

TOKYO GAME SHOW 2020 | ONLINE

The Future Touches Gaming First.

Press Release

September 7, 2020

Competing unique game ideas to showcase at SENSE OF WONDER NIGHT

80 Titles Selected for Indie Game Free Exhibition

“Guess who will be the SOWN2020 Finalists!” campaign starts

Computer Entertainment Supplier’s Association

Computer Entertainment Supplier’s Association (CESA, Chairman: Hideki Hayakawa) has invited applications from independent game developers for participating in a free exhibition project for indie games “Selected Exhibit” at TOKYO GAME SHOW 2020 ONLINE (TGS2020 ONLINE: <https://tgs.cesa.or.jp/>). After serious screening of 371 applications, 80 game titles are selected and announced today.

TGS2020 ONLINE also launches from today the campaign “Guess the SOWN2020 Finalists!” in which game fans will send in their guess on who will be nominated as the finalists out of the 80 game developers of “Selected Exhibit.” Developers of nominated game titles will compete in SENSE OF WONDER NIGHT 2020 (“SOWN2020”), a pitch contest where indie developers will present innovative game ideas. SOWN2020 will be streamed live on TGS2020 ONLINE from 5:00 p.m. on September 25 (Friday) in Japan Standard Time (JST).

These projects are co-sponsored by Sony Interactive Entertainment (SIE) and Nintendo.

■ 80 Titles Chosen for Indie Game “Selected Exhibit”

Indie games are gaining momentum around the world amid changes in how games are distributed to end users. With the sponsorship of SIE and Nintendo, TGS2020 ONLINE will provide an opportunity, free to participate for indie game developers, to announce and introduce new game titles and services. The “Selected Exhibit” project received applications from a total of 371 titles from 21 countries and regions, and 80 titles are chosen after screening for the “Selected Exhibit” (free exhibition) scheme. Independent game developers from around the world, regardless of their status as professionals or amateurs, corporations or individuals, will showcase their original game titles on TGS2020 ONLINE.

In Cooperation with: International Game Developer Association Japan (IGDA Japan)

Sponsored by: Sony Interactive Entertainment, Nintendo

*in the alphabetical order

Name of exhibitors	Country/Region
Afterburner Studios	Sweden
ALICE IN DISSONANCE	Japan
All in! Games	Poland
Amicable Animal	United States of America
AtoraSoft	Japan
Barnaque	Canada
Batterystaple Games	United States of America
Bearmask Studios	Korea Sout
BeautifulBee	Poland
Bedtime Digital Games	Denmark
Bigpants	Canada
Bluecurse Studios	United States of America
Cactus Garden	Japan
Calappa Games	Japan
Casa Rara	Canada
Chainsawesome Games	Canada
Createdelic	United States of America
Critical Games	Australia
DreamSmith Studio	China
Echodog Games	United States of America
Electric Monkeys	Brazil
ELYSIUM	China
Evertried Team	Brazil
Exbleative	United Kingdom
Finalboss, VARSAV Game Studios	Poland
Flipstar	Brazil
fluckyMachine	Poland
Fluxscopic	Canada
Freemergency	Indonesia
Games by Nico	Phillipines
Gang Gorilla Games	Japan
Glass Bottom Games	United States of America
Guanpeng Chen	Japan
Happy Broccoli Games	Germany
Hiroshi Ideno	Japan
Horousamatolune	Japan

Hovergrease	United Kingdom
IDEA Games	United States of America
Inuge Laboratory	Japan
Invisible Walls	Denmark
Julian Palacios	Italy
Kieran Nolan	Ireland
Kitfox Games	Canada
Kotoriyama	Japan
Kumasystem	Japan
Leap Game Studios and Hermanos Magia	Peru
Miyamura Atsuki	Japan
Moonlit	Poland
NamaTakahashi	Japan
Ninja Garage	Brazil
Nito Souji	Japan
Nodding Heads	United Kingdom
Orbit Studio	United Kingdom
Picogram	United States of America
Playdigious	France
Playlearn	Brazil
PumpkinVR	Taiwan
Qrostar	Japan
Ranida Games	Phillipines
Rikuty	Japan
SAI Games	Australia
Salt Castle Studio	Austria
Santa Ragione	Italy
Shadow Man	Japan
Skystone Games	United States of America
SleepingMuseum	Japan
Smash Mountain Studio	Brazil
Sorb	Germany
Stardust	Switzerland
Stray Fawn Studio	Switzerland
Studio Zevere	United States of America
StudiolnkyFox	United Kingdom
Tic Toc Games	United States of America
Toge Productions	Indonesia

Turtle Cream	Korea Sout
veryOK	Japan
vestman	Japan
Vladislav Tsopljak	Brazil
Wayward Games	Japan
yona	Japan

■ **About “Guess who will be the SOWN2020 Finalists!” Campaign**

The SENSE OF WONDER NIGHT (SOWN) is the event to provide an opportunity for the nominees selected from the Indie Game “Selected Exhibit” participants to present unique ideas that will catch people by surprise and give them a “Sense of Wonder”—a feeling that something will change in their world, right at the instant of first seeing or hearing about the concept.

From the 80 exhibitors of Indie Game “Selected Exhibit”, the selection committee will further choose eight works (SOWN2020 Finalists) that match with the aim of SOWN, and will announce the finalists on September 18 (Friday) on the TGS2020 ONLINE website. The SOWN2020 finalists will give presentations on their works at the release event, which will be streamed online, starting from 5:00 p.m. on September 25 (Friday) in JST. Outstanding works will be recognized with Grand Audience Award and other prizes.

Prior to SOWN2020, TGS2020 ONLINE will run the campaign for game fans to guess the SOWN2020 finalists from September 1 (Tuesday) to 17 (Thursday), 2020. Those who made a correct guess will have a chance to win PlayStation®4 in Jet Black 1TB (CUH-7200BB01) , Nintendo Switch, or TGS2020 ONLINE Official T-shirt by lottery.

How to Apply: Visit the SENSE OF WONDER NIGHT page on the TGS2020 ONLINE website:
<https://tgs.nikkeibp.co.jp/tgs/2020/planning/sown.html>

Application Period: From September 1 (Tuesday) to 17 (Thursday), 2020

■ TOKYO GAME SHOW 2020 ONLINE Outline

Event Name: TOKYO GAME SHOW 2020 ONLINE

Web URL: <https://tgs.cesa.or.jp/>

Organizer: Computer Entertainment Supplier's Association (CESA)

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

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

Period: September 23 (Wed.) – 27 (Sun.), 2020

*September 23(Wed.) will be online business matching ONLY.