



Indie Prize London Winners Revealed at Casual Connect Europe 2018

10 winners chosen from 100 finalists – games from 62 countries submitted to the Indie Prize scholarship

London, UK – June 1, 2018 | *Indie Prize*, an international scholarship program created by *Computer Games Association (CGA)* for independent game developers, announced the winners of the 22nd Indie Prize Awards at Casual Connect Europe 2018 in London – representing the best in independent game design and innovation:

Best Game Audio: Zebrainy ABCs by Zebrainy Limited (Ukraine)

Best Game Design: EnigmBox by Benoit Freslon (France)

Best Game Art: Numbala by Neurodio (Poland)

Best Game Narrative: Desert of Vice by Karolis Dikcius (Lithuania)

Best Multiplayer Game: We Were Here Too by Total Mayhem Games (The Netherlands)

The best kids and family game: Lost Words by Sketchbook Games (United Kingdom)

Best Mobile Game: Hyperforma by Nord Unit (Russia)

Most Innovative Game: The Almost Gone by Happy Volcano (Belgium)

A special award in collaboration with AppLovin: AR Smash Tanks! by Dumpling (Design Ltd) (UK)

Best In Show: Audience Choice: Super Gravity Ball by Upside Down Bird (USA)

All the finalists were selected from hundreds of applications by the group of 48 judges to showcase their games at the international Indie Prize showcase in London.

Along with the judges 35 Indie Prize nomination partners united under the Game Nation title nominated games from local events all around the world to be a part of Indie Prize. Three winners from the list above were nominated to Indie Prize showcase by Game Nation community. We Were Here Too developed by Total Mayhem Games was nominated by Indie Prize nomination partner in The Netherlands - INDIGO. Hyperforma developed by Nord Unit (Russia) was nominated to Indie Prize by GTP Indie Cup. Super Gravity Ball developed by Upside Down Bird was nominated by Indie Prize nomination partner invent in USD - East Coast Game Conference (ECGC).

Unity, DU Ad Platform and SQUARE ENIX supported Indie Prize as Gold sponsors and the prizes for winners were provided by: Tenjin and AppSamurai, Photon, Amazon Appstore, Appodeal, OmuK and INLINGO. In collaboration with AppLovin AR Smash Tanks! by Dumpling (Design Ltd) (UK) was awarded with a special prize from AppLovin. Several winners were selected by AppLovin team during Casual Connect Europe 2018 and will be announced during the next few weeks to receive the grand prize: a three-day all-expenses paid workshop at AppLovin's San Francisco office. Where they will be trained by experts on monetization, app optimization, and will receive advice on how to grow your business.

For more information on [Casual Connect](#) and [Indie Prize](#) please visit the official websites and check out Casual Connect's official [YouTube channel](#). Submission forms for upcoming Indie Prize showcases at Casual Connect Serbia 2018 and Casual Connect Asia 2018 will be opened on the second half of June.

Assets are available [here](#).

Thank you for your time! If you have any questions or need further material feel free to contact us at any time by e-mail at yuliya@cga.global