



TOKYO GAME SHOW 2016

Press Start to Play the Future

Press Release

September 6, 2016

Tokyo Game Show 2016-Organized Event

e-Sports Stage Event Outline Decided! Two Stages for Public Days (9/17 - 9/18)! Featuring Official Competitions for Popular Game Titles and LIMITS Digital Drawing Battles Between Artists!

Dates: 9/17 (Sat) – 9/18 (Sun), Location: Makuhari Messe Hall 11 Special Event Space

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

Tokyo Game Show 2016 (Organizer: Computer Entertainment Supplier's Association [Abbreviation: CESA, Chairman: Hideki Okamura], Co-Organizer: Nikkei BP [President: Suguru Niinomi], Period: September 15 to 18, Venue: Makuhari Messe / hereafter "TGS2016") has determined the event outline for the e-Sports Stage that will be open on the two public days, September 17 (Sat) and September 18 (Sun).

With tournaments of varying scales and genres held all over the world, e-Sports has increasingly attracted attention, even in Japan with the success of Japanese pro gamers overseas. This year marks the fifth e-Sports tournament, which had been held as "Cyber Games Asia" up until last year, but this year will increase in scale and be held as the "e-Sports Stage." Top players and teams from around the world (including Japan) have been invited to the Tokyo Game Show to participate in an international e-Sports tournament. Don't miss this chance to watch impressive gameplay by the top players in the world.

This year, five exciting competitive titles will be played over two days on two stages. In addition to the popular e-Sports genres, first-person shooter (FPS) and competitive fighting game, smartphone game competitions will also be held this year. Matches for popular game titles can be viewed at each stage.

Also, in addition to e-Sports, this year "LIMITS" digital art battles will be held between various artists. Much attention will be paid in the entertainment industry to these battles and their high compatibility with video games.

◆e-Sports Stage Event Outline

Dates: 9/17 (Sat) – 9/18 (Sun)

Location: Makuhari Messe Hall 11 Special Event Space

Collaboration: TechnoBlood (In Charge of Management and Operations)

Cosponsors: DeNA Co. Ltd., DXRacer (ROOMWORKS)(Official Competition Gaming Chair Supplier), GameOn, I-O Data Device Inc. (Official Monitor Supplier), LIMITS, Monster Energy (Official Drink Supplier), Nexon Co. Ltd., Sunshine, Thirdwave (Official Competition PC Supplier), WebMoney Corporation,

*In alphabetical order

Tokyo Game Show Official Website: <http://tgs.cesa.or.jp>

For more information or inquiries on this press release for the member of the media:
TOKYO GAME SHOW Management Office Press Room
Fax: +81-3-5575-3222 / e-mail: tgs2016press@w-az.co.jp

◆ **Competition Details and Schedule (Planned)** *For further details, please refer to each event's special website.

● **9/17 (Sat)**

[Stage A] Sudden Attack **10:00 am - 4:30 pm**

SAJCL (Sudden Attack Japan Champions League) 2016 Final Stage

The offline finals will be held for the official nationwide tournament, SAJCL (Sudden Attack Japan Champions League) 2016 Final Stage, for Nexon Co. Ltd.'s PC online FPS, Sudden Attack. A heated battle between two clans (teams) that made it through the preliminaries will ensue with JPY2,000,000 going to whoever stands victorious at Sudden Attack's peak! ■Competition Management: Nexon

Japan-Korea Exhibition Match 2016 Final

The clan that won the South Korean tournament is invited to compete against the winning clan of SAJCL 2016 Final Stage to compete in a Japan-Korea exhibition match. The 2016 record for both countries is 1 win and 1 loss at TGS. It will all be settled in the final decisive game of the year! Can the Japanese team overcome the Korean team that won such an overwhelming victory in the past? Which one will be triumphant in the end?! ■Competition Management: Nexon

◇Special Event Site: <http://sa.nexon.co.jp/campaign/sajcl/2016/final/finalround/final.aspx>

[Stage B-1] LIMITS **10:00 am - 12:30 pm**

TGS2016 Organizer's Project: LIMITS e-Sports Stage

It has been decided that Digital Art Battle "LIMITS" will be held as a TGS2016-organized event! LIMITS is a competitive art battle tournament that determines the top artists. A theme is decided immediately before the battle and artists are given just 20 minutes to draw! In this entirely new kind of battle entertainment, artists' speed, creativity, and personal limitations are put to the test under demanding circumstances. By holding a battle event showcasing entirely new sensations via digital art—which is highly acclaimed overseas—as an organized event, TGS2016 provides a place for expressions not limited to game production that vitalize the market through new expressive styles, as well as the distribution of "Japanese artistry." DJ/music producer KSUKE, a regular performer at festivals and events around the world, will also appear on stage! You can't miss this collaboration! ■Competition Management: LIMITS Executive Committee

◇Official Website: <http://limits.jp>

[Stage B-2] Street Fighter V **1:30 pm - 4:30 pm**

TGS2016 Organizer's Project: Cyber Games Asia: Capcom Pro Tour 2016: Japan Cup

This Street Fighter V competition, organized by Capcom USA, has been designated a Capcom Pro Tour 2016 "Premier" tournament. 256 participants will fight, and the 64 top-ranked players will advance to the second day of preliminaries continued on September 18 (Sun) (at Twitch booth). The winner will qualify to enter the Capcom Cup held in the United States. For details, please refer to <http://capcomprotour.com/> ■Competition Management: BEAST OF THE EAST

- ◇Special Event Site: <http://beastapac.com/japancup/>
- ◇Streaming Site: <https://www.twitch.tv/capcomfighters> (English)
: <https://www.twitch.tv/kagecchi> (Japanese)

● 9/18 (Sun)

[Stage A] Alliance of Valiant Arms (AVA)

10:00 am - 4:30 pm

AVA-RST 2016 Season 2 Demolition/Escort Offline Final Stage in Tokyo Game Show 2016

Online FPS, Alliance of Valiant Arms, offers players the chance to experience real battlefields set in a fictional version of the European continent with solid graphics and a plethora of missions. On September 18 (Sun), the third deciding match and the final match for the "Demolition" category and the final match for the "Escort" category will be held in the offline official tournament, AVA-RST Season 2. Sparks will fly when a total of six clans that made it through the previous day's third preliminaries put everything on the line for rewards and honor at the Tokyo Game Show!

■Competition Management: GameOn

◇Special Event Website: <http://ava.pmang.jp/pages/offevents/tgs2016/index>

[Stage B-1] Gyakuten Othellonia

10:00 am - 12:30 pm

Enchant! Othellonia Battle - 2016 in TGS -

DeNA will hold the official real-time battle event "Enchant! Othellonia Battle - 2016 in TGS -" for their dramatic reversal battle game, Gyakuten Othellonia, which can be downloaded and played on iPhone/iPad and Android devices. In this event, a tournament battle will be held between eight players: The Othellonian Mighty. A heated battle with no deck cost limitations will unfold.

■Competition Management: DeNA

◇Special Event Website: <http://www.othellonia.com/ikusa/>

- What is Gyakuten Othellonia? -

Gyakuten Othellonia is an evolved competitive battle game originating from the classic board game, Othello. Various characters are summoned from Othello pieces that the player places on the board, unleashing a heart-pounding, thrilling, and dramatic reversal battle. Real-time competitive battles can be performed with friends or players around the country.

◇Official Website: <https://www.othellonia.com/>

[Stage B-2] Hearthstone: Heroes of Warcraft

1:30 pm - 4:30 pm

e-Sports Challenge Series: Japan vs. South Korea Hearthstone Matchup

A country-based competition will be held between the top teams in Japan (ECS) and South Korea (HS) for the strategy card game, Hearthstone: Heroes of Warcraft, by the e-Sports café developer Sunshine. It's a strategy card game competition that combines simple rules, depth, and a fast pace. ■Competition Management: Sunshine

◆ What are e-Sports?

"e-Sports" refers to a new kind of sport coming out of information-based societies that involves matchups using primarily competitive video games played over computers with each player's actions being digitized.

Highly competitive games are utilized that require quick reflexes, advanced maneuvering, swift situation assessment, and high-level cooperation with team members. As such, e-Sports is enjoyed around the world among people of all ages.

◆ **General Inquiries Regarding the e-Sports Corner and Stages**

TechnoBlood (In Charge of Management and Operations) Telephone: 03-5835-5866 / E-mail: onlinegame@technoblood.jp

- About TechnoBlood -

Through general distribution services for content and solutions, TechnoBlood is expanding its support business for domestic internet cafes and content holders. It also supports event planning and management for events held at internet cafes with a focus on e-Sports. ◇ Official Website: <http://www.technoblood.com/>

■ **"Tokyo Game Show 2016" Exhibition Outline**

N a m e: TOKYO GAME SHOW 2016

Organizer: Computer Entertainment Supplier' s Association (CESA)

Co-Organizer: Nikkei BP

* Tokyo Game Show is sponsored by JLOP, METI.

Special Partner: DWANGO

Dates & Times: September 15 (Thursday) & 16 (Friday), 2016

Business Day 10:00 am - 5:00 pm

* Entrance during Business Days is restricted to corporate visitors and members of the press.

September 17 (Saturday) & 18 (Sunday), 2016

Public Day 10:00 am - 5:00 pm

* Doors may open at 9:30 a.m. on Public Days depending on the situation.

V e n u e: Makuhari Messe
(Mihama-Ku, Chiba City, Chiba Prefecture)

Exhibition Halls 1 to 11 / Event Hall / International Conference Halls

Expected Number of Visitors : 230,000 people

Admission: Adults (Junior-high school age and older) Same Day 1,200 yen (Advanced Purchase: 1,000 yen)

(Public Days) Elementary school age and younger: Free



[Download Site for Members of the Press]

This year's main visual, logo data, and other materials for members of the press are available at the "TGS Download Center". Log in to the following site for access.

URL: <https://www.filey.jp/tgs/>

(A press ID is required. ID:tgs_press / PASS:press_tgs)