This document is an English translation of the official Japanese version of the Press Release (the "Official Japanese Version"). This English translation was prepared for your reference, to help you understand what is stated in the Official Japanese Version. In the event of any discrepancy between theOfficial Japanese Version and this English translation, the Official Japanese Version will prevail.



August 21, 2025 FOOD & LIFE COMPANIES LTD.

# SUSHI QUEST, A Fun and Educational Game for Learning About Aquatic Resource Challenges and Sustainable Fishing Technology Released through Digiro at SUSHIRO To The Future: Expo Edition

FOOD & LIFE COMPANIES Co., Ltd. (Head office: Suita City, Osaka Prefecture; President and CEO: Masahiro Yamamoto; hereinafter referred to as "F&LC") has announced that its subsidiary, Akindo Sushiro Co., Ltd. (Head office: Suita City, Osaka Prefecture; President and CEO: Kohei Nii; hereinafter referred to as "Sushiro"), released the SUSHI QUEST educational game on Tuesday, August 19. This game focuses on aquatic resource challenges and sustainable fishing technology, and is the second such game released via Digiro at SUSHIRO To The Future: Expo Edition at the Expo 2025 Osaka, Kansai, Japan.

This game offers a fun way to learn about the challenges facing aquatic resources and the solutions to help ensure diners can continue eating delicious sushi into the future. Please experience the game with delicious, sustainable sushi at SUSHIRO To The Future: Expo Edition.



Title Screen of SUSHI QUEST

## **Overview of SUSHI QUEST**

# - Story

In this role-playing game, the player becomes the hero of one of three countries (Cultivation, Machinery, or Research) and solves problems facing the fishing industry through quiz questions.

The game includes challenges faced by the industry today, including climate change-related changes in the marine environment and the aging of workers in the industry. Players solve these challenges using technology and research, including land-based aquaculture, automatic feeding machinery, and hybrid airwater drones. The game's story helps players understand that a variety of technologies are needed to ensure diners can continue eating delicious sushi into the future.

The game is also unique in that it features an 8-bit retro design reminiscent of the 1980s.

#### - How to Play

The game automatically begins 20 minutes after customers sit down. The game can also be launched by touching the Digiro pop-up while sitting at the conveyor belt.

#### - Game Time

(Around 3 to 5 minutes)

\* Players can play the game on their smartphone as well by reading the QR code displayed on the in-store Digiro.







Left: Select one of the three heroes.

Right: Heroes search for the correct answer to questions from Dakkozushi, Sushiro's mascot, by choosing from three options.





Left: When players select the correct answer, an explanation appears, allowing them to learn more about aquatic resource challenges and initiatives to address them.

Right: If players answer all the questions correctly, they'll receive the S rank when the results are announced.

#### About the First Game Released at the Opening of Expo 2025, UNI CATCH GAME

With UNI CATCH GAME, all tables participate and compete to catch the most sea urchins ("uni"). Players enjoy the game while learning about environmental issues caused by the increase in sea urchins, and how harvesting them helps seaweed grow, protecting the ocean. Released at the opening of Expo 2025, the game has been well-received. The top five tables receive limited-edition prizes.



**[UNI CATCH GAME]** 

## About the SUSHIRO To The Future: Expo Edition Menu

All of the seafood served at SUSHIRO To The Future: Expo Edition is farmed, reflecting the growing importance of sustainable seafood that does not depend on wild stocks. Special effort has been given to the Fish of Tomorrow series, which features products made with seafood cultivated using advanced technologies, including land-based aquaculture.

Fish of Tomorrow

On Wednesday, July 2, Sushiro also added three items to the menu that can be harvested even if ocean temperatures rise in the summer due to climate change: Pickled Cobia from Churaumi, Red Emperor from Ainan, and Land Farmed Kuruma Shrimp.

Sushiro invites diners to enjoy the Fish of Tomorrow

Pickled Cobia from Red Emperor from Ainan

Churaumi

Red Emperor From Ainan

Red Emperor From Ai

# The concept of the restaurant is "From Kaiten Sushi to Sustainable Sushi: The Future of a Fish Restaurant in 2050."

F&LC has been working to adapt to the changes in the natural environment and make sustainable fishing possible. It invests in and forms business alliances with companies that employ fish farming technologies to build a foundation for stable procurement. At this restaurant, diners will be given the opportunity to enjoy delicious sushi while also learning about the issues surrounding sustainable fishing in a fun way. They will also explore the cutting-edge technologies being used to address these issues through a unique dining experience.

Overview of the restaurant

Restaurant name: SUSHIRO To The Future: Expo Edition

Hours of operation: 10:00 a.m. to 9:00 p.m.

Building area: 417.57 square meters

Number of seats: 196

Period of operation: Sunday, April 13 to Monday, October

13, 2025

Location: The Forest of Tranquility

Website: https://www.akindo-sushiro.co.jp/expo2025/



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