibp.co.jp/tgs/2024/jp/display/family/>
<Japanese>

●Cosplay Area

Hall 9, Outdoor

During the Public Day weekend (Sep. 28 and 29), the Cosplay Area will be set up outside of Hall 9. To provide a larger area for cosplay enthusiasts, this year's cosplay area has been expanded to include the roofed area on the east side of Hall 9 and the main road on the west side. To prevent overcrowding in the changing rooms, we will open them earlier in the morning (from the time of the first train arrival at Kaihin Makuhari Station until 7:45 a.m.) Cosplayers will be required to pay a registration fee of JPY2,000 (including tax), which covers the cost of using a changing room and a cloak.

*More about Cosplay Area : <https://tgs.nikkeibp.co.jp/tgs/2024/en/display/requests/#cosplay>

●Japan Game Awards 2024 “Future” Division Awarding Ceremony

Hall 1: Event Stage + Online

The "Future" Division selects game titles that are highly anticipated for release from the unreleased works announced and exhibited at TGS2024. After online voting from 10:00 a.m. on Sep. 26 (Thu.) to 4:00 p.m. on Sep. 28 (Sat.) at <https://awards.cesa.or.jp/future/> <Japanese Only> and the screening by the selection committee, the award ceremony will take place on the Event Stage (Hall 1) at noon on Sep. 29 (Sun.) The award ceremony will also be streamed on the official program.



*Date and Time: Noon to 1:30 p.m. on Sep. 29 (Sun.), JST/ at Event Stage (Hall 1)

*More about Japan Game Awards: <https://awards.cesa.or.jp/en/>

●Closing Program

Online

The official program to wrap up TGS2024 will be streamed online after the closing of the physical exhibition. Daichi Miura, the TGS2024 Official Supporter, will be invited as a guest. The program will review the four-day event and discuss what to expect in the future of gaming.

- "TGS2024 Fan Meeting-Your Smiles Tell All about TGS-"

*Date and Time: From 5:30 p.m. Sep. 29 (Sun.)

*Featuring: Daichi Miura (TGS2024 Official Supporter), and more

*More about official streaming: <https://tgs.nikkeibp.co.jp/tgs/2024/en/program/official/>

●Creator Lounge/YouTube Creator T-shirt Display Corner

Hall 9 South

This year, TGS2024 will once again offer a system for influencers to enter the venue from Business Days. The Creator Lounge, supported by YouTube, will be established in the Special Conference Room located to the south of Hall 9, near the food court. This lounge will act as a hub for influencers attending the physical exhibition. Within the Creator Lounge, a mini-studio called Stream Space will be available to welcome some notable influencers as guests and provide information about TGS2024, as well as discuss topics that arise from interactions with the influencers. The studio is visible through glass for all to see. On Public Days, the first floor of the Creator Lounge will be accessible to the general public. Visitors can enjoy popular creators' autographs displayed and take commemorative photos in the photo shoot corner.

At the event, "YouTube Creator T-shirt Exhibition Corner" will be located near the Creator Lounge for all attendees to visit. This corner will showcase unique T-shirts created by YouTube creators specifically for TGS. Visitors will have the opportunity to purchase these T-shirts by scanning the QR code next to each design to visit the creator's website.

*More about Creator Lounge :

https://tgs.nikkeibp.co.jp/tgs/2024/en/business/influencer-creator/#creator_lounge

■ TOKYO GAME SHOW 2024 Exhibition outline

Event Title: TOKYO GAME SHOW 2024

Organizer: Computer Entertainment Supplier's Association (CESA)

Co-Organizers: Nikkei Business Publications, Inc., DENTSU, Inc.

Supported by: Japanese Ministry of Economy, Trade, and Industry

Dates & Times: September 26 (Thu.), 2024 Business Day 10:00 a.m.- 5:00 p.m.

September 27 (Fri.), 2024 Business Day 10:00 a.m.- 5:00 p.m.

September 28 (Sat.), 2024 Public Day 10:00 a.m.- 5:00 p.m.

September 29 (Sun.), 2024 Public Day 9:30 a.m.- 4:30 p.m.

* Doors will open and close 30 minutes earlier than usual on Sep. 29, the final day of the event.

* Doors may open 30 minutes earlier than planned on Public Days, depending on circumstances.

Venue: [Physical exhibition] Makuhari Messe (Mihama-ku, Chiba City, Chiba Prefecture)

Exhibition Halls 1 to 11 / International Conference Hall / Event Hall

[Online exhibition] Official website /official streaming /TGS Digital World/ Steam Special

Venue

Expected Number of Visitors: 250,000

Number of Exhibitors: 985 companies *As of Sep. 26 / Record-high

Number of Exhibition Booths: 3,252 booths *As of Sep. 26 / Record-high

Official Website: <https://tgs.cesa.or.jp/en>