

Indie Prize Berlin Winners Revealed at Casual Connect

10 winners chosen from 130 finalists – 470 games from 63 countries submitted, making it the biggest Indie Prize showcase so far

BERLIN, Germany – February 9, 2017... *Indie Prize*, a scholarship program created by *Casual Games Association* for independent game developers, announced today the winners of the Indie Prize Showcase, who have been honored during a special awards ceremony at Casual Connect Europe in Berlin:

Indie Prize Winners

Best Game Design – *Shadow Tactics: Blades of the Shogun* by Mimimi Productions (Germany)

Best VR Game – *Anshar Wars 2* by Ozwe Games (Switzerland)

Most Innovative Game – *FRU* by Through Games (Netherlands)

Best Game Audio – *Blink and Die* by Sureksu (Argentina)

Best Game Art - *Figment* by Bedtime Digital Games (Denmark)

Best Game Narrative – *Empathy* by Pixel Night (Sweden)

Best Multiplayer Game – *Lightfield* by Lost in the Garden (Austria)

Best Kids and Family Game – *Blink and Die* by Suresku (Argentina)

Best Mobile Game – *Super Pet Hero* by Amused Sloth (Romania)

Best in Show - Audience Choice - *CoverFire* by 1MBand (Spain)

“Indie Prize is becoming bigger and bigger year by year – it is amazing and overwhelming to see indie talent and spirit growing so very strong all over the world. On behalf of Casual Connect and Indie Prize, we cordially congratulate all the finalists, nominees and winners, and are looking forward to seeing more games in the future,” says Yulia Moshkaryova, Director of Indie Prize.

Developers from 63 countries submitted 470 games for all platforms for the international Indie Prize scholarship. This is an increase of over 20 percent of submitted games compared to the last year’s Indie Prize Europe 2016. PC is still the strongest platform with nearly 44 percent of all submitted games closely followed by mobile games equally among both platforms (iOS/Android). 42 judges selected the 130 best indie games which were invited to showcase in the Indie Prize area during Casual Connect Europe in Berlin and provided with a scholarship to showcase the games.

Indie Prize has international partners around the world, united under the Game Nations community banner. Those partners nominated the best games via local contests to participate in the showcase in Berlin without the internal Indie Prize contest. The winners received a guaranteed spot in Indie Prize to showcase the game with two free all-access passes and free accommodation during the conference.

All the Indie Prize judges are veterans of the gaming industry and represent the following companies: Yodo1 Games, Rovio, Zeptolab, Unity Technologies, RJ Games, GameFounders, Tenjin,

Eye For Games, Amazon.com, Demiforce, BANDAI NAMCO Entertainment Europe, Stugan, Exit Games, I Teut You So, Affiniti Ventures | AV(M) & IPC, Big Boat Interactive, VK.com and many more.

The winners are supported by Unity (Platinum sponsor), Korean Game Developers Association (Gold sponsor) and the prizes for winners are provided by: Tenjin, Photon, Amazon Appstore, Appodeal, SpeedLink, ironSource and IBM.

For more information on [Casual Connect Europe](#) and [Indie Prize Berlin 2017](#) please visit the official websites or watch last year's highlight video on Casual Connect's official [YouTube](#) channel.

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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 Connect

Launched in 2005, Casual Connect is hosted by Casual Games Association, 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. In addition to Casual Connect Europe 2017, CGA will host Casual Connect Asia on May 16-18, 2017, marking Casual Connect's 40th show, followed by Casual Connect USA on August 1-3.

<http://www.casualconnect.org>

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 the United States, Tel Aviv, Europe and Asia; runs online gaming news website gamesauce.biz; and issues research reports on the casual games industry. For more information about the association, visit <http://www.cga.global>. Lectures from past events can be watched on the official [Casual Connect YouTube channel](#).