



To all media representatives

February 10, 2026

Computer Entertainment Supplier's Association

**Supporting Indie Game Developers with Free Exhibition Opportunities Entry
Applications Now Open for "SELECTED INDIE 80"!**

INDIE★GAME
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INDIE 80»
NOW CALLING FOR ENTRIES
インディーゲーム開発者が東京ゲームショウに無料で出展できる
Selected Indie games can exhibit at Tokyo Game Show
free of charge.
申込締切 : 2026年4月30日(木)17:00 (日本時間)
Deadline : April 30(Thu.), 2026, 5:00 PM JST

Sponsorship Opportunities Now Open for Companies Supporting Indie Game Initiatives

The Computer Entertainment Supplier's Association (CESA; Chairman: Haruhiro Tsujimoto) will once again hold "SELECTED INDIE 80" at TOKYO GAME SHOW 2026, aiming to provide a platform for indie game developers to excel and contribute to the growth of the global game industry. "SELECTED INDIE 80" is a special framework that allows indie game developers to exhibit free of charge. We are pleased to announce that applications open today and look forward to your entries. Applications can be submitted via the dedicated web entry form, with a deadline of **April 30 (Thu), 5:00 PM (JST)**. Please note that early applicants will receive preferential treatment, so we encourage you to apply as soon as possible.

*For details, please visit: <https://events.nikkeibp.co.jp/tgs/2026/en/exhibitor/indie/>



Eighty titles will be selected through a screening process from the submitted entries to exhibit at TOKYO GAME SHOW 2026 as part of "SELECTED INDIE 80." In addition, various promotional activities will be conducted leading up to the TGS period, including features on the official TGS website. Titles chosen for "SELECTED INDIE 80" will also be automatically entered "SENSE OF WONDER NIGHT," a presentation contest for innovative game ideas. We invite you to review the eligibility and application requirements and submit your title for "SELECTED INDIE 80."

■ **SELECTED INDIE 80 Exhibition Benefits**

We will support exhibitors by providing the necessary booth space, PCs, and monitor equipment. Furthermore, a dedicated project page will be set up on the official TGS website to carry out various promotions heading into the event. For more details, please refer to the "[SELECTED INDIE 80 Application Guide](#)" or the "SELECTED INDIE 80" section on the official website.

(<https://events.nikkeibp.co.jp/tgs/2026/en/exhibitor/indie/>)

■ **SELECTED INDIE 80 Application Overview**

Name: SELECTED INDIE 80

Dates: September 17 (Thu) – September 21 (Mon/Holiday), 2026

Format: Physical Exhibition (Makuhari Messe) Exhibition

Fee: Free of charge

How to Apply: Submit via the "SELECTED INDIE 80" dedicated web entry form
Application

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

*Starting this year, selected exhibitors will be able to choose their booth locations in the order of their application submission. However, this privilege is limited to the first 40 applicants (tentative). In cases where special exhibition requirements exist—such as space exceeding regulations, unique setups for VR games, or fixed locations due to wiring constraints—the secretariat will determine the booth position. The secretariat will also assign booth locations for the remaining 40 applicants.

Screening: Results will be notified via email around May 20, 2026 (Wed)

● Eligibility Requirements

• Must be able to exhibit physically at Makuhari Messe (<https://www.m-messe.co.jp/en/>) for the full 5 days

• Annual Sales of the Applying Organization:

Corporate: Approximately 50 million yen / 500,000 USD or less

Individual: Approximately 10 million yen / 100,000 USD or less

• If the exhibitor is a corporation, it must be completely independent in terms of capital.



● Eligible Titles

- Completely original games (Fan-made/secondary creations are not permitted regardless of permission status).
- Titles developed for platforms for which the applicant holds development rights.
- Titles compliant with CESA and CERO Codes of Ethics.

● [CESA「Global Event Compliance Policy」](#)

● [About CERO](#)

- Titles must NOT fall under any of the following categories:

- 1) Content that violates or may violate the "[Prohibited Expressions](#)" in "Annex 3" of the CERO Code of Ethics.
- 2) Titles rated "Z" by CERO, or containing expressions equivalent to the "Z" rating.
- 3) Titles already released overseas with a "17+" (MATURE) rating from agencies such as the ESRB.
- 4) Titles planned for overseas release likely to receive a "17+" (MATURE) rating or containing strong violence unsuitable for a "13+" (TEEN) rating.

[Inquiries regarding SELECTED INDIE 80]

Please contact the Tokyo Game Show Indie Game Secretariat (Nikkei BP Reader Service Center) via the inquiry form.

https://bpcgi.nikkeibp.co.jp/form-cgi/formhtml.cgi?form=tgs_indie/index.html

■ Sponsorship Applications for Supporting Indie Game Initiatives Open Today

At TOKYO GAME SHOW 2026, we are widely seeking sponsors who support indie game developers through "SELECTED INDIE 80." Sponsors will help reduce the burden on developers and assist in sharing the joy of gaming with fans worldwide. Various benefits are available for sponsors, including corporate logo placement and the provision of exhibition booths and business meeting tables, to enhance the presence of the indie game industry. We invite platformers, publishers, hardware manufacturers, and others who support indie game development to consider this opportunity.

The application deadline is March 31 (Tue).

*For details on sponsorship plans:

https://4c281b16296b2ab02a4e0b2e3f75446d.cdnnext.stream.ne.jp/tgs/2026/exhibition/common/en/e24_indie_en.pdf



■ **SENSE OF WONDER NIGHT 2026**

Celebrating its 19th year, SENSE OF WONDER NIGHT (SOWN) is a pitch contest for exceptional game ideas that trigger a "Sense of Wonder"—that feeling of one's world suddenly changing. Eight titles with outstanding ideas will be selected as finalists to present their work. **In addition to "SELECTED INDIE 80" exhibitors, developers in the standard Indie Game Area are also eligible.** The presentations are scheduled for the first day, September 17 (Thu). Following a review, the Grand Prix winner will receive 3,000 USD, and other award winners will receive 500 USD.

■ **"SENSE OF WONDER NIGHT (SOWN) 2026" Overview**

Date: Scheduled for September 17, 2026 (Thu) at Makuhari Messe

Eligibility: SELECTED INDIE 80 exhibitors and Indie Game Area exhibitors (excluding online-only exhibitors).

*Titles selected for SELECTED INDIE 80 will be automatically entered.

*Standard Indie Game Area exhibitors have a different application method; please refer to the "[SOWN Guide](#)" for details.

■ **TOKYO GAME SHOW 2026 Event Overview**

Name: TOKYO GAME SHOW 2026

Organizer: Computer Entertainment Supplier's Association (CESA)

Co-organizers: Nikkei Business Publications, Inc., Sony Music Solutions Inc.

Dates:

September 17, 2026 (Thu) Business Day 10:00–17:00

September 18, 2026 (Fri) Business Day 10:00–17:00

September 19, 2026 (Sat) Public Day 9:30–17:00

September 20, 2026 (Sun) Public Day 9:30–17:00

September 21, 2026 (Mon/Holiday) Public Day 9:30–16:00

*Opening hours differ between Business Days and Public Days.

*Opening hours on Public Days may be advanced by 30 minutes depending on circumstances.

Venue: Makuhari Messe (Exhibition Halls 1–11, International Convention Center), TKP Tokyo Bay Makuhari Hall

Expected Number of Visitors: 300,000

Number of Booths: 3,500 booths (tentative)

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

[Official Materials]

Image materials used in this release are stored in the BOX folder below.

Please feel free to use them for your coverage.



URL: <https://app.box.com/s/ns96tkj7b9zewnh9w069992globkw8a7>

[Contact Information for Media regarding TGS2026]

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