

Indie Game Contest held by Bandai Namco Group  
First release from the winners of “GYAAR Studio Indie Game  
Contest” confirmed

“Parry Nightmare” from KAKUKAKU GAMES will be released in March 2024

Bandai Namco Entertainment Inc. and Bandai Namco Studios Inc. are pleased to announce the release of “Parry Nightmare,” the winning title of the “First GYAAR Studio Indie Game Contest” held in 2022 by Bandai Namco Studio’s indie game label “GYAAR Studio.”

“Parry Nightmare” is developed by KAKUKAKU GAMES and will be published by the indie game publisher, Phoenix Inc., on Friday, March 1, 2024.



The GYAAR Studio Indie Game Contest is held for the hopes of further stimulating the video game market going forward, by actively providing support for the indie game creators.

The Contest have received 236 titles for the second contest, which is more than the previous contest, from indie game creators within and outside Japan. Moreover, the PR activities overseas, in addition to the support of Supercell, the Contest increased the international recognition and received 3 times more applications from overseas compared to the first contest.

GYAAR Studio will continue to support indie game creators moving forward.

#### ■ Overview of “Parry Nightmare”

- Title name: Parry Nightmare
- Developer: KAKUKAKU GAMES
- Published by: Phoenix Inc.
- Scheduled release: Friday, March 1, 2024
- Platform: Steam (Windows PC)
- Steam store page: <https://store.steampowered.com/app/2081230/>
- Copyright: © 2024 KAKUKAKU GAMES Published by Phoenix Inc.
- Game introduction

Trapped in the Nightmare world, work together with your alter ego, Honnou-chan, to make your escape in this top-down action game.

Survive endless enemy attacks with parries, charge your gauge, and wipe them out in one strike.

Collect light from defeated enemies and exorcise the darkness in Nightmare!

Enjoy this unique parry and buddy action game filled with easy-to-navigate yet exhilarating maneuvers!!

### ■ Comments from Charehito, representative of KAKUKAKU GAMES and developer of “Parry Nightmare”

To tell the truth, right before the development of “Parry Nightmare,” I had no intent to make any more games. I always developed games since I was a student as a hobby and later as a job, but at one point I decided to quit. So, I was away from video game development for several years. The reason I came back to developing games was thanks to the fateful encounter with people that made me rediscover how “creating things is fun.” Considering the reason I returned, at KAKUKAKU GAMES we highly value the relationship with people and I am ecstatic about this opportunity with GYAAR Studio.



I am grateful not only for the prize or support for “Parry Nightmare” which will expand its potential in practical terms, but also to be able to connect with other fellow title winners and members of GYAAR Studio. As a small-scale developer, it can be tricky to network with other developers so this was a valuable opportunity for us, and I hope this network will expand as the activities of GYAAR Studio continues.

“Parry Nightmare” was developed with the support of many and I hope people will play and enjoy the game.

### ■ About the GYAAR Studio Indie Game Contest

The contest being held for the hopes of further stimulating the video game market going forward, by actively providing support for the indie game creators and the second contest was held in 2023. There are several support programs and a maximum of 100 million JPY support gift for award winning titles. The winners of the “Second GYAAR Studio Indie Game Contest” will be announced at the “TOKYO INDIE GAMES SUMMIT 2024” held on Saturday, March 2, 2024, and Sunday, March 3, 2024.

GYAAR Studio Indie Game Contest official website

(<https://indie.bandainamcostudios.com/>)

TOKYO INDIE GAMES SUMMIT 2024 official website

(<https://indiegamessummit.tokyo/>)

### ■ Future outlook of other winning titles

“SKY THE SCRAPER,” developed by Ryo Kobuchi, will be released from the game label HYPER REAL. For other titles, news will be posted on both the official website and social media.

GYAAR Studio Indie Game Contest winning title list

(<https://indie.bandainamcostudios.com/titles>)

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