

## Full Main Theme & Behind-The-Scenes Footage Released for *Last Labyrinth*

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**August 28, Tokyo** – The LL Project Production Committee (Amata K.K., VAP Inc.) has released the full version of the main theme song for their upcoming VR title, *Last Labyrinth*. Partially revealed in previous trailers earlier this year, the theme song is now available on the official Amata Youtube channel.

### Recording Footage with Stefanie Joosten and Hiroki Kikuta Included

Renowned composer Hiroki Kikuta, known for his work on multiple acclaimed game titles such as *Seiken Densetsu 2 & 3* and *Sōkaigi*, lends his talents to compose the theme song of *Last Labyrinth*. The beautiful, mysterious atmosphere of Hiroki's composition is further brought to life with haunting vocals by Stefanie Joosten. Stefanie Joosten was the voice and model for the silent and deadly Quiet in *Metal Gear Solid V: The Phantom Pain*, and is also the voice of Katia in *Last Labyrinth*. Both the theme song and Katia's voice lines are performed in *Last Labyrinth's* very own unique language.

The theme song video also includes behind-the-scenes recording footage with Stefanie Joosten and Hiroki Kikuta.



<https://youtu.be/cM5ifJWj4rl>

### **About Hiroki Kikuta**

Hiroki Kikuta was born in 1962 in Aichi Prefecture, Japan in 1962, and is currently a Short-Term Guest Professor at the Tokyo College of Music.

Beginning in 1991 at SQUARE CO., Ltd., his resume includes music production for the *Seiken Densetsu 2* and *Seiken Densetsu 3* RPGs for the Nintendo Super Famicom, and *Sōkaigi* for the Sony Playstation. His later works upon going independent include BGM composition for SEGA's *Shining Hearts*, *Shining Blade* and *Shining Ark* RPGs for the PSP, NAMCO's *SOULCALIBUR V* fighting game for the PS3, and Gust's *Atelier Escha & Logy: Alchemists of the Dusk Sky* for the PS3, among many others. He has also worked on multiple soundtrack CDs released under NTT Publishing Co., Ltd. From music composition to scenario writing to film editing, Hiroki is a musical artisan with a multitude of skills honed over many years of experience in entertainment production, constantly striving to achieve his goal of delighting fans and players alike.

### **About Stefanie Joosten**



Stefanie Joosten is a Dutch model, actress, voice-actress and singer. Born and raised in the Netherlands, she moved to Japan as a student in Japanese studies. Stefanie gained success as a commercial model and actress in Japan after her studies and saw an international breakthrough in her career when she was chosen as the voice, likeness and motion capture of Quiet, the main female character in the latest instalment of the immensely popular Metal Gear Solid video game series by Hideo Kojima: *Metal Gear Solid V The Phantom Pain* (2015). She also made her debut as a singer

by performing the theme song "Quiet's Theme" for her character in the game, which she performed live at The Game Awards in LA.

Being able to fluently speak Japanese and English besides her native tongue Dutch, Stefanie has a unique set of skills that attracted thousands of fans from all around the world that follow her on social media. Stefanie recently starred in films productions in Europe such as *Le Retour Sur Soi-Même*, *Transit 17*, and *Hostage X*. Recently she has once again been chosen to be the model and voice of a new video game character, this time in the shooter-adventure game *Spacelords* from Spanish developer MercurySteam. Stefanie is currently mostly traveling between Europe and Asia and is scheduled to work on various film and video game productions yet to be announced.

## 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.

The full version will receive a multi-platform, worldwide release (download only) in Fall 2019.

Development of *Last Labyrinth* is being 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 is 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 is now taking on the unique challenge of creating a VR game that revolves around “non-verbal communication” and are committed to bringing 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, HTC Vive, Oculus Rift, Oculus Rift S, Windows Mixed Reality Headset

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

Number of Players: 1

Online Play: No online play available

Release Date: Fall 2019

CERO: TBD

Price:3,980 JPY (Excluding tax, Final Price TBD)

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

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## Screenshots



\*\*These images represent a game that is still under development

## 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 25, 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 24, 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.