



## Neowiz Holds Awards Ceremony for Global Indie Game Contest 'Neowiz Indie Quest'

*5 hand-selected global game development teams participated in the contest with prize money totaling 165 million KRW. Winner 'Glass House' was praised by judges for its unrivaled narrative structure and gameplay*



**SOUTH KOREA – April 22, 2026** – Today, Neowiz Corp. (Co-CEOs Seung-chul Kim and Tae-geun Bae) announced the winners of its global indie game development contest during the award ceremony of "NEOWIZ Indie Quest," hosted by the company, on Tuesday, April 21.

'Neowiz Indie Quest' is a project designed to discover promising indie games from around the world and provide creators with a practical development environment. In particular, it was conducted to encourage the development capabilities of studios developing high-quality IPs that combine creative worldviews with dense narratives. Over the past 9 months, a large number of global indie development teams from Korea, the United States, China, and other countries participated in high-level competition.

During the show, 'GLASS HOUSE' was announced as the first-place winner, while

'INARI' took second place, and 'NAME OF THE WILL', 'HAWTHORN', and 'GRETEL & HANSEL' shared third place. The winning entries received high scores from the judges for incorporating solid scenarios and original storytelling techniques into the games, and a total of 165 million won in prize money was awarded to the five finalist teams.



*Giacomo Montagnoli (left) of 'FLAT 28', developer of 'GLASS HOUSE' the first-place winner at the NEOWIZ Indie Quest Award, and NEOWIZ Co-CEO Sean Kim (right) pose for a commemorative photo at the award ceremony.*



The awards ceremony was held Tuesday, April 21 at the Neowiz Pangyo headquarters, and key figures, including NEOWIZ Co-CEO Kim Seung-cheol, New Game Development Group Leader Park Seong-jun, and Brand Director Choi Woo-hyeok attended to encourage the winners.

A Neowiz official stated, “Based on Neowiz’s unique publishing eye, which has discovered high-quality indie games such as *Skul*, *SANABI*, and *Shape of Dreams*, we wanted to provide opportunities for new challenges to global creators dedicated to game development,” adding, “We will continue to support indie developers around the world so that they can continue their creative endeavors.”

Meanwhile, Neowiz continues its efforts to expand the indie game ecosystem. It is strengthening its position as a global publisher, notably by successfully hosting the "Narrative Game Jam" last November in collaboration with the global game community platform Game Jolt.

To learn more about NEOWIZ Quest and how to enter, please visit the [NEOWIZ Quest website](#).

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[\[Link to Press Kit\]](#)

### **About NEOWIZ**

Established in 1997, NEOWIZ is a global leader in gaming, renowned for blending remarkable storytelling with exceptional gameplay mechanics. With a legacy spanning over two decades, NEOWIZ has solidified its position as one of Korea's foremost game companies, captivating audiences worldwide with diverse PC, console, and mobile titles. Recent successes include *Lies of P*, *Brave Nine*, *DJMAX RESPECT* and *Cats & Soup*, all emblematic of NEOWIZ's commitment to excellence and gamers worldwide. Welcome to NEOWIZ, where legends come to life.

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