

TOKYO GAME SHOW 2025

Creator Lounge Sponsorship Guide

Ver.03
2025.06.02

I What is TOKYO GAME SHOW?

Starting in 1996, TOKYO GAME SHOW is Japan's largest gaming event held every September at Makuhari Messe

With many game companies' exhibition booths, merchandise sales, new game announcements and trials, reveals of trailers (preview videos) for games in development, talk shows by developers and voice actors, live performances by artists, advance sales of merchandise, this comprehensive and massive trade show is covered by media worldwide with high global attention, bringing together everything related to gaming.

TOKYO GAME SHOW 2025

September 25-28
Makuhari Messe,
Japan



TOKYO GAME SHOW 2024 Performance | Event Results

2024

Duration September 26 (Thu) - September 29 (Sun), 2024

Venue Makuhari Messe Halls 1-11 + International Conference Hall
+ Event Hall

Number of Exhibitors **985** companies (2023: 787 companies)

Number of Titles **2,850** titles (2023: 2,291 titles)

Number of Visitors **274,739** people (2023: 243,238 people)

Number of Media Outlets **1,468** (2023: 1,436)

Breakdown TV: 124 / Radio: 33 / Newspapers: 38 / News Agencies: 27 /
Magazines: 81 / Web: 547 / Others: 45

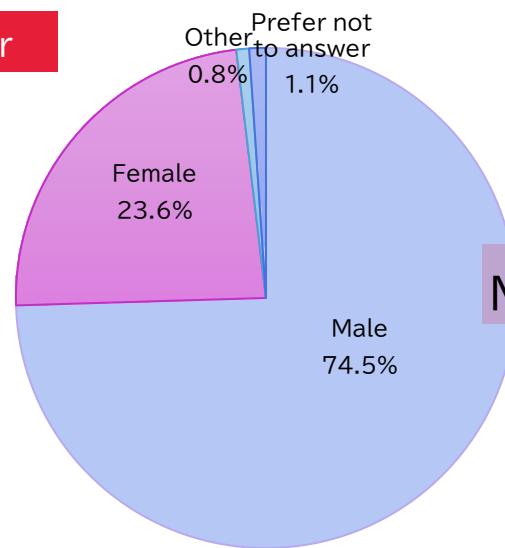
Number of Press Personnel **3,899** people (2023: 3,488 people)

Breakdown TV: 255 / Radio: 112 / Newspapers: 79 / News Agencies: 34 /
Magazines: 175 / Web: 2,047 / Others: 73

Gaming Industry **Approximately 30 trillion yen market size** ※Source: CESA Game Industry Report 2024

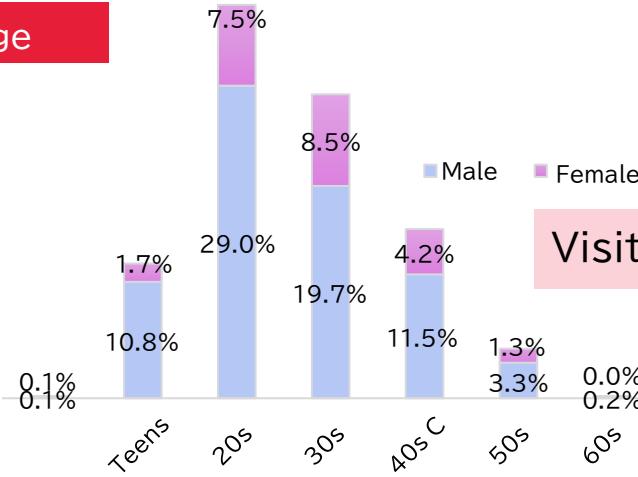
TOKYO GAME SHOW 2024 Performance | Visitor Demographics: General Visitors

Gender



Male approx. 75%

Age



Visitors in their 20s-30s

Occupation

Company Employee/Civil Servant/Organization Staff (including executives)

University/College/Graduate Student	11.1%
Part-time/Temporary/Contract Worker	10.9%
High School Student	6.5%
Self-employed/Freelance/Professional	5.1%
Currently not employed or in school	2.8%
Full-time Homemaker	2.0%
Other occupations	1.8%
Technical/Vocational School Student	1.7%
Middle School Student	1.4%
Other Students	0.8%
Elementary School or younger	0.5%

Company Employees approx. 55%

Region of Residence

Kanto Region

Chubu Region

Kinki Region

Tohoku Region

Kyushu Region

Chugoku Region

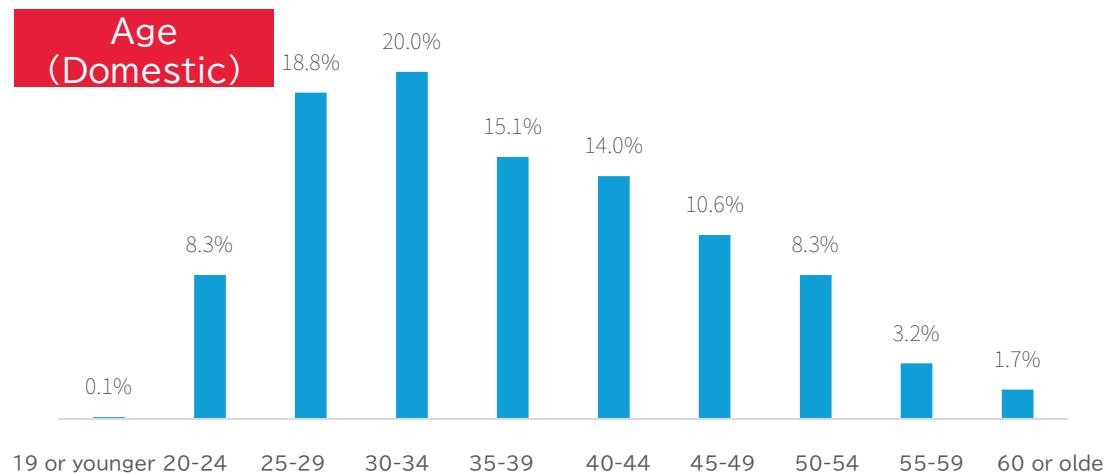
Hokkaido Region

Shikoku Region

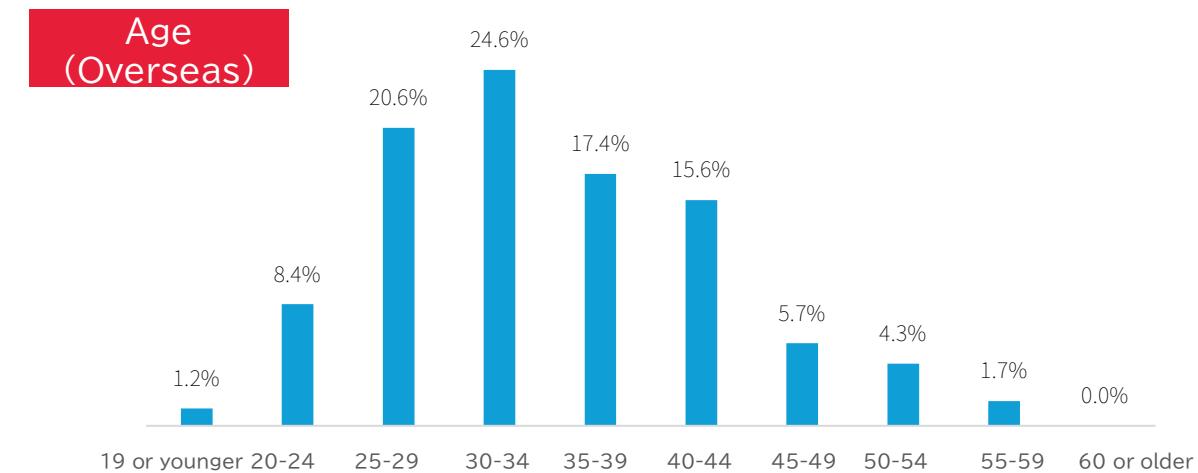
Kanto approx. 80%

**From outside Japan": 1.4%

TOKYO GAME SHOW 2024 Performance | Domestic Business Day Visitors & Overseas Visitors



Visitors in their 20s-30s



Visitors in their 20s-30s



Sales & Creators: approx. 33%



Executives/Officers/Computer-Related Technical Position: approx. 35%

TOKYO GAME SHOW 2024 Performance | Official Website / Official Social Media

Official Website



Domestic X Followers



TOKYO GAME SHOW／東京ゲームショウ
3,767 件の投稿

ゲームで世界に先駆け
TOKYO GAME SHOW 2024
9.26~9.29

... 🔍 🔍 フォロー中

TOKYO GAME SHOW／東京ゲームショウ
@tokyo_game_show

TGS公式アカウント。TGS2025は9月25日(木)～9月28日(日)開催! こちらのアカウントは配信専用なので、質問等は公式サイト内問い合わせフォームからお願いします。ハッシュタグ #TGS2025 #東京ゲームショウ

エンターテイメント・レクリエーション Tokyo Japan tgs.cesa.or.jp
2009年12月からTwitterを利用しています

312 フォロー中 9.5万 フォロワー

TGS Related Videos



TOKYO GAME SHOW/東京ゲームショウ
@tokyogameshow チャンネル登録者数 8.17万人・477 本の動画
東京ゲームショウ2024公式番組の配信をこのチャンネルで9月26日から29日まで...さらに表示
tgs.cesa.or.jp、他 4 件のリンク
チャンネル登録

124 videos posted / approx. 1.5 million views

TOKYO GAME SHOW Visitor Trends

2022

2023

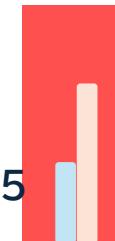
2024

Number of General Visitors

Number of Business Day Visitors

138,192

50,665



87,527

243,238

69,815



173,423

274,739

87,180

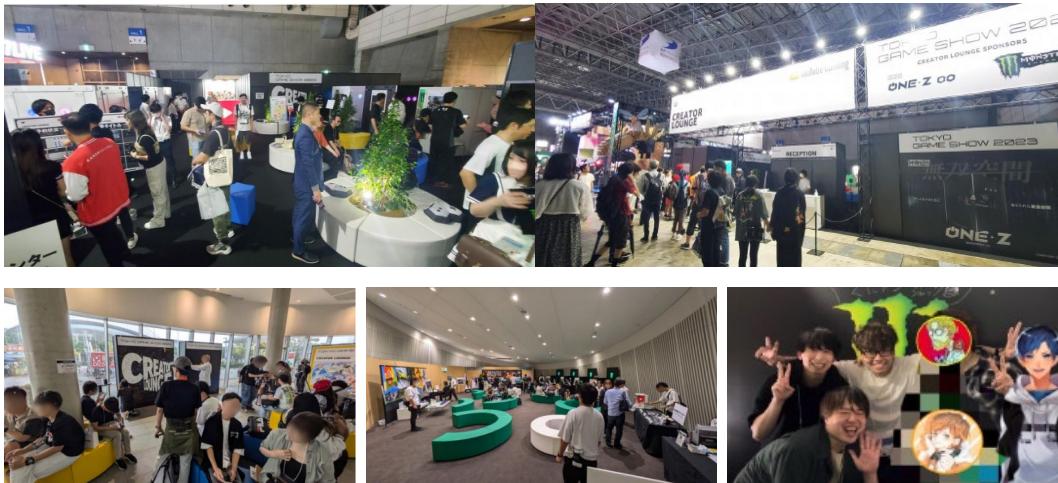


187,559

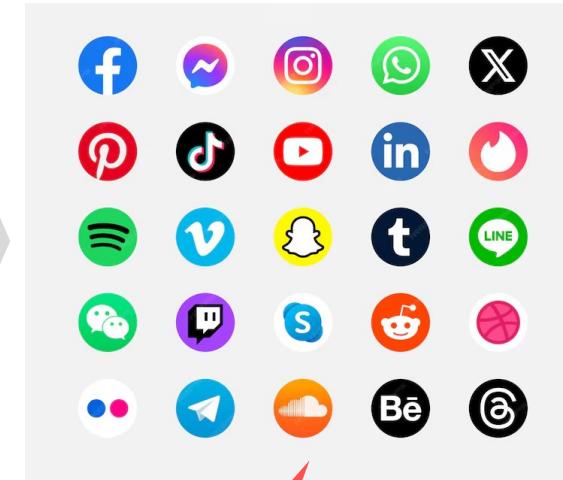
TGS real venue reach is increasing year by year!

What is TGS Creator Lounge?

To promote and disseminate information about TGS, influencers will be invited from the business day. Over the course of four days, numerous influencers will share and post content on platforms such as X, Instagram, TikTok, and YouTube, showcasing the venue, exhibition booths, and gameplay videos. The dedicated area for influencers to utilize is the "Creator Lounge."



Influencers and creators disseminate information using a variety of platforms



Influencers/Creators Reach your fans and viewers

Official Influencers

To globally disseminate information about TGS, we are recruiting "Official Influencers." Selection will be made by the secretariat. This year, in addition to international influencers, Japanese influencers will also be appointed. They will participate in various promotional activities.

Invited Influencers

Exhibitor-invited influencers, agency/MCN-invited influencers.

Able to enter for all 4 days:

- Public Days: 27 (Sat) & 28 (Sun)
- Public Days: September 27 (Sat) & 28 (Sun)

General Influencers

Entry approved after screening.

- Business Day: September 26 (Fri)
- Public Days: 27 (Sat) & 28 (Sun)

Entry is possible on these three days.

General Influencer Screening/Selection Criteria

Must have over **30,000** followers/subscribers on a single social media platform, or over **50,000** combined across multiple platforms.

- | Pre-registered Influencers: **730** people *1,069 including accompanying persons
- | 4-day Unique Influencer Visits: **609** people *846 total visits



Game Trials (Titles)

| Dungeon Stalkers [Sponsors](#)

| Game Pass [Sponsors](#)

| Sonic × Shadow Generations

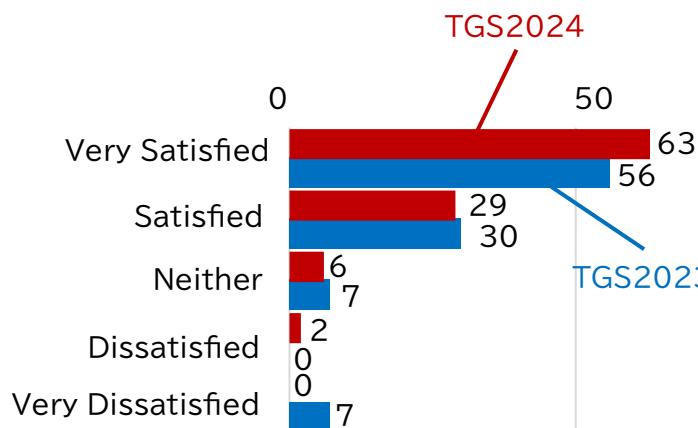
| Dynasty Warriors ORIGINS

| Romancing SaGa 2 Revenge of the Seven

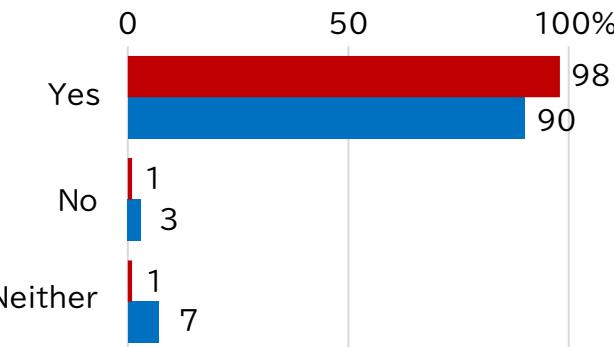
| METAL GEAR SOLID Δ:SNAKE EATER

Visit Survey/Posting Results

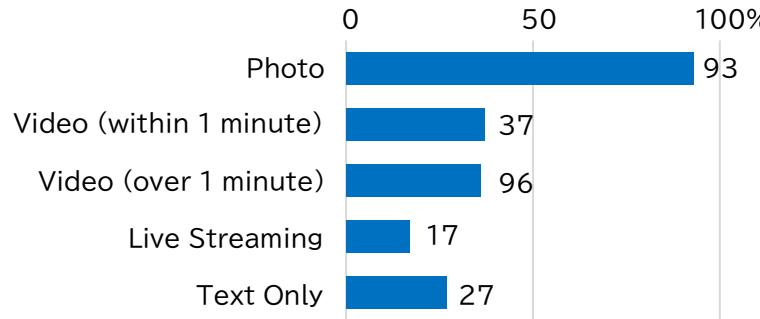
TGS2024 Visit Satisfaction



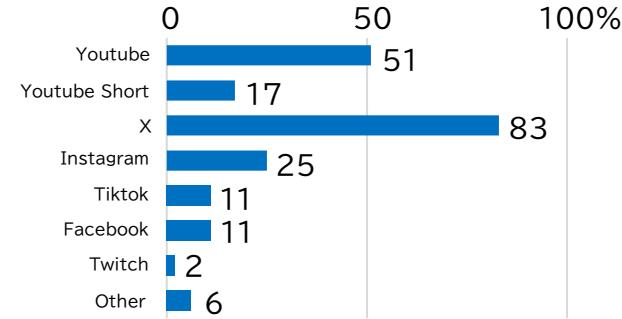
Want to Visit Next Time



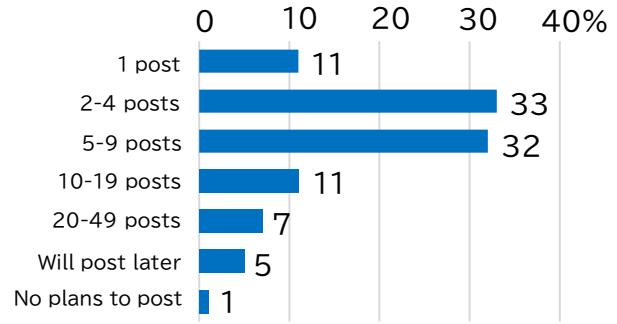
Posting Format



Posting Platforms



Number of Posts



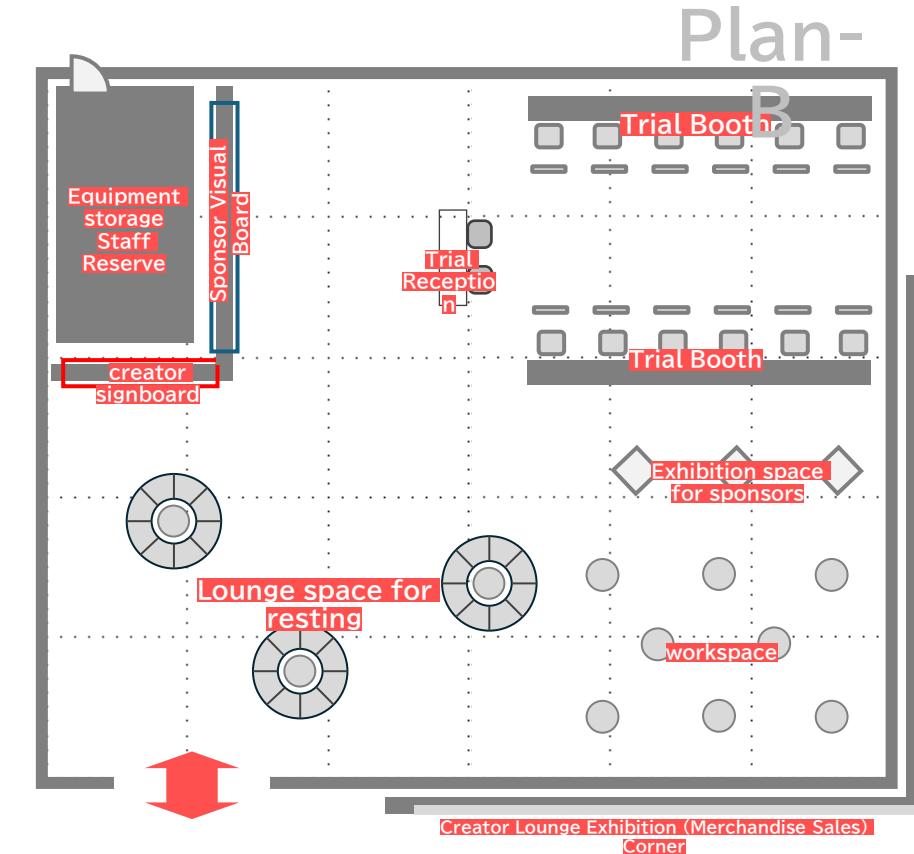
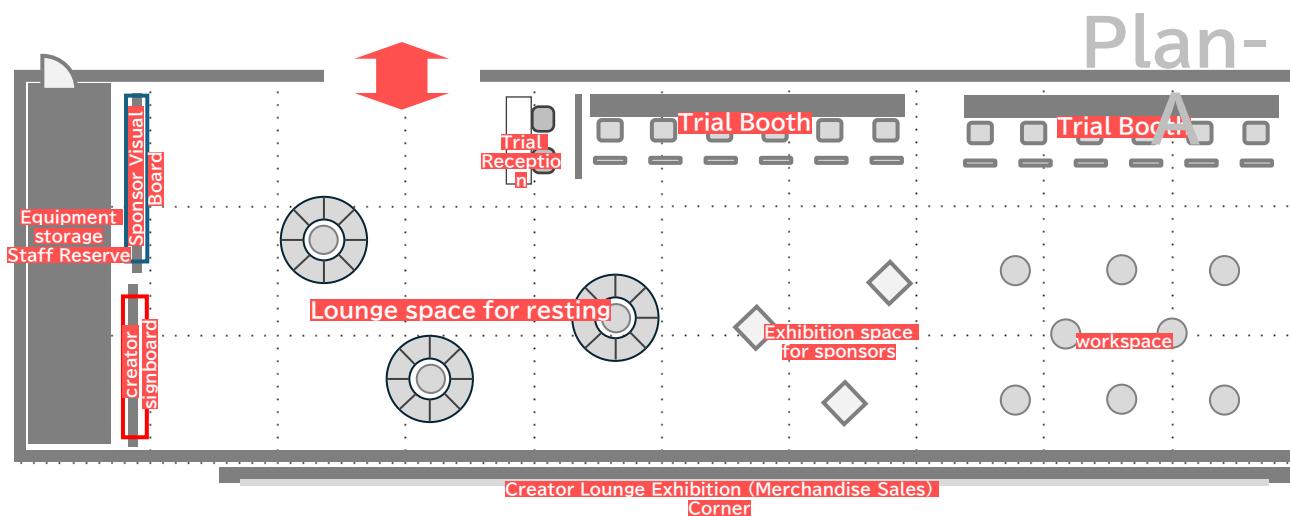
*Post-event survey conducted with registered influencers. 84 responses: Red bars show TGS2024, blue bars show previous year (TGS2023) numbers

Depending on the venue space, we will build a space that is easy for creators to utilize and maximize the effectiveness of the service appeal of the sponsoring companies.

Examples of lounge installations



$+ \alpha$



* The above is an image. Depending on the location, the space, zoning proposals, and installation contents may change.

Sponsorship Plans

Creator Lounge Sponsorship Plan

The Creator Lounge will feature trial play areas and workspaces for editing and other tasks. Sponsorship of this area enables promotion to influencers/video creators using the lounge.

Sponsorship Categories		Trial Title Sponsorship	Gaming Sponsorship	Non-Gaming Sponsorship
Number of Slots		Maximum 12 companies	3 companies	3 companies
Amount (Tax included)		1,650,000 yen	2,200,000 yen	3,300,000 yen
Logo Display & Information Posting	1 Official Website TOP Page	●	●	●
	2 Lounge Visual Board	●	●	●
	3 Lounge Staff T-shirts	●	●	●
	4 Trial Booth Logo Display	●	●	●
	5 Official Guide Map Information Posting	●	●	●
Trial Play Booth	6 Trial Booth Slot Provision	●		
Venue Branding	7 Lounge Exhibition Space Provision		●	●
Email Distribution	8 Promotion to Registered Influencers	●	●	●

*Trial title sponsorship does not exclude competitors.

*Gaming & Non-Gaming sponsorship excludes competitors.

*Gaming-related companies: Gaming PCs, gaming monitors, gaming peripherals and services (including streaming equipment and software), gaming furniture, gaming chairs, gaming rooms, etc.

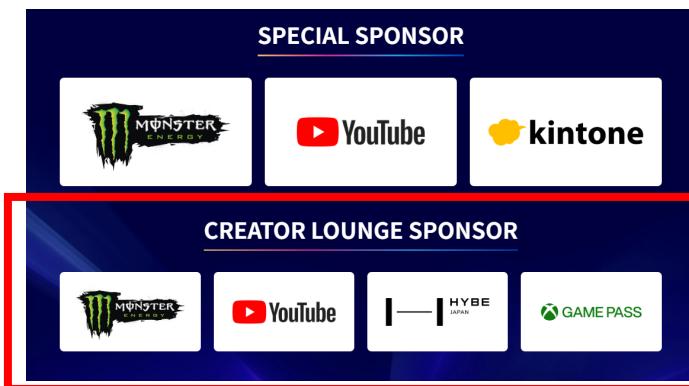
*Non-gaming-related companies: General consumer goods, food, beverages, etc.

*If you have a desired implementation not listed in this sponsorship guide, we can flexibly plan and accommodate your requests, so please contact us.

Sponsorship Benefits: Logo Display & Information Posting

1 Official Website

Sponsorship notation on TOKYO GAME SHOW 2025 official website TOP, planned to launch early July.



*Display Image (2024 Implementation)

|Display Period Site launch ~ (end date undetermined)
|Display Location See above
|Guarantee Type Period guarantee
|Display Order Japanese syllabary order

2 Creator Lounge Visual Board

Sponsorship notation on visual board planned for display in lounge.



*Visual Board Image

|Display Period During event period (9/25-28)
|Display Location Inside Creator Lounge
|Guarantee Type Event period display

Sponsorship Benefits: Logo Display & Information Posting

3 Creator Lounge Staff T-shirts

Sponsorship notation on T-shirts worn by Creator Lounge staff.

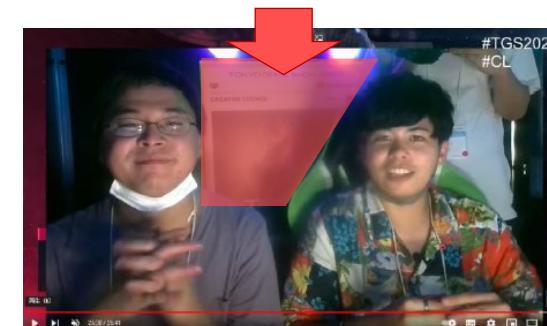


*T-shirt Image

- |Display Period During event period (9/25-28)
- |Display Location FGP venue
- |Guarantee Type Event period display

4 Trial Booth Panel

Logo display on trial booth area back panel for exposure during creator broadcasts.

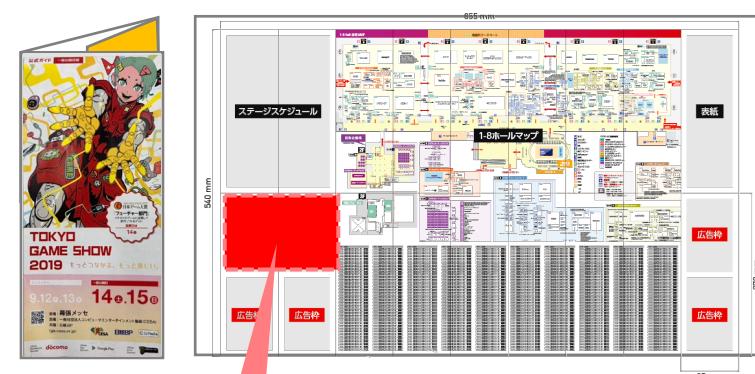


*Display Image

- |Display Period During event period (9/25-28)
- |Display Location Creator Lounge trial booth
- |Guarantee Type Event period display

5 Official Guide Map Information Posting

Information posting in venue distribution guide map.



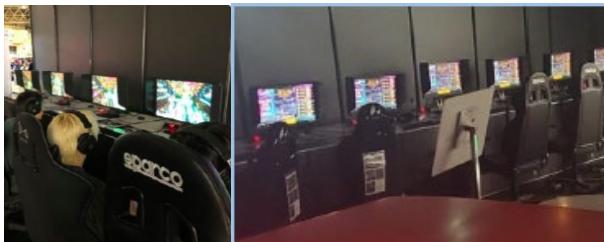
Creator Lounge Information
(Planned)

- |Display Location Official Guide Map FGP information section
 - |Distribution Location TGS venue
 - |Distribution Period During event
- ※The placement of sponsor information will be finalized once the guide map layout is decided.

Sponsorship Benefits: Trial/Exhibition/Email Promotion

6 Trial Booth Slot Provision

Creators will play games in the trial area set up in the lounge.



*Trial Booth Image

|Exhibition Period During event period (9/25-28)
|Exhibition Location Creator Lounge trial booth
|Exhibition Slots 1 slot

*Monitor, trial stand etc. will be provided.

7 Lounge Exhibition Space

We will provide space in the Creator Lounge for installing monuments and other constructed objects.



*Image

|Display Period During event period (9/25-28)
|Display Location Inside Creator Lounge
|Display Slots 1 slot planned

*Display space is planned for 1m×1m, but content can be discussed.

8 Email Distribution

Ability to send promotional emails to registered influencers.



|Distribution Timing Consultation based on request
|Distribution Frequency Up to 2 times

Application & Schedule

Creator Lounge Sponsorship Menu Application Site



This document contains the basic sponsorship menu.

If you have any requests such as "Can we do this?" or "Can we customize the advertising menu?"

we can flexibly create and plan menus,

Please contact us at tgs-sponsor@sms-office.jp.

*All entities and organizations wishing to exhibit are required to read and agree to the "TOKYO GAME SHOW 2025 Sponsorship and Advertising Terms" in this document before applying for exhibition.

*Applications will be processed on a first-come, first-served basis.

*We will contact you within 3 business days of receiving your application.

Please note that responses may take some time.

*After receiving and confirming the sponsorship application, the secretariat will send an "Application Acceptance Notice" to your registered email.

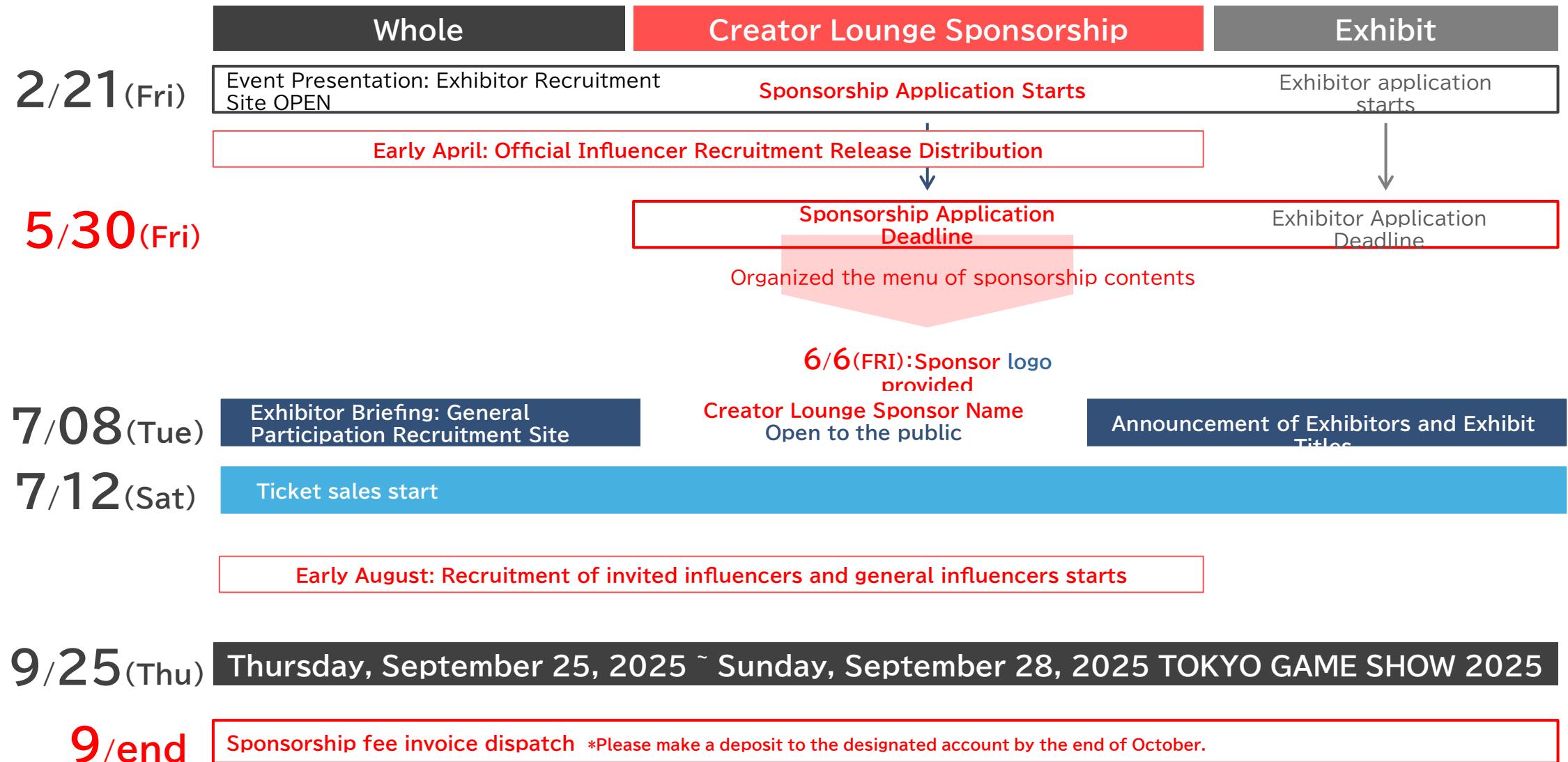
The sponsor agrees that this completes the sponsorship contract.

Application Deadline | May 30, 2025 (Friday)
Final Deadline | Aug 8, 2025 (Friday)

Depending on the time of application, there are some sponsorship menus that cannot be implemented, and we will adjust the content. Please understand this in advance.

Schedule

Depending on the time of application, there are some sponsorship menus that cannot be implemented, and we will adjust the content. Please understand this in advance.



Various Menus | Submission Regulations

Submission Method

For sponsor company logos and various sponsorship menu data submissions, please access via the application site (URL below) and upload data.

<https://tgs-system.com/>

*If there are any issues with the data, the secretariat will contact you.

*For consultation about submission formats, please inquire via form to the SMS secretariat.

Color Proofs

Color proof submission is limited to "once."

*Additional color proofs will be charged per submission if desired.

*Color proofs and additional color proofs may not be possible depending on submission date. Please note in advance.

Color proofs will be sent as a **set of two: "Overall reduction*1" and "Full-size proof*2" using actual materials.**

*Additional color proofs will be charged per submission if desired.

*Color proofs and additional color proofs may not be possible depending on submission date. Please note in advance.

*If there is a specified range of areas for the equal-size reprints, please also submit materials clearly indicating the specified areas.

*1: Only for sponsorship menus other than Guide Map. Guide Map will be "Full-size proof."

*2: For sponsorship menus over 1m, will be "Partial full-size proof."

Printed Material Submission

- Design submission data must be complete data. (Secretariat cannot modify/edit)
- If submitting Illustrator data, please create in Ver.CC2020 or later.
- When submitting print advertisement data, please submit with "Divided Appearances." Effects may not be reflected correctly when data is rotated during pagination.
- Please create data with crop marks according to each size.
(For large sizes, creating at 1/10 scale is acceptable.)
- Please outline all text.
- Please create data resolution at actual usage size.
[Guide Map] 300-350dpi
[Other than Guide Map] 200dpi
- When submitting, please include PDF of finished size along with submission data.
- When submitting in Illustrator, please do not embed images but include link files with submission.
- Specifications differ depending on sponsorship menu.
When there is a submission data format, please create according to the format.

Web Banner Submission

- Submission data formats are limited to (gif, jpg, png)
- Submission data size limit is 150KB, please create at 75dpi resolution at actual usage size
- There are basically no design restrictions, but please provide data that follows sponsorship terms content.
- Each Web banner will be displayed in a way that indicates it is "PR."
- Data cannot be replaced after Web banner posting except for typographical errors.
- Web banner publication will basically be released simultaneously on the release date set by TOKYO GAME SHOW 2025.

However, we will handle accordingly for pre-information release items and late submissions.

*In such cases, we cannot accommodate specific time designations for advertisement publication.

- Please remember to input the link destination along with submission data.
- The web banner impression count and click count will be reported after the event period.

Inquiries

Sony Music Solutions (SMS) TOKYO GAME SHOW Secretariat Creator Lounge Sponsorship Menu Inquiry e-mail tgs-sponsor@sms-office.jp

*We will contact you within 3 business days of receiving your inquiry.

Please note that depending on the nature of your inquiry, the response may take additional time.

*If you have not received an email from our secretariat, please configure your settings to accept emails from tgs-sponsor@sms-office.jp and contact us again.

TOKYO GAME SHOW 2025 Sponsorship & Advertising Terms

TOKYO GAME SHOW 2025 Sponsorship & Advertising Terms

Businesses and organizations wishing to sponsor or place advertisements shall apply for exhibition sponsorship/advertising based on the following "TOKYO GAME SHOW 2025 Sponsorship and Advertising Terms" (hereinafter referred to as "these Terms"). Unless otherwise specified, these Terms shall apply commonly to "Special Sponsorship Guide," "Official Program Guide," "Event Stage Guide," "Creator Lounge Sponsorship Guide," "Family Game Park Sponsorship Guide," "Online Advertising Guide," "Guide Map Advertising Guide," "Cosplay Area Sponsorship Guide," "Food Court Sponsorship Guide," and various regulations, guidelines, and instructions separately specified by the Computer Entertainment Supplier's Association (hereinafter referred to as "Organizer") and Nikkei Business Publications Inc./Sony Music Solutions Inc. (hereinafter collectively referred to as "Co-organizers").

After receiving and reviewing this sponsorship/advertising application, the secretariat (defined below as "Secretariat") will send a "Sponsorship/Advertising Application Acceptance Notice." The sponsor/advertiser agrees that this completes the exhibition Sponsorship/Advertising Contract.

■ Secretariat

In these Terms, "Secretariat" refers to the operational administrative office of "TOKYO GAME SHOW 2025" (hereinafter referred to as "the Exhibition") organized by the Exhibition's organizer and co-organizers.

■ Sponsorship/Advertising Guidelines

In these Terms, "Sponsorship/Advertising Guidelines" refers to the proposal documents separately specified, including "Special Sponsorship Guide," "Official Program Guide," "Event Stage Guide," "Creator Lounge Sponsorship Guide," "Family Game Park Sponsorship Guide," "Online Advertising Guide," "Guide Map Advertising Guide," "Cosplay Area Sponsorship Guide," and "Food Court Sponsorship Guide."

■ Sponsorship/Advertising Content

Details of sponsorship/advertising menus (events, streaming content, etc.) and types of sponsorship (Platinum, Gold, Silver, Bronze, etc.) shall be specified separately in the Sponsorship/Advertising Guidelines.

Sponsors/advertisers shall, in principle, provide monetary sponsorship/advertising. However, sponsorship/advertising through the provision of goods or services may be permitted only when approved by the Organizer.

The method and scope of exposure for products, services, logos, etc. provided by sponsors/advertisers and sponsorship/advertising benefits (advertising slots, event presentations, streaming introductions, etc.) shall be specified separately in the Sponsorship/Advertising Guidelines.

TOKYO GAME SHOW 2025 Sponsorship & Advertising Terms

■ Compliance with Terms

Businesses and organizations that have entered into contracts with the Secretariat under these Terms (hereinafter referred to as "Sponsors/Advertisers") shall comply with all regulations stated in these Terms and all regulations, guidelines, policies, and instructions presented by the Secretariat. If the Sponsor/Advertiser violates these Terms or if the Organizer or Secretariat determines that there has been nuisance to third parties or acts contrary to public order and morals, the Organizer and Secretariat may refuse the sponsorship/advertising application, terminate the contract, or order the suspension or modification of content exhibition/posting/streaming, and the Sponsor/Advertiser shall agree to this.

In such cases, the Organizer and Secretariat shall not refund any sponsorship/advertising fees and expenses paid in advance by the Sponsor/Advertiser, nor compensate for any damages incurred by the Sponsor/Advertiser or related parties due to contract termination or content exhibition/posting/streaming suspension/modification, and if the Organizer or Secretariat suffers damages, the Sponsor/Advertiser shall compensate the full amount.

■ Sponsorship/Advertising Eligibility

Sponsors/Advertisers are not limited to game-related companies. However, sponsorship/advertising by corporations engaged in businesses that are contrary to public order and morals (e.g., adult entertainment, gambling-related industries, etc.) or other businesses deemed inappropriate by the Organizer will not be permitted. In addition, the Organizer reserves the right to refuse sponsorship/advertising from companies that do not align with the exhibition's brand image.

■ Warranty

The Sponsor/Advertiser warrants to the Organizer that the products and services it provides do not infringe upon third-party rights and do not violate laws or public order and morals. If any third-party claims arise regarding legal violations, rights infringement, or other claims concerning the Organizer's implementation of sponsorship menus, the Sponsor/Advertiser shall resolve such claims at their own expense and responsibility.

■ Formation of Contract

After receiving and reviewing a sponsorship/advertising application from a business or organization wishing to sponsor the exhibition, the Secretariat will send a Sponsorship/Advertising Application Acceptance Notice, which shall complete the exhibition Sponsorship/Advertising Contract between the Secretariat and the Sponsor/Advertiser.

■ Prohibition of Subletting

Sponsors/Advertisers may not transfer or lease their contractual position and rights arising from these Terms to third parties without prior written permission from the Secretariat.

TOKYO GAME SHOW 2025 Sponsorship & Advertising Terms

■Sponsorship Application and Payment Deadline

①The date of completion of the exhibition Sponsorship/Advertising Contract shall be the Sponsorship/Advertising Contract Date.
②After the Sponsorship/Advertising Contract Date, the Secretariat will issue an invoice to the Sponsor/Advertiser, and the Sponsor/Advertiser shall transfer the sponsorship/advertising fee to the bank account designated by the Secretariat by the payment date stated on the invoice. The transfer fee shall be borne by the Sponsor/Advertiser. If payment is not confirmed by the payment date, the Secretariat may terminate the contract related to this exhibition.

■Cancellation of Sponsorship Application

①If the Sponsor/Advertiser cancels all or part of the sponsorship/advertising contract after the Sponsorship/Advertising Contract Date, it must notify the Secretariat in writing.
②The cancellation fee (excluding consumption tax) due to cancellation by Sponsors/Advertisers shall be as follows, and the Sponsor/Advertiser shall pay the cancellation fee within 30 days after receiving the cancellation fee invoice from the Secretariat.

(Special Sponsorship)

- Cancellation after sponsorship decision: 100% of sponsorship fee

(Official Program)

- Individual cancellation fee provisions to be specified

(Event Stage)

- Individual cancellation fee provisions to be specified

(Creator Lounge)

- Cancellation after sponsorship decision: 100% of sponsorship fee

(Family Game Park Sponsorship)

- Cancellation after sponsorship decision: 100% of sponsorship fee

(Online Advertising)

- Cancellation after advertising decision: 100% of advertising fee

TOKYO GAME SHOW 2025 Sponsorship & Advertising Terms

(Guide Map Advertising)

- Cancellation after advertising decision: 100% of advertising fee

(Cosplay Area Sponsorship)

- Cancellation after sponsorship decision: 100% of sponsorship fee

(Food Court Sponsorship)

- Cancellation after sponsorship decision: 100% of sponsorship fee

■ Liability for Damages

① The Organizer and Secretariat shall not be liable for any failure or damage caused by Sponsors/Advertisers (including employees and related parties such as contractors) in connection with the implementation of sponsorship/advertising menus at this exhibition, regardless of the reason.

② Rights clearance for content exhibited/posted online/streamed at this exhibition shall be handled at the Sponsor/Advertiser's expense and responsibility. In addition, the Organizer and Secretariat shall not be liable for compensation for accidents (theft, loss, fire, damage, etc.) caused by natural disasters or other force majeure events.

③ Sponsors/Advertisers shall immediately compensate for any damage to the exhibition's buildings or facilities caused by the negligence of their employees or related parties.

④ The Organizer and Secretariat shall not be responsible for any typographical errors or omissions that may accidentally occur in the TGS Official Website or other promotional materials for this exhibition.

⑤ In the event of outbreak/spread of various virus infections, national, local public bodies, designated public institutions, or designated local public institutions may request cancellation, postponement, or content modification of all or part of this exhibition based on emergency measures under the Act on Special Measures for Pandemic Influenza and New Infectious Diseases Preparedness and Response [Act No. 31 of May 11, 2012]. Under this law, or based on the Organizer and Secretariat's independent judgment, the Organizer and Secretariat will not refund sponsorship/advertising fees already received in the event of cancellation, postponement, or modification of this exhibition.

Depending on circumstances, the Organizer and Secretariat may make decisions different from those specified in this paragraph at their sole discretion.

⑥ The Organizer and Secretariat may publish expected attendance numbers for this exhibition, but Sponsors/Advertisers agree that these are merely predictions and do not guarantee these numbers, including changes due to circumstances described in ⑤ above.

TOKYO GAME SHOW 2025 Sponsorship & Advertising Terms

■Statistical Information

The Organizer and Secretariat may acquire and use access information (including but not limited to IP addresses) of visitors who accessed exhibitors' online exhibition sites and management areas through this exhibition. However, such acquisition does not mean that the Organizer and Secretariat will provide such access information to exhibitors.

■Exhibition Postponement, Modification, or Cancellation

If the Secretariat postpones, changes the period, or cancels this exhibition due to reasons attributable to the Secretariat, the Secretariat shall refund Sponsors/Advertisers a pro-rated amount calculated based on the remaining days of the event. The Secretariat's liability to Sponsors/Advertisers under this article shall be limited to the refund of such pro-rated amount.

■Force Majeure

The Organizer and Secretariat may postpone, change the period, or cancel this exhibition if it becomes difficult or impossible to hold the exhibition due to a force majeure event as defined in the following items, or if the Organizer and Secretariat determine that such force majeure event may occur. However, in such cases, the Secretariat will not refund sponsorship/advertising fees already received from Sponsors/Advertisers and will demand full payment of unpaid sponsorship/advertising fees.

Furthermore, even if Sponsors/Advertisers suffer damages due to postponement, period change, or cancellation of this exhibition based on the above reasons, the Organizer and Secretariat shall not be liable to Sponsors/Advertisers.

- (1) When emergency inspection of computer systems related to this exhibition is required
- (2) When computers, communication lines, etc. stop due to an accident
- (3) Natural disasters (including earthquakes, typhoons, storms and rain, tsunamis, floods, landslides, lightning, explosions, fires, etc.)
- (4) Social disruption (including war, terrorism, hostile acts, civil war, riots, civil disturbances, etc.)
- (5) Acts of public authority (including enactment/revision of laws and regulations, government intervention, administrative orders, trade prohibitions, etc.)
- (6) Spread of infectious diseases/contagious diseases (including various bacteria, various viruses, etc.)
- (7) Shortage of materials/resources (including stoppage of electricity/gas/water supply, oil shortage, shortage of raw materials/materials, etc.)
- (8) Labor disputes (including strikes, sabotage, lockouts, etc.)
- (9) Default of important business partners (including bankruptcy/collapse of operating companies, etc.)
- (10) Other events not attributable to the Organizer or Secretariat

TOKYO GAME SHOW 2025 Sponsorship & Advertising Terms

[Personal Information Protection Initiatives]

Sony Music Solutions Inc. will acquire and use personal information based on the following privacy policy.

Sony Music Solutions Inc. Privacy Policy URL:

https://www.sonymusicsolutions.co.jp/s/sms/page/company_privacy?ima=5632

Furthermore, Sponsors/Advertisers shall apply for sponsorship/advertising under these Terms after agreeing to jointly use personal information acquired by Sony Music Solutions Inc. as follows:

1. Items of personal data to be jointly used

Personal information items acquired based on Sony Music Solutions Inc.'s privacy policy

2. Range of joint users

Computer Entertainment Supplier's Association
Nikkei Business Publications Inc.

3. Purpose of use by users

Purpose of use of personal information acquired based on Sony Music Solutions Inc.'s privacy policy

4. Entity responsible for management of personal data

[Sony Music Solutions Inc.](#)

9-7-1 Akasaka, Minato-ku, Tokyo 107-6214

These Terms and Conditions are a reference translation of the Japanese version of the Terms and Conditions.

In the event of any discrepancy or inconsistency between the Japanese version of the Terms and Conditions and this Agreement, the Japanese version shall prevail.