

Press Release

September 15, 2022

Computer Entertainment Supplier's Association

TOKYO GAME SHOW 2022

Opens Today! Real Venue Returns for the First Time in Three Years

605 companies and organizations from 37 countries and regions participate in the exhibition.

TOKYO GAME SHOW 2022 (TGS2022) opens today for four days from September 15 (Thu.) to September 18 (Sun.) With the real venue returning to Makuhari Messe for the first time in three years, the event will be held in a hybrid style of in-person and virtual exhibition incorporating various online programs.

The first two days (Sep. 15 and 16) are Business Days exclusively open for game industry professionals and press people. General game fans can visit TGS2022 from 2:00 p.m. on Sep. 16 (Fri.) and on Public Days of Sep. 17 and 18. To prevent the spread of COVID-19 infection, we set the upper limit of visitors on each Public Day (Sep. 17 and 18.) For this reason, TGS2022 will allow entry of general visitors in addition to business visitors on the afternoon of Sep. 16 (Fri.) for more game fans to enjoy the in-person exhibition.

High Attention Gathered for Real Event Bringing Together Game Industry Professionals and Fans from Japan and Overseas!

A total of 605 companies and organizations from 37 countries and regions will exhibit their products and services at TGS2022. Among them, 312 exhibitors (25 participating online) are from Japan, and 293 exhibitors (25 participating online) are from overseas, counting some 1.7 times more participants than the last year's virtual-only exhibition. Moreover, although the exhibition scale of TGS2022 is cut to some 70% compared to the entirely in-person TGS2019, a more-than-expected number of exhibitors, nearly 90% of the 2019 exhibitors, are participating this year.

This year's theme is "Nothing Stops Gaming." TGS2022 will keep you up-to-date with the latest trends in the ever-progressing game industry through various in-person and online experiences. We welcome journalists to come and cover this great opportunity, where game industry professionals and fans from Japan and abroad are getting together under one roof after a while.

[Tokyo Game Show 2022 Exhibition Scale] (as of Sep. 15, 2022)

No. of Exhibitors: 605 companies (655 companies in 2019)

No. of Exhibition Booths: 1,881 booths (2,417 booths in 2019)

Participating Countries and Regions: 37 (40 in 2019)

No. of Exhibited Game Titles: 1,864 titles (1,522 titles in 2019)

[No. of Exhibitors by Area]

| | | | |
|-------------------------|-----------|--------------------------------|-----------|
| •General Exhibition | 88 | •Indie Game Area | 79 |
| •Smartphone Game Area | 21 | •Indie Game (Selected Exhibit) | 78 |
| •VR/AR Area | 26 | •Business Solution Area | 76 |
| •e-Sports Area | 13 | •New Stars Area | 4 |
| •Game School Area | 40 | •Business Meeting Area | 47 |
| •Merchandise Sales Area | 21 | | |

[Countries and Regions of Exhibitors]

| Asia and Oceania (12 countries and regions) | | | | | | | |
|--|------------|-----------|-------------|-------------|--------|--------|----------|
| India | Indonesia | Australia | South Korea | Singapore | Taiwan | China | Pakistan |
| Hong Kong | Vietnam | Malaysia | Japan | | | | |
| North, Middle, and South America (Eight countries and regions) | | | | | | | |
| Canada | Costa Rica | Chile | Paraguay | Brazil | US | Belize | Mexico |
| Europe (15 countries and regions) | | | | | | | |
| Italy | UK | Holland | Cyprus | Switzerland | Sweden | Spain | Denmark |
| Germany | Norway | Finland | France | Bulgaria | Poland | Latvia | |
| Middle East (Two countries and regions) | | | | | | | |
| United Arab Emirates | Israel | | | | | | |

[Trends of Exhibited Game Titles]

Covering various genres and being compatible with all types of platforms, including home game consoles, mobile, PC, and VR, the enhanced lineup of exhibited game titles will not disappoint game fans.

[By game platform]

| | Nintendo Switch | Play Station 4 | Play Station 5 | Xbox Series X S | Xbox One | Steam | PC | PC browser | iOS | Android | Other |
|------|-----------------|----------------|----------------|-----------------|----------|-------|-----|------------|-----|---------|-------|
| 2022 | 231 | 164 | 146 | 102 | 98 | 268 | 243 | 29 | 125 | 127 | 282 |
| 2019 | 129 | 157 | - | - | 34 | 108 | 172 | 33 | 197 | 197 | 402 |

| | Play Station VR | Play Station VR2 | Valve Index | Meta Quest | HTC Vive | MR | Other (VR) |
|------|-----------------|------------------|-------------|------------|----------|----|------------|
| 2022 | 0 | 3 | 5 | 24 | 9 | 1 | 7 |
| 2019 | 19 | - | - | - | 22 | 11 | 56 |

[By genre] About trial play of some game titles at the TGS2022 venue:

| | Roleplaying | Action | Simulation | Adventure | Shooting | Puzzle | Action Roleplaying |
|------|-------------|--------|------------|-----------|----------|--------|--------------------|
| 2022 | 276 | 257 | 155 | 280 | 100 | 72 | 80 |
| 2019 | 221 | 213 | 120 | 99 | 73 | 53 | 49 |

| | Action Adventure | Action Shooting | Sports | Racing | Other (Genre) | Peripherals | Other (Goods) |
|------|------------------|-----------------|--------|--------|---------------|-------------|---------------|
| 2022 | 144 | 31 | 28 | 45 | 139 | 7 | 250 |
| 2019 | 44 | 33 | 31 | 14 | 216 | 43 | 313 |

TGS2022 complies with the codes of ethics of CESA and the rating system of the Computer Entertainment Rating Organization (CERO.) You need to be 18 or older to play Z-rated game trials or those including expressions that are equivalent to the Z-rated. You will also be asked to show your identification (driver's license, passport, student ID, etc.) to prove your age when playing the age-restricted game trials. If you are 18 or older and wish to play a trial game, don't forget to bring your ID.

About TGS2022 Real/Online Organizer Programs

■38 Official Streaming Programs Viewable Anywhere for Free Online

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. 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.

*More about the programs: <https://tgs.nikkeibp.co.jp/tgs/2022/en/contents/official.html>

| TOKYO GAME SHOW 2022 | | | | | |
|-------------------------------|-------------------------------|---|--------------------------------|--------------------------------|--------|
| Official Streaming Time Table | | | | | |
| | 9/15 Thu | 9/16 Fri | 9/17 Sat | 9/18 Sun | |
| 10:00- | TGS2022 OPENING PROGRAM | | | | 10:00- |
| 11:00- | Keynote | | D3PUBLISHER | Online Experience Tour | 11:00- |
| 12:00- | Gamera Games | | DONUTS GAMES | Japan Electronics College | 12:00- |
| 13:00- | Japan Esports Union | Prime Gaming | Qookka Entertainment | Japan Game Awards: 2022 | 13:00- |
| 14:00- | | | | Japan Game Awards: 2022 | 14:00- |
| 15:00- | BenQ Japan | | GungHo Online Entertainment | | 15:00- |
| 16:00- | Japan Game Awards: 2022 | SENSE OF WONDER NIGHT 2022 (SOWN2022) | Happinet | GungHo Online Entertainment | 16:00- |
| 17:00- | Microsoft | 505 Games | HoYoverse | 110 Industries | 17:00- |
| 18:00- | Archosaur Games | KOEI TECMO GAMES | | Happinet | 18:00- |
| 19:00- | GREE | SEGA / ATLUS | fingger | TGS2022 ENDING PROGRAM | 19:00- |
| 20:00- | | KONAMI | LEVEL- 5 | | 20:00- |
| 21:00- | Bandai Namco Entertainment | SQUARE ENIX | Aniplex | | 21:00- |
| 22:00- | CAPCOM | | ProjectMoon | | 22:00- |
| 23:00- | | CAPCOM | | | 23:00- |
| 00:00- | | | | | 00:00- |

[Keynote Speech]

Date: Sep. 15 (Thu.) 11:00-11:50 a.m.

Theme: “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.

Speakers: **Mr. Naoto Kato** President and CEO, cluster, Inc.

Mr. Ari Staiman President, Roblox China

Mr. Koji Fujiwara Chief GUNDAM Officer, Bandai Namco Group

Moderator: **Mr. Kazuhiko Hayashi**

Famitsu Group Representative, KADOKAWA Game Linkage

[To Watch Online] <https://youtu.be/kxeYFF12I60>

Real/Online

■TGS Forum (Business Seminar)

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>

[Organizer Sessions]

Program KR-01

Date: Sep. 16 (Fri.) 10:30 a.m. – 12:00

Venue: International Conference Hall 201

Theme: “Metaverse Frontline: Evolution and Future of Hardware and Software”

“Metaverse” is a big topic. Led by games, the evolution of software, such as Metaverse platforms that can provide various virtual services or produce and sell three-dimensional items freely, is rapidly gaining ground. Meanwhile, hardware is also making steady progress. The hardware environment for the Metaverse has been greatly enhanced, including the anticipated release of a new model from Meta, and other new models of attention from Japanese manufacturers. We will focus on the current trends of hardware and software evolution, the two wheels for experiencing the Metaverse space, and share the latest business topics while focusing on issues to advance the popularization of the Metaverse.

Speakers: **Mr. Takuma Iwasa** Representative Director and CEO, Shiftall

Mr. Kazuhiko Chuman Deputy General Manager, KDDI

Mr. Shun Kubota Mogura, CEO / Mogura VR, Chief of Editor / XR journalist

Moderator: **Daichi Morioka** Deputy Editor-in-Chief of Nikkei XTREND, Nikkei BP

Program KS-01

Date: Sep. 16 (Fri.) 10:30 a.m. – 12:00

Venue: International Conference Hall 302

Theme: **“Future of esports”**

A panel discussion on the theme of continuous and healthy growth of the Japanese esports market. Professional e-sports players, relevant ministries and agencies, media, and other people from various fields related to e-sports will be invited to exchange a wide range of opinions on current issues, future possibilities, and actions that should be taken by each field to open up the future of e-sports.

Speakers: **Mr. Yasunari Ueda** Ministry of Economy, Trade and Industry, Deputy Director Media and Content Industry Division Commerce and Information Policy Bureau
Mr. Kazuhisa Okada Aetas, CEO / Editor-in-chief of 4Gamer.net
Mr. Tatsuya Sugisawa MouseComputer, General Manager, Marketing HQ
Mr. Nemo Wellplayed Rizest, Professional esports player

■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 404 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/en/>

■ 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 (253 titles.) 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 exhibited or announced at TGS2022, "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 36 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.

■Game History Museum

Real

Game History Museum 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.

Notices for Visitors, and How to Enter the Real Venue

■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

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>

[References]

- List of exhibitors
<https://4c281b16296b2ab02a4e0b2e3f75446d.cdnext.stream.ne.jp/tgs/2022/exhibition/common/en/exhibitorlist0915en.pdf>
- List of exhibition booths and in-booth events *Japanese
<https://4c281b16296b2ab02a4e0b2e3f75446d.cdnext.stream.ne.jp/tgs/2022/exhibition/common/pdf/tgsjpbooth0915.pdf>
- List of exhibited game titles *Japanese
<https://4c281b16296b2ab02a4e0b2e3f75446d.cdnext.stream.ne.jp/tgs/2022/exhibition/common/pdf/tgsjptitle0915.pdf>
- List of merchandises *Japanese
<https://4c281b16296b2ab02a4e0b2e3f75446d.cdnext.stream.ne.jp/tgs/2022/exhibition/common/pdf/tgsjpsale0915.pdf>