

Press Release

September 7, 2022

Computer Entertainment Supplier's Association

TGS2022 Last-minute Updates

Floor Map Unveiled on the Official Website! Entire Exhibition Booths Revealed

**Official streaming program details and
eight SOWN2022 finalists announced.**

**Introducing real (in-person) and online programs hosted by
the organizer and more!**

TOKYO GAME SHOW 2022 (TGS2022) will finally be back as an in-person event at Makuhari Messe from September 15 (Thu.) to September 18 (Sun.) for the first time in three years. The venue floor map, official streaming program details, and SENSE OF WONDER NIGHT 2022 (SOWN2022) finalists are unveiled today on the TGS2022 official website, as well as all the real and online programs hosted by the organizer.

■TGS2022 Floor Map Unveiled! (Announced Today)

The real (in-person) TGS2022 will be held at Makuhari Messe International Exhibition Halls 1-8 and International Conference Hall. The location of each exhibition area is as follows.

● General Exhibition	Halls 1-8
● Smartphone Game Area	Halls 4-6, Central area
● VR/AR Area	Halls 5-6, Central area
● e-Sports Area	Hall 7, Central area
● Game School Area	Hall 1-2, Northside
● Indie Game Area	Hall 1, Southside
● Business Solution Area	Hall 3-4, Northside *On some Business Days only
● New Stars Area	Hall 3, Northside
● Merchandise Sales Area	Hall 7-8, Southside
● Business Meeting Area	Convention Halls of International Conference Hall *Business Days only

*Floor map: https://4c281b16296b2ab02a4e0b2e3f75446dcdnexstream.ne.jp/tgs/2022/exhibition/common/en/tgs2022_map_EN.pdf

■Official Streaming Program Details Revealed! (Announced Today)

TGS2022 will stream its official online programs during the four-day event. Again, the event starts with the opening program, followed by the keynote speech (See below for details.) Until the ending program to close the event, a total of 38 programs will be streamed online, of which 29 are

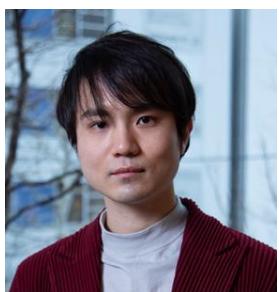
“Official Exhibitor Programs” sponsored by 26 exhibitors. Although most programs will be streamed in Japanese, non-Japanese speakers can also enjoy them with simultaneous English interpretation. Moreover, we are preparing to have simultaneous Chinese interpretation for some programs, to reach more international viewers.

*Program details: <https://tgs.nikkeibp.co.jp/tgs/2022/en/contents/official.html>

[Keynote Speech] Sep. 15 (Thu.) 11:00-11:50 a.m.

“Nothing Stops Gaming”

The "metaverse" has been attracting a lot of attention in recent years. How will its widespread use change the computer entertainment industry? Leading experts in various fields will discuss their visions for the world of the metaverse, which is expected to undergo major changes in the future.



Naoto KATO

President and CEO
cluster, Inc.

Majored cosmology and quantum computer at the Kyoto University faculty of science. After leaving graduate school, He founded "Cruster" in 2015, a startup company that fully utilizes VR technology leading to the release of "cluster", an VR platform that is capable to support large scale virtual events in 2017. Recently it has evolved to a metaverse platform that are capable of not only event but also to meet up with friends via avatar and to upload a online game and play and such.



Ari Staiman

President
Roblox China

Ari is the President of Roblox China, overseeing Roblox's operations in China. He recently moved to Japan to help Roblox's efforts in Japan. Ari has spent over 15 years working/living in Japan, including at Sega, as their General Counsel. Ari brought the global e-commerce/technology company, Borderfree NASDAQ (BRDR), through their IPO, and eventual sale, serving as their General Counsel, and also heading the business operations (as General Manager) of their Irish and Chinese branches (spending years in Ireland and China along the way)



Koji Fujiwara

Chief GUNDAM Officer
Bandai Namco Group

Joined Bandai Co., Ltd. in 1998. After being in charge of the Mobile Suit GUNDAM plastic model brand, "GUNPLA," he was appointed Chief GUNDAM Officer in 2019, overseeing the GUNDAM business. From 2021, he is appointed Corporate Managing Director of Bandai Namco Entertainment Inc. and launched the Bandai Namco Group-wide "GUNDAM Project."



<Moderator>

Katsuhiko HAYASHI

Famitsu Group Representative
KADOKAWA Game Linkage Inc.

After working as the editor-in-chief of "Weekly Famitsu", became Famitsu Group Representative from April 2020. In the ever-evolving gaming industry, he aims to create time-leading services and content.

○URL : <https://youtu.be/kxeYFF12I60>

■Eight SOWN2022 Finalists Nominated! (Announced Today)

From the 78 game titles participating in the Indie Game Selected Exhibit, TGS2022 nominated and announced the eight finalists who will compete at SOWN2022, a pitch event for indie game developers. Receiving the record-high entries of 583 titles, TGS2022 selected 78 developers participating in the Indie Game Selected Exhibit area. The screening committee further nominated eight game developers as finalists who will give their pitches at SOWN2022.

The finalist presentations will take place at the TGS studio of Makuhari Messe on Sep. 16 (Fri.), Day 2 of TGS2022. The event will also be live-streamed as a TGS official program. The winners of the seven awards, including the Audience Award Grand Prix, will be announced following the final judge.

Moreover, the TGS2022 Indie Game Official Ambassador and popular content creator Pocky will select the work that he feels the “SENSE OF WONDER” for the Pocky Award from the viewpoint of play-by-play game commentator among the 78 developers of the Indie Game Selected Exhibit.

Finalist	Title	Country/Region	Movie	Website
ALJO Games	MORSE	United Kingdom	https://www.youtube.com/watch?app=desktop&v=Q82n8ALqHxg	https://presskit.itch.io/morse
ARTE France / Florian & Baptiste	How To Say Goodbye	France	https://www.youtube.com/watch?v=yjTUYMqWebw	https://store.steampowered.com/app/1709700/How_to_Say_Goodbye/
Extra Nice	SCHiM	Netherlands	https://www.youtube.com/watch?v=4ZFW8mu_61I	https://store.steampowered.com/app/1519710/SCHiM/
Rias	Kitsune: The Journey of Adashino	Japan	https://www.youtube.com/watch?v=4l5txKpF5Ds	https://www.foxandfrog.net/
Sapporo shiritsu daigaku fujiki Matsunaga zemi group	Rhodopsins	Japan	https://www.youtube.com/watch?v=LolyW9xBrgM	https://www.youtube.com/watch?v=FPOMyONFWfc
TLR Games	IDEA	Spain	https://drive.google.com/file/d/1fqxfLG0cmNg2OWWpZ_Ecojs-IcoE72j/view	https://store.steampowered.com/app/1873870/IDEA/
UMANIMATION	DORDOGNE	France	https://www.youtube.com/watch?v=5rhwRxP3rMs	https://store.steampowered.com/app/1272840/Dordogne/
Yong Zhen Zhou	Pastry Panic (with cat)	Singapore	https://www.youtube.com/watch?v=osXbGp-uZPs	https://thezhen10.github.io/pastypanic/

"Sense of Wonder Night 2022 (SOWN2022)" delivery schedule

○**Date and time:** Friday, September 16, 2022 from 16:00 to 17:50 (JST)

○**URL :** <https://youtu.be/41LjVj0SI5Q>

About TGS2022 Real/Online Organizer Programs

■TGS Forum (Business Seminar)

Real/Online

Targeting business visitors, TGS2022 will host TGS Forum, an in-person seminar discussing the issues on game business on Day 2, September 16 (Fri.) at Makuhari Messe International Conference Hall. You will need to pre-register to attend this event, but registration at the door is also available if we have enough capacity. TGS Forum will also be live-streamed in conjunction with the real event (some programs will be available only in person.) The archive streaming is also available from September 17 to September 30.

Business Day registrants can access the dedicated website to watch the event online.

TGS Forum offers the organizer programs and the exhibitors' Sponsored Sessions. If you pre-register for or attend a Sponsored Session, your registered information will be provided to a third party, the session sponsor in this case (The sponsor's name is shown on the seminar title and other materials.)

*More about programs: <https://tgs.nikkeibp.co.jp/tgs/2022/en/business/seminar.html>

■TGS2022 Steam Special Venue

Online

The TGS2022 Steam Special Venue will be opened jointly with Steam (Valve, the U.S.) from September 15 (Thu.) This special website will be unveiled on Steam on Day 1 of TGS2022.

The TGS2022 Steam Special Venue will introduce game titles distributed by exhibitors of TGS2022. Game fans can enjoy a wide range of opportunities to discover and play new games by visiting three virtual venues: Sales, Free-to-play Demos, and Indie Game Selected Exhibit.

■TOKYO GAME SHOW VR

Online

TOKYO GAME SHOW VR, held for the first-ever time last year, will come back to the virtual venue as TOKYO GAME SHOW VR 2022 (TGSVR2022) for four days from September 15 (Thu.) to September 18 (Sun.) This year's stage is "Dungeon," where players can have advanced fun in the adventure taking place in the VR space. TGSVR2022 will create a unique metaverse space with a festivity vibe, where game fans from remote locations can get together to communicate with each other and enjoy themselves.

*TGSVR2022 Venue (Free admission): <https://tgsvr.com/>

■Free Trial Play

Online

The Free Trial Play section on the TGS2022 official website offers opportunities for broader game fans to experience new games our exhibitors provide for free, whether before release or in the market. Each exhibitor will prepare a free trial version of their game and distribute it via online stores such as Microsoft Store, Nintendo eShop/My Nintendo Store, PlayStation Store, Steam, and Google Play. The TGS2022 Free Trial Play section carries a list of trial versions for each game platform with links to online stores to download a free demo of your choice. This one-stop website bringing together various titles offered by TGS2022 exhibitors will increase opportunities for game fans to discover and touch new games.

■Japan Game Awards

Online

Celebrating the 26th anniversary in 2022, the annual Japan Game Awards will announce the winners during TGS2022. The award categories are divided into: "Games of the Year" targeting already released titles, "Future" for unreleased titles, "Amateur" for original not-for-sale works by amateur game creators, and "U18" for works created by youth under 18.

Moreover, the Game Designers Award for avant-garde and innovative work full of creative ideas and the Minister of Economy, Trade, and Industry Award for a person who contributed significantly to the game industry's development will be selected from the Game of the Year category nominees. The Japan Game Awards announcement and awarding ceremony will be streamed online as a TGS2022 official program.

*Japan Game Awards category details: <https://awards.cesa.or.jp/en/>

■TGS2022 Official Merchandise

Real

TGS2022 official merchandise features the main visual illustration created by KUKKA in the lineup of T-shirts, towels, mouse pads, transparent file folders, and more. TGS2022 added more items to the last year's selection, such as face masks with original designs, preparing 35 items altogether, including different color and design variations. These official merchandise goods are available at the TGS Official Shop on the Northside of Hall 4 and the Central Mall on the 2nd floor (in front of Hall 5.) Payment can be made by credit card (VISA or Mastercard) or cash.

■Museum of Computer Entertainment History

Real

Museum of Computer Entertainment History is a panel exhibition tracing the game industry's history, from the birth of home video game consoles to the present. Visitors can understand how games have evolved along with the influences from trends and social conditions of the times through the guidance on trending words and hit songs of each era and current affairs, such as stock prices and foreign exchange rates. The past winners of the Japan Game Awards and the release history of game consoles are also explained.

Ticket Information, Notices for Visitors, and How to Enter the Real Venue

■About Business Day Pre-registration (for game business professionals only)

For the Business Days on Sep. 15th (Thu.) and 16th (Fri.), TGS2022 allows admission exclusively for game business professionals. General visitors will also enter the venue from 2:00 p.m. on Sep. 16th. If you have a free Business Day Pre-registration Ticket distributed to a game business professional from a TGS2022 exhibitor, please complete a free pre-registration before visiting the venue. If you do not have a free pre-registration ticket, please buy a paid Business Day Pre-Registration Ticket (JPY11,000 with tax.)

*More about Business Day Pre-registration: <https://tgs.nikkeibp.co.jp/tgs/2022/en/ticket/businessday.html>

■General Admission Tickets for Overseas Visitors and Foreign Residents in Japan Now on Sale

(Admission is open only for adults: junior high schooler or older)

*Tickets are sold only online and in advance. The tickets are offered in limited numbers and sold on a first-come-first-served basis. No ticket sales at the door.

General admission tickets for overseas visitors and foreign residents in Japan are currently on sale on the TGS2022 official English website. From the perspective of preventing the spread of COVID-19 infection, a limited number of tickets by date will be sold according to the upper limit of visitors in the venue (All tickets are sold only online and in advance.) From the same perspective of infection prevention, elementary schoolers or more minor children, including babies and toddlers, are NOT allowed to enter the venue even with their parent's attendance. The ticket types and prices available for foreign visitors are shown below. Please visit the TGS2022 Official English Website below to find where to buy your tickets.

*Please note that general admission tickets for foreign visitors are not sold on the Japanese website.

*Ticket information for foreign visitors: <https://tgs.nikkeibp.co.jp/tgs/2022/en/ticket/publicday.html>

•**List of General Admission Tickets for Overseas Visitors and Foreign Residents in Japan (Admission is open for junior high schoolers or older)**

September 16 (Fri.) **Afternoon Ticket JPY1,300**

September 17 (Sat.) **Supporters Club Ticket JPY4,000**

September 17 (Sat.) **One-day ticket JPY2,300**

September 18 (Sun.) **Supporters Club Ticket JPY4,000**

September 18 (Sun.) **One-day Ticket JPY2,300**

*All attendees can buy up to four tickets per person (up to two tickets per person for Supporters Club Ticket.)

*General Admission Ticket (One-day Ticket) and Supporters Club Ticket are sold only online and in advance.

*For this year's TGS, elementary schoolers or more minor children, including babies and toddlers, cannot enter the venue even with their parent's attendance.

*Afternoon Tickets for Sep. 17 (Sat.) and 18 (Sun.) are unavailable for general visitors from overseas.

*No ticket sales at the door.

■Notes for Visiting TGS2022

TGS2022 will operate the exhibition venue and official streaming program recording and distribution while taking measures to prevent the spread of COVID-19. Visitors are requested to read and understand the following.

- Please wear a face mask, take a temperature, and thoroughly disinfect your hands with alcohol.
- TGS2022 recommends installing the Contact Confirmation Application for New Coronavirus (COCOA) app.
- Please wash your hands frequently.
- Shaking hands and other forms of contact with other visitors are prohibited.
- Please ensure the social distance between visitors.
- The persons who fall under any of the following categories are NOT allowed to enter the venue.
 - Fever of 37.5°C or higher is observed.
 - Visitors with symptoms such as breathlessness, intense lethargy, or even mild symptoms such as coughing or pharyngeal congestion
 - If you are under the influence of alcohol
 - If you have been in close contact with a COVID-19-positive person.
 - If you have stayed in any of the countries or regions designated by the Japanese government for the entry restriction or requiring the quarantine period, or you have made close contact with a person who resides in such country or region within 14 days before visiting TGS2022.
- Audience is prohibited from loud celebrations, including cheering, shouting, calling out & responding, and jumping during a performance on stage within an exhibitor booth.
- Taking photos of cosplayers within the venue is prohibited.

■How to Enter the Real Venue for Business and General Visitors

TGS2022 applies different measures for entering the venue for business visitors (pre-registrants for Business Day) and general visitors.

Business visitors pre-registered for Business Days, Sep. 15th (Thu.) or 16th (Fri.), will be asked to enter from the 2nd floor of Hall 1 after completing temperature measurement and reception at the central mall on the 2nd floor of Makuhari Messe (Baggage inspection will be conducted after 2:00 p.m. on Sep. 16th.)

General visitors with an Afternoon ticket on Sep. 16th, Supporters Club Ticket on Sep. 17th or 18th, One Day Ticket, or Afternoon Ticket will be asked to complete temperature measurement and baggage inspection at the Westside square of the Makuhari Messe Event Hall. After completing the procedures, general visitors can enter the venue from the first floor of Hall 1 (the entrance will be changed to the first floor of Hall 8 during certain hours).

■Real Venue Entry Restrictions

TGS2022 will set the upper limit on the number of people entering each area (Halls 1-3, 4-6, 7-8) of the real venue to prevent crowding. Each entrance is installed with sensors for real-time monitoring and management of the number of people in each area. When the number of visitors in a particular area reaches the upper limit, new visitors will be prohibited from entering that area (entrance restriction) and guided to move to other areas.

However, if you have a reservation ticket for a "trial play" or "stage performance" taking place in an exhibition booth in the area subject to entrance restriction, we will check the start time of the event and allow you to enter the restricted area.

■TOKYO GAME SHOW 2022 Exhibition Outline

Event Title : TOKYO GAME SHOW 2022

Organizer : Computer Entertainment Supplier's Association (CESA)

Co-Organizers : Nikkei Business Publications, Inc., Dentsu, Inc.

Sponsor : Ministry of Economy, Trade, and Industry (TBC)

Special Sponsor: MONSTER ENERGY

Dates & Times: September 15 (Thursday), 2022 Business Day 10:00 a.m. - 5:00 p.m.

September 16 (Friday), 2022 Business Day 10:00 a.m. - 6:00 p.m.

*Doors will also open to the general public from 2:00-6:00 p.m. on Sep. 16 (Fri.)

September 17 (Saturday), 2022 Public Day 10:00 a.m. - 6:00 p.m.

September 18 (Sunday), 2022 Public Day 10:00 a.m. - 6:00 p.m.

*Doors may open at 9:30 a.m. on Public Days, depending on circumstances.

*For the schedule and timetable of official streaming programs, TOKYO GAME SHOW VR2022, and other online events, please check the TGS2022 Official Website.

Venue: Makuhari Messe (Mihama-ku, Chiba City, Chiba Prefecture)

Exhibition Halls 1 to 8 / International Conference Hall

Expected Number of Visitors: 150,000

Official Website: <https://tgs.cesa.or.jp/en>