



Japanese Official Website for Visitors Unveiled Today **465 Exhibitors from Japan and Overseas Announced** *As of July 6

**Over 1900 Exhibition Booths Exceeding Initial Expectation
TGS2022 Main Visual Also Revealed!**

Tokyo Game Show 2022 (TGS2022) is coming in about two more months, and its official website for visitors in Japanese (tgs.cesa.or.jp) has been unveiled today. TGS2022 returns to a physical venue, at Makuhari Messe, from September 15 (Thu.) to 18 (Sun.) As of July 6, 465 exhibitors, including 299 from Japan and 166 from overseas, will participate in the Event with 1902 exhibition booths, far exceeding the initial expectation of 1500 booths.

The Indie Game Selected Exhibit project, which offers free exhibition opportunities for outstanding game titles at the TGS2022 Indie Game Area, also received a record-breaking 583 entries. After the screening process, 81 titles were picked for the Exhibition.

The main visual of TGS2022 has also been unveiled today on the official website.

Under the theme of "Nothing Stops Gaming," TGS2022 will promote the ever-progressing attractiveness of games from various perspectives to the broader public. Please look forward to TGS2022, bringing together gaming businesses from Japan and overseas in person for the first time in three years.

■ Japanese Official Website for Visitors Unveiled

TGS2022's official website for visitors in Japanese (<https://tgs.cesa.or.jp/>) is now available online, where you can find the list of exhibitors announced today, the main visual, ticket information, and more. Until the start of TGS2022, the Website for visitors will deliver the latest updates as soon as they are available, including the Organizer Programs, what to see in exhibitor booths, and official streaming programs.

*English and Chinese editions of the official website for visitors will be launched on July 15 (Fri.)

■ TGS2022 Main Visual Revealed

TGS2022 has unveiled its main visual. The work was created by illustrator Kukka for three consecutive years. Expressing this year's theme, "Nothing Stops Gaming," the main visual will appear in various scenes as the symbol of TGS2022. Please look forward to it!



● **Kukka comments on the main visual**

I tried to use pop and bright colors to create a fresh, vibrant feel.

Communicating and connecting with people over games have become part of our life. I had an idea to express this feeling in my work, but it wasn't easy to show these connections in illustration. It was fun playing with the motifs of putting on makeup, which I was inspired by in-game character creation.



● **Biography**

Kukka was born in 1995 in the Goto islands of Nagasaki Prefecture. Its major works include the book cover illustrations for *Natsu no Tunnel Sayonara no Deguchi* by Mei Hachimoku (Gagaga Bunko) and *Watashi ga Daisuki na Shousetsuka o Korosumade* by Yuki Shasendo (Kadokawa Bunko.) Kukka also created CD cover illustrations for *After the Rain* and other singers in the music field. As a personal project, Kukka actively releases creative illustrations expressing its unique worldview under various themes. Its collection of artworks *KUKKA* published from KADOKAWA has been a bestseller, with the second edition and the Chinese edition planned to be released.

■ **81 Titles Picked from Record-breaking 583 Entries for Indie Game Selected Exhibit!**

TGS set up the Indie Game Area in 2013 to promote the attractiveness and possibility of unique indie games while hosting the free exhibition project for indie developers, including individuals. This year's project received a record-breaking 583 entries from 56 countries and regions, and 81 titles were chosen as selected exhibitors after the screening process.

With the support of our sponsors, SENSE OF WONDER NIGHT (SOWN), a pitch contest for innovative game ideas, will be held online on September 16 (Fri.), in addition to the "Selected Exhibit." Before the start of TGS2022, its official website and streaming programs will introduce the upcoming game titles of exhibitors to create opportunities for raising awareness and spotlighting indie games, a treasure trove of unique ideas. Don't miss this great opportunity.

*TGS2022 will run the campaign for game fans to guess the SOWN2022 finalists from late August. The finalists will be announced on September 7.

Indie Game Program Sponsors *The names appear in the order of application acceptance.

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Sony Interactive Entertainment / Nintendo / Kodansha Game Creators' Lab

<Gold Sponsor>

iGi indie Game incubator

<Device Sponsors>

ELSA Japan / BenQ Japan

■MONSTER ENERGY as Special Sponsor for 10 Consecutive Years!

MONSTER ENERGY is an energy drink that was first launched in the US in 2002 and has been sold worldwide ever since. The brand has been an active supporter of game scenes, as well as motorsports, action sports, and music events. We proudly announce that MONSTER ENERGY will join TGS2022 as a Special Sponsor for ten consecutive years.



■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)
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.
*General admission on Sep. 16 (Fri.) will be open between 2:00-6:00 p.m.
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.
Venue: Makuhari Messe (Mihama-ku, Chiba City, Chiba Prefecture)
Exhibition Halls 1 to 8 / International Conference Hall
Expected Number of Visitors: 150,000