



PRESS RELEASE

August, 5, 2026

Tohokushinsha Returns to gamescom 2026 for a Second Consecutive Year to Further Expand Partnerships Across Europe

Exhibiting at gamescom 2026 (Business Area: Hall 2.2, Aisle C, No:032),
August 26–28 at Koelnmesse, Cologne, Germany



TOHOKUSHINSHA FILM CORPORATION (TFC; Head Office: Minato-ku, Tokyo; President & CEO, Representative Director: Keiichi Kosaka) will exhibit for the second consecutive year at gamescom 2026, one of the world's largest gaming events, to be held at Koelnmesse in Cologne, Germany from August 26 (Wed) to 30 (Sun), 2026. TFC will welcome visitors to its booth during the first three days of the event, from August 26 (Wed) through August 28 (Fri).

With more than 60 years of experience and expertise in audio production since its founding, TFC has provided game audio production and voice casting for numerous globally acclaimed titles, including FINAL FANTASY XVI and Monster Hunter Rise. In fiscal year 2025 alone, the company handled approximately 590 game-related productions and cast a cumulative total of more than 27,216 voice actors, making it one of Japan's leading providers of game audio production and voice casting services while continuing to expand its business.

Returning to gamescom for the second consecutive year, TFC will have a booth at a more accessible location in Hall 2.2, Aisle C, No:032 to welcome a greater number of visitors and industry partners. Throughout the event, TFC's experienced team will be on hand to showcase the company's recent achievements in game audio production and voice casting, as well as to engage in one-on-one discussions about your specific project needs and answer any questions you may have. Committed to delivering the ultimate gaming experience through the power of "sound" to players around the world, TFC looks forward to strengthening partnerships across the European market through meaningful conversations and new business opportunities. We warmly invite all attendees to visit our booth and meet our team.

If you would like to schedule a meeting with our team at the booth in advance, please complete the form below.

URL: <https://x.gd/XSk13>



Tohokushinsha's Booth at gamescom 2025

▼ Exhibition Overview – gamescom 2026

Dates: August 26 (Wed) – August 28 (Fri), 2026

Venue: Koelnmesse, Cologne, Germany – Business Area: Hall 2.2,

Aisle C, No. 032 <https://www.gamescom.global/en>

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

For over 30 years, since the early days when dialogue was first incorporated into games, our company has been involved in game audio production. Throughout this time, we have had the privilege of overseeing the dialogue recording for numerous acclaimed and high-profile titles across a wide range of genres. As a result of this growing body of work, the number of projects we undertake has continued to increase year after year. We believe this reflects our clients' trust not only in the quality of our audio production, but also in our comprehensive production capabilities that support every stage of a project.

In recent years, we have seen a steady increase in inquiries and project requests not only from gaming companies in Japan, but also from overseas gaming companies, including China, South Korea, Europe, and North America. In addition to Japanese voice recording, our track record in multilingual voice recording continues to grow, further strengthening our ability to support the production of global game titles.

This year, we are pleased to return to gamescom as an exhibitor for the second consecutive year. We look forward to building new relationships with game developers, publishers, and other industry professionals from around the world, while placing an even greater focus on expanding our business in the European and North American markets.

Our vision is: "Bringing the unique appeal of games from around the world to more players through collaboration and creative synergy." We are committed to delivering audio production that brings out the full potential of games from around the world, across every genre.

Beyond games, TFC has extensive experience in Japanese audio production for overseas films, television series, and animation. Drawing on the expertise and industry relationships we have cultivated across a wide range of content categories, we are able to deliver the most effective audio production solutions tailored to the unique needs of each project—one of our greatest strengths.

Through our participation at gamescom again this year, we look forward to introducing TFC to even more partners from around the world and contributing to the creation of outstanding entertainment content.

▼ Tohokushinsha's Audio Production Achievements (FY2025)

Total Projects: 3,899

- Dubbing: 2,631 / Subtitles: 1,268
- Game-related: approximately 590

Total Voice Talent Casting (cumulative): 27,216

- Individual voice actors cast: 2,698

▼ Key Titles (including works prior to FY2025)

Games (selected, in no particular order):

SILENT HILL f, 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, among others



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, among others

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, among others

Company Overview - TOHOKUSHINSHA FILM CORPORATION

President & CEO, Representative Director: Keiichi Kosaka

Established: April 1, 1961

Capital: ¥ 2.487 billion

Business Description: Commercial production, promotional content production, graphic and web content production, dubbing and subtitling production, television program and film production, licensing business, CS broadcasting-related services, online streaming services, and more

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

TFC's Dubbing & Subtitling Business Division Website:

<https://tfc-dubsub.com/en/>



For Press / Media Inquiries

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