



## Indie Prize Singapore Winners Revealed at Casual Connect Asia 2017

*10 winners chosen from 100 finalists – games from 52 countries submitted to the Indie Prize scholarship*

**SINGAPORE – May 18, 2017** | *Indie Prize*, an international scholarship program created by *Casual Games Association* for independent game developers, announced the winners of the 18th Indie Prize Awards at the 40th edition of Casual Connect in Singapore – representing the best of the best in independent game design and innovation:

### Indie Prize Winners

**Best Game Audio** - Rhythm Doctor by 7th Beat Games (Malaysia)

**Best Game Design** - Stifled by Gattai Games (Singapore)

**Best Game Art** - Lila's Tale by Skullfish Studios (Brazil)

**Best Game Narrative** - Monster Prom by Beautiful Glitch (Spain)

**Best Multiplayer Game** - Mushroom Wars 2 by Zillion Whales (Russian Federation)

**Best Kids and Family Game** - She and The Light Bearer by Mojiken (Indonesia)

**Best Mobile Game** - Sara Is Missing by Kaigan Games (Malaysia)

**Best VR Game** – The Wizards by Carbon Studio (Poland)

**Most Innovative Game** – Stifled by Gattai Games (Singapore)

**Best in Show: Audience Choice** - Dragon Up: Match 2 Hatch by East Side Games (Canada)

Find the full list of nominees [here](#).

Mushroom Wars, which won Best Multiplayer Game, was nominated to Indie Prize by Indie Prize nomination partner in Ukraine - [GTP Indie Cup](#). Indie Prize has international partners around the world, united under the Game Nations community banner. Those partners nominated their best games via local contests to participate in the showcase in Singapore without having to go through the internal Indie Prize evaluation process. The winners received a guaranteed spot in Indie Prize to showcase their game with two free all-access passes and free accommodations during the Casual Connect. More details about the Indie Prize nomination partnership can be found [here](#).

“Developers from 52 countries submitted games across multiple platforms for the international Indie Prize scholarship in Singapore! it is an inexpressible feeling to be a part of this huge community that unites developers worldwide. On behalf of Casual Connect and Indie Prize, we congratulate all the finalists, nominees and winners, and are looking forward to seeing more games in the future,” says Yuliya Moshkaryova, Director of Indie Prize.

All the Indie Prize judges are veterans of the gaming industry and represent the following companies: Yodo1 Games, Rovio, Zeptolab, Unity, Epic Games, Affiniti Ventures | AV(M) & IPC, Tamalaki Publishing, GameFounders, Tenjin,

Amazon.com, Stugan, Exit Games, I Teut You So, Big Boat Interactive, WARGAMING.NET and many more.

Unity and adColony supported Indie Prize as Gold sponsors and the prizes for winners were provided by: Tenjin, Photon, Amazon Appstore, SpeedLink, Gamesauce.biz and Casual Connect.

For more information on [Casual Connect](#) and [Indie Prize](#) please visit the official websites or watch last year's highlight video on Casual Connect's official [YouTube](#) channel.

Assets are available [here](#).

Submission forms for upcoming Indie Prize showcases in Seattle, USA; Kyiv, Ukraine; Disneyland Resort, USA; London, Great Britain - are currently open:

[Casual Connect Seattle 2017](#) | August 1-3, 2017 | [Apply BEFORE May 31, 2017](#)

[Casual Connect Kyiv 2017](#) | October 24-26, 2017 | [Apply BEFORE August 30, 2017](#)

[Casual Connect USA 2018](#) | January 16-18, 2018 | [Apply BEFORE November 15th, 2017](#)

[Casual Connect London 2018](#) | May 29-31, 2018 | [Apply BEFORE March 31st, 2018](#)

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### **About Casual Connect**

Launched in 2005, Casual Connect is hosted by Casual Games Association (CGA), bringing together the most talented and knowledgeable experts in the gaming field to further the industry with the best learning and networking opportunities for gaming professionals. CGA will host Casual Connect USA on August 1-3, 2017, Casual Connect Kyiv on October 24-26, 2017, and Casual Connect USA on January 16-18, 2018. See the full schedule of Casual Connect events for 2017-2018 at <http://casualconnect.org/events.html>.

### **About Indie Prize and Premium Dev Showcase**

Indie Prize is a scholarship program for up-and-coming indie development teams who show promise as future leaders in the games industry. Indie Prize offers participants an opportunity to learn and network with other indie game developers and showcase their games, skillsets, and ideas to publishers and potential partners. The Premium Developer Showcase is an upgraded option of Indie Prize for game developers who want to showcase their games in a larger space. The premium package includes two tickets, a premium listing with logo and a premium showcase location.

### **About Casual Games Association**

Casual Games Association is an international trade organization dedicated to promoting games and providing educational resources for the game development community. The association hosts annual conferences in North America, Europe, Asia, Kyiv and Tel Aviv; runs online gaming news website [gamesauce.biz](http://gamesauce.biz); and issues research reports on the casual games industry. For more information about the association, visit <http://www.cga.global>. All lectures from past events can be watched at the official Casual Connect [YouTube channel](#).