

TOKYO GAME SHOW 2026

EXHIBIT APPLICATION FORM

If you would like to exhibit in multiple areas, please submit application form separately.

Web URL : <https://tgs.cesa.or.jp/en/>

Organizer : Computer Entertainment Supplier's Association (CESA)

Co-Organizer : Nikkei Business Publications, Inc. Sony Music Solutions Inc.

Period : September 17 (Thu.) – September 21 (Mon.), 2026

**Please send this Application Form by E-mail. martinteng@taitra.org.tw*

■ Application Deadline

42 booths or more : May 8 (Fri.), 2026 JST (UTC+9) : 23:59

Less than 42 booths : May 22 (Fri.), 2026 JST (UTC+9) : 23:59

Exhibitor Name

The exhibitor name on the application form must be the official name. The name provided on this form will be used for the exhibitor list on the official website and related materials.

Exhibitor Name: _____

Person in charge of application

Company Name: _____

Department/Position: _____

Name: _____ Phone: _____

Email: _____

Address : _____

Contact Person (if different from the applicant)

Company Name: _____

Name: _____ Phone: _____

Email: _____

Address : _____

Billing address (if different from the applicant)

Invoice Name : _____

Invoice Address : _____

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REAL (In-Person) Exhibits

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■ Real (In-Person) Exhibit Area (Please check your exhibit area.)

- | | | | |
|---|---|---|---|
| <input type="checkbox"/> General Exhibition Area | <input type="checkbox"/> Smartphone Game Area | <input type="checkbox"/> Gaming Hardware Area | <input type="checkbox"/> Gaming Lifestyle Area |
| <input type="checkbox"/> AR/VR Area | <input type="checkbox"/> eSports Area | <input type="checkbox"/> Game Academy Area | <input type="checkbox"/> All Accessibility Area |
| <input type="checkbox"/> Indie Game Area | <input type="checkbox"/> Merchandise Sales Area | <input type="checkbox"/> Business Solution Area | |
| <input type="checkbox"/> AI Technology Pavilion (at Business Solution Area) | <input type="checkbox"/> Business Meeting Area | | |

■ **Booth Type / Number of the Booth (s) / booth charges** (Please check your booth type.)

*The prices include tax.

Space Only 1booth (3mX3m)

Space Only **JPY 440,000** (incl. tax)

Space + Shell Scheme 1booth(3m X 3m)

Shell Scheme (**1booth**) **A plan JPY 561,000** (incl. tax)

Shell Scheme (**1booth**) **B plan JPY 605,000** (incl. tax)

Shell Scheme (**1booth**) **C plan JPY 1,067,000** (incl. tax)

Shell Scheme (**1booth**) **D plan JPY 1,518,000** (incl. tax)

Space + Shell Scheme 2booth (6m×3m)

Shell Scheme (**2booth**) **A plan JPY 1,100,000** (incl. tax)

Shell Scheme (**2booth**) **B plan JPY 1,177,000** (incl. tax)

Shell Scheme (**2booth**) **C plan JPY 1,782,000** (incl. tax)

Shell Scheme (**2booth**) **D plan JPY 2,200,000** (incl. tax)

Space + Shell Scheme 3booth (9m×3m)

Shell Scheme (**3booth**) **A plan JPY 1,650,000** (incl. tax)

Shell Scheme (**3booth**) **B plan JPY 1,727,000** (incl. tax)

Shell Scheme (**3booth**) **C plan JPY 2,497,000** (incl. tax)

Shell Scheme (**3booth**) **D plan JPY 2,915,000** (incl. tax)

Space + Shell Scheme 4booth (6m×6m)

Shell Scheme (**4booth**) **A plan JPY 2,156,000** (incl. tax)

Shell Scheme (**4booth**) **B plan JPY 2,277,000** (incl. tax)

Shell Scheme (**4booth**) **C plan JPY 3,179,000** (incl. tax)

Shell Scheme (**4booth**) **D plan JPY 3,586,000** (incl. tax)

Shell Scheme (**4booth**) **F plan JPY 3,905,000** (incl. tax)

Shell Scheme (**4booth**) **G plan JPY 5,170,000** (incl. tax)

Shell Scheme (**4booth**) **H plan JPY 6,710,000** (incl. tax)

Space + Shell Scheme 6booth (9m×6m)

Shell Scheme (**6booth**) **A plan JPY 3,179,000** (incl. tax)

Shell Scheme (**6booth**) **B plan JPY 3,355,000** (incl. tax)

Shell Scheme (**6booth**) **C plan JPY 4,488,000** (incl. tax)

Shell Scheme (**6booth**) **D plan JPY 4,796,000** (incl. tax)

Shell Scheme (**6booth**) **F plan JPY 5,390,000** (incl. tax)

Shell Scheme (**6booth**) **G plan JPY 6,600,000** (incl. tax)

Shell Scheme (**6booth**) **H plan JPY 8,360,000** (incl. tax)

Merchandise Sales Area 1booth (3m X 3m)

- Space Only **JPY 495,000** (incl. tax)
- Shell Scheme (**1booth**) **A plan JPY 616,000** (incl. tax)
- Shell Scheme (**1booth**) **B plan JPY 660,000** (incl. tax)

Merchandise Sales Area 2booth

- Shell Scheme (**2booth**) **A plan JPY 1,210,000** (incl. tax)
- Shell Scheme (**2booth**) **B plan JPY 1,287,000** (incl. tax)

Merchandise Sales Area 3booth

- Shell Scheme (**3booth**) **A plan JPY 1,815,000** (incl. tax)
- Shell Scheme (**3booth**) **B plan JPY 1,892,000** (incl. tax)

Turnkey Booth 1booth (2m×2m)

- Turnkey Booth **JPY 330,000** (incl. tax)
- ※Turnkey Booth is available only in Game Academy Area, All Accessibility Area, Indie Game Area, Business Solution Area and AI Technology Pavilion

Business Meeting Area

- Shell Scheme for 1-Booth Meeting Room
- JPY 715,000** (incl. tax)
 - JPY 605,000** (incl. tax) (if you exhibit in other areas)
 - Basic Table Space **JPY 220,000** (incl. tax)

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ONLINE Exhibits

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■ Online Exhibit Area (Please check your exhibit category.)

- General Exhibition Area Smartphone Game Area Gaming Hardware Area Gaming Lifestyle Area
- AR/VR Area eSports Area Game Academy Area All Accessibility Area
- Indie Game Area Merchandise Sales Area Business Solution Area
- AI Technology Pavilion (at Business Solution Area) Business Meeting Area

TGS2026 ONLINE Exhibit JPY 275,000 (incl. tax)

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[Confirm total amount]

Application details : Physical Exhibit Online Exhibit

Exhibit Area : _____

Number of booth(s) : _____ (Numbers)

Booth shape : vertical x horizontal :

Space Only Shell Scheme Turnkey Booth

Business Meeting Room / Basic Table Space

[booth depth _____ x booth width _____]

※ If you apply for 4 booths or more, please designate the shape of the booth space (by depth x width).

If the layout is not specified, it will be fixed by Management Office.

Exhibit Day: 5-Day Exhibit 2-Day Exhibit for Business Day

※ For the Business Solution Area, please choose either a 5-day exhibition or a 2-day exhibition on business days.

※ Turnkey booths are only available for a 2-day at the Business Solution Area

※ If you select the "5-day exhibition," you must exhibit for all 5-days , including public days.

Total amount/JPY : [_____]

[Basic information]

Recent exhibition status :

Exhibited at the TOKYO GAME SHOW 2025

Exhibited at the TOKYO GAME SHOW 2024 or before

Exhibiting at the TOKYO GAME SHOW for the first time this year

Unknown

Company website URL: _____

Game title URL : _____

Contents of the exhibition : _____

◆Agreement to Provide Title Information◆ * Required

[Important]

Starting this year, it is mandatory for all exhibitors to provide the exhibited game title information before the show. All title information must be submitted via the TGS-SYSTEM.

Please note that exhibiting any products is not allowed without submitting the title information.

※Exhibitors without game titles must also submit an application stating that there are no game titles to be exhibited.

I agree to the "Agreement to Provide Title Information."

◆Restricted title◆ * Required

Do you plan to exhibit any game titles categorized as "18 + (IARC)" or "17+ (MATURE)" by overseas screening authorities (e.g. ESRB) ? YES NO

[Inquiries]

If you have something that you need to put on your invoice, please fill in the information.

Ex. VAT number

About billing : _____

Remarks : _____

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■ Application and Payment Due

1. Please apply from TGS official website.
2. Upon receiving the application form, the Taiwan External Trade Development Council (TAITRA) will issue an invoice for the exhibition fee.
※ Invoice issuance rules are based on TAITRA's payment regulations.
3. Handling charge (JPY 3,000) will be added to the exhibition fee as administrative procedures.
4. You are requested to pay your exhibition fee in full within three (3) weeks of the issuance of the invoice.
5. If the payment has not been made by the due date, your application will be cancelled forcibly, and the cancellation fee will be charged based on the cancellation policy.
6. Please be noted that the exhibitor will be allowed to exhibit at TGS only after the organizer has confirmed the payment of the exhibition fee.

■ Cancellation of Exhibition Application

- (1) If the Exhibitor wishes to terminate the contract in whole or in part after the date of the exhibition contract, the Exhibitor must notify Management Office in writing.
- (2) The cancellation fee (excluding consumption tax) associated with the termination by the Exhibitor shall be as follows, and the Exhibitor must pay the cancellation fee within thirty (30) days of receiving the invoice for the cancellation fee from OMO.

[Cancellation fee for Real (Physical) exhibit]

- From May 23 (Sat.) to June 8 (Mon.), 2026 / 50% of Exhibition Fee
- After June 9 (Tue.), 2026 / 100% of Exhibition Fee

[Cancellation fee for Online exhibitors]

- From May 23 (Sat.) to July 8 (Wed.), 2026 / 50% of Exhibition Fee
- After July 9 (Thu.), 2026 / 100% of Exhibition Fee

Please check if you agree the clause below.

We, the undersigned, hereby make application for exhibit in TOKYO GAME SHOW 2026 and declare that all obligations, rights and duties resulting from this application are to be governed by the Rules Governing TGS2026 set force by the organizer, which we have read and to which we agree.

APPLICATION DATE: _____, 2026 Signature _____

【Rules Governing TOKYO GAME SHOW 2026】

Companies and other organizations wishing to exhibit must apply for participation in the show according to the following "Rules Governing TOKYO GAME SHOW 2026" (hereinafter referred to as "Rules"). Unless otherwise specified, the Rules shall also apply to the "Exhibitors Manual" and other

regulations, guidelines, or instructions separately prescribed by the Computer Entertainment Supplier's Association (hereinafter referred to as "Organizer"), as well as by Nikkei Business Publications, Inc. and Sony Music Solutions Inc. (hereinafter collectively referred to as "Co-organizers").

■ Management Office

Management Office is the operating secretariat of TOKYO GAME SHOW 2026 (hereinafter to as "SHOW") organized by the Organizer and Co-organizers of the SHOW.

■ Implementation of the Rules

Companies and other organizations that have entered into a contract with the Organizer and Management Office pursuant to the Rules (hereinafter referred to as "Exhibitor") shall comply with the provisions described in the Rules, as well as the provisions, guidelines, policies, instructions, etc. presented by the Organizer. If the Exhibitor violates any of the above Rules, etc. or if the Organizer or Management Office deems the Exhibitor to have caused trouble to a third party or offended public order and morals, the Organizer and Management Office both have the right to reject the SHOW application, terminate the contract, or instruct the Exhibitor to suspend or change the posting or distribution of content, and the Exhibitor must agree to this. In such cases, the Organizer and Management Office shall not be liable for any damages caused to the Exhibitor or parties involved as a result of the return of exhibition fees and expenses paid by the Exhibitor in advance, the termination of the contract, or the cancellation or change in the posting or distribution of content. In addition, the Exhibitor shall indemnify the Organizer or Management Office for the full amount of any damages incurred.

■ Eligibility for Exhibiting in the SHOW

Exhibitors are limited to companies that provide game software, game products, and related services that are in line with the purpose of the exhibition as determined by Management Office, as well as other businesses and organizations approved by Management Office, and Management Office reserves the right to determine whether or not the exhibited software, game products, and related services are in line with the purpose of the SHOW.

■ Execution of Contract

Management Office will receive applications for SHOW from business entities and organizations wishing to exhibit, and after examining the contents of the application, will issue a notice of acceptance of the application for SHOW, and this will be taken as the completion of the conclusion of the exhibition contract between Management Office and the exhibitor.

■ Restriction of Real (In-Person) and ONLINE Exhibits and Products of Sale

1. All exhibits (including items for sale) at the real exhibition venue and online must conform to the Computer Entertainment Software Ethics Code (hereafter referred to as the "CESA Ethics Code") of the Computer Entertainment Supplier's Association, the event organizer. Online sales of items related to software that violates the CESA Ethics Code (such as character goods) are also prohibited. For more information on the CESA Ethics Code, please see the website (<https://www.cesa.or.jp>).

2. The promotion of consumer game software and related products and services, and the sale of related goods, are the main principles.

* Please refer to the restrictions on exhibit categories for game software.

3. Products not handled by the real (in-person) and online exhibitors cannot be exhibited at the SHOW. If the exhibitor wishes to add co-exhibitor(s), please consult with Management Office in advance.

■ Restrictions of Exhibit Categories

• Sales of goods other than newspapers and books are NOT allowed except in Merchandise Sales Area and Organizer's Projects.

※ Only publishers exhibiting in the General Exhibition Area or equivalent areas may sell game software at Merchandise Sales Area.

※ In addition, exhibitors in Hall 9, 10 and 11 (Smartphone Game, AR/VR, e-Sports, Gaming Hardware, Gaming Lifestyle, Indie *Selected Indie 80 exhibitors and Business Solution Area exhibitors are excepted) can sell their exhibits in their booths in the same way as Merchandise Sales Area.

• If the exhibitor is exhibiting at Turnkey Booth, it may not hold events (such as talk shows, photo sessions, etc.) in the booth.

• If the exhibitor wishes to exhibit in more than one booth location in the same exhibiting area, please consult with Management Office in advance.

■ Regulations for Real (In-person) Exhibit at Venue (Makuhari Messe, TKP Tokyo Bay Makuhari Hall)

(1) Each exhibitor must follow the instructions for booth decorations and structures, sound volume, exhibition contents and methods, manner of performance, etc. are defined in the "Exhibitors Manual" to be supplied by Management Office.

(2) Excessive staging in the booth that is offensive to public order and morals, such as sexual or discriminatory expressions, is not allowed. If the organizer and Management Office determine that a booth is in violation of this rule, Management Office will recommend the cancellation of the staging, and exhibitors will be required to comply.

(3) For booth decorations and structures, sound volume, exhibit contents/methods, manner of

performance with no provisions in the "Exhibitors Manual", Management Office has an authorization to cancel an exhibition, and each exhibitor must follow Management Office instructions regardless pre and ongoing exhibition periods.

(4) Each exhibitor must ensure that its exhibit does not interfere with those of adjacent exhibitors. Management Office will determine, based on the Exhibitors Manual, whether an exhibitor is interfering with another exhibit or whether there is violation of rules, and the exhibitor is to comply with the Management Office's determination.

(5) Each exhibitor must pay all the cost of amendments and cancellations of booth decorations/structures, sound volume, exhibition contents/methods, manners of performance, etc. caused by the instructions of Management Office.

- Each exhibitor must pay all the cost of any damages for rental items and waste disposal.

(6) Exhibitors will decorate their booths during the exhibition preparation period stipulated by Management Office in the exhibition guidelines. All booth decorations shall be completed by the time of the exhibition.

(7) All exhibits and decorations shall be removed on the same day during the removal time specified by Management Office in the exhibition guidelines.

(8) It is strictly prohibited to remove part or all of the exhibits during the exhibition period.

(9) Exhibitors must strictly comply with all fire prevention and safety regulations and regulations that apply to the exhibition hall.

■ Exhibitor Name

Exhibitors acknowledge that Management Office may use the exhibitor name entered in the Web Registration Form at this exhibition in advertisements at the real exhibition and on the official TGS website. When applying to exhibit, exhibitors must enter the company name to be displayed at the exhibition in the Web Registration Form.

■ Determination of Booth Location at Real Venue (Except at Family Game Park)

The location of each booth will be decided at the booth location selection meeting, which will be held for each exhibition area. Booth Location Selection Meeting will be held in three sessions: for exhibitors with 42 or more booths (in a shape with no adjacent booths), for exhibitors with less than 42 booths but 16 or more booths (in a shape with adjacent booths), and for exhibitors with less than 16 booths (in a shape with adjacent booths).

Exhibitors with 42 or more booths (without adjacent booths): Tuesday, June 9, 2026

Exhibitors with less than 42 booths but 16 or more booths (with adjacent booths): Wednesday, June 22, 2026

Exhibitors with less than 16 booths (with adjacent booths): Wednesday, July 8, 2026

•Application Deadline

①42 booths or more: Friday, May 8, 2026 ※JST(UTC+9): 23:59

※Exhibitors with a 2025 exhibition record (including co-exhibitors) will have priority booth allocation if they apply by Friday, May 8, 2026 regardless of booth count.

②Less than 42 booths: Friday, May 22, 2026 ※JST(UTC+9): 23:59

•Method of Booth Location Selection

① Exhibitors with 42 or more booths

Exhibitors will select their preferred booth location in order of the number of booths they have, from among the general selection areas prepared in advance by Management Office.

② Exhibitors with less than 42 booths but 16 or more booths

Exhibitors will select their preferred booth location in order of the number of booths they have, from among the selection areas prepared in advance by Management Office.

In the case of multiple exhibitors with the same number of booths applying for ① or ②, the selection order will be as follows

1. Exhibitors who apply by the application deadline and have exhibited at the previous event (TOKYO GAME SHOW (meaning exhibitors who complete their application via the application form by the application deadline)
2. Exhibitors who apply by the application deadline and have no prior exhibition history
3. Exhibitors who apply after the application deadline and have prior exhibition history
4. Exhibitors who apply after the application deadline and have no prior exhibition history

※If there are multiple exhibitors with the same conditions as above, CESA members will be given priority, and if there are multiple CESA members with the same conditions, the order of selection will be decided by lottery.

③Exhibitors with less than 16 booths

Exhibitors will select their preferred booth location from among the booths prepared in advance by the secretariat according to the number of booths they have applied for, in order of the number of booths they have applied for. If there are multiple exhibitors with the same number of booths, the selection order will be as follows

1. Exhibitors who apply by the application deadline and have exhibited at the previous event (TOKYO GAME SHOW 2025) (meaning exhibitors who complete their application via the application form by the application deadline)
2. Exhibitors who apply by the application deadline and have no prior exhibition history
3. Exhibitors who apply after the application deadline and have prior exhibition history
4. Exhibitors who apply after the application deadline and have no prior exhibition history

※If there are multiple exhibitors with the same conditions as above, CESA members will be given priority, and if there are multiple CESA members with the same conditions, the order of selection will be determined by the order of application. (There will be no lottery for exhibitors with 16 booths or less.

- ※Exhibitors with 42 or more booths will be allocated island booths (booths with no adjacent booths).
- ※The number of booths and booth shape cannot be changed at the booth location selection meeting.
- ※If the number of booths cannot be accommodated at the booth location selection meeting, the number of booths may be adjusted after consultation with Management Office, or the booth shape may be changed by converting the number of booths applied for to the same area and changing the ratio of length to width.
- ※In order to alleviate congestion, the number of booths in each area (Halls 1-3, 4-6, 7-8, 9-11) may be limited to 42 booths or fewer. The detailed rules will be shared at the Booth Location Selection Meeting.
- ※Booth locations cannot be changed after the booth location selection meeting. However, in the event of a cancellation by another exhibitor or an increase in the number of booths, the booth location may be changed after consultation with Management Office.
- ※The selection method may be changed in advance depending on the application status. In this case, Management Office will contact you before the booth location selection meeting.
- ※The floor map will be available for the first time at the time of the selection meeting . Please note that they will not be shared in advance.

■ Shape of the Booth Space

- The shape of the booth space (booth depth, ____ and booth width, ____) should be applied for by placing whole numbers in the appropriate spaces.
- For 42 or more booths: An exhibitor's space can be at most 7 booths in depth and maximum of 8 booths in width in the case of less than 7 booth in depth .
- If you are applying for more than 42 booths, please apply in multiples of 7. In this case, please make sure that the length is 7 booths.
- To facilitate the overall SHOW site layout, an exhibitor with a booth space of a difficult shape may be requested to change its shape.

■ Regulations for ONLINE Exhibit

1. Each Exhibitor must follow the instructions for contents distributions and methods defined in the "Exhibitors Manual" to be supplied by Management Office.
2. Each Exhibitor must not be conducting to excessive production that are contrary to public order and morals, such as sexual expression or discriminatory expression, cannot be performed in the videos and distribution programs created by exhibitors.
3. For production methods of a video program with no provisions in the "Exhibitors Manual", Management Office has an authorization to cancel or to change an exhibition.
- 4.Each Exhibitor pledge that their posted/distributed content does not infringe the rights of third

parties and does not damage the honor, voice, or credibility of other exhibitors/third parties.

5. Each Exhibitor must obey the order of change or cancellation for the posting or delivery of the video contents by Management Office that determines the above items have violated.

6. Each Exhibitor must pay all the cost of amendments and cancellations of contents posting, distributions and changes in production methods by the instructions of Management Office.

■ Prohibition of Subleasing

Exhibitors may not transfer or lend to a third party (with or without transfer or rental fees, etc.) the contractual status and rights arising from these Rules (This includes, but is not limited to, all or part of the official program distribution slots, exhibition slots, and the exhibitor introduction page on the TGS official website.) without the prior written consent of Management Office.

■ Prohibition of Exhibits

Presentations, and Advertisements for Recruitment Purposes

Exhibits, presentations, and advertisements for job placement services or recruitment purposes are prohibited.

■ Failure to Submit Exhibition Titles

When exhibiting a game title, you must submit the exhibition title to the organizing committee. Please note that if failure to submit an exhibition title is discovered, that title cannot be displayed. In addition to the withdrawal of that title's exhibition, restrictions on exhibiting at TOKYO GAME SHOW 2027 onwards may apply.

For details, please refer to the "Exhibition Manual" scheduled for distribution at the exhibitor briefing session in July.

■ Application and Payment Due

- ① The date of the exhibition contract shall be the date of completion of the exhibition contract.
- ② After the date of the exhibition contract, Management Office shall issue an invoice to the exhibitor, and the exhibitor shall transfer the exhibition fee to the bank account designated by Management Office by the payment due date stated on the invoice. The transfer fee for this transaction will be borne by the exhibitor. If payment is not confirmed by the payment due date, Management Office may cancel the contract for the exhibition.

■ Cancellation of Exhibition Application

- ① If the Exhibitor wishes to terminate the contract in whole or in part after the date of the exhibition contract, the Exhibitor must notify Management Office in writing.
- ② The cancellation fee (excluding consumption tax) associated with the termination by the

Exhibitor shall be as follows, and the Exhibitor must pay the cancellation fee within thirty (30) days of receiving the invoice for the cancellation fee from Management Office.

[Cancellation fee for Real (Physical) exhibit]

- From May 23 (Sat.) to June 8 (Mon.), 2026 / 50% of Exhibition Fee
- After June 9 (Tue.), 2026 / 100% of Exhibition Fee

[Cancellation fee for Online exhibitors]

- From May 23 (Sat.) to July 8 (Wed.), 2026 / 50% of Exhibition Fee
- After July 9 (Thu.), 2026 / 100% of Exhibition Fee

■ Liability for Damages

(1) Management Office shall not be held liable for any and all obstructions, damages, etc., for any reason whatsoever,

caused by the Exhibitor (including employees, contractors, and other related parties) in relation to the real exhibitions and the content posted or distributed in the SHOW.

(2) Exhibitors shall process the rights to the exhibition, and the content, etc. posted or distributed in the SHOW at their own expense and responsibility. In addition, Management Office shall not be liable for any accidents (theft, loss, fire, damage, etc.) caused by natural disasters or other force majeure.

(3) Exhibitors shall bear all costs associated with changes in decoration / structure method, volume, exhibition content / method, production method, etc. caused by the instructions of Management Office, and Management Office shall not bear all costs for any reason. Management Office is not obligated to pay for any cost.

(4) The exhibitor shall immediately compensate for any damage to the building or equipment of this exhibition caused by the carelessness of its employees or related parties.

(5) Management Office shall not be liable for accidental typographical errors or omissions in TGS Official website or other promotional materials for this exhibition.

(6) Due to the epidemic and spread of various types of virus and other infectious diseases, the national government, local public organizations, designated public institutions, or designated local public

institutions have been enacted in the Law on Special Measures for New Influenza, etc. Due to emergency measures based on the Law No. 31, or cancellation of the exhibition based on the organizer's own judgment, Management Office may cancel or postpone all or part of this exhibition, request a change in its contents. Management Office will NOT refund the exhibition fee already received due to these cancellations, postponements, or changes. Depending on the situation, Organizer shall make decisions different from the handling specified in this section at its own discretion.

(7) The organizer may announce the expected number of visitors to the exhibition, but it is only a forecast and exhibitors agree that Management Office cannot guarantee the number of visitors, including changes in circumstances due to the previous statement on (6)

■ Burden of Equipment, etc.

(1) Exhibitors shall be responsible for the preparation and maintenance of computers, software, other equipment, communication lines, and other communication environments, etc. required for receiving the

services provided in the SHOW at their own expense and responsibility.

(2) Exhibitors shall take security measures to prevent computer viruses, unauthorized access, information leakage, etc. according to their own usage environment, at their own expense and responsibility.

■ Statistics

Management Office shall be permitted to obtain and use access information (including, but not limited to, IP addresses) of visitors, etc. who have accessed the Exhibitors' online exhibition sites or management areas, etc. through the SHOW. In addition, Management Office will not provide the said access information, obtained as a result of the above, to Exhibitors.

■ Cancellation, Changing, or Postponing of the SHOW

In the event that the Organizer cancels, postpones, or changes the period of the SHOW for its own reasons, making it impossible for exhibitors to use all or part of their contracted booths, Management Office will reimburse the exhibition fees to the exhibitors at a daily rate, calculated by the number of days left in the SHOW.

■ Force Majeure of the SHOW

If it is difficult or impossible to hold the SHOW due to force majeure, or if there is a possibility that force majeure may occur, the SHOW will be cancelled, postponed or have the period changed based on the

judgment of the "organizer and co-organizer of the SHOW." However, in this case, Management Office will not refund exhibit fees already paid.

Management Office shall not be liable to the Exhibitor in the event that the Exhibitor suffers any damages due to postponement, change of the SHOW period, or cancellation of the SHOW due to the above reasons.

For the purpose of this agreement, force majeure includes the following cases:

1. Emergency inspection of the computer system used in the SHOW
2. Shutdown of computers, communication lines, etc. due to an accident

3. Natural disasters (including earthquakes, typhoons, storms, tsunami, flooding, landslides, lightning, explosions, fire, etc.)
4. Social disruption (including war, terrorism, hostilities, rebellion, riot, civil disturbance, etc.)
5. Acts by public authority (including revision and abolition of laws, government intervention, administrative orders, trade bans, etc.)
6. Spread of infectious diseases (including bacterial infections and viral infections etc.)
7. Insufficient materials and resources (including supply interruptions of electricity, gas, and water; oil shortage, shortage of raw materials and other materials.
8. Labor disputes (including strikes, sabotage, lock-outs, etc.)
9. Defaulting of important business partners (including bankruptcy or business failure of venue management company)
10. Matters not attributable to Management Office that are not included in the preceding items

■ Privacy Statement

The Taiwan External Trade Development Council (including corporations or organizations with business relationships, such as the Taiwan Trade Center, etc., please refer to the official website) respects and protects your privacy and personal data. To comply with the provisions of the Personal Data Protection Act (Chapter 1, Article 8), please review the following statement before you provide your personal information.

1. Purpose of collection: To assist Taiwanese companies and public sectors in promoting international trade, and related management.
2. Types of personal data: Identification, and other necessary personal data for the purpose of collection.
3. The period of using personal data:
Within the duration of the specific purpose mentioned above, and within the preservation period required by relevant laws, regulations or TAITRA's business operation.

■ Sharing of Personal Information among Nikkei BP

Nikkei BP, as the primary acquirer of personal information for TOKYO GAME SHOW 2026, will

comply with laws and other regulations regarding the protection of personal information and will acquire personal information as follows.

The submitted information will be provided to the Computer Entertainment Supplier's Association (CESA), the organizer of TOKYO GAME SHOW 2026, and Sony Music Solutions, the co-organizer. After the information is provided to the third party, it will be managed under the responsibility of each company and may be used to send various types of information (e-mail, direct mail, surveys, etc.) directly to the customer.

Nikkei BP Personal Information Protection Policy

<https://www.nikkeibp.co.jp/english/privacy/index.html>

Nikkei BP Privacy Policy

<https://www.nikkeibp.co.jp/atcl/corporate/privacy/>

《Third-Party Recipients》

CESA Privacy Policy

<https://www.cesa.or.jp/privacy-policy/>

Sony Music Solutions Privacy Policy

https://www.sonymusicsolutions.co.jp/s/smsen/page/company_privacy_old?ima=2108

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