

Bandai Namco Group in full support of indie game creators!

Second “GYAAR Studio Indie Game Contest” for indie game creators
Collaboration with "Supercell" confirmed!

Strengthen support from a global perspective for the winners

Bandai Namco Entertainment Inc. and Bandai Namco Studios Inc. are pleased to announce that the Finnish game developer Supercell has decided to provide support for the second GYAAR Studio Indie Game Contest held by Bandai Namco Studios' indie game label, “GYAAR Studio.”

With the aim of strengthening the support from a global perspective, Bandai Namco will support expanding the awareness for GYAAR Studio Indie Game Contest (hereinafter GYAARCon) and support the winning titles in terms of PR and development for overseas market in collaboration with Supercell.



Supercell decided to collaborate with GYAARCon since Supercell shares GYAARCon's objective which is “further stimulating the video game market going forward, by actively providing support for the indie game creators.”

When Bandai Namco took a survey to winners of the first contest, there were comments such as “we would appreciate having enhanced support to promote overseas and not just in Japan,” and “since indie games are often developed by a small group of people, it would be valuable to have overseas supporters who can provide feedback on the game.”

By having GYAARCon, which has the ability to communicate to the Asian region including but not only South Korea and Taiwan, collaborate with Supercell, which is based in Europe as a game developer with various global networks, GYAARCon will be able to reach a much wider region than ever before. This would make it possible to exchange information with overseas game developers and also contribute to the overseas expansion of the winners and award-winning titles from the contest.

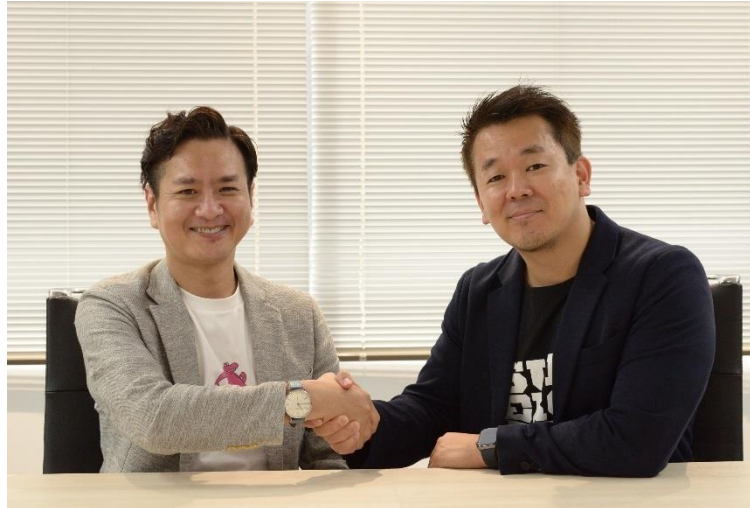
■ Details of the Support Programs

- PR support for award-winning titles mainly on various social media sites managed by Supercell
- Feedback and advice on the award-winning titles by Supercell employees
- Networking with European indie game creators
- Company tour of Supercell's Helsinki office and networking with Supercell employees

■ About Supercell

Supercell is a game company based in Helsinki, Finland, with offices in San Francisco, Seoul, and Shanghai. Since its launch in 2010, the company has brought five games to the global market: Hay Day, Clash of Clans, Boom Beach, Clash Royale and Brawl Stars. Supercell's dream is to create games that as many people as possible play for years and that are remembered forever.

■ Comments from Each Company



Daisuke Uchiyama (President & CEO of Bandai Namco Studios) on the left and Hayato Sekiguchi (COO of Supercell) on the right

• President & CEO of Bandai Namco Studios, Daisuke Uchiyama

In the first contest, about 20% of the entries were from overseas, and I am pleased to make this wonderful announcement as we are expecting more indie game creators to take up the challenge from a wider range of regions this time.

Supercell, a Finnish game developer and one of the most successful developers in the world, will be supporting and sponsoring GYAARCon. Supercell's unique development style is very well known and considering their development know-how and mindset, we assume that they will extend their support to the indie game creators through various support packages.

Together with Supercell employees who share GYAARCon's purpose to help awaken the talents of indie game creators, we would like to further support the creators who will lead the next era. We look forward to the entries from indie game creators around the world!

• COO of Supercell, Hayato Sekiguchi

We are very excited to be able to support the 2nd GYAAR Studio Indie Game Contest.

Since its founding, Supercell has created an environment where teams can focus on creating the best games by providing the necessary resources and support. We've expanded on this concept in recent years by providing the necessary support to some of the most creative and ambitious gaming teams worldwide. We've also created a program for young talent, which includes recruiting students and recent graduates in Finland or Shanghai, forming a team from them, and offering them the opportunity to create a game at Supercell.

The purpose of the GYAAR Studio Indie Game Contest resonates with us – discover new, exciting game titles and provide support to the teams behind them, so that they can achieve their dreams of making their

ideal games and shake the industry! That's why we have decided to support the game contest this year.

At the contest, we look forward to encountering creative works filled with passion and pushing the boundaries of game creation! We also look forward to the inspiring work they will create with our support.

■ About the second GYAAR Studio Indie Game Contest

The contest 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. Like the first contest, the best title entry will receive up to 100 million JPY in support funding and the winners will be provided with a variety of support programs.

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/>)

For more information, please check the official website (<https://indie.bandainamcostudios.com/gyaarcon-2/>)

• Hosted by

Bandai Namco Entertainment Inc., Bandai Namco Studios Inc.

• Organization support

Phoenixx inc.

• In collaboration with

Supercell

■ Contact Information:

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

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