

Bandai Namco Group's Indie Game Contest  
**“Second GYAAR Studio Indie Game Contest” for indie  
game creators announces winners**

Winners decided from 236 titles!

Bandai Namco Entertainment Inc. and Bandai Namco Studios Inc. announced today at the TOKYO INDIE GAMES SUMMIT 2024 the 15 winners (1 Platinum Award winner, 4 Award winners, and 10 Honorable Mention winners) chosen out of the 236 titles sent to the “Second GYAAR Studio Indie Game Contest,” held by Bandai Namco Studio's indie game label “GYAAR Studio.”



Second GYAAR Studio Indie Game Contest Official Trailer (You Tube)

URL: [https://www.youtube.com/watch?v=XHbPS\\_SmewQ](https://www.youtube.com/watch?v=XHbPS_SmewQ)

## Winning Titles

### [Platinum Award]1 title

Platinum Award up to 30 million JPY (over 2 years) + support programs + special support by Supercell

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



Game Title : BANDIT KNIGHT  
Developer(s) : Ameo / Game Float (Japan)  
Game Summary :

BANDIT KNIGHT is an item-collecting action game where you explore a 2.5D sprite world.

Become part of a guild of bandits and steal treasure from evil merchants and aristocrats!

You can then use the items you collected to power up your characters!

There's also a wealth of specializations: stronger stealing makes you steal more, stronger stealth makes you steal sneakily, and stronger combat lets you take on the guards and escorts!

So find, take, and steal to your heart's content!

### [Award Winners]4 titles

Award Winners up to 10 million JPY (over 2 years) + support programs + special support by Supercell

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



Game Title : KILLA : kill the la  
Developer(s) : Black Tangerine (South Korea)  
Game Summary :



Embark on a vengeful quest with Valhalla in "KILLA," where a single clue leads you to a mysterious island. Dive into a 3D adventure world using unique skills like "Resonance" and "Dreams" to solve the mystery of your mentor's death. Navigate the enigmatic island of Yips, unveil its secrets, and kill the La. Your decisions carve the path to multiple endings.

Fall into paranoia, suspect everyone, and finally, "Kill the La".



Game Title : Jelly Troops  
 Developer(s) : Nukenin (Japan)  
 Game Summary :

A real-time action strategy game packed with moments where you take down the opponent or get taken down by them!

Summon and multiply an army of slimes and achieve victory by capturing either the four flags placed on the maps or the opposing team's flags.

Exciting skirmishes unfold as you build walls to guide away your opponent's slimes or sneakily take their flag.

Maps are random and matches are short, so if at first you don't succeed, try, try again!



Game Title : SUMMER ROAD  
 Developer(s) : REBUILD GAMES (Japan)  
 Game Summary :

This 10-minute RPG is crafted for even the busiest of schedules!

In this roguelite game combining auto-progression and item creation, players utilize only the expansive inventory space to create and equip items that move the story forward.

While actions like movement and attacks are automatic, specific acts change based on combinations of

equipment. Its unique, easy-to-play structure as well as the numerous options and events within the story give this bite-sized RPG high replay value!



Game Title : Algolemeth  
Developer(s) : Medium-Rare Games (Japan)  
Game Summary :

In Algolemeth, create and fine tune a golem's battle logic AI and send it forward into a labyrinth in this fully-automated dungeon RPG!

Your input on its journey ends with the creation of its AI. Improve it through trial and error so that the golem makes it out of the labyrinth!

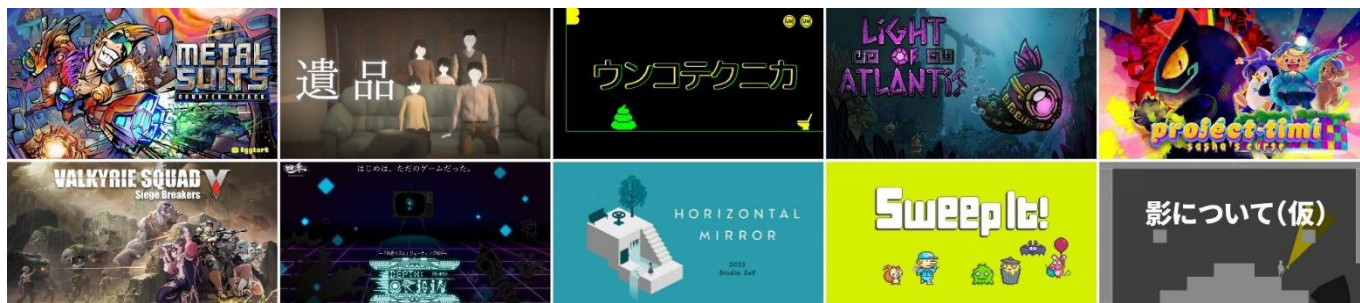
## [Honorable Mention]10 titles

Honorable Mention 1 million JPY + Free access to “GYAAR Studio Base”

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

At this contest, the following 10 titles were chosen as Honorable Mentions.

For details of the titles, please visit the official website



### “Titles” and Developers

“METAL SUITS” Eggart (South Korea)

“Ihin” Mugen Ollie Games (Japan)

“UNKO TECHNICA” UDONPA (Japan)

“Light of Atlantis” Drown Town (Germany)

“Project Timi: Sasha's Curse” Ephemeral Cube (United States)

“Valkyrie Squad: Siege Breakers” Digital Crafter (Taiwan)

“Depth:Origin” Shiki GameStudio (Japan)

“Horizontal Mirror” Studio ZeF (Japan)

“Sweep It!” Pukuzen (Japan)

“About shadows(provisional)” Chemical Pudding (Japan)

## 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 winners will be provided with a variety of support programs.

For details on the application guidelines and support programs of the contest, please visit the official website:

URL: <https://indie.bandainamcostudios.com/gyaarcon-2>

### **Hosted by**

Bandai Namco Entertainment Inc., Bandai Namco Studios Inc.

### **Organization support**

Phoenixx inc.

### **In collaboration with**

Supercell

### **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](mailto:support@indie.bandainamcostudios.com)

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