

# SELECTED INDIE 80



TOKYO GAME SHOW 2023

## REVIEW



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Chapter 01

# *Outline*

## TOKYO GAME SHOW 2023

Business Day: September 21 (Thu.) - 22 (Fri.)

Public Day: September 23 (Sat.) - 24 (Sun.)

Venue Makuhari Messe

Organizer Computer Entertainment Supplier's Association (CESA)

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

## Selected Indie 80

### < Platinum Sponsors >

Sony Interactive Entertainment

Nintendo

KODANSHA Game Creator's Lab

Happinet

### < Gold Sponsor >

iGi indie Game incubator

### < Device Sponsors >

ELSA Japan

BenQ Japan

Assisted by IGDA Japan

**S180**

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TOKYO GAME SHOW 2023

# SELECTED INDIE 80

In order to create an opportunity for indie game developers to draw attention to themselves, TGS, with the support of sponsors, presented “Selected Indie 80”, a free exhibition at the TGS venue, and began accepting entries from February 2023.

A total of 793 applications from 58 countries and regions were screened, and 81 titles were selected.

Ultimately, 3 of the 81 titles cancelled their appearances at “Selected Indie 80”, and the indie developers of the remaining 78 titles gathered in Hall 10 of Makuhari Messe.

In addition, 11 judges selected 8 titles from among the “Selected Indie 80” titles that made them feel as though ‘something had suddenly changed in their world’. The developers of these selected titles presented them at “Sense of Wonder Night 2023”, a pitch contest that was also livestreamed as an official TGS2023 program.

The 7 awards up for grabs at SOWN2023 were awarded based on the content of these presentations. The grand prize, the “Audience Award Grand Prix”, went to “Tiny Drive”, developed by Portalgraph of Japan.



# *Sense of Wonder Night 2023 (SOWN2023)*

## Awards

*Audience Award Grand Prix (USD 3,000)*

*Audience Award Semi-Grand Prix (USD 500)*

*Best Technological Game Award (USD 500)*

*Best Arts Award (USD 500)*

*Best Experimental Game Award (USD 500)*

*Best Game Design Award (USD 500)*

*Best Presentation Award (USD 500 )*



*Audience Award Grand Prix*

**Tiny Drive** [Portalgraph]



*Audience Award Semi-Grand Prix*  
**Give me toilet paper!**[Takahiro Miyazawa]



*Best Technological Game Award*  
**Tiny Drive** [Portalgraph]



*Best Arts Award*  
**ODDADA** [ODDADA]



*Best Experimental Game Award*  
**Give me toilet paper!**[Takahiro Miyazawa]



*Best Game Design Award*  
**It's a Wrap!** [Chanko Studios]



*Best Presentation Award*  
**Stories from Sol: The Gun-Dog**  
[Stories from Sol: The Gun-Do]

## *SOWN Finalists*



**Chanko Studios** (France)

**Ecosystem** (Ireland)

**ODDADA** (Germany)

**Portalgraph** (Japan)

**Retro Gadgets** (Italy)

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

**Takahiro Miyazawa** (Japan)

**Toyota Ryuto** (Japan)



# Selected Indie 80

\*Alphabetical order



- ABEL Team - ENJMIN (France)
- AI Frog Interactive (Japan)
- Alchemist: The Potion Monger (Poland)
- atelierent.jp (Japan)
- Bad Ridge Games (United States of America)
  - BulletLive (Japan)
  - CandLE (South Korea)
  - Chanko Studios (France)
  - Cherrymochi (Japan)
  - Crunchy Leaf Games (Germany)
  - Twenty Ninety Creative (Canada)
  - Drossel/Studio (Japan)
  - Duck Reaction (France)
  - Ecosystem (Ireland)
  - Edgeflow Studio (Romania)
  - EQ Studios (United States of America)
  - FairPlay Studios (Thailand)
  - Fantastico Studio (Italy)
- Fire Hose Games (United States of America)
  - fkn-e (Brazil)
  - futurala (Japan)
  - Gaco Games (Indonesia)
  - GIFT TEN INDUSTRY (Japan)
- GoldFire Studios (United States of America)
  - Grindstone (Slovakia)
  - haguruma (Japan)
  - helpnode (Germany)
  - Hokkaido 4,500km (Japan)
- Increment (United States of America)
  - Indie-us Games (Japan)
  - INDIRECT SHINE (Japan)
- KAKUKAKU GAMES (Japan)
  - Kamiji (Japan)
- Kero Chart Studio (Taiwan)
- Kid Onion Studio (Italy)
- Kids Production (Japan)
- Space Chef (United Kingdom)
- Millo Games (Taiwan)
- MOMIBOSU (Japan)
- Morning Bird Studio (South Korea)
- Moth Kubit (Brazil)
- O Pao Game Studio (Brazil)
- ODDADA (Germany)
- PapaCorps (Argentina)
- Persona Theory Games (Malaysia)
- Pickle (Japan)
- Portalgraph (Japan)
- Prideful Sloth (Australia)
- Retro Gadgets (Italy)
- Rhythm Towers (United Kingdom)
- SIGONO (Taiwan)
- Sinkhole Studio (South Korea)
- Spacepup (Malaysia)
- StickSpinner (Japan)
- Stories from Sol: The Gun-Dog (United Kingdom)
- Takahiro Miyazawa (Japan)
- Tamakotronica (Japan)
- Team Lark (China)
- Team Reptile (Netherlands)
- The Iterative Collective (Singapore)
- Thousand Games (Japan)
- Toyota Ryuto (Japan)
- Tsune Studio (Japan)
- tt.works.100 (Japan)
- Umami Grove (Canada)
- UNDERSCORE (Taiwan)
- United Games (Brazil)
- Usagi Shima (Germany)
- Vermillion Studios (Brazil)
- VESTMAN (Japan)
- Virtual Dawn (Finland)
- White Leaf (United States of America)
- woof (Japan)
- YummyYummyTummy (Indonesia)
- Zing Games (United States of America)
- 42bits Entertainment (Germany)
- 4z4\_production (Indonesia)
- 5dms (Japan)

## Chapter 02

# Projects

**Programs showcasing 80 Selected Indie titles were streamed,  
and the predictions campaign was launched**



Delivery date and time : Tuesday, August 29, 18:00-21:00

URL : <https://www.youtube.com/watch?v=aSJlieBffIk&list=PLfuGgeBbCkUf8-GF5LTmXmMNU7wpEcRo2&index=2>

On August 29th, 2023 (Tuesday), “Selected Indie Games 80 ~Gateway to SOWN2023~”, a program introducing the 81 titles selected for Selected Indie 80, was streamed on YouTube.

The program welcomed IGN Japan Deputy Editor-in-Chief Susumu Imai, and featured a guest appearance by video creator POCKY (official TGS2023 indie game ambassador), whose YouTube channel has over 3.4 million subscribers. The program, led by MC Aoi Tatsuse, introduced 81 titles in the span of 3 hours, with commentary by Imai, who is well versed in indie games.

To kick off the program, the “Predict SOWN Finalists Campaign” was held on the official TGS2023 website. The campaign involves predicting which 8 titles from the Selected Indie 80 titles will be chosen to present at “Sense of Wonder Night 2023”, a pitch event to be held during TGS2023. The campaign has been held since 2020, with the goal of broadening exposure to each of the Selected Indie 80 titles through the campaign.

The campaign received a total of 2,106 votes, with 774 coming from Japan and 1,332 from abroad. The comments received on the titles that were part of the voting were provided as feedback to the respective developers.



IGN Japan  
Deputy Editor-in-Chief  
Shin Imai



Official TGS2023  
indie game ambassador  
POCKY



MC  
Aoi Tatsuse

## TGS2023 Indie Game Official Ambassador

For the second year 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 “Selected Indie Games 80 -Gateway to SOWN2023-”, and chose 3 titles that he deemed “interesting” from the perspective of a video game streamer from the Selected Indie 80 titles. These titles received the “POCKY Award” on September 22nd, and trophies were presented directly to the developers at the TGS venue.

### POCKY Award

Live Streaming : <https://youtu.be/tCVsEpQAnCc>



**It's a Wrap! [Chanko Studios]**



**Out of the World [Toyota Ryuto]**



**100animalease [woof]**

## The 16th 「Sense of Wonder Night 2023」



アーカイブ URL :

<https://www.youtube.com/watch?v=aSJ1ieBffIk&list=PLfuGgcBbCkUf8-GF5LTmXmMNU7wpEcRo2&index=2>



SOWN2023	2023 年		2022 年		2021 年		
	Total Views	Maximum number of viewers at the same time	Total Views	Maximum number of viewers at the same time	Total Views	Maximum number of viewers at the same time	
YouTube	Japanese English	19,576 5,972	1,301 230	16,999 7,665	1,046 290	23,392 5,806	1,487 180
X (ex-Twitter)	Japanese English	3,260 602,000	—	214,000 378,000	—	355,000 1,388	—
Nico-nico	Japanese	24,898	—	29,999	—	38,749	—
Twitch		—	—	—	—	—	—
Facebook	Japanese	177	—	137 162	—	642 102	11 7

“Sense of Wonder Night 2023 (SOWN2023)”, a pitch event involving indie game developers, was held for the 16th time this year on September 22nd (Friday) from 4:00 p.m. The event was livestreamed as an official program from the TGS studio in Hall 11 of Makuhari Messe.

SOWN is a contest in which selected finalists present their titles within a time limit of 10 minutes. Judges and viewers will then award prizes to the best titles based on the content of these presentations. In SOWN2023, the 8 titles shown on page 6 were selected as finalists to give presentations on their game ideas at the judging session.

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.”

## Member of SOWN Committee



Game Journalist

**Kiyoshi SHIN**

Game creator

**Juan Gril**

Videogame Ninja: Trusiga

**Ramon Nafria**

Tohoku Gakuin University

**Nobushige KOBAYASHI**

Head of Indies Initiative  
Sony Interactive Entertainment

**Shuhei YOSHIDA**

shindenken [Doujin Circle] Circle representative,  
Game Planning, Programming

**Isao KITAYAMA**

KODANSHA GAME CREATOR'S LAB.

**Yuki KATAYAMA**

NPO OcuFes

**Takeshi TAKAHASHI**

Kinugasa Research Organization,  
Ritsumeikan University

**Jh Shin**

Director  
**AURYN**

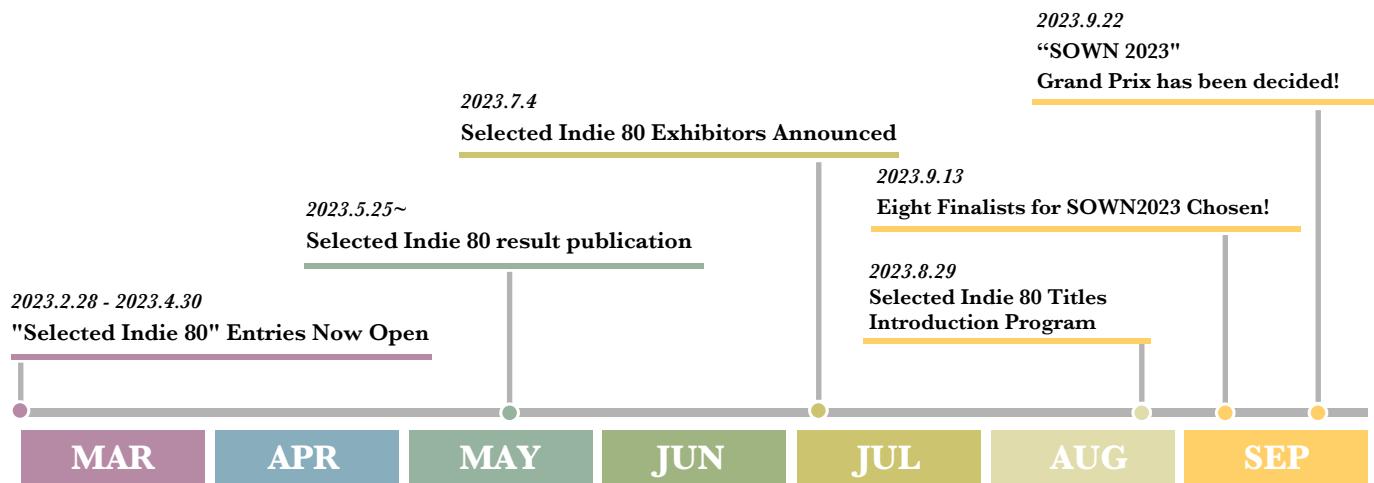
**Kazunori KOMAGATA**

Project Manager  
iGi indie Game incubator

**Saori CHINEN**

## Chapter 03

# Schedule



● 2023.2.28

### TGS2023 EVENT BRIEFING

Taking up entire Makuhari Messe halls for the first time in four years

### Theme: “Games in motion, the world in revolution”

TGS2023 will be the largest-ever hybrid event, designed to meet the increased expectations of exhibitors and visitors. For the first time in four years, TGS will encompass all of Halls 1-11, the International Conference Hall, and the Event Hall at Makuhari Messe.



### Now calling for entries to “Selected Indie 80” (ex-Selected Exhibit), free physical exhibition opportunities for indie game developers!

The entry form for “Selected Indie 80”, an indie game project that allows indie game developers to exhibit their games for free at TGS2023, was made available on the official TGS2023 website. Indie game developers whose games are selected for “Selected Indie 80” will be able to exhibit their games at the indie game corner at TGS2023. Their games will also be a candidate for selection as a finalist in the “Sense of Wonder Night 2023” pitch contest.

Entries were limited to titles that are developed, or are in the process of being developed, by small game developers that do not have major financial backing. The goal was to exceed the number of applications received in 2022 (583) in the two months leading up to the application deadline of April 30th (Sunday).



Official Website: <https://tgs.cesa.or.jp/>

## ■ "Selected Indie 80"(ex-Selected Exhibit) Entry Requirements

Dates: September 21 (Thursday) – September 24 (Sunday), 2023

Exhibition Method: In-person exhibition (Makuhari Messe)

\*You must be able to participate in a physical exhibition at Makuhari Messe

Exhibition Fee: Free of charge

How to apply: Please fill in and submit the necessary information on the "Selected Indie 80"

Application Closing Date: by 24:00, April 30 (Sunday), 2023 \*Japan Standard Time (JST)



## Sponsorship Plan for Indie Game Project Released

The sponsorship plan for Selected Indie 80, which supports indie games, is now available.

As in 2022, three types of sponsorship were widely solicited: platinum sponsorship, gold sponsorship, and equipment sponsorship.

2023.4.21

## Sponsors Announced for Indie Game Free Exhibition Project

<Platinum Sponsors>

Sony Interactive Entertainment / Nintendo / KODANSHA Game Creator's Lab / Happinet

<Gold Sponsor>

iGi indie Game incubator

<Device Sponsor>

ELSA Japan / BenQ Japan [Decided in July]

2023.4.30

## 「Selected Indie 80」Entry deadline

2023.7.4

## TGS2023 Official Website Launches, Selected Indie 80 Exhibitors Announced

The official TGS2023 was revamped and opened to general visitors.

In addition to ticketing information, the names of exhibitors (646 companies as of July 4) are listed in table form.

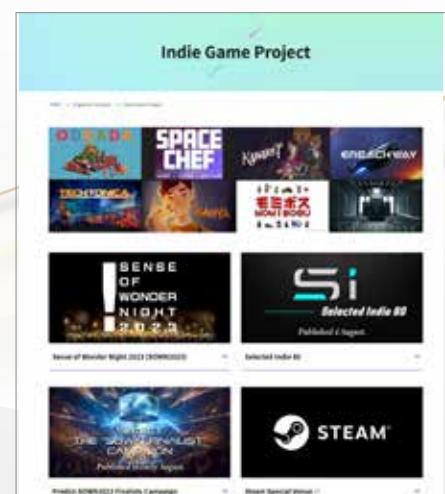
A press release announcing the 81 titles selected to be exhibited for Selected Indie 80 was also released.

2023.8.4

## Indie Game Project Website Launches

The Indie Game Project page on the TGS2023 official website launched with information on the names and titles of the 80 Selected Indie Exhibitors, as well as URLs of the titles' gameplay videos.

The Indie Game Project served as a hub for not only the Selected Indie 80 titles and their developers, but also for disseminating other information related to the Indie Game Project, including details on "Sense of Wonder Night 2023", the "Predict SOWN2023 Finalists Campaign", and the "Steam Special Venue".



2023.8.29

## TGS Indie Game Official Ambassador is POCKY for Two Consecutive Years

POCKY, a content creator, is appointed as the TGS2023 Indie Game Official Ambassador for two consecutive years. POCKY appeared on the TGS official program “ Selected Indie Games 80 ~Gateway to SOWN2023~ ” and introduced the indie games that will be exhibited at the event. Additionally, POCKY was selected an excellent game from indie games to be exhibited at Selected Indie 80 from the viewpoint of a creator and present the “ POCKY Award ” during the exhibition.

### TGS2023 Indie Game Official Ambassador

[POCKY](https://www.youtube.com/channel/UCXcOOGzLwvUWfJyDgkVQ), a content creator, is appointed as the TGS2023 Indie Game Official Ambassador for two consecutive years. POCKY will select an excellent game from indie games to be exhibited at Selected Indie 80 from the viewpoint of a creator and present the “ POCKY Award ” during the exhibition.



#### <Biography of POCKY>

POCKY is a popular Japanese content creator whose YouTube channel has over 3.4 million subscribers, boasting more than 8.1 billion total views. He has been active in play-by-play game commentary and is known for his love of indie games. As the TGS Indie Game Official Ambassador last year, he recognized the three best titles for the POCKY Award from the entries of the indie game fair exhibition, which is renamed “ Selected Indie 80 ” this year. He also introduced these new indie games on his video channel, earning over 260,000 views and promoting the fun of innovative indie games to a broader audience.

#### <Comments from POCKY>

“ I am POCKY. I am very honored to serve as TGS Indie Game Official Ambassador for two consecutive years! I will do my best to showcase the appeal of my favorite indie games to a wider audience! See you at the venue! ”

### Introduction program

#### “Selected Indie Games 80 - Gateway to SOWN2023”

“Selected Indie 80” titles were introduced one by one with commentary.

### Predict SOWN2023 Finalists Campaign Starts !

The campaign will run through Tuesday, September 12. Through Selected Indie 80 video demos and game demos, viewers predicted which titles they thought deserved to be SOWN finalists. Votes were accepted along with supporting comments. The comments received on the titles that were part of the voting were provided as feedback to the respective developers.



### SOWNファイナリスト予想キャンペーン

投票期間:8月29日(火)~9月12日(火)

推しタイトルがファイナリストに選ばれた数が多い投票者から順に希望商品をプレゼント



2023.9.13

## TGS2023 Last-minute Updates

### Floor Map Unveiled!

### Eight Finalists for SOWN2023 Chosen!

From the titles exhibited at Selected Indie 80, eight finalists were selected to participate in SOWN2023, a pitch event for indie game developers. Three teams were selected from Japan, and one team each from Ireland, the U.K., Italy, France, and Germany.

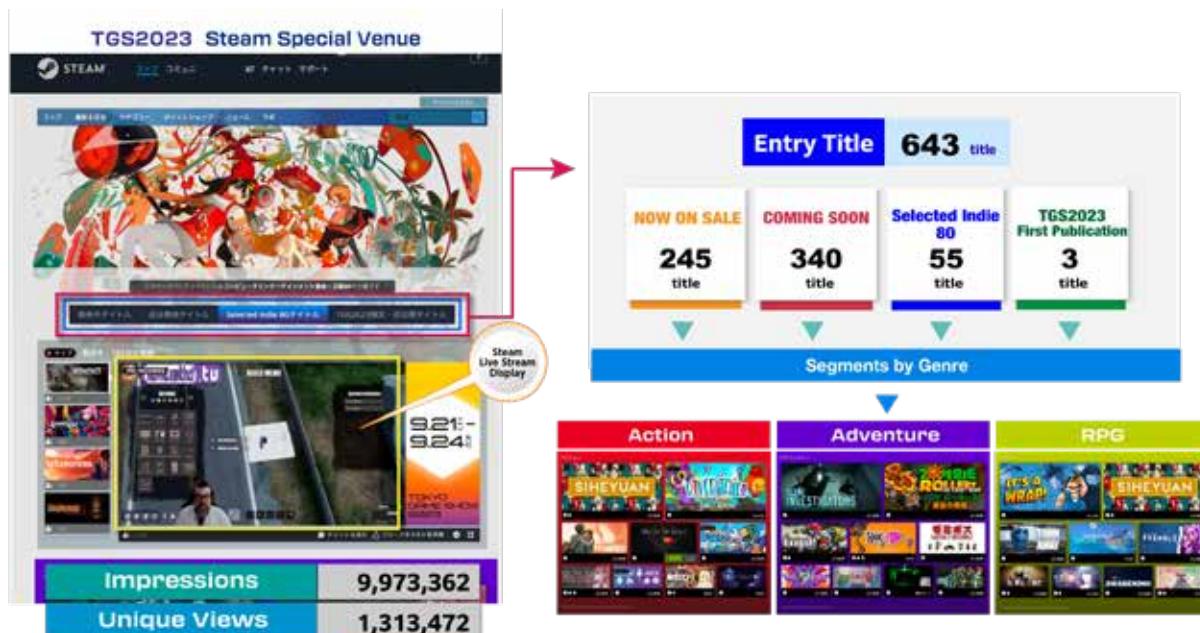
### SOWN2023ファイナリスト8組が決定！（本日発表）

ファイナリスト	タイトル	開発元
ChamkoStudios	It's a Wrap!	ChamkoStudios
Ecosystem	Ecosystem	YANAH
高澤泰宏	魔が狭い！	高澤泰宏
ODDADA	ODDADA	ODDADA
Portalgraph	タイニートライフ	Portalgraph
RetroGadgets	RetroGadgets	RetroGadgets
StoriesfromSelf	地獄都市ハドック大冒険	StoriesfromSelf
Gun-Dog	Gun-Dog	Gun-Dog
ToyotaRyuto	Out of The World	ToyotaRyuto

● 2023.9.14

### TGS2023 Steam Venue OPEN!

A page dedicated to TGS2023 has been created on Steam, with information on Steam-enabled games from TGS exhibitors extracted and posted. Among the “Selected Indie 80” titles, the titles available on Steam were also introduced on the dedicated page.



● 2023.9.20

### Move-in and setup for Selected Indie 80 begins

Setup for Selected Indie 80 exhibitors (78 booths) began at 14:00 on Wednesday, September 20. They set up booth decorations and equipment in preparation for the first day of TGS, the following day.



● 2023.9.21

### TOKYO GAME SHOW 2023 Opening!

#### Selected Indie 80 placed in the Hall 10

33,706 Business Day visitors attended the event on the first Business Day (September 21st). The Indie Game Area and Selected Indie 80 exhibitors' booths were located on the east side of Hall 10. In past years, the Indie Game Area usually begins to get crowded from the first Public Day, but this year, many people stopped by starting from the first Business Day, indicating the growing interest in indie games.



2023.9.22

### **“Sense of Wonder Night 2023”**

“Sense of Wonder Night 2023 (SOWN2023)” was livestreamed as an official TGS program for 1 hour and 50 minutes from 4:00 to 5:50 p.m. on September 22nd (Friday). Eight selected finalists presented their titles, and seven awards, including the “Audience Award Grand Prix,” were presented to five developers following judging by judges and audience members.



### **International Party / Indie Night returns after 4 years**

The International Party / Indie Night was held at the esplanade on the 2nd floor of Halls 9-11 at Makuhari Messe starting from 6:00 p.m., upon the conclusion of the SOWN2023 livestream. Roughly 400 people, including TGS exhibitors (including Selected Indie 80), Business Day Gold Pass Holders, and members of the press gathered for the first party in 4 years, which was a great success.



2023.9.24

### **TGS2023 Closing**

A total of 243,238 people visited TGS2023 over 4 days. The Selected Indie 80 exhibit area was cleared uneventfully, and all exhibitors left Makuhari Messe at 8:00 p.m..



## Chapter 04

*Analyze***Selected Indie 80 Application results**

With the support of sponsors, TOKYO GAME SHOW 2023 introduced “Selected Indie 80” (formerly known as “Selected Exhibitor”) slots, which allows indie game developers to exhibit in the Indie Game Area at TGS for free, and began accepting applications on February 28th, 2023. The deadline was April 30th.

Various promotional measures were taken with the goal of surpassing the previous year’s total of 583 applications (a record): video announcements on official social media accounts, announcements at indie game events, and improved calls for applications through announcements held in conjunction with overseas game events. As a result, 793 applications were received, more than 200 more than last year, setting a new record (Figure 1).

**Entry results from overseas**

Of the 793 titles submitted, 72.6%, or 576 titles, were submitted from overseas (a record). Since 2020, approximately 70-72% of applications have been from overseas, and the trend was similar in 2023.

The area with the largest number of overseas entries was Asia, with a larger share than last year. The countries with the most entries were China (48), South Korea (48), Indonesia (40), and Taiwan (37). Travel from China to Japan became possible following the coronavirus pandemic, and China showed a significant increase in entries, more than doubling from the previous year.

As for other areas, Europe and South America saw a drop in share, but an increase in the number of applications. The number of countries/regions in Europe from which applications were received increased to 28 (from 26 last year), with increases in applications from the United Kingdom (25), Germany (20), and Italy (18). In South America, the number of applications from Brazil has been increasing year after year, making it the country with the largest number of applications among foreign countries, along with China and South Korea.

Figure1 ● Comparison of entries over the past 6 years

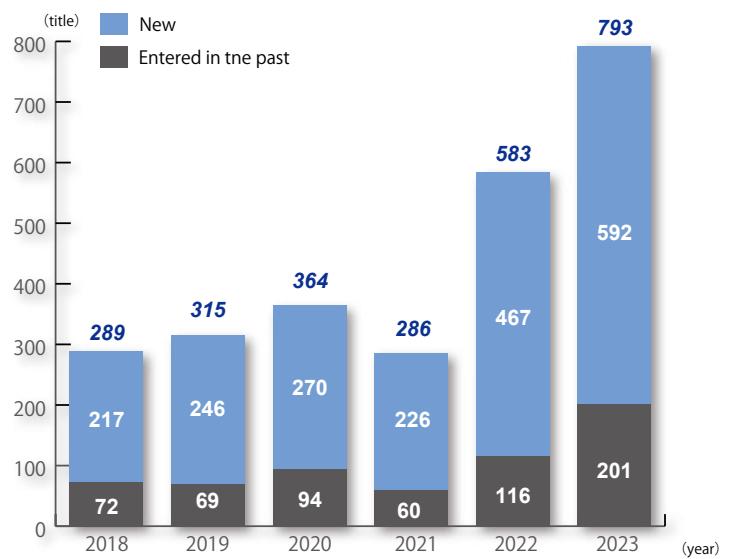
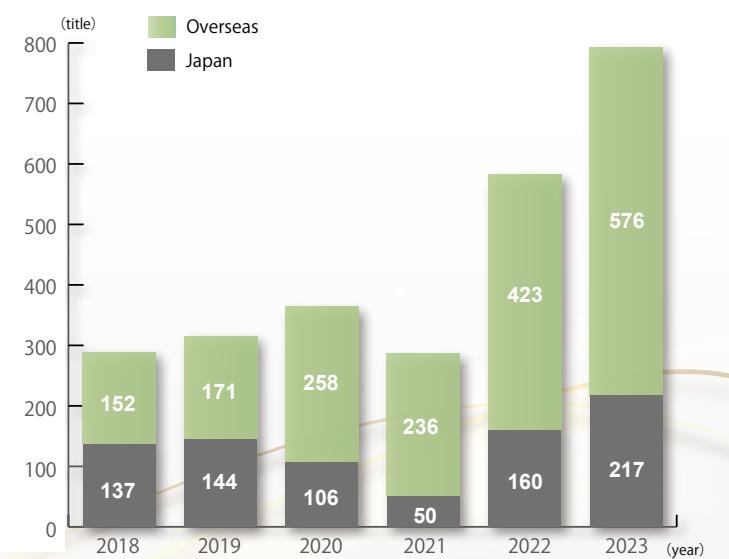


Figure2 ● Comparison of entries (domestic and international) over the past 6 years



In addition to emails from the TGS Management Office and the TGS official website, many overseas indie game developers were encouraged to enter because of guidance from other indie game developers, relative to Japanese indie game developers. It seems that enhancing TGS's reputation and presence in the indie game community (including exhibitors) will be important, on top of disseminating information from official TGS sources.

Figure3 ● How to obtain application information

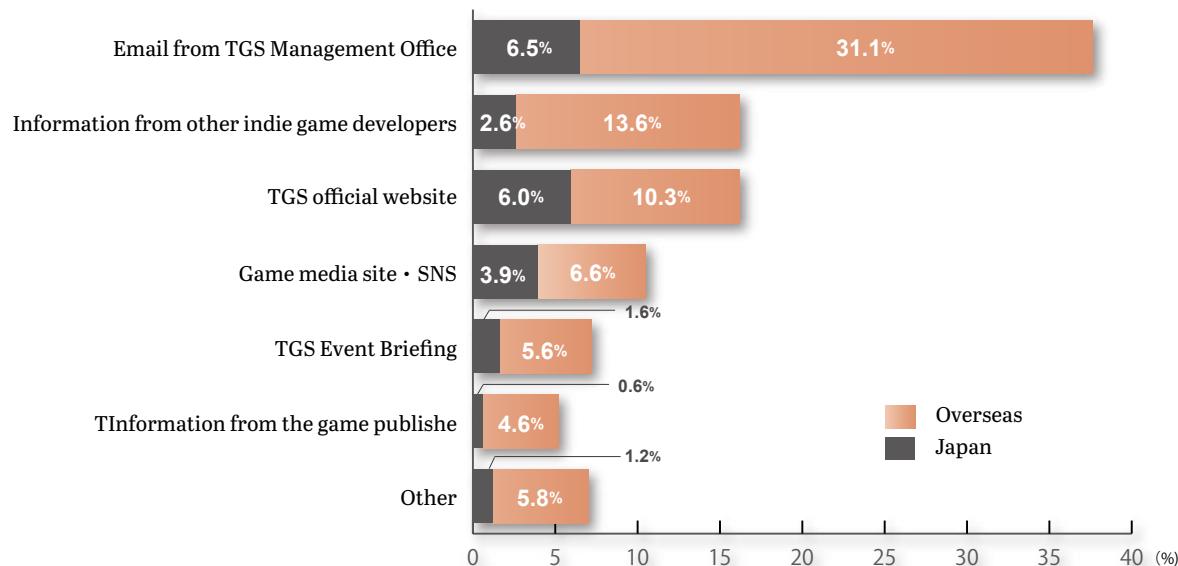


Figure 4 ● Entries (793 titles) by region

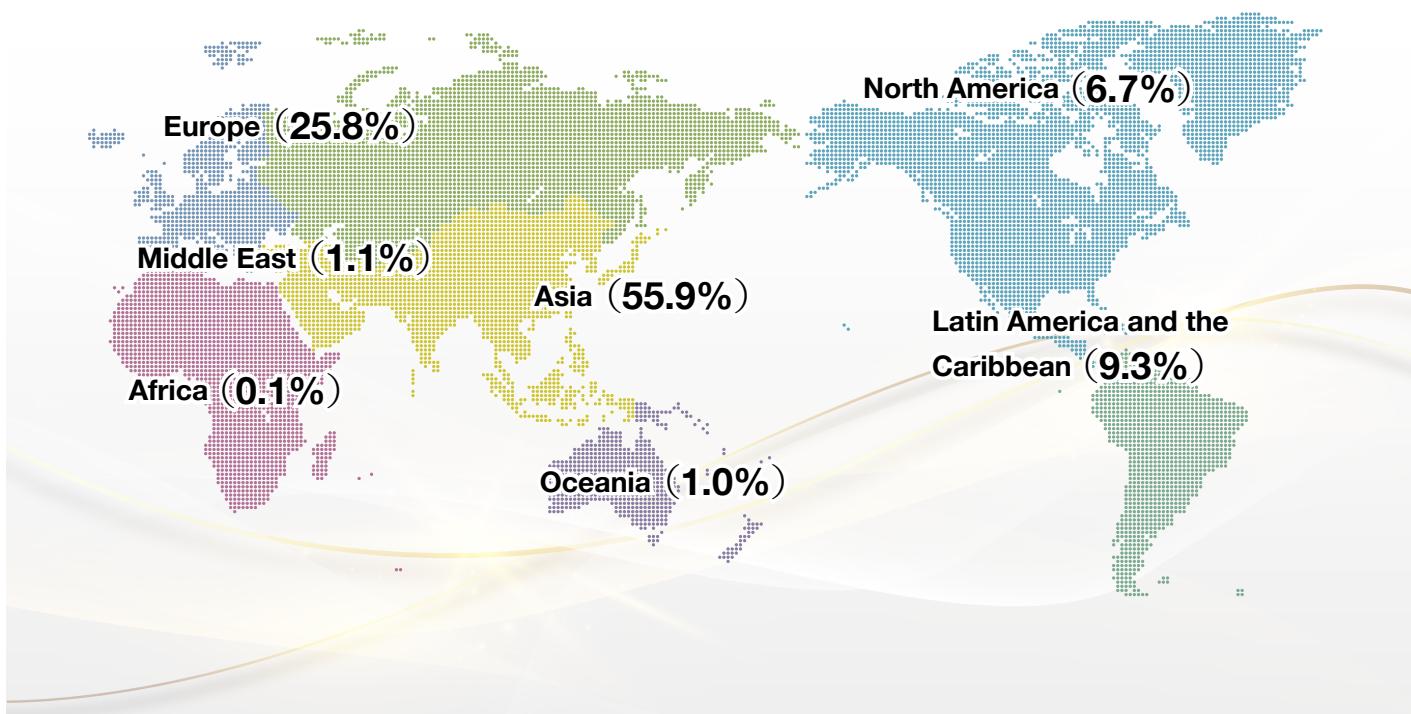


Table1 ● 793 List of 793 submitted titles by country (56 countries / regions)

Europe	2021	2022	2023
Poland	6	42	30 (3.8%)
Spain	11	26	26 (3.3%)
United Kingdom	6	13	25 (3.2%)
Germany	13	11	20 (2.5%)
Italy		10	18 (2.3%)
France	6	14	16 (2.0%)
Cyprus		1	10 (1.3%)
Sweden	12	17	9 (1.1%)
Netherlands	3	3	8 (1.0%)
Switzerland		2	7 (0.9%)
Finland	1	6	6 (0.8%)
Russia	4		5 (0.6%)
Portugal		4	4 (0.5%)
Denmark	6	4	3 (0.4%)
Ukraine			3 (0.4%)
Belgium	5	1	2 (0.3%)
Czech Republic		1	2 (0.3%)
Austria		2	1 (0.1%)
Bulgaria		1	1 (0.1%)
Greece			1 (0.1%)
Hungary		1	1 (0.1%)
Ireland	1		1 (0.1%)
Latvia		1	1 (0.1%)
Macedonia	3	1	1 (0.1%)
Norway			1 (0.1%)
Romania	2	2	1 (0.1%)
Slovakia	1	1	1 (0.1%)
Slovenia			1 (0.1%)
Armenia		1	
Iceland		1	
Serbia		1	
Georgia		1	
Estonia	4		
Croatia	1		
Luxembourg	1		
<b>Total</b>	<b>86</b>	<b>168</b>	<b>205 (25.8%)</b>

Asia	2021	2022	2023
Japan	50	160	218 (27.5%)
China	6	22	48 (6.1%)
Korea Sout	7	32	48 (6.1%)
Indonesia	2	11	40 (5.0%)
Taiwan	11	13	37 (4.7%)
Singapore	1	8	14 (1.8%)
Thailand	1	1	12 (1.5%)
Malaysia	1	5	8 (0.9%)
Hong Kong	1	1	7 (1.0%)
Pakistan	1	3	4 (0.5%)
Phillipines	3	4	4 (0.5%)
India	2	2	3 (0.4%)
Macau	1	1	
Vietnam		1	
<b>Total</b>	<b>87</b>	<b>264</b>	<b>443 (55.9%)</b>

North America	2021	2022	2023
United States of America	34	45	43 (5.4%)
Canada	15	23	10 (1.3%)
<b>Total</b>	<b>49</b>	<b>68</b>	<b>53 (6.7%)</b>

Latin America and the Caribbean	2021	2022	2023
Brazil	31	36	48 (6.1%)
Argentina	7	8	8 (1.0%)
Chile	3	3	7 (0.9%)
Colombia	5	6	5 (0.6%)
Peru	2		4 (0.5%)
Guatemala		1	1 (0.1%)
Mexico	4	7	1 (0.1%)
Paraguay		1	
Costa Rica		1	
Uruguay		1	
Jamaica	1		
El Salvador	1		
Ecuador	1		
<b>Total</b>	<b>56</b>	<b>63</b>	<b>74 (9.3%)</b>

Middle East	2021	2022	2023
Israel	4	4	3 (0.4%)
Saudi Arabia		1	2 (0.3%)
Iran	1	4	1 (0.1%)
Jordan			1 (0.1%)
Turkey			1 (0.1%)
United Arab Erimates		1	1 (0.1%)
<b>Total</b>	<b>5</b>	<b>10</b>	<b>9 (1.1%)</b>

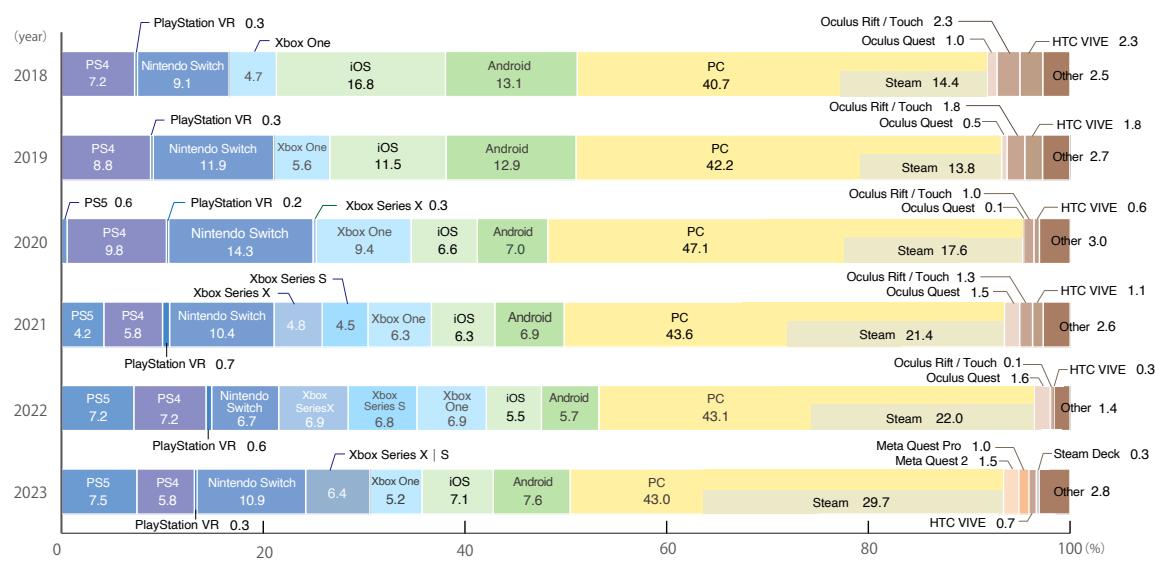
Africa	2021	2022	2023
South Africa		1	
Mauritius			1 (0.1%)
<b>Total</b>		<b>1</b>	<b>1 (0.1%)</b>

Oceania	2021	2022	2023
Australia	2	5	7 (0.9%)
New Zealand		2	1 (0.1%)
<b>Total</b>	<b>2</b>	<b>7</b>	<b>8 (1.0%)</b>

## Supported platforms by percentage for 793 entries

Indie game developers were asked about the supported platforms for their 2023 applications. The most common was PC (PC + Steam) at 43.0% (Figure 5). In particular, Steam's share grew by approximately about 30%, and its presence as a distribution platform for indie games is increasing.

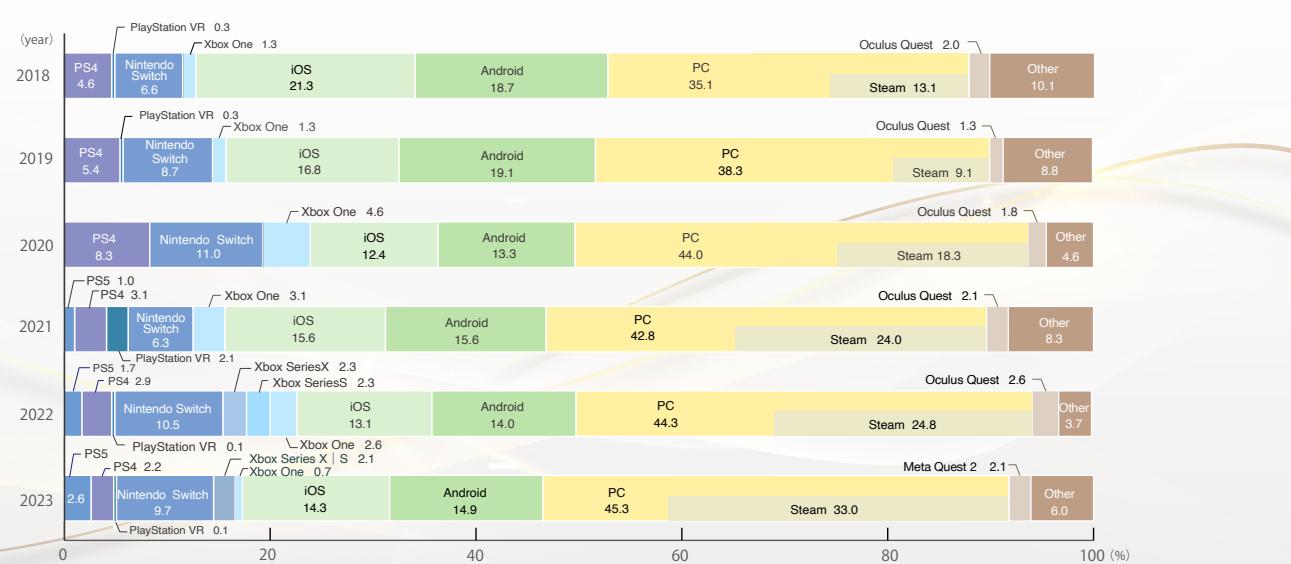
Figure 5 ● Share of Titles Submitted by Platform



The entries were narrowed down to only 160 titles from Japan (Figure 6). The share of PC as a platform remains high, and distribution on Steam has been growing significantly among Japanese developers.

The share of entries supporting smart devices (iOS and Android) dropped significantly in 2020, but has not changed significantly in the past 2-3 years.

Figure 6 ● Share of domestic titles by platform



## Regional breakdown of 81 titles selected for Selected Indie 80 \*78 titles exhibited

Of the 81 titles that passed the preliminary screening and were selected as Selected Indie 80, 78 titles were classified by region (excluding the 3 titles that cancelled their appearances).

Asia contributed the largest share (53.9%) of titles. Figure 7 summarizes the trend from 2019 onward.

With the exceptions of 2020 and 2021, when TGS was held online, this year's European titles not only increased in number, but also made up a larger share of the Selected Indie 80 titles compared to 2022. In addition, five of the titles selected as SOWN finalists were developed by European developers, with the exception of three titles from Japan, making this an outstanding year for European titles.

Aside from Japan (27), the top countries with titles selected for Selected Indie 80 were the United States (7), Germany (5), Brazil (5), and Taiwan (4).

Figure 7 ● Share of 78 titles (Selected Indie 80) by region

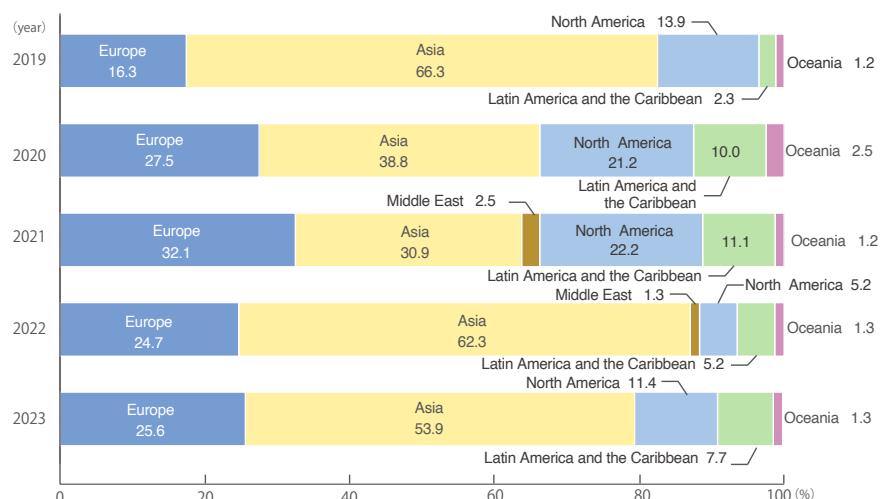


Table 2 ● Selected Indie 80 Exhibitors Transition by Country

Europe	2019	2020	2021	2022	2023
Austria		1			
Belgium	1		1	1	
Cyprus	2				
Czech Republic		1	1		
Denmark		2	3	1	
Finland			1	1	1
France	3	1	1	3	3
Germany	2	2	5		5
Ireland		1			1
Italy		2			3
Latvia			1		
Netherlands			1	1	1
Poland	2	5	3	2	1
Romania					1
Russia	1				
Serbia	1				
Slovakia					1
Spain	2		4	4	
Sweden		1	4	2	
Switzerland	2				
United Kingdom		5	1	3	3
<b>Total</b>	<b>14</b>	<b>22</b>	<b>26</b>	<b>19</b>	<b>20</b>

North America	2019	2020	2021	2022	2023
Canada	1	6	6	1	2
United States of America	11	11	12	3	7
<b>Total</b>	<b>12</b>	<b>17</b>	<b>18</b>	<b>4</b>	<b>9</b>

Oceania	2019	2020	2021	2022	2023
Australia	1	2	1	1	1
<b>Total</b>	<b>1</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>1</b>

Asia	2019	2020	2021	2022	2023
China	2	2	1	2	1
Hong Kong	2				
India	1		1		
Indonesia		2		1	3
Japan	37	22	14	37	27
Macau			1		
Malaysia	2			1	2
Pakistan	1				
Phillipines		2			
Singapore	1			1	1
South Korea	5	2	1	4	3
Taiwan	6	1	6	2	4
Thailand			1		1
<b>Total</b>	<b>57</b>	<b>31</b>	<b>25</b>	<b>48</b>	<b>42</b>

Latin America and the Caribbean	2019	2020	2021	2022	2023
Argentina			3		1
Brazil		7	1	1	5
Chile	1		1		
Costa Rica				1	
El Salvador			1		
Mexico			1	1	
Paraguay			1	1	
Peru		1	1		
Uruguay	1				
<b>Total</b>	<b>2</b>	<b>8</b>	<b>9</b>	<b>4</b>	<b>6</b>

Middle East	2019	2020	2021	2022	2023
Israel			2	1	
<b>Total</b>			<b>2</b>	<b>1</b>	<b>0</b>

Chapter 05

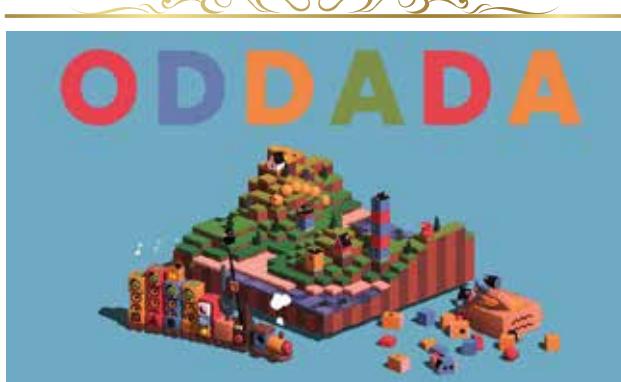
## Selected Indie 80 Exhibitors

**It's a Wrap!**

Chanko Studios (France)

*Platform* : Steam / Nintendo Switch**Ecosystem**

Ecosystem (Ireland)

*Platform* : Steam**ODDADA**

ODDADA (Germany)

*Platform* : Steam**Tiny Drive**

Portalgraph (Japan)

*Platform* : PC (App)

**Retro Gadgets**

Retro Gadgets (Italy)

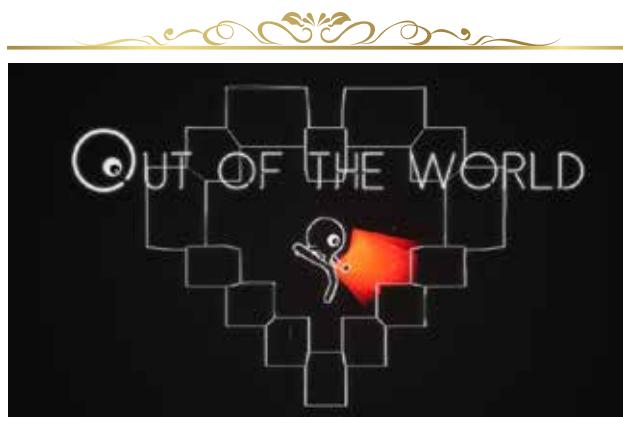
*Platform* : Steam / PC (App)**Stories from Sol: The Gun-Dog**

Stories from Sol: The Gun-Dog

(United Kingdom)

*Platform* : Steam**Give me toilet paper!**

Takahiro Miyazawa (Japan)

*Platform* : Nintendo Switch**Out of the World**

Toyota Ryuto (Japan)

*Platform* : Steam**ABEL**

ABEL Team - ENJMIN (France)

*Platform* : PC (App)**Project Genesis**

AI Frog Interactive (Japan)

*Platform* : Steam**Alchemist: The Potion Monger**

Alchemist: The Potion Monger (Poland)

*Platform* : Steam

**dream adventure**

atelierent.jp (Japan)

Platform : iOS / Android

**Mirthwood**

Bad Ridge Games

(United States of America)

Platform : Steam / Nintendo Switch

**BulletLive**

BulletLive (Japan)

Platform : Steam / Meta Quest 2 / HTC VIVE

**Pygmalion**

CandLE (South Korea)

Platform : Steam / PC (Browser) / Android

**EXIT VEIL**

Cherrymochi (Japan)

Platform : PS5 / PS4 / Steam / Xbox Series X | S / Xbox One

**Galactic Glitch: Infinity's Edge**

Crunchy Leaf Games (Germany)

Platform : Steam

**Dead Flamingo**

Twenty Ninety Creative (Canada)

Platform : PS5 / PS4 / Steam / Xbox Series X | S / Xbox One / PC (App)

**SHINOBI SLASH**

Drossel Studio (Japan)

Platform : iOS

**Meaningless**

Duck Reaction (France)

Platform : PC (App) / Android

**Breachway**

Edgeflow Studio (Romania)

Platform : Steam

**Scene Investigators**

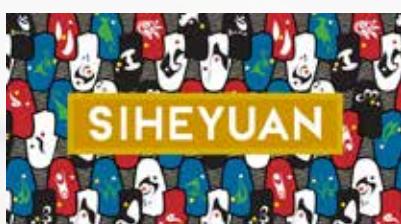
EQ Studios (United States of America)

Platform : Steam

**The Land Beneath Us**

FairPlay Studios (Thailand)

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

**Siheyuan**

Fantastico Studio (Italy)

Platform : Steam / Nintendo Switch

**Techtonica**

Fire Hose Games

(United States of America)

Platform : Steam

**Hook&Loop - In a FluffyLAND adventure.**

fkn-e (Brazil)

Platform : Steam

**CultureHouse**

futurala (Japan)

Platform : Steam

**Epic Conquest 2**

Gaco Games (Indonesia)

Platform : Android

**MR.ELEVATOR**

GIFT TEN INDUSTRY (Japan)

Platform : Steam / Nintendo Switch

**Arctic Awakening**

GoldFire Studios

(United States of America)

Platform : PS5 / Steam / Xbox Series X | S

**Preserve**

Grindstone (Slovakia)

Platform : PC (Browser) / Steam / iOS / Android

**sleep -h now**

haguruma (Japan)

Platform : PC (Browser)

**SANYA**

helpnode (Germany)

Platform : Steam / Nintendo Switch

**Hokkaido 4,500km**

Hokkaido 4,500km (Japan)

Platform : PC (App)

**Increment**

Increment (United States of America)

Platform : Steam (VR only, JP/EN) / PC (App)

HTC VIVE (CN)

**TrinityS**

Indie-us Games (Japan)

Platform : Steam / PS5 (JP/EN) / PS4 (JP/EN)

**HARMA**

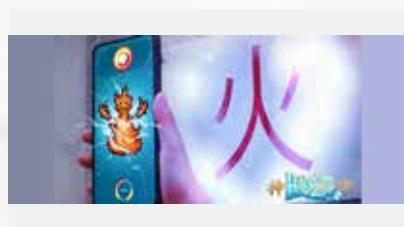
INDIRECT SHINE (Japan)

Platform : Steam / iOS / Android

**Parry Nightmare**

KAKUKAKU GAMES (Japan)

Platform : Steam

**Kamiji**

Kamiji (Japan)

Platform : iOS / Android / Tablet / PC / Steam

**Lyrica**

Kero Chart Studio (Taiwan)

Platform : Nintendo Switch / iOS / Android

**River Tails: Stronger Together**

Kid Onion Studio (Italy)

Platform : S5 / PS4 / Steam / Xbox Series X | S

Xbox One / Nintendo Switch



**RaidKids**  
Kids Production (Japan)  
Platform : Steam / PC (App)



**Space Chef**  
Space Chef (United Kingdom)  
Platform : Steam



**Immune Simulator**  
Millo Games (Taiwan)  
Platform : Steam / Nintendo Switch / iOS / Android



**MOMIBOSU**  
MOMIBOSU (Japan)  
Platform : Steam



**The Ball Flow - Nature and Light**  
Morning Bird Studio (South Korea)  
Platform : Steam



**Moth Kubit**  
Moth Kubit (Brazil)  
Platform : Steam



**Growers**  
O Pao Game Studio (Brazil)  
Platform : PS5 / PS4 / Steam / Nintendo Switch / Xbox Series X | S / Xbox One / PC (App)



**Awakening**  
PapaCorps (Argentina)  
Platform : Steam / PC (App)



**Fatherhood**  
Persis Play (Poland)  
Platform : PS5 / Steam / Xbox Series X | S / Nintendo Switch / PC (App)



**Kabaret**  
Persona Theory Games (Malaysia)  
Platform : Steam / Xbox Series X | S / Xbox One / PC (App)



どうやらビルダーをやっている推しのVには私のコメントが必要らしい件  
**Pickle** (Japan)  
Platform : PC (App)



**Go-Go Town!**  
Prideful Sloth (Australia)  
Platform : PC / Steam / PS / Xbox / Nintendo Switch



**Rhythm Towers**  
Rhythm Towers (United Kingdom)  
Platform : Steam



**OPUS: Echo of Starsong - Full Bloom Edition**  
SIGONO (Taiwan)  
Platform : Steam / Xbox Series X | S / Apple tvOS / Xbox One / Nintendo Switch / PC (App) / iOS



**Ogu and the Secret Forest**  
Sinkhole Studio (South Korea)  
Platform : Steam / Android



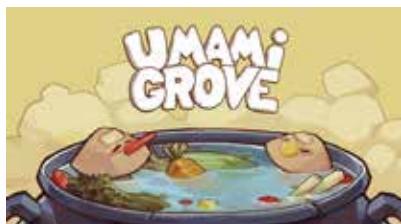
**One Perfect Day**  
Spaceup (Malaysia)  
Platform : Steam / Xbox Series X | S / Xbox One . PC (App)



**Lavrock:Last Fortress**  
Team Lark (China)  
Platform : Steam



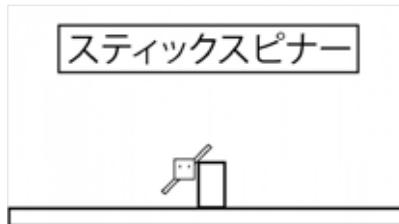
**QUESTER : A story that explores the truth of the lost world**  
Thousand Games (Japan)  
Platform : Steam / PC (App)



**Umami Grove**  
Umami Grove (Canada)  
Platform : PS VR2 / Steam / Meta Quest 2 / Meta Quest Pro / HTC VIVE / Steam VR / Other



**Usagi Shima**  
Usagi Shima (Germany)  
Platform : iOS / Android



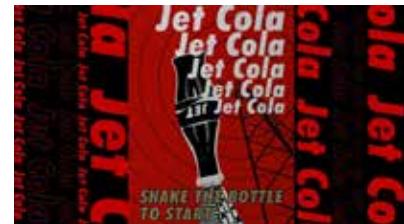
**StickSpinner**  
StickSpinner (Japan)  
Platform : Steam / PC (App)



**Bomb Rush Cyberpunk**  
Team Reptile (Netherlands)  
Platform : PS5 / PS4 / Steam / Xbox Series X | S / Xbox One / Nintendo Switch / PC (App)



**Kanji Industry**  
Tsune Studio (Japan)  
Platform : Steam



**JetCola**  
Tamakotronica (Japan)  
Platform : Other (Arcade)



**The Signal State**  
The Iterative Collective (Singapore)  
Platform : Steam / GOG



**tic tac toe - SPEED TAPPING**  
tt.works.100 (Japan)  
Platform : iOS / Android



**Cards of Destiny**  
United Games (Brazil)  
Platform : Steam / Meta Quest 2 / Meta Quest Pro / HTC VIVE / PICO 4 / PSVR2 (PS5)



**Sleeping Dragon**  
Vermillion Studios (Brazil)  
Platform : Steam

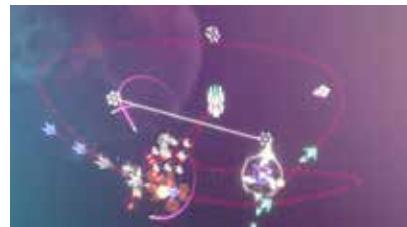


**SUSHI ALONE**  
VESTMAN (Japan)  
Platform : Steam / iOS / Android

**Fistagon**

Virtual Dawn (Finland)

*Platform* : PS VR2 / Steam / Meta Quest 2 / Meta Quest Pro / HTC VIVE

**Stellar Watch**

White Leaf (United States of America)

*Platform* : Steam / PC (App)

**100animalease**

woof (Japan)

*Platform* : Steam / Nintendo Switch / iOS / Android

**Robo Frenzy**

YummyYummyTummy (Indonesia)

*Platform* : Steam / PC (App)

**Zombie Rollerz: The Last Ship**

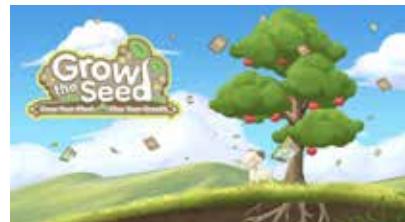
Zing Games (United States of America)

*Platform* : PS5 / PS4 / Steam / Xbox Series X | S / Xbox One / PC (App)

**Fata Deum**

42bits Entertainment (Germany)

*Platform* : Steam

**Grow The Seed**

4z4\_production (Indonesia)

*Platform* : Steam

**BOOSTED**

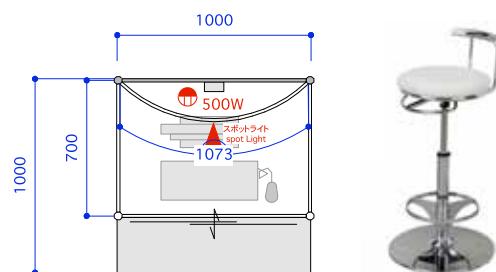
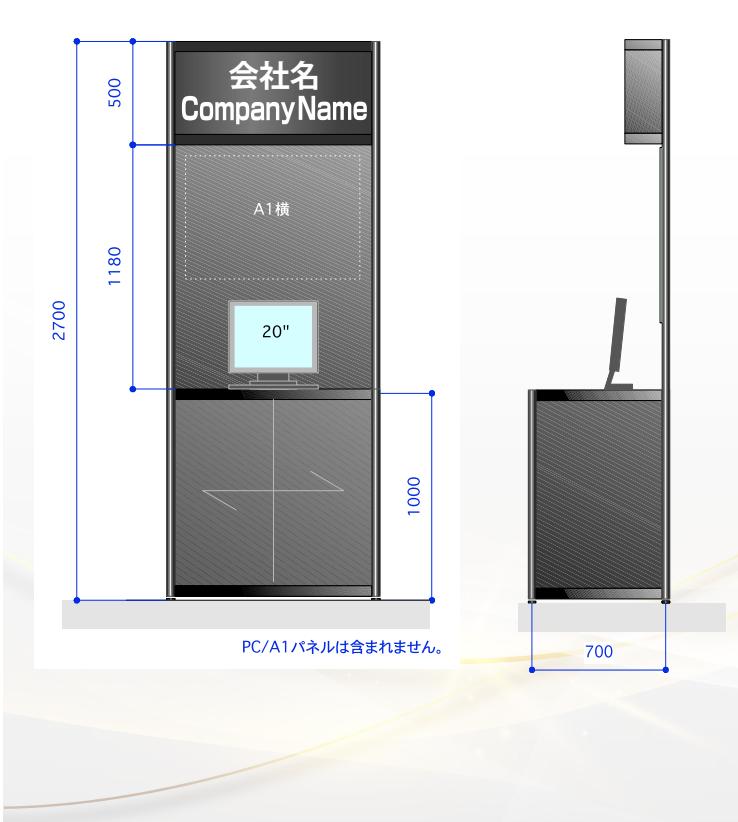
5dms (Japan)

*Platform* : Apple Watch

## Chapter 06

# Selected Indie 80 Booth Specifications

Selected Indie 80 exhibitors will receive a dedicated turnkey booth and counter chairs (pre-order) at no cost. Logo printing of company name plates was available as a paid option. Additional orders were accepted for wall sticker decoration printing, etc.



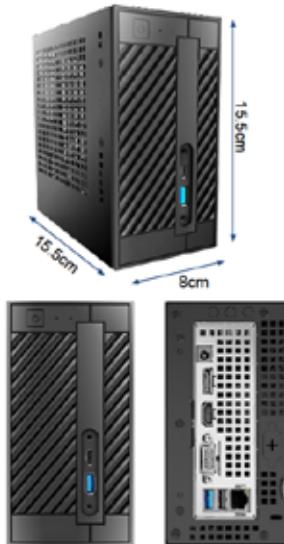
## Materials and panels in black

- \*Inclusive Items
- 1 : System Wall in black, PVC coated
- 2 : Parapet (H 500mm) in black, PVC coated
- 3 : Punched carpet in gray
- 4 : Company signage  
in Japanese + English, with cut out stickers  
in white, kaku gothic font
- 4 : LED spotlight 15W x one unit
- 5 : Power outlet (two plugs in one outlet)  
100 V 500W x one set
- 6 : Display counter ((with storage underneath))  
W990mm x D 700mm x H 1000mm, black

## PC specifications provided

Elsa Japan and BenQ Japan, the equipment sponsors, provided free rental PCs and monitors to all exhibitors at Selected Indie 80. Wi-Fi was also provided exclusively for exhibitors.

### ELSA GALUDA-D 200D



OS	: Windows 10 Home
CPU	: AMD Ryzen 5 3400G (4 core, 8 threads, 3.7GHz)
GPU	: CPU Build-in (FFXIV benchmark FHD 4500)
RAM	: 8GB (DDR4-3200 8GB x1)
SSD	: 500GB (SATA)
Power	: 120W (AC adapter)
I/O	
Front	: Headphone (CTIA 4) : Mic : USB3.1-A x1 / USB3.1-C x1
Rear	: USB3.1 A x1 / USB2.0-A x1 : Ethernet RJ-45 : HDMI2.0 /Displayport 2.0 / Analog Dsub
Size	: 22.2 x 20.8 x 18.4 cm
Other	: If you need Wi Fi for installation, please contact Indie Game Management Office.



### 27 inch 1920x1080 monitor

With Stand : 615 x 458 x 225 mm  
Without Stand : 615 x 364 x 46 mm  
Power : 33W (AC adapter)  
Accessories: HDMI cable (1.5m), AC adapter, Power cable  
Other : VESA mount 100mm (no screw parts)



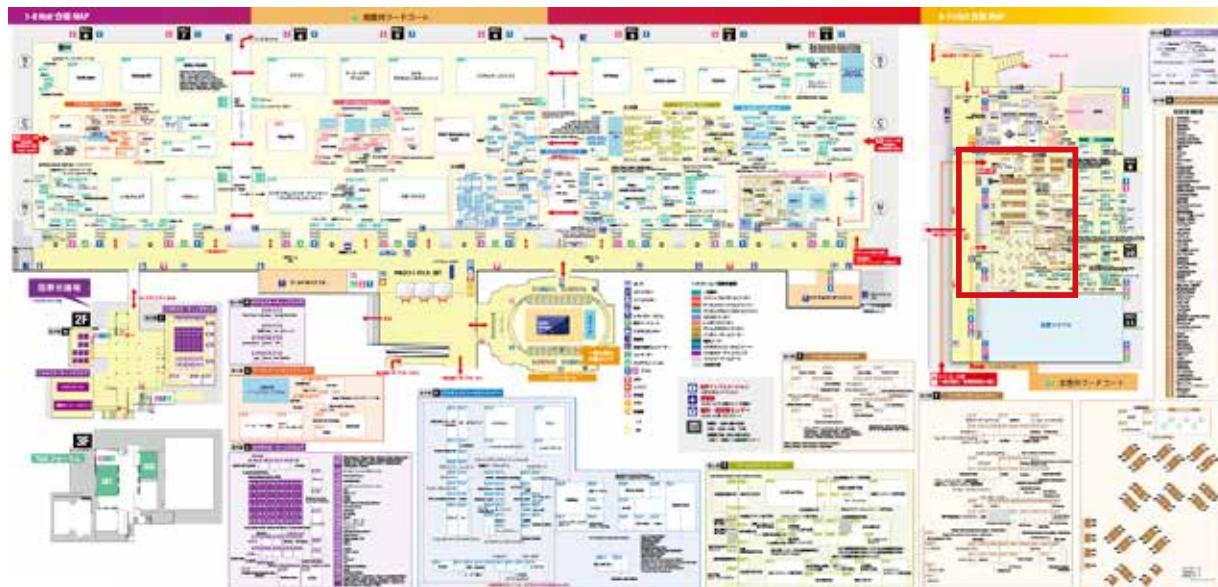
### Accessories

USB Japanese Keyboard, Mouse

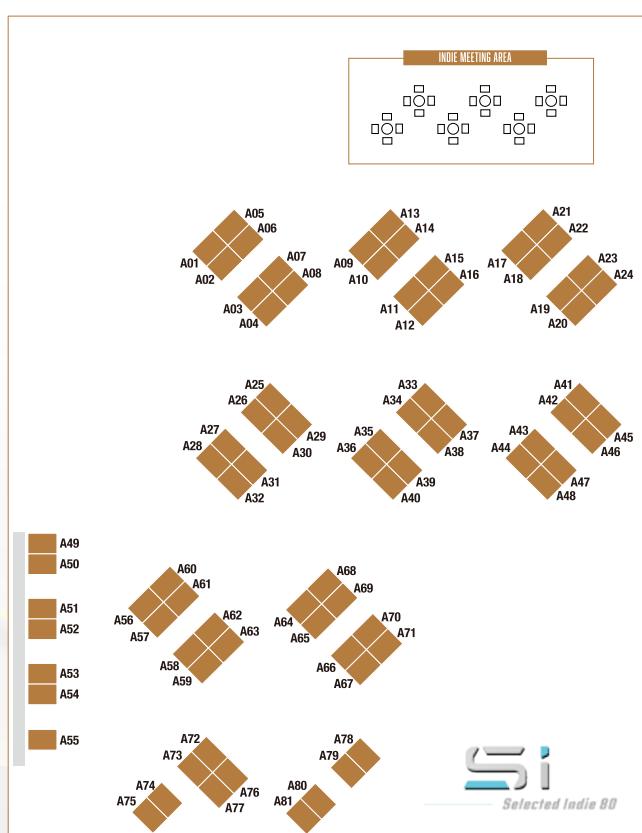


## Floor Map

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.



## Floor Map of Selected Indie 80



A02	KAKUKAKU GAMES	A42	Grindstone
A03	Spaceup	A43	AI Frog Interactive
A04	atelierent.jp	A45	Fantastico Studio
A05	ODDADA	A46	ttworks.100
A06	Fire Hose Games	A47	SIGONO
A07	Crunchy Leaf Games	A48	Thousand Games
A08	Persona Theory Games	A49	ABEL Team - ENJMIN
A09	Moth Kubit	A50	Bad Ridge Games
A10	Kamiji	A51	FairPlay Studios
A11	helpnode	A52	Rhythm Towers
A12	woof	A53	Virtual Dawn
A13	Retro Gadgets	A54	Team Lark
A14	fnk-e	A55	Portalgraph
A15	Sinkhole Studio	A56	Team Reptile
A16	Prideful Sloth	A57	MOMIBOSU
A17	Edgeflow Studio	A58	Alchemist: The Potion Monger
A18	Indie-us Games	A59	INDIRECT SHINE
A19	42bits Entertainment	A60	Cherrymochi
A20	Tsune Studio	A61	The Iterative Collective
A21	Stories from Sol: The Gun-Dog	A62	Increment
A22	GoldFire Studios	A63	CandLE
A23	O Pao Game Studio	A64	Space Chef
A24	EQ Studios	A65	haguruma
A25	Takahiro Miyazawa	A66	Gaco Games
A26	Yummy Yummy Tummy	A67	Drossel/Studio
A27	Zing Games	A68	Chanko Studios
A28	BulletLive	A69	White Leaf
A29	Morning Bird Studio	A70	5dims
A30	Hokkaido 4,500km	A71	United Games
A31	Kid Onion Studio	A72	PapaCorps
A32	VESTMAN	A73	StickSpinner
A33	Toyota Ryuto	A74	4z4_production
A34	Usagi Shima	A75	Tamakotronica
A35	UNDERSCORE	A76	Twenty Ninety Creative
A36	Duck Reaction	A77	Umami Grove
A38	Pickle	A78	GIFT TEN INDUSTRY
A39	Kero Chart Studio	A79	Millo Games
A40	Kids Production	A80	futurala
A41	Ecosystem	A81	Vermillion Studios

## Chapter 07

# Photos

## Venue scenery



## Indie Game Area



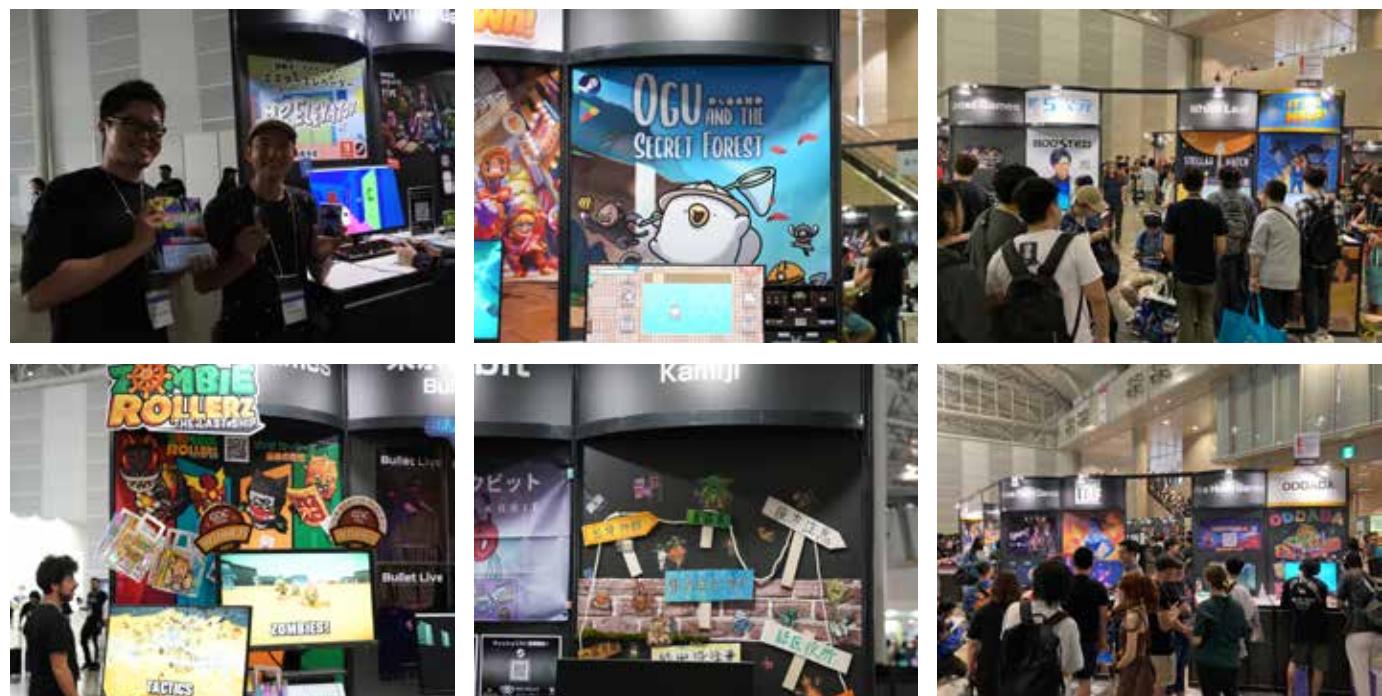
## Selected Indie 80



TOKYO GAME SHOW 2023

**SELECTED INDIE 80**





## Sense of Wonder Night 2023



## Chapter 08

*Articles Published*

【4Gamer.net 2023.9.25】

<https://www.4gamer.net/games/676/G067624/20230925001/>



【4Gamer.net 2023.9.24】

<https://www.4gamer.net/games/741/G074172/20230924015/>



【4Gamer.net 2023.9.24】

<https://www.4gamer.net/games/741/G074172/20230924015/>



【4Gamer.net 2023.9.25】

<https://www.4gamer.net/games/741/G074192/20230924059/>



【4Gamer.net 2023.9.24】

<https://www.4gamer.net/games/626/G062659/20230923088/>



【ファミ通.com 2023.9.27】

<https://www.famitsu.com/news/202309/27318630.html>



【Game\*Spark 2023.9.24】

<https://www.gamespark.jp/article/2023/09/24/134389.html>



【ゲームメーカーズ 2023.9.22】

[https://gamemakers.jp/article/2023\\_09\\_22\\_50566/](https://gamemakers.jp/article/2023_09_22_50566/)



【ゲームメーカーズ 2023.9.21】

[https://gamemakers.jp/article/2023\\_09\\_21\\_50510/](https://gamemakers.jp/article/2023_09_21_50510/)

**注目記事**

## 世界中から81作のインディーゲームが集う『Selected Indie 80』にはどんな作品が出展される？ゲームメーカーズ編集部の注目作品をピックアップ【TGS2023】

2023.09.12

『アルケミスト(ボーション投入の物語)』/Art Games Studio (オランダ)

『Scene Investigators』/EQ Studios (アメリカ)

『sleep -h now』/haguruma (日本)

『Umami Grove』/Pomshine Games (カナダ)

『Robo Frenzy』/YummyYummyTummy (インドネシア)

『Robo Frenzy』は、五場セマントを駆使し、ボスラッシュを楽しめるアクションゲーム。五場を利害すると盾やレーザーブラスターといった武器を作成でき、太陽などのシンボルにセマントを当てる事で武器をアップグレードする事ができます。プレイヤーごとに戦い方が異なり、人それぞれの戦闘法を練りきりそうな作品です。

【2023.9.12 ゲームメーカーズ】  
[https://gammakers.jp/article/2023\\_09\\_12\\_47387/](https://gammakers.jp/article/2023_09_12_47387/)



【ゲームメーカーズ 2023.9.23】

[https://gammakers.jp/article/2023\\_09\\_23\\_50565/](https://gammakers.jp/article/2023_09_23_50565/)

【ゲームメーカーズ 2023.9.29】

[https://gammakers.jp/article/2023\\_09\\_29\\_51155/](https://gammakers.jp/article/2023_09_29_51155/)

【ゲームメーカーズ 2023.9.22】

[https://gammakers.jp/article/2023\\_09\\_22\\_50600/](https://gammakers.jp/article/2023_09_22_50600/)



【ゲームメーカーズ 2023.9.25】

[https://gamenmakers.jp/article/2023\\_09\\_25\\_50793/](https://gamenmakers.jp/article/2023_09_25_50793/)

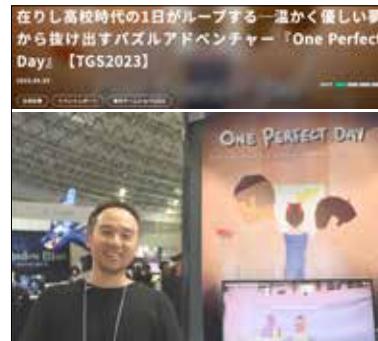
【ゲームメーカーズ 2023.9.28】

[https://gamenmakers.jp/article/2023\\_09\\_28\\_51081/](https://gamenmakers.jp/article/2023_09_28_51081/)

【ゲームメーカーズ 2023.9.22】

[https://gamenmakers.jp/article/2023\\_09\\_22\\_50674/](https://gamenmakers.jp/article/2023_09_22_50674/)

【ゲームメーカーズ 2023.9.22】

[https://gamenmakers.jp/article/2023\\_09\\_22\\_50649/](https://gamenmakers.jp/article/2023_09_22_50649/)

【ゲームメーカーズ 2023.9.25】

[https://gamenmakers.jp/article/2023\\_09\\_25\\_50760/](https://gamenmakers.jp/article/2023_09_25_50760/)

【日経クロストレンド 2023.9.26】

[https://xrend.nikkei.com/atcl/contents/18/00893/00109/?cid=nbpxr\\_topgts\\_new](https://xrend.nikkei.com/atcl/contents/18/00893/00109/?cid=nbpxr_topgts_new)

【ガジェット通信 2023.10.16】

<https://getnews.jp/archives/3451469>

【マイナビニュース 2023.9.23】

<https://news.mynavi.jp/article/20230923-2777191/>

【INDIE FREAKS 2023.9.24】

<https://www.indie-freaks.com/2023/09/tgs2023-culturehouse/>

## Sown2023 Finalist Interview

### “Japanese gamers are very creative” / *Ecosystem* (Ireland : Tom Johnson)

Tom Johnson came to Japan from Ireland as a SOWN finalist. He is the creator of “Ecosystem”, a simulation game that traces the evolution of marine life.

The game revolves around sculpting the topography of ancient seas, cultivating the seaweed that grows there, and manipulating DNA to create prehistoric fish species and watch them evolve across generations in the resulting marine environment.

The emergent fictional species ‘live’ as independent programs that learn how to swim, acquire food, reproduce, and so on based on the body structure given it. Depending on the direction of their evolution, these species may survive and evolve into new species, or go extinct. In addition, changes in the marine environment can lead to the extinction of all living organisms.

\* \* \*

“‘Ecosystem’ was inspired by the work of Karl Sims, an artificial life researcher at the Massachusetts Institute of Technology (MIT) about 30 years ago,” said Johnson.

Karl Sims’s research was in the form of a program called “Genetic Images” (1993), in which “images of parent organisms” are selected from 16 types of images, and “images of offspring organisms” that have evolved by inheriting the parent organisms’ DNA are generated.

“His research used Thinking Machine supercomputers, but I thought that modern desktop PCs could be used to adapt similar simulations into a game, which led me to develop ‘Ecosystem,’” said Johnson.

“This is my first time attending the Tokyo Game Show,” said Johnson. He has attended several gaming events, but he said that the reactions of Japanese gamers is slightly different from those in other regions of the world. “People in other countries often drop a game because they think, ‘this game doesn’t have fighting in it...,’ but Japanese gamers are very creative,” he said.

An early access version of “Ecosystem” is currently available on Steam, and a demo is also available for download. The full version is scheduled for release in spring 2024 and will be localized into Japanese.



“PC power is necessary for beautiful images,” says Mr. Johnson.

## First year in the workforce after making 30 games in 4 years as a student / *Out of the World* (Japan : Toyota Ryuto)

"In this world, the only truth is what you see." – Ryuto Toyota, creator of "Out of the World", a puzzle-action game in which objects seen by the character become real. "Out of the World" was selected as a SOWN2023 finalist, and has also won awards at iGi and Game Creator Koshien in 2023.

"I began developing 'Out of the World' in July 2022, and it took me about a year to finish it," said Toyota, a young creator in his first year in the workforce. "Since 2019, I have taken two approaches to developing games - individually and as part of a team," said Toyota. He has developed 16 games on his own and 14 games as part of a team, making a total of 30 games.

"Out of the World", which released on Steam on September 23rd (Saturday) during TGS2023, was developed to enter the NHK-sponsored contest "Kamigame Creator Evolution". The game was not shortlisted for the contest, possibly because it was not completed in time. It has since won awards at other contests, and was selected as a SOWN finalist at TGS.



Mr. Toyota Ryuto, a first-year working professional, has a professional-level track record in game production.

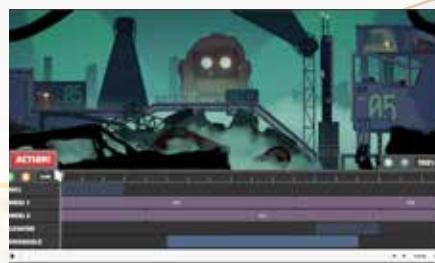
## French rising star who won multiple awards for his first commercial title / *Chanko Studios* (France: Chanko Studios)

"This is our first commercial title," said Guillaume Bernard, Co-Founder of Chanko Studios in France. He has been participating in various game jams (events where games are created in a short period of time) since 2018, and founded Chanko Studios in 2021 using the know-how he gained. "It's a Wrap!" took roughly two and a half years to develop.

"It's a Wrap!" is a puzzle game in which the player moves the main character and stage props to successfully complete scenes in action movies, a nod to 1980s Hollywood movie productions. The game's user interface is reminiscent of commercial video editing software, and succeeds in giving the player a unique game experience – that of "shooting a movie".

"The time manipulation feature was inspired by games such as 'Braid' and 'Superhot,' and I thought it would be fun to turn it into a puzzle game," said Bernard. This masterpiece also makes clearing it an enjoyable process, as the player can see the characters' entertaining antics when they fail to complete the action scenes.

"It's a Wrap!" has already been released and is available on Epic, GOG, Nintendo e-Shop, and Steam.



Guillaume Bernard, president of Chanko Studios, whose logo features a chanko pot, has created five titles since 2018.

## Chapter 10

*Survey*

## 【Exhibitor Survey Outline】

Period : Sept.27 through Oct.10  
 Survey Method : Web  
 Number of surveys sent : 78  
 Effective Response : 47  
 Survey Conducted by : Nikkei BP

Figure1 ● Main objectives and motivations for exhibiting at Selected Indie 80 in TGS2023 (Select all that apply)

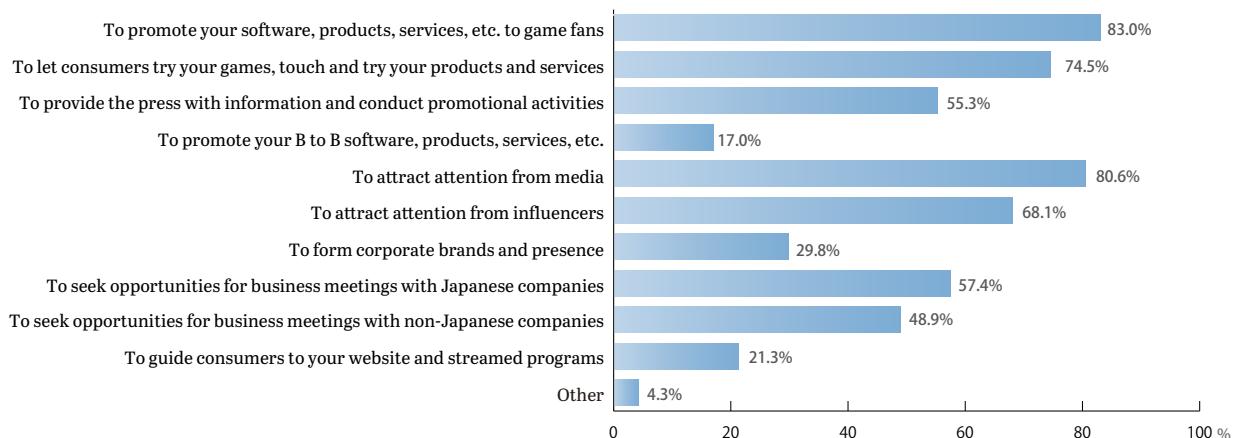


Figure2 ● Number of visitors to the booth

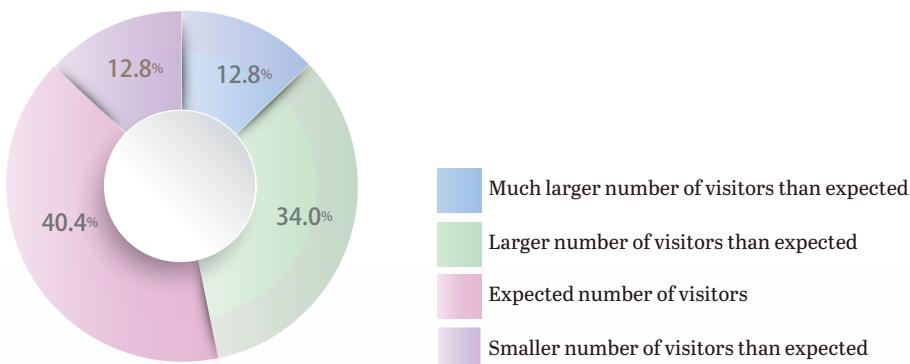
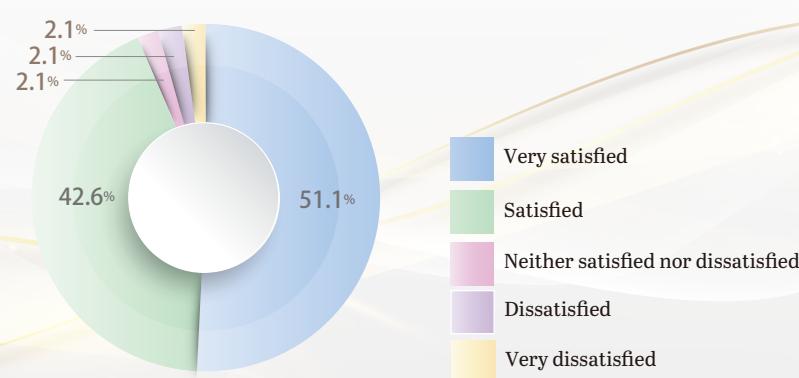
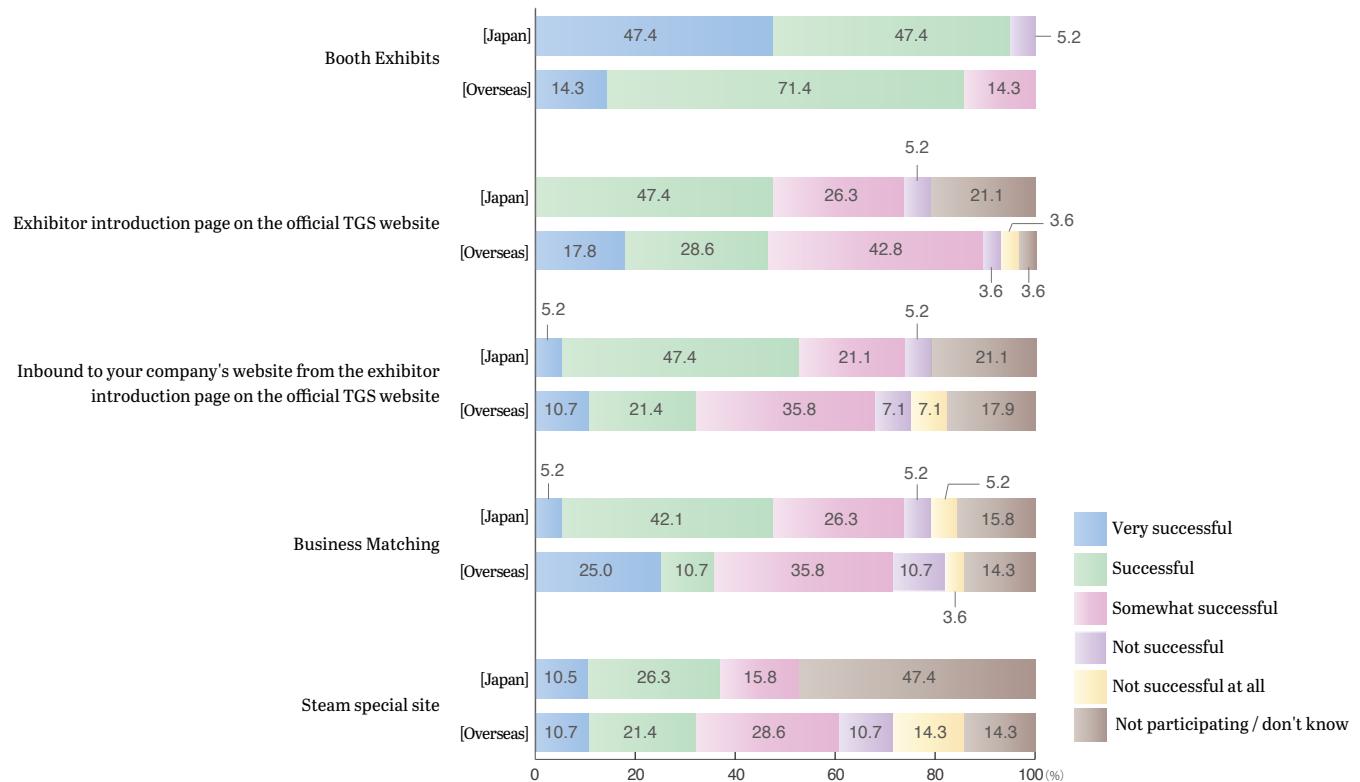
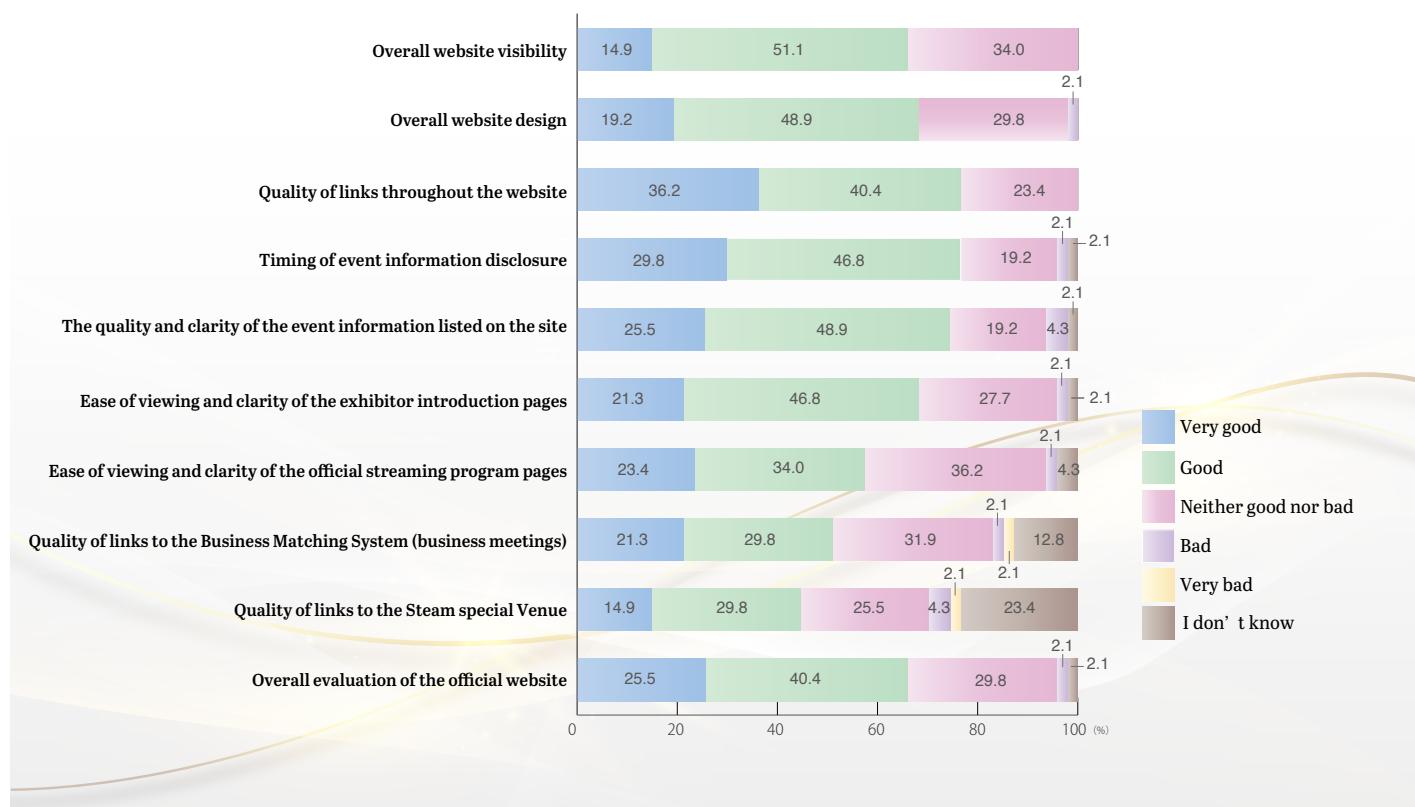
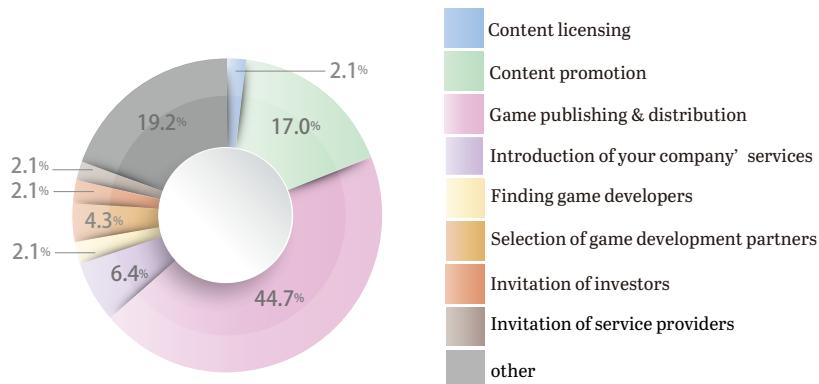
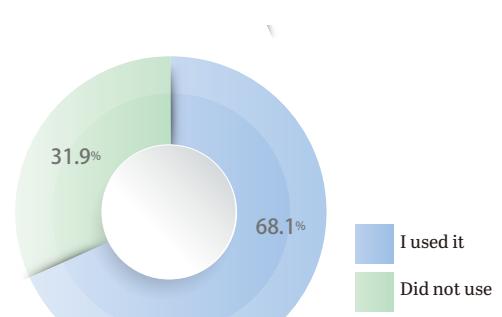
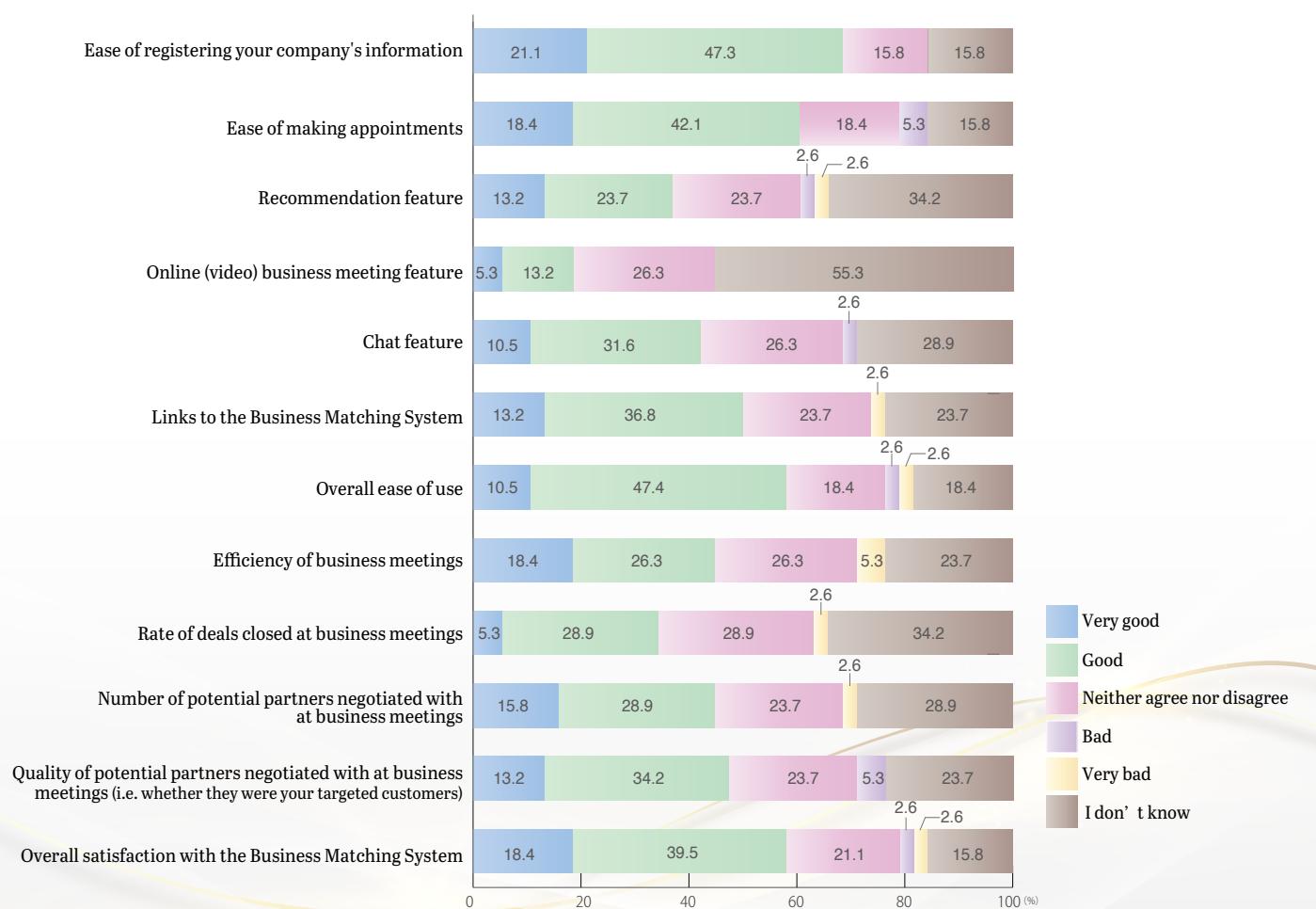
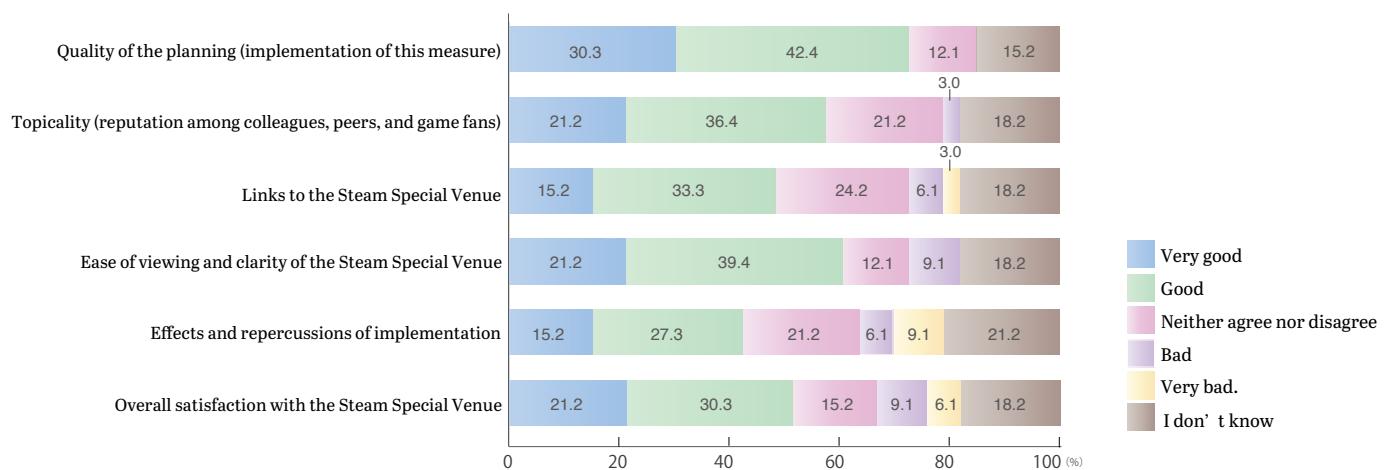


Figure3 ● Overall satisfaction with exhibiting

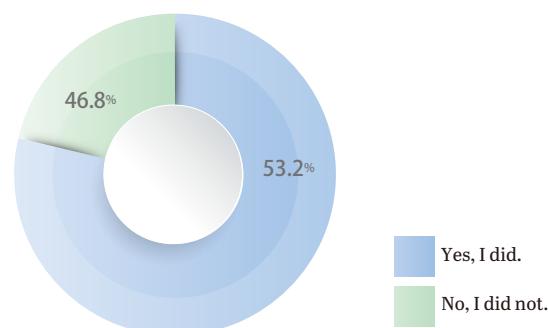
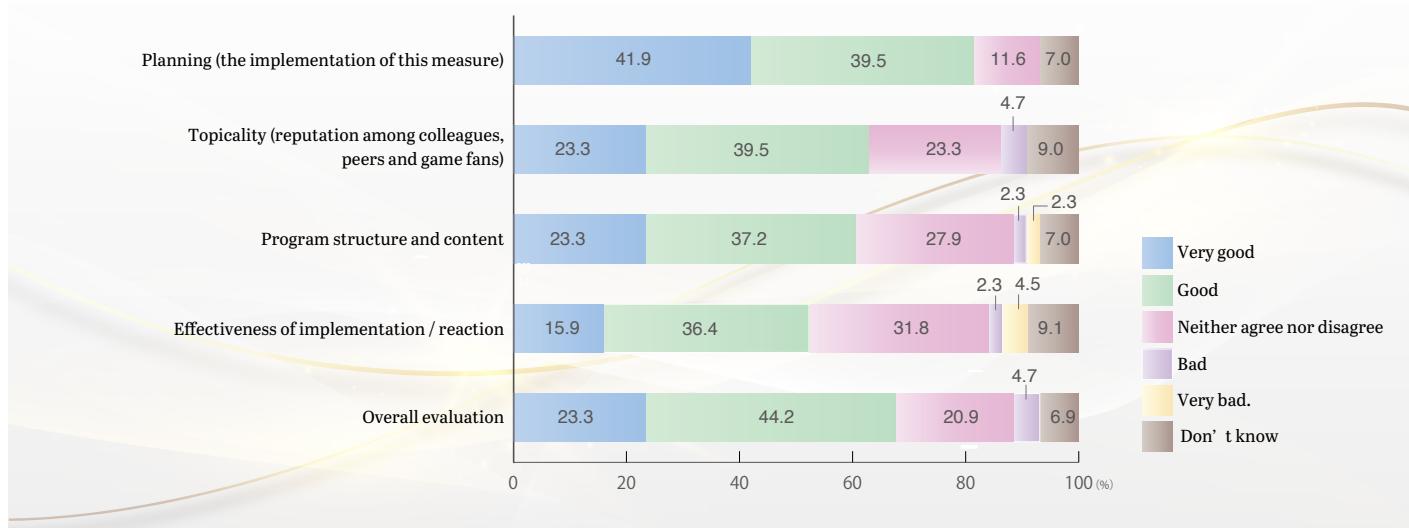


**Figure4 ● Exhibit Results****Figure 5 ● Evaluation of the TOKYO GAME SHOW 2023 official website.**

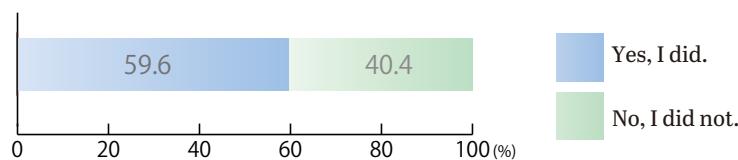
**Figure 6 ● Most important objectives for “Business”****Figure 7 ● Use of business matching system****Figure 8 ● Usability and results of each function of the “Business Matching System”**

**Figure 9 ● Steam special venue evaluation**

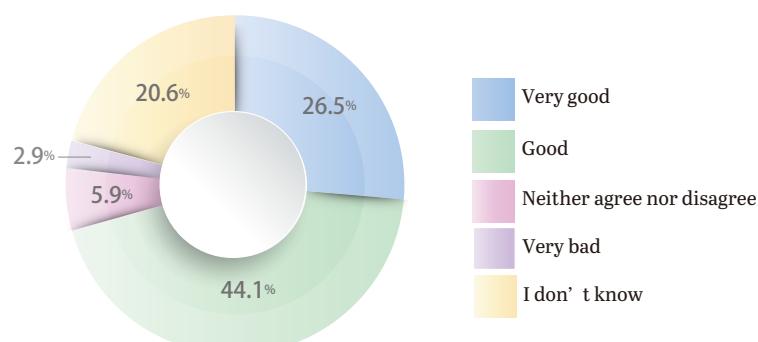
**Selected Indie 80 Introduction Program (Distributed on Aug.29) "Selected Indie Games 80 -Gateway to SOWN2023-" About the Program**

**Figure10 ● Percentage of viewership of program "Selected Indie Games 80 -Gateway to SOWN2023-"****Figure11 ● Selected Indie 80 the plan and content of the introductory program**

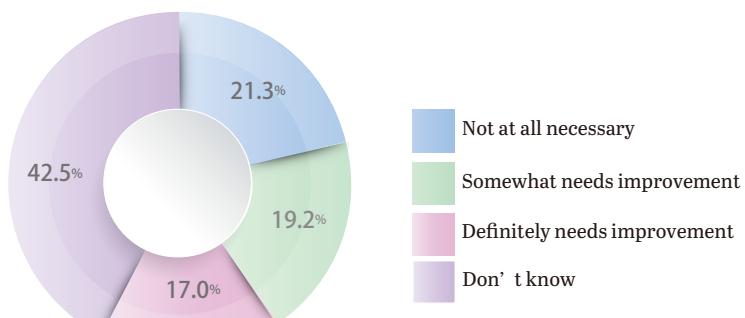
**Figure12 ● Percentage of viewership of Official program “SOWN”**



**Figure13 ● Official Program evaluation**



**Figure14 ● Need to improve Official Program "SOWN"**



### ● Opinions and Free Descriptions about “SOWN2023”

- I thought it would be nice to have something for all the finalists other than the awards. (I've been thinking that for a while now.)
- I felt that SOWN2023 did not get much attention and buzz compared to past SOWNs, while the Indie Game Corner and Selected Indie 80 were busy.
- I was too busy to watch the show to respond to the booths.
- I hope there is a way to make it easier to see the exhibitors at Selected indie game 80.
- It was a waste that some of the games selected for the grand prizes could only be played at the venue.
- SOWN is cool and I usually love the games that are selected. Obviously I'm disappointed that mine didn't make the cut, but that's the whole point of competition!
- I like how much attention you put to indies. It is very special and important.
- TGS is the best ever.
- Selected games were a bit different from what I would expect for an indie game competition.

## ● Opinions and Free Descriptions about “Indie Game Project”

■ I think it is a very meaningful initiative to provide such a venue for indie developers.

It is difficult for an individual or a small group of people to do PR and play a large number of games, so it is very encouraging that you are able to help us.

Also, there are contents that major manufacturers are not able to provide, so I believe that the opportunities and exchanges will stimulate people to become more aware of the industry, which will lead to the improvement and evolution of the industry.

■ I am hopeful that we will have the indie game project continue in the future.

■ I would like to see a rental service for interpreters.

■ I thought, in response to a question in the questionnaire, that most of the exhibitors were not able to see the organizer's program, so I thought it might be possible to have it played at the side of the venue where they could see it.

It was very informative. Thank you very much.

■ It was great to have a chance to participate in such a big exhibition like Tokyo Game Show.

■ I thought it would be good to have a chance to participate in the Tokyo Game Show, which is a big show. I know there are some reasons why it is not possible, but I think there should be a SOWN (Selected Indie 30?) only for individuals, which would be more focused on indies, although it is difficult to do. In terms of opportunities, please also discover great indie games for individuals.

■ It would be great if you could increase media exposure (for the event as a whole).

■ I think you have given us a valuable opportunity. I think it is a stage that indie developers can't afford to lose, and I thought it was a very good place to motivate development. Please continue to hold this event in the future.

■ Please continue to hold this event in the future, and please do it again next time. Thank you very much.

■ Being part of the Selected Indie 80 is a great program and we're really fortunate to be a part of it. Thank you for having us, it was a great experience to be part of Tokyo Game Show.

■ It's a very good program overall. We're very happy we could participate.

■ Thank you so much for selecting us, it was an incredible experience!

■ Great structure, good opportunity to meet fellow game developers and chat to other indie devs.

■ I love the idea of a curated list of games.

■ Thanks so much for the opportunity

■ This was an honor and a great opportunity. Thank you for providing such a wonderful experience to us !

■ Being part of Selected Indie 80 allowed for a great opportunity and experience showcasing our game to an international audience.

■ Thanks for the "Selected Indie 80" event, supporting small indie teams. There's potential to enhance online visibility. Loved the vibe and appreciate the efforts.

■ The support (providing a stand, equipment, money, tickets) was excellent. I would not be able to participate in such a Show without this support, since we have only two developers on our team and no publisher, we do everything with our own savings. I am very glad that I was able to participate!

■ Selected Indie 80 is the best program of TGS. every game was amazing

■ It was really good and I felt like it serve its purpose. I'll definitely sign up again next year

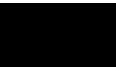
■ Love the setup and arrangement of booths.

## Chapter 08

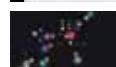
*History of Sense of Wonder Night*

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.

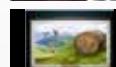
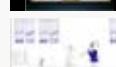
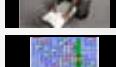
## 2008

	<b>Title:</b> カメラ <b>Exhibitors Name:</b> やれやれ <b>Countries/Regions:</b> JAPAN		<b>Title:</b> PixelJunk Eden <b>Exhibitors Name:</b> キュー・ゲームス <b>Countries/Regions:</b> JAPAN
	<b>Title:</b> Dipict <b>Exhibitors Name:</b> Jesus Cuauhtemoc Moreno Ramos <b>Countries/Regions:</b> MEXICO		<b>Title:</b> ゴミ箱 <b>Exhibitors Name:</b> Trash Box チーム [PlayStation C.A.M.P!] <b>Countries/Regions:</b> JAPAN
	<b>Title:</b> The Unfinished Swan <b>Exhibitors Name:</b> Ian Dallas (University of Southern California) <b>Countries/Regions:</b> UNITED STATES OF AMERICA		<b>Title:</b> Moon Stories <b>Exhibitors Name:</b> Daniel Benmergui <b>Countries/Regions:</b> ARGENTINA
	<b>Title:</b> ワールドアイランジスタ <b>Exhibitors Name:</b> アンビジョン <b>Countries/Regions:</b> JAPAN		<b>Title:</b> The Misadventures of P.B. Winterbottom <b>Exhibitors Name:</b> The Odd Gentlemen <b>Countries/Regions:</b> UNITED STATES OF AMERICA
	<b>Title:</b> おまえらバランスとてふたご塔を作るゲーム (通称: ふたご塔) <b>Exhibitors Name:</b> OMEGA <b>Countries/Regions:</b> JAPAN		<b>Title:</b> ナスマイルズ <b>Exhibitors Name:</b> 岩井悠 <b>Countries/Regions:</b> JAPAN
	<b>Title:</b> Genocide Automation <b>Exhibitors Name:</b> 佐々木直哉 <b>Countries/Regions:</b> JAPAN		

## 2009

	<b>Title:</b> ボールキャリー <b>Exhibitors Name:</b> 小野 琢也 <b>Countries/Regions:</b> JAPAN		<b>Title:</b> 彼と彼女のバラバラ劇場 <b>Exhibitors Name:</b> ひも <b>Countries/Regions:</b> JAPAN
	<b>Title:</b> Hazard – The Journey Of Life <b>Exhibitors Name:</b> Alexander Bruce <b>Countries/Regions:</b> AUSTRALIA		<b>Title:</b> ecolipit <b>Exhibitors Name:</b> misi <b>Countries/Regions:</b> AUSTRALIA
	<b>Title:</b> Shadow Physics <b>Exhibitors Name:</b> Enemy Airship <b>Countries/Regions:</b> UNITED STATES OF AMERICA		<b>Title:</b> Swarm Racer 3000 <b>Exhibitors Name:</b> Joseph White (Lexaloffle Games) <b>Countries/Regions:</b> UNITED STATES OF AMERICA
	<b>Title:</b> Incompatible BLOCK <b>Exhibitors Name:</b> 藤木 淳 <b>Countries/Regions:</b> JAPAN		<b>Title:</b> para rail <b>Exhibitors Name:</b> 渡辺訓章・おにたま (有限会社ツェナワークス / チーム ONIKU) <b>Countries/Regions:</b> JAPAN
	<b>Title:</b> You Only Live Once <b>Exhibitors Name:</b> Marcus Richert <b>Countries/Regions:</b> SWEDEN		<b>Title:</b> Transcend <b>Exhibitors Name:</b> Zach Aikman (Fishbeat) <b>Countries/Regions:</b> UNITED STATES OF AMERICA

## 2010

	<b>Title:</b> アノソノコノミちゃん <b>Exhibitors Name:</b> 芸夢中心 (ゲイムセンター) <b>Countries/Regions:</b> JAPAN		<b>Title:</b> Orfeo: a Game in Music <b>Exhibitors Name:</b> Roberto Dillon <b>Countries/Regions:</b> SINGAPORE
	<b>Title:</b> Everything can Draw! <b>Exhibitors Name:</b> Evan Balster <b>Countries/Regions:</b> UNITED STATES OF AMERICA		<b>Title:</b> Record Tripping <b>Exhibitors Name:</b> Bell Brothers <b>Countries/Regions:</b> UNITED STATES OF AMERICA
	<b>Title:</b> Infinite Blank <b>Exhibitors Name:</b> Evan Balster <b>Countries/Regions:</b> UNITED STATES OF AMERICA		<b>Title:</b> Ulitsa Dimitrova <b>Exhibitors Name:</b> Lea Schönfelder and Gerard Delmàs <b>Countries/Regions:</b> GERMANY
	<b>Title:</b> ラブプレス++ ~俺の嫁にマッサージ~ <b>Exhibitors Name:</b> 神奈川工科大学 情報メディア学科 白井研究室 <b>Countries/Regions:</b> JAPAN		<b>Title:</b> Spirits <b>Exhibitors Name:</b> Spaces of Play <b>Countries/Regions:</b> GERMANY
	<b>Title:</b> 音楽マイインスイーパ <b>Exhibitors Name:</b> ゲーム製作者コミュニティ in 札幌 <b>Countries/Regions:</b> JAPAN		

## 2011



**Title:** Eufloria PSN  
**Exhibitors Name:** Rudolf Kremers, Alex May, Brian Grainger(Omni Systems)  
**Countries/Regions:** UNITED KINGDOM



**Title:** 僕は森世界の神になる  
**Exhibitors Name:** isao ( 神奈川電子技術研究所 )  
**Countries/Regions:** JAPAN



**Title:** Incredipede  
**Exhibitors Name:** Colin Northway  
**Countries/Regions:** CANADA



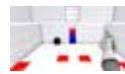
**Title:** Inside a Star-filled Sky  
**Exhibitors Name:** Jason Rohrer  
**Countries/Regions:** UNITED STATES OF AMERICA



**Title:** 暗暗迷路 (くらくらめいろ)  
**Exhibitors Name:** 栗原 芳己 ( 雑魚雑魚 )  
**Countries/Regions:** JAPAN



**Title:** リードミーズ  
**Exhibitors Name:** 折原 永代 ( コナミデジタルエンタテインメント )  
**Countries/Regions:** JAPAN



**Title:** Q.U.B.E.  
**Exhibitors Name:** Jordan Hemenway(Solstice)  
**Countries/Regions:** Germany



**Title:** Solstice  
**Exhibitors Name:** EJoseph White (Lexaloffle Games)  
**Countries/Regions:** United States of America



**Title:** para rail  
**Exhibitors Name:** 渡辺訓章・おにたま ( 有限会社ツエナワークス / チーム ONIKU )  
**Countries/Regions:** Japan



**Title:** Taplib  
**Exhibitors Name:** 柳原 隆幸 ( セガ )  
**Countries/Regions:** JAPAN

## 2012



**Title:** Backworlds  
**Exhibitors Name:** Anders Ekermo & Juha Kangas  
**Countries/Regions:** SWEDEN



**Title:** BaraBariBall  
**Exhibitors Name:** Noah Sasso(Strange Flavor)  
**Countries/Regions:** UNITED STATES OF AMERICA



**Title:** BREAKS  
**Exhibitors Name:** なんも / 柳原隆幸 (FullPowerSideAttack.com)  
**Countries/Regions:** JAPAN



**Title:** ちゅまむ chumam  
**Exhibitors Name:** 石田翔 (いーといん )  
**Countries/Regions:** Japan



**Title:** Douse  
**Exhibitors Name:** DigiPen Team Terrabyte  
**Countries/Regions:** UNITED STATES OF AMERICA



**Title:** Grandmaster  
**Exhibitors Name:** Artur Mine and Dmitry Verbitsky(Beast Mode)  
**Countries/Regions:** UKRAINE



**Title:** TAIKO  
**Exhibitors Name:** 雜魚雑魚  
**Countries/Regions:** JAPAN



**Title:** Tengami  
**Exhibitors Name:** Jennifer Schneidereit(Nyamyam)  
**Countries/Regions:** UNITED KINGDOM



**Title:** 光弾の射手 The Light Shooter  
**Exhibitors Name:** 安本匡佑  
**Countries/Regions:** JAPAN



**Title:** Memory of a Broken Dimension  
**Exhibitors Name:** Ezra Hanson-White(sole creator)  
**Countries/Regions:** UNITED STATES OF AMERICA

## 2013



**Title:** チュートとふしぎな洞くつ  
**Exhibitors Name:** 中本 裕之 チュート制作委員会  
**Countries/Regions:** JAPAN



**Title:** Framed  
**Exhibitors Name:** Boggs Joshua Loveshack Entertainment  
**Countries/Regions:** AUSTRALIA



**Title:** カボラッチャさん  
**Exhibitors Name:** 濱口健太 & 大阪電気通信大学 高見研究室  
**Countries/Regions:** JAPAN



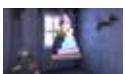
**Title:** Kyoto  
**Exhibitors Name:** Eddie.Lee Funktronic Labs  
**Countries/Regions:** JAPAN



**Title:** TSURI  
**Exhibitors Name:** 雜魚雑魚  
**Countries/Regions:** JAPAN

BEST ARTS AWARD

BEST PRESENTATION AWARD



**Title:** Lost Toys  
**Exhibitors Name:** Danielle Marie Swank Barking Mouse Studio  
**Countries/Regions:** UNITED STATES OF AMERICA

BEST GAME DESIGN AWARD



**Title:** Mirage  
**Exhibitors Name:** Mario.von Rickenbach  
**Countries/Regions:** SWITZERLAND

BEST EXPERIMENTAL GAME AWARD



**Title:** Museum of Simulation Technology  
**Exhibitors Name:** Albert Bor Hung Shih  
**Countries/Regions:** UNITED STATES OF AMERICA

AUDIENCE AWARD GRAND PRIX

BEST TECHNOLOGICAL GAME AWARD



**Title:** Space Qube  
**Exhibitors Name:** Owen Wu Qubit Games  
**Countries/Regions:** TAIWAN

## 2014



**Title:** 8BitMMO  
**Exhibitors Name:** Robby Zinchak / Archive Entertainment  
**Countries/Regions:** UNITED STATES OF AMERICA



**Title:** Chained  
**Exhibitors Name:** KeithLeiker / DigiPen Team Those Guys  
**Countries/Regions:** UNITED STATES OF AMERICA



**Title:** DubWars  
**Exhibitors Name:** Joe Albrethsen / MURA Interactive Inc  
**Countries/Regions:** UNITED STATES OF AMERICA



**Title:** Expand  
**Exhibitors Name:** Chris Johnson and Chris Larkin  
**Countries/Regions:** AUSTRALIA



**Title:** FILL  
**Exhibitors Name:** 林 陽一 / YO1 KOMORI GAMES  
**Countries/Regions:** JAPAN

BEST ARTS AWARD



**Title:** LURKING  
**Exhibitors Name:** Justin Ng Guo Xiong / DIGIPEN INSTITUTE OF TECHNOLOGY SINGAPORE  
**Countries/Regions:** SINGAPORE



**Title:** Miegakure  
**Exhibitors Name:** Marc ten Bosch / mtb design works, Inc.  
**Countries/Regions:** UNITED STATES OF AMERICA

BEST EXPERIMENTAL GAME AWARD



**Title:** PICOLECITTA  
**Exhibitors Name:** TECO  
**Countries/Regions:** JAPAN



**Title:** Push Me Pull You  
**Exhibitors Name:** Stuart Gillespie-Cook / House House  
**Countries/Regions:** AUSTRALIA

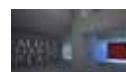
AUDIENCE AWARD GRAND PRIX



**Title:** SpeedRunners  
**Exhibitors Name:** Casper Van Est / tinyBuild Games  
**Countries/Regions:** UNITED STATES OF AMERICA

AUDIENCE AWARD GRAND PRIX

## 2015



**Title:** Anamorphosis  
**Exhibitors Name:** Lucien (Yen-Chu) Chen  
**Countries/Regions:** TAIWAN



**Title:** Frog Climbers  
**Exhibitors Name:** Sebastian Larsson / TeamCrew  
**Countries/Regions:** SWEDEN



**Title:** Gen  
**Exhibitors Name:** 安藤 健翔 / Yack Lab.  
**Countries/Regions:** JAPAN



**Title:** 柴男と白子  
**Exhibitors Name:** 織賀 尚吾  
**Countries/Regions:** JAPAN

BEST GAME DESIGN AWARD



**Title:** Party Hard  
**Exhibitors Name:** Alex Potapenko / Pinoki Games  
**Countries/Regions:** UKRAINE



**Title:** Plug & Play  
**Exhibitors Name:** Mario von Rickenbach / Etter Studio  
**Countries/Regions:** SWITZERLAND

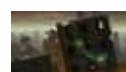
AUDIENCE AWARD GRAND PRIX  
BEST ARTS AWARD

**Title:** Reelblade: Battle of the High Seas  
**Exhibitors Name:** Yuichiro Katsumoto / Project Reelblade  
**Countries/Regions:** SINGAPORE

BEST TECHNOLOGICAL GAME AWARD



**Title:** Tough Coded: Live  
**Exhibitors Name:** Fernando Sarmiento / Little Nando  
**Countries/Regions:** ARGENTINA

BEST EXPERIMENTAL GAME AWARD  
BEST PRESENTATION AWARD

**Title:** Mushroom 11  
**Exhibitors Name:** Itay Keren. / Untame  
**Countries/Regions:** UNITED STATES OF AMERICA



**Title:** Walden, a game  
**Exhibitors Name:** Tracy Fullerton / USC Game Innovation Lab  
**Countries/Regions:** UNITED STATES OF AMERICA

BEST GAME DESIGN AWARD

## 2016



**Title:** Fantastic Contraption  
**Exhibitors Name:** Northway Games and Radial Games  
**Countries/Regions:** CANADA



**Title:** TAINTED  
**Exhibitors Name:** INSTITUTE OF TECHNICAL EDUCATION/NATIONAL UNIVERSITY OF SINGAPORE  
**Countries/Regions:** SINGAPORE



**Title:** Chambara  
**Exhibitors Name:** team ok  
**Countries/Regions:** UNITED STATES OF AMERICA



**Title:** OPUS: The Day We Found Earth  
**Exhibitors Name:** SIGONO  
**Countries/Regions:** TAIWAN

BEST TECHNOLOGICAL GAME AWARD



**Title:** UnWorded  
**Exhibitors Name:** Bento Studio  
**Countries/Regions:** FRANCE

BEST ARTS AWARD



**Title:** Line Wobbler  
**Exhibitors Name:** Robin Baumgarten  
**Countries/Regions:** UNITED KINGDOM

AUDIENCE AWARD GRAND PRIX  
BEST PRESENTATION AWARD  
BEST GAME DESIGN AWARD

**Title:** DOBOTONE  
**Exhibitors Name:** Videogamo  
**Countries/Regions:** ARGENTINA

BEST EXPERIMENTAL GAME AWARD



**Title:** アドバンスド魔訣大将棋  
**Exhibitors Name:** 大阪電気通信大学 デジタルゲーム学科 高見研究室  
**Countries/Regions:** JAPAN

## 2017



**Title:** Blink  
**Exhibitors Name:** nextReality Games  
**Countries/Regions:** UNITED STATES OF AMERICA



**Title:** EARTH DEFENSE SATELLITE  
**Exhibitors Name:** ニカイドウレンジ  
**Countries/Regions:** JAPAN



**Title:** ACE OF SEAFOOD  
**Exhibitors Name:** Nussoft  
**Countries/Regions:** JAPAN



**Title:** Old Man's Journey  
**Exhibitors Name:** Broken Rules  
**Countries/Regions:** AUSTRIA

BEST PRESENTATION AWARD



**Title:** Conga Master  
**Exhibitors Name:** Undercoders  
**Countries/Regions:** SPAIN

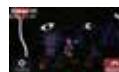
BEST GAME DESIGN AWARD



**Title:** 29  
**Exhibitors Name:** Humble Grove  
**Countries/Regions:** JAPAN



**Title:** シュココーコ  
**Exhibitors Name:** 宮澤 韶宏  
**Countries/Regions:** JAPAN



**Title:** StrangeTelephone  
**Exhibitors Name:** HZ3 Software  
**Countries/Regions:** JAPAN

BEST EXPERIMENTAL GAME AWARD

## 2018



**Title:** RPG TIME : The Legend of Wright  
**Exhibitors Name:** DESK WORKS  
**Countries/Regions:** JAPAN

AUDIENCE AWARD GRAND PRIX  
 BEST ARTS AWARD  
 BEST PRESENTATION AWARD



**Title:** Richie's Plank Experience  
**Exhibitors Name:** Richie's Plank Experience  
**Countries/Regions:** AUSTRALIA



**Title:** Block King  
**Exhibitors Name:** 銀  
**Countries/Regions:** JAPAN



**Title:** Zen Bound 2  
**Exhibitors Name:** Secret Exit  
**Countries/Regions:** JAPAN



**Title:** Rotoking  
**Exhibitors Name:** Gregory Kogos  
**Countries/Regions:** GERMANY

BEST GAME DESIGN AWARD



**Title:** KAMIORI  
**Exhibitors Name:** TeamOrigami  
**Countries/Regions:** JAPAN



**Title:** Inner Friend  
**Exhibitors Name:** PLAYMIND  
**Countries/Regions:** CANADA

BEST EXPERIMENTAL GAME AWARD



**Title:** The Gardens Between  
**Exhibitors Name:** The Voxel Agents  
**Countries/Regions:** AUSTRALIA

BEST TECHNOLOGICAL GAME AWARD

## 2019



**Title:** UPLIGHT  
**Exhibitors Name:** 電気通信大学インタラクティブメディアラボ  
**Countries/Regions:** JAPAN

BEST TECHNOLOGICAL GAME AWARD



**Title:** One Step From Eden  
**Exhibitors Name:** One Step From Eden  
**Countries/Regions:** UNITED STATES OF AMERICA

BEST GAME DESIGN AWARD



**Title:** 冒険者ギルドへようこそ！  
**Exhibitors Name:** Lemolab  
**Countries/Regions:** JAPAN

BEST PRESENTATION AWARD



**Title:** QuestNotes  
**Exhibitors Name:** Project QuestNotes  
**Countries/Regions:** JAPAN



**Title:** Stone Story RPG  
**Exhibitors Name:** Martian Rex  
**Countries/Regions:** UNITED STATES OF AMERICA

AUDIENCE AWARD GRAND PRIX  
 BEST ARTS AWARD



**Title:** BRAVOON  
**Exhibitors Name:** ツラヌキマル  
**Countries/Regions:** JAPAN



**Title:** Unheard  
**Exhibitors Name:** NEXT Studios  
**Countries/Regions:** CHINA

BEST EXPERIMENTAL GAME AWARD



**Title:** Liberated  
**Exhibitors Name:** Walkabout  
**Countries/Regions:** POLAND



## 2020



**Title:** Infini  
**Exhibitors Name:** Barnaque  
**Countries/Regions:** CANADA



**Title:** Kanino Kenka -Fight Crab-  
**Exhibitors Name:** Calappa Games  
**Countries/Regions:** JAPAN



**Title:** Trash Sailors  
**Exhibitors Name:** fluckyMachine  
**Countries/Regions:** POLAND



**Title:** First Class Trouble  
**Exhibitors Name:** Invisible Walls  
**Countries/Regions:** DENMARK



**Title:** Arrog  
**Exhibitors Name:** Leap Game Studios and Hermanos Magia  
**Countries/Regions:** PERU



**Title:** ElecHead  
**Exhibitors Name:** Nama Takahashi  
**Countries/Regions:** JAPAN



**Title:** Nimbus - The Space Drone Constructor  
**Exhibitors Name:** Stray Fawn Studio  
**Countries/Regions:** SWITZERLAND



**Title:** A Space for the Unbound  
**Exhibitors Name:** Toge Productions  
**Countries/Regions:** INDONESIA

BEST PRESENTATION AWARD

BEST GAME DESIGN AWARD

BEST TECHNOLOGICAL GAME AWARD

AUDIENCE AWARD GRAND PRIX  
BEST ARTS AWARD

## 2021



**Title:** Operation: Tango  
**Exhibitors Name:** Clever Plays Studio  
**Countries/Regions:** CANADA



**Title:** SOUND OF HIDE  
**Exhibitors Name:** KATAKOTO  
**Countries/Regions:** JAPAN



**Title:** Do Not Buy This Game  
**Exhibitors Name:** Kingblade Games  
**Countries/Regions:** ISRAEL



**Title:** Blind Drive  
**Exhibitors Name:** Lo-Fi People  
**Countries/Regions:** ISRAEL

BEST GAME DESIGN AWARD



**Title:** Eloquence  
**Exhibitors Name:** Multiverse Narratives  
**Countries/Regions:** NETHERLANDS

BEST TECHNOLOGICAL GAME AWARD



**Title:** In My Shadow  
**Exhibitors Name:** Playbae  
**Countries/Regions:** INDIA

BEST PRESENTATION AWARD



**Title:** Somewhere, elsewhere  
**Exhibitors Name:** Soramame Games  
**Countries/Regions:** JAPAN

AUDIENCE AWARD GRAND PRIX  
BEST EXPERIMENTAL GAME AWARD



**Title:** Please, Touch The Artwork  
**Exhibitors Name:** Thomas Waterzooi  
**Countries/Regions:** BELGIUM

BEST ARTS AWARD

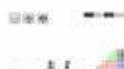
## 2022



**Title:** MORSE  
**Exhibitors Name:** ALJO Games  
**Countries/Regions:** UNITED KINGDOM



**Title:** SCHiM  
**Exhibitors Name:** Extra Nice  
**Countries/Regions:** NETHERLANDS



**Title:** Rhodopsins  
**Exhibitors Name:** Sapporo shiritsu daigaku fujiki Matsunaga zemi group  
**Countries/Regions:** JAPAN



**Title:** IDEA  
**Exhibitors Name:** TLR Games  
**Countries/Regions:** SPAIN

BEST EXPERIMENTAL GAME AWARD



**Title:** Pastry Panic (with cat)  
**Exhibitors Name:** Yong Zhen Zhou  
**Countries/Regions:** SINGAPORE

BEST TECHNOLOGICAL GAME AWARD  
BEST PRESENTATION AWARD

AUDIENCE AWARD GRAND PRIX  
BEST GAME DESIGN AWARD



**Title:** DORDOGNE  
**Exhibitors Name:** UMANIMATION  
**Countries/Regions:** FRANCE



**Title:** Kitsune: The Journey of Adashino  
**Exhibitors Name:** Rias  
**Countries/Regions:** JAPAN

AUDIENCE AWARD SEMI-GRAND PRIX  
BEST ARTS AWARD



**Title:** How To Say Goodbye  
**Exhibitors Name:** ARTE France / Florian & Baptiste  
**Countries/Regions:** FRANCE



**SELECTED  
INDIE  
80**



TOKYO GAME SHOW 2023

## REVIEW

« Production »

TGS Management Office

« To Inquiry »

Nikkei BP TOKYO GAME SHOW  
Indie Game Management Office  
E-mail : si80@nikkeibp.co.jp