

NEWS RELEASE



Keeping Tokyo on the Move

18-80

August 13, 2018



Tokyo Metro

X SCRAP



“Tokyo Metro—The Underground Mysteries 2018” Puzzle-Solving & City Exploration Game event

To be held for a limited time starting Monday, October 1

Non-Japanese-speaking foreigners can enjoy an English-language version as well!

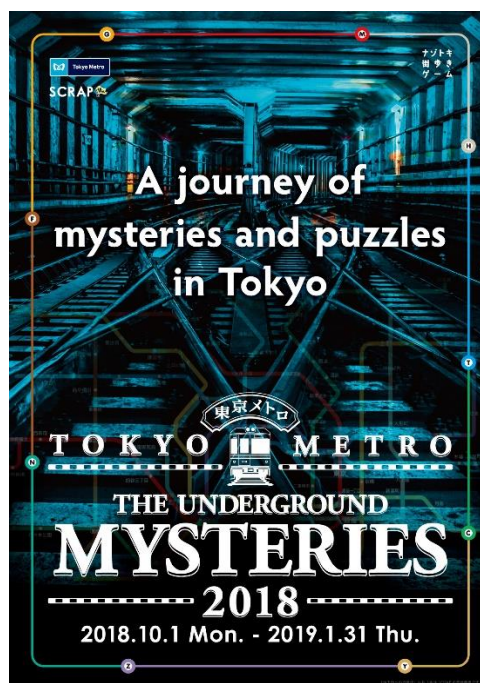
As a joint collaboration with SCRAP Co., Ltd. (Head Office in: Shibuya Ward, Tokyo; Representative: Takao Kato), which plans and operates “Real Escape Games,” Tokyo Metro (Head Office in: Taito Ward, Tokyo; President: Akiyoshi Yamamura) will hold a “Tokyo Metro—The Underground Mysteries” event for a limited time between Monday, October 1, 2018 and Thursday, January 31, 2019. “Tokyo Metro—The Underground Mysteries” is a “Puzzle-Solving & City Exploration Game” that encourages people to walk around Tokyo in search of the goal while solving the various puzzles planted in the city.

The past fourth “Tokyo Metro—The Underground Mysteries” events were met with considerable acclaim, attracting over 190,000 players in total. With the 2018 event, which marks the game’s fifth, the game has undergone a further evolution in the form of having its English version available throughout the event’s duration. Now, non-Japanese-speaking foreigners can also experience this new angle to the appeal of the city of Tokyo while riding Tokyo Metro subways.

With Tokyo Metro stations and the entire city of Tokyo as its backdrop, this “real-life” game has players use a 24-hour ticket and puzzle-solving kit to actually make their way around the city and solve puzzles that have been hidden within Tokyo and Tokyo Metro stations as they attempt to reach the goal.

With its 2018 iteration, “Tokyo Metro—The Underground Mysteries” is a brand-new experience that will take players on a journey filled of mystery and wonder where they will discover charming aspects of Tokyo that they never knew were there.

Please see the attachment for details on this matter.



Event Period

Monday, October 1, 2018 – Thursday, January 31, 2019

How to Participate

- (1) Purchase a puzzle-solving kit (24-hour ticket included) at designated subway pass sales corners.
- (2) Follow the puzzle-solving kit to solve the first puzzle, and go to the location indicated.
- (3) Follow the new codes and hints you obtained at that location to search for the next set of clues around Tokyo, unravelling the mystery along the way.
- (4) Discover the final answer to finish the game!

Where to Purchase the Puzzle-Solving Kit (24-Hour Ticket Included)

Japanese version: Subway pass sales corner at Ueno Station, Kita-Senju Station on the Chiyoda Line, Tokyo Station, Oji Station, Shinjuku Station, or Shibuya Station on the Ginza Line

Times available: 7:40 AM – 8:00 PM (365 days a year)

*At Shibuya Station, the kit is only sold at the subway pass sales corner for the Ginza Line.

English version: Subway pass sales corner at Ueno Station on Tokyo Metro lines, Kita-Senju Station on the Chiyoda Line, Tokyo Station, and Shinjuku Station

The following 2 SCRAP locations: Tokyo Mystery Circus and Ajito of Scrap Asakusa

Times available: 7:40 AM – 8:00 PM (365 days a year) at the subway pass sales corner at Ueno Station

*The English version will be temporarily sold on weekends and national holidays (January 1 excluded) at the below subway pass sales corners.

- Subway pass sales corner at Kita-Senju Station on the Chiyoda Line: 9:30 AM – 2:30 PM
- Subway pass sales corner at Tokyo Station and Shinjuku Station: 9:00 AM – 2:00 PM

*For directions to and business hours at Tokyo Mystery Circus and Ajito of Scrap Asakusa, please check the shop introduction website for Real Escape Games at: <https://realdgame.jp/shop/>

Price

2,200 yen (with tax; includes 24-hour ticket that enables use of lines on Tokyo Metro)

*The 24-hour ticket allows unlimited use of Tokyo Metro lines for a 24-hour period that commences once you first pass the ticket through the automatic ticket gate.

*The 24-hour ticket and puzzle-solving kit are not sold separately.

*Puzzle-solving kits cannot be purchased in advance.

*Puzzle-solving kits are not available at children's prices.

Notes on Ticket Accompanying Kit

- An unused, valid 24-hour ticket and problem-solving kit are required in order to qualify for a refund.
 - Refunds are provided at the subway pass sales corner at Ueno Station, Kita-Senju Station on the Chiyoda Line, Tokyo Station, Oji Station, Shinjuku Station, and Shibuya Station on the Ginza Line
 - The validity of 24-hour tickets is limited to the 24-hour period after usage of that ticket commences and may not exceed Wednesday, January 31, 2018.
- *The time of validity is printed on the back of the ticket after passing it through the automatic ticket gate.

Special Event Website Open!

Please check the following URL for the latest information on “Tokyo Metro—The Underground Mysteries.”

<http://realdgame.jp/chikanazo/5/en/index.html>

Other Items of Note

- While taking part in the puzzle-solving event, please be sufficiently mindful of safety when walking on subway platforms and in stations.
Please refrain from attempting problem-solving in areas where non-playing customers will be inconvenienced.
- Please note that station clerks and subway crew do not have any hints or answers.
- This program is conducted using the same content throughout the event period. To ensure the enjoyment of this program by players who have yet to take part in it, we strictly prohibit the disclosure of problems, answers and distributed material related to the puzzles on blogs, SNS and other Internet venues, as well as the transfer and resale of puzzle-solving kits.
- Sales of puzzle-solving kits may be temporarily suspended when the inside of stations or facilities is congested or chaotic. We will provide notice on the special event website (<http://realdgame.jp/chikanazo/5/en/index.html>) in such instances.

Organized by:

Tokyo Metro

SCRAP Co., Ltd.



Tokyo Metro



Sponsored by:

Asahi Group Foods, Ltd.

Iidabashi Central Plaza • RAMLA

KYOBASHI EDOGRAND

Coca-Cola Bottlers Japan Inc.



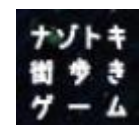
[Reference]

What is a “Real Escape Game?”



A “Real Escape Game” is a bold way of having fun in which free-to-play games, which have seen explosive popularity over the Internet, are transplanted into the real world as is. Game events are held in various locations that include single condominium rooms, closed schools and hospitals, and structures like Tokyo Dome and Roppongi Hills. From the time that the first of these events was held in 2007 up to the present, over 3.6 million players have participated in total. Moreover, these games have also captured fans in places outside of Japan such as Shanghai, Taiwan and San Francisco who represent both genders and span multiple generations. This new wave of “real-life” entertainment is currently sweeping the world.

What is a “Problem-Solving & City Exploration Game?”



A “real-life” game in which you actually walk around your city trying to solve puzzles. In “Tokyo Metro—The Underground Mysteries,” players use a puzzle-solving kit and 24-hour ticket to gradually unravel the game’s mystery. Consider yourself a member of the playing population when the scenery of Tokyo Metro that you are used to looks a little different to you. Discover the truth behind the game’s story as you progress through the game at your own pace.

