

PRESS RELEASE

Bringing the Sound that Powers Gameplay to Europe: Tohokushinsha to Make Its Debut at gamescom 2025

Exhibiting at gamescom 2025 (Hall 2.1 / E019), August 20–22 at Koelnmesse, Cologne, Germany

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TOHOKUSHINSHA FILM CORPORATION (TFC, Head Office: Minato-ku, Tokyo; President & CEO, Representative Director: Keiichi Kosaka) will exhibit for the first time at gamescom 2025, one of the world's largest gaming events, to be held at Koelnmesse in Cologne, Germany from August 20 (Wed) to 24 (Sun), 2025. The company will be exhibiting for three days, from August 20 (Wed) to August 22 (Fri) at Hall 2.1/E019, aiming to expand recognition of its audio production expertise—developed over more than 60 years since its founding—within the European and North American gaming industries.



The Dubbing & Subtitling Business Division of Tohokushinsha, which will lead this year's booth, is recognized for its industry-leading creative capabilities and extensive track record in Japanese dubbing and subtitling for overseas films and TV series (spanning theatrical release, streaming, broadcast, and DVD), as well as in audio production for animation.

In recent years, the division has leveraged its high-level audio production expertise to contribute to numerous major game titles, including *Final Fantasy XVI* and *Monster Hunter Rise*. These projects have garnered widespread acclaim within the industry for their quality and impact.

Building on these achievements, Tohokushinsha will exhibit at gamescom for the first time, aiming to further expand international recognition—particularly in Europe and North America—of its expertise in game audio production. During the event, Tohokushinsha will actively engage in discussions and presentations with participating companies, showcasing its services and seeking to build new partnerships in the field of audio production.

A Message from Koji Okano, Executive Officer and Head of the Dubbing & Subtitling Business Division:

“Since the early days when dialogue was first incorporated into games, we have been involved in game audio production for over 30 years. Throughout this time, we have had the privilege of working on many popular and high-profile titles across a wide range of genres, giving us invaluable opportunities to contribute to numerous projects. Thanks to these lasting relationships, the number of productions we support has continued to grow year after year.

We believe this sustained success is a reflection not only of our audio production, but also of the comprehensive capabilities we bring to each project. In recent years, inquiries and requests have expanded beyond Japan to include overseas game companies. With our first exhibition at gamescom, we look forward to connecting with even more international developers and helping bring out the full emotional impact of their games through exceptional sound design.”

▼ Exhibition Overview – gamescom 2025

Dates: August 20 (Wed) – August 22 (Fri), 2025

Venue: Koelnmesse, Cologne, Germany – Hall 2.1 / Booth E019

<https://www.gamescom.global/en>

■ Establishment of Game & Animation Audio Production Center to Enhance Multilingual Capabilities

Tohokushinsha established a dedicated unit, the Game & Animation Audio Production Center, on April 1, 2025, specializing in audio production for the game and animation sectors. With an expanded multilingual team, the Center is equipped to deliver high-quality, global-standard multilingual productions with speed and precision—including voice recording, sound effects and music creation, and script localization.

Tohokushinsha's Audio Production Achievements (FY2024)

- Total projects: **3,644**
 - Dubbing: 2,429 / Subtitles: 1,215
 - Game-related projects: Approximately 550
- Total voice actor castings (cumulative): **24,557**
 - Unique voice actors: 2,269

Key Titles, including works prior to FY2024

Games (selected, in no particular order):

Silent Hill 2, Romancing SaGa 2: Revenge of the Seven, FINAL FANTASY XVI, Monster Hunter Rise, Stellar Blade, Wo Long: Fallen Dynasty, WILD HEARTS, DEATH STRANDING, League of Legends, Dragon Quest X, Dragon Quest XI S, ARMORED CORE VI FIRES OF RUBICON, Rise of the Ronin, FINAL FANTASY VII REBIRTH

Anime (selected, in no particular order):

DAN DA DAN, Bye Bye, Earth, Call of the Night, The Red Ranger Becomes an Adventurer in Another World, Teogonia, Ramen Akaneko, Look Back, The Colors Within, Dead Dead Demon's Dededede Destruction, Totto-Chan: The Little Girl at the Window, Scott Pilgrim Takes Off, Lupin the IIIrd series, Mobile Suit Gundam Hathaway

Overseas Films & TV series (selected, in no particular order):

SUPERMAN, A Minecraft Movie, The Lord of the Rings: The War of the Rohirrim, Furiosa: A Mad Max Saga, Wednesday, The Gentlemen, Queen Charlotte: A Bridgerton Story, DUNE: Part Two, Harry Potter series, Fantastic Beasts series

▼Company Overview - TOHOKUSHINSHA FILM CORPORATION

President & CEO, Representative Director: Keiichi Kosaka

Established: April 1, 1961

Capital: ¥ 2.487 billion

Business Description: Dubbing, subtitling, audio production services, and more

Corporate Website: <https://www.tfc.co.jp/english/>

▼TFC's Dubbing & Subtitling Business Division Website: <https://tfc-dubsub.com/en/>