

## ***Last Labyrinth -Lucidity Lost-*, the monitor mode of the VR Escape-the-Room adventure game *Last Labyrinth*, Coming May 15, 2023, on Xbox Series X|S and Xbox One**

**April 27th, Tokyo** – Today, AMATA K.K. (part of the LL Project committee alongside VAP, Inc.) is pleased to announce that *Last Labyrinth -Lucidity Lost-*, the monitor mode of the VR Escape-the-Room game *Last Labyrinth*, will be released on May 15, 2023, for Xbox Series X|S and Xbox One.



### ***Last Labyrinth -Lucidity Lost-* will be playable on Xbox Series X|S and Xbox One!**

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.

*Last Labyrinth -Lucidity Lost-*, playable without a VR headset, will be released on May 15, 2023, on Xbox Series X|S and Xbox One. Enjoy the astonishing world of "Last Labyrinth" as it is on a flat-screen monitor.

### ***Last Labyrinth-Lucidity Lost-* Xbox version Announcement Trailer:**

<https://youtu.be/CYn9AX3qf4E>

### ***Last Labyrinth -Lucidity Lost-* Xbox Version Game Overview**

Title: *Last Labyrinth -Lucidity Lost-*

Genre: Escape-the-Room Adventure

Supported Hardware: Xbox Series X|S, Xbox One

Distributing Stores (Download only): Microsoft Store

Number of Players: 1

Online Play: No online play is available.

Release Date: May 15, 2023

CERO: D

Price: 29.99 USD \*Prices may differ across regions

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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- will be released on Xbox Series X|S and Xbox One on May 15, 2023, and on Nintendo™ Switch 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 April 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 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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