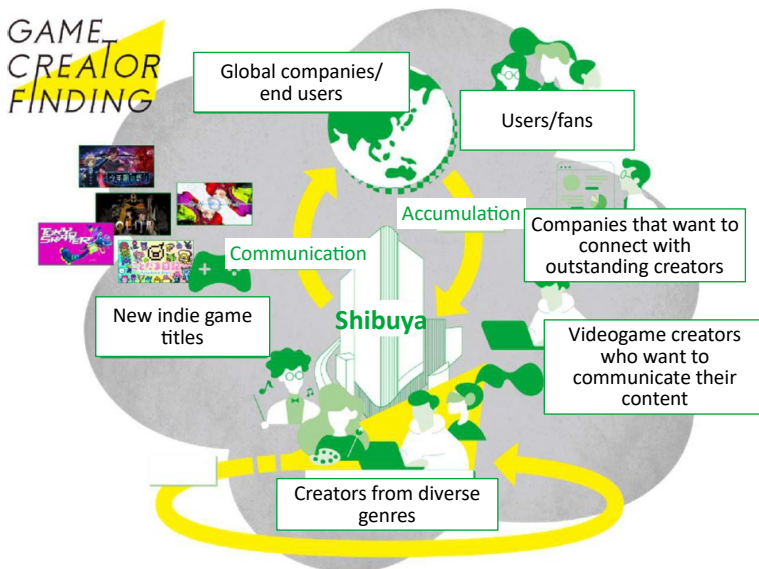


September 10, 2024
Tokyu Land Corporation
Skeleton Crew Studio

**Tokyu Land assists with videogame development out of “404 Not Found”
located in Shibuya Sakura Stage
“Game Creator Finding” project to discover and support videogame creators
with global aspirations gets underway**

Tokyu Land Corporation (Headquarters: Shibuya-ku, Tokyo; President and CEO: Hiroaki Hoshino; “Tokyu Land” below) and Skeleton Crew Studio (Kyoto-shi, Kyoto; Representative Director and President: Masahiko Murakami) will commence “Game Creator Finding,” a new project to support indie game creators and their works (“Project” below), with the aim of realizing a base for transmitting videogame content to the rest of the world out of “404 Not Found,” a creator hub developed at Shibuya Sakura Stage (Shibuya-ku, Tokyo). Having moved forward with the selection of creators to support and project implementation alongside the opening of 404 Not Found on July 25, 2024, the companies announced that they have decided on providing assistance for two works.



Under the Project, Tokyu Land and Skeleton Crew Studio will provide a wide range of support that includes funding support for the production of works, the refinement of videogame content and the provision of resources that production teams cannot cover internally, work environments and publicity opportunities. At 404 Not Found, the companies aim to give rise to a forum to create the likes of opportunities to introduce works, hold trial sessions and conduct technology exchange as well as to have fellow participants also plan and realize opportunities for various creators to collectively polish a variety of works, not just those receiving assistance.

The Project is spearheaded by Masahiko Murakami, Representative Director of the Shibuya Asobiba Production Committee that operates 404 Not Found alongside Tokyu Land. Murakami is also the organizer of “BitSummit,” one of Japan’s largest indie game festivals, as well as the representative of Skeleton Crew Studio. Under the Project, Tokyu Land and Skeleton Crew Studio aim to jointly hone creative endeavors by having videogame producers and creative advisors come together and by discovering and supporting creators who seek to be widely active in Japan and the rest of the world and want to further widen the breadth of their activities.

Furthermore, by expanding the Project to the greater Shibuya area* with Shibuya Sakura Stage as a starting point and having Tokyu Land provide full backup, both companies will proceed to engage in assistance programs that provide an environment conducive to concentrating on creative endeavors in line with the situation of the creators being assisted. That includes providing sites of production and activity, support for production costs as well as publicity for the launch of works and a forum that facilitates communication among fellow creators.

■ Assistance for Creator Community

Under the Project, plans call for the broad support of the indie game creator community as well while keeping the focus on production assistance. As part of the Game Creator Incubation (GCI) concept, in order to establish the target destination of works as the more lofty “works that gather attention worldwide” as opposed to just “works that are released to the world,” Tokyu Land and Skeleton Crew Studio are making preparations to develop sites that supply various know-how, including that for human resources and technology, that are conducive to friendly rivalry and go beyond a simple community space, with 404 Not Found to be the center of those development efforts.

Tokyu Land and Skeleton Crew Studio will continue to do their utmost to assist the creators who gather at Shibuya Sakura Stage and 404 Not Found under the Project in their new challenges and offer an environment that enables them to strive to maximize their potential.



404 Not Found, a creator hub located inside Shibuya Sakura Stage

■ Introduction of Work to Receive Assistance ①

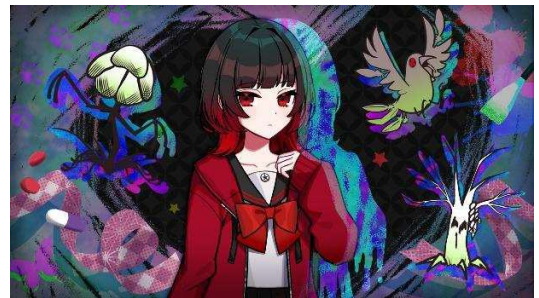
• “Giruguru” Produced by: Production Exabilities

Challenging work that depicts this world and the next, reincarnation and liberation and the “life” of modern youth based on a Japanese perspective of life and death.

Stillness and motion, life and death, hope and despair and cuteness and hideousness as spun forth by a girl who clings to life and other girls who find life hopeless. In this real-time tactical adventure game, all of these “opposites” mesh together to bring forth a new nature of things.

[STORY]

Girls who find life hopeless stumble into a world that exists between life and death, one in which there is nothing... There, they encounter another girl, one who is fixated on “living” in that ambiguous world all on her own. This “heretic” approaches the girls and feeds them her thoughts while resisting the enemy and destiny that loom ahead. Players will determine the fate of the girls based on their own choices in this real-time tactical adventure game.



Production Exabilities: Introduction

Studio consisting of a collective of young creators who became independent from a major videogame developer and started to develop their business globally.

A team of challengers who researches high-end content expression with a small-scale organization.



Kazufumi Narawa

Representative Director and Studio Head

Former videogame planner at KOEI TECMO. Also active as scenario writer, novelist, videogame designer and vocational school instructor while serving as director and running the company in his capacity as Studio Head.



Fumiya Nishimura

Lead Engineer

Former lead engineer at KOEI TECMO. Hand-picked to serve as lead programmer at young age. Joined studio to realize his own ideal form of videogame production.

Comments from Narawa: With this work, we seek to depict “reincarnation” and “opposites,” which lie at the root of life, based on our ideas. In a vacant area of Shibuya where people who support such an extreme work come together, we will put our all into our development efforts while looking forward to what shape the creations of our peers will take!

■ Overview of Work

Name of Title	Giruguru
Scheduled Release Date	2025 (tent.)
Price	TBD
Platform	PC and other (TBD)

■ Introduction of Work to Receive Assistance ②

- “TWIN SOULS” Produced by: CORE8

Ambitious action game rooted in Japanese mythology. Boasts tremendous, highly-unique art. Action-adventure title in which human main characters proceed along a story in which they encounter various forms of love while looking at the world from their own individual perspective.

[STORY]

Give yourself to god and become one with them. If you do, the power that lies within will enable you to make the world your own.

Eons ago, in a time when gods and humans were closer, a pair of souls were drawn to each other. One belonged to a boy who lives in an invaded forest; the other to a king who continues that invasion in the name of developing his kingdom. These twin souls, which fascinate even the gods, call out to each other.

What is justice? What is love? What is death?

Here begins a journey of the soul that reexamines what flows at the root of humanity.



CORE8: Introduction

Art-centric videogame studio established as a company for the pursuit of art and videogames by its representative Noboru Hotta.



Noboru Hotta

Representative Director of CORE8

Built career as art director at companies such as KONAMI and SEGA. Had involvement with a number of famous titles. Was subsequently involved with establishment of Grounding Inc. Produced numerous titles, including consumer, social, smartphone, VR and board games, in capacity of CCO/creative director. Left company environment behind in 2019 to pursue own style. Started up CORE8inc.

Comments by Hotta: “I am very excited at being able to begin work on TWIN SOULS, a title I have been preparing for years, through the Game Creator Finding project. I am thankful for the assistance of numerous parties, including Tokyu Land, Murakami and Ito, and look forward to bringing creative works originating in Japan from 404 Not Found to the rest of the world.”

■ Overview of Work

Name of Title	TWIN SOULS
Scheduled Release Date	2026 (tent.)
Price	TBD
Platform	PC and other (TBD)

■ Comments by Members Leading the Project

General Producer

Masahiko Murakami

Representative Director of Skeleton Crew Studio

Director of Japan Independent Games Aggregate

Representative Director of Shibuya Asobiba Production Committee

Gained experience as videogame artist in San Francisco and Kyoto after graduating art university in United States. Subsequently became entrepreneur in 2016. Engages in wide range of activities that include videogame development, XR content development, event production and urban development.

Organizer of “BitSummit,” one of Japan’s largest indie game festivals.



Comments by Murakami: “I look forward to the many chances that will be brought forth by creators through this project. My hope is to create new possibilities that have value from the perspective of the

creators whom I have encountered at 404 Not Found in Shibuya and BitSummit while collaborating with them. Going forward, I also intend to cooperate with corporations and other entities that are considering assisting with and investing in titles and conducting videogame support projects, pitch contests, exchange events and the like as well.”

Business Producer

Akinari Ito

Freelance content producer/business developer

Worked for sixteen years at SONY INTERACTIVE ENTERTAINMENT.

Focuses on assisting Japanese creators and starting up indie game environments.

Launched Game Publishing Business at SONY MUSIC ENTERTAINMENT after becoming independent. Served as core member of that business. Currently engages in multifaceted expansion of content production and business creation for various corporations as well as creator support and development businesses in his capacity as freelance producer.



Comments by Ito: “I feel a curious coincidence, not unlike inevitability, at the fact that I came to pursue the creation of an environment for creators who have always cooperated no matter what their circumstances alongside Tokyu Land and Murakami. I will do my utmost to offer a deeper level of support to everyone we work together with from here on out based on the various forms of assistance I have devised and implemented up to now through trial and error.”

■ Project Life Land Shibuya, a Tokyu Land initiative in the Greater Shibuya Area

Project Life Land Shibuya is a Tokyu Land project in the Shibuya area based on the concept of “starting with people.” Through co-creation with diverse people and companies, along with the creation of mechanisms and places for interaction, Tokyu Land will create a cycle of creation, dissemination, and accumulation, and will build partnerships and alliances with people and companies who share its vision. The company plans to launch projects in the Shibuya Sakuragaoka, Harajuku/Jingumae, Daikanyama, and Yoyogi Park areas by fiscal 2024. Taking a long-term view, Tokyu Land will enhance the city's appeal by linking areas in the Greater Shibuya Area.

*Note: The Greater Shibuya Area is within a 2.5 km radius from Shibuya Station, as defined in the Tokyu Group's Shibuya urban development strategy.



Project Life Land Shibuya

Website: <https://life-land-shibuya.com>

Urban Development in Greater Shibuya

Website: <https://www.tokyu-land.co.jp/english/urban/area/shibuya.html>

