

TOKYO GAME SHOW 2024

SELECTED INDIE 80

REVIEW

TOKYO GAME SHOW 2024

Business Day

September 26 (Thu.) 10:00 a.m. - 5:00 p.m.

September 27 (Fri.) 10:00 a.m. - 5:00 p.m.

Public Day

September 28 (Sat.) 10:00a.m. - 5:00 p.m.

September 29 (Sun.) 9:30a.m. - 4:30 p.m.

Venue: Makuhari Messe

Organizer: Computer Entertainment Supplier's Association (CESA)

Co-Organizer: Nikkei Business Publications, Inc. DENTSU INC.

Supporter: Ministry of Economy, Trade and Industry (METI)

Indie Game Project

SELECTED INDIE 80

< Platinum Sponsors >

Sony Interactive Entertainment

Nintendo

KODANSHA Game Creator's Lab

< Gold Sponsors >

Happinet

PLAYISM

< Silver Sponsor >

iGi indie Game incubator

< Device Sponsor >

ELSA Japan

Assisted by IGDA Japan

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TOKYO GAME SHOW 2024 RESULTS

Exhibitors : 985 (2023 : 787)

*Domestic : 450, Overseas : 535

*Exhibitors by Country / Region : 44

Exhibit Booths : 3,252 (2023 : 2,682)

Exhibiting Titles : 2,850 (2023 : 2,291)

Exhibitors by Area

General Exhibition	: 260
Smartphone Game	: 24
Gaming Hardware	: 43
Gaming Lifestyle	: 15
Game Academy	: 21
AR/VR	: 8
eSports	: 56
Indie Game	: 220
Selected Indie 80	: 81
Merchandise Sales	: 36
Family Game Park	: 13
Business Solution	: 162
AI Technology Pavilion	: 9
Business Meeting Area	: 116

Exhibitors by Country / Region : 44

(Europe : 19)							
Italy	17	Switzerland	9	Norway	3	Poland	16
Ukraine	2	Sweden	22	Hungary	1	Portuguese Republic	6
Estonia	1	Spain	23	Republic of Finland	2	Moldova	6
Republic of Cyprus	2	Denmark	2	France	27	UnitedKingdom	7
Georgia	1	Germany	20	Republic of Bulgaria	1		
(Asia / Oceania : 17)							
India	15	Thailand	18	Philippines	2	HongKong	15
Indonesia	13	New Zealand	3	Viet Nam	1	Taiwan	24
Australia	5	Pakistan	1	Malaysia	15	China	78
Republic of Kazakhstan	1	Bangladesh	1	Republic of Korea	74	Japan	450
Singapore	17						
(North America / Latin America and the Caribbean : 4)						(Middle East / Africa : 4)	
Canada	6					Turkey	12
Chile	10					UnitedArab Emirates	7
Brazil	5					Saudi Arabia	3
United States of America	40					South Africa	1

Exhibiting Titles by Platform

Nintendo Switch	295	(VR)	
PlayStation 4	156	PlayStation VR	4
PlayStation 5	238	PlayStation VR2	3
Xbox Series X/S	172	Valve Index	6
Xbox One	86	Meta Quest	32
Steam	625	HTC Vive	6
PC	496	MR	1
PC Browser	32	Other (VR)	14
iOS	188		
Android	190		
Other	51		

Exhibitors : 4-days Total : 274,739 (2023 : 243,238)

Business Day September 26 (Thu.) : 42,031

September 27 (Fri.) : 45,149

Public Day September 28 (Sat.) : 97,786

September 28 (Sun.) : 89,773

INDIE GAME PROJECT

TOKYO GAME SHOW 2024

At Tokyo Game Show 2024, the "Selected Indie 80" program allows individual and corporate indie game developers to exhibit their projects in person for free, supported by sponsors. This initiative aims to provide a platform for indie developers to thrive while contributing to the growth of the global gaming industry.

Application Conditions and Outline for "Selected Indie 80"

Venue :	Makuhari Messe (https://www.m-messe.co.jp/)
Period :	September 26 (Thu.) ~ 29 (Sun.), 2024
Screening :	Selection will be conducted by TGS Management Office
Exhibition fee :	Free
Qualification :	Open to all individuals regardless of nationality, age, or occupation (students, game producers, etc.) and to all corporate bodies.

Group or Organization that can be exhibited :

Only those who can exhibit at Makuhari Messe for 4 days

For annual sales of the developer (individual or corporate) of the submitted title:

*Corporate : Annual Sales with USD500,000 / JPY50 Million or less

*Individual : Annual Sales with USD100,000 / JPY10 Million or less

If the developer of the submitted title is a corporation, it must be fully independent in terms of capital.

What can be exhibited :

A completely original game (Derivative content cannot be exhibited regardless of whether or not it is licensed.)

Created for a platform for which an applicant has the right to develop.

Works that comply with the CESA Code of Ethics and the CERO Code of Ethics

●CESA "Global Event Compliance Policy"

<https://www.cesa.or.jp/compliance.html>

●About CERO

<https://www.cero.gr.jp/en/publics/index/3/>

And do not fall under any of the following items:

①An expression that conflicts with or that may conflict with Attached Appendix 3 "Banned Expressions" of the CERO Code of Ethics (<http://www.cero.gr.jp/en/publics/index/18/>) is included.

②Works for which an "Z" rating category was assigned by CERO or an expression equivalent to the "Z" rating category may be included.

③Works that have already been released overseas and for which a "17+" (MATURE) rating category was assigned by an overseas examination body (e.g. ESRB).

④Works planned to be released overseas for which a "17+" (MATURE) rating category is expected to be assigned by an overseas examination body (e.g., ESRB) (excessively bloody works that cannot be regarded as being equivalent to a "13+" (TEEN) rating category).

Application guidelines

Deadline : April 30, 2024

Application : Submit Indie Game "Selected Indie 80"

Schedule : <1>Qualified/Unqualified result about "Selected Indie 80" : By email after mid-May. TGS Management Office do not accept inquiries by phone.
<2>SOWN finalist acceptance notification: After August 2024

Contact : TOKYO GAME SHOW Indie Game Management Office

*Please contact by email.

SELECTED INDIE 80 OUTLINE

TGS2024 will provide the following services to exhibitors (For Selected Indie 80) with free of charge.

- A dedicated booth will be set up in the Indie Game Area at the Makuhari Messe venue. (See the booth image)
- Rental of PCs, monitors and other equipment (free of charge)
- 5 exhibitor passes
- Internet WiFi Access at the booth (no guaranteed bandwidth)
- Rental of AI Interpreter "POCKETALK" (Free)
- Posting exhibitor names on the TGS official website "Exhibitor List/Selected Indie 80" page
- Exhibitor introduction pages (Japanese and English) are provided
- Exhibited titles will be posted on the TGS special site installed on Steam (if titles for Steam are available)
- Use of TGS Business Matching System
- Indie Meetup Area (Use of the business meeting area)



(See the booth image)

The exhibitor passed the screening for the Selected Indie 80 are automatically applied for SOWN2024, an "Idea Contests" to choose the best game from the title exhibited at the Selected Indie 80.



"Sense of Wonder Night (SOWN)" is an event that aims to discover game ideas that will trigger a "Sense of Wonder" (a feeling of something changing in one's world the moment one sees or hears the concept). This year will be the 17th time for the event.

The presentations will be held on September 27 (Fri.) at Makuhari Messe, and will be broadcast on the official TGS program and will also be archived. On the day of the event, the winners of the "Audience Award Grand Prix," "Audience Award Semi-Grand Prix," "Best Technological Game Award" "Best Arts Award" "Best Experimental Game Award" "Best Game Design Award" "Best Presentation Award".

*For more information about Sense of Wonder Night, please see page 56.



Member of Selected Indie 80 Committee

Profiles of each judge are posted on the TGS official website. (<https://expo.nikkeibp.co.jp/tgs/2024/en/program/indie/#judge>)

Honorary Director and Secretary General of the International Game Developers Association
Japan (IGDA Japan), a non-profit organization.
Kenji ONO

Ex-Deputy Chief Editor of IGN JAPAN, Deputy Head of Business Design at Sankei Digital.
Shin IMAI

Calappa Games CEO
Masafumi ONUKI

KODANSHA GAME CREATOR'S LAB.
Yuki KATAYAMA

Director of gamebiz, Inc. and Editor-in-Chief of gamebiz.
Hidehiko KIMURA

Director AURYN
Kazunori KOMAGATA

Kinugasa Research Organization, Ritsumeikan University
Jh Shin

NPO OcuFes
Takeshi TAKAHASHI

Chairman of Fukuoka Indie Game Association
Koji MURAKAMI

SCHEDULE

02 FEBRUARY

02.29 Tokyo Game Show 2024 Opening Announcement (online)

TGS2024 Indie Game Project “Selected Indie 80” Overview

Announcement Entry period begins (February 29 - April 30)

(2024 Application Guide)

https://4c281b16296b2ab02a4e0b2e3f75446dcdnex.stream.ne.jp/tgs/2024/exhibition/common/en/07_selected80_en.pdf

Indie Game Sponsor Project Announcement

04 APRIL

04.15 Indie Game Project Sponsors Announced

Sony Interactive Entertainment / Nintendo / Kodansha Game Creators Lab

Happinet / PLAYISM / iGi indie Game incubator / ELZA JAPAN

04.30 Deadline for Selected Indie 80 entries

05 MAY

05.17 Selected Indie 80 selection results to be announced in order

07 JULY

07.04 TGS2024 website for visitors OPEN

Announcement of Selected Indie 80 exhibitors

07.25 Sense of Wonder Night 2024 Finalist Selection Meeting

08 AUGUST

08.02 TGS official website “Indie Game Project” page fully OPEN!

Pocky (video creator) continues as the official indie game ambassador

08.26 Recording date for the program introducing the Selected Indie 80

09 SEPTEMBER

09.11 Distribution of the “program introducing the Selected Indie 80” begins

09.18 TGS 2024 Special program to prepare for the event (YouTube distribution)

Announcement of the eight SOWN finalists

09.25 TGS Makuhari Messe “Selected Indie 80” booth set-up date

9.26 - 9.29 Tokyo Game Show 2024 opens

09.27 "Sense of Wonder Night 2024" is held

International party

09.28 TGS official program ‘Sense of Wonder Night 2024’ is held

09.29 Final day

ANALYSIS

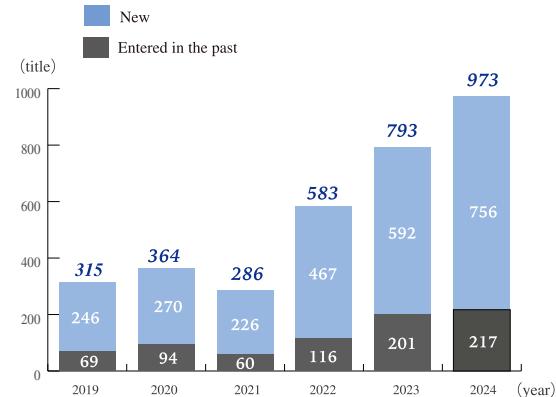
Selected Indie 80 Application Status

Selected Indie 80 Application Status

At Tokyo Game Show 2024, the "Selected Indie 80" initiative, supported by sponsor companies, offered free exhibition opportunities for indie developers in the Indie Game Corner. Applications opened on February 29, 2024, with a deadline of April 30.

Aiming to exceed 793 submissions from 2023, the promotion resulted in a record 973 applications —about 200 more than the previous year (Figure 1).

Submissions from returning developers totaled 217 titles, a slight increase, while first-time applicants rose by approximately 27%, reflecting a stronger and more active indie development community.



[Figure 1] Comparison of number of entries

Record Numbers of Submissions and Increase in Asia Entries

Of the 973 titles submitted for the program, 70.1% (682 titles) were from overseas and 29.9% (291 titles) from Japan, both reaching record highs (Figure 2). Since 2022, the 70:30 overseas-to-domestic ratio has remained stable.

Including Japan, Asia contributed the highest number of submissions, making up 58.1% of the total (Figure 3), a 2.2-point increase from last year's 55.9%, reflecting a growing presence and interest in the Asian indie game development community.

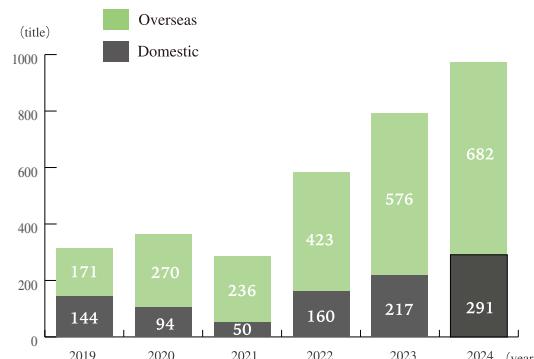
When examining submissions by country and region (Table 1), the number of participating countries and regions increased from 56 in 2023 to 74 in 2024, an 18-country growth. Europe saw the largest increase, rising from 28 countries and 205 titles in 2023 to 35 countries and 223 titles in 2024. Asia also experienced significant growth, increasing from 443 titles across 13 countries in 2023 to 565 titles across 17 countries in 2024.

In the most active Asian region, submissions from Japan grew significantly from 160 titles in 2022 to 218 in 2023, and 291 in 2024, a 1.8x increase over two years. Other notable increases include Korea (32→48→61, a 1.9x growth), China (22→48→48, a 2.2x growth), and Taiwan (13→37→43, a 3.3x growth).

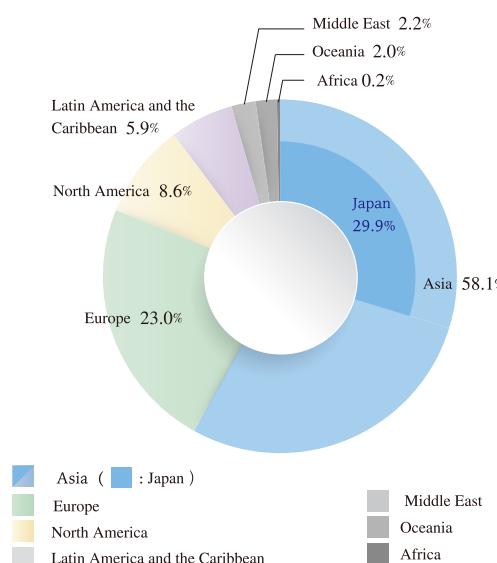
In Europe, Poland recovered with 34 titles in 2024, while Germany saw a significant increase to 32 titles (a 2.9x growth over two years). France saw a modest and consistent increase in submissions, growing from 14 titles in 2022 to 16 in 2023, and 19 in 2024.

Although the number of entries remains relatively small, the Middle East saw a twofold increase in submissions. In 2024, Turkey saw a significant surge, and there were also increases from Saudi Arabia, Bahrain, UAE, and other countries, reflecting the growing enthusiasm for the gaming industry in the region.

Additionally, the U.S. and Canada saw a 58% increase in submissions, regaining momentum after a previous decline.



[Figure 2] Comparison of number of entries (Overseas / Domestic)



[Figure 3] Breakdown of 2024 entries (by country/region)

Breakdown of the 973 entries by country (74 countries and regions)

[Table1] List of 973 submitted titles by country (74 countries / regions)

Europe	2022	2023	2024
Poland	42	30	34
Germany	11	20	32
Spain	26	26	24
United Kingdom	13	25	21
France	14	16	19
Sweden	17	9	11
Italy	10	18	10
Estonia			9
Switzerland	2	7	7
Cyprus	1	10	4
Netherlands	3	8	4
Russia		5	4
Ukraine		3	4
Czech Republic	1	2	3
Denmark	4	3	3
Finland	6	6	3
Hungary	1	1	3
Portugal		4	3
Armenia	1		2
Belgium	1	2	2
Georgia	1		2
Kazakhstan			2
Latvia	1	1	2
Norway		1	2
Romania	2	1	2
Serbia	1		2
Uruguay			2
Andorra			1
Austria	2	1	1
British Virgin Islands			1
Bulgaria	1	1	1
Croatia			1
Lithuania			1
Moldova	1	1	1
Greece			
Ireland			1
Slovakia			1
Slovenia	1	1	
Iceland			1
	168	205	223

Asia	2022	2023	2024
Japan	160	218	291
Republic of Korea	32	48	61
China	22	48	48
Taiwan	13	37	43
Thailand	1	12	27
India	2	3	25
Indonesia	11	40	24
Philippines	4	4	17
Singapore	8	14	11
Vietnam	1		5
Malaysia	5	8	5
Hong Kong	1	7	3
Bangladesh			1
Brunei			1
North Korea			1
Pakistan	3	4	1
Macau	1		1
	264	443	565

Latin America and the Caribbean	2022	2023	2024
Brazil	36	48	24
Argentina	8	8	9
Chile	3	7	9
Colombia	6	5	6
Mexico	7	1	4
Bolivia			1
Costa Rica	1		1
Guatemala	1	1	1
Honduras			1
Peru		4	1
Venezuela			1
Paraguay		1	
	63	74	58

North America	2022	2023	2024
United States of America	45	43	64
Canada	23	10	20
	68	53	84

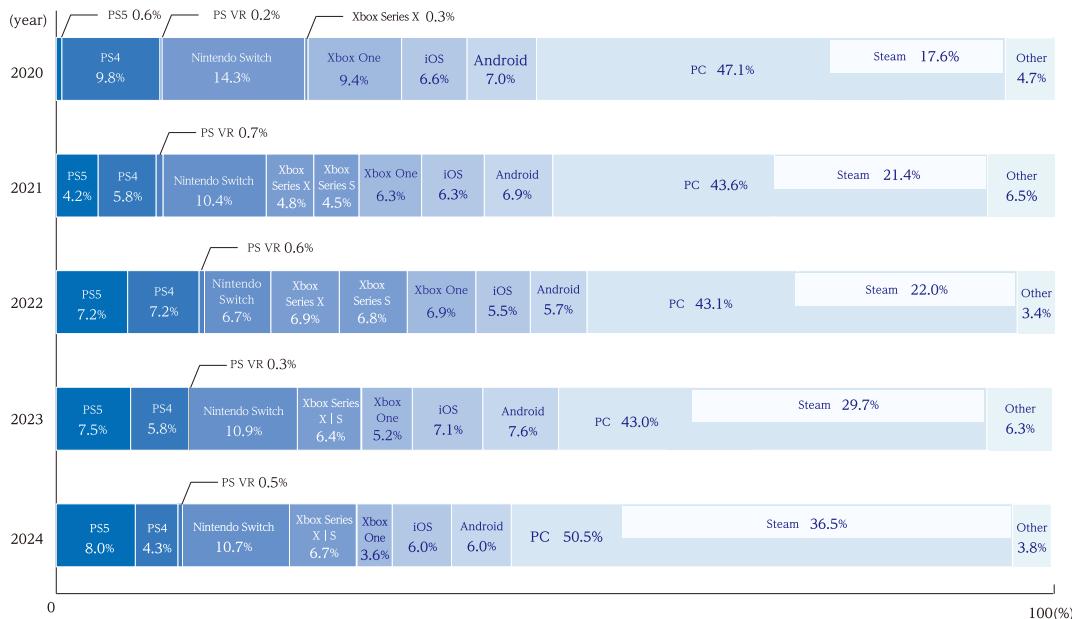
Oceania	2022	2023	2024
Australia	5	7	16
New Zealand	2	1	4
	7	8	20

Africa	2022	2023	2024
South Africa	1		1
Ghana			1
Mauritius			1
	1	1	2

Platform Breakdown for Selected Indie 80 Submissions (973 Titles)

When asked about the platforms (hardware, OS, etc.) on which the 973 submitted titles run, over 50.5% of the titles operate on PC (including Steam), reaching the highest percentage since 2020. Notably, titles running on Steam

account for 36.5% of the total, nearly doubling their share in the last five years, becoming the dominant platform in indie development. This highlights Steam's growing recognition as a key platform in the indie gaming scene.

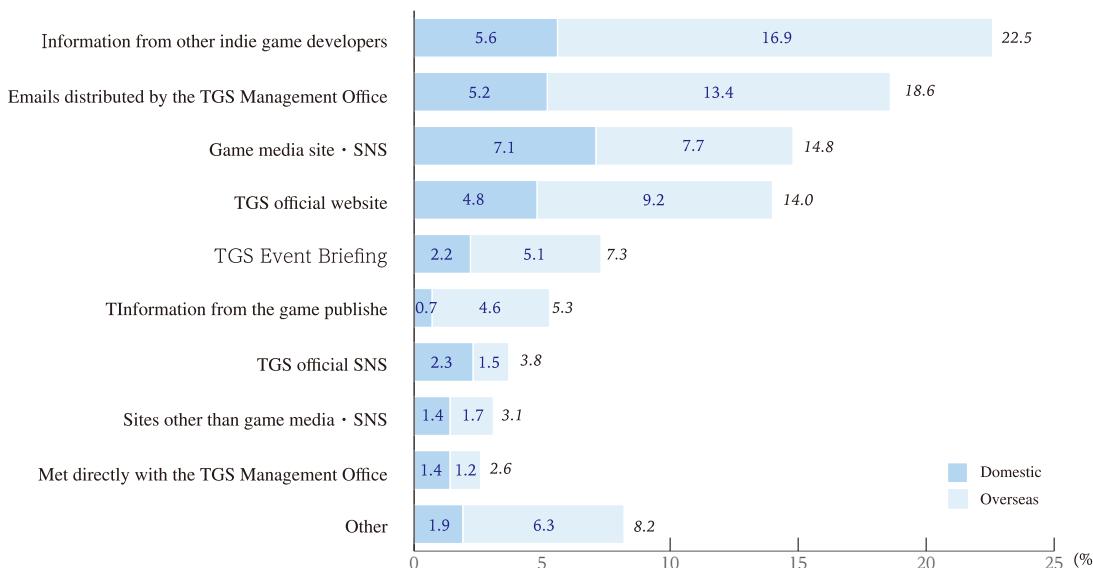


[Figure 4] Share of Titles Submitted by Platform

Submission Sources for Selected Indie 80

When asked about the sources through which submissions to the Selected Indie 80 were obtained, the most common source was "information from other indie game developers" (22.5%). In 2023, this surpassed the previously dominant source—"emails distributed by the TGS Secretariat." This indicates that

information shared among indie game communities has become the most significant route for submissions. Going forward, greater engagement and outreach efforts within the indie game community will be necessary to further strengthen these connections and enhance participation.



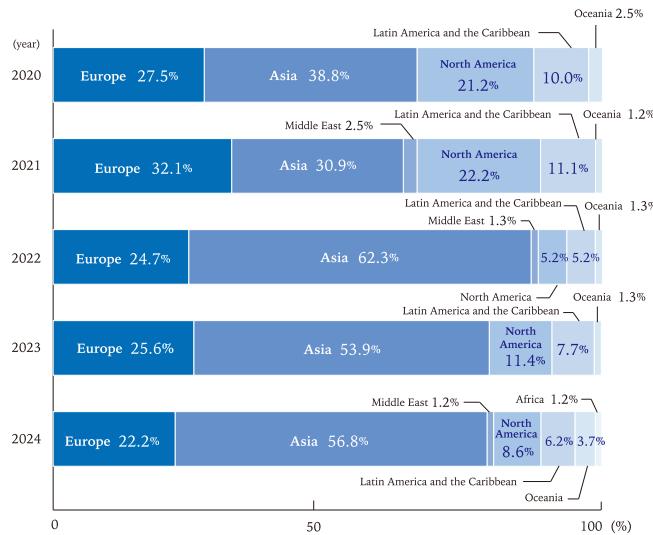
[Figure 5] How to obtain application information

Trends in Country / Region Breakdown for Selected Indie 80 Titles

81 titles selected for the Selected Indie 80 initiative were categorized by region (Figure 6). As in previous years, the largest number of selected titles came from the Asian region (56.8%).

In terms of countries and regions, Japan contributed the most with 25 titles, followed by Korea (7 titles), China (4 titles), Thailand (4 titles), and Taiwan (4 titles). A notable trend is the increased selection of titles from Korea and Thailand.

In Europe, familiar participants such as Germany (4 titles) and the UK (3 titles) continued to contribute, but Eastern European countries like Ukraine (1 title) and Estonia (1 title) also made their presence felt. Additionally, the United States (6 titles) and Brazil (4 titles) remain prominent contributors, maintaining a consistent presence in these initiatives.



[Figure 6] Selected Indie 80 (81 titles) - Country / Region

[Table 2] Selected Indie 80 (81 titles) - Country / Region

Europe	2020	2021	2022	2023	2024
Germany	2	5		5	4
United Kingdom	5	1	3	3	3
Italy	2			3	2
Spain		4	4		2
France	1	1	3	3	2
Ukraine					1
Estonia					1
Sweden	1	4	2		1
Denmark	2	3	1		1
Poland	5	3	2	1	1
Ireland	1				1
Austria	1				
Netherlands			1	1	
Switzerland	2	1			
Slovakia				1	
Czech Republic		1	1		
Finland		1	1	1	
Belgium		1	1		
Latvia		1			
Romania				1	
	22	26	19	20	18

North America	2020	2021	2022	2023	2024
United States of America	11	12	3	7	6
Canada	6	6	1	2	1
	17	18	4	9	7

Latin America and the Caribbean	2020	2021	2022	2023	2024
Brazil	7	1	1	5	4
Chile		1			1
Argentina		3		1	
El Salvador			1		
Costa Rica				1	
Paraguay			1	1	
Peru	1	1			
Mexico		1	1		
	8	9	4	6	5

Middle East	2020	2021	2022	2023	2024
Turkey					1
Israel		2	1		
	2	1			1

Africa	2020	2021	2022	2023	2024
South Africa					1
					1

Oceania	2020	2021	2022	2023	2024
Australia	2	1	1	1	2
New Zealand					1
	2	1	1	1	3

EXHIBITOR LIST

Introduction to the title

		*English name in alphabetical order
Airship: Kingdoms Adrift (Revolution Industry : Thailand)	• • • 12	
Aldian of Ancients (Aldian of Ancients : India)		
ANLIFE: Motion-Learning Life Evolution (Attructure : Japan)		
Arisen Force: Vonimir (Lempot : China)	• • • 13	
Bionic Bay (Psychoflow Studio : Taiwan)		
BlockWorld Ai (One Team. : Japan)		
Burning Sword: Death sun (Nomadic Games : Thailand)	• • • 14	
CASSETTE BOY (Wonderland Kazakiri : Japan)		
Chess Twist (Polygonjs : United Kingdom)		
CINEMA (Trinity Team : Italy)	• • • 15	
Coke Bugs (Common Opera : United States of America)		
Commentator (TEBASAKI GAMES : Japan)		
Copycat (Spoonful Of Wonder : Australia)	• • • 16	
Cyber Parkour (FANIMAX : Taiwan)		
Dashy Crashy 100 (Dumpling : China)		
Death the Guitar (Toroya My Battery Is Fried : Japan)	• • • 17	
Detective NEKKO (ARA : Japan)		
Dome-King Cabbage (Cobysoft Joe : United States of America)		
Dream in the Shell (ROOMTONE Games : Republic of Korea)	• • • 18	
ElePass: Only Elephants Can Unlock the Passcodea (ElePass: Only Elephants Can Unlock the Passcodea : Japan)		
Esophaguyz (Esophaguyz Team : United States of America)		
EVOTINCTION (Spikewave Games : China)	• • • 19	
FALLEN (GOOFEES : Japan)		
FINAL KNIGHT (2OClocksoft : Republic of Korea)		
First Dwarf (First Dwarf : Poland)	• • • 20	
Fowl Damage (Red Nexus Games : Canada)		
Freaked Fleapit (Finch Bird Studio : Estonia)		
Gurei (Gurei : Brazil)	• • • 21	
Haneda Girl (STUDIO KOBA : Spain)		
Hollow Home (Twigames : Ukraine)		
Honey Pot (VRMonkey : Brazil)	• • • 22	
HoooPizza (DOI Nobuhiro : Japan)		
Hyper Wobbler (Wobbly Labs : Germany)		
Inverted Angel (SCIKA : Japan)	• • • 23	
IRONHIVE (Wondernaut Studio : Brazil)		
Isles of Sea and Sky (Newman Jason : Japan)		
KILLA : kill the la (Black Tangerine : Republic of Korea)	• • • 24	
Kriegsfront Tactics (Toge Productions : Indonesia)		
Last Standing (Nao Games : Japan)		
Let's Build a Dungeon (Springloaded : Singapore)	• • • 25	
Light Odyssey (SSUN GAMES : Republic of Korea)		
Loco Limbo (Moonlight Sculptor : France)		
Lost Twins II (Playdew : Pakistan)	• • • 26	
M.E.M.O (TeamVeister : Japan)		
Marron's Day (npckc : Japan)		
Mecha Force (MING STUDIO : China)	• • • 27	
MECHA MACHO (Rocket Smash Studio : Chile)		
Metavoidal (Metavoidal : Republic of South Africa)		
Milord (iBright Games : Turkey)	• • • 28	
Minds Beneath Us (BearBoneStudio : Taiwan)		
Mineral Madness (Whacky Mole Studio : Sweden)		
Miniatures (Other Tales Interactive : Denmark)	• • • 29	
Mirror Of Terror (ENTAFLIP : Japan)		
Neko Odyssey (Secret Character : Thailand)		
Neon Blood (Neon Blood : Spain)	• • • 30	
NIGHTMARE OPERATOR (DDDistortion : Japan)		
No Case Should Remain Unsolved (Somi : Republic of Korea)		
Nqc : Non Qualia Character (TARP Studio : Republic of Korea)	• • • 31	
Ominous Recall (HORROID GAME STUDIO : France)		
On the Keyboard (SBO Game : Japan)		
Pia (Explosive Disposal Team : Republic of Korea)	• • • 32	
Pieced Together (Glowfrog Games : United Kingdom)		
Planet Strike (Cardboard Studio : Japan)		
Pricolage -IDOLIZED- (Annulus : Japan)	• • • 33	
Primordials Legends: Hollow Hero (Toybox Games Studios : Australia)		
RAP OJISAN (NEKOUPI : Japan)		
Red Rocket Defencism (tiny cactus studio : Japan)	• • • 34	
Rhythmscapes (Nekologic : United Kingdom)		
Rose and Locket (Whistling Wizard : New Zealand)		
Rustil: Eternal Labyrinth Castle (KIC Games : Japan)	• • • 35	
Saborus (QUByte Interactive : Brazil)		
SAEKO: Giantess Dating Sim (SAFE HAVN STUDIO : Japan)		
Stellagate (Stellagate : Japan)	• • • 36	
Tampopo (Calman : Germany)		
The Crazy Hyper-Dungeon Chronicles (Fix-a-Bug : Italy)		
The Kingdom of Rizia DLC (Torpor Games : Germany)	• • • 37	
Time for Bed (NERDY PENGUIN : Japan)		
VIDEOVERSE (Kinmoku : Germany)		
We Harvest Shadows (David Wehle : United States of America)	• • • 38	
While Waiting (Optillusion Games : United States of America)		
Yolk Heroes: A Long Tamago (Yolk Heroes: A Long Tamago : United States of America)		

Introduction of 81 titles

Airship: Kingdoms AdriftExhibitors Name : **Revolution Industry** (Thailand)Platform : **Steam**

Web Site :

https://store.steampowered.com/app/1597310/Airship_Kingdoms_Adrift/



Welcome to Suthseg! AIRSHIP: KINGDOMS ADRIFT is a single player game with a hyper-rich lore and narrative. As the newly commissioned airship captain, forge a mercantile empire across the archipelago, until the great powers of Europa turn their attention toward it. Build up a fleet, chart trade routes, establish industries, and explore the frontier at your airship's helm!

<Message>

We, a team of seasoned game industry veterans, are on a mission to introduce the first-ever Skyship battle and trading simulation, set in a lore-rich alternate fantasy world.

Aldian of AncientsExhibitors Name : **Aldian of Ancients** (India)Platform : **PS5/4 , Xbox , Steam , PC (App)**Web Site : <https://norian.studio/>

Aldian of Ancients is a dinosaur survival/simulation multiplayer game made in Unreal Engine 5 where players take control of dinosaurs and other ancient creatures that existed before the dawn of man. In the game, players will be immersed in an ancient world, lost in the shuffle of evolution, filled with creatures that impart awe and wonder.

<Message>

Aldian of Ancients offers a realism based multiplayer experience where the players as dinosaurs crafts their own story of survival either alone or with their friends in a vast prehistoric world.

ANLIFE: Motion-Learning Life EvolutionExhibitors Name : **Attructure** (Japan)Platform : **Steam**

Web Site :

https://store.steampowered.com/app/2452130/ANLIFE_MotionLearning_Life_Evolution/



Guide the evolution of virtual lifeforms that learn to move in a world based on realistic physics. This world already features built-in mechanisms like heredity and natural selection. The player takes on the role of a creator, manipulating these natural processes to help lifeforms learn and evolve.

<Message>

We aim to recreate the mechanisms of biological evolution on computers, creating "organisms" in the digital realm. Enjoy watching these lifeforms as they learn and evolve their unique movements.

Introduction of 81 titles

Arisen Force: VonimirExhibitors Name : **Limport** (China)

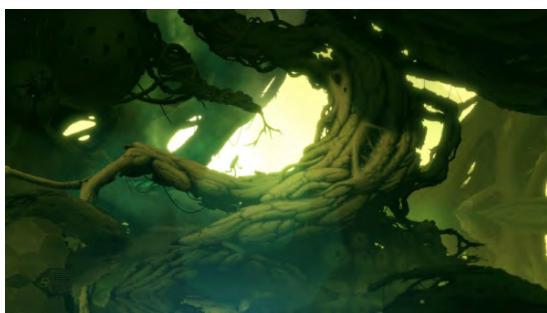
Platform : PS5 , Nintendo Switch , Xbox , Steam

Web Site : https://store.steampowered.com/app/2359660/_/

Embark on an extraordinary adventure in the fantastical world of Vonimir, exploring the magnificent land while experiencing exquisite pixel art style and action combat. Recruit teammates, expand ventures together, challenge formidable enemies, uncover deeply hidden secrets of the world, shape the future, and write legendary stories.

<Message>

Embark on a legendary fantasy adventure, experiencing beautiful pixel art and intense battles.

Bionic BayExhibitors Name : **Psychoflow Studio** (Taiwan)

Platform : PS5/4 , Nintendo Switch , Steam

Web Site :

https://store.steampowered.com/app/1928690/Bionic_Bay/

Bionic Bay is a physics-based 2D action platformer, player needs to use a unique teleportation instrument to escape an ancient biomechanical world. After a failed reverse engineering experiment, our unfortunate protagonist finds himself trapped in an ancient, biomechanical world full of imaginative devices, mysterious technology and peculiar inhabitants.

<Message>

Bionic Bay is created by Mureena and Psychoflow Studio, a collaboration between two indie game studios from Finland and Taiwan.

BlockWorld AiExhibitors Name : **One Team.** (Japan)

Platform : Steam

Web Site :

https://store.steampowered.com/app/3010030/BlockWorld_Ai/?l=english

RPG puzzle game in which players train a mysterious AI, Hoshihabito-kun, who learns how to move puzzles and the results, and fight powerful bosses together with players

<Message>

My interest in combining AI and games sparked the creation of this project. Enjoy the experience of nurturing the AI "BLRS," which learns puzzles within the game.

Introduction of 81 titles

Burning Sword: Death sunExhibitors Name : **Nomadic Games** (Thailand)

Platform : Steam

Web Site :

https://store.steampowered.com/app/2561460/Burning_Sword_Death_Sun/



Burning Sword: Death Sun immerses players into an ancient martial world, where Zhang Yixian, a top-ranked sword master, seeks to avenge his fallen master in a seamless blend of challenging soul-like gameplay and fluid hack-and-slash action, creating a uniquely captivating experience unlike any other.

<Message>

Nomadic Games pushes immersive gameplay boundaries. Explore our releases and dive into thrilling worlds. We're dedicated to captivating players. "Wander, Explore, Conquer."

CASSETTE BOYExhibitors Name : **Wonderland Kazakiri** (Japan)

Platform : PS5 , Nintendo Switch , Steam

Web Site :

https://store.steampowered.com/app/2334330/CASSETTE_BOY/



"Do you really believe the moon isn't there when you're not looking at it?" This famous quote attributed to Einstein poses a profound question about quantum mechanics. This game is a puzzle adventure inspired by quantum mechanics, set in a world where things cease to exist when you're not looking at them. Manipulate existence and solve the mysteries of this intriguing world!

<Message>

It looks like a classic game system, but I aim to deliver a completely new experience. This game overturns traditional theories, creating an old yet fresh adventure. Experience it for yourself!

Chess TwistExhibitors Name : **Polygonjs** (United Kingdom)

Platform : Steam , PC (Blowser) , iOS

Web Site :

https://store.steampowered.com/app/2775560/Chess_Twist/



A mind-bending chess game, where straight lines turn and diagonals fork. Hundreds of different boards with new strategies hidden in plain sight.

<Message>

A mind-bending chess game.

Introduction of 81 titles

CINEMAExhibitors Name : **Trinity Team** (Italy)

Platform : PS5/4 , Xbox , Steam , PC (App)

Web Site :

<https://store.steampowered.com/app/3144070/CINEMA/>

CINEMA is a first-person adventure inspired by the aesthetic of old silent films and noir thrillers. Players dive into a richly atmospheric world where they control time, moving back and forth at will. By manipulating time, they explore different scenarios, uncover secrets, and create new timelines with unique outcomes and twists.

<Message>

CINEMA is a first-person adventure inspired by the aesthetic of old silent films and noir thriller movies, where players wield control over time going back and forward and create new timelines.

Coke BugsExhibitors Name : **Common Opera** (United States of America)

Platform : Steam , PC (App)

Web Site :

https://store.steampowered.com/app/2459130/Coke_Bugs/

A dark odyssey of wired energy, a stark and striking vignette of rust belt noir, a long late night road trip north through the long highways, barren towns, and jittering insect seas of the propulsive compulsive impulse.

<Message>

A hallucinatory bender of a late night road trip sketched in nervous lines of arcade action and exploration.

CommentatorExhibitors Name : **TEBASAKI GAMES** (Japan)

Platform : Steam

Web Site : <https://lit.link/tebasakigames>

"Commentator" is a socio-political news visual novel where players become a commentator for a popular news show. As you select news stories and critique them, you'll experience the changing world and the impact of public opinion manipulation.

<Message>

Please enjoy this socio-political visual novel thoroughly localized for Japanese culture. Experience a glimpse of what Japanese media is all about.

Introduction of 81 titles

CopycatExhibitors Name : **Spoonful Of Wonder** (Australia)Platform : **Steam**Web Site : https://store.steampowered.com/app/1622350/_/

Copycat is a wholesome, narrative-driven game about rejection, belonging and the true meaning of home. It is an intimate story that cherishes the human-pet bond in all its forms. The game's colourful visuals delight the senses while exploring dark emotional depths of the human condition. Copycat is a game at the alchemy of ethics, aesthetics and wonder.

<Message>

Copycat is a thought-provoking indie game explores the human-animal bond. Guide the cat through alleys, fences and rooftops to find a true home. Dive deep to uncover this emotional journey...

Cyber ParkourExhibitors Name : **FANIMAX** (Taiwan)Platform : **iOS , Android**Web Site : <https://www.fanimax.com/>

『Cyber Parkour』is a PVP mobile racing game with fast-paced gameplay. Race as a Cyber Runner on side-scrolling tracks, dodge obstacles, and use cyber abilities to win! Collect various runner skins and accessories along the way. Break free from the System and race through neon buildings to become the champion in 『Cyber Parkour』 .

<Message>

Cyber Parkour is our first multiplayer real-time racing game! Every Cyber Runner and each location in the game is meticulously crafted by our team. Welcome to Cyber Parkour—enjoy the thrilling race!

Dashy Crashy 100Exhibitors Name : **Dumpling** (China)Platform : **Steam , Nintendo Switch , iOS**

Start your engines and outrun 99 racers in a thrilling knockout race. 100 start. Only 1 survives. Lightning-fast reaction-racing with a 100-racer twist. Party up with friends, master simple tap controls and test your reflexes on chaos-filled highways as you try to boost and bash your way to 1st place. Let's DASHY CRASHY!

<Message>

DUMPLING is an independent game studio led by veteran game designer Travis Ryan, making popular and pioneering games since 2012 - our DNA in arcade and innovation makes fun-first games for everyone.

Introduction of 81 titles

Death the GuitarExhibitors Name : **Toroya My Battery Is Fried** (Japan)Platform : **Steam**

Web Site :

https://store.steampowered.com/app/2474220/Death_the_Guitar/



Use "sound" and "electricity" to destroy humans! "Death the Guitar" is a pop and violent 2D Platformer action game. The main character is an electric guitar whose owner was murdered. Shake the amp to jump, electrify the floor to activate gimmicks, and destroy all enemies in the room. Experience intuitive controls, hardcore action, and rich guitar sounds!

<Message>

Enjoy high-speed guitar action!

Detective NEKKOExhibitors Name : **ARA** (Japan)Platform : **Steam**

Web Site :

https://store.steampowered.com/app/3032210/Detective_NEKKO/



This is a mystery where nobody dies. This is a cinematic mystery adventure in which Nekko, a rookie detective, and partner Zikenbo investigate a case with "the ability to see too much". Find the contradiction between the lies the suspect's mouth tells and the truth his eyes tell!

<Message>

I am developing this by myself while working as a UI designer/character modeler at a Japanese game company. I put all the things I like , such as "daily life mystery" and "cartoon style characters.

Dome-King CabbageExhibitors Name : **Cobysoft Joe** (United States of America)Platform : **Steam , Nintendo Switch**

Web Site :

https://store.steampowered.com/app/2092510/DomeKing_Cabbage/



A short visual novel set in the world of a monster-collecting RPG. Grappling with their ability to perceive reality through an RPG lens, Mush navigates their way to a job interview for the enigmatic title of "Dome-King."

<Message>

I'm honored to be showing my game at TGS! I hope that some people can stop by the booth and walk away with an experience that moves them, or makes them laugh a little bit.

Introduction of 81 titles

Dream in the ShellExhibitors Name : **ROOMTONE Games** (Republic of Korea)

Platform : PS5/4 , Steam , PC (App)

Web Site : <https://www.roomtonegames.com/>

When a black sphere appears on Earth, countless people become trapped in endless dreams. The protagonist's wife is among them, compelling him to venture into the dangerous sphere to save her. 'Dream in the Shell' is a story adventure game that explores surreal worlds where dreams, memories, and the subconscious blend. Explore mysterious spaces through unique interactions and uncover the truth.

<Message>

ROOMTONE Games is an indie game studio based in Seoul, South Korea. We create immersive game experiences through beautiful artwork and cinematic storytelling.

ElePass: Only Elephants Can Unlock the PasscodeExhibitors Name : **ElePass Only Elephants Can Unlock the Passcode** (Japan)

Platform : iOS , Android

Web Site : <https://www.youtube.com/watch?v=v-ZCULexygE>

本作は1台のスマートフォンで遊ぶ1~2人用アクションパズルゲームです。シンプルな操作性でありながら新しいプレイ感覚や奥深さがあり、1人でじっくり遊ぶこともできますし、ゲーム経験や言語の壁を超えて、誰とでも楽しめる普遍性を備えています。スマートフォンを拾った象の主人公として、象の鼻に見立てた指でプレイします。気分を盛り上げるための専用の象指輪もあります。

<Message>

マルチメディアを用いて、人間の知覚やコミュニケーションのあり方の再認識のきっかけとなるような作品の制作を行っています。東京藝術大学芸術情報センター、大学院映像研究科ゲームコース特任助教。

EsophaguyExhibitors Name : **Esophaguy Team** (United States of America)

Platform:PS5/4 , Nintendo Switch , Xbox , Steam , PC(App)

Web Site : <https://www.esophaguy.com/>

Esophaguy is a silly party platformer where you play as old folks with elongating necks. Stretch, bite, and swing together to find your lost kin, compete in minigames for long-necked glory, and embark solo on a journey of both past and future!

<Message>

Esophaguy is being created by a team of up-and-coming game developers who met at college. We seek to bring unique aesthetics and wonky gameplay together to create experiences filled with laughter.

Introduction of 81 titles

EVOTINCTIONExhibitors Name : **Spikewave Games** (China)

Platform : PS5/4 , Steam

Web Site :

<https://store.steampowered.com/app/2005090/EVOTINCTION/>



"Evotinction" is a sci-fi third-person hacking and stealth game, you are Dr. Liu, the only one who can stop rogue AIs in a futuristic research facility. Use a variety of hacking skills to overcome robotic threats and uncover the secrets that hold the key to humanity's survival or its potential extinction.

<Message>

Spikewave Games is a passionate and innovative game development team. The four core members have extensive experience and a deep, shared understanding of game design from years of collaboration.

FALLENExhibitors Name : **GOOFEES** (Japan)

Platform : Steam

<https://fallen-game.com/>



"FALLEN" is a third-person shooter adventure game themed around psychic abilities. It tells the story of using various powers like telekinesis and teleportation to escape from a sealed research facility. Experience the excitement at TGS2024.

<Message>

Hi guys, we are GOOFEES a game developer in Japan. we hope everyone around the world will play FALLEN! If you play this game in TGS, please tell us how you feel.

FINAL KNIGHTExhibitors Name : **20Clocksoft** (Republic of Korea)

Platform : Nintendo Switch , Steam

Web Site :

https://store.steampowered.com/app/2072980/FINAL_KNIGHT/



Final Knight combines beat 'em up action with party-based roguelite elements! Create the ultimate party using various synergies and dive into battle. Keep experimenting with new combinations of party members, equipment, and relics until you reach the final boss of the quest!

<Message>

It has a history of winning the Judges' Award (2nd place) at Korea's largest indie game show, BIC 2023, and being selected as an Official Selection for Guerrilla Collective 2024.

Introduction of 81 titles

First DwarfExhibitors Name : **First Dwarf** (Poland)

Platform : Steam

Web Site : <https://stardrifters.com/>

Take on the role of a dwarven scouting engineer, Tru, sent in his mana-powered mech to explore new lands hidden in the clouds in the hopes of finding suitable spots for new settlements. In his mission he will gather resources, build bases, collect mana to fuel his mechanical armor, and fight against dangerous threats by setting up defenses and personally engaging in combat.

<Message>

We turn our dreams into original games that are meaningful to our players and will remain in their memory for a long time.

Fowl DamageExhibitors Name : **Red Nexus Games** (Canada)

Platform : Steam

Web Site : <https://rednexus.games/>

A fragile little egg on a big platforming adventure! Carefully manage your falls and your superpowered jumps through the weird, cold, and sometimes cute world of this puzzle platformer!

<Message>

May has been developing Fowl Damage mostly solo over the last 6 years. She is super excited to show it to everyone at TGS!

Freaked FleapitExhibitors Name : **Finch Bird Studio** (Estonia)

Platform : Steam

Web Site :

https://store.steampowered.com/app/1840880/Freaked_Fleapit/



One day, you wake up - only to find yourself in a run-down, dilapidated cinema. You're dead, and your soul is trapped in Purgatory. The Reaper herself offers you a way to get out, not without the help of enchanting inhabitants of the Freaked Fleapit. All you have to do is go through each of the 9 circles of Hell, beat any demons along the way - and you're free!

<Message>

Freaked Fleapit is a mix of a rhythm dungeon crawler (similar to Crypt of the NecroDancer) and a dating sim, where you navigate the perils of Hell while charming the lovely ladies of the Fleapit.

Introduction of 81 titles

GureiExhibitors Name : **Gurei** (Brazil)

Platform : Steam

Web Site : <https://www.astrolabe-games.ca/gurei-jp>

Rei, the main character, is a human spirit bound with the challenging duty of defeating mystical entities of nature, the Kami, to obtain their power. When Rei defeats them, she absorbs their power – and their personality, learning completely new skills for each defeated Kami.

<Message>

An action platformer where you face challenging enemies inspired by Japanese mythology and acquire their powers. Choose your fights carefully, because your enemies will get stronger, too!

Haneda GirlExhibitors Name : **STUDIO KOBA** (Spain)

Platform : PS5/4 , Nintendo Switch , Steam

Web Site : <https://studiokoba.com/>

Haneda Girl, team up with the combat robot M.O.T.H.E.R to save the Data Empire from the threat of the Hackernauts! Haneda Girl is a 2D pixel game with frenetic action and platforming. Switch between Haneda Girl and M.O.T.H.E.R in a cooperative exchange game, approach each situation in infinite ways. The goal is not just to achieve, but to aim for a high score with the beauty of the strategy!

<Message>

Addictive game loop and tight controls with a techno beat that will boost your fighting spirit. A spin-off of "Narita Boy."

Hollow HomeExhibitors Name : **Twigames** (Ukraine)

Platform : PS5 , PS4 , Steam , Xbox Series X | S , Xbox One ,
Nintendo Switch , PC (App)

Web Site : <https://www.hollowhomegame.com/>

Hollow Home is an isometric narrative RPG, told from the perspective of a teenager trapped inside an occupied city. Learn survival skills, build relationships, and face tough choices as each passing day brings new tragedies and destruction to your childhood home.

<Message>

Introduction of 81 titles

Honey PotExhibitors Name : **VRMonkey** (Brazil)

Platform : Meta Quest 2 / Meta Quest 3

Web Site : <https://www.vrmonkey.com.br/>

Dive into the immersive world of 'Honey Pot,' a cooperative action-strategy VR game where you and your friends become bees defending the hive from bears on the hunt. Fly, gather honey, construct turrets, deploy stingers, and use bow and arrow attacks in a frantic battle to protect Queen Bee Melli's domain. Team up, strategize, and save the hive in this thrilling VR experience!

<Message>

VRMonkey, a Brazilian XR leader, creates custom solutions for engaging experiences. Our mission is enabling extraordinary experiences, aiming to lead in innovation, quality, ethics, and reliability.

HoooPizzaExhibitors Name : **DOI Nobuhiro** (Japan)

Platform : PC (App)

Web Site : <https://protopedia.net/prototype/4752>

"HoooPizza" : Spin Your Way to Pizza Greatness! Put down the ordinary game controller and pick up a hula hoop! In this interactive video game, you won't be pressing buttons; instead, you'll be spinning the hula hoop like a pizza-making maestro. Your mission? Craft the most colossal pizza the gaming world has ever seen.

<Message>

I created this interactive game with the goal of providing an enjoyable experience for everyone, regardless of age, gender, or physical attributes. It would make me happy if you could have fun!

Hyper WobblerExhibitors Name : **Wobbly Labs** (Germany)

Platform : Other (Unique Art Installation)

Web Site : <https://www.wobblylabs.com/>

Hyper Wobbler is an interactive multiplayer art installation, where 3 participants use bespoke metal spring joysticks to control multi-dimensional beings on a dodecahedron with LEDs and two-way mirror faces. The task of the players is to make sense of this universe and navigate it to reach their goals.

<Message>

I love building strange and playful interactive installations that cannot be replicated in a purely digital format, but spark joy using weird analog controls, sensors, and lights.

Introduction of 81 titles

Inverted AngelExhibitors Name : **SCIKA** (Japan)

Platform : Steam

Web Site :

https://store.steampowered.com/app/2894960/Inverted_Angel/?l=japanese



A girl visited your home, who you don't know but she identified herself as your girlfriend. She seems a little bit Menhera, but she knows too much to be just a stalker. This is a Kawaii Future Mystery, you will answer by free input for branching story.

<Message>

The current release is available only in Japanese. An English version will be available in the near future!

IRONHIVEExhibitors Name : **Wondernaut Studio** (Brazil)

Platform : Steam

Web Site : <https://wondernaut.studio/>

Ironhive is a deckbuilding strategy game about surviving in a dying world. Build your colony, ensure the survival of your people, create a legacy that will be passed on to the next generations. Each decision will affect your legacy, which will be passed on to the next colonies to come.

<Message>

IRONHIVE is a post-apocalyptic colony sim with a dark style. It's a hybrid of deck-building and city-building. It introduces gameplay mechanics that push the boundaries of the genre.

Isles of Sea and SkyExhibitors Name : **Newman Jason** (Japan)

Platform : PC (App)

Web Site : <https://islesofseaandsky.com/>

A fantastic, oceanic, open world puzzle adventure. Solve innovative block puzzles while unearthing a mystifying story, gaining new friends that change the puzzle landscape, and unlocking powers that provide more options for how you choose to progress through the enigmatic Isles of Sea and Sky.

<Message>

Thank You

Introduction of 81 titles

KILLA : kill the laExhibitors Name : **Black Tangerine** (Republic of Korea)

Platform : Steam

Web Site :

<https://store.steampowered.com/app/2524200/KILLA/>

Embark on a vengeful quest with Valhalla in "KILLA," Dive into a 3D adventure world using unique skills like "Resonance" and "Dreams" to solve the mystery of your mentor's death. Navigate the enigmatic island of Yips, unveil its secrets, and kill the La. Your decisions shape multiple endings. Fall into paranoia, suspect everyone, and finally, "Kill the La."

<Message>

Black Tangerine, which means hidden tastes and journeys to those tastes, develops a game for black tangerines that are elsewhere in the world.

Kriegsfront TacticsExhibitors Name : **Toge Productions** (Indonesia)

Platform : Steam

Web Site : <https://www.togeproductions.com/>

Kriegsfront Tactics is a procedural turn-based mecha tactics RPG set in alternate 1970s during an era of conflict in Southeast Asia where you'll play as a commander of a mecha squad sent behind enemy lines. Manage your squad, resources, and mechs. Complete missions and survive the front another day while facing hard decisions that will test your morality.

<Message>

Kriegsfront Tactics is a procedural turn-based mecha tactics RPG set in alternate 1970s during an era of conflict in Southeast Asia, you'll play as commander of a mecha squad sent behind enemy lines.

Last StandingExhibitors Name : **Nao Games** (Japan)

Platform : Steam

Web Site : <https://naogames.jp/>

The objective of the game is to beat the enemies coming from the left and right by banging the keyboard. The more keys you press, the more powerful the attack becomes. This unprecedented control allows the player to experience the keyboard as if it were a physical game. The game also combines elements that allow the player to change and strengthen the player character and play over and over again.

<Message>

I will be playing games and handing out cards at the booth, so please come and visit us.

Introduction of 81 titles

Let's Build a DungeonExhibitors Name : **Springloaded** (Singapore)

Platform : Xbox , Steam

Web Site : <https://springloadedsoftware.com/>

Manage a game studio making the world's greatest MMORPG. Hire designers, coders, and testers, create a fantasy world, then welcome hundreds of virtual players. If they get bored they will cancel their subscription and your investors will have your head. You can even play the game you create.

<Message>

The MMORPG Simulator! Design, build and play the RPG of your dreams! Run a game studio your way and see how things develop in this multi-layered management sim.

Light OdysseyExhibitors Name : **SSUN GAMES** (Republic of Korea)

Platform : Nintendo Switch , Steam

Web Site :

https://store.steampowered.com/app/1902860/Light_Odyssey/



Light Odyssey is an action packed Boss-Rush Action where you explore the ruins of an ancient fallen civilization, challenge the Colossus, and fight to restore light to the world.

<Message>

We are a game studio that creates fun, sparkling like the bright sun.

Loco LimboExhibitors Name : **Moonlight Sculptor** (France)

Platform : PC (App)

Web Site :

https://store.steampowered.com/app/2956550/Loco_Limbo/



Loco Limbo is a fun indie game where you control a Character who can Detach and use their Limbs. Stuck on a weird island after military experiments, you solve puzzles and survive using your unique limb abilities. Can you make it off this crazy island in one piece?

<Message>

Hey, I'm Loco Limbo, waking up on an island after some crazy military experiments. Now, I can dismember myself and stay alive! Can I make it off this crazy island in one piece?

Introduction of 81 titles

Lost Twins IIExhibitors Name : **Playdew** (Pakistan)

Platform : Steam , Xbox

Web Site :

https://store.steampowered.com/app/1752540/Lost_Twins_II/



Lost twins II is an incredibly cute puzzle adventure where you help Abi and Ben on their journey as they move across platforms, engage in challenging puzzles, swap tiles to create paths, and overcome obstacles to find their way back home.

<Message>

Lost Twins II is a charming puzzle adventure game where players guide Abi & Ben through platforms, solve puzzles, swap blocks to create paths and overcome obstacles to help them find their way home.

M.E.M.OExhibitors Name : **TeamVeister** (Japan)

Platform : Steam

Web Site :

<https://sites.google.com/view/teamveister-official-website/>



In 2176, Shin Japan. As a chosen agent, you must dive into the memories of the deceased to prevent a terror. Wandering through the maze of memories, can you find the key to save the future? [Game Features: ①Graphics depicting retro Japanese landscapes ②A game experience that allows for genuine code-breaking using pen and paper ③A suspense story blending historical events with science fiction]

<Message>

The core gameplay of this work involves using pen and paper to decipher codes, offering players the "joy of thinking." The art direction, inspired by nostalgic Japanese scenery, is also a highlight.

Marron's DayExhibitors Name : **npckc** (Japan)

Platform : Steam , PC (App) , Game Boy

Web Site : <https://marronsday.npckc.net/>

Marron's Day is a silly retro adventure game where you're a bunny! Explore the town, run errands for your animal friends, and don't let anyone catch you swiping the carrots from the garden (again)!

<Message>

Hi! I'm npckc. I make games with my composer partner sdhizumi. I hope you like our cute retro game.

Introduction of 81 titles

Mecha ForceExhibitors Name : **MING STUDIO** (China)

Platform : Steam , Meta Quest 2 , Meta Quest 3

Web Site : <https://mecha-force.com/>

"Mecha Force" is a VR game where the player can fight invaders as the pilot of a giant super mecha! The game combines action and roguelike elements! You can even customize your very own mecha.

<Message>

Piloting a super mecha has always been my dream. If you like mechas please give "Mecha Force" a try!

MECHA MACHOExhibitors Name : **Rocket Smash Studio** (Chile)

Platform : Steam , PC (App)

Web Site : <https://rocketsmashstudios.com/>

Mecha Macho is an action/platform video game, in which you play as Luchin, a 3-year-old baby that is the reincarnation of the legendary wrestling champion "El Super Macho". You will travel through the universe in your robot suit to avenge his death, and recover his champion belt using wrestling techniques and powers, that you start to remember as you make your way through the game

<Message>

Mecha Macho: Play as Luchin, a 3-year-old baby, reincarnation of "El Super Macho". Travel the universe to avenge his death, recover the champion belt using wrestling techniques

MetavoidalExhibitors Name : **Metavoidal** (Republic of South Africa)

Platform : Steam

Web Site : <https://www.astrolabe-games.ca/metavoidal-jp>

Play as a drummer seeking revenge on a Metal Band of Eldritch Monsters in this wacky roguelite brawler. Fight through hordes of enemies with only your drumsticks & drumming techniques as your weapons. Tap into the power of their music by finding corrupted records to increase your strength to defeat each of the band members. Are you good enough to escape the corrupted hellscape, once and for all?

<Message>

Play As A Drummer Who Takes On An Odd Metal Band. Navigate A Church Overrun With Corrupted Fans. Upgrade Your Drumming By Unlocking New Techniques. Build Your Playlist & Beat Your Way Through The Band

Introduction of 81 titles

MilordExhibitors Name : **iBright Games** (Turkey)

Platform : Steam

Web Site : <https://www.ibrightgames.com/>

Milord is a Kingdom Management RPG with city-building mechanics. Immerse yourself in a world where your decisions shape your fiefdom's destiny. Rule wisely as you construct, strategize, and navigate the challenges of leadership. Will you rise to glory or crumble under the weight of your choices?

<Message>

iBright Games is a indie game company located in Turkey, Istanbul. We enjoy playing and making Medieval Age themed RPG games. We're currently developing our first game called "Milord".

Minds Beneath UsExhibitors Name : **BearBoneStudio** (Taiwan)

Platform : PS5/4 , Nintendo Switch , Steam

Web Site :

https://store.steampowered.com/app/1610440/Minds_Beneath_Us/



MINDS BENEATH US follows Jason Dai and a mysterious consciousness trapped within his body, capable of control. In a future society automated by AI, a new industry emerges: interconnecting brains to form a computational network, replacing traditional AI hardware. Displaced workers flock to this field. Amidst this dystopian backdrop, a conspiracy unfolds.

<Message>

Embark on a thrilling Sci-Fi journey in a futuristic Asian city: MINDS BENEATH US. In a fully automated AI world, you're in a foreign body with its owner's subconscious. Face challenges, embrace fate!

Mineral MadnessExhibitors Name : **Whacky Mole Studio** (Sweden)

Platform : Steam

Web Site : <https://www.whackymole.com/>

Mineral Madness is a thrilling battle arena where players compete as moles racing to collect the most minerals. Engage in this first-person chaotic fun as you navigate and destroy the fully destructible underground environment, blast each other with bombs and strive to become the top mole miner!

<Message>

Mineral Madness is a fast-paced battle arena where you race to collect minerals. Wreck mayhem as you blast the fully destructible underground to become the number one mole miner!

Introduction of 81 titles

MiniaturesExhibitors Name : **Other Tales Interactive** (Denmark)Platform : **Steam**

Web Site :

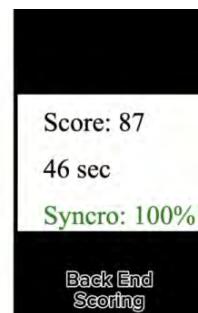
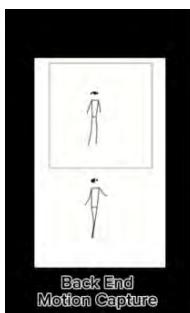
https://store.steampowered.com/app/2428840/_?curator_cl_nid=44795035



Four unique adventures await, each with its own story hidden in a mysterious box. Explore, interact, and watch the world transform in this captivating anthology.

<Message>

Miniatures is a game anthology about how children experience the world. The magical meets the eerie in this game inspired by children's picture books and experimental animation short films.

Mirror Of TerrorExhibitors Name : **ENTAFLIP** (Japan)Platform : **PC (Browser)**Web Site : <https://entaflip.com/>

A game for two players. You've wandered into the Mirror of Terror. By acting the roles of the person "in front of the mirror" and "reflected in the mirror" for a play time, you can escape the mirror's curse. The person in front of the mirror strikes poses, and the person reflected in the mirror imitates them. Score points for synchronization. Please play with your friends or family.

<Message>

Real-space motion sync game. You two become the protagonists. Started with the concept: "People can understand each other by facing one another." Let's create a new world of synchronization together!

Neko OdysseyExhibitors Name : **Secret Character** (Thailand)Platform : **Steam**

Web Site :

https://store.steampowered.com/app/2476350/_Neko_Odyssey/



Here's a Casual Adventure game where the main gameplay centers around taking pictures of cats. You'll have to search for cats in various locations throughout the town and take pictures to upload to social media (in game). Each photo you upload will earn likes. As you receive more likes, you'll become better known, and your followers may offer tips on finding new and different cat poses.

<Message>

A Game for Cat Lovers You Can't Miss! You'll experience excitement, cuteness, and inspiration along with the adventure in this game.

Introduction of 81 titles

Neon BloodExhibitors Name : **Neon Blood** (Spain)

Platform : PS5/4 , Nintendo Switch , Xbox , Steam
 Web Site : https://store.steampowered.com/app/2067310/_/



Viridis, year 2053. Growing inequality drives Bright City and Blind City further and further apart until idealistic detective Axel McCoin starts a revolution to change the world in this cyberpunk adventure.

<Message>

Viridis, year 2053. Detective Axel McCoin starts a revolution to change the world in this cyberpunk neo-noir adventure, solving mysteries alongside a unique gang.

NIGHTMARE OPERATORExhibitors Name : **DDDistortion** (Japan)

Platform : Steam
 Web Site : <https://dddistortion-games.com/jp>



NIGHTMARE OPERATOR is an action horror shooter about hunting Youkai in the haunted ruins of Tokyo. Combat fuses the tense, shooting gameplay of classic survival horror, with the skill-based mechanics and execution of fighting games and spectacle fighters.

<Message>

We are honored to have been chosen to participate in Selected Indie 80. We are a team of developers from Japan and North America, and we hope to create something special with Nightmare Operator.

No Case Should Remain UnsolvedExhibitors Name : **Somi** (Republic of Korea)

Platform : Steam
 Web Site : <https://somigames.com/>



No Case Should Remain Unsolved is a detective game where players uncover and piece together memory fragments to solve a long-forgotten case. Follow former police detective Jeon Gyeong as she acquires clues and testimony relating to the case of a missing girl.

<Message>

It's a narrative that can only be told through games, not through novels, movies, or other media. I hope my game proves that 'games can be comforting'.

Introduction of 81 titles

Nqc : Non Qualia CharacterExhibitors Name : **TARP Studio** (Republic of Korea)

Platform : Steam

Web Site : <https://discord.com/invite/zW36Qy59kN>

"ADVENTURE where human who became NPC find himself."

<Message>

We are all ants resisting pheromones!

Ominous RecallExhibitors Name : **HORROID GAME STUDIO** (France)

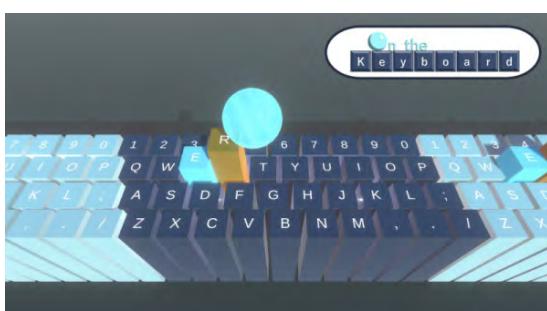
Platform : PS5 , Steam , Xbox Series X | S

Web Site : <https://horroidgamestudio.com/>

Unleash a forgotten terror. Jinns, once architects of Solomon's kingdom, now imprisoned in an otherworldly realm, seek vengeance in Ominous Recall. This first-person survival horror follows Stephen as their whispers twist his memories, forcing him to confront a haunting past.

<Message>

Horroid is an independent game development studio that crafts psychological and survival horror video games inspired by horror folktales from around the world.

On the KeyboardExhibitors Name : **SBO Games** (Japan)

Platform : Steam , PC (Web Browser)

Web Site :

https://store.steampowered.com/app/3057470/On_the_Keyboard/

This is a new 'field manipulation' game in which the ball is transported by controlling the keyboard on the game. The player simply follows their intuition and presses the keyboard. The keys on the game space move in response to the keys you press, and the ball moves when it receives force from the keys. If you can overcome all the obstacles, you will have a great sense of achievement/pleasure.

<Message>

『On the Keyboard』は、皆様が今まで経験したことのない体験をお届けできる作品だと信じています。キーボードを壊さないよう、お気をつけて。

Introduction of 81 titles

PiaExhibitors Name : **Explosive Disposal Team** (Republic of Korea)

Platform : PC (App)

Web Site :

<https://www.youtube.com/watch?v=UOAP4ZcaCNQ>

"You have stepped on a landmine. How will you handle it?" This game challenges you to disarm a landmine using a multi-key input system, simulating the tough situation. By aligning the character's situation with the player's actions, it offers a unique experience. Using a pedal controller enhances the realism. Can you successfully disarm the landmine and survive?

<Message>

We developed a unique experience. Players must squat and defuse a landmine with one foot immobilized. This syncs the in-game character's actions with player controls, providing a distinct challenge.

Pieced TogetherExhibitors Name : **Glowfrog Games** (United Kingdom)

Platform : PC (App)

Web Site :

https://store.steampowered.com/app/2891370/Pieced_Together/

Pieced Together is a cozy scrapbooking puzzle game that tells a heartwarming story about friendship, getting older and letting go. Sort through personal mementos, cutting, sticking and puzzling items together to create a beautiful scrapbook. Discover the story page by page, following the years of ups and downs between Connie and her lifelong friend Beth.

<Message>

Glowfrog Games is women-led team from the UK with a passion for cozy games. Our team was founded by two award-winning industry veterans who first met on Reddit.

Planet StrikeExhibitors Name : **Cardboard Studio** (Japan)

Platform : Nintendo Switch , Steam

Web Site : <https://danboruman.net/planetstrike>

Experience a zero-gravity 3-D billiard that smashes the planets of the solar system and leads them to a black hole. Solar winds that accelerate planets with intrusion. Asteroids decelerating on impact. Lead the planets of the solar system to the black hole by utilizing various devices placed in the field. You can choose from several rules, such as a billiards model or an original one.

<Message>

I heard a rumor that you can easily create games with a game engine, so I am trying to save up money to create a game. I want to create various kinds of games, but first I have to complete this game.

Introduction of 81 titles

Pricolage -IDOLIZED-Exhibitors Name : **Annulus** (Japan)

Platform : Steam

Web Site : <https://annulusworld.com/>

"Just who are you ... ?" Uncover the truth behind K-pop idol Sena as you search through her social media accounts in Pricolage -IDOLIZED-. In order to locate K-pop idol Sena, pronounced missing, you must search for clues in the ocean of darkness and greed that is the internet.

<Message>

She has released a number of games produced by herself, including "Reset Marathon Isekai DK" and "Parfon". Her works have become controversial several times mainly on digital-platforms such as YouTube

Primordials Legends: Hollow HeroExhibitors Name : **Toybox Game Studios** (Australia)

Platform : Steam

Web Site : <https://www.toyboxgamesstudios.com/hollow-hero/>

Primordials Legends: Hollow Hero tells the tale of Brunt, an anthropomorphic combat wombat on her first adventure in the fantasy world, Eridal. Embark on this epic 3rd person action-filled adventure, uncover how this world came to be, and meet new legends that will help shape the future of Eridal!

<Message>

Toybox Games Studios, an indie developer in Melbourne, Australia, is a team of ambitious creatives delivering high-quality, gameplay-driven experiences.

RAP OJISANExhibitors Name : **NEKOUP** (Japan)

Platform : Nintendo Switch , iOS , Android

Web Site : <https://appsales001.wixsite.com/ukiyo>

ラップと駄洒落を勘違いしたおじさんがダンスしながら登場します。プレイヤーは画面に表示される指示にしたがって突っ込みを入れてください。フルボイスで作られたおじさんの駄洒落を聞くだけでもエンターテイメントとして楽しめ、そこから更にゲームプレイができるという2段構えになっているので、普段あまりゲームをしない層にもアピールできるお笑いアクションゲームです。

<Message>

最初ゲームとして成立するかどうかは考えずに映像と音楽で魅せるものを目指しました。たくさんの駄洒落を盛り込みました、たぶん一生分の駄洒落を考えたんじゃないかなと思います。笑って頂けるとうれしいです。

Introduction of 81 titles

Red Rocket DefencismExhibitors Name : **tiny cactus studio** (Japan)

Platform : Steam

Web Site : https://store.steampowered.com/app/2854440/_/

You, a military officer from our great autocratic motherland, must protect our precious rockets from the evil capitalist enemy in this revolutionary base building strategy game. Bribe! Surveil! Purge! Imbibe! The end justifies the means when you have to protect our invaluable rockets!

<Message>

Even capitalists can easily play this title. Please try it out.

RhythmscapesExhibitors Name : **Nekologic** (United Kingdom)

Platform : Meta Quest, Apple Vision Pro

Web Site : <https://vimeo.com/940586880>

Get into your rhythmic zone with Rhythmscapes. Enter a rhythmic trance and use your focus and coordination to embark on a spiritual and emotional journey through a myriad of landscapes of sound.

<Message>

Nekologic is an international software development studio. We work with top-tier clients while creating our own products with the end goal of delighting those who use and play what we make.

Rose and LocketExhibitors Name : **Whistling Wizard** (New Zealand)

Platform : Steam

Web Site : <https://www.whistlingwizard.com/>

A Comic-Book Styled Journey - venture into the Underwest, the world of the dead from all mythologies of the world, presented in a gorgeous style, inspired by Samurai Jack and Primal. A Striking Side-Scrolling Shooter - run and gun across 7 beautiful locations, each with its unique gameplay elements; and challenge the Boss at the end of the Realm.

<Message>

Rose and Locket offers a unique twist on the sidescrolling genre, surprising the player with its gorgeous visuals, unique twists on the gameplay formula and a compelling story of revenge and loss.

Introduction of 81 titles

Rustil: Eternal Labyrinth CastleExhibitors Name : **KIC Games** (Japan)

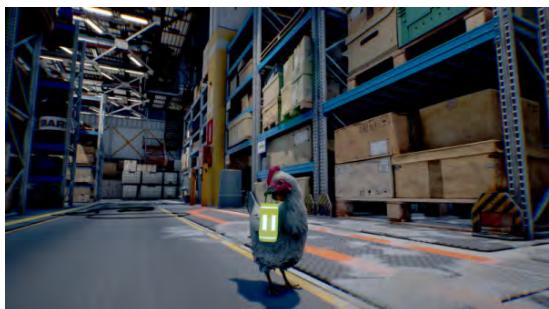
Platform : Steam

Web Site : <https://www.ktmg-llc.com/rustil>

In this exhilarating roguelike action game, the main character, Rustil, acquires abilities from the souls of various heroes in a huge and mysterious labyrinth castle, and aims to reach the top floor while strengthening the main character. All monsters can be captured, raised, and summoned!

<Message>

We make it with a pleasant action in mind! The roguelike build makes you want to play again and again! There are also challenging elements such as capturing and raising monsters!

SaborusExhibitors Name : **QUByte Interactive** (Brazil)

Platform : Steam

Web Site : <https://www.qubyteinteractive.com/site/>

Saborus is a gripping horror adventure! Guide a brave chicken through a deadly slaughterhouse solving chilling puzzles and facing relentless pursuit.

<Message>

QUByte is Latin America's largest publisher of independent games and a consolidated development studio of authorial titles with focus on retro games and its work porting classics to modern consoles.

SAEKO: Giantess Dating SimExhibitors Name : **SAFE HAVN STUDIO** (Japan)

Platform : Steam

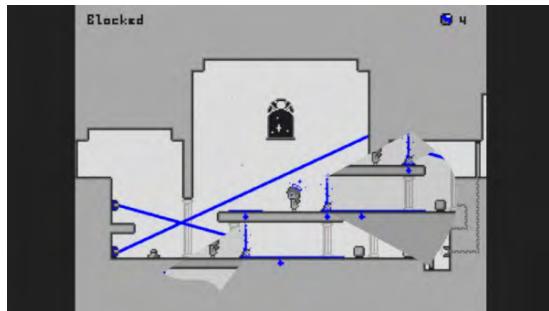
Web Site : <https://saekogame.com>

An adventure game depicting the relationship between thumb-sized little people and Saeko, a girl dozens of times their size. As a newcomer, you will survive with others in her desk drawer.

<Message>

It is a great honour to be selected for the Selected Indie 80! We hope that as many people as possible will enjoy this game with its unique and powerful elements that we have put so much effort into.

Introduction of 81 titles

StellagateExhibitors Name : **Stellagate** (Japan)

Platform : Steam , PC (App)

Web Site : <https://stellagate.trap.games/>

Stellagate is a puzzle action game that uses gates to connect different locations. The connected locations are seamlessly linked to each other. Your role is to find out what awaits you at the end.

<Message>

We have paid attention not only to the puzzles, but also to the feel of operation, design, and the world view. Please play and see for yourself!

TampopoExhibitors Name : **Calman** (Germany)

Platform : Steam

Web Site :

<https://store.steampowered.com/app/3111900/Tampopo/>

Tampopo is a heartfelt RPG adventure with unique physics based combat. It is set in a strange world with strange characters. It is a lighthearted game that will make you laugh but it has a hidden darkness to itself which will gently unfold until it wraps all the way around you. It is meant to be played alone, but if someone you love is watching you play, that might be even better.

<Message>

I Am making this game all by myself. This project means everything to me, it represents who I am as an artist and I can't wait to have you play it. -Calman

The Crazy Hyper-Dungeon ChroniclesExhibitors Name : **Fix-a-Bug** (Italy)

Platform : Steam

Web Site : <https://3x1010.it/area/fix-a-bug>

The Crazy Hyper-Dungeon Chronicles is a pixel-art dungeon-crawler RPG featuring roguelite elements. Players will explore intricate dungeons, fight enemies, and solve puzzles. The combat system offers a unique blend of turn-based tactics and arcade dynamism. Every run of the game presents unique challenges, strategy, and combat, offering a fresh experience for both veterans and beginners.

<Message>

Plunge into the heart of adventure with our 2D dungeon crawler where turn-based action meets arcade excitement in a top-down perspective in stunning pixel art!

Introduction of 81 titles

The Kingdom of Rizia DLCExhibitors Name : **Torpor Games** (Germany)

Platform : Steam

Web Site : <https://www.torporgames.com/>

Embark on a royal journey as King Romus Toras. Lead the Golden Kingdom to a new era, reclaim lost territories, and engage with noble houses. Explore South Merkopa, manage new resources, and navigate geopolitics. Forge alliances or make enemies. Sign Royal Decrees to develop Rizia and experience conflict. Engage in rich character interactions and intricate family dynamics. How will you reign?

<Message>

Founded in Berlin in 2019, Torpor Games creates thought-provoking entertainment that broadens horizons, shifts perspectives, and challenges morality through engaging and provocative experiences.

Time for BedExhibitors Name : **NERDY PENGUIN** (Japan)

Platform : Steam

Web Site : <https://www.youtube.com/watch?v=CHKfBIVGotM>

Mother is always watching, especially in your nightmares. Complete the game at hand to escape. Remember, don't lose focus and keep an eye out for mother's location. If you feel her approaching, hide in bed and let her pass without getting caught.

<Message>

This game combines horror and nostalgia, with a sprinkle of surprise to keep you engaged with gameplay.

VIDEOVERSEExhibitors Name : **Kinmoku** (Germany)

Platform : Steam , PC (App)

Web Site :

<https://store.steampowered.com/app/2079180/VIDEOVERSE/>


Relive the old-school internet in 'VIDEOVERSE' – A decision-based narrative adventure inspired by MSN Messenger and Miiverse. Play as Emmett – a young video game fan and aspiring artist – and help a huge cast of characters in the troubled gaming network! Browse the communities, unlock side stories, draw pixel art, personalise your home page, report internet trolls, make friends and more!

<Message>

Kinmoku is an award-winning, independent game developer creating emotional, narrative-driven experiences. They created the popular visual novel 'One Night Stand' and recently released the critically acclaimed 'VIDEOVERSE' .

Introduction of 81 titles

We Harvest ShadowsExhibitors Name : **David Wehle** (United States of America)

Platform : Steam

Web Site : <https://www.weharvestshadows.com/>

From the creator of The First Tree comes an emotional, terrifying experience. Become a recluse, build up your farm, and survive the lonely nights.

<Message>

A first-person farming horror allegory.

While WaitingExhibitors Name : **Optillusion Games** (United States of America)

Platform : Steam , iOS , Android

Web Site : <https://www.optillusion.games/>

Presented by the team behind critically acclaimed "Moncage", this is a transformative adventure exploring the art of waiting. Clear the game by doing nothing, but discover the power of acceptance and patience in numerous situations from birth to death. Learn the art of patience as you navigate the game, gaining valuable insights on embracing and accepting the journey of life itself.

<Message>

Optillusion Games blends creativity and technology to craft immersive gaming experiences. Our diverse team pushes boundaries to deliver unforgettable adventures for players worldwide.

Yolk Heroes: A Long TamagoExhibitors Name : **Yolk Heroes: A Long Tamago** (United States of America)

Platform : Steam

Web Site : <https://14hoursproductions.com/>

Part digital pet game, part RPG adventure, and part casual Idle game, Yolk Heroes is a charming blend of many different elements. Quest and grind to protect the citizens of the realm, or simply enjoy your digital friend!

<Message>

Virtual Pet + JRPG + Idle Game = Fun? Try it and find out!

BOOTH SPECIFICATIONS

Selected Indie 80 Booth Specifications

From this year, the specifications of the turnkey booths have been changed
so that they can also be used for business negotiations



Inclusive Items

1. System Wall in black, PVC coated
2. Punched carpet in gray
3. LED spotlight 15W x two unit
4. Company signage in Japanese + English, with cut out stickers in white, kaku gothic font
5. Power outlet(two plugs in one outlet) 100 V 500W x one set
6. Two tables *W1200xD450
7. Two chairs (black)
8. Internet Wi-Fi Access at the booth (no guaranteed bandwidth)



*Reinforcing legs are included on both sides of the booth.

SOWN FINALIST BOOTH

SOWN finalists will have a "SOWN logo board" displayed next to their company name. Winners of each award will have a signboard or panel set up at the venue.



PC & MONITOR RENTAL SERVICE

Rental of PCs, monitors and other equipment (free of charge)

PCs and monitors for game display and trial play can be rented free of charge.

ELSA VELUGA G4-AD 200 for TGS



OS : Windows 10 Home
CPU : AMD Ryzen 5 3400G (4 cores 8 threads 3.7GHz)
GPU : Built-in GPU (FFXIV bench standard setting FHD 4500 or so)
RAM : 8GB (DDR4-3200 8GBx1)
SSD : 500GB (SATA)
Power supply : 120W (AC adapter)
I/O
Front : Head jack (CTIA 4 types)
: Microphone: USB 3.1-A x1
: USB3.1-A x1 / USB3.1-C x1
Rear : USB3.1-A x1 / USB2.0-A x1
: Ethernet RJ-45
: HDMI2.0 / Dipsplayport2.0 / Analog Dsub

ELSA VELUGA G4-AD 7100 for TGS



OS : Windows 10 Home
CPU : AMD Ryzen 7 5800X (8cores16threads 3.8GHz)
M/B : MSI MEG X570 UNIFY
GPU : 未定 (NVIDIA GeForce RTX)
RAM : 16GB (DDR4-2666 8GBx2)
SSD : Micron 2300 512GB (NVMe M.2)
PSU : TBD
I/O
Front : Head jack (3)
: Microphone
: USB3.1-C x1 / USB3.0-Ax2 / USB2.0-A x2 /
Rear : USB3.2 Gen2-A x3 / USB3.2 Gen1-A x2 /
: USB2.0-A x2 / USB3.2 Gen2-C x1 / PS2 Combo port x1
: Ethernet RJ-45

27-inch 1920 x 1080 IPS LCD monitor
With stand: 615 x 458 x 225 mm
Without stand: 615 x 364 x 46 mm
When packed: 695 x 460 x 145 mm
Power supply: 33W (ACadapter)
Accessories: HDMI cable (1.5m), AC adapter, power cable

USB Japanese keyboard, mouse

Rental of AI Interpreter <POCKETALK>

POCKETALK S, an AI interpretation device, is available for rent free of charge.
Please use it as a multilingual communication tool for business meetings.



Selected Indie 80 : Booth Graphic (charged)

The company name Plate has the company name in gothic font on a white board. If a different design, such as a company logo, is desired, it can be changed for a fee. Design data will be provided by exhibitors.

*Graphic board (charged)

Graphic Board [Large]: W1445 × H1200

Graphic Board [Medium]: W1445 × H900

Graphic Board [Small]: W841 × H594



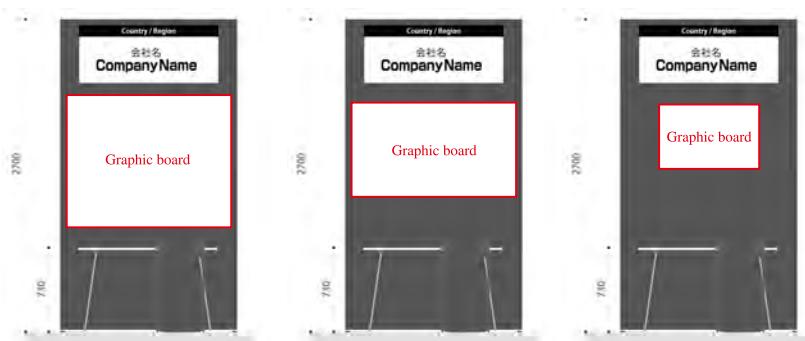
*Tablecloth (white or black)

*Tablecloths (white) are available for rent.

*Tablecloths (black) are only available for purchase.

*Folding chair

2 chairs are set in the booth; please apply only if you need more than 3 chairs.



PROMOTION

TGS Official Website

TGS Official Website “Venue and Exhibitor Information”

URL :
<https://expo.nikkeibp.co.jp/tgs/2024/en/display/exhibit/exhibit-list/indie80.html>

BearBoneStudio

Exhibition Area: Selected Indie 80

BEAR BONE

MINDS BEHNEATH US is an emotional sci-fi narrative game. Through the eyes of a humble individual, experience a mad world where humans are exploited as computing devices for AI. Listen to the concerns of those you meet and offer guidance. Together, face challenges and confront an uncertain destiny.

Exhibit Title

* The posted information is subject to change without any notice.

Exhibit Title	Minds Beneath Us
Exhibited Location	Real Venue (Makuhari Messe), Online Venue, TGS Digital World, Official Program
Genre	RPG / Adventure
Sales / Distribution Day	On sale
Platform	Steam, PC

X Close

In addition to the “Exhibitor Introduction” page, the official TGS2024 website had a Selected Indie 80 Exhibitor Information Sheet special page highlighting the “Selected Indie 80” exhibitors.

(Released on August 4th)

Selected Indie 80

HOME > Organiser's project > Indie Game Project > Selected Indie 80

ALL Action FPS / TPS RPG Adventure Communication Shooting Fighting Simulation Music / Dance Sports Race Puzzle
 Real-Time Strategy Rhythm & Music Table Game / Card Game Education Survival Others

Airship: Kingdoms Adrift
 Simulation Adventure
 Airship: Kingdoms Adrift
 Latest videos
 Movie Web X
 Steam Demo Ver. > LINK Steam
 Exhibitors Name : Revolution Industry (Thailand)
 Platform : Steam
 Welcome to Suthseg! AIRSHIP KINGDOMS ADRIFT is a single player game with a hyper-rich lore and narrative. As the newly commissioned airship captain, forge a mercantile empire across the archipelago, until the great powers of Europa turn their attention toward it. Build up a fleet, chart trade routes, establish industries, and explore the frontier at your airship's helm!
Judges' Comments
 It is exciting to see the content that every boy seems to long for: strengthening a ship and flying through the air.
 We, a team of seasoned game industry veterans, are on a mission to introduce the first-ever Skyship battle and trading simulation, set in a lore-rich alternate fantasy world.

Aldian of Ancients
 Survival Simulation
 Aldian of Ancients
 Latest videos
 Movie Web X
 Steam Demo Ver. > LINK Steam
 Exhibitors Name : Aldian of Ancients (India)
 Platform : PS4 / Xbox , Steam , PC (App)
 Aldian of Ancients is a dinosaur survival/simulation multiplayer game made in Unreal Engine 5 where players take control of dinosaurs and other ancient creatures that existed before the dawn of man. In the game, players will be immersed in an ancient world, lost in the shuffle of evolution, filled with creatures that impart awe and wonder.
Judges' Comments
 Amazing quality. Makes you wonder if it's a game, but there are new things to try.
 Aldian of Ancients offers a realism based multiplayer experience where the players as dinosaurs craft their own story of survival either alone or with their friends in a vast prehistoric world.

Supports three languages: Japanese, English, and simplified Chinese

The items to be listed are as follows:

Name of Exhibitor/ Country-Region

Game title and Images

Game Genre / Up to two entries may be listed.

Platform

Product Version / Trial Version

*Download Product Version / Trial Version - Please let us know the URL where we can download it.

Web site, game video, X site, URL for each site

Game Details

Comments and profiles from game developers

Jury comments section

< URL >

<https://expo.nikkeibp.co.jp/tgs/2024/en/program/indi/e/indie80/>



Press Release & Introduction Program

Press Release

Selected Indie 80

Indie Game Official Ambassador POCKY for Three Consecutive Years

2024.2.29

Now Calling for Entries to "Selected Indie 80" !

<https://4c281b16296b2ab02a4e0b2e3f75446d.cdnext.stream.ne.jp/tgs/2024/exhibition/comon/en/tgs0229-2newsen.pdf>

2024.4.15

Sponsors Announced for Selected Indie 80

<https://4c281b16296b2ab02a4e0b2e3f75446d.cdnext.stream.ne.jp/tgs/2024/exhibition/comon/en/tgs0415newsen.pdf>

TGS Official Website Unveils Details of All the Titles for Selected Indie 80, a Free Exhibition within the Indie Game Area. The official program to be streamed on Sep. 11 (Wed.) to introduce all the titles

<Cast>



Ex-Deputy Chief Editor of IGN JAPAN, Deputy Head of Business Design at Sankei Digital.

Shin IMAI



Content creator
Pocky

Selected Indie 80 Committee

*Group: Europe, Middle East and Africa
Group: Japan

Honorary Director and Secretary General of the International Game Developers Association Japan (IGDA Japan), a non-profit organization.

Kenji ONO

MC

Isabelle Massabo

2024.7.4

81 Indie Game Titles Picked for "Selected Indie 80"

<https://4c281b16296b2ab02a4e0b2e3f75446d.cdnext.stream.ne.jp/tgs/2024/exhibition/comon/en/tgs0704newsen.pdf>

2024.8.2

Indie Game Official Ambassador is POCKY for Three Consecutive Years!

<https://4c281b16296b2ab02a4e0b2e3f75446d.cdnext.stream.ne.jp/tgs/2024/exhibition/comon/en/tgs0802newsen.pdf>

2024.9.18

Eight Finalists for SOWN2024 Announced!

<https://4c281b16296b2ab02a4e0b2e3f75446d.cdnext.stream.ne.jp/tgs/2024/exhibition/comon/en/tgs0918newsen.pdf>

2024.9.26

TOKYO GAME SHOW 2024 Opens Today!

【Organizer's Sessions】SENSE OF WONDER NIGHT 2024 (SOWN2024)

<https://translate.google.com/?sl=en&tl=ja&text=TOKYO%20GAME%20SHOW%202024%20%20Opens%20Today!%20%0A&op=translate>

2024.9.28

Gateway to Success for Indie Game Developers SENSE OF WONDER NIGHT 2024 Winners Announced!

<https://expo.nikkeibp.co.jp/tgs/2024/assets/pdf/news0927-2en.pdf>



PART1. Group: Europe, Middle East and Africa
<https://www.youtube.com/watch?v=exMHY6O9e6I>

PART2. Group: Asia
<https://www.youtube.com/watch?v=v=kekhw2BSg>

PART3. Group: Oceania and Americas
<https://www.youtube.com/watch?v=MFjIK9Q2szg>

PART4. Group: Japan
<https://www.youtube.com/watch?v=4Q7TQz8Pyzk>

OVER ALL OF TGS2024 VENUE

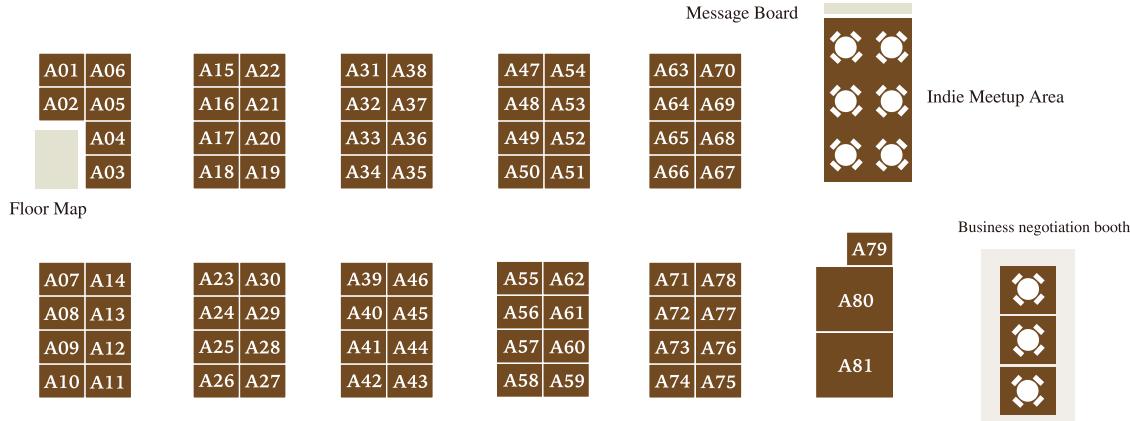
FLOOR MAP

The entire Makuhari Messe was used (Halls 1-11, Event Hall, International Conference Hall). Including the outdoor food court, etc., it was the same size as in 2019 before the Corona disaster. The Indie Game Corner was located on the east side of Halls 9-10, and Selected Indie 80 was located on the east side of Hall 10.



- | | |
|--------------------------------------|---|
| International Exhibition Hall 1 - 8 | : General Exhibition Area, Smartphone Game Area, Business Solution Area, AI Technology Pavilion, Game Academy Area |
| International Exhibition Hall 9 - 11 | : AR/VR Area, eSports Area, Gaming Hardware Area, Gaming Lifestyle Area, Indie Game Area, Selected Indie 80, Merchandise Sales Area |
| International Conference Hall | : Business Meeting Area |
| Makuhari Messe Event Hall | : Family Game Park |

FLOOR MAP OF SELECTED INDIE 80



A 01	2OClocksoft	A 28	Kinmoku	A 55	ROOMTONE Games
A 02	Annulus	A 29	Finch Bird Studio	A 56	QUByte Interactive
A 03	Whacky Mole Studio	A 30	KIC Games	A 57	SCIKA
A 04	ARA	A 31	Metavoidal	A 58	Lemport
A 05	BearBoneStudio	A 32	Neon Blood	A 59	Calman
A 06	Red Nexus Games	A 33	Yolk Heroes: A Long Tamago	A 60	Secret Character
A 07	Attructure	A 34	NEKOUP	A 61	Optillusion Games
A 08	Explosive Disposal Team	A 35	TARP Studio	A 62	tiny cactus studio
A 09	First Dwarf	A 36	David Wehle	A 63	Stellagate
A 10	Glowfrog Games	A 37	NERDY PENGUIN	A 64	STUDIO KOBA
A 11	MING STUDIO	A 38	Trinity Team	A 65	Fix-a-Bug
A 12	DDDistortion	A 39	Cobysoft Joe	A 66	TeamVeister
A 13	Toge Productions	A 40	Nomadic Games	A 67	TEBASAKI GAMES
A 14	Spoonful Of Wonder	A 41	npckc	A 68	Torpor Games
A 15	Dumpling	A 42	Somi	A 69	Black Tangerine
A 16	Nekologic	A 43	Twigames	A 70	Common Opera
A 17	Esophaguy Team	A 44	One Team.	A 71	Toroya My Battery Is Fried
A 18	Toybox Games Studios	A 45	Whistling Wizard	A 72	Spikewave Games
A 19	Cardboard Studio	A 46	Other Tales Interactive	A 73	Aldian of Ancients
A 20	Rocket Smash Studio	A 47	Playdew	A 74	VRMonkey
A 21	FANIMAX	A 48	SBO Games	A 75	ElePass Only Elephants Can Unlock the Passcode
A 22	GOOFEES	A 49	Moonlight Sculptor	A 76	Polygonjs
A 23	Gurei	A 50	HORROID GAME STUDIO	A 77	Wonderland Kazakiri
A 24	Newman Jason	A 51	Psychoflow Studio	A 78	Wonaut Studio
A 25	iBright Games	A 52	Springloaded	A 79	DOI Nobuhiro
A 26	Nao Games	A 53	Revolution Industry	A 80	Wobbly Labs
A 27	SSUN GAMES	A 54	SAFE HAVN STUDIO	A 81	ENTAFLIP

International Exhibition Hall 1- 8 MAP

https://expo.nikkeibp.co.jp/tgs/2024/assets/images/display/map/1-8h_en.pdf

International Exhibition Hall 9 - 11 MAP

https://expo.nikkeibp.co.jp/tgs/2024/assets/images/display/map/9-11h_en.pdf

International Conference Hall MAP

https://expo.nikkeibp.co.jp/tgs/2024/assets/images/display/map/ich_en.pdf

View of the venue

TOKYO GAME SHOW 2024

Opens Today!

A record 985 companies and organizations from 44 countries and regions exhibited.



Total number of visitors to the Makuhari Messe venue over four days: 274,739



International Exhibition Hall 9 - 10



(Exhibitors) Indie Game Area: 220 companies
Selected Indie 80 : 81



Selected Indie 80 Booth Photo & International Party + Indie Night



International Party + Indie Night

On Friday, September 27th, we will be holding the "International Party + Indie Night" where you can interact with people from the game industry and the press both in Japan and overseas.

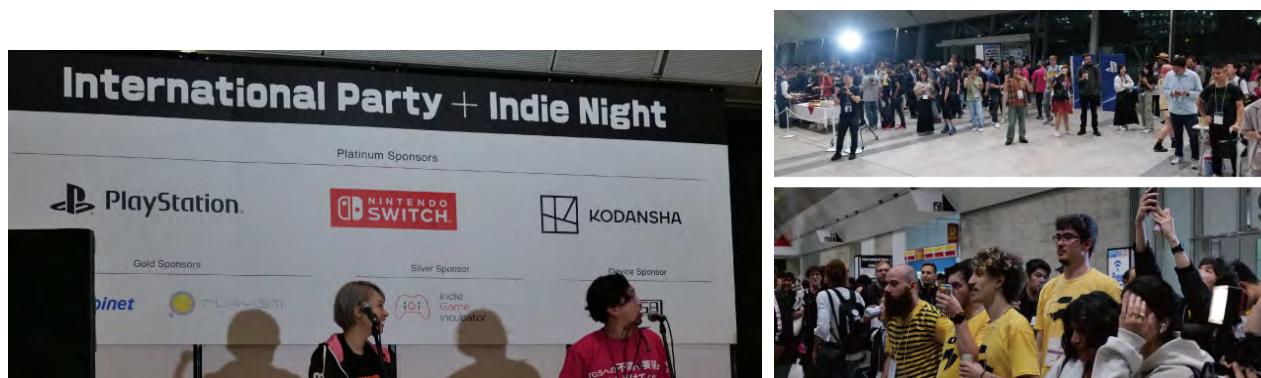
Date and time: Friday, September 27th, 18:30 - 20:30

Venue: Makuhari Messe 9-11 Halls, 2nd floor Esplanade

Part 1: 18:30 -

Part 2: 19:30 -

Participants: Exhibitors, Business Day "Gold Pass Ticket" holders, press



From the second part, the SOWN participating companies joined together. After a toast by Sony Interactive Entertainment's Mr. Yoshida, indie game ambassador Pocky also took to the stage.

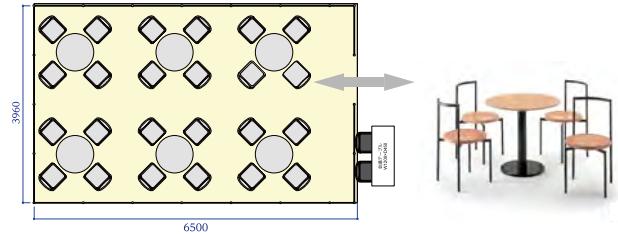
Group Photo & Indie Meetup Area



INDIE MEETUP AREA

Starting this year, a business Meeting area exclusively for Selected Indie 80 exhibitors has been set up within the Indie Game Area.

In the same area, a business Meeting booth exclusively for sponsors has also been set up.



Interpretation support (free)

Interpretation support staff are stationed at the Meetup Area reception.

Free interpretation is available for press interviews, business negotiations, and visitors.

Reservations for tables in the Meetup Area can be made through the business matching system (same-day reservations are also possible if there are tables available).



MESSAGE BOARD

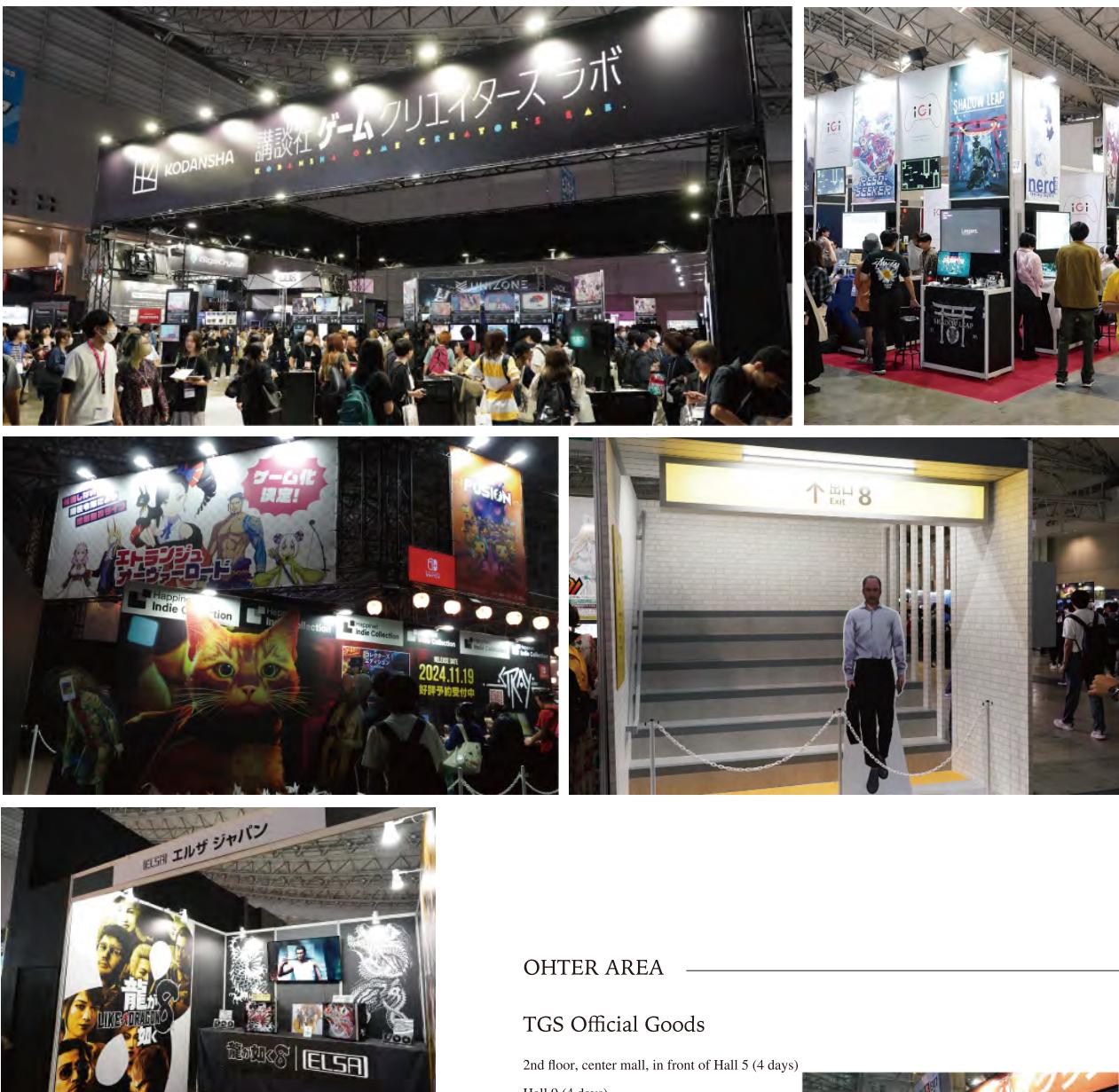
A message board was set up in the Selected Indie 80 venue

A “message board” (2400mm high x 1940mm wide) was set up in the Selected Indie 80 booth area, where exhibitors and visitors could freely write messages to commemorate their visit during the four-day event. On the two public days, the number of visitors leaving messages increased so rapidly that there was not enough space to write them all.



Indie Game Area Sponsor's Booth & Other

Hall 9 - 10 Indie Game Area Sponsor's Booth



OHTER AREA

TGS Official Goods

2nd floor, center mall, in front of Hall 5 (4 days)

Hall 9 (4 days)

2nd floor, International Conference Hall
(Business Day)

Hall 3 (Public Open Day)



Open-Air Food Court South Area

Hall 1-8 and Hall 9 - 11 A large food court has been set up outside the south building.



TGS OFFICIAL GOOD

<https://expo.nikkeibp.co.jp/tgs/2024/en/program/goods/>

Open - Air Food Court

<https://expo.nikkeibp.co.jp/tgs/2024/en/display/food/>

SURVEY

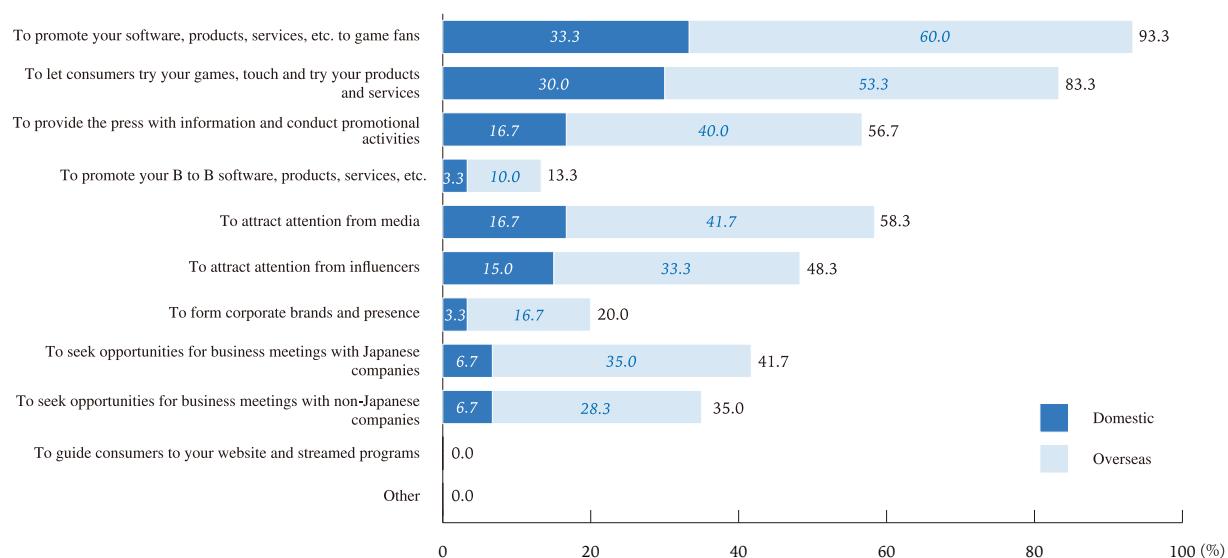
Exhibitor Survey for Selected Indie 80

【Exhibitor Survey Outline】
 Period:Oct.4 through Oct.18
 Survey Method:Web
 Number of surveys sent:81
 Effective Response:60
 Survey Conducted by:Nikkei BP

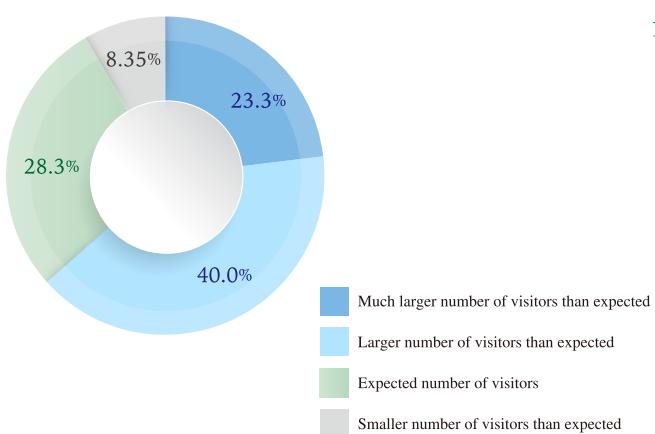
A web survey was conducted with the 81 companies that participated in the Selected Indie 80 initiative, starting one week after the event. Out of all 81 companies, 60 companies responded, resulting in a response rate of 74.1%. Regarding the main objectives for exhibiting at TGS 2024, the leading purpose was "PR for game fans" (93.3%), which matched the result from the previous year. This indicates a growing interest in direct interaction with users who actively play the games, in addition to PR efforts targeting the media and influencers.

The number of booth visitors exceeded expectations, with 23.3% of respondents stating "far exceeded expectations" and 40.0% saying "exceeded expectations". These figures represent an increase of over 20 percentage points compared to last year. Overall, 96.7% of respondents were satisfied with their participation in the exhibition, reflecting a high level of exhibitor satisfaction.

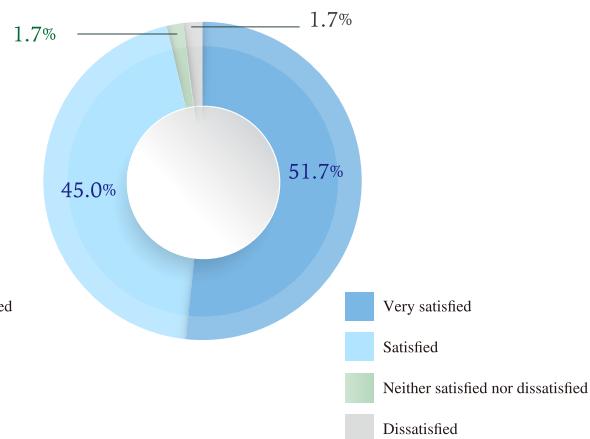
1. Main objectives and motivations for exhibiting at Selected Indie 80 in TGS2024 (Select all that apply)



2. Number of visitors to the booth

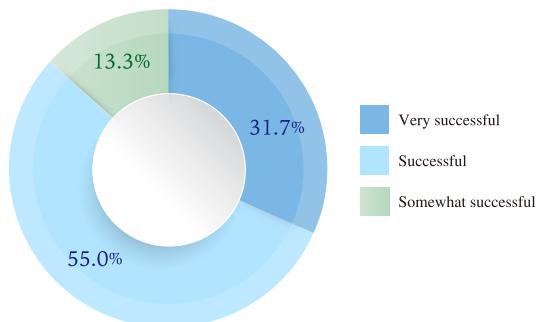


3. Overall satisfaction with exhibiting

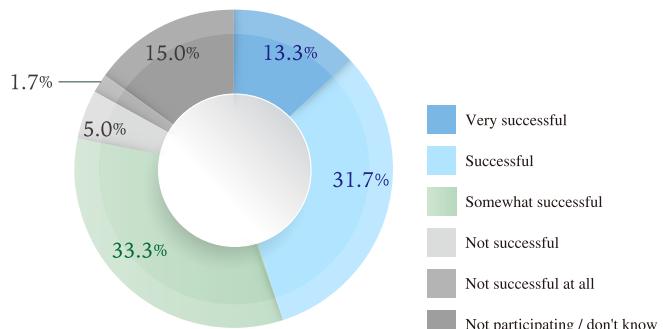


4. Exhibit Results

Booth Exhibits

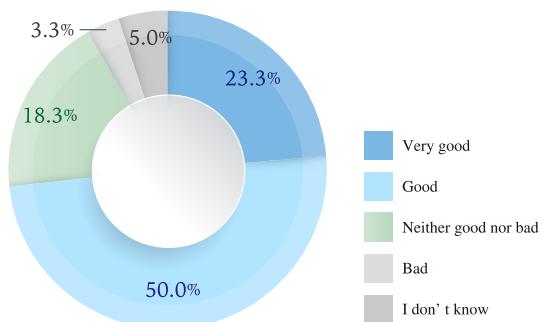


Business Matching

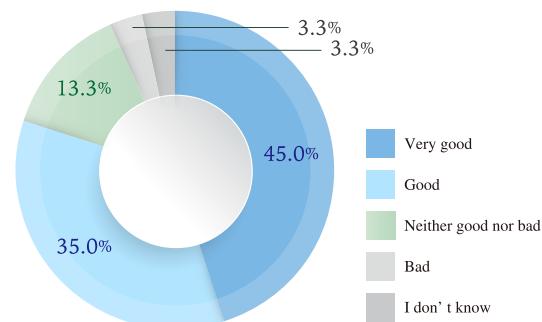


5 . Evaluation of the TGS 2024 official website. (Indie Game Project Page)

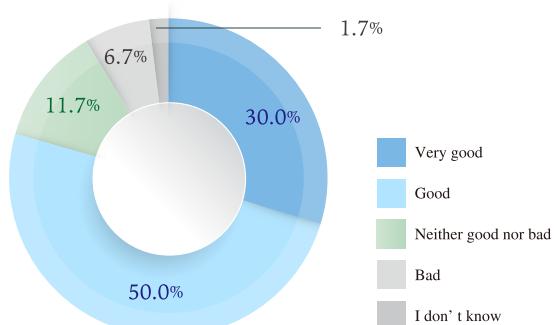
Overall website design



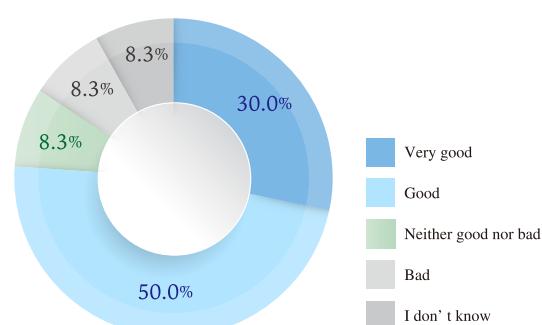
Timing of event information disclosure



The quality and clarity of the event information listed on the site

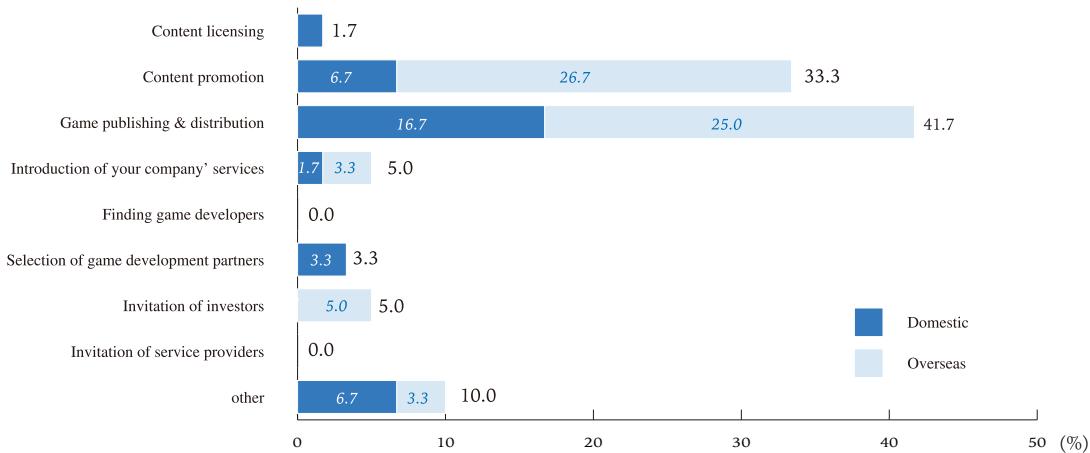


Overall evaluation of the official website

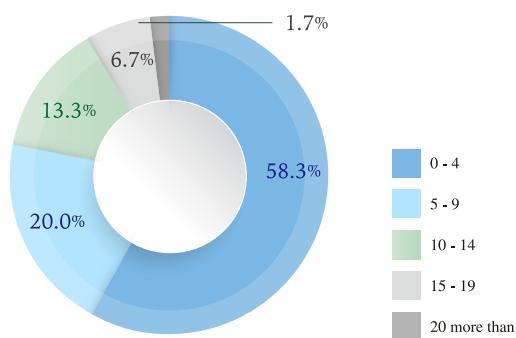


6 . Business

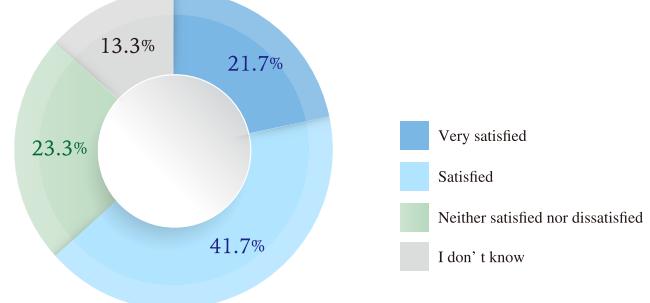
Most important objectives for “Business”



Number of business negotiations

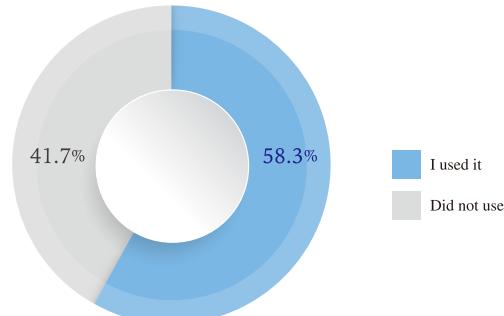


Deal Satisfaction

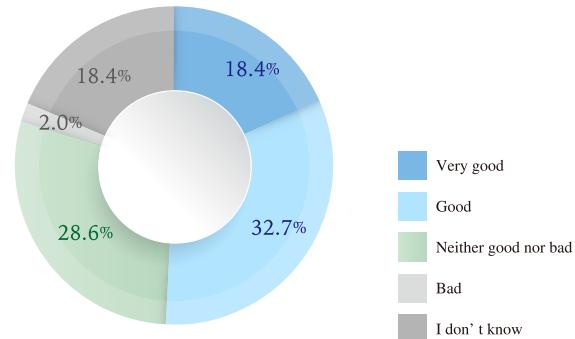


7 . Business Matching System

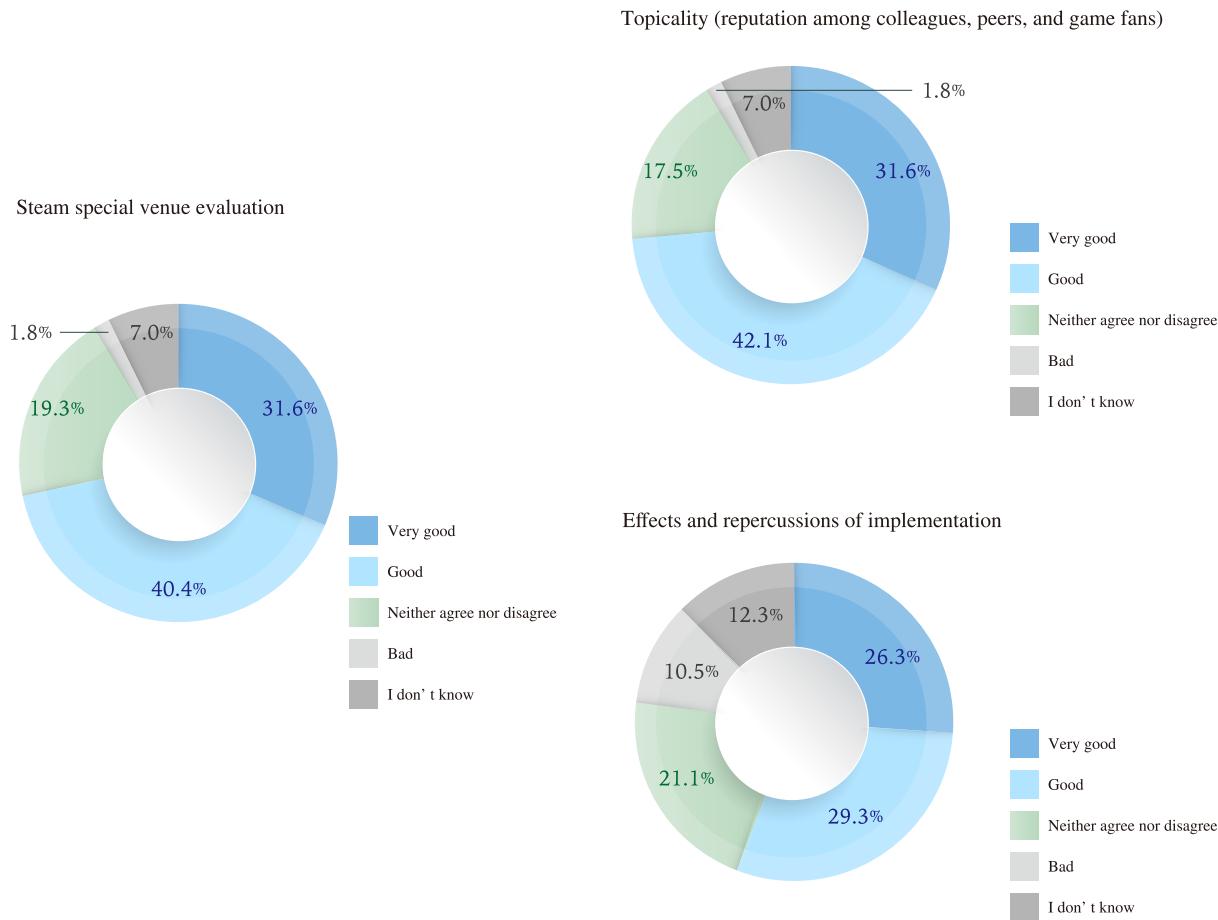
Use of business matching system



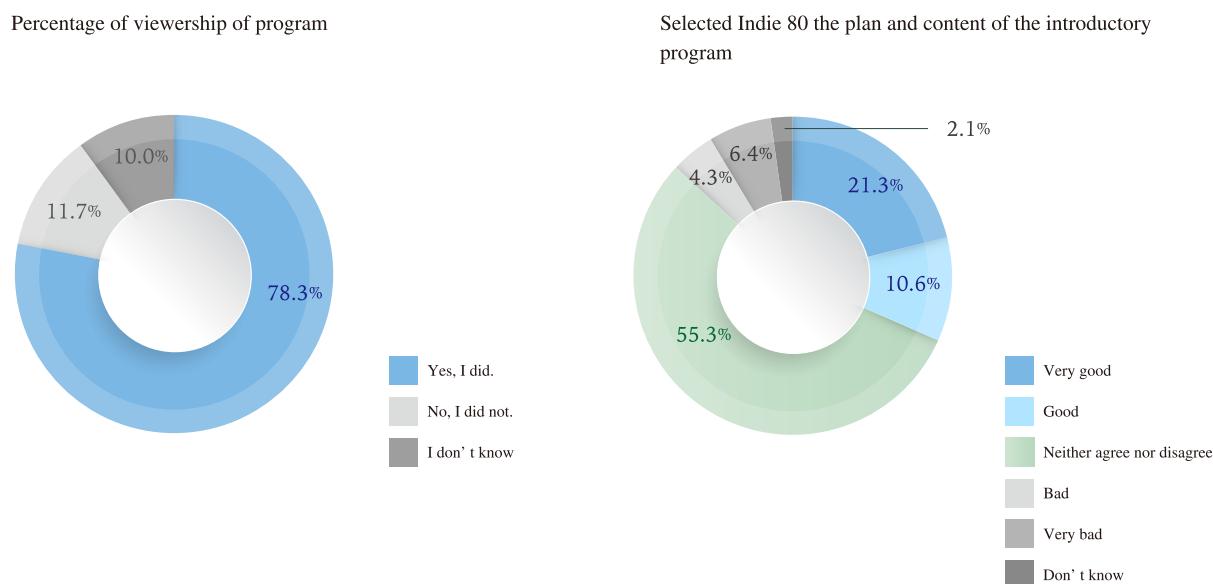
Usability and results of each function of the “Business Matching System”



8. Steam special venue



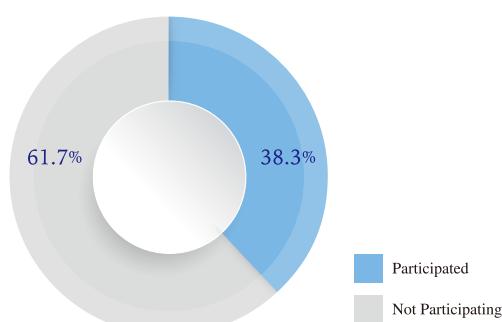
9. Selected Indie 80 Introduction Program 「Hello Indie!」



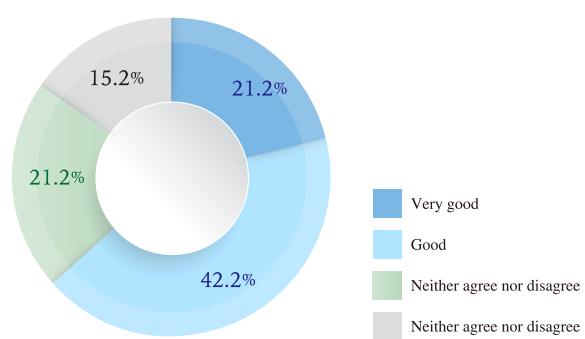
10. Sense of Wonder Night 2024

This year's SOWN was held at the real venue from 17:15 on Friday, September 28th after the event had closed, so that the 80 exhibitors from Selected Indie could participate. Although the participation rate was 38.3% this year, the atmosphere at the venue was more lively than it had been for the online program. 63.4% of those who participated said that they had a good impression of the event.

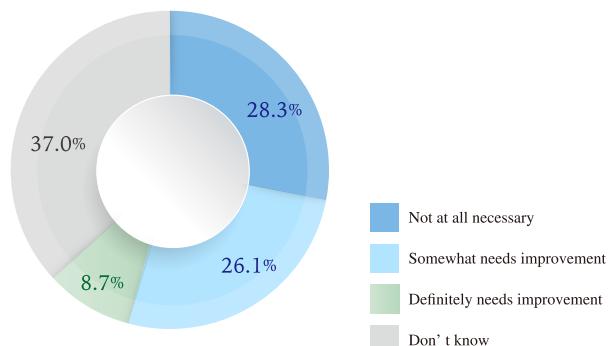
Participation in the SOWN program



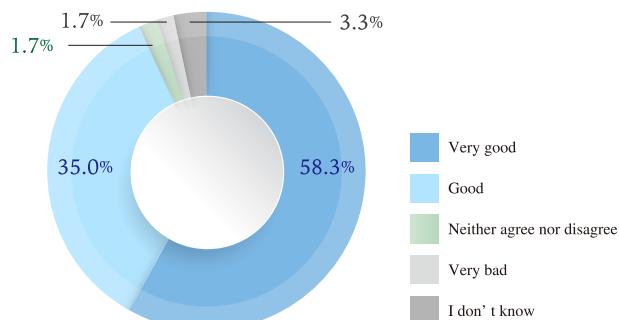
Impressions of participation
(for those who answered that they participated)



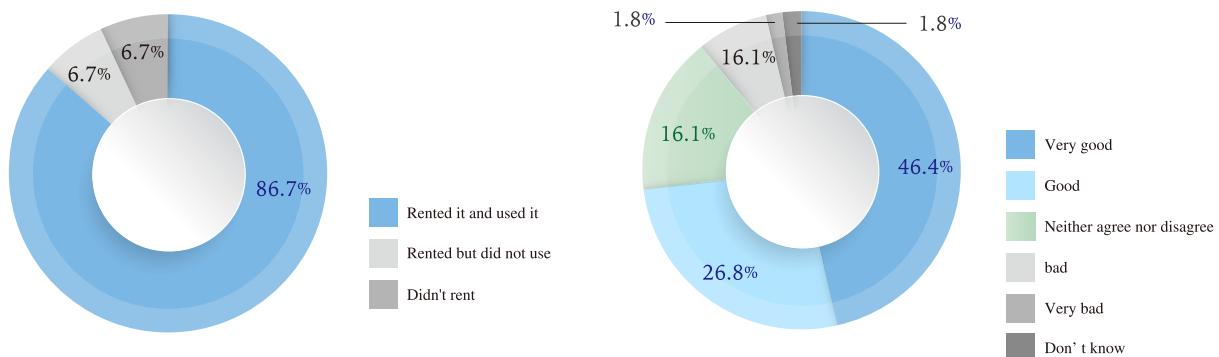
Need to improve Official Program" SOWN"



11. About the booth facilities for Selected Indie 80



12. About rental PCs and monitors



13. About the TGS Indie Game Project (Selected Indie 80)

When indie game developers were asked if they would encourage other indie game developers they know to apply for the TGS indie game Project in the coming years, 93.3% responded affirmatively. This reflects the satisfaction, impact, and outcomes experienced by exhibitors, capturing their overall impressions of participating in the event.

<Reason for recommending to an acquaintance>

- I was able to share my game not only domestically but also with a global audience. Additionally, interacting with game creators and visitors over four days provided an unforgettable, dream-like experience.
- Participating for free in Japan's largest gaming event is a significant opportunity, especially for indie developers focused on small-scale projects.
- Being selected offers greater visibility, including showcasing on Steam, which can result in increased exposure and wish-list additions. This enhances motivation and allows developers to reassess their current standing, making application essential.
- I am completely satisfied overall. The free exhibition fee and the scale of materials provided to us contributed to a satisfying exhibition outcome. Additionally, Someone involved in the judging on X commented that there were fewer applications from Japan, so I particularly want to encourage Japanese developers to apply.
- It was an invaluable experience that I couldn't get elsewhere. Anyone making a game individually should seriously consider taking part in this initiative.
- It boosts motivation for game development and serves as a good test of skill and a chance for promotion.
- It was so nice chance to meet Japanese(also global) game user.
- Reaching a wider audience, meeting other indie developers, player feedback.
- Although there can be some improvements, with the Steam event, networking, ability to connect to other developers, and meeting with media and influencers, it is a very fun and worthwhile event!
- Still good for visibility and meeting people in the industry.
- TGS is a great event with a huge dose of positive energy. It gave us a lot to think about and was definitely a very inspiring event.
- Selected Indie 80 is a great opportunity to promote your game and to meet many other creators and players from around the world.
- It's a great opportunity to show your game, and special care is taken for experimental games that use special hardware
- I was surprised by the huge number of visitors to the Tokyo Game Show. I think it is a very good experience and opportunity to participate in such a global event. I was impressed to participate every year if possible.
- It was an amazing experience, we joined a local gaming expo before, but those expos were nothing compared to TGS. But in the Indie Area, it was just like any other gaming event but the support, services, love, help we have gathered was absolutely amazing, 10/10.

SENSE OF WONDER NIGHT 2024

SOWN2024

Now in its 17th year, the "Sense of Wonder Night (SOWN)" aims to discover game ideas that will trigger a "sense of wonder" - a feeling that "everyone will have a sudden realization that their world has changed" the moment they see it or hear about it. The SOWN judges selected 8 titles from the "Selected Indie 80" exhibition titles. The presentations were held on Friday, September 27th at Room 301 of the International Conference Hall at Makuhari Messe. After the judging, the "Audience Award Grand Prix" , "Audience Award Semi-Grand Prix" , "Best Technological Game Award" , "Best Arts Award" , "Best Experimental Game Award" , "Best Game Design Award" and "Best Presentation Award" were presented. The presentations were also broadcast on the TGS official channel the following day, September 28th.

Grand prix

Audience Award Grand Prix

USD 3,000

Other awards

USD 3,000

Audience Award Semi-Grand Prix

Best Technological Game Award

Best Arts Award

Best Experimental Game Award

Best Game Design Award

Best Presentation Award

Objectives of "SENSE OF WONDER NIGHT"

To introduce game with a game design and ideas that are experimental and creative, and that cannot be called conventional or traditional
 To raise awareness of the great value of "Sense of Wonder" in games, which may transform the common sense of game, and lead to invigorate the game industry
 To provide future opportunities for those who are developing experimental and creative games.
 To create new domains in the game industry

SOWN targets games that meet the following five criteria.

01

新感覚

A game that realizes a totally new, never-seen-before gaming experience

A game that employs technologies that have not previously been used successfully, such as natural language processing, physics engines, image recognition or gesture control, to present a new kind of experience.

02

新常識

A game that challenges the common sense of games

A game that pursues new ways of gaming expressions and changes the player's vision of the world after playing and experiencing it.

03

創発性

A game with emergent features

A game that brings user's activities into the game world by embedding features such as AI interactions and social elements.

04

意欲刺激

A game that makes people want to play it immediately

A game that makes everyone thinks that they want to enjoy the new experience for themselves and feel that they want to treasure it.

05

驚き

An amazing game

Any kind of new, eye-grabbing and impressive game!!

Event Report

*Date and Time :

From 5:15 p.m. on Sep. 27 (Fri.), 2024

Venue : International Conference Hall 301



Member of SOWN Committee

Game Journalist

Kiyoshi Shin

Game Journalist

Juan Gril

Videogame Ninja: Trusiga

Ramon Nafria

NPO OcuFes

Takeshi TAKAHASHI

Director AURYN

Kazunori KOMAGATA

Head of Indies Initiative

Sony Interactive Entertainment

Shuhei YOSHIDA

KODANSHA GAME CREATOR'S LAB.

Yuki KATAYAMA

Kinugasa Research Organization, Ritsumeikan University

Jh Shin

Calappa Games CEO

Masasi ONUKI

Content creator

Pocky

FINALISTS

*Order of appearances

No Case Should Remain Unsolved (Somi : Republic of Korea)

Let's Build a Dungeon (Springloaded : Singapore)

ANLIFE: Motion-Learning Life Evolution (Attructure : Japan)

CINEMA (Trinity Team : Italy)

HoooPizza (DOI Nobuhiro : Japan)

Hyper Wobbler (Wobbly Labs : Germany)

Last Standing (Nao Games : Japan)

Esophaguy (Esophaguy Team : United States of America)

PRESENTATION

Presenter : **Somi** (Republic of Korea)

Title : **No Case Should Remain Unsolved**

"No Case Should Remain Unsolved" is a puzzle-adventure game in which players piece together fragments of fading memories to solve a 12-year-old unsolved case of a girl kidnapping. Somi (Korea), the game's developer, explained that the game is built with two main structures. One aspect of the game design involves clicking on "tags" within social media apps and searching user profiles to piece together information. This approach immerses players in the narrative by replicating interactions familiar to social media users, requiring only minimal tutorial guidance for engagement.

Another aspect of the story structure is inspired by the concept from Shusuke Michio's mystery novel N (published by Shueisha), where the order in which readers experience the six chapters changes the world of the narrative they encounter. In the game, this translates to a system where memories tied to



unresolved cases on social media are connected according to who, when, and how they were recounted. This reveals new layers of the story dynamically. While the developer focused on exposing social injustices and highlighting the truth of social issues previous games, this new project aims to depict a society where people can extend a helping hand without seeking any reward.

Presenter : **Springloaded** (Singapore)

Title : Let's Build a Dungeon

In the simulation game "Let's Build a Dungeon" players can experience the development and operation of a fictional MMORPG. Players take on the role of a game company CEO and hire game designers, programmers, testers, and other staff to create your unique MMORPG. Player release the game in a virtual world, gather players, and manage operations, progressively expanding your company. James Barnard, Lead Developer and CEO of Springloaded, spoke about the project. "I wanted to channel my passion for RPGs in a unique way—by simulating the operation of a game company that develops RPGs, which led to the development of Let's Build a Dungeon," Barnard explained. The game is notable for simulating in-depth aspects of company operations, such as hiring staff, showcasing games at events, collaborating with major platform operators, and acquiring a user base.

Furthermore, virtual players interact with the created RPG, and real-time



analytics allow for adjustments and debugging, identifying challenges and problematic areas within the gameplay. Players can also immerse themselves in the game, experiencing it firsthand alongside the development process. Barnard described the project as a simulation of what a real-world game company undergoes.

Presenter : **Attricture** (Japan)

Title : ANLIFE: Motion-Learning Life Evolution

Masayoshi Nakamura, the CEO of Attractor, took the stage to present ANLIFE, a simulation game that models virtual creatures learning behaviors autonomously in a 3D physics-based world. He mentioned, "I became fascinated by the appeal of physics-based artificial life and have developed two projects so far." One of these projects was a simulation about zombie movements, which was featured in a special program about Studio Ghibli's director, Hayao Miyazaki, broadcasted on NHK. Miyazaki reportedly commented to Nakamura that it felt like an insult to life. Building on these experiences, Nakamura developed ANLIFE.

In the game, the characters' motions are based on pre-recorded movement data. "When you use a physics engine to train AI movements, it results in surprisingly unique motions. Moreover, adjusting muscle strength allows the AI to evolve in unexpected ways, and witnessing its learning process feels like something you want to cheer for," Nakamura said. Incorporating the concept of genes, ANLIFE is a god-simulation game where virtual creatures evolve their "legs" to improve



their movement efficiency and acquire food. Those that succeed survive, while those that fail in the survival competition are eliminated. While characters in the game currently only chase food, Nakamura said, "By adding a factor where creatures 'don't eat,' new roles would emerge—such as gatherers and purely consumers. This could enable communication and interactions among the virtual organisms, creating a more complex social dynamic within the simulation."

Presenter : **Trinity Team** (Italy)

Title : CINEMA

CINEMA is a first-person thriller adventure game inspired by silent and monochrome films. By controlling time within the game world, players can connect various in-game elements to uncover the truth behind a criminal mystery.

CINEMA features a two-layered structure. In the UPPER layer, players can manipulate the progression of time by editing scenes like a film editor—cutting and rearranging in-game sequences to create a new timeline. This allows players to uncover crucial clues for solving crimes.

In the LOWER layer, players become actors within the film's world. Players progress the story by interacting with in-game characters through conversation and solving puzzles that involve manipulating props and objects on the stage.

"The first challenge we tackled in this game was a puzzle-based adventure



system focused on manipulating time," said Fabrizio Zagaglia from Trinity Team. "It was quite difficult to design puzzles while considering aspects of time and space to create an adventure story," he explained.

Presenter : **DOI Nobuhiro** (Japan)

Title : **HoooPizza**

HoooPizza is an interactive action game using a hula hoop equipped with a 3-axis accelerometer as a game controller. The party game is centered around making pizzas, where players aim to achieve high scores by successfully completing three steps: 1) spreading the dough, 2) topping it with ingredients, and 3) cutting the pizza.

The hula hoop controller detects four types of motion: spinning, holding, shaking, and rotating. The AI (machine learning model) integrated into the microcontroller analyzes the motion detected by the accelerometer's data, interpreting the various movements. "The unique thing about this game is that kids can beat adults," says developer Nobuhiro Doi. He suggests that, while adults have forgotten how to spin a hula hoop, kids can do it effortlessly, enabling them to win. "I also forgot how to spin it, and for the first three days of development, I couldn't debug it at all (laughs)," admits Doi.

Initially, the developers created the hula hoop-shaped controller first, and while



considering how to integrate it into a game, Doi thought it would be interesting to emulate the performance of a pizza maker skillfully spinning pizza dough. This idea became the inspiration behind the development of HoooPizza, as Doi shared the story of the game's creation.

Presenter : **Wobbly Labs** (Germany)

Title : **Hyper Wobbler**

Hyper Wobbler is an art installation featuring a custom 12-sided shape made of 30 edges composed of pentagonal sections, with LED bars installed along each edge. Up to three players can engage in an action game by looking into the multifaceted magic mirrors embedded in the 12-sided shape. Players control their in-game character, represented as a green-lit entity on the LED bars, to navigate obstacles, dodge enemies, and collect coins. The objective is to defeat the enemy boss in the final stage through cooperative play among the three players.

According to Robin Baumgarten from Wobbly Labs, the custom-built cabinet is constructed with an aluminum frame integrated with LEDs, 3D-printed components, magic mirrors, and a specially developed microcontroller. The distinctive spring controller is also a handmade creation, with sensors soldered in place. To make transportation by airplane easier, a compact Version 2 was developed and brought to the TGS 2024 venue. The software is developed in



C++.

The predecessor to Hyper Wobbler, Line Wobbler, was a finalist at SOWN 2016, and Baumgarten achieved a second selection this time around. "We do not plan to sell Hyper Wobbler, but we are considering showcasing it at exhibitions and art installations," said Baumgarten.

Presenter : **Nao Games** (Japan)

Title : **Last Standing**

Last Standing is an action game where players must clear stages by slicing through enemies approaching from both sides with a sword. The game itself is a simple side-scrolling action game, but its standout feature lies in the unique use of keyboard mechanics.

Instead of using specific keys for control, the game features a dynamic input system where attacking is determined by randomly pressing multiple keys on the keyboard. Pressing keys on the right side triggers attacks to the right, while pressing multiple keys on the left side activates attacks in the left direction, creating an improvisational and fast-paced combat experience. The number of keys pressed simultaneously boosts the attack power, which Nao Shibata (Nao Games') describes as a distinctive feature of Last Standing. He explains that this mechanic offers a new, immersive experience, deviating from traditional keyboard interactions and turning gameplay into a more dynamic and tactile sensation. The current version of Last Standing is first available on PC via Steam, but development is also progressing in parallel for consumer consoles.



"In the console version, we're enhancing the 'experiential game' elements," explains Shibata. Specifically, this involves using the accelerometers on controllers held in both hands to execute commands like attacks based on body movements. "But it's not just about device controls; we aim to include character growth mechanics that allow for long-term engagement and gameplay enjoyment," Shibata emphasizes, focusing on enhancing the overall fun and depth of the game experience.

Presenter : **Esophaguy Team** (United States of America)

Title : **Esophaguy**

"Esophaguy" is a side-scrolling action game where up to four players cooperate to overcome various obstacles and reach their lost relatives, controlling unique characters—"old folks" with extendable necks. Matthew Burchat, the designer of the Esophaguy Team, explains, "The charm of this game lies in having four players cooperate to solve puzzles and help each other reach places that would be impossible alone, making it an experience of playing together with friends." The characters in Esophaguy may appear to be 2D at first glance, but "they are all 3D models with fully articulated joints," says Hendrik du Toit, the technical director. The "old folks" can perform actions like jumping far due to centrifugal force after biting something, or throwing a ball, because these interactions rely on the physics simulation made possible by the 3D model's articulated structure.

Additionally, the unique sound source used in Esophaguy is another standout feature. The jaw harp, a string instrument that uses the human mouth as a



resonating chamber, produces a sound reminiscent of a spring-like twanging. This sound pairs exceptionally well with the visuals of the neck extending. Peyton Blake (in charge of Producer, game designer, and sound director) explained, "We chose the jaw harp because we wanted to emphasize a sound that was highly related to the action point of this game 'neck movement'."

SENSE OF WONDER NIGHT 2024 AWARD

The Audience Award Grand Prix, the top prize, was awarded to "Esophaguy" (creators: Esophaguy Team, USA).

In addition, the Audience Award Semi-Grand Prix was awarded to "Hyper Wobbler" (creators: Wobbly Labs, Germany).

Sense of Wonder Night 2024 has decided the winners of the "Best Technological Game Award" , "Best Arts Award" , "Best Experimental Game Award" , "Best Game Design Award" , "Best Presentation Award" .

In addition, Esophaguy Team, which won the Grand Prix, was awarded 3,000 US dollars, and the winners of each award were awarded 500 US dollars each.



Audience Award Grand Prix



【Esophaguy】

Esophaguy Team : United States of America



Audience Award Semi-Grand Prix
Best Technological Game Award
Best Arts Award
Best Experimental Game Award



【Hyper Wobbler】

Wobbly Labs : Germany



Best Game Design Award



【No Case Should Remain Unsolved】

Somi : Republic of Korea



Best Presentation Award



【HoooPizza】

DOI Nobuhiro : Japan



Official Streaming

9/28[Sat] 10:30-12:30

URL :

https://www.youtube.com/watch?v=vS8ZMonvd9w&list=PLfuGgcBbCkUffyvqsBTtBAxsy_0CIOZwD&index=18



SOWN2024 (Total Views)

		2024	2023	2022
YouTube	Japanese	27,800	19,576	16,999
	English	6,906	5,972	7,665
X	Japanese	3,090	3,260	214,000
	English	2,800	602,200	378,000
Nico-nico	Japanese	28,422	24,898	29,999
Twitch	Japanese	22,201	-	-



POCKY AWARD

For the three years in a row, video creator POCKY(<https://www.youtube.com/user/pockysweets/> videos)

was named the TGS Indie Game Official Ambassador.

POCKY appeared in the Selected Indie 80 titles introduction program “Hello Indie!” and chose 3 titles that he deemed “interesting” from the perspective of a video game streamer from the Selected Indie 80 titles.



Pia



While Waiting



RAP OJISAN

Explosive Disposal Team
(Republic of Korea)

Optillusion Games
(United States of America)

NEKOUP
(Japan)



Live Streaming :

Sponsor Presentation

Hardware and Creator Collaboration Was Crucial to PlayStation's Growth

Head of Indies Initiative
Sony Interactive Entertainment
Shuhei YOSHIDA

"With the slogan 'PLAYSTATION INDIES,' we have continued efforts to support and promote indie games on PlayStation," said Shuhei Yoshida, Head of the Indies Initiative at Sony Interactive Entertainment (SIE). He is a judge for SOWN and a leading figure in the industry who has continuously supported indie developers over the years.

At SOWN 2024, Yoshida reflected on the history of PlayStation while highlighting his activities as a platform holder that nurtured new gaming talent. He particularly emphasized the significance of JOURNEY, released in 2012. This indie title was a collaboration between the newly established studio thatgamecompany and SIE Santa Monica Studio. Yoshida passionately emphasized, "In 2012, JOURNEY won numerous Game of the Year awards. It was a historic moment where even an indie game, not a Triple-A title, managed to make a significant impact in the world."

He also mentioned that he was able to contribute significantly to the development of PlayStation VR. During the PS3 era, the Santa Monica development team collaborated closely on the entire process—from the VR



prototype phase to transforming it into a product for PS4. Yoshida explained to the attendees that "the history of PlayStation has evolved through the collaboration between hardware engineers and creators," highlighting the platform holder's role in fostering this partnership.

Discover and nurture Talent with a System that Fully Supports Creators

KODANSHA GAME CREATOR'S LAB.
Yuki KATAYAMA

We will provide up to 10 million yen a year; why not create the game you love? – This is the tagline presented by Kodansha Game Creators Lab.

"Kodansha has been running a publishing business alongside individual artists like manga creators and novelists for the past 100 years. In addition to that, we want to establish a similar system for game creators, so we've launched the GCLA (Game Creators Lab Audition) and are constantly seeking applicants," said Yuki Katayama, a member of Kodansha's Game Creators Lab (GCL), explaining the indie game support initiative.

"Since the launch of the project around three years ago, GCL has produced 32 games so far," said Katayama. For example, one title, "BOKURA" (developed by Tokoronori, released August 2023), is available on Steam and Nintendo Switch, achieving global sales of over 700,000 copies. "Indie game developers discovered through GCLA receive comprehensive support, not only as game development advisors but also in areas such as promotion, sales scheduling, mental health care, translation, and global expansion coordination," said Katayama. As a result, creators can focus



solely on game production, enabling 32 game titles to be released in just three years. Katayama added that they will continue accepting ongoing submissions of projects and remain committed to supporting indie game developers.

Selected Indie 80 Exhibitor's Interview

David Wehle (United States of America) - 『 We Harvest Shadows 』

We Harvest Shadows is a game where the protagonist leaves city life to live alone on a farm. There, they must maintain farm life while being haunted each night by mysterious and ominous shadows. While incorporating horror elements, We Harvest Shadows is an ambitious project that also focuses on running a farm to survive. David Wehle (pictured left) explains that the inspiration for this project came during the COVID-19 pandemic. "I could no longer meet with family and friends I had been connected to, and the feelings of loneliness and stress built up," says Wehle. "I incorporated those experiences into this game. It was inspired by issues such as mental health and suicide prevention."

This is Wehle's third game, and it marks the first time he's committed to full-time game development. "The release date on Steam remains undecided, and the ending is still shrouded in mystery. However, by unraveling the protagonist's life story, I aim to convey that people can change and deliver a deeply moving final scene," Wehle added.

"I felt the impact of exhibiting, as I was able to meet publishers and engage in excellent negotiations," he shared. At the same time, he received feedback from Japanese players at the venue, noting that the Japanese translation was not very good. This also led to finding a better translator.



From the creator of *The First Tree* comes an emotional, terrifying experience. Become a recluse, build up your farm, and survive the lonely nights.

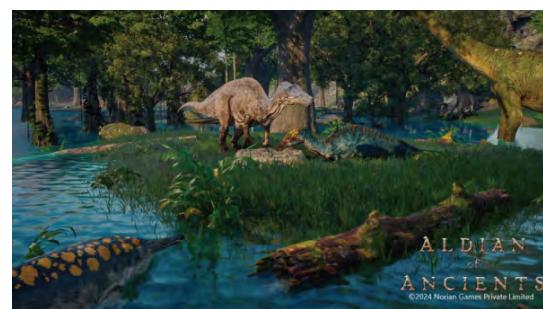
Aldian of Ancients (India) - 『 Aldian of Ancients 』

A survival simulation game, Aldian of Ancients, follows the story of a dinosaur protagonist who fights off enemies and expands its territory in an ancient world, striving for the survival of its species. In beautiful natural environments crafted using Unreal Engine 5, players control a dinosaur and its kin, striving for prosperity and survival.

Three staff members from Norian Games (India), the developer of this title, traveled to Japan. According to the company's CFO, Jobin Joseph (center in the photo), "We began developing this title about two years ago with a team of around four people." "We have recruited designers and programmers from around the world, and our team has now grown to 12 members," Joseph added.

"In India, the indie game developer market primarily focuses on mobile games, while the PC and console game market is still in its infancy. However, with successful creators emerging, the number of developers is gradually increasing," he added. The Indian government offers around \$20,000 in funding support, and there are also venture capital opportunities targeting the domestic gaming industry.

Joseph emphasized, "For indie game developers, half of their focus is on the mindset needed to take creative development risks. The other half involves financial planning and promotion. Balancing these aspects is crucial." He pointed out that if a developer struggles alone, it is important to engage persons skilled in finance / promotion to fill those gaps.



Aldian of Ancients is a dinosaur survival/simulation multiplayer game made in Unreal Engine 5 where players take control of dinosaurs and other ancient creatures that existed before the dawn of man.

Selected Indie 80 Exhibitor's Interview

NERDY PENGUIN (Japan) - 『Time for Bed』

A child secretly plays a handheld game console in bed at night, hiding from their mother. Whenever the mother occasionally checks in, the child pretends to be asleep, repeating the act to avoid being caught. In the stealth game Time for Bed, the mother is portrayed as a killer or monster figure, heightening the thrill and tension of hiding to avoid detection.

The game was developed by two members of NERDY PENGUIN. Hayatoskie (on the right in the photo) is a participant in the third cohort of the indie Game incubator (iGi), an incubation program run by Marvelous and other partners. He explains, "Apart from the title I'm developing in iGi (KALEIDOLA), I wanted to make a casual game, so I reached out to DAMEGANE (on the left in the photo) as a programmer. This is the first game I've developed using Unreal Engine."

The idea for this game came to Hayatoskie while he was working abroad in Canada after quitting his job. "When a Chilean classmate shared a story about secretly watching TV behind his mother's back, other classmates (from different countries) all chimed in, saying, 'I can relate!'" he explains. Since this seemed to be a shared experience across various countries, he decided to make a game incorporating this idea, adding horror elements to enhance the experience. "At TGS 2024, many visitors from different nations tried out the game and shared similar experiences with me," he says, with feeling a strong sense of connection and resonance among players.



Mother is always watching, especially in your nightmares. Complete the game at hand to escape. Remember, don't lose focus and keep an eye out for mother's location. If you feel her approaching, hide in bed and let her pass without getting caught.

Spoonful Of Wonder (Australia) - 『Copycat』

In Copycat, an adopted rescue cat living with an elderly woman facing health challenges finds itself outwitted by a plot orchestrated by other stray cats. This twist of fate prevents the cat from re-entering its own home. The game offers an adventure experience from the cat's perspective, exploring the family's inner struggles while allowing the cat to grasp the emotional wounds each member carries.

Simon (in the center in the photo) of Neverland Entertainment (NE, China) recalls encountering Copycat, which was released on September 20, 2024, just before the TGS 2024. He shares that the game was first showcased during their company's indie game exhibition. The developer of Copycat, Spoonful Of Wonder, was unable to come to Japan for the Tokyo Game Show. However, the publisher, of NE managed the booth on their behalf. Simon, the head of NE, discovered Copycat among the 400-plus titles showcased at the WePlay indie game event (organized by CiGA) in China. This discovery led to a publishing contract for the game.

"Copycat is a heartwarming story that reexamines human family relationships through the perspective of a cat. We were so moved by it that we decided to sign it as our latest project," said Simon. He added that Neverland Entertainment aims to support indie games by creating opportunities that connect game fans and developers, similar to what WePlay accomplishes.



Copycat is a wholesome, narrative-driven game about rejection, belonging and the true meaning of home. It is an intimate story that cherishes the human-pet bond in all its forms.

HISTORY OF SENSE OF WONDER NIGHT

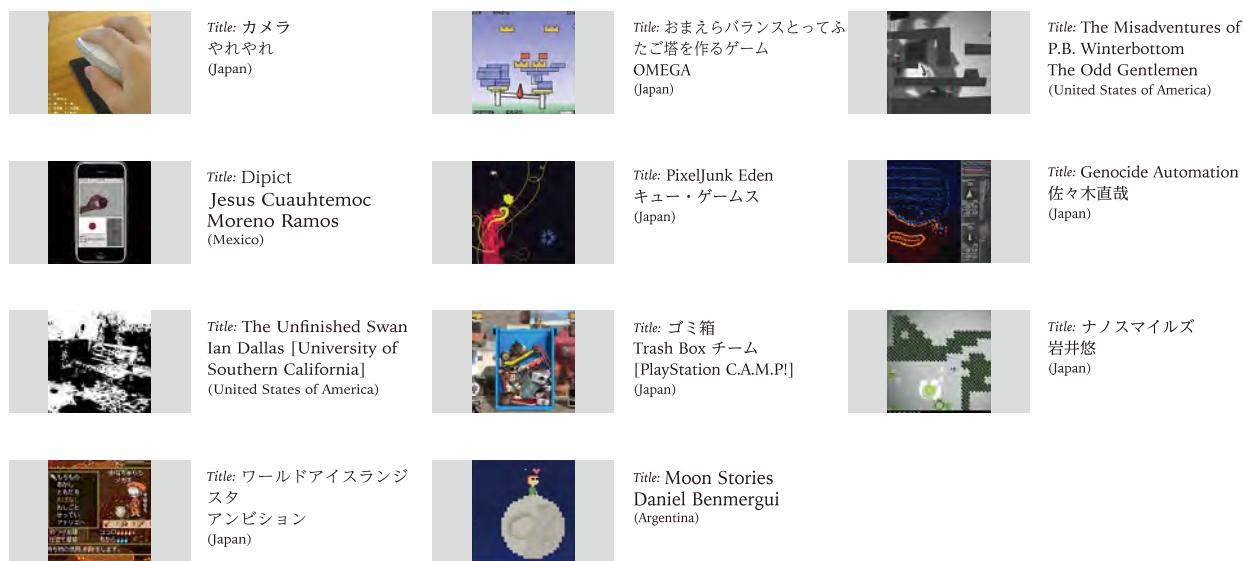
The first SOWN was held in 2008.

The number of finalists was 11 titles. Since then, until 2015, 9-12 titles were selected, but since 2016, 8 titles have been selected.

2008

Date : Friday, October 10, 2008 (6:00 p.m.)

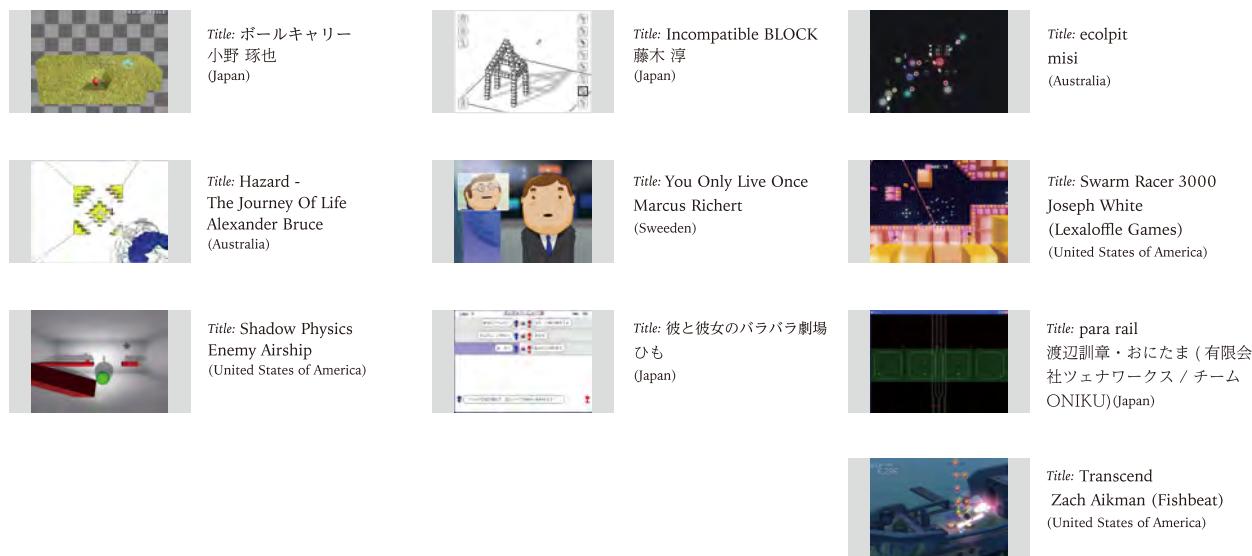
Venue: Makuhari Messe International Conference Hall 1F [Restaurant NOA]



2009

Date : Friday, September 25, 2009 (7:00 p.m.)

Venue: Makuhari Messe International Conference Hall "201" Conference Room



2010

Date : Friday, September 21, 2010 (6:00 p.m.)

Venue: Makuhari Messe International Conference Hall "201" Conference Room



Title: アノソノコノミチャン
芸夢中心 (ゲ임センター)
(Japan)



Title: ラブプレス ++ ~ 我の嫁にマッサージ ~
神奈川工科大学 情報メディア学科 白井研究室
(Japan)



Title: Record Tripping
Bell Brothers
(United States of America)



Title: Everything can Draw!
Evan Balster
(United States of America)



Title: 音楽マイナスイーパ
ゲーム製作者コミュニティ in
札幌 (Japan)



Title: Ulitsa Dimitrova
Lea Schönfelder and Gerard
Delmas
(Germany)



Title: Infinite Blank
Evan Balster
(United States of America)



Title: Orfeo: a Game in Music
Roberto Dillon
(Singapore)



Title: Spirits
Spaces of Play
(Germany)

2011

Date : Friday, September 16, 2011 (17:30 p.m.)

Venue: Makuhari Messe International Conference Hall "201" Conference Room

This year, the fourth SOWN 2011 will be held with the following points renewed.

(1) Game platform-related companies have been added to the selection committee Until now, the selection committee has been made up mainly of game and app developers who are active on the front line, but in light of the expansion of game platforms such as smartphones, tablets and web browsers, the selection committee has been made up mainly of companies involved in the production and distribution of game content on a wide range of platforms.

(2) A new "Company Award" has been established by the selection committee A new "Company Award" has been established, named after the company to which each selection committee member belongs.

Audience Award

★ CyberAgent Award

★ HUDSON Award

★ UBM TechWeb Game Network Award

★ GMO Internet Award

★ GREE Award

★ Microsoft Japan Award



Title: Eufloria PSN
Rudolf Kremers,Alex May, Brian
Grainger(Omni Systems)
(United Kingdom)



Title: Inside a Star-filled Sky
Jason Rohrer
(United States of America)



Title: Q.U.B.E.
JDaniel Da Rocha
(United Kingdom)



Title: 僕は森世界の神になる
isao [神奈川電子技術研究所]
(Japan)



Title: 暗暗迷路 (くらくらめいろ)
栗原 芳己 [雜魚雜魚]
(Japan)



Title: reflow
Frederik Maucksch
and Matthias Wolff(xymatic)
(Germany)



Title: Incredipede
Colin Northway
(Canada)



Title: リードミーズ
折原 永代 [コナミデジタルエンタテインメント]
(Japan)



Title: Solstice
EJoseph White
[Lexaloffle Games]
(United States of America)



Title: Taplib
柳原 隆幸 [セガ]
(Japan)

2012

Date : Friday, September 21, 2012 (5:30 p.m.)

Venue: Makuhari Messe International Conference Hall "201" Conference Room

Audience Award

★ Joju Games Award

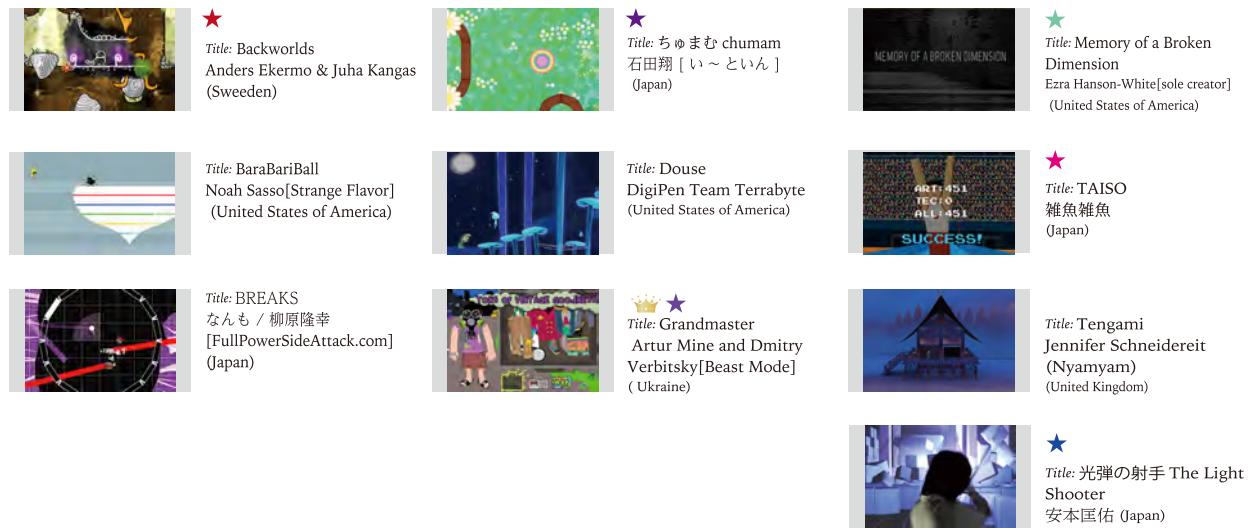
★ MHN JAPAN Award

★ UBM TechWeb Game Network Award

★ GMO Internet Award

★ GREE Award

★ Microsoft Japan Award



2013

Date : Friday, September 20, 2013 (5:00 p.m.)

Venue: Makuhari Messe Hall 7Cyber Games Asia Event Stage

URL:

<https://www.youtube.com/watch?v=zDC0lDaWSTo&t=27s>

In 2013, presentations were held for nine titles selected from 125 entries, far exceeding the 75 titles submitted last year. An audience of approximately 300 people participated in the presentations. Game ideas were submitted from all over the world, and on the day of the event, participants from a diverse international background gave enthusiastic presentations introducing unique game ideas. The presentations were broadcast live on U-stream and viewed by approximately 12,000 people.

Audience Award Grand Prix

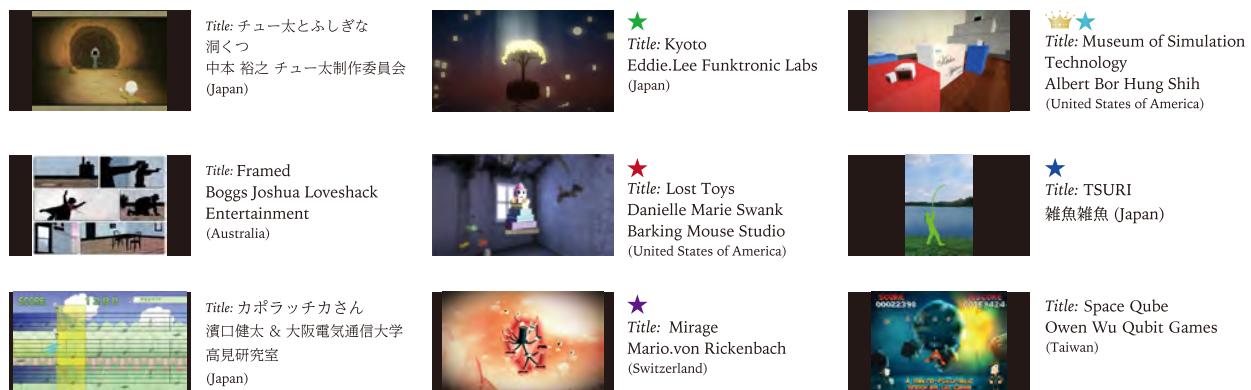
★ Best Technological Game Award

★ Best Arts Award

★ Best Game Design Award

★ Best Experimental Game Award

★ Best Presentation Award



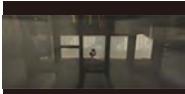
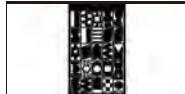
2014

Date : Friday, September 21, 2014 (2:00 p.m.)

Venue : Makuhari Messe Hall 8 Event Stage

配信 URL : <https://www.youtube.com/watch?v=4l2b4wjnua4>

In 2014, a record 136 titles were submitted from 27 countries and regions. The 10 titles were selected based on presentations by 10 judges consisting of experts, creators, and game distributors with extensive knowledge of indie games from the domestic and international game industry. Two titles were selected from Japan, five from the United States, two from Australia, and one from Singapore.

 Best Technological Game Award	 Best Arts Award	 Best Game Design Award	 Best Experimental Game Award	 Best Presentation Award
 Title: 8BitMMO Robby Zinchak / Archive Entertainment (United States of America)	 Title: Expand Chris Johnson and Chris Larkin (Australia)	 Title: Miegakure Marc ten Bosch / mtb design works (United States of America)		
 Title: Chained KeithLeiker / DigiPen Team Those Guys (United States of America)	 Title: FILL 林 陽一 / YO1 KOMORI GAMES (Australia)	 Title: PICOLECITTA TECO(Japan)		
 Title: DubWars Joe Albrethsen / MURA Interactive Inc (United States of America)	 Title: LURKING Justin Ng Guo Xiong / DIGIPEN INSTITUTE OF TECHNOLOGY SINGAPORE (Singapore)	 Title: Push Me Pull You Stuart Gillespie-Cook / House House (Australia)		
		 Title: SpeedRunners Casper Van Est / tinyBuild Games (United States of America)		

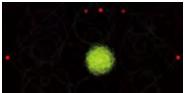
2015

Date : Friday, September 21, 2015 (2:00 p.m.)

Venue : Makuhari Messe Hall 9 Cyber Games Asia Event Stage

配信 URL : <https://www.youtube.com/watch?v=4l2b4wjnua4>

In 2015, 100 titles were submitted from 21 countries and regions. Ten judges, consisting of experts, creators, and game distributors with extensive knowledge of indie games from the domestic and international game industry, selected 10 titles to be presented. The breakdown by country is two works from Japan, two from the United States, and one each from Taiwan, Sweden, Switzerland, Singapore, and Argentina.

 Audience Award Grand Prix				
 Best Technological Game Award	 Best Arts Award	 Best Game Design Award	 Best Experimental Game Award	 Best Presentation Award
 Title: Anamorphosis Lucien (Yen-Chu) Chen (Taiwan)	 Title: 柿男と臼子 綿貫 尚吾 (Japan)	 Title: Plug & Play Mario von Rickenbach / Etter Studio(Switzerland)		
 Title: Frog Climbers Sebastian Larsson / TeamCrew (Sweden)	 Title: Mushroom 11 Itay Keren. / Untame (United States of America)	 Title: Reelblade: Battle of the High Seas Yuichiro Katsumoto / Project Reelblade(Singapore)		
 Title: Gen 安藤 健翔 / Yack Lab. (Japan)	 Title: Party Hard Alex Potapenko / Pinokl Games (Ukraine)	 Title: Tough Coded: Live Fernando Sarmiento / Little Nando(Argentina)		
		 Title: Walden, a game Tracy Fullerton / USC Game Innovation Lab (United States of America)		

2016

Date and Time : Friday, September 16, 2016 (5:30 p.m.)

Venue : Makuhari Messe

International Conference Hall 11 e-Sports Special Stage

Audience Award Grand Prix

★ Best Technological Game Award

★ Best Arts Award

★ Best Game Design Award

★ Best Experimental Game Award

★ Best Presentation Award



★
Title: Fantastic Contraption
Northway Games and Radial Games
(Canada)



Title: OPUS: The Day We Found Earth
SIGONO
(Taiwan)



★
Title: DOBOTONE
Videogamo
(Argentina)



Title: TAINTED
INSTITUTE OF TECHNICAL EDUCATION/NATIONAL UNIVERSITY OF SINGAPORE
(Singapore)



★
Title: UnWorded
Bento Studio (France)



Title: アドバンスド摩訶大将棋
大阪電気通信大学 デジタルゲーム学科 高見研究室
(Japan)



Title: Chambara
team ok
(United States of America)



★★★
Title: Line Wobbler
Robin Baumgarten
(United Kingdom)

2017

Date and Time : Friday, September 22, 2017 (5:30 p.m.)

Venue : Makuhari Messe Hall 11 e-Sports X RED STAGE

Audience Award Grand Prix

★ Best Technological Game Award

★ Best Arts Award

★ Best Game Design Award

★ Best Experimental Game Award

★ Best Presentation Award



Title: Blink
nextREALITY Games
(United States of America)



★
Title: Old Man's Journey
Broken Rules
(Austria)



Title: シュコーココ
宮澤 卓宏
(Japan)



★
Title: EARTH DEFENSE SATELLITE
ニカイドウレンジ
(Japan)



★
Title: Conga Master
Undercoders(Spain)



★
Title: StrangeTelephone
HZ3 Software(Japan)



★★★
Title: ACE OF SEAFOOD
Nussoft
(Japan)



Title: 29
Humble Grove
(Japan)

2018

Date : Friday, September 21, 2018

Venue : Makuhari Messe Hall 9-10 e-Sports X RED STAGE

Audience Award Grand Prix

Best Technological Game Award

Best Arts Award

Best Game Design Award

Best Experimental Game Award

Best Presentation Award



Title: Block King
銀
(Japan)

<https://www.youtube.com/watch?v=XBbqqI84yxY>



Title: KAMIORI
TeamOrigam
(Japan)

<https://www.youtube.com/watch?v=bPDLjhJg4G0>



Title: Richie's Plank Experience
Richie's Plank Experience
(Australia)



Title: Inner Friend
PLAYMIND
(Canada)

https://www.youtube.com/watch?v=_56C8L2hhgQ&t=2s



Title: RotoRing
Gregory Kogos
(Germany)

<https://www.youtube.com/watch?v=G3-Lne1rVQU>



Title: The Gardens Between
The Voxel Agents(Australia)

<https://www.youtube.com/watch?v=MkswxaxMg4MU>



Title: Zen Bound 2
Secret Exit
(Japan)



Title: RPG TIME : The Legend of Wright
DESK WORKS
(Japan)

<https://www.youtube.com/watch?v=h3rRdc8jQF0>

2019

Date : Friday, September 21, 2019

Venue : Makuhari Messe Hall 9-10 e-Sports X RED STAGE

URL : <https://www.youtube.com/watch?v=Pz0nPDdxTo>

Audience Award Grand Prix

Best Technological Game Award

Best Arts Award

Best Game Design Award

Best Experimental Game Award

Best Presentation Award



Title: UPLIGHT
電気通信大学インターラクティブメ
ディアラボ
(Japan)

https://www.youtube.com/watch?v=jgQ_iqxHLwY&t=43s



Title: Unheard
EXT Studios
(China)

<https://www.youtube.com/watch?v=r6lwVbzBG0>



Title: BRAVOON
ツラヌキマル
(Japan)

<https://www.youtube.com/watch?v=efRDNgryRAak>



Title: 冒險者ギルドへようこそ !
LemoLab
(Japan)

<https://www.youtube.com/watch?v=HVmICknCHvk&t=1s>



Title: One Step From Eden
One Step From Eden
(United States of America)

https://www.youtube.com/watch?v=S7YvUUZh_K8



Title: Liberated
Walkabout
(Poland)

<https://www.youtube.com/watch?v=604S0RxlnX4>



Title: Stone Story RPG
Martian Rex
(United States of America)

<https://www.youtube.com/watch?v=A7R0V1Mlrfg>



Title: QuestNotes
Project QuestNotes
(Japan)

<https://www.youtube.com/watch?v=zthOZcHaKWg&t=3s>

2020

Date and Time : Friday, September 25, 2020 (5:00 p.m.)

Venue : Makuhari Messe Streaming Studio

URL : <https://www.youtube.com/watch?v=q91Rl8Cbr2Y&list=PLfuGgcBbCkUcLX6Z20BFyKDHEshc8JeX&index=9>

"SENSE OF WONDER NIGHT 2020 (SOWN2020)", which selects the most outstanding works from the 80 indie game developers "Selection Exhibits". The eight finalists have finally been decided. This year, two works from Japan and one work each from Canada, Indonesia, Peru, Poland, Switzerland, and the United Kingdom were selected, making it an international feature.

 Audience Award Grand Prix

 Best Technological Game Award

 Best Arts Award

 Best Game Design Award

 Best Experimental Game Award

 Best Presentation Award



Title: Infini Barnaque
(Canada)

<https://www.youtube.com/watch?v=iI4lhPmNKYg>



Title: First Class Trouble
Invisible Walls
(Denmark)

https://www.youtube.com/watch?v=-m_CQ2_LjCY



 Title:Nimbatus – The Space Drone Constructor
Stray Fawn Studio
(Switzerland)

<https://www.youtube.com/watch?v=wIVwXtsBeZQ>



 Title: Kanino Kenka –Fight Crab-
Calappa Games
(Japan)

https://www.youtube.com/watch?v=FY_Efj7pTmo&t=2s



Title: Arrog
Leap Game Studios and
Hermanos Magia
(Peru)

https://www.youtube.com/watch?v=-m_CQ2_LjCY



 Title: A Space for the Unbound
Toge Productions
(Indonesia)

<https://www.youtube.com/watch?v=8yGznOkpIGM>



Title: Trash Sailors
fluckyMachine
(Poland)



 Title: ElecHead
Nama Takahashi
(Japan)

<https://www.youtube.com/watch?v=il4lhPmNKYg>

2021

Date : Friday, October 1, 2021 (11:00 a.m.)

Venue : Makuhari Messe Streaming Studio

配信 URL : https://www.youtube.com/watch?v=QvH1JkCGjhk&list=PLfuGgcBbCkUeU2WiyJV3cal3x8VBWS_ZO&index=30

From the 80 works of the TGS2021 ONLINE indie game "Selected Exhibit", the judges selected 8 finalists who will advance to the SOWN2021. Two works from Japan, two works from Israel, and one work each from Belgium, Canada, India, and the Netherlands were selected.

Eight finalists attended the presentation, and as a result of the examination, the award-winning titles has been selected. Blind Drive (Finalist Name: Lo-Fi People) , which entered from Israel, was selected for the Audience Award GP, which is the highest award. Selection Committee Member commented as follows the judges said, "While starting with one idea such as driving in the blind, scenario development of various situations is prepared, the depth of the game is well designed, and I felt that it was a wonderful title. I think that the sophisticated sense of wonder element was highly appreciated by the audience."

 Audience Award Grand Prix

 Best Technological Game Award

 Best Arts Award

 Best Game Design Award

 Best Experimental Game Award

 Best Presentation Award



 Title: Operation: Tango
Clever Plays Studio
(Canada)

https://www.youtube.com/watch?v=49XW_-9uBBw



 Title: BLIND DRIVE
Lo-Fi People
(Israel)

<https://www.youtube.com/watch?v=Bed9Z5oewf8>



Title:Somewhere, elsewhere
Soramame Games
(Japan)

<https://www.youtube.com/watch?v=RWffP0aSOY0>



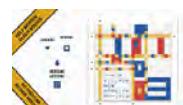
 Title: SOUND OF HIDE
KATAKOTO
(Japan)

<https://www.youtube.com/watch?v=Kr1BulpL340&t=1s>



Title: Eloquence
Multiverse Narratives
(Netherlands)

<https://www.youtube.com/watch?v=UEhLOCGBeb0&t=1s>



 Title: Please, Touch The Artwork
Thomas Waterzooi
(Belgium)

<https://www.youtube.com/watch?v=sjk7ubd51bM>



 Title: Do Not Buy This Game
Kingblade Games
(Israel)

<https://www.youtube.com/watch?v=2jZLx6IQELQ&t=3s>



Title: In My Shadow
Playbae
(India)

<https://www.youtube.com/watch?v=ki0UyilrE0>

2022

Date and time: Friday, September 16, 2022 (4:00 p.m.)

Venue : Makuhari Messe Streaming Studio

URL : <https://www.youtube.com/watch?v=41LjVj0Sl5Q&list=PLfuGgcBbCkUefcOdzIdFUGkd9V20OonL-&index=3>

" SCHiM " (finalist name: Extra Nice) entered from Netherland was selected for the Audience Award Grand Prix, the highest award. One of the judges said, "I think everyone has the experience of jumping from shadow to shadow when they were children, but I felt the nostalgia and the novelty of the game idea. Art direction with a limited number of colors, It's also wonderful."

 Audience Award Grand Prix

★ Audience Award Semi-Grand Prix ★ Best Technological Game Award ★ Best Arts Award ★ Best Game Design Award ★ Best Experimental Game Award ★ Best Presentation Award



Title: MORSE
ALJO Games
(United Kingdom)

<https://www.youtube.com/watch?v=Q82n8ALqHxg&t=2s>



Title: IDEA
TLR Games
(Spain)

<https://store.steampowered.com/app/1873870/IDEA/>



Title: Kitsune: The Journey of Adashino
Rias
(Japan)

<https://www.youtube.com/watch?v=4l5txKpF5Ds&t=2s>



Title: SCHiM
Extra Nice
(Netherlands)

https://www.youtube.com/watch?v=4ZFW8mU_61I



Title: Pastry Panic (with cat)
Yong Zhen Zhou
(Singapore)

https://www.youtube.com/watch?v=S7YvUUZh_K8



Title: How To Say Goodbye
ARTE France / Florian &
Baptiste
(France)

<https://www.youtube.com/watch?v=yjTUYMqWebw&t=1s>



Title: Rhodopsins
Sapporo shiritsu daigaku fujiki
Matsunaga zemi group
(Japan)

<https://www.youtube.com/watch?v=A7R0V1Mlrg>



Title: DORDOGNE
UMANIMATION
(France)

<https://www.youtube.com/watch?v=osXbGp-uZPs&t=1s>

2023

Date and time: Friday, September 22, 2023 (4:00 p.m.)

Venue : Makuhari Messe Streaming Studio

URL : <https://www.youtube.com/watch?v=aSJ1ieBfflk&list=PLfuGgcBbCkUf8-GF5LTmXmMNU7wpEcRo2&index=2>

The grand prize, the Audience Award Grand Prix, went to "Tiny Drive" , developed by Portalgraph (Japan), marking the first time a Japanese developer won the grand prize since 2018, when "RPG Time! ~The Legend of Light~" (DESKWORK) won. Game developer and CTO of Portalgraph, Shunji Yamaura, who presented the game himself, said, "I am glad that we applied to enter SOWN because I believe that Portalgraph' s technology is excellent."

 Audience Award Grand Prix

★ Audience Award Semi-Grand Prix ★ Best Technological Game Award ★ Best Arts Award ★ Best Game Design Award ★ Best Experimental Game Award ★ Best Presentation Award



Title: It's a Wrap!
Chankoo Studios
(France)

<https://www.youtube.com/watch?v=2Xo1v3KSzUs>



Title: Tiny Drive
Portalgraph
(Japan)

<https://www.youtube.com/watch?v=mOYvZFfLEQA>



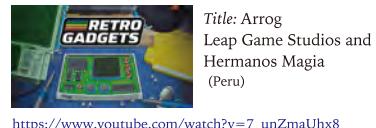
Title: Stories from Sol:
The Gun-Dog
Stories from Sol: The Gun-Dog
(United Kingdom)

<https://www.youtube.com/watch?v=pGv62RFXWd0>



Title: Ecosystem
Ecosystem
(Ireland)

<https://www.youtube.com/watch?v=PnJC7-rl03Y>



Title: Arrog
Leap Game Studios and
Hermanos Magia
(Peru)

https://www.youtube.com/watch?v=7_unZmaUhx8



Title: Out of the World
Toyota Ryuto
(Japan)

<https://www.youtube.com/watch?v=9FSDMBjkx1A&t=1s>



Title: ODDADA
ODDADA
(Germany)

<https://www.youtube.com/watch?v=7gIOQP5GGbA>



Title: Give me toilet paper!
Takahiro Miyazawa
(Japan)

<https://www.youtube.com/watch?v=17wOZv8nkLs>

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