

March 9, 2026

To the press

TOKYO DOME CORPORATION

Tokyo Dome original development! The latest installment of the XR attraction experienced by over 100,000 people has finally arrived!
The second title in the XR Mission , “XR Mission: Ninja Breaker Demon Battle,” is now available for purchase.
The first-ever overseas rollout has also been decided—for Uruguay in South America!

Tokyo Dome Corporation (Head Office: Bunkyo-city, Tokyo; Representative Director President and COO: Tsutomu Nagaoka) will begin sales of “XR Mission: Ninja Breaker Demon Battle” on Thursday, March 12, 2026. This title is the latest content in the “XR Mission” , a fully original attraction developed in-house using cutting-edge XR technology.

The “XR Mission” is a free-roaming (walk-through) shooting attraction played while wearing a head-mounted display. In addition to being installed at Tokyo Dome City Attractions (Bunkyo-city, Tokyo), which the company directly operates, it is also sold as an all-in-one package that includes operating equipment, systems, and maintenance support. Since sales began in June 2025, the attraction has been introduced at six facilities across Japan and enjoyed by a cumulative total of over 100,000 customers. Furthermore, expansion into Uruguay in South America has been confirmed for Spring 2026. Leveraging the unique entertainment expertise cultivated over the years, Tokyo Dome Corporation will continue to strengthen both domestic and international expansion, aiming to deliver XR entertainment experiences to a wide range of venues, including amusement parks, theme parks, commercial facilities, and hotels.

XR Mission Official Website: <https://www.tokyo-dome.co.jp/en/xr-business/>



Furthermore, at Tokyo Dome City Attractions, the latest installment of the “XR Mission” will be introduced on Thursday, March 12, the same day sales begin, allowing guests to experience it as early as possible. “XR Mission: Ninja Breaker Demon Battle” will be available starting that day. We invite you to experience firsthand the stunning visuals, intense combat scenes, and highly realistic effects that redefine conventional VR experiences.

Tokyo Dome City Attractions – Detailed Information:
<https://www.at-raku.com/attractions/geopolis/xrmission/>

Overview of the New Content: “XR Mission: Ninja Breaker Demon Battle”

Based on the globally popular traditional Japanese culture of ninjas, this VR shooting experience is set in a multiverse where countless other worlds intersect. Players can form teams of six members and take on a mission to defeat demonic enemies and save the world by skillfully using ninja tools and ninjutsu. Building on the XR system of the previous title, “XR Mission: Battle World 2045,” this new installment delivers comprehensive enhancements in graphics and visual effects, enabling deeper immersion and smoother team-based gameplay.

In addition, large-scale enemy attacks—absent from the previous title—have been newly implemented. In particular, during the final stage, players can experience intense, highly realistic thrills when facing attacks from the colossal Demon King Baraki, standing over 40 meters tall, with a level of realism so vivid it feels as if you can sense the enemy’s very breath. Despite its intuitive controls, the attraction allows players to strategically wield powerful ninjutsu, delivering the exhilarating sensation of cutting through enemies like the hero of an action game—making it accessible and exciting for everyone.

(Experience duration: approx. 8 minutes, Age requirement: 7 and up.)

*Parental consent and accompaniment required for children up to age 12.



Promotion Video: https://www.youtube.com/watch?v=UJP0E_Tlwy0

Concept Movie: https://youtu.be/M1_xQbHxz80

Key Features and Strengths of the “XR Mission”

[Ultra-Immersive Experience Combining the Latest VR Devices with Full Free-Roaming Gameplay]

The series adopts Meta’s latest device, Meta Quest 3, delivering high-resolution visual quality. Leveraging the advantages of location-based VR, it features a fully free-roaming format that allows players to move freely on foot throughout a large play area. This enables an exhilarating and highly immersive experience, making players feel as if they have truly stepped into the world of the attraction themselves.

[Selectable Missions × Diverse Content Expansion]

The “XR Mission” is a mission-based attraction in which players travel across time and space to save the world. In addition to the first installment, “Battle World 2045,” which lets players enjoy battles against AI robots in a near-future Tokyo setting, the latest title, “Ninja Breaker Demon Battle,” takes players into another world where they fight as ninjas to save it. By switching content within a single area, guests can enjoy different missions and alternate worldlines. Looking ahead, the lineup will continue to expand with additional interchangeable content developed around a variety of themes.

[Cooperative Gameplay for Up to Six Players × Packed with Replayable Features]

The attraction supports both solo play and team play, with built-in voice communication enabling seamless coordination among team members. Taking on missions cooperatively with multiple players significantly increases the chances of success. In addition, the experience features a multi-ending system in which the ending changes based on player performance, as well as systems that record hidden characters and scores, incorporating plenty of elements that encourage players to return and play again and again.



“XR Mission” Series – Sales Overview

Compared to conventional amusement equipment and free-roaming VR attractions, the XR Mission series offers a more affordable price point, making it easier to introduce. Installation is possible in spaces starting from a minimum of 4 m × 6 m. The all-in-one package, which enables immediate deployment, is available through a variety of installation plans tailored to each facility, including leasing plans starting at ¥500,000 per month. Installation periods are flexible, allowing the attraction to be used not only as a permanent installation but also for limited-time events.

In addition, the attraction can be installed in as little as one day and operated by a single staff member. With simple operations and high throughput, it also contributes to improved facility profitability. For more details on the available products, please visit the Product Overview page on the official “XR Mission” website.



“XR Mission” Series – Installation Track Record

Since sales began in 2025, the XR Mission series has been highly praised for its strong ability to attract customers and generate revenue, and has been installed at a total of six facilities across Japan, including amusement and commercial facilities. In addition, installation at an amusement facility operated by CRESOR SAS, a company based in Uruguay, South America, has been confirmed for Spring 2026. By leveraging the strengths of the content—such as multilingual support and themes that evoke a distinctly Japanese atmosphere, including robots, Tokyo, ninjas, and castles—the series has proven appealing to international audiences as well. Going forward, we will further intensify overseas sales and expansion efforts.

Directly Operated Facility: Tokyo Dome City Attractions (Tokyo)

Installed Facilities: Ryugujō Spa Hotel Mikazuki (Chiba Prefecture), Date Otaki CHILDHOOD (Hokkaido), Lina World (Yamagata Prefecture), XR Center Game Space Hakata (Fukuoka Prefecture), XR Center Game Space Nakano (Tokyo), MOVIX Kyoto (Kyoto Prefecture)

Note: Installations at Ryugujō Spa Hotel Mikazuki, Date Otaki CHILDHOOD, and Lina World have already concluded. For the latest operating information, please refer to each facility's official website.



"XR Mission" Case Study

Corporate Demo Experience Event

A demo event will be held for corporate customers considering the introduction of the attraction, marking the first such event in the Kansai region, at Hanwa Co., Ltd.'s Osaka Head Office. In addition to an introduction to the external sales package and hands-on demo experiences, actual equipment and operational know-how will also be showcased.

Venue: Hanwa Co., Ltd. Osaka Head Office HK Yodoyabashi Garden Avenue 4-3-9 Fushimi-cho, Chuo-city, Osaka 541-8585, Japan

Dates & Times: Tuesday, March 10, 2026: 13:00–17:00 Wednesday, March 11, 2026: 11:00–16:30
(Estimated duration: approx. 1 hour)

Registration Form: <https://forms.gle/FiXZnKJ5cgxYQeqA6>

*Please note that the details provided in this release are subject to change.

For inquiries from those considering the purchase of "XR Mission" or wishing to experience the attraction.

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