



To all media representatives

April 27, 2026

Computer Entertainment Supplier's Association

Announcement of the First Group of Sponsors for Indie Game Projects such as "SELECTED INDIE 80," Supporting Free Exhibition for Indie Game Developers!

Nintendo, KODANSHA, PLAYISM, iGi indie Game incubator, CRI Middleware, Amakusa City, ASK, aurn, Wit One



Contributing to the growth of the global game industry through support for indie game developers

Establishment of the "SI80 Excellence Awards," a recognition system for SELECTED INDIE 80

The Computer Entertainment Supplier's Association (Abbreviation: CESA; Chairman: Haruhiro Tsujimoto) announces that sponsors have been determined for "SELECTED INDIE 80," a project at Tokyo Game Show 2026 aimed at providing a platform where indie game developers can flourish and contributing to the growth of the global game industry.

Nintendo, KODANSHA, PLAYISM, iGi indie Game incubator, CRI Middleware, Amakusa City, ASK, aurn, and Wit One have been determined as sponsors for the series of indie game developer support projects, including "SELECTED INDIE 80" (*Sponsor names are listed in order of sponsorship plans and past sponsorship performance).

Exhibitors selected for "SELECTED INDIE 80" can receive various types of support, such as various exhibition support provided by the sponsoring companies.



Tokyo Game Show will provide a place for indie game developers to make a leap forward and aim for further revitalization of the domestic and international game industries. Furthermore, we are continuing to recruit companies that can endorse the indie game developer support and indie game-related projects.

Sponsorship:

<Platinum Sponsors> Nintendo, KODANSHA



<Gold Sponsor> PLAYISM



<Silver Sponsor> iGi indie Game incubator



<Bronze Sponsors> CRI Middleware, Amakusa City



<Equipment Sponsors> ASK, aurn, Wit One



[Contact information regarding for Indie game projects]

TOKYO GAME SHOW Indie game Office

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■ Establishment of the "SI80 Excellence Awards"

Tokyo Game Show will establish the "SI80 Excellence Awards" as a new recognition system to evaluate and widely disseminate the creativity and perfection of indie games. This system will officially honor approximately 10 titles selected from those participating in the indie game project "SELECTED INDIE 80 (SI80)" that are particularly outstanding from multifaceted perspectives such as creative quality, degree of completion as a game, and experience value.

Winning titles are scheduled to be announced in August, and an award ceremony is planned to be held during the Tokyo Game Show period. In addition, award marks will



be displayed at each booth during the event to effectively appeal the title's charm to visitors, media, and business associates.

Furthermore, this system is positioned as a new evaluation axis different from "Sense of Wonder Night (SOWN)," which evaluates the outstanding originality of ideas, and aims to evaluate the value of indie games from multiple angles.

It is expected that this new system will create opportunities for excellent indie works to attract more attention from visitors, media, and publishers and take wing toward the global market, and that it will lead to an improvement in the value of the overall indie game projects of Tokyo Game Show.

*Click here for details: <https://events.nikkeibp.co.jp/tgs/2026/en/exhibitor/indie/#award>

■ **What is "SELECTED INDIE 80"?**

This is an indie game developer support project targeting individual developers, small-scale studios, and so on. If the application conditions for this project are met, there are no requirements whatsoever regarding application qualifications such as nationality, age, or profession. Selected works can be exhibited at the Tokyo Game Show Indie Game Area for free under the support of sponsor companies. We will disseminate works filled with the passion of developers, and works possessing originality, new sensations, and new common sense that would not be realized at major studios, to the international market, and will create a place for creators who will lead the next generation to flourish and new possibilities.

■ **Entry Deadline is April 30 (Thursday), 17:00 <Japan Standard Time>**

Among the applied titles, 80 titles will be selected through screening to be exhibited at Tokyo Game Show 2026 as "SELECTED INDIE 80," and will also be automatically entered into the game idea presentation contest "Sense of Wonder Night". Please check the application qualifications, application conditions, etc., and please apply your own title to "SELECTED INDIE 80".

*Click here for details: <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

Exhibition Format: Exhibit at the physical venue (Makuhari Messe)

Exhibition Fee: Free

How to Apply: Apply via the "SELECTED INDIE 80" dedicated Web entry form

Application Deadline: April 30, 2026 (Thu) 17:00 <JST>

Selection: Yes; results will be notified by email around May 20, 2026 (Wed)

● Eligibility Requirements



- Must be able to exhibit physically at Makuhari Messe (<https://www.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.

[Contact information regarding "SELECTED INDIE 80"]

Tokyo Game Show Indie Game Secretariat (Nikkei BP Reader Service Center)

Please contact us via the following link.

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

■ What is "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.

*Click here for details: <https://events.nikkeibp.co.jp/tgs/2026/en/exhibitor/indie/#sown>



■ **"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

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/8vuzgslhfnivfcpsrzuna2611w7vmly>

[Contact Information for Media regarding TGS2026]

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