

Healing the World by Spreading Emotions
New 2D Puzzle Action Game "MONOWAVE" to be Published by
Phoenixx!

Confirmed for Exhibition at TOKYO INDIE GAMES SUMMIT 2026!



Phoenixx Inc. (Musashino-shi, Tokyo; President: Kazunori Sakamoto) is proud to announce that it has officially signed on as the publisher for **MONOWAVE**, an emotional 2D puzzle-action game developed by the Korean studio **Studio BBB Inc.**

Additionally, we are pleased to announce that *MONOWAVE* will be showcased at **TOKYO INDIE GAMES SUMMIT 2026**, held on Friday, March 20, and Saturday, March 21, 2026.

■ **What is "MONOWAVE"? — A Globally Acclaimed Journey of Emotions**

With its unique art style and innovative gameplay centered on manipulating "emotions," **MONOWAVE** is a gentle yet profound puzzle-action game developed by the elite Korean indie team, **Studio BBB Inc.**

Players take on the role of the spirit "Mono," embarking on a quest to restore harmony to a world where emotions have been torn apart. Its high degree of originality and polish have earned prestigious recognition on the global stage, including at **gamescom**, one of the world's three major game shows.

【Major Awards】

gamescom award 2025 –Nominee

devcom award 2025 –Nominee

TAIPEI GAME SHOW 2025 – INDIE GAME AWARD Winner

▼ Visit the Steam page and add to your Wishlist!

<https://store.steampowered.com/app/2680440/MONOWAVE/>

▼ Watch the latest trailer! Experience the game's one-of-a-kind world, woven together by delicate line art and a soothing soundscape.

https://www.youtube.com/watch?v=HMoDnfeX_8g

■ Fight Less, Empathize More: A Puzzle of Woven Emotions

In *MONOWAVE*, players control the spirit "Mono" and harness four distinct emotions—Happiness, Sadness, Anger, and Anxiety—to restore harmony to a fractured world. Departing from traditional combat, the game's core philosophy is centered on empathy rather than elimination, tasking players with understanding and healing their surroundings through a warm and thoughtful game design.

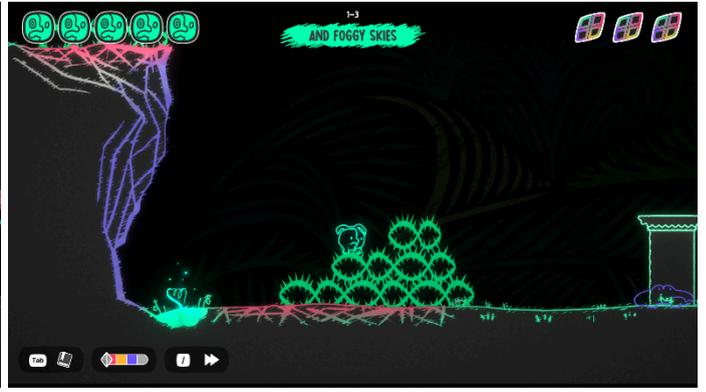
●Master Your Emotions to Forge a Path

"Mono" can shift its emotional state based on the environment, unlocking unique movement abilities.

Understanding and strategically switching between these traits is the key to overcoming obstacles:

- **Happiness:** Enables higher jumps to reach new heights.
- **Sadness:** Shrinks Mono's body, allowing passage through narrow gaps.
- **Anger:** Grants aggressive mobility, such as powerful wall-kicks.
- **Anxiety:** Allows for cautious movement to safely bypass dangerous traps.





● **Resonance Puzzles: Connecting Hearts Through "Song"**

Mono's "Song" possesses a mystical power to transmit its own emotions to surrounding companions. Once they share a bond through the song, these allies will assist Mono's journey in unique ways based on their individual traits—whether it's breathing fire to melt path-blocking ice or launching Mono to new heights.



● **A World of Dreamlike Line Art**

Featuring a unique art style that blends delicate, single-stroke lines with vibrant neon colors. Accompanied by a soothing soundtrack, four mystical worlds embodying different emotions draw players deep into the heart of the story.



■ **Exhibiting at "TOKYO INDIE GAMES SUMMIT 2026"!**

We are excited to announce that *MONOWAVE* will be showcased at the TOKYO INDIE GAMES SUMMIT 2026, an indie game festival held in Koenji, Tokyo. At our booth, visitors can be among the first to experience a

playable demo of the game. Additionally, those who play the demo will receive exclusive themed novelties, such as original stickers and sticky notes, designed to capture the unique atmosphere of the game.



[TOKYO INDIE GAMES SUMMIT 2026 Event Overview]

Dates: * March 20 (Fri/Holiday): Business Day

March 21 (Sat): General Public Day

Venue: Suginami Science Lab IMAGINUS (2-14-13 Koenji-kita, Suginami-ku, Tokyo)

Official Event Website: <https://indiegamessummit.tokyo/>

【Product Overview】

| | |
|-------------------|---|
| Title | MONOWAVE |
| Developer | Studio BBB Inc. |
| Genre | 2D Puzzle-Action |
| Players | 1 player |
| Platforms | PC (Steam)、Switch |
| Release date | Scheduled for 2026 |
| Price (incl. tax) | Undecided |
| Languages | Japanese, English, Chinese (Simplified/Traditional), Korean, French, Italian, German, Spanish (Spain), and Russian. |
| Copyright | © 2026 Published by Studio BBB Inc. and Phoenixx Inc. |

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Studio BBB Inc.

Official Website: <https://linktr.ee/monowave.bbb>

X: <https://x.com/studiobbb> <@StudioBBB_>

YouTube: <https://www.youtube.com/@studiobbb>

株式会社Phoenixx

Official Website: <https://phoenixx.ne.jp/>

X: https://x.com/Phoenixx_Inc <@Phoenixx_Inc>

YouTube: <https://www.youtube.com/@PhoenixxGames>

Creators - Centric

Creators hold infinite potential.

Phoenixx supports all creators to succeed globally by expanding Japanese creators to the world and bringing global creators to Japan and Asia.

Our mission is to create a state where the gaming and entertainment industry will be even more vibrant ten years from now. We aim to nurture the people and titles that children all over the world look up to and aspire to be.

To inspire and nurture the human spirit – one creator, one game and one neighborhood at a time.
