

p.s.

We will gather at Shibuya Parco for this one hour, and each of us will exhibit our individual expressions during this time.

Now, how should we proceed with the time? When Mr. Murayama, a PARCO representative, first took us to the backyard of Shibuya PARCO, its labyrinth-like corridors resembled a game play screen. A game where you keep going down the L-shaped corridor of the pavilion over and over again, only to encounter a little monster from time to time. While I was being guided around, I was curious about the security office, reception desk, and cleaning services, and when I asked if these were also being performed by a company, I was told that such buildings are operated by another company called "PARCO Space Systems" (commonly known as PSS).

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By the way, you can see the city of Shibuya in the background on this 10th floor rooftop. PARCO founder Tsuji Masuda looked at the site from the valley floor of Shibuya Station, which had improved visibility after the Tokyo Air Raid, and thought, "It would be nice to have a theater on top of that hill, like a sparkling castle. It was 50 years ago in 1973. Another 50 years ago was the Great Kanto Earthquake, and the site was cleared again then. We hope you enjoy listening to the player's short story and seeing the town as well.

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This "listening to the voice of the story while watching the motionless actors with the city in the background" is the same structure as the oldest theater in Greece, the Theatre of Dionysos.

