



### ● Entries for Selected Indie 80 are accepted until April 30 (Tuesday)

Selected Indie 80, a free exhibition opportunity at Indie Game Area of TGS2024, is now accepting entries until April 30 (Tuesday.) Any indie game developers fulfilling the entry requirements, whether professionals, amateurs, individuals, or corporations, are eligible to apply for this project.

(For more details : <https://events.nikkeibp.co.jp/tgs/2024/en/exhibitor/indie/> )

### ● Eight works from Selected Indie 80 entries will be nominated as SOWN2024 finalists!

Among 80 game titles chosen to be exhibited at Selected Indie 80, TGS2024 will further nominate eight titles created with outstanding ideas. The developers of these eight works will have an opportunity to present their products as finalists (speakers) at the game idea pitch contest SENSE OF WONDER NIGHT 2024 (SOWN2024) to be held during TGS2024. SOWN2024 will be held with an audience for the first time in five years, and will be streamed as an official program with simultaneous interpretation in English and Japanese. The Grand Prix and other awards will be determined by the judges, with the Grand Prix winner receiving US\$3,000 and other awards of US\$500.

\*SENSE OF WONDER NIGHT (SOWN) is a presentation opportunity to discover outstanding game ideas that evoke a *sense of wonder*, a sensation that will catch people by surprise and a feeling that something will change in their world. SOWN2024 is scheduled to take place on the second day of the TGS2024, Friday, September 27, from 5:15 p.m. (tentative) with a tangible audience.

\*SOWN2024 on the official program is scheduled for Saturday, September 28, from 11:00 a.m. Simulcast on YouTube, X, Niconico, Twitch, etc., as well as in English and on Chinese video platforms such as HUYA.

\*These projects supporting indie game developers are held in cooperation with International Game Developers Association Japan (IDGA Japan; Chairman: Katsuki Takahashi.)

\*To view the last year's SOWN2023 : <https://www.youtube.com/watch?v=aSJ1ieBfflk>

## ■ "Selected Indie 80" Entry Requirements

Event Name: Selected Indie 80

Dates: September 26 (Thursday) – September 29 (Sunday), 2024

Exhibition Method: In-person exhibition (Makuhari Messe <https://www.m-messe.co.jp/en/>)

\* Applicants must be able to participate in the in-person exhibition at Makuhari Messe for 4 days

Exhibition Fee: Free of charge

Benefits:

- A dedicated booth will be set up in the Indie Game Area at the Makuhari Messe venue.
- 5 exhibitor passes
- Internet WiFi Access at the booth (no guaranteed bandwidth)
- 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

How to apply: Please fill in and submit the necessary information on the "Selected Indie 80" online entry form at: [https://posting.nikkeibp.co.jp/form-cgi/formhtml.cgi?form=tgs\\_indie/index\\_en.html](https://posting.nikkeibp.co.jp/form-cgi/formhtml.cgi?form=tgs_indie/index_en.html)

Application Closing Date: **by 5:00 p.m., April 30 (Tuesday), 2024** \*Japan Standard Time (JST)

Selection: 80 titles will be selected by judges

Schedule: <1> Notification of acceptance or rejection for "Selected Indie 80": After mid-May, 2024

\*Applicants who are not accepted can still apply for the fee-based exhibition plan (commercial exhibitors only.)

\*Applicants who plan to exhibit with either Selected Indie 80 or a fee-based plan are requested to apply for the fee-based plan after finding out that the application for Selected Indie 80 has been rejected.

<2> Notification of acceptance to the SOWN finalists: After early August 2024

\*Eight outstanding works chosen from "Selected Indie 80" entries will be nominated as the finalists of SOWN2024

Sponsors: <Platinum Sponsors>	<b>Sony Interactive Entertainment,</b> <b>Nintendo</b> <b>KODANSHA Game Creator's Lab</b>
<Gold Sponsors>	<b>Happinet</b> <b>PLAYISM</b>
<Silver Sponsor>	<b>iGi indie Game incubator</b>
<Device Sponsor>	<b>ELSA Japan</b>

\*Shown in the order of types and past results of their sponsorship

### ● Eligibility

- Organization or individual who can showcase their products at Makuhari Messe (<https://www.m-messe.co.jp/en/>) during the four days of TGS2024 physical exhibition.
- Annual sales requirement:
  - \*Corporate entity with annual sales of USD500,000/JPY50 million or less
  - \*Individual with annual sales of USD100,000/JPY10 million or less
- Corporate entity needs to be fully independent financially.

### ● Eligible works

- 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.
- Work that complies 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 does NOT fall under any of the following items:
  - 1) Work including an expression that conflicts with or that may conflict with Appendix 3 "Banned Expressions" of the CERO Code of Ethics  
<https://www.cero.gr.jp/relays/download/3/43/2/291/?file=files/libs/291/202010162348223320.pdf>
  - 2) Work that is rated under the "Z" category by CERO censorship or may include an expression equivalent to the "Z" category
  - 3) Work that is already released overseas and rated under the "17+" (MATURE) category by an overseas censorship body (e.g., ESRB).
  - 4) Work that is planned to be released overseas, and may be rated under the "17+" (MATURE) category by an overseas censorship body (e.g., ESRB,) or work including intensive violence that cannot be regarded as equivalent to the 13+ TEEN category.)

### ● For inquiries

For inquiries about Selected Indie 80, please contact TOKYO GAME SHOW Indie Game Secretariat by email at: [tgs.indie80@maruttoworks.jp](mailto:tgs.indie80@maruttoworks.jp)

## ■ TOKYO GAME SHOW 2024 Exhibition Outline

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Event Title: TOKYO GAME SHOW 2024

Organizer: Computer Entertainment Supplier's Association (CESA)

Co-Organizers: Nikkei Business Publications, Inc., DENTSU, Inc.

Dates & Times: September 26 (Thursday), 2024 Business Day 10:00 a.m.- 5:00 p.m.

September 27 (Friday), 2024 Business Day 10:00 a.m.- 5:00 p.m.

September 28 (Saturday), 2024 Public Day 10:00 a.m.- 5:00 p.m.

September 29 (Sunday), 2024 Public Day 9:30 a.m.- 4:30 p.m.

\* Doors may open and close 30 minutes earlier than usual on Sep. 29, the final day of the event.

\* Doors may open 30 minutes earlier than planned on Public Days, depending on circumstances.

Venue: Makuhari Messe (Mihama-ku, Chiba City, Chiba Prefecture)

Exhibition Halls 1 to 11 / International Conference Hall / Event Hall

Expected Number of Visitors: 250,000

Expected Number of Booths: 2,500

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