



2024  
(第十六届)  
厦门国际动漫节  
Xiamen International Animation Festival  
“金海豚奖”入围作品集

厦门国际动漫节组委会  
ORGANIZING COMMITTEE OF XIAMEN INTERNATIONAL ANIMATION FESTIVAL

## 组织机构 ORGANIZATION

**主办单位：**厦门市人民政府

Host: Xiamen Municipal government

**承办单位：**厦门国际动漫节组委会

Organizer: The Organizing Committee of the Cyber Sousa Award of Xiamen International Animation Festival

**支持单位：**厦门市财政局 厦门市工业和信息化局 厦门市思明区人民政府 厦门市湖里区人民政府

厦门市集美区人民政府 厦门火炬高技术产业开发区 厦门信息集团有限公司

Supporters: Xiamen Municipal Bureau of Finance

Xiamen Municipal Bureau of Industry and Information Technology

The People's Government of Siming District, Xiamen

The People's Government of Huli District, Xiamen

The People's Government of Jimei District, Xiamen

Xiamen Torch Hi-Tech Industrial Development Zone

Xiamen Information Group

**协办单位：**厦门创新软件园管理有限公司 厦门游戏产业联盟 福建省动漫游戏行业协会

厦门市动漫游戏产业协会 厦门熔渊网络科技有限公司

Co-organizer: Xiamen Chuangxin Software Park Management Co., Ltd.,

Xiamen Municipal ACG Association

Xiamen Game Industry Association,





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Cyber Sousa Award





## “金海豚奖”简介

厦门国际动漫节由厦门市政府主办、厦门国际动漫节组委会承办，是集大赛、展示、论坛、招商于一体的知名展会。

“金海豚奖”游戏作品大赛邀请业界知名专家和学者担任评审团成员，经预选、初评、终评等环节，立足国内，放眼全球，通过中外游戏作品交流评比，挖掘国内优秀动漫作品和人才，促进中国原创游戏的发展。

2024年第十六届“金海豚奖”共设置9个综合奖项，总奖金69万元。本届大赛共收到来自26个国家和地区的388部参赛作品。经过初评、预选两轮评审，最终71部作品入围最后的决赛。

## Overview of 2024 (16th) Xiamen International Animation Festival (XIAF) Cyber Sousa Award Game Competition

The Xiamen International Animation Festival, hosted by the Xiamen Municipal People's

Government and organized by the Xiamen International Animation Festival Organizing Committee, is a prestigious event that integrates competitions, exhibitions, forums, and business matching. The Cyber Sousa Award Game Competition invites renowned experts and scholars from the industry to serve as jury members. Through a process that includes pre-selection, preliminary evaluation, and final review, the competition focuses on domestic participation while maintaining a global perspective. It aims to

foster exchange and evaluation of game works from China and abroad, discovering outstanding domestic animation works and talent, and promoting the development of original Chinese games.

The 2024 (16th) Cyber Sousa Award features nine comprehensive awards with a total

prize pool of CNY 690,000. This year's competition received 388 entries from 26 countries and regions. After two rounds of preliminary evaluation and selection, 71 entries have advanced to the final round.

2024 “金海豚奖” 游戏作品奖项设置

单位：人民币 / 元

游戏作品奖项			
奖项	奖金	名额	总额
	(万元)	(名)	(万元)
最佳游戏金奖	16	1	16
最佳游戏银奖	7	2	14
最佳游戏铜奖	5	3	15
最佳游戏策划奖	3	1	3
最佳游戏美术奖	3	1	3
最佳游戏程序奖	3	1	3
最佳移动游戏奖	2	3	6
海峡之星游戏奖（闽、台）	2	3	6
最佳学生游戏奖	1	3	3
奖金合计	69万		



2024 Cyber Sousa Award Game Competition Prize

Unit: CNY

Game Works Awards			
Awards	Prize Money	No.	Total Amount
	(In CNY 10,000)	Number of Recipients	(In CNY 10,000)
Best Game Gold	16	1	16
Best Game Silver	7	2	14
Best Game Bronze	5	3	15
Best Game Planning	3	1	3
Best Game Art	3	1	3
Best Game Programming	3	1	3
Best Mobile Game	2	3	6
Cross-Strait Special Game Prize	2	3	6
Best Student Game	1	3	3
Total	690,000		



2024（第十六届）厦门国际动漫节“金海豚奖”评审团

The jury of 2024 (the 16th)Xiamen International  
Animation Festival Cyber Sousa Award



# 2024年（第十六届）厦门国际动漫节“金海豚奖”初评评委

Member of Primary Evaluation Committee for 2024 (the 16th) Xiamen International Animation Festival Cyber Sousa Award

## 高桥玲央奈

日本籍，日本grateek CEO，日本玲央奈软件致力于中日间主机游戏、PC游戏、独立游戏进出海、本地化、市场营销等业务。其中，对于出海日本的中国游戏企业，我们提供高性价比的优质本地化&市场营销服务，曾全权负责国家正规授权军事题材主机游戏的首次日本出海相关业务。现与日本富士通公司联运 H5 游戏平台，在中国研发手游，Switch 游戏，NFT 链游等，并向全球发行游戏。同时为中国国内公司提供日本市场战略的咨询业务。时装周、华为、网易等机构和企业提供影像和设计服务。

CEO of Japan-based grateek. Leona Software specializes in facilitating the exchange of console games, PC games, and indie games between China and Japan, providing services such as overseas expansion, localization, and marketing. Leona offers cost-effective, high-quality localization and marketing services to Chinese game companies entering the Japanese market. The company was entrusted with the exclusive handling of the first-ever Japanese launch of a nationally authorized military-themed console game from China. Leona is now co-operating an H5 game platform with Fujitsu, developing mobile games, Nintendo Switch games, and NFT blockchain games in China, and publishing games globally. It also provides consulting services for Chinese companies about how to penetrate the Japanese market.



• 高桥玲央奈  
(Leona Takahashi)

## 伊万

俄罗斯籍，AzurGames亚太发行总监，AzurGames是一家位于塞浦路斯的游戏厂商。公司成立于2017年，现在除总部外，在白俄罗斯，俄罗斯和阿联酋设有办事处。Azur Games已累计发行50多款产品，日活跃用户超过3000万，发行产品中大多是3D射击游戏，以及超休闲游戏，拥有数款在谷歌苹果等平台排名前十的产品。例如《World War Heroes》，《Modern Strike Online》，《Jurassic Monster World》，《Pocket Troops》，《Worms Zone》，《Stack Ball》，《Homo Evolution》等

Director of Publishing for the Asia-Pacific region at AzurGames, a game development company headquartered in Cyprus. Founded in 2017, the company now has offices in Belarus, Russia, and the UAE in addition to its headquarter. With over 50 published titles and more than 30 million daily active users, Azur Games boasts a portfolio primarily focused on 3D shooting and hyper casual games. Several of their titles have reached the top 10 rankings on Google Play and the App Store. Their popular games include “World War Heroes”, “Modern Strike Online”, “Jurassic Monster World”, “Pocket Troops”, “Worms Zone”, “Stack Ball”, and “Homo Evolution”.



• 伊万  
(Ivan)

## 王纬菖

中国台湾籍，TGCDATAIWAN遊戲產業合作發展協會台湾游戏产业协会、台北市数位游戏职业工会理事长

Chairman of Taiwan Game Cooperation Development Association (TGCDATAIWAN);  
Chairman of Taipei Digital Game Workers Union



• 王纬菖  
(Wang Weichang )

## 刘镇拥

厦门勇仕网络技术股份有限公司是一个年轻有活力的团队，成立于2014年12月，是一家新三板挂牌企业（股票代码：873180）。公司由一群热爱游戏、致力于原创高品质游戏研发的专业和激情的游戏爱好者组成，专注于二次元领域的游戏开发。其线上主打产品包括《深空之眼》和《碧蓝航线》。其中，《碧蓝航线》是第一款国产二次元手游达成畅销榜前三的游戏产品，而《深空之眼》则荣获了2021年度Made with Unity中国榜单最佳3D游戏奖，一上线即登顶多个游戏榜单。

Founded in December 2014, Xiamen Yostar Network Technology Co., Ltd. has a team of young and highly-driven people. The company is listed on the National Equities Exchange and Quotations (NEEQ, one of China's capital markets for small and medium-sized enterprises, often in their early stages of development or in high-tech sectors) (stock code: 873180). As passionate game-lovers themselves, the company's developers are devoted to presenting original, high-quality games, especially in the anime-style (popularly known as the second dimension). Their flagship titles include "Aether Gazer" and "Azur Lane". Notably, Azur Lane was the first Chinese anime-style mobile game to break into the top 3 bestseller list. Aether Gazer won the Best 3D Game award at the 2021 Made with Unity China Awards, and achieved top rankings on multiple charts upon release.



• 刘镇拥  
(Liu Zhenyong)



• 韩宝森  
(Han Baosen)

## 韩宝森

厦门宇宙罐科技，《恶果之地》全平台销量突破200万套

CEO of Xiamen SpaceCan Technology whose game “Juicy Realm” has over 2 million copies sold across all platforms



• 王楠  
(Wang Nan)

## 王楠

厦门破音猫车科技有限公司制作人

Producer of Xiamen Catapult Games Technology Co., Ltd.

## 罗建钊

重庆帕斯亚科技有限公司成立于2012年，是来自中国重庆的一个游戏研发团队。我们致力于研发国际化的优秀PC、主机平台游戏，是目前国内最大的主机游戏研发公司之一。公司目前已开发的作品有Planet Explorers《星球探险家》、My Time At Portia《波西亚时光》、My Time At Sandrock《沙石镇时光》、Super Buckyball《超级巴基球》。公司目前有多项在开发项目，涵盖了体育竞技、模拟经营、探索解谜、战斗冒险等多种题材，希望持续为全球市场提供高水准、有特色的中国游戏产品。

Founded in 2012, Chongqing Pathea Technology Co., Ltd. is a game development studio based in Chongqing. Acclaimed as one of China's largest console game developers, Pathea has technical expertise in creating high-quality PC and console games for global audience. The company's portfolio includes "Planet Explorers", "My Time At Portia", "My Time At Sandrock", and "Super Buckyball". Projects being developed span various genres including sports, simulation, exploration and puzzle, and action-adventure. The company will continue to provide the global market with high-quality, distinctive Chinese game products.

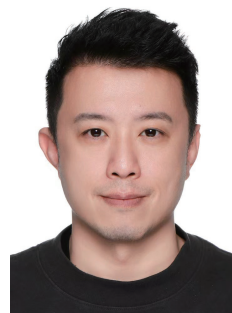


• 罗建钊  
(Luo Jianzhao)

## 陈闻

椰岛游戏由一群热爱游戏的人组成，是中国领先的原创游戏厂牌，作品横跨手机、PC和主机等平台，已累计覆盖数千万玩家，并屡获殊荣。

Acclaimed as a leading original game developer in China, Coconut Island Games owes its expertise to a team of passionate gamers. Their multi-platform portfolio spans mobile, PC, and consoles, reaching tens of millions of players and earning numerous awards.



• 陈闻  
(Chen Wen)



• 叶千落  
(Ye Qianluo)

## 叶千落

Gamera Game是一家来自中国的游戏发行商，成立于2018年4月。一直以来致力于为中国玩家带来海内外的优质游戏。此前曾发行过《了不起的修仙模拟器》、《纸人》、《港诡实录》、《作业疯了》等具有一定知名度的游戏。并且与海内外近百家独立游戏工作室及制作人保持着良好的合作交流关系。

Founded in April 2018, Gamera Game is a Chinese video game publisher dedicated to bringing high-quality games around the world to Chinese players. Published titles include notable games such as “Amazing Cultivation Simulator”, “Paper Dolls”, “Paranormal HK”, and “Homework Is Crazy”. Gamera Game has maintained strong partnerships with nearly 100 indie game studios and producers worldwide.



• 王禹  
(Wang Yu)

## 王禹

Supersonic大中华地区发行总监。Supersonic是以色列游戏发行公司，Unity旗下解决方案。Supersonic累积发行游戏74款，其中41款进入美国游戏排行榜前 10，累计下载量25亿。

Director of Publishing for Greater China at Supersonic. Supersonic is an Israeli game publishing company, and a solution provider under the management of Unity. To date, Supersonic has published 74 games, 41 of which reached the top 10 in US game charts, accumulating 2.5 billion downloads.



## 叶华夏

前腾讯IEG引进评估中心，高级游戏研究与应用。拥有多年AAA游戏研发经验，目前主要工作为综合品类的游戏玩法研究与市场趋势分析。

Former researcher of game analysis and application at Tencent Import Evaluation Center. Ye has extensive experience in AAA game development. His current focus is gameplay research across multiple genres and market trend analysis.



• 叶华夏  
(Ye Huaxia)

## 王至

长沙师范学院 副教授 硕导 游戏专业负责人 湖南省委宣传部游戏版号审读专家 高校游戏联盟发起人

Associate Professor at Changsha Normal University; Master's degree supervisor; Head of Gaming program; Expert reviewer for game license applications for the Publicity Department of Hunan Provincial Party Committee; Initiator of University Gaming Alliance



• 王至  
(Wang Zhi)



• 周立均  
(Zhou Lijun)

## 周立均

广州美术学院视觉艺术设计学院数字娱乐教研中心主任，博士，副教授，硕士生导师，第16届广州亚运会吉祥物“乐羊羊”主创，NVIDIA Studio中国区特约设计师/游戏制作人/动画导演，中国图像图形学学会数码艺术专委会委员，广东省动漫艺术家协会理事，广东省文化学会青少年文艺专委会副会长，广东省游戏产业协会特聘专家，广东省玩具协会特聘潮玩行业专家，广州市非物质文化遗产保护工作专家委员，广州市海珠区创意文化顾问，广东省计算机学会航空航天科技应用专委会智库专家，金树莓奖提名委员，中国游戏十强年度榜、游戏行业金口奖、金海豚、GGAC、腾讯、米哈游、吉比特&雷霆等大赛评委。

Director of Digital Entertainment Research Center at the School of Visual Arts and Design, Guangzhou Academy of Fine Arts; PhD, Associate Professor, and Master's degree supervisor; Lead creator of Le Yangyang, the mascot for the 16th Asian Games Guangzhou 2010; Designer/game producer/animation director designated by NVIDIA Studio for China; Member of the Digital Art Specialized Committee of China Society of Image and Graphics; Board member of Guangdong Animation Artists Association; Vice President of Youth Literature and Art Specialized Committee of Guangdong Cultural Society; Distinguished Consultant for Guangdong Game Industry Association; Expert for Guangdong Toy Association (trendy toys sector); Expert committee member for Guangzhou Intangible Cultural Heritage Protection; Creative and cultural consultant for Haizhu District, Guangzhou; Think tank expert for Aerospace Technology Application Specialized Committee of Guangdong Computer Federation; Nomination committee member for Razzie Awards; Panel judge for prestigious awards and competitions including China Top 10 Games Annual List, Game Appreciation Club Awards, Golden Dolphin, GGAC, and competitions by Tencent, miHoYo, G-Bits Leiting.



• 付堃  
(Fu Kun)

## 付堃

博士，北京师范大学-香港浸会大学联合国际学院 文化与创业学院 互动媒体专业 游戏方向负责人

PhD; Head of Game Studies within the Interactive Media program at the School of Culture and Entrepreneurship, United International College of Beijing Normal University-Hong Kong Baptist University

## 何俊

福州大学厦门工艺美术学院，副教授，硕士生导师， 博士学位，博士研究生学历，游戏艺术专业方向负责人。中韩游戏设计研究中心主任，韩国游戏学会分会会长。教学与研究方向：担任游戏设计专业的《游戏策划》、《游戏程序设计》、《游戏角色设计》、《游戏场景设计》、《游戏引擎》、《游戏运营管理》等课程教学；主要研究游戏角色设计、游戏角色人工智能设计和游戏UI和多媒体操作终端设计方向的内容。 多种题材，希望持续为全球市场提供高水准、有特色的中国游戏产品。

Master' s degree supervisor at Xiamen Academy of Arts and Design, Fuzhou University; PhD; Head of Game Art specialization; Director of China-Korea Game Design Research Center; President of a local chapter of Korea Game Society; Teaching and Research Focus: Instructs courses in Game Design specialization, including Game Planning, Game Programming, Game Character Design, Game Environment Design, Game Engines, and Game Operations Management; Research interests: Game character design; artificial intelligence for game characters; game UI; multimedia interface design global market with high-quality, distinctive Chinese game products.



• 何俊  
(He Jun )

## 黄曦帆

UCG主编稀饭，《游戏机实用技术》（UCG）是一本专注于游戏机游戏的科普类期刊，自1998年创刊以来，一直以快速的资讯、优秀的攻略、精彩的专题等内容，成为游戏迷的首选杂志。它覆盖了包括NDS、2DS、3DS、Wii、WiiU、Switch、PSVita、PS1、PS2、PS3、PS4、PS5、Xbox 360、Xbox ONE、XSX、XSS等在内的多种游戏设备，内容涉及游戏新作测评、游戏年鉴、游戏攻略、游戏心得等玩家关心的各个方面。

Editor-in-Chief of Useful Console Guide (UCG). UCG is a popular science journal dedicated to console gaming. Since its founding in 1998, it has become the go-to magazine for gamers for its timely news, in-depth strategy guides, and insightful feature articles. The publication covers a wide range of gaming platforms including NDS, 2DS, 3DS, Wii, WiiU, Switch, PSVita, PS1, PS2, PS3, PS4, PS5, Xbox 360, Xbox ONE, XSX, and XSS. Its content spans various aspects of gaming that interest players, including reviews of new game releases, annual retrospectives, detailed walkthroughs, and thought-provoking commentary.



• 黄曦帆  
(Huang Xifan)



• 一元  
(Yi Yuan)

## 一元

GameRes游资网是国内游戏开发者第一媒体社区，本着非营利，服务开发者的宗旨，至今已经经营10余年。GameRes游资网现在具有国内一流的开发者资讯网站，网络社区，微博公众号，微信公众号，以及广泛的业内合作关系（媒体，厂商，发行商，资本等）

As China's leading media community for game developers, GameRes has been operating for over a decade with a non-profit background and a mission to serve developers. Through its highly influential website, active online forums, and prominent Weibo and WeChat channels, GameRes reaches a vast network of developers. It has built extensive partnerships with key players in the industry, including media outlets, game developers, publishers, and investors.



• 罗斯基  
(Luoski)

## 罗斯基

罗斯基创始人，李学震，笔名罗伊，原游戏陀螺VP兼总编，曾就职东品游戏。从事游戏媒体工作十年，采访过国内外数百位游戏制作人及公司CEO，行业稿件千余篇。

Li Xuezhen, also known by his pen name Luo Yi, is the founder of Luoski. He previously served as VP and Editor-in-Chief of YouXiTuoluo, and worked at e2w Games. Li has a decade of experience at the forefront of games media. He has interviewed hundreds of game developers and CEOs, both domestically and internationally, and authored over a thousand insightful articles.

## 李睿

游戏动力VGN主编，游戏动力涵盖了PC游戏、主机游戏、手游、动漫、电影等文化领域并始终致力于为玩家提供更好的体验与服务。最新的游戏资讯，最低的游戏折扣，在这里一览无余。

Editor-in-Chief of Video Game Network (VGN). VGN spans the full spectrum of interactive entertainment, from PC and console games to mobile games, and extends its reach into related realms such as anime and film. Committed to providing its audience with an unparalleled experience, VGN offers up-to-the-minute news, and access to the best deals in gaming. Global market with high-quality, distinctive Chinese game products.



• 李睿  
(Li Rui)

## 聂俊

Gamker游戏脱口秀创始人。独立游戏人，游戏鉴赏人。10年游戏开发经验，5年技术美术经验。《Gamker》是一档以游戏评测为主的网络新闻脱口秀节目，主持人以玩家和游戏制作人的角度，从游戏性和表现力等方面来分析与解读，引导游戏玩家去选择适合自己的游戏。全网粉丝200W+

Founder of Gamker, a game review talk show, indie game developer, and game critic. Nie has 10 years of game development experience and 5 years specializing in technical art. Gamker is an online news talk show on game reviews. Through insightful commentary delivered with wit and expertise, Nie dissects games from both a player's and a developer's perspective, exploring elements of gameplay and artistic expression. His reviews guide players in discovering games tailored to their individual tastes. He has over 2 million followers across various platforms.



• 聂俊  
(Nie Jun)



• 龙虾  
(Lobster)

## 龙虾

龙虾游戏推荐负责人，全网粉丝50W+

Head of Game Recommendations at Lobster Gaming. He has over 500,000 followers across various online platforms.



• 拼命玩三郎  
(A Man Who Plays Hard)

## 拼命玩三郎

梁铁欣（拼命玩三郎），广州万物破元游戏博物馆馆长，资深玩家。知名独立游戏网站站长。从2008年开始在博客上每日推荐三个休闲小游戏而逐渐为玩家所知；2011年任FGDC24（24小时Flash游戏设计大赛）评委，同年创办网站“拼命玩游戏”（WanGa.me）；重点关注 Flash、Unity、HTML5、手游等领域的独立游戏发展。截至2013年底，由其试玩并撰写推荐的游戏已经超过5000款。现任“壕游戏”（makebestgame.com）创意总监、《游戏机实用技术》特约撰稿人、IndieAce GameJam 评委。2015年，其主导开发的游戏《锻冶屋英雄谭》先后获得App Store “优秀新游戏”推荐及“复古怀旧游戏专题”推荐，并获得2015 Cocos 游戏开发大赛最佳创意奖。

Popularly known as “A man who plays hard”, Liang Tiexin is the curator of the Guangzhou MetaBreak Game Museum, veteran gamer, and founder of a well-known indie game website. Career Highlights: (1) Gained recognition among players by recommending three casual games daily on his blog since 2008; (2) Served as a panel judge for FGDC24 (24-hour Flash Game Design Competition) in 2011, and founded the website WanGa.me in the same year; (3) Focuses on indie game development in Flash, Unity, HTML5, and mobile games; (4) By the end of 2013, he had played and written recommendations for over 5,000 games. Current Roles: Creative Director of makebestgame.com; Distinguished Contributor to Useful Console Guide; Panel judge for IndieAce GameJam. Achievements: (1) In 2015, his game Blacksmith Story received App Store recommendations for “Excellent New Game” and “Retro Nostalgia Game Feature”; (2) Won the Best Creativity Award at the 2015 Cocos Game Development Competition.

## 陈北欧

资深玩家，高校动漫专业教师，wargame玩家。希望持续为全球市场提供高标准、有特色的中国游戏产品。

A highly experienced player; A university instructor specializing in animation; passionate about wargame provide the global market with high-quality, distinctive Chinese game products.



• 陈北欧  
(Chen Bei'ou)

## 张大伟

游戏开发者玩家，不义联萌创始人、独立游戏开发者、资深玩家。20年游戏开发经验，《岛与利维坦》制作人，前腾讯NExT创意工坊导师、中国传媒大学特邀讲师、独立游戏《心之形》、《生命之旅》制作人。

Founder of Injustice; Indie game developer; Seasoned player. With 20-year experience in game development under his belt, he is the producer of "The Island and Leviathan", former mentor at Tencent NExT Creative Workshop, guest lecturer at Communication University of China, as well as the producer of indie games "Shape of the Heart" and "Journey of Life".



• 张大伟  
(Zhang Dawei)



作品名称：《失物招领有限公司》

Title: Lost and Found Co.

026

游戏类型：点击寻物

主创团队名称：Bit Egg



作品简介：《失物招领有限公司》是一款轻松愉快的点击寻物冒险游戏。快来加入这群古灵精怪的朋友，探访琳琅满目的魔法世界吧！在休闲舒适的世界里，寻找丢失的物品、解开重重的谜团、帮助这位小龙女拿回她的神秘力量吧！

Synopsis:Lost and Found Co. is a hidden object adventure in a cozy and immersive world. Join a cast of quirky characters on their epic journey across countless magical locations. Find lost items, solve puzzles, and help a tiny dragon regain her power!



作品名称：《世上英雄》

Title: The Heroes Around Me

游戏类型：剧情叙事互动类

主创团队名称：OKJOY



作品简介：《世上英雄》讲述了90年代关于亲情、童年和回忆的小故事，父亲肩扛起家庭的重担，给予生病女儿最美满的童年，跟着牧南一家，经历一场朴实而平凡的冒险，走访和找寻藏在街头巷尾的邻居朋友们的生活琐事、日常里的无数时代记忆，一条条连在一起，牵绊交集，汇聚成一个南方乡镇的人间生活百态。

Synopsis:The Heroes Around Me tells a heartfelt story of family, childhood, and memories set in the 1990s. A father shoulders the burden of supporting his family while giving his ill daughter a happy childhood. Follow the Mu Nan family as they embark on a simple yet meaningful adventure, exploring the daily lives and memories of neighbors in a southern town. These interconnected stories paint a vivi

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2024年（第十六届）厦门国际动漫节·金海豚奖·入围作品  
Shortlists for 2024 (the 16th) Xiamen International Animation Festival Cyber  
Soussu Award

作品名称:《水晶之灾》

Title: Crystal Calamity

028

游戏类型:肉鸽卡牌+战棋

主创团队名称:跳出盒子工作室



作品简介:水晶之灾是一款rougelike卡牌战棋游戏。在战斗方面,游戏融合了卡牌元素与战棋元素,玩家在一块六边形的地块上使用卡牌与棋子进行战斗。游戏中对于卡牌设计、地块功能、友军设计等多个方面进行创新,使游戏在保留了对于传统卡牌对战乐趣的同时,还依靠增加如移动、多数棋子、不同卡牌载体等提供许多新的维度与过关思路,使得玩家的过关体验多样化。在战斗中,玩家不不仅可以单纯地通过计算伤害击败敌人过关,也可以利用地块、地形、棋子功能等元素作为新的维度来体验不同的过关方式。在战斗之后,玩家会获得各种道具,这些道具可以达成不同组合以达成不同用途,例如在某些事件中解锁更多选项或者在商店中卖出更高价亦或是在boss关卡一锤定音。在运营方面,玩家也可以在商店来购买道具或卡牌,或者在黑店永久的置换资源来帮助应对关卡增长的难度,同时在新的地图机制与回溯机制中体验不一样

的运营思路与策略。在叙事方面,游戏的剧情将在游戏过程中以事件的形式讲述。玩家可以在剧情中做出不同的选择,这些选择不但会带来不同的收益,同时也将会影响后续剧情的走向与结局。

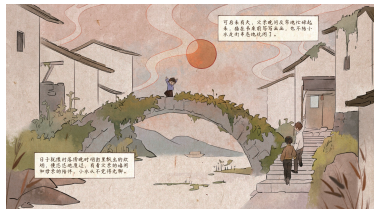
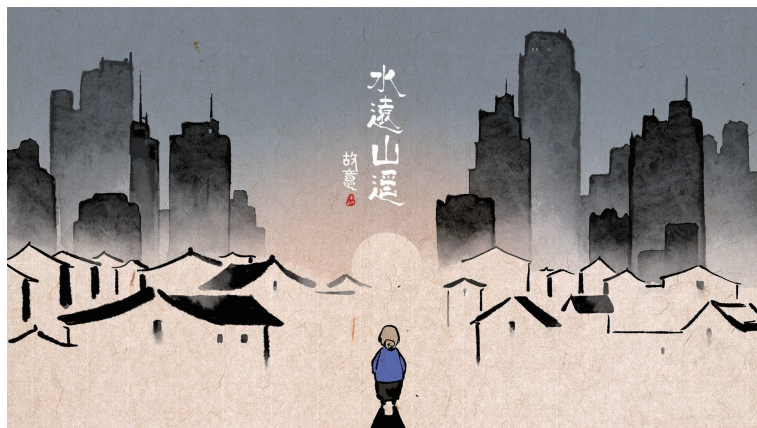
Synopsis:Crystal Calamity is a roguelike card-based tactics game that blends card mechanics with tactical grid-based gameplay. Players battle on a hexagonal grid using cards and pieces. Innovations in card design, tile functions, and ally mechanics enhance the traditional card-battle experience by adding new dimensions, such as movement, multi-piece deployment, and different card carriers. Players can defeat enemies through damage calculation or by utilizing tiles, terrain, and piece functions for diverse strategies. After battles, players earn items that can be combined for different uses—unlocking options in events, fetching better prices in shops, or delivering decisive blows in boss fights. Players can also buy items and cards in shops or exchange resources permanently at the black market to manage increasing level difficulty. Additionally, they can explore new map mechanics and a rewind system, offering fresh operational strategies and tactics. The game's narrative unfolds through events, with player choices influencing not only rewards but also the storyline and endings.

作品名称：《水远山遥》

Title: Shui's Odyssey

游戏类型：解谜、剧情、休闲

主创团队名称：故意游戏开发组



作品简介：《水远山遥》是一款叙事与玩法紧密结合的解谜游戏。见证三代人的岁月变迁 玩家将伴随主角“小水”，一同踏上回溯迷失过往的心灵旅程，穿越爱情、亲情与友情的牵绊，还原大时代背景下，一段段饱含情感的人生片段。这段旅程中，既有青春的热情悸动、世事变迁的无常、又有人性和对彼此永恒的爱，共同编织出属于他们的芳华岁月。 充满想象力的视觉解谜 随着游戏的推进，一系列精妙的视觉错觉谜题会逐一展现，犹如一幅徐徐拉开的画卷，引领玩家逐步揭开故事的真相。 精美的原创手绘插画 游戏拥有大量

细腻唯美的原创插画与动画，根据真实经历打造的全新剧本，以及精心设计的玩法巧思。 诚挚邀请每一位钟情于动人故事的玩家，步入这水远山遥的世界，清醒入梦。

Synopsis: Shui's Odyssey is a narrative-driven puzzle game that intertwines story and gameplay. Players accompany the protagonist "Shui" on a journey to rediscover the past, experiencing a tale spanning three generations. The journey delves into themes of love, family, and friendship, capturing emotional moments against a grand historical backdrop. Imaginative Visual Puzzles: As the story unfolds, players encounter intricate visual illusion puzzles, gradually revealing the story like an unfolding painting. Beautiful Hand-Drawn Art: The game features original hand-drawn illustrations and animations, a new script inspired by real-life events, and carefully crafted gameplay elements. Players are invited into this poetic world of Shui's Odyssey, where they awaken in a dream-like reality filled with touching stories.

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2024年（第十六届）厦门国际动漫节·金海豚奖·入围作品  
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Soussu Award



作品名称：《四季之春》

Title: 24 Solar Terms

030

游戏类型：寻物解谜

主创团队名称：闲者拾光



作品简介：《四季之春》是一款以中国传统二十四节气为内核的寻物游戏，游戏通过农谚将时令节气应有的气候、农事串联，并加入神话和寓言故事，需要用你出色的眼力和脑力，通过隐藏的信息和指引者的提示，帮助“春”民们解决各种烦恼，并且一起经历春夏秋冬的故事。



Synopsis: 24 Solar Terms is a hidden object game centered around China's traditional 24 solar terms. The game connects the seasonal weather and farming practices through agricultural proverbs, weaving in mythology and fables. Players must use keen observation and problem-solving skills, following clues and hints to help the farmers resolve their troubles, experiencing stories of spring, summer, autumn, and winter along the way.

作品名称：《苏丹的游戏》

Title: Sultan's Game

游戏类型：策略卡牌

主创团队名称：双头龙工作室



作品简介：《苏丹的游戏》是一款卡牌式故事探索游戏，扮演一名侍奉苏丹的大臣，在《一千零一夜》画风的故事里面对致命的挑战与谜题…… 丰富而多元化的剧情，高自由度的道德抉择，支持多种流派的卡牌构筑与发展策略，强随机性的剧情游戏，支持局外成长与反复重玩。



Synopsis:Sultan's Game is a card-based story exploration game where players take on the role of a minister serving the Sultan, facing deadly challenges and puzzles in a world inspired by One Thousand and One Nights. The game offers a rich and diverse storyline, high freedom in moral choices, support for various card-building strategies, and high randomness in plot progression. It also features meta-progression and strong replayability.

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2024年（第十六届）厦门国际动漫节·金海豚奖·入围作品  
Shortlists for 2024 (the 16th) Xiamen International Animation Festival Cyber  
Sousa Award

作品名称：《溯光行》

Title: Retrace The Light

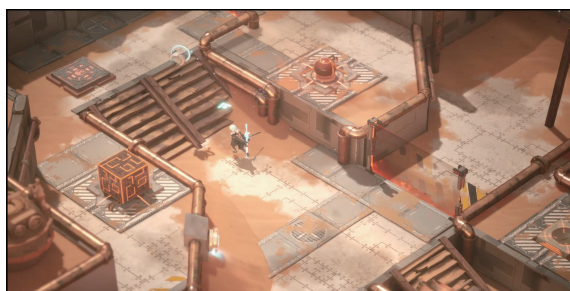
032

游戏类型：动作冒险

主创团队名称：杭州夏鸣网络科技有限公司



作品简介：《溯光行》是一款基于UE5开发，以战斗、探索与解谜为主的2.5D动作冒险游戏。主要玩法为操控主角“执行者拾”使用“光缝”相关能力，在半开放的世界中解决挑战性的谜题，击败强大的敌人。



Synopsis: Retrace The Light is a 2.5D action-adventure game developed in UE5, focusing on combat, exploration, and puzzle-solving. Players control the protagonist, “Executor X,” utilizing the “gap of light” to solve challenging puzzles and defeat powerful enemies in a semi-open world.





作品名称：《随机军团》

Title: Random Legion

游戏类型：策略、自走棋

主创团队名称：南京星尘之光网络科技有限公司

作品简介：这是一款同时具备休闲和策略属性的自走棋游戏。玩家将扮演亡灵军团的领导者，通过扩充队伍，学习天赋与技能，强化装备，改造士兵等方式增加军团整体的战斗力，突破预设难度下的有随机性的关卡，在最终的战斗中达成胜利条件来获取游戏胜利。

Synopsis: This is a casual and strategy attributes of auto battler game. Players will take on the role of the leader, expanding the team, learning talents and skills, strengthening equipment, transforming soldiers and other ways to combat power, breaking through random levels, and ultimately to win the game.



作品名称：《骰子浪游者》

Title: DICEOMANCER

034

游戏类型：Roguelike 卡牌游戏

主创团队名称：超厚皮猪猪



作品简介：《骰子浪游者》是一款肉鸽卡牌构筑游戏。只想悠闲生活的你，不得不踏上冒险的旅程。在这剑与魔法与枪械的世界里，善用你的骰子和卡组，最终找到回归平静的方法吧！骰子用来做什么？改变……你想改变的，一切。

Synopsis: DICEOMANCER is a roguelike deck-building game. Though you long for a peaceful life, you're forced to embark on an adventure. In this world of swords, magic, and guns, make good use of your dice and deck to find a way back to tranquility! What can the dice be used for? To change... anything.



作品名称：《涂鸦对决》

Title: Color BANG

游戏类型：MOBA

主创团队名称：厦门无光游戏网络科技有限公司



作品简介：《涂鸦对决》（海外名：Color BANG）是一款涂色玩法题材的轻竞技手游，游戏采用俯视固定视角，横屏双摇杆操作。游戏的特色和创新在于基于“涂色概念”所原创的战斗体系，根据不同的模式玩法，玩家通过涂色的方式来获取优势博弈胜负，形成了围绕资源获取效率展开博弈的核心体验，在玩法和题材上区别于同类型游戏。

Synopsis:Color BANG is a light competitive mobile game featuring color-filling gameplay. It adopts a top-down fixed perspective with horizontal dual joystick controls. The game introduces a unique combat system based on the concept of coloring. In different modes, players compete by coloring areas to gain strategic advantages, leading to a core experience focused on resource efficiency, setting it apart from similar games in terms of both gameplay and theme.

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2024年（第十六届）厦门国际动漫节·金海豚奖·入围作品  
Shortlists for 2024 (the 16th) Xiamen International Animation Festival Cyber  
Seas Award

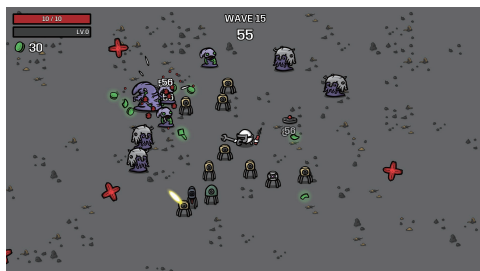
作品名称：《土豆兄弟》

Title: Brotato

036

游戏类型：动作类rogue

主创团队名称：Blobfish



作品简介：土豆兄弟(Brotato)是一款自上而下的竞技场射击轻度ROGUE游戏，玩家将在游戏中扮演一个同时使用6种武器以击退成群外星人的土豆。从各种特征和道具中进行选择，创造独特的建筑并生存下去，直到救援到来。



Synopsis:Brotato is a top-down arena shooter roguelite where you play a potato wielding up to 6 weapons at a time to fight off hordes of aliens. Choose from a variety of traits and items to create unique builds and survive until help arrives.

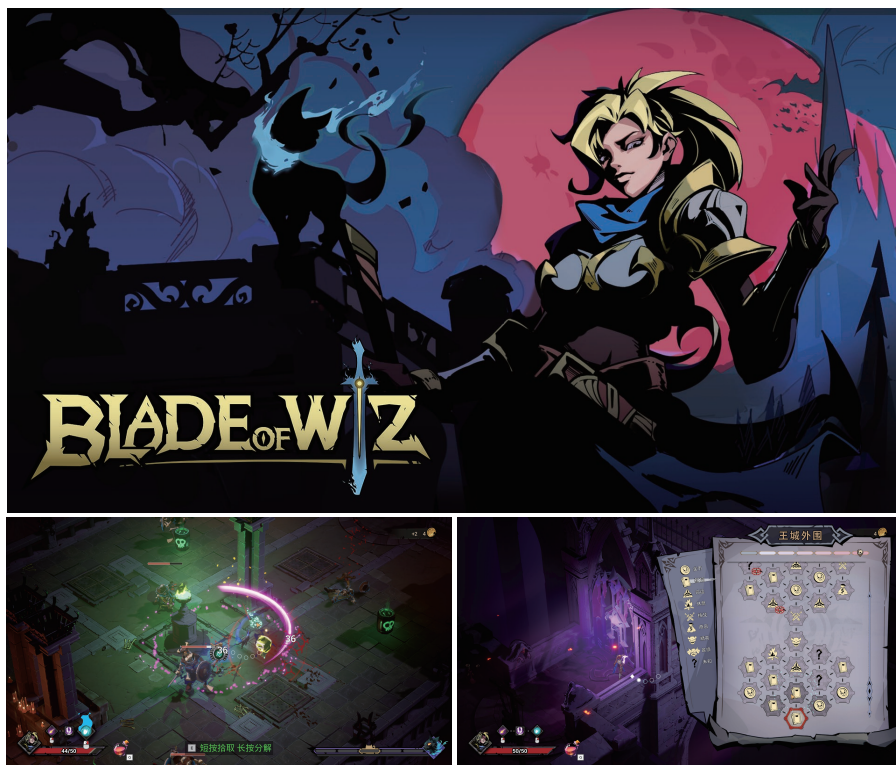


作品名称：《维兹之刃》

Title: Blade of Viz

游戏类型：俯视角动作Roguelike

主创团队名称：武汉元立方数字科技有限公司



作品简介：在外征战多年的女骑士只身返回被诅咒的王国，却在冒险的过程中偶遇了一只神奇的魔法黑猫，这一刻，两者的命运便联系在一起。在神秘且危险的魔法王国中历险，一同对抗未知的敌人，并挖掘一段古老谜团的真相。

Synopsis: Blade of Viz follows the journey of a female knight who returns alone to her cursed kingdom after years of warfare. Along the way, she encounters a magical black cat, intertwining their destinies. Together, they venture into a mysterious and perilous magical kingdom, battling unknown foes and unraveling an ancient mystery.

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2024年（第十六届）厦门国际动漫节·金海豚奖·入围作品  
Shortlists for 2024 (the 16th) Xiamen International Animation Festival Cyber  
Sousa Award



作品名称：《我的挚友》

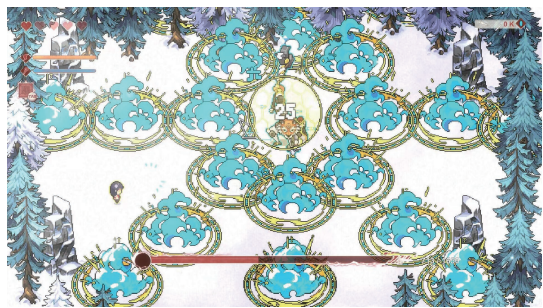
Title: Dear My Friend

游戏类型：动作角色扮演

主创团队名称：咕噜游戏工作室



作品简介：《Dear My Friend - 我的挚友》是一款像素风ARPG游戏，在游戏中，你将扮演一名名叫林折芯的高中生，踩点上课、在枯燥的课堂上打起瞌睡……本是再普通不过的一日，异世界的火车却缓缓停在了教室门外，仿佛是感应到少女孤独的号召一般。踏上这辆列车，金色大陆的光和风便扑面而来，冒险由此而始。



Synopsis: Dear My Friend is a pixel-style ARPG where players step into the shoes of Lin Zhixin, a high school student navigating mundane routines—attending classes, nodding off during boring lectures—until an otherworldly train arrives outside the classroom, seemingly responding to her call of loneliness. Boarding the train brings her to the Golden Continent, where an adventure filled with light and wind

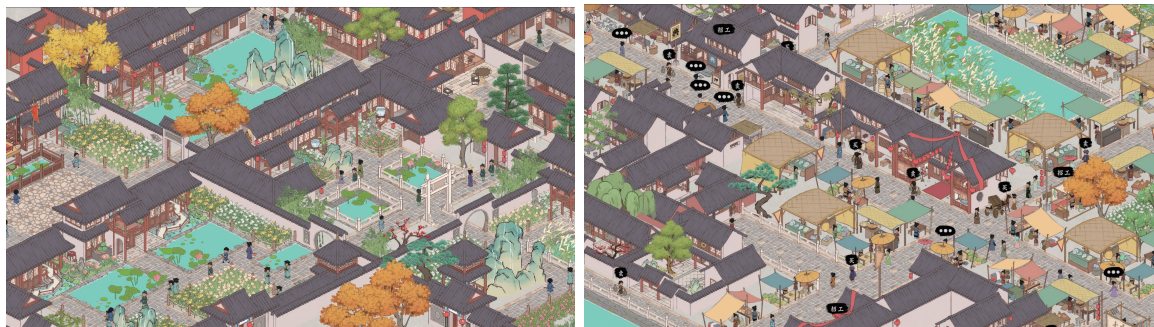


作品名称：《吾今有世家》

Title: House of Legacy

游戏类型：沙盒、模拟经营、开放世界

主创团队名称：成都焕艺科技有限公司



作品简介：《吾今有世家》是一款以中国古代世家为题材，融合了模拟经营+策略玩法的游戏。在游戏中，你可以进行一代代家族养成、经营家族产业、建造府邸和城池、与其他世家明争暗斗，家族成员可以科举入仕或者从军征战，封官加爵乃至权倾朝野，最终“一门三宰相，四世两封王”！

Synopsis: House of Legacy is a game set in ancient China, blending simulation management with strategy gameplay. Players nurture generations of a noble family, managing industries, constructing mansions and cities, and engaging in both overt and covert rivalries with other noble clans. Family members can pursue civil exams or join the military, earning titles, accumulating power, and even achieving dominance—ultimately becoming one of the most influential families in the empire, achieving fame and prestige across generations.

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Shortlists for 2024 (the 16th) Xiamen International Animation Festival Cyber  
Souss Award

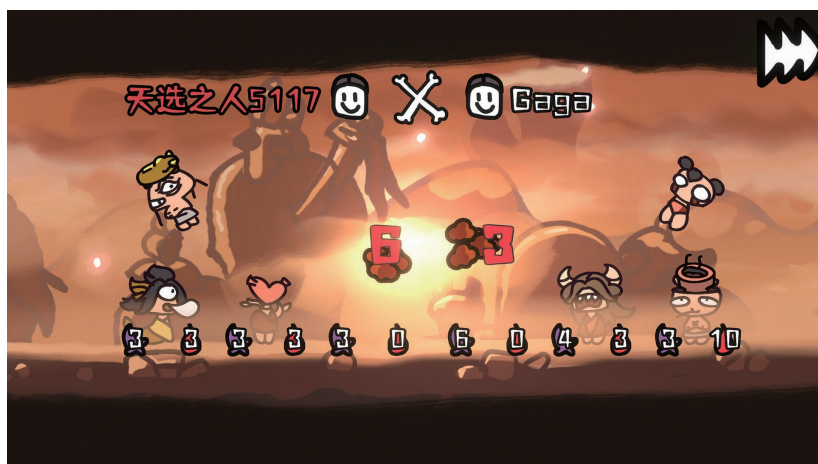


作品名称：《西行乱斗》

Title: Brawl To The West

游戏类型：自走棋

主创团队名称：李沁



作品简介：这是一款欢乐的自走棋游戏。挑选装备法宝，培育果树妖兽，组建小队大杀四方！传说西天有宝藏，可让人长生不老，天下无敌！无数人加入了这场寻宝游戏，弱者暴毙，赢家通吃。你会是走的最远的一个吗？游戏特色：将种田系统融入自走棋模式，种树酿酒，孵化锻造，体验另类经营养成的快乐；自由搭配角色装备、整理背包调整站位，探索最佳技能组合效果，构筑爱好者狂喜；奇幻东方背景，上古传说传奇法宝应有尽有，下棋不烧绳，单机模式无限时压力，按照自己的步调思考选择。

Synopsis: This is a fun auto battler game. Choose and equip magic weapons, cultivate amazing plant and monsters. Build your team to dominate the west! Legend has it that there is a treasure in the west,

which can make people immortal and invincible on the earth! Countless people joined this treasure hunting game, the weak were killed suddenly, and the winner took all. Will you be the final winner? Game features: Integrate the farming system into the auto battler mode, plant trees

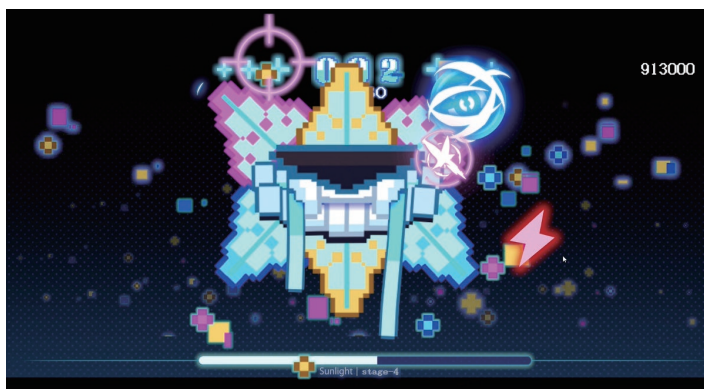
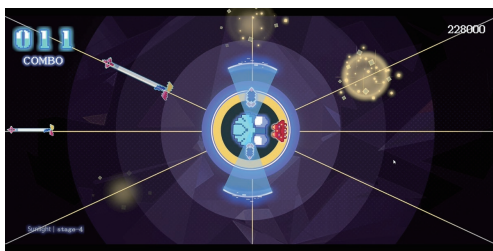
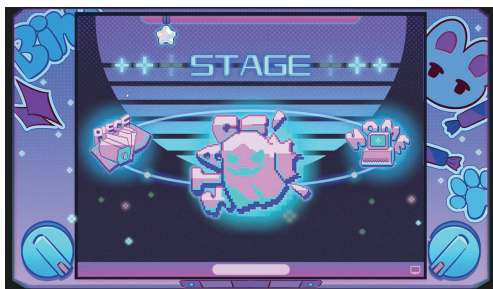
and make wine, incubate and forge, and experience the joy of alternative business development; Freely match character equipment, organize backpacks and adjust positions, explore the best skill combination effects, and create ecstasy for fans; Fantasy oriental background, ancient legends and legendary magic weapons; No time limit. You can think about your choices at your own pace.

作品名称：《显像管上的弦音》

Title: Melody on the Cathode Ray Tube

游戏类型：手势交互音乐射击游戏

主创团队名称：基因重组



作品简介：《显像管上的弦音》是一款音乐与射击组合，结合Leap Motion设备，用手势交互制作一款创新的音乐射击游戏。游戏策划采用电子像素与手势结合，在玩法上选用了两种游玩视角的切换，从第三人称到第一人称射击；游玩过程中脱离鼠标，采用射击手势操作，增加玩家游戏沉浸体验感。游戏美术风格采用2D日系少女风格，色彩丰富明艳，结合八十年代电视机设计，给玩家一种年代感与未来电子科技感的双重体验。游戏音乐采用日系电子风格音乐，偏活泼轻快，在游戏整体关卡上风格不同且有与故事背景一致的过渡，每关卡歌曲的时长皆为2分钟。游戏灵感来源是来自现在AIGC技术兴起，人们逐渐忽视了人与人之间的交往，情感，所以我们想创作一款游戏，一个去往AI世界探险，消灭AI病毒，恢复人间真情与爱的故事。在2780年，AI占据人类的生活，生活充斥冰冷的机器，整个世界一片黑白。

“冰”（主角）意识到人类情感的缺失，想要拯救人类世界，为了改变这一现状，闯入了AI世界与AI作战，消灭AI病毒，让人类感知到爱与被爱，世界从此逐渐恢复了色彩。

Synopsis: Melody on the Cathode Ray Tube is a music-shooter hybrid game designed for Leap Motion devices, featuring gesture-based interactions for a fresh take on the genre. The game combines electronic pixel art with gestures, allowing players to switch between third-person and

first-person shooting perspectives. Ditching the mouse, players use shooting gestures to enhance immersion. The art style is 2D Japanese anime, with vibrant colors inspired by 1980s television designs, creating a mix of nostalgia and futuristic electronic vibes. The music follows a playful J-pop electronic style, with each two-minute track aligning with the story's progression and offering distinct atmospheres across levels. The story draws inspiration from the rise of AIGC technology, reflecting the loss of human connection and emotion. Set in 2780, AI dominates human life, turning the world into a cold, monochrome reality. The protagonist, “Bing,” recognizes the absence of human emotion and decides to rescue humanity. Bing enters the AI realm, battles AI viruses, and restores love and empathy, gradually bringing color back to the world.

041

2024年（第十六届）厦门国际动漫节·金海豚奖·入围作品  
Shortlists for 2024 (the 16th) Xiamen International Animation Festival Cyber  
Source Award



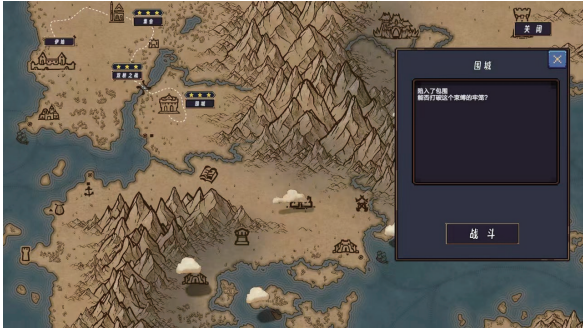
作品名称：《陷阵之塔》

Title: Break The Line

042

游戏类型：策略/塔防

主创团队名称：黑檀木



作品简介：防御塔的建造和升级,装备的购买,均带有随机要素的[RogueLike]与[关卡]结合的塔防游戏

Synopsis: Break The Line is a tower defense game combining rogue-like elements and level-based gameplay. Building and upgrading towers, as well as purchasing equipment, involve random elements that add depth to strategy.



作品名称：《橡子屋》

Title: Acorn House

游戏类型：放置、收集、剧情、休闲、模拟经营

主创团队名称：咸人工作室



作品简介：《橡子屋》是一款集合了放置/剧情/收集/轻度经营等玩法元素的治愈系休闲手机游戏。在虚构的橡子森林世界里，玩家将和主角小松一起，经营一家森林小吃店，接待客人，收集故事，一起体验惬意悠闲的森林生活。

Synopsis: Acorn House is a healing casual mobile game that combines idle, narrative, collection, and light management elements. Set in the fictional Acorn Forest, players join the protagonist, Pine, in running a forest snack bar, welcoming guests, collecting stories, and enjoying the relaxing life of the woods.

043

2024年（第十六届）厦门国际动漫节·金海豚奖·入围作品  
Shortlists for 2024 (the 16th) Xiamen International Animation Festival Cyber  
Sousa Award

作品名称：《星引擎Party》

Title: Astral Party

044

游戏类型：派对类，多人联机

主创团队名称：电蝉网络科技有限公司



作品简介：《星引擎party》是一款最多支持4人同时游玩的网络联机派对游戏。在游戏中选择你喜欢的角色，使用角色固有的技能以及手牌来对一起游玩的朋友展开攻击，各式各样的事件也让整局游戏充满了不确定性。恶搞且卡通的美术风格使得你在游戏的途中乐趣不断。快来加入这4人的“友尽”之旅吧！

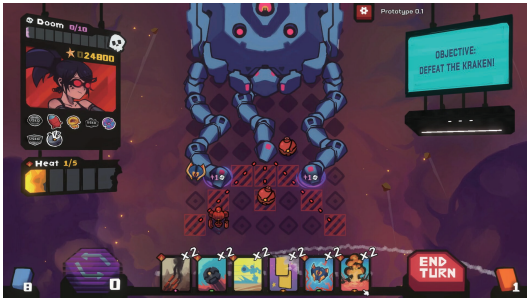
Synopsis:Astral Party is an online multiplayer party game supporting up to 4 players. Choose your favorite character and use their unique skills and cards to attack friends in a match full of unpredictable events. The game's wacky and cartoonish art style keeps the fun going, making it a chaotic “friendship-ending” adventure! Join the 4-player journey and let the mayhem begin!

作品名称：《星之侵略者》

Title: StarVaders

游戏类型：回合制卡牌构筑

主创团队名称：StarVaders Studio



作品简介：这是一款结合了机甲射击和Roguelike的卡牌构筑游戏！ 利用更强大的卡片升级你的卡组，掌握更敏捷而紧凑的回合制战术，来拯救人类的未来！

Synopsis:StarVaders is a card-based deck-building game that blends mech shooting with roguelike mechanics! Upgrade your deck with more powerful cards and master quick, tactical turn-based strategies to save the future of humanity!



作品名称：《序列战争》

Title: Sequence War

046

游戏类型：策略肉鸽自走棋

主创团队名称：深圳市艾米亚斯科技有限公司



作品简介：序列战争是一款独特的策略肉鸽自走棋。与传统PVP自走棋不同，玩家需要操控军团领袖英雄，逐步组建自己的军团，击败地下城的敌人。 游戏特点： 1. 丰富的阵容搭配，英雄养成，流派组建。暴击流，近战敢死队，乌龟流，法师狂轰流，金币流。80多种随从，近百个关卡。 2. 非抽卡养成，以局内策略取胜，游戏更加平衡。 3. 多种独特机制。敌人的敌人是朋友，朋友的朋友，还是朋友。商店一波全扫光，招募独特随从。

Synopsis: Sequence Wars is a unique roguelike auto chess strategy game. Unlike traditional PVP auto chess, players control a legion leader who gradually builds an army to defeat dungeon enemies. Features: 1. Diverse Lineups: Assemble critical-hit builds, melee suicide squads, turtle formations, mage bombardments, and gold-based strategies with over 80 followers across 100+ levels. 2. Fair Development: Victory relies on in-game strategies rather than gacha pulls, ensuring balanced gameplay. 3. Unique Mechanics: The enemy's enemy is a friend, and your friend's friend is... still a friend. Buy out the shop, then recruit unique followers to strengthen your army.

作品名称：《寻海之旅》

Title: Voyage of the Sea

游戏类型：模拟经营、冒险RPG

主创团队名称：厦门无乳糖科技有限公司



作品简介：《寻海之旅》是一款以模拟经营为核心玩法的冒险游戏。一位鱼人族的小女孩，在历史碎片中发现了一个关于末日预言的记载，她决心找到阻止灾难的方法。然而在阻止末日预言的过程中，她逐渐揭开了一段尘封已久的秘密。

Synopsis: Voyage of the Sea is an adventure game focused on simulation management. Players follow a young mermaid girl who discovers a prophecy about the apocalypse among historical fragments. Determined to prevent disaster, she embarks on a quest to stop it, only to uncover a long-buried secret along the way.

047

2024年（第十六届）厦门国际动漫节·金海豚奖·入围作品  
Shortlists for 2024 (the 16th) Xiamen International Animation Festival Cyber  
Sousa Award

作品名称：《言灵计划》

Title: Speakrit

游戏类型：卡牌策略

主创团队名称：喵吉托

048



作品简介：Q：这究竟是一款什么样的游戏？A：在一个笑话即为战力的世界里过关斩将，最终拿下世界笑话锦标赛的冠军！在这个奇幻的旅途中，你将会结识一种名为言灵的生物。它们虽然有着蠢萌的外表，但千万不要被它们的外表骗了。言灵

拥有强大的能力，这些能力将会助你完成你的终极目标。你可能会想，蠢萌的外表，强大的说话能力，这不就是韩国男团吗？不不不，我的朋友，言灵和韩国男团最大的区别在于，每一只言灵都有着独特的外表。在AI的加持下，你将会感受到前所未有的视觉震撼。想象一下，你遇到的每一位对手都会有着不同的样貌以及玩法思路。世界观 在未来世界，宇宙中出现了一个质量无穷大的点，科学家将它称之为笑点，笑点在突破极限

后发生了大爆炸，在爆炸中诞生了犯二能量和吐槽能量，当这两种能量混合在一起就产生了梗。梗是这个宇宙中物质的基础，这个宇宙中的一切，都是梗组成的。“言灵”起初只是爆炸后能量的逸散，没有形态，没有意识，因为召唤者使用梗而聚集并具象化，形成了召唤者独特的言灵，他们是召唤师内心具象化的展现。人们通过言语和梗训练言灵战斗，并进化相应的形态和技能。亮点：1. 独特的笑话类型系统：我们将传统萌宠对战游戏中的元素属性概念抛弃，取而代之的是更贴合世界观的笑话类型。每一种笑话都有其克制及被克制的关系，使战斗策略更加丰富多样。想象一下，用一个冷笑话击败一个地狱笑话，这不正是对人类幽默感的终极考验吗？2. 宠物融合系统：我们的宠物融合系统允许你将毫不相干的两只言灵进行融合，创造出独一无二的伙伴。通过无限次进化系统，你可以几乎无限次地为你喜爱的言灵定制外观和词条，打造属于你自己的超级言灵。毕竟，没有什么比一只长着翅膀、说着双关笑话的火龙更能让你的对手感到崩溃的了。3. 怀旧与创新结合：我们全新的玩法将带你回到无忧无虑的童年夏天，幻想出千奇百怪的宠物，并用奇葩的方式与朋友们互相比较战力。享受创意与战略交织的乐趣。记住，当你用一个笑话击败你的朋友时，看到他们哭笑不得的表情才是最大的胜利。4. 引人入胜的剧情：游戏将为你讲述一位有梦想的笑话手，为追寻自己的梦想，经过无数次历练，一步一步变强的故事。剧情饱含情感，充满励志与幽默，带你体验主角的成长之旅。从一无所有到笑傲江湖，途中遇到的挫折和嘲笑才是真正的笑话。

Synopsis:Q: What Kind of Game Is This? A: In a world where jokes equate to power, you'll battle your way to become the World Joke Championship champion! Throughout this fantastical journey, you'll encounter creatures called "Speakrit"—adorable but deceptively powerful beings. Despite their silly appearances, Speakrit possess immense abilities to help you achieve your ultimate goal. You might think they resemble K-pop boy bands with their cute exteriors and talking abilities, but no—each Speakrit has a distinct look, setting them apart. Enhanced by AI, the game delivers a truly immersive visual experience. Every opponent you encounter will have a distinct look and a unique approach, keeping the gameplay fresh and unpredictable. Lore: In a futuristic world, the universe witnesses the emergence of a singular point of infinite mass, dubbed the Punchline by scientists. When the Punchline reaches its breaking point, it explodes, releasing two types of energy: Foolish Energy and Sarcasm Energy. When these two energies blend, they form memes, which become the very foundation of this universe—everything here is built upon memes. Initially, Speakrit are formless energy remnants from the explosion, lacking shape or consciousness. When summoned, memes coalesce and materialize, taking on unique forms that represent the summoner's inner self. People train Speakrit through language and memes, evolving their abilities and appearances. Highlights: 1. Unique Meme-Type System: We've replaced traditional elemental attributes with meme types, making combat strategy more dynamic and aligned with the game's theme. Each meme type has strengths and weaknesses, enriching the strategic experience. Imagine defeating a dark meme with a cold meme—isn't that the ultimate test of human humor? 2. Pet Fusion System: Our fusion system allows you to combine unrelated Speakrit, creating one-of-a-kind companions. With limitless evolution, you can customize your Speakrit's appearance and traits, creating your own super Speakrit. After all, nothing demoralizes an opponent more than a winged fire dragon that tells puns. 3. Nostalgia Meets Innovation: Our gameplay brings you back to carefree summer days, imagining bizarre pets and competing with friends in unconventional ways. Enjoy the blend of creativity and strategy. Remember, the true victory is watching your friends laugh and cry simultaneously as you defeat them with a meme! 4. Engaging Storyline: The game tells the inspiring journey of a joke master who relentlessly pursues their dream, growing stronger with each challenge. Filled with humor, emotion, and motivation, the story lets you experience the protagonist's rise from zero to hero. Along the way, the real "jokes" are the struggles and mockery encountered on the path to glory.



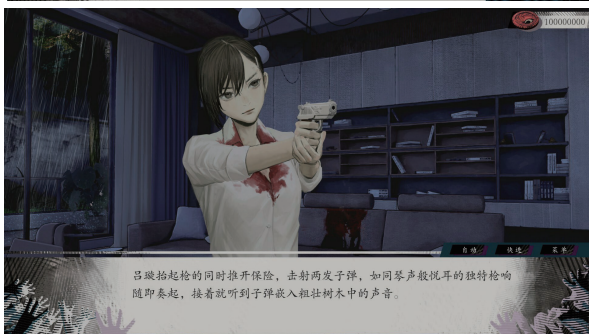
作品名称：《亿数追忆》

Title: Raining City: Millions Recollections

游戏类型：文字冒险

主创团队名称：OrcaLayout

049



作品简介：主人公吕璇在夜晚中惊醒，发现胸口满溢鲜血，掌心出现神秘黑洞，与此同时还有多达一亿的惊天‘财富’从洞中爬出。惊魂未定中，为这笔财富而来的各色异形怪物不断涌向吕璇。一段发生在阴郁都市中的怪奇故事，就此展开。

Synopsis: One night, Lyu Xuan woke up soaked in blood, a mysterious black hole in the palm of her hand, and millions pouring out of that hole, like an unstoppable fountain of wealth. Still in shock, She has to evade the monsters that rushed to her and her new riches. A strange story begins in a gloomy city...



作品名称：《逸剑风云决》

Title: Wandering Sword

050

游戏类型：角色扮演游戏

主创团队名称：侠萌工作室



作品简介：《逸剑风云决》是一款像素武侠RPG游戏。玩家将扮演一名来自关外辽城的普通少年，因意外卷入江湖纷争而身中剧毒，幸得武当掌门清虚真人出手才得救。自此，你梦想成为一代大侠，正式踏入了中原武林。你的选择将改变整个武林故事，与江湖中各种侠客结交互动，甚至改变他们的命运！

Synopsis: Wandering Sword is a Chinese martial-arts RPG where you play a young swordsman caught up in a feud and nearly dies. Escaping the event puts you on the path of pursuing the highest form of martial arts and exploring the pugilistic world to become the great hero you are always destined to be.



作品名称：《勇敢的哈克》

Title: HAAK

游戏类型：动作冒险，类银河恶魔城，  
横版平台跳跃

主创团队名称：Blingame ，OKJoy



作品简介：《勇敢的哈克》是一款以中式废土为背景的类银河恶魔城游戏，在传统的横版跳跃游戏的基础上，增加了丰富的解谜内容和独创的黑客元素。你需要利用多功能能量钩爪组合出独特技能，通过灵活的走位把握住微妙的出招时机，解读埋藏在人物与剧情中的信息破解层层谜题，在颓败苍凉的废土之上寻找失踪的哥哥，拥抱这个末日世界的终极秘密。无边的废土之上，除了机关、怪物、与绝望，还有少年成长与奇遇的故事

Synopsis:HAAK is a Metroidvania game set in a Chinese-inspired post-apocalyptic world. It expands on traditional side-scrolling platformers with rich puzzles and unique hacking elements. Players use a multifunctional energy grappling hook to craft unique skills, master precise timing, and interpret hidden information buried within characters and storylines to solve intricate puzzles. As you traverse the desolate wastelands in search of your missing brother, you'll uncover the ultimate secret of this dystopian world. Amid the desolation, beyond traps, monsters, and despair, lies a tale of a boy's growth and unexpected adventures.

051

2024年（第十六届）厦门国际动漫节·金海豚奖·入围作品  
Shortlists for 2024 (the 16th) Xiamen International Animation Festival Cyber  
Sousa Award

作品名称：《致命多巴胺》

Title: Fatal Dopamine

052

游戏类型：卡牌肉鸽

主创团队名称：序碑工作室



作品简介：《致命多巴胺》是一款充满策略与挑战的肉鸽卡牌游戏，也同时考验着你的运气，在这里你将扮演一个无名的赌徒来到这个奇特的赌场。通过各种各样的奇特的卡牌，在基于21点的赌局中不断通过你的策略和运气获取胜利，成为榜单上面的“大人物”赌场中的赌局不仅仅是简单的21点游戏，而是融合了多种复杂的规则和策略。每一局游戏都是一场心理战，你需要揣摩对手的心思，预测他们的下一步行动。同时，你还需要管理自己的筹码和卡牌，确保自己在关键时刻能够出奇制胜。你也可以通过一次次的赌局不断搜集线索一窥这个地方被精心隐藏的真相，那会是赌局背后的阴谋？赌徒之间的勾心斗角？商人的邪恶交易？多巴胺的真相又是什么？更多的故事等着你来发现。

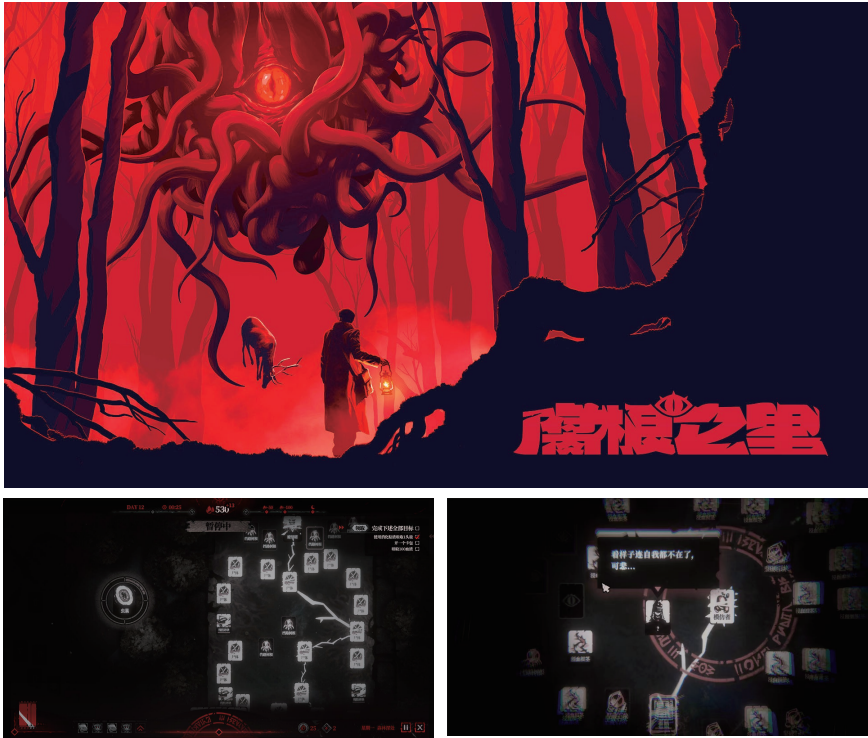
Synopsis: Fatal Dopamine is a strategy-filled and challenging roguelike card game that also tests your luck. In this game, you will play as an anonymous gambler who arrives at a peculiar casino. Using a variety of unique cards, you'll employ strategy and luck in a blackjack-based game to achieve victory and become a "big shot" on the leaderboard. The gambling here isn't just about playing blackjack; it integrates multiple complex rules and strategies. Each game is a psychological battle where you need to gauge your opponent's thoughts and predict their next move. Simultaneously, you must manage your chips and cards to ensure you can surprise your opponents at critical moments. Through continuous gambling, you can gather clues to uncover the well-hidden truths of this place. Is there a conspiracy behind the games? Deception among gamblers? Evil dealings by merchants? What is the truth behind the dopamine? More stories await your discovery.

作品名称：《腐根之里》

Title: Roots Devour

游戏类型：模拟经营/桌面卡牌/轻度肉鸽

主创团队名称：倒带组



作品简介：游戏特色：桌面卡牌的表现形式；简单又上头的连接玩法；创新的游戏循环；克苏鲁式的美术风格； 游戏简介：扮演古神，伸长根茎。这一天，森林里的生物们，邂逅了新的主宰。 《腐根之里》是一款连接桌面卡牌的运营策略游戏，你需要不断吸取血液维系生命，规划自己的资源用于生长根茎，并且通过打开卡包来发现新的生物卡牌。不断地探索以及构筑更新自己的卡包，紧接着，统治这个神秘的森林，获取更强大的力量。

Synopsis:Roots Devour features a tabletop card presentation, connection-based gameplay, an innovative game loop, and Lovecraftian art design. Players assume the role of an ancient god, extending their roots into a mysterious forest. On this day, the creatures of the forest encounter a new ruler. As a strategic card management game, players must continuously absorb blood to sustain life, manage resources for root growth, and open card packs to discover new creature cards. Players will explore and upgrade their card decks, gradually conquering the enigmatic forest and gaining greater power.



作品名称：《攻城模拟器：战术对决》

Title: Siege Simulator: Tactical Showdown

054

游戏类型：RTS+MOBA+Action RPG

主创团队名称：Screambox Studio



作品简介：《超逼真的攻城模拟器》是一款基于物理的战术攻城游戏，支持多人联机合作或对战。对战玩法结合即时战略和MOBA类游戏的特点，支持多人联机合作或对战。玩家需要在游戏中招募并指挥属于自己的士兵小队，最终攻下敌方城池赢得胜利。游戏拥有顶视角指挥和附身单兵的两种操控方

式，让你在运筹帷幄统领全局之外，还可以在战斗焦灼时利用游戏的附身机制，控制小队的指挥官附身直接上阵。

Synopsis: Siege Simulator: Tactical Showdown is a physics-based tactical siege game that supports both multiplayer co-op and competitive modes. The combat system combines elements of real-time strategy (RTS) and MOBA games, allowing players to recruit and command their own squads to conquer enemy fortresses and achieve victory. The game offers two control modes: a top-down command mode for strategic planning and a possession mechanic, where players can take direct control of a squad commander during intense battles. This unique mechanic enables players to seamlessly switch between overarching strategy and hands-on combat.

作品名称：《共鸣》

Title: ReMix

游戏类型：动作类rogue

主创团队名称：GameSmith



作品简介：《共鸣》是一款独特的音乐节奏动作游戏，融合了肉鸽游戏元素。在这个世界中，你可以选择不同战斗风格的英雄，利用音乐的力量与邪恶的虚空怪物进行激烈对决。你的目标是组建一支独一无二的乐队，创造出属于你的音乐风格和旋律。

Synopsis: ReMix is a unique musical rhythm action game that combines the elements of Rogue games. In this world, you are able to choose from a variety of heroes with different fighting styles and use the power of music to battle against evil void monsters.

作品名称：《孤星猎人》

Title: LONESTAR

056

游戏类型：策略、回合制、卡牌

主创团队名称：郑增凯、杨嘉熙



作品简介：孤星猎人是一款Roguelike强策略玩法的飞船对决游戏。作为一名宇宙赏金猎人，你将抓捕散布于星际间的在逃罪犯，通过“对波”这一独特的方式赢得战斗，收获悬赏奖励与假期时光。寻找宇宙宝物，自由搭配飞船部件，开启传说级天赋，面对最难搞的罪犯，成为星际传奇！

Synopsis:LONESTAR is a strategic Roguelike spaceship deckbuilder. As a bounty hunter, you will capture criminals scattered across the universe. Win the shockwave battle to gain rewards and vacations. Find treasures, customize spaceships, unlock talents, defeat the felons and be a legend!



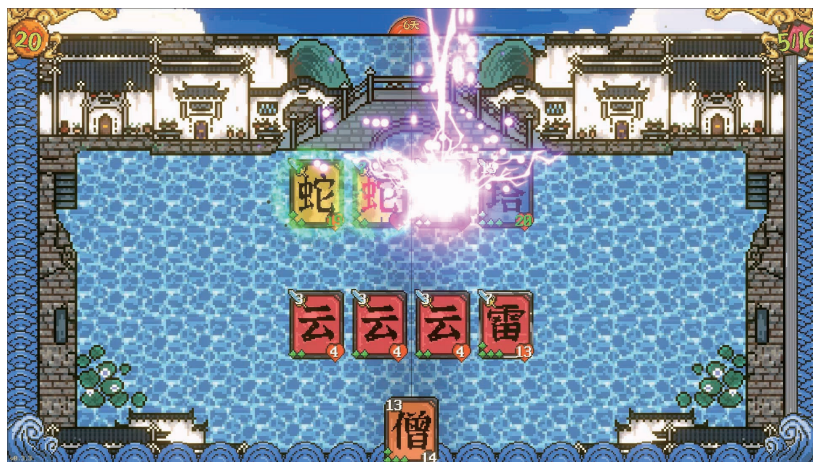
作品名称：《汉字狂想》

Title: Hanzi Craze

游戏类型：策略、卡牌、roguelike

主创团队名称：无名小厂

057



作品简介：一个字一张牌！一款基于汉字规则的Roguelike卡牌游戏！卡牌根据汉字本身的含义来设计，可以根据字库合成更强汉字，也可以根据词库组成词语。理论上支持全部常用汉字、词语。涌现天马行空的流派，体验无穷无尽的乐趣！

Synopsis: Hanzi Craze is a roguelike card game where each card represents a Chinese character! Designed based on the structure and meaning of Chinese characters, players can combine characters from the dictionary to form stronger ones, or create words by combining them into phrases. In theory, the game supports all commonly used Chinese characters and words, offering endless creative possibilities and limitless fun.

作品名称：《横戈》

Title: Ancient Warfare: The Han Dynasty

058

游戏类型：单机游戏

主创团队名称：不秋草游戏工作室



作品简介：壮志饥餐胡虏肉，笑谈渴饮匈奴血。《横戈》是描述中国古代战役的一款战争游戏，同时包含大战略、即时战术与角色扮演成分。我们通过万人以上的同屏战斗体验来展现中国古代鲜为人知的悲壮英雄故事。背景设定在东汉中期，可以控制汉帝国的远征军，自玉门关出发，去收敛黄沙中的汉骨，去驱逐劫掠四方的匈奴。

Synopsis: Ancient Warfare: The Han Dynasty is a wargame demonstrating ancient warfare in China and combining elements of Big Strategy, RTS and RPG. You can learn little-known stories of heroes in ancient China by experiencing battles accommodating thousands of soldiers. Set during the mid-Eastern Han Dynasty, players lead the Han Empire's expeditionary army beyond the Yumen Pass, advancing through the desert to reclaim lost territories and push back the invading Xiongnu forces.



作品名称：《化身大唐》

Title: Eastern Tactics

游戏类型：RPG、战旗、策略

主创团队名称：整活技术实验室

059



作品简介：《化身大唐》是一款架空于唐朝历史背景的策略RPG游戏。在游戏中玩家将控制唐朝名将李靖、程咬金、秦琼的后人们作为主角展开一场冒险之旅，运用丰富多样的化身能力，结合多元战斗策略，赢取战斗挑战的胜利。 游戏特色 踏上冒险旅途：经历一场诡异而宏大的冒险，在风云际会的魔幻世界中，守护世界的和平。 只有身外化身能打败身外化身：在战斗的过程中召唤各种拥有独特能力的化身协助战斗。 赢得战斗然后变强：每一场战斗都拥有极强的策略挑战性，而赢得战斗能让你的角色获得成长，搭配不同属性装备，学习更多强力技能，迎接下一场挑战的

到来。 挑战各路能力诡异的BOSS：你的团队将面对各种各样强悍而诡异的敌人，每个BOSS战斗都需要有针对性地进行独特策略方可应对。 故事背景 在每一个时代，总是有人在挣扎求生，而又有有人在寻求超越之路。 贞观六年（公元632年）始，唐皇李世民在监天使袁天罡等人的建议之下前往泰山举行了封禅大典。 后二年，一些拥有了身外化身的异人开始活跃，据传乃天魔依附人心执念化为身外化身，使拥有化身者具备了各种奇异的能力，“只有化身使者才能战胜化身使者”。 贞观十一年（公元637年），在遥远的西方，萨珊波斯帝国正迎来危机。 祆教化身使不敌穆斯林四大哈里发，国王与贵族决意出逃。祆教大穆贝德不甘于亡国灭教的结局，也为保留祆教的种子，派遣了两名使者跨越古老的丝绸之路，前往万里之外的新生东方帝国寻求唤醒沉睡的神灵…… 在他们跨越万里黄沙前往东方时，唐皇李世民突然发动了吞灭西域诸国的战争。而这只是故事的开端。

Synopsis: Eastern Tactics is a strategy RPG game set in the fictional backdrop of the Tang Dynasty. In the game, players control descendants of famous Tang Dynasty generals embarking on an adventurous journey. Utilizing diverse incarnate abilities and employing varied combat strategies, players aim to emerge victorious in battle challenges. Game Features: Embark on an adventure: Experience a mysterious and grand adventure in a magical world where the fate of the world's peace lies in your hands. Only incarnates can defeat other incarnates: Summon various incarnates with unique abilities to assist you in battles. Win battles and grow stronger: Every battle poses a strong strategic challenge, and winning battles allows your characters to grow. Equip them with different attribute gear, learn more powerful skills, and prepare for the next challenge. Challenge peculiar and powerful bosses: Your team will face a variety of formidable and bizarre enemies, and each boss battle requires a targeted strategy to overcome. Story: In every era, there are always those struggling for survival, while others seek a path to transcendence. In the sixth year of Zhenguan (632 AD), Emperor Taizong of Tang, upon the advice of the celestial being Yuan Tiangang and others, held a grand ceremony on Mount Tai known as the Fengshan ceremony. Two years later, certain extraordinary beings with incarnates outside their bodies started to become active. It is said that these beings were demonic entities attached to human desires and transformed into incarnates, granting the possessors of these incarnates various extraordinary abilities. "Only an incarnate messenger can defeat another incarnate messenger." In the eleventh year of Zhenguan (637 AD), in the distant west, the Sassanid Empire was reaching its final moments. Zoroastrian incarnates in the far west were no match for the four great Muslim caliphs, and the king and nobles decided to flee. Unwilling to accept the fate of the Zoroastrian religion being annihilated by the emerging Abbasid Caliphate, the Zoroastrian high priest, the Mobed, dispatched two messengers to travel across the ancient Silk Road to the emerging Eastern Empire in the far east, in search of awakening the slumbering gods... As they journeyed thousands of miles through the desert to the east, Emperor Taizong suddenly launched a war to conquer the Western Regions. And this is just the beginning of the story.

作品名称：《鸡械绿洲》

Title: Cluckmech Oasis

060

游戏类型：塔防 肉鸽 俯视角射击

主创团队名称：上海白灯网络科技有限公司



作品简介：《鸡械绿洲》是一款融入俯视角射击的塔防Roguelike游戏，玩家将扮演战斗鸡和它的伙伴们，在旅途中收集千奇百怪的防守机械，海量击杀铺天盖地的植物敌人，一路护送基地车拯救世界！

Synopsis:Cluckmech Oasis is a tower defense Roguelike with top-down shooting, players will play the battle chicken and its partners, in the journey to collect a variety of strange defensive machinery, a large number of plant enemies, along the way to escort base vehicles to save the world!

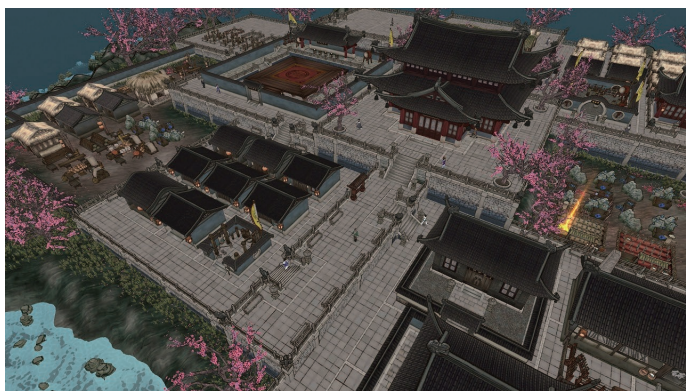
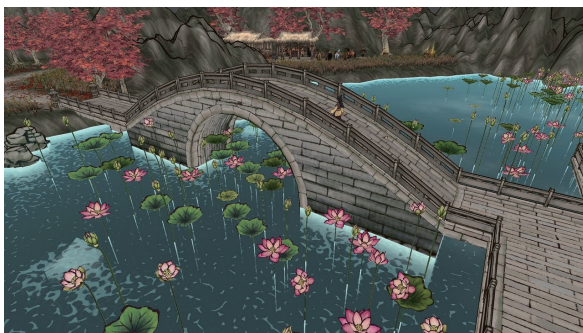


作品名称：《江湖录》

Title: JIANGHU CHRONICLES

游戏类型：模拟经营

主创团队名称：一品阁



作品简介：《江湖录》是一款以武侠为主题的模拟经营游戏，着重于江湖门派的模拟以及即时战斗的体验。开创门派，招收弟子，执行任务，获取资源，打造兵器，炼制丹药，开发武学，结盟比武，争夺神兵……最终提升实力与名望，成为江湖第一门派。

Synopsis:JIANGHU CHRONICLES is a Wuxia-themed clan simulator, which focuses on simulating Jianghu clans and experiencing realistic battle. Set up a clan of your own, recruit disciples, complete missions... And eventually make your clan second to none by improving its power and reputation.

061

2024年（第十六届）厦门国际动漫节·金海豚奖·入围作品  
Shortlists for 2024 (the 16th) Xiamen International Animation Festival Cyber  
Soussu Award

作品名称：《节奏魔女 舞动的骷髅》

Title: Rhythm Witch: Beat Death

062

游戏类型：音乐节奏 动作 肉鸽

主创团队名称：浮光游戏有限公司



作品简介：《节奏魔女 舞动的骷髅》是一款结合类幸存者与音乐节奏的游戏。你需要跟随着音乐律动打击，闪躲随着音乐节拍移动、攻击的怪物们。在通往永恒之美的旅程中，击败跳舞怪人、食尸鬼、巨龙！游戏特色：结合音乐节奏与Roguelike 割草类的游戏玩法。以音乐节奏驱动的关卡设计，怪物行动、玩家攻击依照音乐节奏进行。多种角色与节奏模式，给与不同的玩法机制。武器与装备连动系统，产生多元的战斗套路。

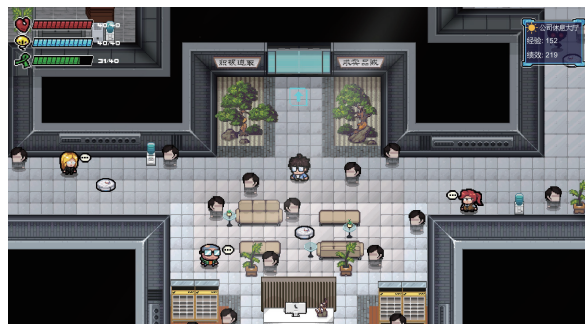
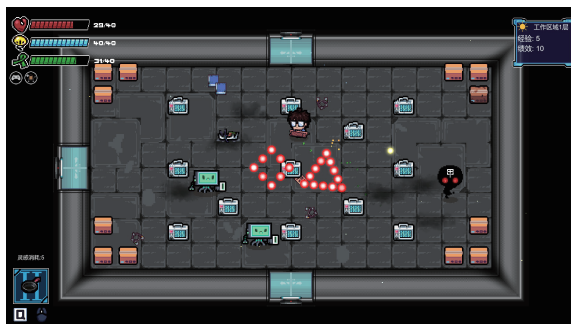
Synopsis:Rhythm Witch: Beat Death is a game that melds rhythm and survival. Attack to the rhythm of the music while dodging monsters who move and attack to the beat. On your journey to eternal beauty, defeat dancing freaks, ghouls, dragon, and more! Features: Music-Driven Roguelike Gameplay: Experience a blend of rhythm-based combat and roguelike action. Rhythm-Driven Level Design: Both monster movements and player attacks are synchronized with the music's rhythm. Diverse Characters and Rhythm Modes: Enjoy different gameplay mechanics with various characters and rhythm styles. Weapon and Equipment Linkage System: Create diverse battle strategies through interconnected weapons and equipment.

作品名称：《进击的打工人》

Title: Attack of the Worker

游戏类型：角色扮演Roguelike

主创团队名称：张辰宇



作品简介：《进击的打工人》是一款轻度 Rogue-like，像素风格的弹幕射击游戏，您会体验在一个在科技公司工作的打工人的生活。和工作需求，程序问题还有公司里面的同事领导战斗，同时探索自己身上还有这个团队里面所有人的故事，探索其中隐藏的真相。

Synopsis: Attack of the Worker is a rogue-lite, pixel-style bullet shooting game where players experience the life of a worker in a tech company. They will face the challenges of work demands, programming issues, and battles with colleagues and bosses within the company. At the same time, they will explore their own story and uncover the hidden truths of the team.

063

2024年（第十六届）厦门国际动漫节·金海豚奖·入围作品  
Shortlists for 2024 (the 16th) Xiamen International Animation Festival Cyber  
Soussu Award



作品名称：《境旅：朝露》

Title: Journey of Realm: Dawn Dew

064

游戏类型：箱庭式地图的2D回合制游戏

主创团队名称：范轩玮开发OKJOY发行



作品简介：《境旅：朝露》是一款拥有箱庭式地图的2D回合制游戏。在游戏中，扮演少女「露」展开冒险。冒险途中，收集并自由选择你的战斗方式，击败机制各异的敌人。随着探索推进，逐渐了解境界的历史、阻遏黑兽潮的威胁，最终击败蛰伏的滔天恶意。

Synopsis:JOR: Dawn Dew is a 2D turn-based game with a box-like map. In the game, act "Dew" to adventure. On adventure, collect and freely choose your way of fighting. As the exploration progresses, deter the threat of the black beast tide, and finally defeat the monstrous malice.

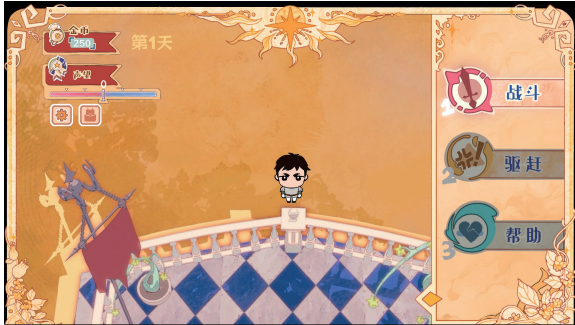


作品名称：《救救魔王大人》

Title: Save the Demon King

游戏类型：剧情向模拟经营，互动叙事，视觉小说

主创团队名称：鲍荣炎、文欣怡、吴绍渝、徐畅、朱家萱、李琳



作品简介：《救救魔王大人》是一款剧情向模拟经营游戏，玩家将扮演魔王大人，去面对每天一大群勇者们，处理这些勇者会对你的金币与声望造成不同的影响，还会影响之后出现的勇者以至于最后的结局。游戏分为白天黑夜两个阶段，白天应付勇者，晚上则可以自由行动，去王宫、市集、街巷，触发独特的对话，遇见特殊的NPC，购买对剧情有特殊影响的物品道具，游戏流程大约1个小时，有着大量的文本内容与有趣的QTE战斗。

Synopsis: Save the Demon King is a narrative-driven simulation experience where players assume the role of the Demon King, facing a daily influx of heroes. The choices made in dealing with these heroes affect your gold, reputation, and future encounters, ultimately shaping the game's outcome. The game is divided into two phases: daytime and nighttime. During the day, players manage heroes, while at night, they can freely explore the palace, markets, and streets, triggering unique dialogues, meeting special NPCs, and purchasing items that impact the story. With a playtime of around one hour, the game features extensive text content and engaging QTE battles.

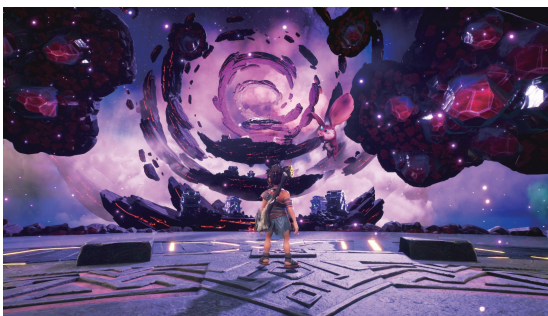
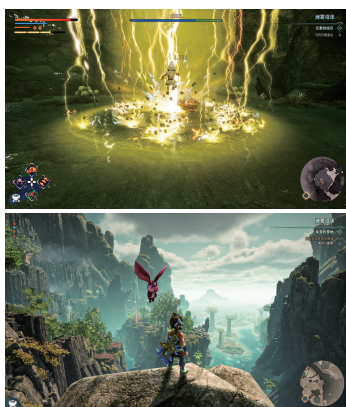
作品名称：《卡库远古封印》

Title: KAKU: Ancient Seals

066

游戏类型：开放世界的动作冒险游戏

主创团队名称：深圳槟果文化科技有限公司



作品简介：在这款开放世界的动作冒险游戏中，你将扮演少年卡库与会飞的小猪‘皮叽’一起探索广袤的远古元素大陆，击败强大的敌人，解开各类遗迹的谜题，最终揭开灾难降临的真相。关于这款游戏1、玩出属于你的战斗方式，战斗系统主打爽快

的连招派生，用简单的按键组合打出炫酷的招式，技能连招包含各种招式分支，选择不同的分支，创造自己的流派，多样化的装备搭配独特的符文石系统，带来更多意想不到的有趣体验，进阶各类元素弹丸，巧妙切换运用其效果

战胜强敌。2、无双快感的变身系统，作为被选中的人，你可以使用创世沙加遗失的神力，以创世神降临姿态进行战斗，享受无双割草般的快感。3、体验遗迹世界中的闯关解谜 创世沙加在虚空中留下了遗迹世界。世界里的遗迹都有不同的设计，每一次闯关解谜都是一种新的体验，用你的灵敏与应变、勇气与智慧拿到创世沙加留下的奖励。4、探索广阔的远古奇幻世界 与会飞的小猪‘皮叽’一起探索风格各异的元素大陆，从朔风凛冽的凛风雪原，到腐朽倾颓的迷雾沼泽，探索隐藏在冒险后的故事与真相。与大陆的原住民‘嘭嘭’打交道，完成各种奇妙事件。掌握飞天小猪独特的能力，互相帮助，一起踏上欢乐搞笑的旅程。在荒野、废墟、洞穴中探索，发现失落的秘藏。5、故事背景 《卡库远古封印》是一款远古奇幻主题的开放世界动作冒险游戏。游戏发生在一个远古时代，这个世界是创世沙加运用元素之力筑造，某天异界的灾难降临，导致创世元素精魄消散，世界分裂成了四个大陆，而‘创世沙加’也不知所踪。千年之后，住在苍茫雪山中的少年‘卡库’与会飞的小猪‘皮叽’，在失落神谕的指引下肩负起寻找消失的元素精魄的任务，为了揭开灾难降临的真相与自己的身世之谜，踏上了远古奇幻冒险之旅。

Synopsis: An Open world Action adventure combining exploration with puzzles and dynamic combat. Go on a journey across a sprawling continent as Kaku, a boy tasked to restore balance to the land. Brave the four elemental regions with the help of Piggy, his powerful companion and conquer their lords. About This Game 1. Craft your unique combat style. Unleash exciting combos and execute moves effortlessly. Tailor your combat style by exploring diverse skill branches to create your own style. Equip an array of equipment and pair them with Rune Stones for endless gameplay possibilities, and fun experiences. Master elemental pellets, strategically employing their effects to defeat enemies. 2. Unlock Divine Power: Incarnate the Creator Saga and Experience Epic Battles. Embrace your role as the chosen one and harness the lost diviner power of the Creator Saga. Experience the thrill of transformation, embodying the incarnation of the Creator Sage in battle. Engage in epic encounters and unleash the power of Musou, immersion yourself in unparalleled combat experiences. 3. Experience the challenges and puzzles in the World of Ruins. Delve into the void left by the Creator Saga, where ancient ruins beckon with their unique designs and challenges. Solve diverse puzzles and encounter obstacles in each ruin, ensuring a fresh and engaging experience in each of them. Use your courage and wit to navigate through the Ruins Realm, overcoming obstacles to claim valuable rewards. 4. Embark on an epic journey through a vast ancient fantasy world. Explore diverse elemental continents with Piggy, from the icy expanses of the Howling Snowfield to the murky depths of the Misty Swamps, uncovering stories and secrets lurking behind every adventure. Deal with the continent's indigenous inhabitants, the Ponpon and uncover hidden tales by completing various marvellous events. Master the abilities of your flying pig companion, fostering a bond that leads to a joyful and humorous journey together. Explore the untamed wilderness, ancient ruins, and mysterious caves in pursuit of long-forgotten treasures. 5. The story background. KAKU: Ancient Seal is an open world ARPG game with an ancient fantasy theme. Set in a primordial era, this world was created by the elemental power of the Creator Saga. One day, a calamity from another realm strikes, causing the dispersion of the elemental souls, and the world splits into four continents, while the Creator Saga goes missing. Millennia later, a young man named Kaku, living in the vast snowy mountains, along with Piggy, a flying pig, shoulders the task of finding the lost elemental souls under the guidance of a lost prophecy. They embark on an ancient and fantastical adventure to uncover the truth behind the calamity and the mystery of their own origins.

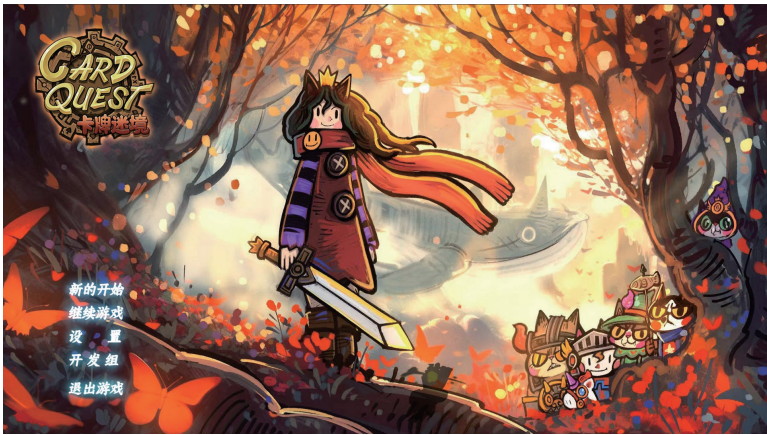


作品名称：《卡牌迷境》

Title: CARD QUEST

游戏类型：策略、迷宫探索、卡牌、肉鸽、哥特童话

主创团队名称：猫事多游戏工作室



作品简介：《卡牌迷境》是一款以猫咪形象为主题、哥特风格的高策略卡牌游戏。在这里你将体验到，紧张刺激的地牢式关卡探索、充满策略性的武器&装备&卷轴和神器的搭配使用、击败变异猫猫，拯救深陷噩梦的艾琳，携手猫咪勇士将噩梦变成美梦的冒险之旅

Synopsis: CARD QUEST is a highly strategic card game featuring cat-themed characters set in a gothic style. Players will experience intense, dungeon-style level exploration, strategic combinations of weapons, equipment, scrolls, and artifacts, and battles against mutated cats. Embark on an adventure to rescue Aileen from her nightmare, transforming it into a dream with the help of feline warriors!

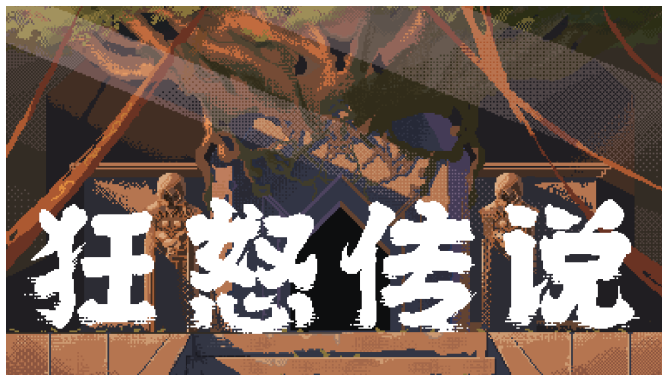
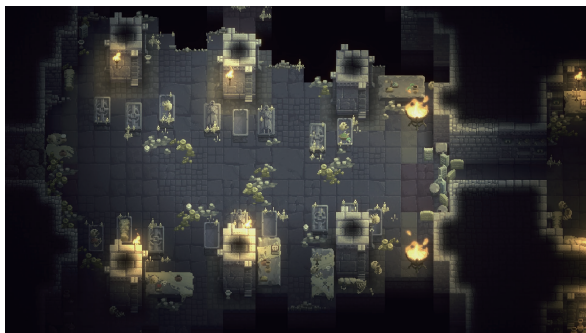
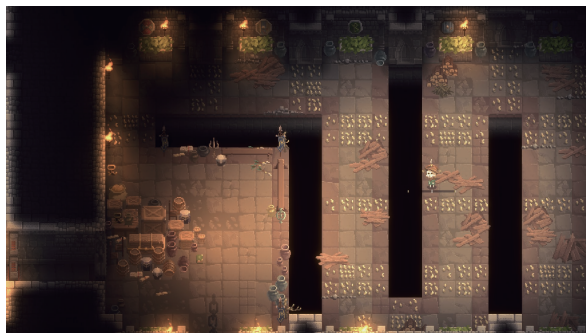
作品名称：《狂怒传说：重生》

Title: Legend of Fury: Rebirth

068

游戏类型：动作；冒险；割草

主创团队名称：陈劭玮、龚勋卓、林特、王继尧、沈润中



作品简介：一款包含轻度动作要素的割草游戏，玩家需要像成龙一样对环境进行利用，在地牢中进行“家具城大战”。游戏旨在为玩家提供有节奏的、彻底的爽快感，大力释放多巴胺，在虚拟世界里沉浸式发一回疯。玩家所扮演的角色一路走哪塌哪，碾碎游戏中的一切阻碍。游戏核心体验围绕积累与释放的循环展开，面对逼近的混乱敌群，保持游击迂回，逐步积累战斗资源，在到达某个

节点后突然爆发，把积累的战斗资源统统灌向敌人！！

Synopsis: Legend of Fury: Rebirth is a hack-and-slash game with light action elements, where players engage in chaotic "furniture store battles" within dungeons, using the environment like Jackie Chan. The game offers rhythmic, exhilarating combat designed to deliver maximum dopamine and immerse players in a frenzy within the virtual world. Players demolish everything in their path, advancing through waves of enemies. The core gameplay revolves around a cycle of accumulation and release—keep moving, gather resources, and unleash them in a sudden burst to wipe out incoming hordes!

作品名称：《累趴侠》

Title: Exhausted Man

游戏类型：物理游戏

主创团队名称：蜡烛人游戏



作品简介：累趴侠是一款物理喜剧游戏，你要帮助一个疲惫至极的人熬过对他（她）至关重要的一晚。趴着做任何事，依据你的品位布置房间，根据你的选择迎来今晚的结局。

Synopsis: Exhausted Man is a physics-comedy game, where you help an exhausted person get through a night that is crucial to him/her. Do everything while lying down, decorate the room to your taste, get tonight's ending through your choices.

069

2024年（第十六届）厦门国际动漫节·金海豚奖·入围作品  
Shortlists for 2024 (the 16th) Xiamen International Animation Festival Cyber  
Sousa Award



作品名称：《冒牌猫谜》

Title: Copycat

070

游戏类型：冒险，叙事

主创团队名称：Spoonful of Wonder



作品简介：这是一款以猫咪为主角的叙事冒险游戏，一个关于孤独、放手、寻找家的意义的故事。当一只被收养的小猫，遭遇另一只企图鸠占鹊巢的流浪猫，这个家也变得摇摇欲坠了。。。

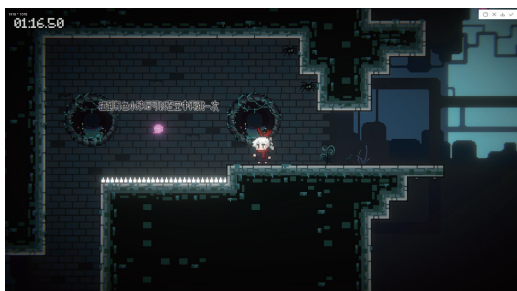
Synopsis: A poignant narrative-driven game about rejection, belonging and the meaning of home. It follows the story of a newly adopted shelter cat whose space in the home is taken by a copycat. Bring the tissues.

作品名称：《魔女之旅》

Title: Wandering Witch: The Journey of Elaina

游戏类型：2D横板跳跃闯关

主创团队名称：怎么样都行队



作品简介：玩家将扮演一位魔力尽失的魔女，为了恢复魔力，来到一个被水环绕的国度一水之国。在途中，遭遇危险掉进废弃水下都市。惊喜发现此地是传说中魔法蘑菇的生长地。玩家将操纵魔女，在收集蘑菇恢复魔力的同时逃出生天

Synopsis:Wandering Witch: The Journey of Elaina puts players in the shoes of a witch who has lost her magic and arrives in the Water Kingdom to regain her powers. Along the way, she falls into an abandoned underwater city, unexpectedly discovering the legendary magic mushrooms that can restore her abilities. Players control the witch, collecting mushrooms and escaping the ruins to survive.

071

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Sousa Award

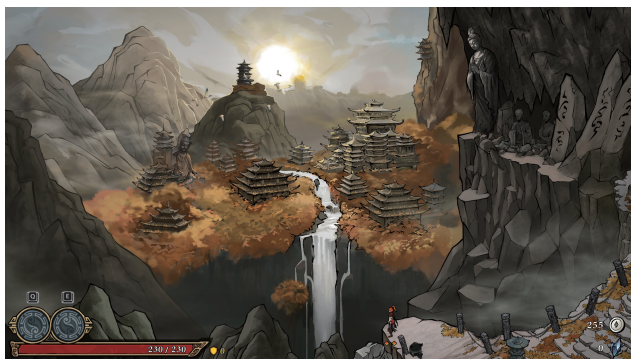
作品名称：《墨境》

Title: Realm of Ink

072

游戏类型：水墨风动作Roguelite游戏

主创团队名称：LEAP STUDIO



作品简介：《墨境》是一款水墨风动作Roguelite游戏。在猎杀狐妖的过程中，你意外发现自己的命运被所谓的“天道”掌控着，只有逃离这个世界，才有可能获得真正的自由。黄粱一梦，猝然而醒：“我虽凡尘微末，也当以剑代笔，纵横天下，快意人生！”天道恒常，轮回破境，你将扮演侠女丹朱及其伙伴，借助狐族的不死之力，穿过危机四伏的禁地“荒墟”，挑战四位各有过往的boss以及最终的“禁忌存在”，逃离恒常不变的“墨境”世界。万水千山，艰难险阻，于轮回中重塑命运。以剑指天，改写“天意”。燃魂激战，创意无限，爽快战斗，丰富搭配，构筑独属于你的战斗方式。3种武器：红莲剑诀、冥影双刃、碧霄剑气。15+“墨宝”玩法：白虎墨、鸢羽墨、帝江墨、朱雀墨、貔貅墨、应龙墨……120+“奇珍”玩法：夜影鸢、八卦镖、护心锁、驻噩铃、七星盏、镇凶尺……此外，还有特殊npc、特殊房间、无尽模式等挑战随机降临！前路多舛，但自由之心不灭！神兽墨宠，并肩作战，霸气灵宠与你共同御敌，主被动技能多处加成。根据不同的“墨宝”组合，还可以让它脱胎换骨，进化出15+不同形态，应用独特招式辅助作战。东方志怪，墨色探险，冰霜森寒的雪山猴国，晓色青翠的佛门山林，温柔旖旎的水乡魔域，古老肃穆的神冢遗迹……4大关卡，4个守关人，4段神秘过往等你挑战，在墨色氤氲的天地间，仗剑独行，斩灭诸魔。还可攻略狐妖、花精、镜魅等20+国风精怪角色，每个角色都有专属故事。通过交互不断提升好感度，解锁更亲密的对话，相遇相知，相惜相伴。

作品简介：《墨境》是一款水墨风动作Roguelite游戏。在猎杀狐妖的过程中，你意外发现自己的命运被所谓的“天道”掌控着，只有逃离这个世界，才有可能获得真正的自由。黄粱一梦，猝然而醒：“我虽凡尘微末，也当以剑代笔，纵横天下，快意人生！”天道恒常，轮回破境，你将扮演侠女丹朱及其伙伴，借助狐族的不死之力，穿过危机四伏的禁地“荒墟”，挑战四位各有过往的boss以及最终的“禁忌存在”，逃离恒常不变的“墨境”世界。万水千山，艰难险阻，于轮回中重塑命运。以剑指天，改写“天意”。燃魂激战，创意无限，爽快战斗，丰富搭配，构筑独属于你的战斗方式。3种武器：红莲剑诀、冥影双刃、碧霄剑气。15+“墨宝”玩法：白虎墨、鸢羽墨、帝江墨、朱雀墨、貔貅墨、应龙墨……120+“奇珍”玩法：夜影鸢、八卦镖、护心锁、驻噩铃、七星盏、镇凶尺……此外，还有特殊npc、特殊房间、无尽模式等挑战随机降临！前路多舛，但自由之心不灭！神兽墨宠，并肩作战，霸气灵宠与你共同御敌，主被动技能多处加成。根据不同的“墨宝”组合，还可以让它脱胎换骨，进化出15+不同形态，应用独特招式辅助作战。东方志怪，墨色探险，冰霜森寒的雪山猴国，晓色青翠的佛门山林，温柔旖旎的水乡魔域，古老肃穆的神冢遗迹……4大关卡，4个守关人，4段神秘过往等你挑战，在墨色氤氲的天地间，仗剑独行，斩灭诸魔。还可攻略狐妖、花精、镜魅等20+国风精怪角色，每个角色都有专属故事。通过交互不断提升好感度，解锁更亲密的对话，相遇相知，相惜相伴。

法：白虎墨、鸢羽墨、帝江墨、朱雀墨、貔貅墨、应龙墨……120+“奇珍”玩法：夜影鸢、八卦镖、护心锁、驻噩铃、七星盏、镇凶尺……此外，还有特殊npc、特殊房间、无尽模式等挑战随机降临！前路多舛，但自由之心不灭！神兽墨宠，并肩作战，霸气灵宠与你共同御敌，主被动技能多处加成。根据不同的“墨宝”组合，还可以让它脱胎换骨，进化出15+不同形态，应用独特招式辅助作战。东方志怪，墨色探险，冰霜森寒的雪山猴国，晓色青翠的佛门山林，温柔旖旎的水乡魔域，古老肃穆的神冢遗迹……4大关卡，4个守关人，4段神秘过往等你挑战，在墨色氤氲的天地间，仗剑独行，斩灭诸魔。还可攻略狐妖、花精、镜魅等20+国风精怪角色，每个角色都有专属故事。通过交互不断提升好感度，解锁更亲密的对话，相遇相知，相惜相伴。

Synopsis: Realm of Ink is an Ink-style action Roguelite game. While pursuing the Fox Demon, the swordswoman Red, unexpectedly finds that her life is dictated by the 'destiny' within the world of the book. Only by breaking free can she unveil the truth of her existence and challenge the constraints of fate. Endless cycles, ceaseless rebirth Begin your journey as the swordswoman Red, gradually unlocking additional forms as you progress. Utilizing the Fox's immortal power, traverse treacherous 'Story Relics,' confront four bosses with unique backgrounds, and escape from the ever-changing realm of ink. Surmounting various challenges and obstacles, you will redefine your 'destiny' through the constant cycle of rebirth, wielding your sword with resilience. Fierce battles with infinite creativity



作品名称：《奶茶king》

Title: Bubble Tea King

游戏类型：俯视角动作游戏

主创团队名称：徐婧荣、何张颖、黄馨怡、赵鹏翔、滕远



作品简介：游戏核心机制 1. 不断缩小的可活动空间 2. 俯视射击游戏的操作用于格斗（行走与瞄准分离，躲避走位与抓住机会攻击） 3. “推人出圈” 游戏的电子游戏化 游戏核心玩法：玩家控制珍珠，造成伤害的选择有：戳攻击 推出圈 爆炸AOE 玩家要走位躲闪敌人攻击的同时思考攻击时机，也要防止被敌人推出圈或者自己失足

Synopsis: Bubble Tea King combines three core mechanics: 1. A progressively shrinking play area; 2. Top-down shooting controls adapted for melee combat, with separate movement and aiming, requiring players to dodge and seize attack opportunities; 3. A digital twist on “push opponents out of the ring” gameplay. Players control a tapioca pearl with three attack options: poke, push out of the ring, or explode with AOE damage. Players must dodge enemy attacks while finding the right moment to strike, all while avoiding being pushed out of the ring or slipping off the edge.

073

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Shortlists for 2024 (the 16th) Xiamen International Animation Festival Cyber  
Soussu Award



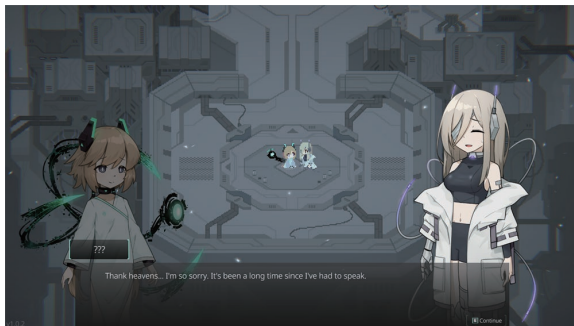
作品名称：《奈米使徒計畫》

Title: NanoApostle

074

游戏类型：動作、BossRush

主创团队名称：光穹游戏股份有限公司



作品简介：《奈米使徒计划》是一款以暗黑科幻风格为主题的2D像素风Boss Rush 动作游戏，玩家将扮演在一所秘密生化兵器研究所中诞生的少女「安妮塔」，与被植入她体内的奈米机械「使徒」共同战斗。玩家还会遇到伙伴「温妮」，作为研究所第一号实验品，她熟悉内部情报，并提供关键指引，在不断被安排与其他生化兵器战斗的同时，找寻逃离研究所的契机。

Synopsis:NanoApostle is a dark sci-fi-themed 2D pixel boss rush action game. Players take on the role of Anita, a girl born in a secret bioweapon research facility, and fight alongside the nano-mechanical entity “Apostle” implanted within her. Players will also meet Winnie, the first experimental subject who knows the facility’s secrets and provides vital guidance. As players face off against other bioweapons, they must seize every chance to escape the facility.

作品名称：《排兵布阵》

Title: Battle Formation

游戏类型：策略

主创团队名称：厦门梦天堂网络技术有限公司



作品简介：《排兵布阵》是一款可以升级军团，自定义皮肤，与其他玩家战斗 100V100的大规模军团战斗 建立一支军队，看它闲庭信步 地战斗 英豪集结和海量皮肤。收获无尽乐趣！迷你战：战斗仅持续20秒或更短。 战斗无忧：你计划军队的布局，而他们则负责战斗。自动打仗：你的军团会在你的日常工作中不断战斗。 变装： 选择你的部队、战场和旗帜的样式。 玩

家战役： 在战场上对战其他玩家，学习他们的策略。增强实力：用动态的季节性武力提升你的军队实力。

Synopsis: Battle Formation is a large-scale, 100v100 army battle game where players can upgrade their troops, customize skins, and battle against other players. Build an Army: Watch your troops engage in leisurely battles. Heroes and Skins: Gather heroes and unlock numerous skins for endless fun! Mini-Battles: Quick battles lasting 20 seconds or less. Worry-Free Combat: Plan your army's formation, and let them handle the fight. Auto Battles: Your army continues to fight even while you're busy with daily tasks. Customization: Choose your units, battlegrounds, and flag styles. - Player Campaign: Battle other players, learn their strategies, and enhance your own. Seasonal Enhancements: Dynamically boost your army's power with seasonal upgrades.

075

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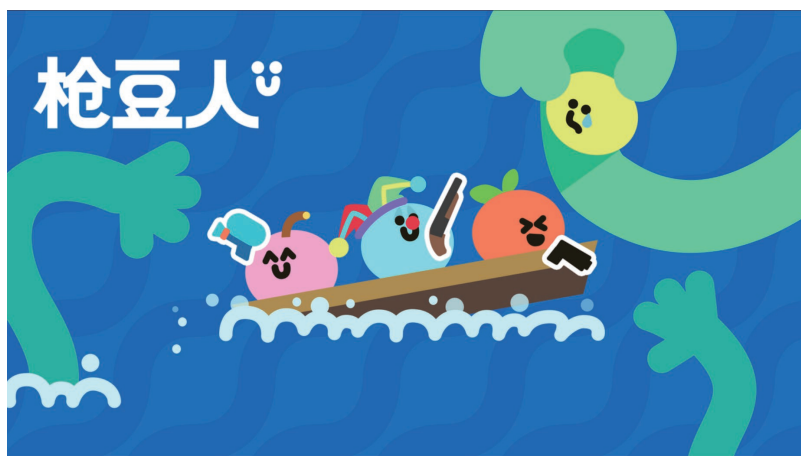
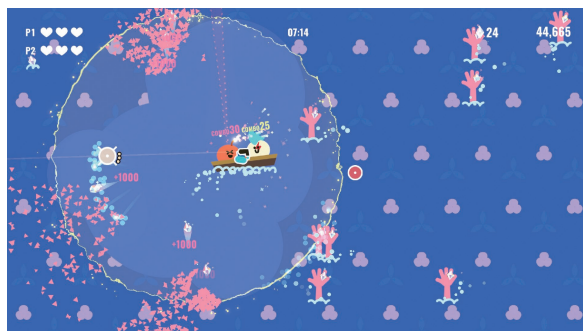
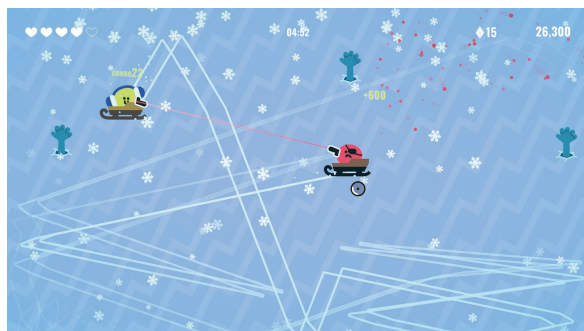
作品名称：《枪豆人》

Title: Bang Bang Barrage

076

游戏类型：派对射击游戏

主创团队名称：猴面包工作室



作品简介：你将扮演一个可爱的持枪黄豆，在险恶的海洋中与克苏鲁（祂的手手们）以及一些其他的危险作斗争。为了做到这一点，你必须掌握独特的基于后坐力的移动方式，尝试将你的枪战变成策略之舞吧，每一枪都很重要。你可以独自启航或与朋友结伴，通过动态变化的环境机制和商店船带来的补给来体验新鲜的冒

险。准备好，瞄准、射击，引爆你的胜利之路！

Synopsis: Bang Bang Barrage puts players in control of an adorable gun-wielding bean, battling Cthulhu's tentacles and other dangers in treacherous seas. Players will need to adapt to a distinct recoil-driven movement system, transforming each gunfight into a strategic dance where precise shots can make all the difference. Players can venture solo or team up with friends, navigating dynamic environmental mechanics and resupply from shop ships for a fresh adventure. Aim, fire, and blast your way to victory!



作品名称：《倾听画语》

Title: Behind the Frame

游戏类型：轻叙事解谜独立游戏

主创团队名称：Silver Lining Studio



作品简介：《倾听画语》是一款包含互动解谜、艺术、休闲治愈等元素的剧情向游戏。游戏中玩家将扮演一名女画家Amber，在自己的房间中，通过点击、拖拽等系列操作，解开谜题找出丢失的颜料并完成画作继续追逐梦想的旅程。在这个过程中，玩家也发现了一段Amber与一位名叫Jack的青年的动人过往，



一个关于相遇、相识、共同成长的时光故事。游戏画面整体风格温暖清新，搭配堪比商业动画的高质量剧情过场给玩家带来极佳的视觉享受，同时，《倾听画语》与中国台湾知名音乐人合作开发的游戏原声带，在生动诠释章节故事与主人公心境变化的前提下，也大大提升了游戏体验中的沉浸感。在剧情与谜题设计上，开发团队本着相辅相成的原则将两者巧妙融合，在享受解谜乐趣的同时也将故事自然推进，并通过叙事方式的巧妙安排，让玩家见证了一个美丽却遗憾的爱情故事，并在真相揭示后故事也戛然而止，给玩家留下深深的情感余韵，让人回味无穷。

Synopsis: Behind the Frame is a narrative-driven game that blends interactive puzzles, art, and relaxing elements. Players assume the role of Amber, a female painter, who solves puzzles through clicking, dragging, and other interactions to find lost paint and complete her paintings, pursuing her dreams.

During the journey, players also uncover Amber's touching past with a young man named Jack—a story of meeting, knowing, and growing together over time. The game features a warm and fresh art style, with high-quality cutscenes comparable to commercial animation, providing an exceptional visual experience. The collaboration with renowned Taiwanese musicians on the original soundtrack enhances immersion, capturing the story's emotional depth and the protagonist's evolving mindset. The game's puzzle and story elements are seamlessly integrated, allowing players to enjoy the thrill of solving puzzles while advancing the narrative naturally. Through clever storytelling, players witness a beautiful yet bittersweet love story that ends abruptly after the revelation of the truth, leaving a lingering emotional resonance.

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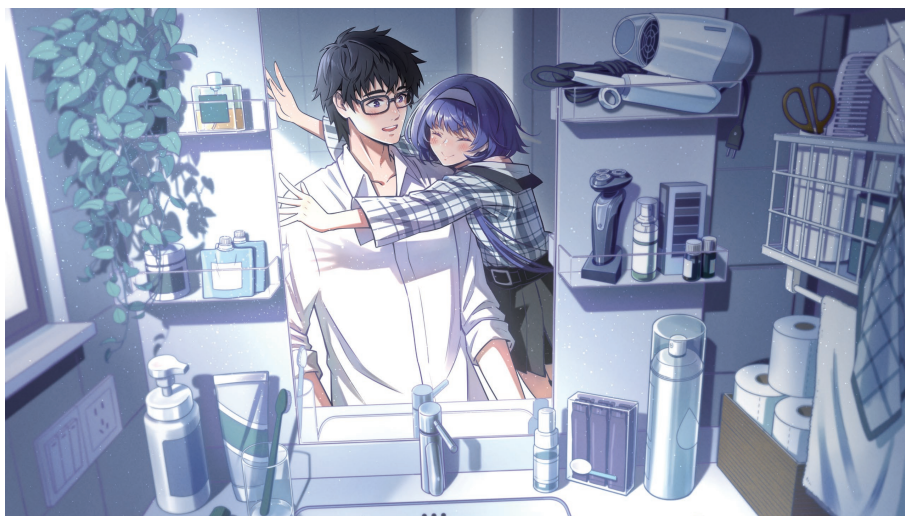
作品名称：《去远方》

Title: Relieve

078

游戏类型：交互漫画式叙事解谜

主创团队名称：一罐盐游戏



作品简介：《去远方》是一款手绘漫画风格的叙事解谜视觉小说，有着独特的美术和高品质的音乐，从不同的角度体验一对情侣的分合故事。

Synopsis: Relieve is a hand-drawn, narrative puzzle visual novel with a unique art style and high-quality music. It tells the story of a couple's relationship from different perspectives, exploring themes of separation and reunion.

作品名称：《全网公敌2 新世界》 Title: Cyber Manhunt 2: New World

游戏类型：剧情向解谜游戏

主创团队名称：Aluba Studio



相。

作品简介：《全网公敌2 新世界》是《全网公敌》系列的第二部作品。本作沿袭前作的世界观，是一款结合大数据、网络安全、人工智能等现实共鸣题材的剧情向解谜游戏，你将扮演一名隶属于泰坦公司的人工智能助手，通过社工手段破解目标人物信息，获取他们的爱好、生活习惯与人际关系，挖掘出他们想要极力隐藏的秘密，找出最终的真相。

Synopsis: Cyber Manhunt 2: New World is the gripping sequel to the award-winning Cyber Manhunt. It retains the original's world-building and is a narrative-driven puzzle game centered on themes like big data, cybersecurity, and artificial intelligence. Play as an AI assistant in a major corporation. Deploy intricate social engineering tactics and expose hidden truths in a world of ambition and high-tech deception.

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2024年（第十六届）厦门国际动漫节·金海豚奖入围作品  
Shortlists for 2024 (the 16th) Xiamen International Animation Festival Cyber  
Sousa Award

作品名称：《深海回响》

Title: Deep Sea Echoes

080

游戏类型：多人合作 冒险 派对

主创团队名称：深海工作室



作品简介：这是一款多人合作的海底探索PVE游戏，玩家可以选择不同类型的机器人，与队友配合在海底进行搜集零件，打败敌人，最终击败BOSS，维修潜艇赢得胜利。游戏中的“电缆”设定将玩家之间相互绑定，十分考验玩家的配合，并且乐趣无穷。不同类型的武器和敌人，随机生成的地图也可以带来多样化的体验。游戏的美术风格为像素HD2D，十分精美，配合上音乐音效海底氛围感觉很足。

Synopsis: Deep Sea Echoes is a multiplayer cooperative underwater exploration PVE game. Players control different types of robots, working together to collect parts, defeat enemies, and finally conquer the boss to repair the submarine and achieve victory. The unique “cable” mechanic links players together, requiring strong teamwork and creating endless fun. The game features various weapons, enemies, and procedurally generated maps, offering diverse experiences. With its pixel HD2D art style, stunning visuals, and immersive sound design, the game creates a rich underwater atmosphere.



作品名称：《神州绘卷：草药篇》 Title: Shenzhou Scroll: Herbal Edition

游戏类型：卡牌，模拟经营 主创团队名称：寄居蟹小分队



作品简介：《神州绘卷：神农篇》是一款国风的卡牌加模拟经营游戏，玩家将扮演进入神州绘卷的医者，炼药救人。游戏中会有生病的客人拜访玩家，希望玩家能够给他们适合的药品。根据他们的需求，玩家可以在工具牌炼药台上，堆叠不同类型的药材，来合成出具有不同药性的药品。随着游戏进行，更多内容将会被展现。

Synopsis: Shenzhou Scroll: Herbal Edition is a Chinese-themed card-based simulation management game where players become a healer in the Shenzhou Scroll, crafting medicines to save lives. Sick patients visit the player, seeking suitable remedies. Players must stack different herbs on the alchemy table tool card to create medicines with various properties based on patient needs. As the game progresses, more content is gradually unlocked.



作品名称：《失落城堡2》

Title: Lost Castle 2

082

游戏类型：单机游戏

主创团队名称：广州汉特网络科技有限公司



作品简介：失落城堡2 是一款包含了rogue-like随机元素的动作冒险类游戏，尝试用随机拾取的装备，道具和宝物挑战盘踞城堡的敌人。游戏中的角色力竭而倒下即意味着游戏结束，重新开始新的一局游戏。过程中玩家会遇到各种不同的道具，武器和装备，利用这些道具击败怪物继续前进直至倒下或打赢最终boss。



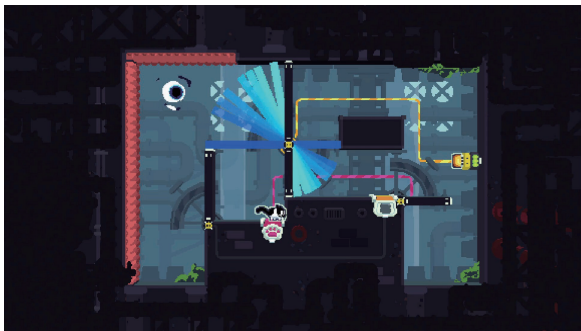
Synopsis: Lost Castle 2 is an action-adventure game infused with rogue-like elements, challenging players to defeat castle-dwelling enemies using randomly picked gear, items, and treasures. In this high-stakes adventure, a character's defeat means the end of the current run, prompting a fresh start. Along the way, players will encounter various items, weapons, and equipment, using them to defeat monsters and progress until they either fall or conquer the final boss.

作品名称：《CATO 黄油猫》

Title: CATO

游戏类型：平台解谜

主创团队名称：Team Woll



作品简介：《CATO 黄油猫》是一款可爱猫猫的像素风平台解谜游戏，设计灵感来自于网络梗黄油吐司猫悖论。游戏围绕着“猫咪”和“黄油吐司”这两个主角展开，需要你利用两者的分分合合解开关卡中的各类谜题。

Synopsis: CATO is a pixel-art puzzle platformer featuring an adorable cat, drawing inspiration from the viral meme of the buttered cat paradox. The game revolves around two main characters, the "Cat" and the "Buttered Toast," requiring players to solve various puzzles by cleverly managing their interactions and separations throughout the levels.

作品名称：《MotionRec》

Title: MotionRec

游戏类型：puzzle platformer

主创团队名称：Shoma Kato



作品简介：MotionRec 是一款记录谜题的动作冒险游戏，玩家可以在一个满目疮痍的世界中记录和重放运动轨迹。使用 MotionRec 揭开这个由机器控制的世界的神秘面纱！记录。可以记录行走和跳跃的轨迹。还可以使用舞台噱头记录复杂的动作。回放。录制的动作可以当场回放。在空中重放的次数是有限制的，落地后即可恢复。

Synopsis: MotionRec is a record puzzle action game that uses the power to record and replay motion trails to explore a devastated world. Use MotionRec to unravel the mysteries of a world ruled by machines! Recording. The trajectory of walking and jumping can be recorded. Complex movements can also be recorded using gimmicks on the stage. Playback. Recorded movements can be played back on the spot. There is a limit to the number of times it can be replayed in the air, and it recovers when it lands on the ground.

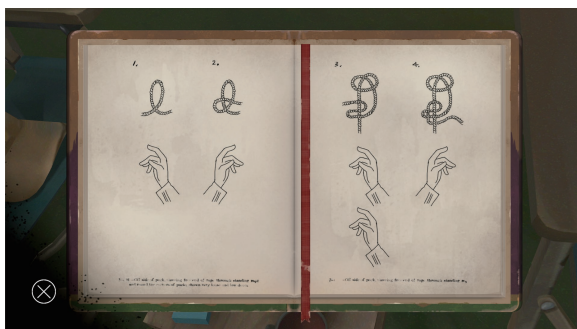


作品名称: The Star Named EOS : 未晓星程

Title: The Star Named EOS

游戏类型: Puzzle, Narrative,

主创团队名称: 曙光工作室



作品简介: 《The Star Named EOS : 未晓星程》是一款以“摄影”为主轴并融合了精致手绘风格的叙事解谜冒险游戏。随着重现与照片构图相同的风景,主角将慢慢揭开尘封许久的家庭故事,踏上一场追寻过去的奇幻旅程。我们利用全景技术创建美丽的环境,并结合摄影和解谜,为玩家提供身临其境的故事体验。随着故事的展开,玩家将通过拍摄照片和解谜来推动剧情,这两种元素在游戏中相互交织,鼓励玩家仔细观察周围美丽的景色。作为玩家,你将重现过去记忆中的场景,并拍摄它们的照片,揭开主角家庭的神秘故事。

Synopsis:The Star Named EOS is a narrative puzzle-adventure game centered around photography, featuring a meticulously hand-drawn art style. As players recreate scenes identical to those captured in photographs, the protagonist gradually uncovers a long-buried family story, embarking on a fantastical journey to uncover the past. The game leverages panoramic technology to create stunning environments, merging photography with puzzle-solving to deliver an immersive storytelling experience. As the story unfolds, players advance the narrative by taking photos and solving puzzles, with both elements interwoven to encourage keen observation of the surrounding beauty. As the player, you'll recreate scenes from past memories, photograph them, and unveil the mysterious story of the protagonist's family.

085

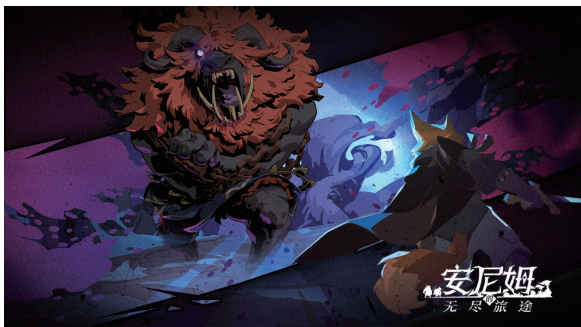
2024年(第十六届)厦门国际动漫节·金海豚奖·入围作品  
Shortlists for 2024 (the 16th) Xiamen International Animation Festival Cyber  
Seahorse Award



作品名称：《安尼姆的无尽旅途》 Title: Dong Wu: Odyssey

游戏类型：策略冒险卡牌RPG

主创团队名称：深圳市奥古布古网络科技有限公司



作品简介：《安尼姆的无尽旅途》是一款策略冒险卡牌游戏。游戏背景设定在一个架空的世界里，大洋之上漂浮着四个大陆板块，其中之一便为游戏故事发生的苍之大陆。聚合分裂，历史不断重演，当下，九国形成三方势力，角逐这片土地的王座之位。不同的国家，不同的身份，安尼姆们都在战争与黑瘴的夹缝中寻求生存。游戏中，玩家会组建一支4人上阵的军团，以第三人称视点，参与这场持续千年的中世纪王座之乱。四方游历中，敌人或来自于权斗，或来自于黑

瘴，一切为了生存的抉择都需要策略、运气和勇气。游戏设计了不同类型的角色、关卡、任务，不同于传统战斗的特殊机制，让游戏环境变数颇多，玩家需要积极使用策略，利用不同角色的优势，同时也要直面角色被永久消耗的危险，在这条困难重重的旅途上生存下去。游戏的核心玩法是策略卡牌战斗，结合roguelike特点，让玩家可以持续体验大世界精彩探索。

Synopsis: Dong Wu: Odyssey is a strategic adventure card game set in an alternate world where four continental plates float above a vast ocean. The story unfolds on the Land of Azure, one of these floating lands. In this world of constant conflict and shifting alliances, nine kingdoms have coalesced into three factions vying for the throne. Different kingdoms and identities define the Dong Wu as they struggle to survive amidst war and dark miasma. Players will command a four-member squad from a third-person perspective, taking part in a millennium-long medieval struggle for the throne. As players traverse the realm, enemies may emerge from political conflicts or dark miasma, requiring strategy, luck, and courage to make survival decisions. The game features diverse characters, levels, and missions with special mechanics distinct from traditional combat, creating a highly variable environment. Players must actively devise strategies, leverage character advantages, and face the risk of permanent character loss to navigate this perilous journey. The core gameplay revolves around strategic card battles, enhanced by roguelike elements, offering players ongoing exploration in an expansive world.

作品名称：《白噪生存指南》

Title: White Noise Survival Guide

游戏类型：动作Roguelike

主创团队名称：钛壳树科技



作品简介：《白噪生存指南》是钛壳树科技自研的一款机械克苏鲁题材的动作Roguelike游戏。玩家无意中进入一个将巨大的机械当作神明崇拜的世界，必须反复进入虚拟世界通过前人留下的蛛丝马迹寻找真相。 本游戏同时具备动作游戏的打击感、Roguelike游戏的可重玩性、高质量的卡通渲染画面和充满悬疑氛围的故事。游戏故事为原创未来科幻IP，以全世界各种神话传说为原型，解构人物、情节并重塑为新的世界背景，玩家与神话人物共同经历新的、充满悬疑的旅程。 【全3D动作】完美闪

避、连续弹刀、蓄力攻击、一键连段……打造爽快流畅的战斗系统 【Roguelike玩法】几十种build自由搭配，多种随机事件，每一局都有不同体验，提供纯正肉鸽乐趣 【高精度角色】力求还原动画质感的卡通渲染效果，细节拉满 【搜证推理】收集线索，解开谜团，亲手拼凑出的是真相，还是假象？

Synopsis: White Noise Survival Guide, developed by TECTREE TECHNOLOGY, is an action roguelike game set in a mechanical Lovecraftian world. Players unexpectedly find themselves in a realm where colossal machines are worshipped as gods. To uncover the truth, they must repeatedly enter a virtual world, following clues left by predecessors. The game combines the visceral impact of action gameplay, the replayability of roguelikes, high-quality cartoon-rendered visuals, and a suspenseful narrative. The story is set within an original, futuristic sci-fi IP, drawing inspiration from global myths and legends, deconstructing and reimagining characters and plots to create a new world where players embark on thrilling, suspense-filled journeys alongside mythical figures. [Full 3D Action] Enjoy a fluid combat system featuring perfect dodges, rapid parries, charged attacks, and combo chains. [Roguelike Gameplay] Dozens of builds to freely mix, various random events, and unique experiences in every run deliver an authentic roguelike experience. [High-Precision Characters] Achieves an animated, detailed cartoon-rendered look, maximizing visual fidelity. [Evidence Collection & Deduction] Gather clues, unravel mysteries, and determine whether you uncover the truth or fall for an illusion.

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2024年（第十六届）厦门国际动漫节·金海豚奖·入围作品  
Shortlists for 2024 (the 16th) Xiamen International Animation Festival Cyber  
Souza Award



作品名称：《背包乱斗》

Title: Backpack Battles

游戏类型：背包管理，自走棋，异步PVP

主创团队名称：PlayWithFurcifer

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2024年（第十六届）厦门国际动漫节·金海豚奖·入围作品  
Shortlists for 2024 (the 16th Xiamen International Animation Festival) Cyber Sausa Award



作品简介：《背包乱斗》是一款以背包管理为核心的自走棋游戏，你将使用背包中的物品和其他玩家进行战斗。你的战斗力取决于物品的选择，而如何在背包中巧妙地摆放你的道具将直接影响你的实力！ 游戏拥有4个风格迥异的角色，每个

角色的道具池都有显著差异！是采用直接的暴击流？抑或施放负面buff，甚至是使用卡牌来击败对手！ 在每场战斗后，你可以在商店购买道具，而每个物品在大小、形状、价格和稀有度上都各不相同。通过把特定的物品摆放在一起，可以将其合成为更为强大的装备，制作强效魔药、合成传奇武器，甚至孵化龙蛋！ 你将与其他玩家的离线数据进行对抗，观察他们的搭配策略，找出取胜之道。你可以在竞技模式中争夺排名，或在休闲模式中随意游玩，两种模式都没有时间限制，你可以尽情整理你的背包！ 游戏特点 整理您的背包，在有限的背包内最大化您的增益和构建！ 把特定的物品摆放在一起，合成为更强大的装备！4个风格完全不同的角色，每个角色都拥有自己的道具池！和其他玩家一决高下！在对战中提升自我！游戏没有时间限制，支持随时存档和读档，尽情享受游戏吧！

Synopsis: Backpack Battles is an auto-chess game centered around backpack management, where you use items from your backpack to battle against other players. Your combat effectiveness depends on your item choices, while the strategic placement of items within your backpack directly impacts your strength! The game features four distinct characters, each with a unique item pool. Will you opt for a critical-hit build, inflict debuffs, or use cards to defeat your rivals? After each battle, you can purchase items from the shop, with each item varying in size, shape, price, and rarity. By cleverly placing specific items together, you can synthesize them into more powerful gear, brew potent potions, forge legendary weapons, or even hatch dragon eggs! You will compete against the offline data of other players, analyzing their item combinations to discover winning strategies. You can climb the ranks in Ranked Mode or enjoy the freedom of Casual Mode—both modes have no time limits, allowing you to optimize your backpack setup at your own pace! Game Features Optimize Your Backpack: Maximize your benefits and build strategies within limited backpack space! Combine Items: Place specific items together to synthesize stronger equipment! Four Distinct Characters: Each character has a unique item pool for varied gameplay styles! Compete with Other Players: Test your strategies against others and improve your skills! No Time Limits: Enjoy unlimited play with the option to save and load your progress anytime!

作品名称：《不存在的谎言》

Title: Nonexistent Lies

游戏类型：GalGame、恋爱、悬疑、AVG

主创团队名称：Never Knows Best



作品简介：《不存在的谎言》是一款怪谈悬疑恋爱手游，以虚构城市“江城市”为主舞台。都市传说，网络流言，从“故事”被讲出的那一刻起，语句和文字就具有了魔力，只要能被千万人传颂，虚假即是真实。这是一群年轻人的冒险与人生，也是二十一世纪的第三个十年里的一首风物诗。

Synopsis:Nonexistent Lies is a supernatural romance mobile game set in the fictional city of “River City.” Urban legends and online rumors take center stage, where words and stories gain a magical power from the moment they are spoken. As long as they are spread among millions, lies become indistinguishable from the truth. This is both an adventure and a coming-of-age story, depicting the lives of a group of young people and serving as a poetic portrayal of life in the third decade of the 21st century.

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2024年（第十六届）厦门国际动漫节·金海豚奖·入围作品  
Shortlists for 2024 (the 16th) Xiamen International Animation Festival Cyber  
Sousa Award

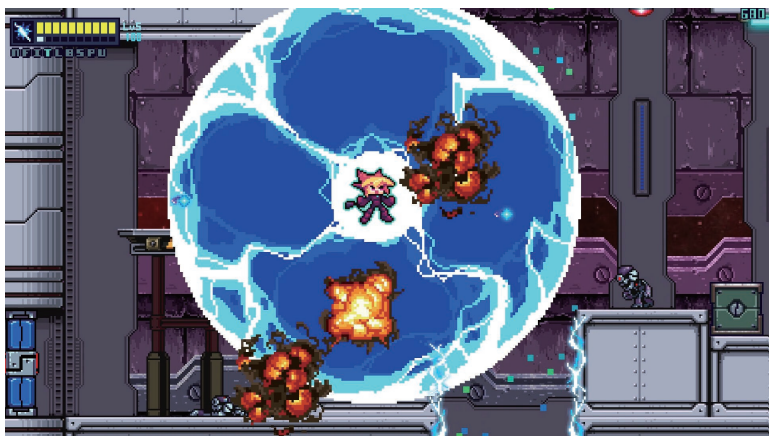
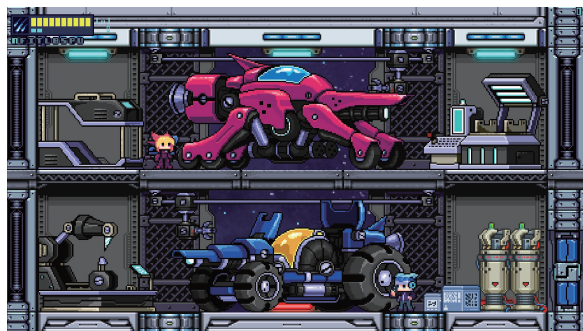


作品名称：《超合金游侠》

Title: Super Alloy Ranger

游戏类型：动作射击

主创团队名称：麻痹蘑菇



作品简介：《超合金游侠》是一款2D横版平台动作游戏。扮演射手凯里或者战斗机器人贰号来挑战危险的机器帝国里的各种关卡，解锁新的武器。用凯里的射击以及贰号的各种必杀技来击败发生异常的机器首领们吧！

Synopsis: Super Alloy Rangers is a 2D side-scrolling action platformer. Players take on the role of either Space Hunters Kelly or Combat Robot No.2 as they tackle various levels within the perilous Machine Empire and unlock new weapons along the way. Use Kelly's precise shooting skills and No. 2's array of special moves to defeat malfunctioning machine bosses!

作品名称：《沉默的蟋蟀》

Title: Silent Cricket

游戏类型：策略收集养成游戏

主创团队名称：蓬莱飞鱼工作室



作品简介：这是一款以斗蟋蟀为主题的“收集+养成”游戏。特点一：全方位演绎了民俗文化“斗蟋蟀”。斗蟋蟀自宋朝开始盛行，苏东坡、黄庭坚、贾似道、宣德皇帝等都精于此道。到了如今，斗蟋蟀仍然是杭州市和山东省的非遗项目。特点二：几乎所有环节都在尝试创新。无论是功能设计、数值体验，还是设计理念，都在尝试创新。

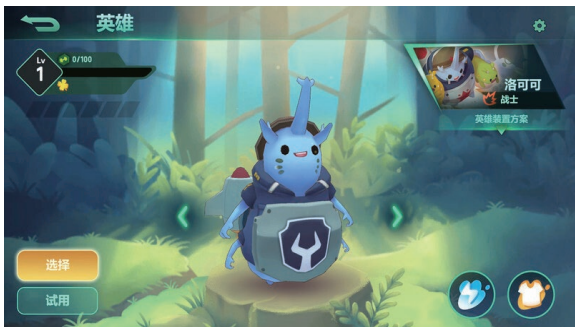
Synopsis: Silent Cricket is a “collection and nurturing” game centered around the traditional art of cricket fighting. Feature 1: The game offers a comprehensive interpretation of the folk tradition of cricket fighting, which gained popularity during the Song Dynasty and was practiced by notable figures like Su Dongpo, Huang Tingjian, Jia Sidao, and the Xuande Emperor. Today, it remains an intangible cultural heritage in Hangzhou and Shandong Province. Feature 2: Nearly every aspect of the game seeks innovation. From functionality and gameplay balance to design concepts, the game strives to offer a fresh experience.

作品名称：《动物：森林法则》

Title: Critters: Law of the Forest

游戏类型：战棋休闲竞技

主创团队名称：深圳千千数运科技有限公司



作品简介：《动物：森林法则》是一款由苦柚Games发行的战棋休闲竞技游戏。挑选不同性格又可爱呆萌的虫虫英雄角逐赛场！你需要综合英雄独特的技能、赛场随机构建的棋盘、影响战局的随机事件，用策略击败对手。还能用各式道具挖坑弹飞，整蛊队友~在快节奏的公平对抗中，成为最强、最萌的虫虫！

Synopsis: Critters: Law of the Forest, published by Kuyou Games, is a strategy-based casual battle game. Choose from a lineup of adorable insect heroes, each with their own quirky personalities, and compete in the arena! Players must combine unique hero skills, randomly generated battlefields, and unexpected events to strategically defeat opponents. Use various items to dig traps, launch enemies into the air, and prank teammates. Engage in fast-paced, fair combat to become the strongest—and cutest—critter on the field!

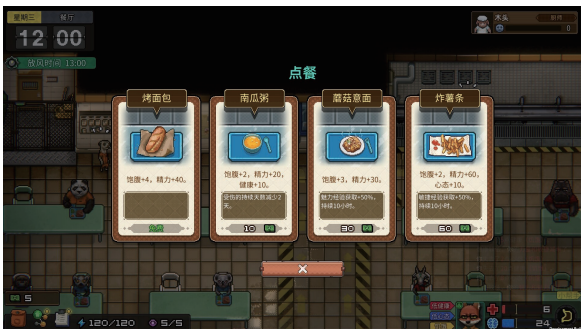


作品名称：《动物迷城》

Title: Back to the Dawn

游戏类型：角色扮演游戏

主创团队名称：Metal Head Games



作品简介：这是一款关于越狱的游戏，犯罪、阴谋、陷害交织其中，当然也少不了纷杂的感情线。你将扮演动物囚犯在严酷的监狱中生存、探索、成长以及逃脱。此外，你也会遇到众多个性十足的角色，并置身于令人印象深刻的剧情之中。打起精神来，证明自己的清白，阻止市长的连任，揭开背后的阴谋！你即将拯救的不仅仅是自己，还有身后的这座城市！

Synopsis: Back to the Dawn is an escape-themed game filled with crime, conspiracy, betrayal, and tangled love stories. Players assume the role of animal prisoners navigating survival, exploration, growth, and escape in a harsh prison environment. Encounter a cast of vivid characters and immerse yourself in a gripping storyline. Stay sharp, prove your innocence, stop the mayor's re-election, and uncover the truth behind the conspiracy! Your mission is not just to save yourself but to rescue the entire city behind you.

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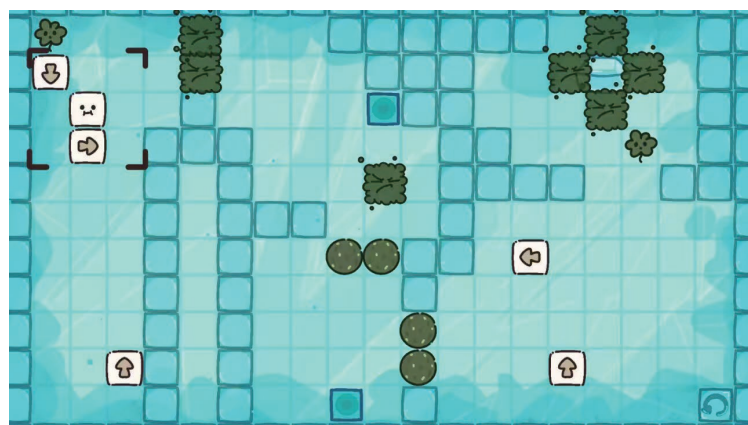


作品名称：《方方正正实验室》

Title: Squared Lab

游戏类型：益智，解密，闯关

主创团队名称：韦爱莲 罗彬宇 温佩炎 路博涵  
夏荷林 杨蓉芝



作品简介：许多遵循着简单生命活动的事物，聚集起来就能够成为复杂的群体，我们将生命的涌现效应这一概念放置在被观察的实验室培养皿中，观察简单的细胞通过与各种有着简单反射的其他简单生命相结合，成为更复杂的群体从而克服各种困难。在生命进化的过程中离不开群体，而在生命涌现的过程中必定存在着合作与竞争，那么如何

取舍身边的伙伴就成为了难题。而在前进的每一步中都需要玩家小心翼翼，就像生命一样，如果没有做好准备，走错一步代价就有可能是巨大的。

Synopsis:Squared Lab explores the concept of emergent behavior, where simple life forms can evolve into complex groups through interaction. In this experimental lab, players observe basic cells combining with other simple organisms that possess simple reflexes, gradually forming more intricate collectives capable of overcoming challenges. Evolution is driven by collaboration within groups, yet it also involves competition. Deciding which allies to retain becomes a critical dilemma. Each step forward requires players to be cautious, as in life itself—one misstep without proper preparation could come with significant consequences.

作品名称：《丰收之路》

Title: Harvest Road

游戏类型：模拟经营

主创团队名称：MuccyGames游戏工作室



作品简介：《丰收之路》是一款科普饮食和食材的游戏，以真实地球生态作为参考背景，展现饮食的变化对人类历史带来重大影响和深远意义，同时为玩家科普当今时代耳熟能详的食材的历史故事和营养构成。

在游戏中，玩家可以组建自己的船队，通过海上贸易、建立航路商队、种植引产食材、修建食材工厂等方式将各个地区特有的食材传播到世界各地，再根据食谱做出美食推广至世界各地，以饮食的方式改善世界各地人们的健康情况。亮点：该游戏主要特色在于独特的复古插画手绘风格、新奇探索的游戏体验、富有创意的

科普模式。1. 复古插画手绘风格 游戏中有大量不同风格的手绘场景，这些场景都参考自真实世界的建筑风格。有欧洲和美洲风格的场景、土耳其风格的场景、埃及风格的场景、印度风格的场景、东南亚风格的场景、中国风格的场景、日本风格的场景。让玩家在游玩的过程中感受的世界各地的文化差异和建筑风格。2. 新奇探索的游戏体验 游戏中有大量探索调研的玩法环节，玩家每新到一座城市都需要去城市的各个场景调研城市的各种信息，在这个过程中玩家会初步了解这座城市的情况，每座城市都有着其不同的人文风格、历史信息、环境条件、饮食情况、商业信息以及特产食材。玩家在这个过程中都是处于一个新奇的探索状态。3. 富有创意的科普模式 有一个理念一直贯穿着整个游戏，那就是科普饮食对人们的影响。饮食与我们息息相关，一日三餐，柴米油盐，生活中无时无刻都有着饮食的存在，但我们很少有人知道：如今的饮食是如何发展而来的？当食材还没有在世界上传播的时候，我们的祖先都吃些什么？饮食从古至今有什么样的分类？营养对人们的改变有些什么？《丰收之路》的团队希望通过这款游戏为玩家解答上述的疑问，让玩家能在玩游戏的过程中学到知识，寓教于乐一直是我们制作游戏的追求，我们希望玩家在游玩《丰收之路》的过程中能亲自探寻饮食的意义、了解食材的故事、体会营养的价值。

Synopsis: Harvest Road is an educational game about food and ingredients, set against a backdrop inspired by Earth's real ecosystems. It explores how changes in diet have significantly impacted human society, while educating players about the historical stories and nutritional composition of familiar ingredients in the modern era. In the game, players build fleets, engage in maritime trade, establish trading routes, cultivate and import crops, construct food factories, and spread regional specialties across the globe. By cooking and promoting dishes based on recipes, players aim to improve global health through food. Highlights: Harvest Road features a unique combination of vintage hand-drawn art, an innovative exploration experience, and a creative educational mode. 1. Vintage Hand-Drawn Art Style:

The game features a wide range of hand-drawn scenes inspired by real-world architectural styles, including European, American, Turkish, Egyptian, Indian, Southeast Asian, Chinese, and Japanese designs. Players will experience cultural diversity and architectural styles from around the world as they progress. 2. Innovative Exploration Gameplay: The game offers a unique exploration-driven experience. Players conduct research in each city, gathering information about local culture, history, environment, cuisine, commercial data, and specialty ingredients. Each city presents a new and intriguing exploration opportunity. 3. Creative Educational Approach: The game is built around a core concept: the impact of diet on human life. Food is an inseparable part of our daily routine, present in every meal and ingredient we consume. Yet, few of us pause to consider how modern cuisine has evolved. The game explores questions such as: What did our ancestors eat before ingredients were globally distributed? How has food been classified throughout history? And how has nutrition transformed human lives? Harvest Road aims to answer these questions while offering an engaging and informative experience. The development team hopes players will not only learn about the origins of food and its nutritional value but also discover the deeper meaning of cuisine as they progress through the game. The goal is to seamlessly blend learning with entertainment, allowing players to uncover the stories of ingredients while enjoying the journey.

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作品名称：《兔兔游记》

Title: Bunny Adventures

游戏类型：RPG、沙盒、城市建造、模拟经营

主创团队名称：周粥乙、Coco、  
Jerry Tang

作品简介：《兔兔游记》是一款温馨治愈的放置类收集游戏。在这里，玩家将拥有一群可爱的小兔子，陪伴它们一起度过愉快的时光。小兔子们可以通过打工来赚取金币，用于兑换各种出行装备。当装备齐全后，兔子们便能踏上星际旅行的冒险之旅。在各个星球上，它们会收集到精美的明信片，这些明信片不仅记录了旅途中的美好瞬间，还能解锁全新的宠物、家具以及独特的背景音乐，为你的兔兔之家增添更多的乐趣与个性化元素。快来打造属于你的兔兔乐园，让这些萌萌的小兔子们陪伴你一起探索奇妙的星际世界吧！

Synopsis: Bunny Adventures is a heartwarming idle collection game where players care for a group of adorable bunnies and enjoy delightful moments together. The bunnies can work part-time jobs to earn coins, which can be used to purchase travel gear. Once fully equipped, they embark on interstellar adventures, exploring different planets and collecting beautiful postcards. These postcards capture precious memories of the journey and unlock new pets, furniture, and unique background music, adding more charm and personalization to your bunny home. Create your own bunny paradise and explore the wonders of the galaxy with these cute companions!





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