



## **THANK YOU FOR JOINING US ON DECEMBER 16<sup>TH</sup>, 2020 IN CELEBRATING KOJIMA PRODUCTIONS' 5<sup>TH</sup> ANNIVERSARY.**

On December 16 2015, KOJIMA PRODUCTIONS opened its doors and began its journey as an independent game studio. These past five years have been tremendous, but this year especially has been pretty remarkable for several reasons.

Just over a year ago, our first developed title, DEATH STRANDING launched on PlayStation 4, and we were blown away by the reaction from fans and critics alike. The PC version launched earlier this year with new, exclusive content and recently won Golden Joystick Awards PC Game of the Year.

This year has also presented many challenges as well, though our determination as a studio to “keep on keeping on” developing and delivering has only been matched by the support received from our amazing community. From Photo Mode and Fan Art shares, to Cosplayer challenges... these efforts not only continue to motivate us, but they help us all stay connected, and it means so much to us.

**We cannot thank you enough.**

To help celebrate the occasion, for the next few hours, we'll be delivering a few updates to our social channels. It's our way of saying **Thank You** for your continued support and contribution over the years, and we hope that we can meet and shake hands soon. ...see you in one hour!

Tomorrow is in our hands!

Sincerely,

**KOJIMA PRODUCTIONS**

**#KJP5**