

TOKYO GAME SHOW 2015

Play Your Way: Games Unleashed

PRESS RELEASE

July 14, 2015

For the first time in TGS history,
It will be held over ALL the halls of Makuhari Messe

**TOKYO GAME SHOW 2015
welcomes 293 exhibitors with
the largest number of booths as of July 10th**

The advanced tickets for Public Day will go on sale on July 14th!

Computer Entertainment Supplier's Association
Nikkei Business Publications, Inc.

TOKYO GAME SHOW 2015 (TGS2015), organized by the Computer Entertainment Supplier's Association (CESA) and co-organized by Nikkei Business Publications, Inc. (Nikkei BP), announces the exhibitor information as of July 10th as well as TGS ticket sales information.

As many as 293 companies and organizations are registered as exhibitors in TGS 2015, which has exceeded that of last year's 224 exhibitors in the same period. Large-scale, first-time exhibitors from both Japan and overseas have registered one after another and the exhibitors in the Smartphone Game/Social Game Area and Business Solution Area has soared.

The number of booths as of now reached 1,904, which exceeds the last year's final number of booths of 1,715, the largest scale as of yet. Accordingly, TGS will be held on all the halls (Hall 1 to 11) of the venue, "Makuhari Messe" for the first time. The map of the exhibition is scheduled to be released in early September.

Total of 20 countries/regions from overseas that are scheduled to exhibit includes China, Colombia, Finland, Germany, Hong Kong, Indonesia, Ireland, Macau, Malaysia, Netherlands, Philippines, Singapore, South Korea, Spain, Sweden, Taiwan, Thailand, the United States, United Arab Emirates and Vietnam.

TGS 2015 will showcase the unreleased titles for the latest gaming platforms, as well as the updates regarding computer entertainment for all kinds of platforms in every category such as smartphone, PC and VR (Virtual Reality) device, in its biggest scale ever.

■Ticket sales information:

The sales of advance tickets for Public Day and the popular TGS 2015 SUPPORTERS CLUB tickets with special benefits will start on July 14th.

Business Day advance registration, exclusively for those in the gaming industry, will be starting in early August.

***For details on ticket information, please see the official website:**

<http://tgs.cesa.or.jp/en/>

□ **Public Day tickets**

❖ **Advance tickets**

- Sale date: Tuesday, July 14 through Friday, September 18
- Price: Adult (junior high school age and older): 1,000 yen (tax included)
- Sold at: TGS official website (<http://tgs.cesa.or.jp/en/>)

❖ **TGS2015 SUPPORTERS CLUB tickets**

- Sale date: Tuesday, July 14.
- Price: 3,000 yen (tax included)
- Sold at: TGS official website (<http://tgs.cesa.or.jp/en/>)
- Benefit: The package includes a TGS 2015 SUPPORTERS CLUB “T-shirt” and a special “pin badge.” Ticket holders will be given priority entry to the Show for the designated period of time from when the doors open.

* TGS 2015 SUPPORTERS CLUB tickets will be sold in first-come and first-served basis.

* If you wish to receive benefits, these tickets will be required also for children of elementary school age or younger (excluding infants).

For the purchase procedure and precautions, please see “Public Day ticket” under “Visitor Info” on the official website (<http://tgs.cesa.or.jp/en/>).

■ **Business Day tickets**

To attend Business Days of TOKYO GAME SHOW 2015, invitation-based registration is required. If you have a Business Day Registration Ticket, admission is free. If you don't have it, please apply from the entry form on the “Advance Registration for Business Day” page on the TGS website.

After a preliminary review to confirm that you are in the gaming industry, you will be able to register in advance. The Advance Registration system for Business Day will open from early August.

These tickets can be used for admission during the two Business Days: Thursday, September 17 and Friday, September 18. The advance registration fee is 5,000 yen (tax included).

TOKYO GAME SHOW 2015 Event Outline

Event Title:	TOKYO GAME SHOW 2015
Organized by:	Computer Entertainment Supplier's Association (CESA)
Co-organized by:	Nikkei Business Publications, Inc. (Nikkei BP)
Period:	<u>Sep.17 (Thu.) / Sep.18 (Fri.)</u> Business Day 10:00 – 17:00 *Note: Entrance into the show during Business Days is restricted to business visitors and members of the press. <u>Sep.19 (Sat.) / Sep.20 (Sun.)</u> Public Day 10:00 – 17:00 *Note: The gate at the show may open at 9:30 a.m. during Public Day if the situation so requires.
Venue:	Makuhari Messe (Mihama-ku, Chiba City, Chiba Prefecture) Exhibition Hall 1-11 / Event Hall / International Conference Halls
Number of visitors:	220,000 (projected)
Number of exhibitors:	293 (As of July 10)
Admission (Public Days):	Adults (including junior-high school students): 1,200 yen (tax included) *1,000 yen for advance ticket (tax included) Elementary school students and younger: Free

TOKYO GAME SHOW 2015 Exhibitor list (Alphabetical Order)

Area	Company name	Area	Company name		
General Exhibition Area	4Gamer.net	Smartphone Game / Social Game Area	Bwaves		
	AMAZON JAPAN		Beatrobo		
	Ambition		Beijing LeyouLedong Technology		
	ASOBIMO		Beijing Perfect World Network Technology		
	BANDAI NAMCO Entertainment		China		
	Bascul		China		
	Bushiroad		Element Call Game		
	CAPCOM		FENG GAMES		
	City of Sendai / Business Oulu (Finland)		Finland		
	Cartman		Finland		
	Fingersoft		Finland		
	Meizi Games		Finland		
	Oulu Game Lab (Oulu University of Applied Science)		Finland		
	Spinfy		Finland		
	State of Matter		Finland		
	Cygames				
	DeNA				
	DENGEKI				
	DENGEKI PlayStation				
	DENGEKIONLINE				
	Digital Works Entertainment				
	DMM.com				
	EIZO/MSI/SteelSeries				
	ELECTRONIC ARTS				
	FAMITSU				
	FLYHIGH WORKS				
	GAEA MOBILE				
	GREE				
	HOLLAND PAVILION / EMBASSY OF THE KINGDOM OF THE NETHERLAND		Netherlands		
	ZAwesome Studio		Netherlands		
	BoosterMedia		Netherlands		
	Duckbridge		Netherlands		
	Excamedia		Netherlands		
	Gamestad		Netherlands		
	Knuist & Parzik		Netherlands		
	Maata Games BV		Netherlands		
Orangegames	Netherlands				
Paladin Studios	Netherlands				
Paprika Games	Netherlands				
Vogelsap v.o.f.	Netherlands				
KOBOJO					
KOEI TECMO GAMES					
KONAMI					
KREEAPE	Malaysia				
Lobi Chat & Game Community					
MAXGAMES					
NANGOK SOFTWARE					
Oculus VR					
Production IG					
PYGYM STUDIO					
RAINY FROG					
SEGA Games					
SEKAI PROJECT	USA				
Sony Computer Entertainment					
SQUARE ENIX					
Supercell	Finland				
Taiwan Game Pavilion	Taiwan				
TeamSpeak	Germany				
TOKAIGI					
T-Rex Lab					
WARGAMING JAPAN					
X.D.NETWORK	China				
YouTube					
Merchandise Sales Area	ARC SYSTEM WORKS	Indie Game Area	AMUSEMENT MEDIA ACADEMY		
	Asamizu Company		Auer Media & Entertainment		
	Bushiroad		BRAINSTORM		
	CAPCOM		CELAD INTERNATIONAL		
	COSPA		Chorus Worldwide		
	Game Center CX		CREATIVE FRONTIER		
	INDOOR		CreSpirit		
	INFOLENS		Cross Function		
	KOEI TECMO GAMES		DECKBOUND		
	Mad Catz		Dice Creative		
	Nikkei Business Publications		EGO PUNCH ENTERTAINMENT		
	PikattoAnime		GAGEX		
	Private base tent		GAMKIN		
	SAN-EI		Head-High / Gemdrops		
	SANWA DENSHI		IBARAKI CREATOR'S HOUSE		
	SEGA Games		ILCAAPPS		
	SQUARE ENIX		Initory Studios		
	SQUARE ENIX MUSIC		INTI CREATES		
SUCCESS	LETHAL GAMES				
Surfersparadise	Mille Games				
TANIKAWA	MoaCity				
TOYPLA	Novis				
Family Area	BANDAI NAMCO Entertainment	Business Solution Area	Shweena Games		
	Bushiroad		SKYTREE DIGITAL		
	CAPCOM		SUPER ENJOY GAMES		
	GREE		UWAN		
	HAPPYMEAL		Visiontrick Media		
	SEGA Games		8Crops		
	Game School Area		Adachi Education Group	Cloud/Data Center Pavilion	ADIA ENTERTAINMENT
			Anabuki College Group		Adways
			ARS Computer College		App Annie
			Arts College YOKOHAMA		Appirits
			ASO BUSINESS COMPUTER FUKUOKA COLLEGE		AppLift
			Chuo College of Information&Accounting TAKASAKI		Audiokinetic
Digital Works Entertainment		Beijing China.com Technology Services			
ECC COLLEGE OF COMPUTER AND MULTIMEDIA		Betop Japan			
FUKUOKA DESIGN COMMUNICATION		beyond			
Higashi-Nihon Design & Computer College		bitcraft			
Hokkaido Information University		Canadian Embassy to Japan			
International IT&Engineering College		Chukong Technologies Japan			
JAPAN ELECTRONICS COLLEGE		CLARA ONLINE			
Kanagawa Institute of Technology		CRI Middleware			
Kobe Institute of Computing - College of Computing		CypherTec			
Los Angeles Film School		DICO			
Meisei University School of Information Science		Enzyme Labs			
NAGOYA COMMUNICATION ARTS COLLEGE		ESQUADRA			
NAGOYA KOGAKUIN COLLEGE		Fenrir			
NIHON KOGAKUIN COLLEGE / TOKYO UNIVERSITY OF TECHNOLOGY		Fontworks			
Niigata Computer College		FORUM8			
Niigata High Technology College		Glass Egg Digital Media			
Numazu Professional Training College of Business and Information Technology		GMO CLOUD			
OSAKA ACADEMY OF ENTERTAINMENT DESIGN		GMO DATA CENTER KOREA			
OSAKA COMMUNICATION ARTS		Google Japan			
Osaka Electro-Communication Univ. Department of Digital Games		Groove			
OSAKA SOGO COLLEGE OF DESIGN		IMAGICA Imageworks			
OTA INFORMATION & BUSINESS COLLEGE		I-O DATA DEVICE			
SENDAI COMMUNICATION ARTS		KEYWORDS STUDIOS			
SHOBI UNIVERSITY		KLab			
Shohoku College	Korea Pavilion				
SOGOGAKUEN HUMAN ACADEMY	CREATIVE BOMB				
TAKARAZUKA UNIVERSITY MEDIA ART IN TOKYO	eTRIBE				
Technical School Be-MAX	Funigloo				
Tohoku Computer College	GameUS				
Tokyo Communication Arts College	ireeworks				
TOKYO DESIGN TECHNOLOGY CENTER (JIKEI COM GROUP)	JSC GAMES				
Tokyo Jitsugyo High School	Latis Global Communication				
Tokyo University of Information Sciences	LEVEL9				
VANTAN GAME ACADEMY	noknok				
Game Device Area	DXRACER(ROOMWORKS)	Asia New Stars Area	PuttoEntertainment		
	H2L		Softon Entertainment		
	Logicool		TEGAsoft		
	Mad Catz		Tritonesoft		
	POCKET QUERIES		Vinyl Lab		
	Tobii Technology		M2		
	Topre		Media Mix Products		
	Vuzix		Metaps		
	USA		Monobit		
			NDPmedia		
Romance Simulation Game	eitarosoft	Business Meeting Area	NEFT FILM		
	Voltage		NOVOBOX		
			NTT Resonant		
			PAYMENTWALL		
			Septeni America		
			SERIALGAMES		
			Silicon Studio		
			SOFT GEAR		
			SoundtRec Boston		
			SunFlare		
	Tapjoy Japan				
	TeamSpeak Systems				
	To The World				
	Virtual Communications				
	wise				
	Xoreax Japan				
	Japan Business Systems				
	LINK				
	Mirai Communication Network				
	ASEAN-JAPAN CENTRE				
	FLYINGMOUNTAIN				
	INDONESIA GAME STUDIOS				
	Ambition				
	Appirits				
	Betop Japan				
	Cross Function				
	DANA				
	ee Line				
	FromSoftware				
	GameBank				
	gloops				
	Google Japan				
	GungHo Online Entertainment / GRAVITY/NEOCYON				
	HOLLAND PAVILION / EMBASSY OF THE KINGDOM OF THE NETHERLAND				
	IMAGICA DIGITALSCAPE				
	LEMON SKY ANIMATION				
	LEVEL-5				
	MoPub				
	PASSION REPUBLIC				
	PROCOLOMBIA				
	QooApp				
	Septeni America				
	Sharejoy Network Technology				
	Sotsu				
	Subete games				
	TOKYO STOCK EXCHANGE				
	Ubitus				
	UNBALANCE				
	Virtual Communications				
	VIRTUOS				
	Xio				
	Zepetto Mobile				