

VR Escape-the-Room adventure game *Last Labyrinth*, Available today on GOG Store!
Monitor mode *Last Labyrinth -Lucidity Lost-* is also included.

August 23rd, Tokyo – Today, AMATA K.K. (part of the LL Project committee alongside VAP, Inc.) is pleased to announce that *Last Labyrinth*, a VR Escape-the-Room adventure game, including the monitor mode *Last Labyrinth -Lucidity Lost-* ("L4"), is available today on the GOG Store.



***Last Labyrinth* is now available on GOG Store!**

Last Labyrinth is available today on the GOG Store, including "L4", a monitor mode that allows those without a VR headset to play *Last Labyrinth*. You can easily enjoy the world of *Last Labyrinth* in VR mode or on PC only.

GOG Store Page: https://www.gog.com/en/game/last_labyrinth

***Last Labyrinth* Distribution Overview on GOG Store**

Title: Last Labyrinth

Genre: VR Escape-the-Room Adventure

Supported HMD: VIVE, VIVE Pro, VIVE Cosmos, Oculus Rift, Oculus Rift S, Meta Quest, Meta Quest 2, Valve Index, Windows Mixed Reality Headset

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

Distributing Stores (Download only): GOG Store

- Store URL: https://www.gog.com/en/game/last_labyrinth

Number of Players: 1

Online Play: No online play is available.

Release Date: August 23rd, 2023

Rating: ESRB +17

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 worldwide. Its experiences 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- launched on Xbox Series X|S and Xbox One on May 15, 2023, and on Nintendo Switch on May 24, 2023.

On June 21, "*Last Labyrinth*" including "*Last Labyrinth -Lucidity Lost-*" launched on the Epic Games Store.

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, Xbox One, Xbox Series X|S, Nintendo Switch, 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, Pico Store, Nintendo eShop, Epic Games Store, GOG Store

Number of Players: 1

Online Play: No online play is available.

Release Date: November 13th, 2019

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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 now, we operate our proprietary titles *Last Labyrinth*, *The Tale of Onogoro* as well as *NOSTALGIC TRAIN* and *Backpack Twins*, and *Organ Quarter*.

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



Company Name: Amata K.K.

Representative: Hiromichi Takahashi, Company President, and Representative Director

Address: Arma Building, Kita-Shinjuku 1-4-1, 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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