

INDIE★GAME

**S** SELECTED  
INDIE 80» \_

**NOW CALLING FOR ENTRIES**

Support project for indie game developers  
who do not have to be a corporation to exhibit.

**Deadline : April 30(Thu.), 2026, 5:00 PM JST**

# SELECTED INDIE 80 CALLING FOR ENTRIES

## Entry Information

TOKYO GAME SHOW2026 provides a platform where indie developers (individuals and corporations) can play an active role, and with the aim of contributing to the growth of the global game industry, TGS2026 accepts applications for the “SELECTED INDIE 80” slot, where indie game developers can exhibit for free with the support of our sponsoring companies.

TGS Management Office will be screening for qualified exhibitors.

The selected exhibitors will be automatically entered as candidates for the presentation event "SENSE OF WONDER NIGHT" (SOWN), where game ideas will be competed.

Please review the eligibility requirements and application conditions, and we encourage you to apply for “SELECTED INDIE 80.”

**Application Period: February 10(Tue.), 2026 - April 30(Thu.), 2026, 5:00 PM (Japan Standard Time)**

※As access may become congested near the deadline, please apply well in advance.

No applications will be accepted after the deadline.

※Starting with TGS2026, exhibitors will be able to select their booth location in the order of application entry. However, booth location selection will be limited to the top 40 companies (planned). Furthermore, for game exhibits requiring non-standard space, special display formats (e.g., VR games), or cases where wiring constraints necessitate a fixed booth location, TGS Management Office will determine the booth position. Booth positions for the 40 companies that applied later will also be determined by TGS Management Office.

### **Outline : SELECTED INDIE 80**

VENUE: Makuhari Messe (2-1, Nakase, Mihama-ku, Chiba-city, 261-8550 Japan)

PERIOD: September 17 (Thu.) ~ 21 (Mon.), 2026

SCREENING: Selection will be conducted by TGS Management Office

EXHIBITION: FREE

# Benefits

## SELECTED INDIE 80

TGS2026 will provide the following services to exhibitors (For SELECTED INDIE 80) with free of charge.

- A dedicated booth will be set up in Indie Game Area at the Makuhari Messe venue. (See the booth image)
- Rental of equipment such as PCs and display monitors (planned)
- 5 Exhibitor Passes
- Internet Wi-Fi Access at the booth (no guaranteed bandwidth)
- Posting exhibitor names on the TGS official website “Exhibitor List / SELECTED INDIE 80” page (Planned)
- 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)
- Access of TGS Business Matching System
- Access of Indie Meetup Area (Meeting Space)



## Application conditions and qualifications

Open to all individuals regardless of nationality, age, or occupation (students, game producers, etc.) and to all corporate bodies.

Group or Organization that can be exhibited

- Only those who can exhibit at Makuhari Messe for 5 days
- For annual sales of the developer (individual or corporate) of the submitted title:
  - Corporate : Annual Sales with USD500,000/JPY50 Million or less
  - Individual : Annual Sales with USD100,000/JPY10 Million or less
- If the developer of the submitted title is a corporation, it must be fully independent in terms of capital.

What can be exhibited

- A completely original game (Derivative content cannot be exhibited regardless of whether or not it is licensed.)
- Created for a platform for which an applicant has the right to develop.
- Works that comply with the CESA Code of Ethics and the CERO Code of Ethics
  - \*CESA “Global Event Compliance Policy” <https://www.cesa.or.jp/compliance/index-en.html>
  - \*About CERO <https://www.cero.gr.jp/en/publics/index/3/>
- And **do not fall under any of the following items:**
  - ① An expression that conflicts with or that may conflict with Attached Appendix 3 "Banned Expressions" of the CERO Code of Ethics (<http://www.cero.gr.jp/en/publics/index/18/>) is included.
  - ② Works for which an "Z" rating category was assigned by CERO or an expression equivalent to the "Z" rating category may be included.
  - ③ Works that have already been released overseas and for which a "17+" (MATURE) rating category was assigned by an overseas examination body (e.g. ESRB).
  - ④ Works planned to be released overseas for which a "17+" (MATURE) rating category is expected to be assigned by an overseas examination body (e.g. ESRB)(excessively bloody works that cannot be regarded as being equivalent to a "13+" (TEEN) rating category.

# Notes for Entry

SELECTED INDIE 80

The personal information submitted for the "SELECTED INDIE 80" will be collected by Nikkei Business Publications Inc. It will then be managed in full compliance with Privacy Statement of Nikkei Business Publications Inc. Also, the same information will be provided to respective third parties, the Computer Entertainment Supplier's Association (CESA), the organizer of TOKYOI GAME SHOW 2026 and Sony Music Solutions, the co-organizers of TOKYO GAME SHOW 2026 for the purpose of the sending information (e-mail, direct mail and research questionnaire etc.).

After Providing Personal Information to the Computer Entertainment Supplier's Association (CESA) and Sony Music Solutions each will then manage your information on its own responsibility.

The information related to the title entered at the time of entry will be posted on the website, etc., and will be shared with outsourced companies that have signed confidentiality agreements, judges, and sponsor companies that support "SELECTED INDIE 80". In addition, TGS Management Office sends e-mails, etc., on behalf of various sponsor companies (information on meetings, products/services, exhibitions/seminars/events, etc.) and requests for surveys, etc.

Please only apply if you agree to provide your registration information.

If you do not meet the conditions of this project, or if you are not selected for the "SELECTED INDIE 80", please consider exhibiting at the "Indie Game Area" as usual (paid exhibit).

**Application deadline : April 30(Thu.), 2026, 5:00 PM\*Japan Standard Time (JST)**

**Qualified/Unqualified result about "SELECTED INDIE 80" : By email around May 20(Wed.)**

## Before entering, please ensure the following:

\*Attention when entering required items for the application form:

Please reconfirm your contact email address to ensure its correctness. If there are errors in the entered information, we might not be able to deliver the selection results.

\*Regarding the URL details for each submitted material

During the selection process, if there are mistakes in the provided URL, such as a password being set that prevents the judges from examining the content, your entry will be considered ineligible for review. Also, if the judges cannot review the contents, the secretariat will not make any inquiries. Please confirm whether the URL, which can be verified by the secretariat during the selection period (February 10(Tue.), 2026 to late May), is correct.

\*Regarding communication of selection results :

We will contact you at the email address that you provided at the time of entry around May 20(Wed.). Please note that we do not accept inquiries via phone.

**Additionally, we regret to inform you that we are unable to provide feedback on the evaluation contents.**

## SELECTED INDIE 80

For inquiries regarding SELECTED INDIE 80, please contact us at the following URL:

**Inquiries / To Apply >>**

[https://bpcgi.nikkeibp.co.jp/form-cgi/formhtml.cgi?form=tgs\\_indie/index.html](https://bpcgi.nikkeibp.co.jp/form-cgi/formhtml.cgi?form=tgs_indie/index.html)



# SENSE OF WONDER NIGHT

**Sense of Wonder Night (SOWN)" is an event that aims to discover game ideas that will trigger a "Sense of Wonder"**

**(a feeling of something changing in one's world the moment one sees or hears the concept).**

**SOWN is open to companies selected for the SELECTED INDIE 80, as well as companies that have secured paid exhibition space in the Indie Game Corner (excluding online exhibitors).**

## Objectives of "SENSE OF WONDER NIGHT"

**To introduce game with a game design and ideas that are experimental and creative, and that cannot be called conventional or traditional**

**To raise awareness of the great value of "Sense of Wonder" in games, which may transform the common sense of game, and lead to invigorate the game industry**

**To provide future opportunities for those who are developing experimental and creative games.**

**To create new domains in the game industry**

**SOWN targets games that meet the following five criteria.**

### **① A game that realizes a totally new, never-seen-before gaming experience**

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

### **② A game that challenges the common sense of games**

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

### **③ A game with emergent features**

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

### **④ A game that makes people want to play it immediately**

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

### **⑤ An amazing game**

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

# SOWN Implementation Outline

Date : September 17 (Thu.), 2026 Japan Standard Time (time to be determined)

Venue : TGS2026 Scheduled in Makuhari Messe venue

Prize Money

Grand prix (Audience Award Grand Prix) : USD 3,000

Other awards : USD 500

Audience Award Semi-Grand Prix

Best Technological Game Award

Best Arts Award

Best Experimental Game Award

Best Game Design Award

Best Presentation Award



Footage of the presentation will be archived and released as part of the TGS official program on Friday, September 18, the second day of the event.

\*Last year's "SENSE OF WONDER NIGHT 2025" can be viewed on TGS Official YouTube channel.

<https://www.youtube.com/live/Dn6WoTJweCs>