

Bandai Namco Group in full support of indie game creators!
Second “GYAAR Studio Indie Game Contest”
for indie game creators
Calling for entries starting September 21, 2023!

Honorable Mention newly added with a prize of 1 million JPY for up to 10 winning entries

Bandai Namco Entertainment Inc. (Headquarters: Minato-ku, Tokyo; President & CEO: Nao Udagawa) and Bandai Namco Studios Inc. (Headquarters: Koto-ku, Tokyo; President & CEO: Daisuke Uchiyama) will start accepting entries from Thursday, September 21, 2023, for the second GYAAR Studio Indie Game Contest held by Bandai Namco Studios' indie game label, “GYAAR Studio.”

The contest is being held for the second time with the hopes of further stimulating the video game market going forward, by actively providing support for the indie game creators. A variety of support programs are offered for indie game creators as in the last contest to allow a variety of game titles to shine brighter than ever.

Like the first contest, to enter the contest applicants provide necessary submissions, such as playable demos. The best title entry shall receive up to 100 million JPY in support funding and a variety of support programs are made available for the winners. Honorable Mention award has been newly established with a prize of 1 million JPY for up to 10 title entries, to encourage more indie game creators to enter the contest.

2nd Total 100 million yen in funding!
**GYAAR Studio
Indie Game Contest**

Entry Period
September 21 - December 4, 2023

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[Honorable Mention Award Established for the First Time!]

The contest features a new award, Honorable Mention, in addition to Platinum Award and Winning Award. Honorable Mention will be awarding 1 million JPY for up to 10 title entries. Winners will also be granted free access to the development center, “GYAAR Studio Base.”

*The total amount of prize will be the same as the first contest. Please check the details of the first contest below.

<https://indie.bandainamcostudios.com/gyaarcon-1>

[Entry Overview for the Second GYAAR Studio Indie Game Contest]

■Contest Schedule

Entry Period: Thursday, September 21, 2023, 10:00AM to Monday, December 4, 2023, 11:59PM (JST)

Announcement of Results: Winners will be revealed during the TOKYO INDIE GAMES SUMMIT 2024 held between Saturday, March 2, 2024 to Sunday, March 3, 2024 (<https://indiegamessummit.tokyo/>)

■Entry Terms (Excerpts)

Eligibility for Entry

- Legal entities, groups, or natural persons (a referred to as the “Applicant”) may enter this Contest.
- Applicants who have not reached the age of majority in their country of residence at the time of entry to this Contest must obtain consent from their legal guardian.
- Applicant must be resident or have its principal office registered in the following areas:
(Japan, Australia, Austria, Belgium, Denmark, Finland, France, Germany, Hong Kong, the Netherlands, Norway, Portugal, Romania, Singapore, South Korea, Spain, Sweden, Taiwan, Turkey, the United Kingdom, and the United States)
*For group applicants, one representative must be appointed, and the representative must agree to these Terms with all other members before submitting the application. If any member is a minor, consent of the minor’s legal guardian must be obtained.
- For legal entities, the person who has the authority to enter into agreements on behalf of the legal entity, including agreeing to these Terms, shall submit the application.

How to Enter

- Applicant must submit their application through the entry form on the official website (<https://indie.bandainamcostudios.com/gyaarcon-2>) during the specified entry period.

The following items are required to enter this Contest:

- Gaming ROM (playable demos or prototypes are acceptable)
- Game proposal
- User’s manual *added to required items from second contest
- (If the Applicant is a minor) Letter of consent from a legal guardian such as a person with parental authority

*Applicants must register separately with the Bandai Namco ID (<https://www.bandainamcoid.com/>).

* Entry to this Contest must be made at the Applicant's own discretion and responsibility. Applicant shall be solely responsible for costs or expenses incurred in the participation in this Contest.

Game Requirements

The gaming ROM submitted must meet the following requirements:

- Can be distributed on Steam (PC);
- Contain a playable demo or prototype (not "Game proposal");
- Be in Japanese or English.

*All game genres are accepted.

For more information, please check the terms and conditions on the official website:

(<https://indie.bandainamcostudios.com/gyaarcon-2/terms>)

■ Prizes

- Platinum Award (Max. of 1 winner) Up to 30 million JPY (over 2 years) + Support programs

Maximum total amount of support funding: 30 million JPY

Breakdown: 10 million JPY at the time of award

2.5million JPY every three months after the award (up to 8 times in 2 years from the time of award, maximum total amount is 20 million JPY)

*An examination will be carried out for each support payment, and further support may be cancelled or suspended based on the result.

- Award Winners (Max. of 6 winners) Up to 10 million JPY (over 2 years) + Support programs

Maximum total amount of support funding: 2 million JPY at the time of award

Breakdown: 1 million JPY every three months after award (up to 8 times in 2 years from the time of award, maximum total amount is 8 million JPY)

*An examination will be carried out for each support payment, and further support may be cancelled or suspended based on the result.

- Honorable Mention (Max. of 10 winners) 1 million JPY (at the time of award) + Free access to “GYAAR Studio Base”

1 million JPY at the time of award

*Will be required to submit development progress reports on a regular basis after receiving the award.

■ Prize Bonus: Support Programs

- Development Support

Sharing of technical information and development know-how through sessions with the creators at Bandai Namco Studios and lending equipment and environment that is necessary for development. In addition, marketing support from Bandai Namco Entertainment will be provided as necessary.

- Free access to the “GYAAR Studio Base” development center

Free access to “GYAAR Studio Base” development base located in the office of Bandai Namco Studios (Monzen-Naka-cho, Tokyo) to allow real-time communication between developers and the winners. Topic-based talk sessions with the creators at Bandai Namco Studios will also be held regularly.

- Publishing Support

Bandai Namco Entertainment or Phoenixx will assist with publishing.

*Phoenixx is participating in this contest as an organizer.

- IP co-creation Support

In addition to Bandai Namco Entertainment and Bandai Namco Studios, the Bandai Namco Group companies will also provide IP development support.

■ **Hosted by**

- Bandai Namco Entertainment Inc.
- Bandai Namco Studios Inc.

■ **In collaboration with**

- Phoenixx Inc.

■ **Official Website**

URL: <https://indie.bandainamcostudios.com/>

■ **Contact Information:**

Second GYAAR Studio Indie Game Contest Organizer (at Phoenixx Inc.)

E-mail: support@indie.bandainamcostudios.com

[“GYAAR Studio” Exhibiting at Tokyo Game Show]

“GYAAR Studio” will exhibit for the first time at the indie game corner of Tokyo Game Show 2023 which will held from Thursday, September 21, 2023. The title entries that were awarded at the first Indie Game Contest will be playable at the booth. Please come visit the booth.

*The exhibition will be jointly held with Phoenixx Inc.

Under the Bandai Namco Group's Purpose "Fun for All into the Future," Bandai Namco Entertainment and Bandai Namco Studios are working to create a brighter future for everyone around the world by connecting people and societies through the enjoyment of entertainment.

*Please note that the information in this press release is as of the date of release and subject to change without notice.

*Steam is a trademark or registered trademark of Valve Corporation in the United States and/or other countries.