

July 4, 2025

To the press

TOKYO DOME CORPORATION

**Tokyo Dome's Original Development! A wildly popular shooting attraction
powered by the latest MR technology
Sales begin for the all-in-one package “XR Mission Series”
Experience the fusion of virtual and reality through our XR entertainment**

Tokyo Dome Corporation (Head Office: Bunkyo-ku, Tokyo; Representative Director President and COO: Tsutomu Nagaoka) will begin sales of its immersive content series, “XR Mission Series,” utilizing the latest MR technology, starting June 30, 2025.

XR stands for “Cross Reality” or “Extended Reality,” encompassing four technologies: VR (Virtual Reality), AR (Augmented Reality), MR (Mixed Reality), and SR (Substituted Reality). These technologies create spaces that blend the real and virtual worlds, and are gaining attention across various fields, including entertainment, with expectations for significant market growth. At Tokyo Dome, we have been actively developing products using cutting-edge MR technology to deliver unprecedented “heart- moving” experiences.

The “XR Mission Series” is a free-roaming shooting attraction played with a head-mounted display. The package offers flexible pricing plans tailored to customers' budgets and needs, allowing for smooth implementation with minimal initial costs. The first installment, “XR Mission: Battle World 2045,” will be followed by interchangeable content across various genres to expand the lineup.

With the launch of content sales, it has been decided that the service will be introduced at “Ryugujo Spa Hotel Mikazuki” (Chiba Prefecture) and “Date Otaki CHILDHOOD” (Hokkaido). Going forward, with support from the development company and external sales partner Japan XR Center Inc. (Head Office: Nakano-ku, Tokyo; CEO: Taiga Kobayashi), we aim to leverage our unique expertise to provide XR entertainment experiences across a wide range of venues, including amusement parks, theme parks, commercial facilities, and hotels.

Official website for the “XR Mission Series”: <https://www.tokyo-dome.co.jp/xr-business/>



This content is a completely original game software planned, developed, and supervised entirely by Tokyo Dome Corporation. In November 2024, the XR shooting attraction “XR Mission: Battle World 2045” was introduced at Tokyo Dome City Attractions (Bunkyo-ku, Tokyo), where over 40,000 visitors experienced it. Additionally, at the global XR conference “Augmented World Expo (AWE) Asia 2024” held in Singapore in August 2024, the game received international acclaim for its immersive world-building and 3D technology, earning the “Best in VR” award.

Sales Overview of the “XR Mission Series”

Product Overview	Software 1. XR Mission Series – Volume 1: “Battle World 2045” 2. XR Mission Series – Volume 2 (Scheduled for release within fiscal year 2025) + Complete hardware set for operation, onboarding support, and maintenance services *Note: A lease plan combining hardware and software is available for use. A purchase plan for hardware is also offered.
Sales Format	We offer a variety of plans, including a subscription plan. We can make proposals tailored to your preferences.
Pricing Example	Subscription Plan (for 4 players / 1 content title): First month: ¥1,000,000 (excluding tax) From the second month onward: ¥500,000/month (excluding tax) and up *Note: Pricing varies depending on the number of players and content titles used. *Note: Software customization, on-site setup fees, operational costs, transportation fees, interior costs, etc. are charged separately. *Note: Fees may vary depending on the implementation period. *Note: Contracts are basically available starting from a minimum of two months.
Player Capacity	Up to 4 players per area can experience the attraction simultaneously. *Note: By increasing the number of areas, it is also possible to accommodate more participants.
Required Space	Minimum size: 4m × 10m *Note: The size can be adjusted according to your preferred space and operational policy.
Duration	Approximately 7 minutes per session *Note: Each group requires about 10 minutes, including setup and transition time.
Age	Recommended age: 10 years and older

Features and Strengths of the “XR Mission Series”

High-Definition Content Powered by Cutting-Edge VR Technology

The “XR Mission Series” was developed in collaboration with Japan XR Center Inc., bringing together renowned creators from the VR industry to lead content development. The series aims to eliminate common negative perceptions associated with “VR”—such as “motion sickness,” “poor image quality,” and “lag or stuttering”—by delivering high-resolution visuals and immersive sound and lighting effects that showcase the evolution of VR technology.

In August 2024, the series was exhibited at AWE Asia 2024, one of the world's largest conferences for AR and VR technologies, held in Singapore. It received international acclaim, winning the prestigious “Auggie Awards: Best in Show, VR” in the VR category—an honor recognized globally in the AR/VR industry.



Affordable. High Turnover. and Space-Efficient Implementation

Compared to other amusement equipment and free-roaming VR attractions, this product offers a more affordable price point, making it easier to implement. The package includes a variety of plans tailored to your facility, including a subscription plan. The subscription plan allows flexible adjustment of the implementation period, making it suitable not only for permanent installations but also for events. Free-roaming VR attractions have faced challenges with low turnover rates due to the time required for equipment setup and removal. However, this product has been designed from the ground up with operational efficiency in mind, allowing each group to enjoy the experience in about 10 minutes. Additionally, since it can be installed in spaces as small as 40m² (4m × 10m), even compact vacant areas can be effectively utilized. This summer, the product will be introduced outside of Tokyo Dome City for the first time at “Ryugujo Spa Hotel Mikazuki” and “Date Otaki CHILDHOOD.” Details for each facility will be announced on the official websites below as soon as they are finalized.

“Ryugujo Spa Hotel Mikazuki” (Chiba Prefecture)

Installation Period: Saturday, July 19, 2025 – Sunday, August 31, 2025

Official Website: <https://www.mikazuki.co.jp/ryugu/>

“Date Otaki CHILDHOOD” (Hokkaido)

Installation Period: Friday, August 1, 2025 – Tuesday, September 30, 2025

Official Website: <https://childhood2023.com/>

About the First Title: “XR Mission: Battle World 2045”

This is a walk-through multiplayer shooting game played using the “Meta Quest 3” head-mounted display. Up to four players can form a team, and at the end of each session, both team and individual performance (score and rank) are displayed. The experience blends virtual and real worlds through MR technology, offering a new kind of immersive entertainment filled with excitement, such as the sensation of time travel and the thrill of cooperating and competing with teammates. The attraction is currently operating at Tokyo Dome City Attractions, so companies considering implementation are welcome to try it out firsthand.

Story

In the year 2045, humanity faces its greatest crisis. The Singularity—when AI surpasses human intelligence—has arrived, and AI has begun its invasion of the world. Countless AI robots are wreaking havoc across the globe, and at this rate, humanity is on the brink of extinction... There is only one way to save humanity: Become a member of the “Time Guardians,” protect the future, and defeat the mastermind behind the rebellion—the colossal robot known as “Anomaly!”

Game Trailer: https://www.youtube.com/watch?v=E4Da2re_7XA



"XR Mission: Battle World 2045"

*Note: The contents described in this release are subject to change.

For inquiries regarding purchase, interest in franchise ownership,
or experiencing the attraction prior to implementation:
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