

TOKYO GAME SHOW 2017

Reality Unlocked!

Press Release

September 21, 2017

Tokyo Game Show 2017 Starts Today! !

**Featuring 609 companies and organizations from
36 countries and regions!**

**Attention toward e-Sports is rising up!
TGS is now a hub of the global video game market**

Computer Entertainment Supplier's Association
Nikkei Business Publications

The Tokyo Game Show 2017 (Organizer: Computer Entertainment Supplier's Association [CESA, Chairman: Hideki Okamura], Co-organizer: Nikkei Business Publications [President: Suguru Niinomi], Dates: September 21 to 24, Venue: Makuhari Messe; henceforth TGS2016) starts today, and will be held for four days from September 21st (Thu) to the 24th (Sun). The first two days (21st, 22nd) are business days for video game industry insiders and the press, while the latter two days (23rd, 24th) are public days.

609 companies and groups from 36 countries and regions are exhibiting at the Tokyo Game Show 2017. Breakdowns are 292 Japanese and 317 foreign companies. (Last year there were 269 Japanese and 345 foreign companies.) The number of Japanese companies exhibiting marks a record high. Moreover, the number of displayed titles for which there were advance applications is 1,317.

Also, 45 companies from 5 countries and regions are exhibiting in the VR/AR Area which is renamed from VR Area. The total number of displayed VR titles at TGS2017 will be 117 (Last year 110).

[Tokyo Game Show 2017 Advance Statistics]

(as of September 21st, 2017)

Exhibitors : 609 (last year: 614)

Exhibition stands : 1,930 (last year: 1,939)

Countries and regions represented : 36 (last year: 37)

Displayed titles : 1,317 (last year: 1,523)

Countries/regions exhibiting at Tokyo Game Show 2017							
Asia/Oceania:: 17 countries/regions				※Order of the Japanese syllabary			
Israel	Iran	India	Indonesia	Australia	South Korea	Singapore	Thailand
Taiwan	China	Turkey	Philippines	Vietnam	Hong Kong	Macau	Malaysia
Japan							
Americas: 4 countries							
Canada	Chile	Brazil	United States				
Europe: 15 countries							
Ireland	United Kingdom	Netherlands	Austria	Croatia	Switzerland	Sweden	Spain
Germany	Norway	Finland	France	Belgium	Poland	Russia	

TOKYO GAME SHOW official website: <http://tgs.cesa.or.jp/english>

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◆ Record high number of Japanese companies exhibiting at Tokyo Game Show 2017 – now playing role as hub for Asia

A total of 609 companies (292 companies from Japan, and 317 overseas companies) are exhibiting at this year's Tokyo Game Show. With more than 20 new Japanese exhibitors compared with last year's show, there is a record high number of Japanese companies exhibiting at TGS2017. More companies are exhibiting in areas such as the VR/AR, Indie Game and Business Solution corners, showing that companies and organizations in various fields are now planning to take part in the Tokyo Game Show. Continuing last year's trend, more than half of the exhibiting companies are from overseas, with the Tokyo Game Show becoming a hub for business discussions in Asia.

◆ A new wave of game enjoyment with VR/AR, e-Sports and movie streaming

This year's Tokyo Game Show takes the theme of "Reality Unlocked". The VR corner that was introduced last year, attracting much attention, is this year expanded with AR (Augmented Reality) and MR (Mixed Reality) exhibits. Here, you will be able to enjoy first-of-their-kind surprising experiences brought about by new technology, including the appearance of devices supporting senses of touch and smell.

e-Sports, in which pro gamers enter the heat of battle, have become established as a new way of enjoying games, with big events attracting huge audiences around the world. You can even enjoy e-Sports at Tokyo Game Show at the large e-Sports X stage, featuring contests across popular console, PC and smartphone titles.

There will be live streaming worldwide through niconico, Twitch and douyuTV of all kinds of events, including e-Sports X, and the latest news.

Please have high hopes for Tokyo Game Show, where the cutting-edge of computer entertainment on all platforms is brought together under one roof.

[Trends in Titles Scheduled for Display]

About 30% of the titles (including goods) scheduled for display in 2017 are for iOS and Android, which points to the continued popularity of the smartphone game market. Furthermore, aside from VR and PC titles, the number of titles for Home console games are also increasing, providing new titles in various genres such as smartphones, home consoles games, mobile, and PC.

[Titles Scheduled for Display, by Platform and Genre] (as of September 21st, 2017)

Platform		No. of titles	
		2017	2016
iOS		204	220
Android		214	203
Other smartphones		13	15
Nintendo Switch		46	-
Nintendo 3DS		9	36
Wii U		3	13
PlayStation4		112	116
PlayStation3		4	15
PlayStation Vita		20	48
Xbox One		27	30
PC		176	178
PC browser games		28	21
Steam		81	74
Other (product sales, etc.)		263	444
VR	PS VR	13	29
	Oculus Rift	29	30
	HTC Vive	44	24
	GEAR VR	9	7
	Other VR	22	20
Total		1317	1523

Genre	No. of titles	
	2017	2016
Action	248	205
RPG	114	127
Simulation	127	105
Puzzle	68	76
Adventure	77	91
Sports	9	27
Shooting	52	34
Action Shooting	7	40
Action RPG	53	54
Action Adventure	24	36
Racing	18	7
Other (genre)	264	159
Development tool	19	27
Peripherals	2	-
Other (goods)	235	381
Indie games (type A only)	※	154
Total	1317	1523

*Indie games in 2017 (type A /B) are divided between genres.

Game Trials for some Titles at the Tokyo Game Show 2017 Venue

In accordance with our utilization of the ratings systems of the CESA code and CERO code, "Z category" titles and titles that include wording equivalent to "Z category" are restricted to those 18 years of age or older at the Tokyo Game Show 2016. If you wish to test-play age-restricted titles, you will need to present an age verification document (driver's license, passport, student ID, etc.). We ask that persons 18 years of age and older bring with them one of the above documents.

■ TOKYO GAME SHOW 2017 Exhibition Outline

Event Title: TOKYO GAME SHOW 2017
Organizer: Computer Entertainment Supplier's Association (CESA)
Co-Organizer: Nikkei Business Publications, Inc.
* Tokyo Game Show 2017 is supported by J-LOP4.
Special Partner: DWANGO Co., Ltd.
Dates & Times: Business Days September 21 (Thursday) and 22 (Friday), 2017 10:00 a.m.–5:00 p.m.
* Admission during Business Days is restricted to trade visitors and members of the press.
Public Days September 23 (Saturday) and 24 (Sunday) 10:00 a.m.–5:00 p.m.
* Doors may open at 9:30 a.m. on Public Days depending on the situation.
Venue: Makuhari Messe (Mihama-Ku, Chiba City, Chiba Prefecture)
Exhibition Halls 1 to 11 / Event Hall / International Conference Halls
Expected Attendance: 250,000
Admission: Adults (Junior-high school age and older) On-site 1,200 yen (Advance Purchase: 1,000 yen)
(Public Days) Elementary school age and younger: Free

[Download Site for Members of the Press]

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

URL: <https://www.filey.jp/tgs/> (Login with press ID required. ID: tgs_press / PASS : press_tgs)