

---

**NEWS RELEASE**

---

---

## DG Financial Technology Provides VeriTrans4G, its Comprehensive Payment Service, for the “RED° TOKYO TOWER” esports Park to Open in Tokyo Tower Foot Town

---

DG Financial Technology, Inc. (HQ: Tokyo; Representative Director, President, Co-COO: Hiroshi Shino; DGFT), a payment service provider and a subsidiary of Digital Garage, Inc. (TSE Prime Market: 4819; HQ: Tokyo; Representative Director, President Executive Officer and Group CEO: Kaoru Hayashi; DG), provides its comprehensive payment service “[VeriTrans4G](#)” for the ticket website of “[RED° TOKYO TOWER](#)” operated by TOKYO ESPORTS GATE, INC. (HQ: Tokyo; President CEO: Yasuo Hara; TEG), a company based in Tokyo Tower that works to expand eSports and entertainment. One of Japan’s largest esports parks, “RED° TOKYO TOWER,” will be opened inside Tokyo Tower Foot Town on April 20, 2022.

TEG is opening “RED° TOKYO TOWER,” one of Japan’s most extensive eSports facilities with an area of roughly 5,600 square meters, inside Tokyo Tower Foot Town’s large commercial site. The main targets are eSports fans, as well as men and women from their mid-teens to mid-30s who are highly tuned in to the latest trends. It will include a hands-on area for playing the latest video games, broadcast studio, shop, and other offerings with a hybrid arena for live events and extended reality (XR) broadcasts, including eSports competitions, concerts, and fashion shows. TEG chose “VeriTrans4G” for the ticket website because it highly evaluated this payment system’s security, augment ability, and flexibility for system integration. “VeriTrans4G” can be used to complete credit card and convenience store payments when purchasing admission, event, and other types of tickets on the website.



Many more people worldwide are enjoying online video games and other eSports due to factors including increased numbers of people working at home and refraining from going out during the COVID-19 pandemic. The global eSports market reached one billion dollars in 2021, and it is predicted that 465.1 million users\*1 have watched eSports pro

---

## NEWS RELEASE

league events and tournaments in person or online.

While home video game consoles are widely used in Japan, an environment is being built that makes it easier to hold eSports competitions with the founding of the “Japan esports Union (JeSU)” and discussions on new legislation. Regarding eSports as a growth market, the Ministry of Economy, Trade and Industry is considering various types of policies to invigorate this market\*2 to expand it to a scale of roughly 300 billion yen in 2025.

Backed by the growth of the eSports market, DGFT will enhance its collaboration with eSports business operators through cashless payment services, beginning with TEG. The DG Group is implementing “DG FinTech Shift,” a Group strategy that integrates payments and data, and offers services to achieve DX in financial transactions between business operators and consumers, from payments to wire transfers. With DGFT, which is active in the payment industry, at the core, DG will continue contributing to promoting cashless payment in Japan, supporting DX, and achieving sustainable social development by creating next-generation DX businesses not only with the Group but also with strategic partners in various fields.

### ■ About “RED° TOKYO TOWER”

As the main platform of the “RED°” brand, “RED° TOKYO TOWER” is one of Japan’s largest esports parks. It will be located in Tokyo Tower, the symbol of Tokyo and Japan, with a grand opening on April 20, 2022.

The main targets are core esports fans, as well as men and women from their mid-teens to mid-30s who are highly tuned in to the latest trends. It will offer high-quality, uniquely Japanese content based on esports.



Opening: April 20, 2022

Address: 3F Tokyo Tower Foot Town, 4-2-8 Shiba-koen, Minato-ku, Tokyo

Official website: <https://tokyotower.red-brand.jp/>

Ticket website: <https://ticket.red-brand.jp/my-page/tickets/purchase/>

Operated by: TOKYO ESPORTS GATE, INC.

### ■ About “VeriTrans4G” credit card payment service

“VeriTrans4G” is a next-generation comprehensive payment solution compatible with the most significant number of payment methods in the industry, including not only basic payment methods using credit cards, convenience stores, and banks, but also e-money, carrier payments, various ID-based payment methods such as PayPay, and international payment methods such as UnionPay and Alipay. Based on a system with Japan’s highest level of security and fully compatible with the non-retention of card information, “VeriTrans4G” includes essential functions such as recurring billing and card information update functions. It also comes standard with various security options to prevent fraudulent use.

As a multi-channel payment service that supports a wide range of online and offline business formats, from E-Commerce websites to stores, “VeriTrans4G” is used in various business models, from subscription and mobile orders to service platforms and more.

**[About DG Financial Technology]** <https://www.dgft.jp/>

DGFT is a payment service provider offering comprehensive payment services to online business operators, including

---

## NEWS RELEASE

E-Commerce, as well as stores and other face-to-face business operators. Annual transaction volume exceeds 3.3 trillion yen, with more than 160 thousand participating merchants utilizing our payment services. VeriTrans Inc. was renamed “DG Financial Technology, Inc. (DGFT)” in April 2021. Focusing on “DG FinTech Shift”—a Group strategy to integrate payments and data—DGFT provides support in the payment and financial fields for cashless payments and DX by business operators. DGFT will continue contributing to the sustainable growth of society through its infrastructure businesses that are useful to society, by providing highly convenient functions and services to participating merchants and consumers (who are the end users), as well as reliable, safe, and pleasant payment experiences.

\*1 Source: KADOKAWA ASCII Research Laboratories, Inc. [“Publishing Global eSports & Live Streaming Market Report 2021”](#) (December 2021)

\*2 Source: Japan esports Union [“For the development of eSports in Japan ~From the Perspectives of Further Growth of the Market and Social Significance~”](#) (March 2020)