

**PlayStation®VR2 version of VR Escape-the-Room Adventure Game
Last Labyrinth is available today!**

**Major Update *Last Labyrinth -Lucidity Lost-* applied to PS VR /
SteamVR versions, adding Monitor Mode**

***Last Labyrinth -Lucidity Lost-* will be available on Nintendo™ Switch /
Xbox this spring!**

March 22nd, Tokyo – Today, AMATA K.K. (part of the LL Project committee alongside VAP, Inc.) is pleased to announce the release of the PlayStation VR2 version of VR Escape-the-Room Adventure Game *Last Labyrinth* today, as well as the major update *Last Labyrinth -Lucidity Lost-* (hereinafter L4) for PS VR and SteamVR versions that adds a monitor mode for the game. The monitor mode L4 will also be available on Nintendo Switch and Xbox this spring.

***Last Labyrinth* is now available on PlayStation®5 / PlayStation®VR2!**



VR Escape-the-Room Adventure Game *Last Labyrinth* is Amata's first VR Game, which was released on various VR platforms in November 2019, garnering various awards and attention thanks to excellent gameplay. Today we launched the PS 5/PS VR2 version of *Last Labyrinth*.

The PS VR2 version of *Last Labyrinth* retains the original game elements, including the popular communication feature with virtual characters, while improving the memorable game experience using haptic feedback on the PS VR2 Sense controller, vibrations on the headset, and other unique features of the PS VR2.

On top of that, *Last Labyrinth -Lucidity Lost-* was added as a mode to play on the PS5 by itself so that players who do not have the PS VR2 can experience *Last Labyrinth*. When you launch the game, you can choose to play either the VR mode *Last Labyrinth* or the monitor mode L4. Since the save data and trophies are shared between the modes, it is possible to start playing the game on the monitor mode L4, switch to the VR mode *Last Labyrinth*, and continue playing.

***Last Labyrinth* PS Store:** <https://store.playstation.com/concept/233620>

***Last Labyrinth* PS VR2 version Launch Trailer:** https://youtu.be/bu4ZaJ_JfqY

Last Labyrinth PS VR2 Version Game Overview

Title: Last Labyrinth

Genre: VR Escape-the-Room Adventure

Supported Hardware: PlayStation 5 / PlayStation VR2 optional.

*The PS VR2/PS VR2 Sense Controller is necessary to play the VR mode

Distributing Stores (Download only): PlayStation™ Store <https://store.playstation.com/concept/233620>

Number of Players: 1

Online Play: No online play is available.

Release Date: March 22nd, 2023

CERO: D

Price: 29.99 USD (Prices may differ across stores/regions)

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Other:

- It is possible to upgrade from the PS VR version (free of cost; save data and trophies are not shared).

- Both the VR mode Last Labyrinth and the monitor mode Last Labyrinth -Lucidity Lost- can be played. Save data and trophies are shared between the modes.

Bundle with *The Tale of Onogoro* also available now on PS VR2

In conjunction with the release of the PS VR2 version of Last Labyrinth, a bundle with the PS VR2 version of *The Tale of Onogoro*, a VR Action Adventure Game that is also a companion piece to Last Labyrinth, will also be available. The bundle can be purchased at a lower price than buying the games separately.



The Tale of Onogoro + Last Labyrinth VR Adventure Pack on PS VR2 Overview

Bundle title: The Tale of Onogoro + Last Labyrinth VR Adventure Pack

Bundle contents: The Tale of Onogoro game software, Last Labyrinth game software

Price: 64.98 USD→54.99 USD (20%OFF)

PS Store (America/JP/Asia) page: https://store.playstation.com/product/UP1181-PPSA13263_00-0215078781796873

PS Store (EU) page: https://store.playstation.com/product/EP1177-PPSA13262_00-0571944399636330

The Monitor Mode added to the PS VR and SteamVR versions



Today, the major update adding the Monitor Mode "L4" has been applied to the already available PS VR and SteamVR versions of the game. This update allows players without a VR headset to experience the world of Last Labyrinth on a PS4 or PC.

Major Update Last Labyrinth -Lucidity Lost- Overview

Update Title: Last Labyrinth -Lucidity Lost-

Target Distribution Stores: PlayStation™Store, Steam

Target Hardware: PlayStation 4/ Equivalent to SteamVR compatible PC (Minimum Requirements: Windows 10(64bit)/ Intel Core™i5 4590/ NVIDIA GeForce GTX 1060 or above)

Date of update: March 22nd, 2023

Main Updates

- Addition of the monitor mode L4.
- Addition of a share feature for saving data and trophies between the VR mode Last Labyrinth and the monitor mode L4.
- Other partial fixes to the game flow (including fixes to the VR mode Last Labyrinth)

Update Method: Follow the instructions on the app dashboard to complete the update.

***Last Labyrinth -Lucidity Lost-* is confirmed for release on Nintendo Switch and Xbox this spring!**



L4, playable without a VR headset, is scheduled to be released on Nintendo Switch, Xbox Series X|S, and Xbox One in spring 2023. Enjoy the astonishing world of "Last Labyrinth" as it is on a flat-screen monitor. Please stay tuned for the announcement of further details, such as the exact release dates.

Last Labyrinth -Lucidity Lost- Nintendo Switch / Xbox Version Game Overview

Title: Last Labyrinth -Lucidity Lost-

Genre: Escape-the-Room Adventure

Supported Hardware: Nintendo Switch, Xbox Series X|S, Xbox One

Distributing Stores (Download only): Nintendo eShop, Microsoft Store

Number of Players: 1

Online Play: No online play is available.

Release Date: Spring, 2023

CERO: D

Price: TBA

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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.

It was released on November 13th, 2019, launching on multiple platforms simultaneously all around the world, and the experiences it offers have been received very well, as demonstrated by the numerous nominations and awards it has won at game and VR award ceremonies in various countries.

And now, Last Labyrinth makes a comeback.

On March 22nd, 2023, we launched a PlayStation®5/PlayStation®VR2 compatible version that includes Last Labyrinth -Lucidity Lost-, a monitor mode that can be played without a VR headset, and Monitor Mode was implemented on PlayStation®4/Steam version with the major update Last Labyrinth -Lucidity Lost-.

Last Labyrinth -Lucidity Lost- is also scheduled for release on Nintendo™ Switch, Xbox Series X|S, and Xbox One in Spring 2023.

Development of Last Labyrinth was 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 was 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 took on the unique challenge of creating a VR game that revolves around “non-verbal communication” and brought 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 an 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, PlayStation VR2, VIVE, VIVE Pro, VIVE Cosmos, VIVE Cosmos Elite, VIVE Focus, VIVE Focus Plus, VIVE Focus 3, VIVE Flow, Oculus Rift, Oculus Rift S, Meta Quest, Meta Quest 2, Valve Index, Windows Mixed Reality Headset, Pico Neo 2, Pico Neo 2 Lite, Pico Neo 3

Supported Hardware: PlayStation 4, PlayStation 5, VR Ready PC (Minimum Requirements: Intel® Core i5 4590 or above/NVIDIA GeForce GTX 1060 or above)

Distributing Stores (Download only): PlayStation™Store, Steam®, Meta Quest Store, Microsoft Store, VIVEPORT

Number of Players: 1

Online Play: No online play is available.

Release Date: November 13th, 2019

CERO: D

Price: 29.99 USD~ (Prices may differ across stores/regions)

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

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Screenshots



**Images taken during development, may differ from the final product

■About AMATA Games

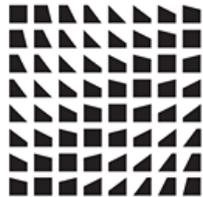
AMATA Games is the brand that publishes indie games operated by AMATA K.K. AMATA K.K. is a game development company with the mission “To make the world more entertaining”.

Having gained experience developing and publishing VR Escape-the-Room Game *Last Labyrinth* as an indie game, we at AMATA wish to spread the joy of indie games more by making it possible to enjoy fun games on all kinds of hardware.

Therefore, we launched our publishing brand AMATA Games in August 2021 based on our belief that we can support indie game developers by taking charge of multi-platform porting and operations for good indie games that we find “Super fun!” so that we can share their appeal to more people.

As of February 2023, we operate our proprietary titles *Last Labyrinth*, *The Tale of Onogoro* as well as *NOSTALGIC TRAIN* and *Backpack Twins*.

About the *Last Labyrinth* Production Committee [LL Project] Members



AMATA

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 25th, 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 24th, 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 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.

Contact

For all inquiries regarding *Last Labyrinth*, please use the corresponding form found at the following links:

Last Labyrinth: <https://lastlabyrinth.jp/en/#Contact>

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