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Shinra Technologies Announces the Start of Supercomputer Cloud Gaming Beta Test for Japan, in Partnership with NTT East and Techorus

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NEW YORK – Shinra Technologies, Inc., (henceforth “Shinra”), Nippon Telegraph and Telephone East Corporation (henceforth “NTT East”) and Techorus Corporation announce the start of supercomputer cloud gaming technical beta test partnership in Japan for three months, starting on February 17th, 2015. Shinra positions this technical beta test as the first step toward the launch of its supercomputer cloud gaming platform.

Shinra’s technology is optimal when paired with a high-quality infrastructure, and ensuring the stability of the three-month technical beta in Japan is NTT East’s stable, high-speed optical fiber network and distribution system. Likewise, finding a partner well-versed in GPU rendering and optimization is integral in enabling the high-spec visual fidelity of Shinra’s platform, and Techorus’ significant experience in this field makes them an excellent match.

The Japanese technical beta test includes flagship titles selected from different eras of Square Enix history, including *Final Fantasy VII*, *Tomb Raider* (current-gen), and *Hitman: Absolution*, as well as the gorgeous *Agni’s Philosophy* graphics demo. Additionally, the beta test lets players get their hands on *Space Sweeper*, a new indie game showcasing the Shinra platform’s versatility in the form of an overhead, sprite-based, twin-stick MMO shooter that offers vast expanses of territory to conquer while blending mechanical simplicity with tactical depth.

Shinra Technologies, Inc. President, Yoichi Wada, noting the importance of proper infrastructure, says, “In order to create new game experiences through revolutionary technologies, we need to fundamentally change everything about content, infrastructure and business models.”

Following the conclusion of its beta test in Japan, Shinra is planning a similar beta test in the United States in the summer of 2015.

For more information please visit the Shinra Technologies website: <https://www.shinra.com/us>



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ABOUT Shinra Technologies, Inc.

Shinra Technologies, Inc. is a cloud-gaming platform company that develops its patented Shinra Technology. In partnership with best-in-class datacenter and network providers, Shinra provides a stable network environment, and is working with development studios that share its vision to develop bold new game experiences. Shinra will continue to create enjoyable new services for the communities that emerge alongside these new cloud gaming experiences.

About Nippon Telegraph and Telephone East Corporation

NTT East supplies regional telecommunications services^{*1} in the east areas of Japan^{*2}, incidental business activities, and engages in business activities to achieve the purpose of the company, and business activities to utilize the company's resources. NTT East's FLET'S HIKARI optical fiber broadband service (access lines) offers stable, high-speed internet at giga-speeds; integral to low latency cloud gaming. NTT East is a member of the NTT Group. For more information, please visit NTT East's website:
<http://www.ntt-east.co.jp/en>.

^{*1}. Telephone Services (intra-prefectural communications), Integrated Digital Communications Services (Basic mode, intra-prefectural communications), Leased Circuit Services (intra-prefectural communications), and so on.

^{*2}. Hokkaido, Aomori, Iwate, Miyagi, Akita, Yamagata, Fukushima, Ibaraki, Tochigi, Gunma, Saitama, Chiba, Tokyo, Kanagawa, Niigata, Yamanashi and Nagano.

About Techorus CORPORATION

Techorus Inc., a member of the NHN PlayArt group, is an Internet-related services development company. We have expanded our range of support services to include; Infrastructure as a Service (IaaS) and Platform as a Service (PaaS) for Social Games and Cloud Gaming, in addition to our existing Cloud Services for Enterprises, Managed IT Services and E-Commerce Support Services. As Japan's largest provider of infrastructure for smartphone games and blog services we can support everything from the selection of the optimal IT infrastructure, that is tailored to a game's size and potential growth, through to the construction of the operating system. In the future, as a company, we will continue to actively promote the development of new products and services to support the remarkable growth in our Entertainment Services business.