

gamescom

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[World class](#) Meet Studios From Around the World

[Partner region](#) Thailand's Appearance in Cologne

[Business Area](#) Floor Plans and Exhibitor Directory

THIS IS AN XBOX



Requires Xbox Game Pass Ultimate (sold separately) and Xbox App, Xbox Cloud Gaming app and supported controller (sold separately) or Xbox.com/play access. Third party device shown. Game(s) shown coming soon, catalog varies by region and plan. See Xbox.com for details.



Did we
MISS
each
other
at
gamescom
?



Then let's catch up
Contact **Stephan Steininger**
sales@gamesmarkt.de



Dear Readers :

Welcome back to Cologne. Welcome back to gamescom. While the challenges facing our industry have not eased as much as we had hoped since last year's event, there are encouraging signs. One of the most promising is the restart of games funding in Germany. It will take time before funding money reaches German studios at a large scale, but recent weeks have brought steady good news from policymakers, and there may be more positive announcements during today's political gamescom opening. Here in the host country of gamescom, optimism is clearly returning, and we hope our international trade visitors can take some of that optimism home with them.

Once again, all trade visitors will have the opportunity to leave with valuable new contacts and, hopefully, promising business deals. One thing is already certain: gamescom 2025 will be an outstanding event. It already set new records for exhibition space and the number of national pavilions. More records may follow, though nothing is guaranteed. Ultimately, what matters most is that everyone – whether gamers, retailers, developers, publishers, service providers, or members of the press – leaves feeling the trip was worthwhile.

My team and I are looking forward to the coming days and wish you productive meetings, inspiring connections, and a fantastic experience. If you have news you'd like featured in gamescomDaily, please get in touch either by emailing us at redaktion@gamesmarkt.de or simply by saying hello if you see us in the business area.

And finally, a little self-promotion – again: just a few weeks ago, our team became independent through an MBO. This marks an exciting new chapter, and we are delighted to have partners and supporters on board. Drop us a line anytime. Best regards – and here's to a successful gamescom for us all!

Stephan Steininger
Editor-in-chief *GamesMarkt & gamescomDaily*

Stephan Steininger



CREATIVITY, INNOVATION AND OUTSTANDING

Six Happy Winners Take Devcom Awards

The first day of the 2025 devcom developer conference ended on a high note with the premiere edition of the devcom award on Monday evening. The winners were elected in six categories: Blockbuster presented by gamescom asia x Thailand Game Show went to *Royal Revolt Survivors* by Team Warriors, Creative Overkill presented by Epic Games Store was awarded to *Unboxing Mr. Co* by Nacho Rodríguez, Graphics Galore presented by astragon Entertainment went to *About Cannons & Sparrows* by BookWood Games. Mobile Marvels presented by gamescom latam was presented to *Reggie, His Cousin, Two Scientists and Most Likely the End of the World* by degoma and the Game Design Excellence Award was awarded to *Clair Obscur: Expedition 33* by Sandfall Interactive. An Ambassador Award was given to veteran Don Daglow, Game Designer, Writer, Speaker & Advisor. The live show was hosted by Deborah Mensah-Bonsu.

OPENING NIGHT LIVE

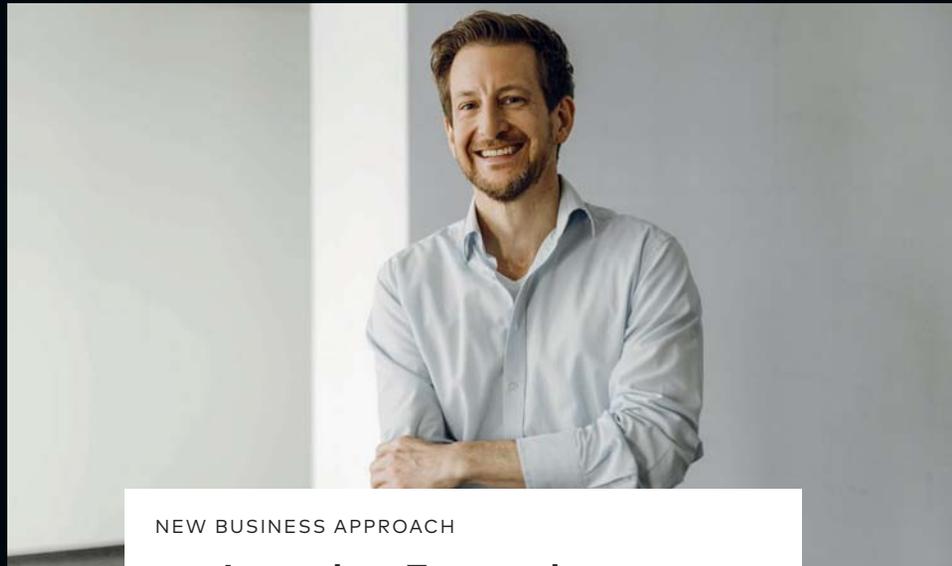
Ncsoft unveils Cinder City

Korean publisher Ncsoft used Opening Night Live to introduce *Cinder City*. This is Project LLL, which was first unveiled at G-Star 2023. The MMO tactical shooter *Cinder City* will be playable alongside six other projects at the Ncsoft booth in the business area of gamescom.

GERMAN CARS IN COLOGNE

Project Motor Racing Adds Porsche

Giants Software and Straight4 Studios' racing sim *Project Motor Racing* has announced several new additions at the gamescom presence. Apart from several new tracks, the game will officially feature cars by Porsche and Ford. Also revealed was the new True2Track system for enhanced realism. The system adapts ideal racing lines depending on weather conditions and track status, adds a new day-night-cycle and simulates water condition on the track in real time. Giants Software is showing *Project Motor Racing* in Hall 6 of the consumer area with a new gameplay trailer and hands on stations.



NEW BUSINESS APPROACH

rcp Launches External Development Division rcp Blend

Production house remote control productions (rcp) from Munich is responding to the fundamental changes currently taking place in game development with a new business approach. rcp is positioning itself and the studios belonging to the company family as external developers. Frederik Hammes will be heading the new division, while the core team around rcp founder Hendrik Lesser wants to take care of the business side and strategic development. The company will present their new rcp blend approach at gamescom. "The number one decision criterion for external development is quality, not price. Which comes down to trust", Hammes emphasises their approach.

RESIDENT EVIL™

requiem



27.02.2026



gamescom

HALLE 9





THE LAST "DEVCOM"

The Full Load of Insights

Held for the **second time** in the Confex, devcom 2025 was even **bigger** and more **extensive** than before. **Next year**, the event will have **a new name**.

Following its premiere last year, devcom took place for the second time in the Confex building at Koelnmesse, and the developer conference continues to grow. The two-day event featured around 210 sessions from 350 speakers. This is a significant increase on last year, when there were 160 sessions from 250 speakers. Such an increase in sessions was only possible thanks to the move to Confex; it was the only way for the conference to continue growing. This year, it was clear that the organisers had made better use of the venue, and more effectively. Visitors still had to find their way around to see where the different rooms were, but the signage was clearer than last year. Once again, numerous rooms hosted exclu-

sive talks, panel discussions, fireside chats, as well as roundtables and workshops. The number of topic tracks increased from 15 to 18, ranging from AI to HR, PR to XR, and Tech to Mental Health. Everything had become noticeably bigger, meaning it was impossible to attend all the interesting talks. However, many of the sessions were recorded and could be accessed online later.

The 2025 conference was opened by Lars Jansen and Stephan Reichart, followed immediately by Stephen Flowers from Arrowhead (*Helldivers 2*). He emphasised the importance of communicating rapidly with players, whether things are going very wrong or very right. He also pointed out, that everything is forgivable except breaking immersion. Ahmed Salama from Ludo Hobo gave a talk on the pacing of information flow in AAA games, while Matthew Strasser from

INSIGHTS Store pre-registrations for mobile games



GOOSEMAN
Minh Le, co-creator of Counter-Strike, looked back on 25 years in the industry

Insomniac emphasised that having a clear vision is akin to having a superpower. Anna Gruzina from Innogames discussed pre-registration for mobile games, sharing insights from the launch of *Heroes of History*. In a panel moderated by Fleur Marty (Gearbox Montréal), Maria Cornelius (Arrowhead), Stefánía Halldórsdóttir (Avalanche Studios) and Heather Chandler (The Powell Group) shared insights into their experiences at the forefront of game development. Topics covered included working with different business models, as well as the symbiosis between community and developer. From a leadership perspective, they



EXPEDITION 33 Michel Nohra gave a talk about the combat system of Sandfall's hit RPG



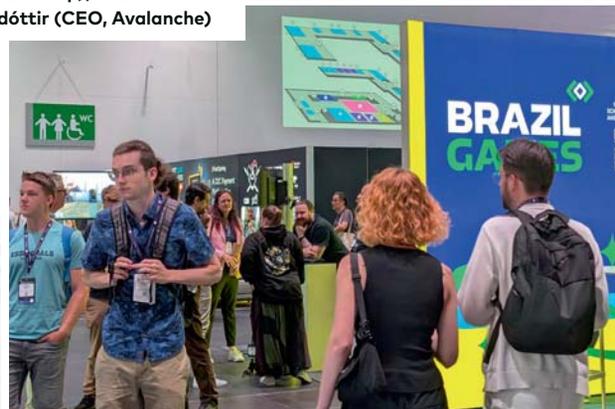
DON DAGLOW inspired new developers with his talk



REALLY BUSY Local indie studios showcase their games at devcom



LEADER PANEL Maria Cornelius (CPO, Arrowhead), Heather Chandler (Head of Production, The Powell Group), and Stefánía Halldórsdóttir (CEO, Avalanche)



recommended not only managing timetables, but also managing one's own energy, and deciding what kind of leader to be in adverse situations. "Not everyone or everything is worth your time", they said. Another panel featured Minh Le, the co-creator of *Counter-Strike*, who spoke about his 25 years in the industry and his expe-

riences along the way. And this was just a snippet of the varied programme.

At the very end, the devcom organisers announced a major change. From October 2025 onwards, the conference will be known as gamescom dev. This firmly integrates the event into the gamescom brand family.



Anywhere Is a Great Place to Play

'Play Anywhere' is one of the core pillars of Xbox platform strategy and can be taken literally at gamescom. Thanks to numerous hardware and software partners, Xbox is omnipresent.

Hall 4.2 | Booth A061, B060

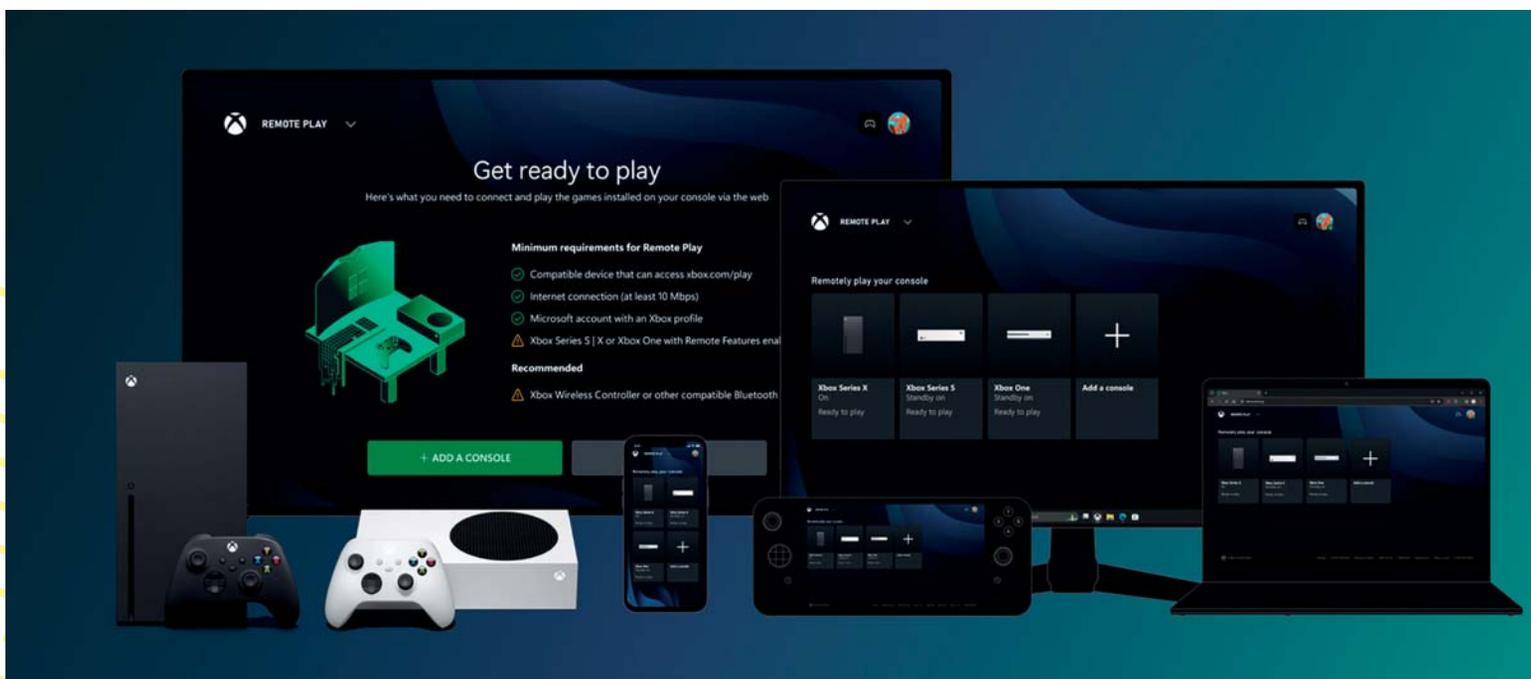
The bar is set high for Xbox at gamescom. Last year, the booth in the entertainment area won the gamescom award for 'Best of Showfloor'. And yet, the booth, which is once again stunning in size and appearance this year, is just one of many locations dedicated to Xbox. That's because Xbox is taking its Play Anywhere vision literally at gamescom.

Play Anywhere is one of the pillars of the Xbox platform strategy. It takes cross-platform gaming to an unprecedented level, enabling seamless gaming across all hardware boundaries.

Xbox Play Anywhere now includes over 1,000 games. The promise to customers is as simple as it is compelling: buy once, play anywhere. Access the same game across Xbox console, PC, handheld, and a growing list of other supported devices. Importantly, cross-platform access applies not

only to the game itself, but also to save states, Achievements and add-ons, which are shared across all devices.

The flexibility of Xbox Play Anywhere is enabled by Xbox Game Pass and cloud gaming. Remote Play also makes Xbox gaming more accessible and immersive than ever before. Thanks to all three features, Xbox gaming is now possible on a wide range of devices. Thanks to the Xbox app and the Microsoft Store, native Xbox play has long been a seamless





part of PC gaming. In addition, there are dedicated handhelds such as the ROG Xbox Ally and ROG Xbox Ally X from ROG (Republic Of Gamers). Xbox Cloud Gaming also allows Xbox games to be streamed on TVs, mobile phones, tablets and even low-end PCs. Partners with Xbox Cloud Gaming include Samsung TVs, LG, Meta Quest, and Amazon Fire devices.

Through numerous partners, Xbox shows that anywhere at gamescom is a great place to play. For example, the ROG Xbox Ally handhelds can be seen not only at the Microsoft booth, but also at the Asus/ROG Ally booth. More titles on Xbox and Game Pass can be experienced at the Samsung booth, which also has a massive presence at gamescom or at Western Digital (SK Gaming Booth) with its gaming brand WD_Black. Consumer attendees will be motivated to visit Partner booths through the "Xbox Digital Passport Quest" including Third Party-Partners like Hoyoverse and Mecha BREAK as well. The effort will be rewarded with a chance to win amazing prizes from Amazon, Meta, LG, HyperX and NVIDIA.

And as if that weren't enough, Xbox itself is bringing some of the most important gaming IPs to Cologne. The hype at the Xbox stands will be correspondingly huge, both in the business and entertainment areas. There will be special experience worlds at the stand for Xbox & Bethesda, Blizzard and Activision (through partner booth). With *The Outer Worlds 2*, *Ninja Gaiden 4* and

World of Warcraft Midnight, Xbox has some real crowd-pullers on offer. And *Call of Duty Black Ops 7*, one of the top titles of the year, was unveiled at ONL, and will bring a mind-bending-experiential experience at a partner booth right next to Xbox in Hall 7.

THAILAND

The Rising Southeast Asian Country is the Partner Country

Last year, gamescom had a **partner region** in the form of the **Nordic countries**, and this year it is a **partner country** once again – a very **special one** at that: **Thailand**.



Thailand is accentuating its ambition to establish itself internationally as an attractive location for the games industry – from the development of games to esports and the digital creative industry. Tax incentives for foreign studios and targeted funding programmes for the domestic industry are intended to strengthen the Thai games industry's competitiveness, particularly in storytelling, character design, animation, and esports.

Sunanta Kangvalkulkij, Director-General at the Department of International Trade Promotion (DITP): "Thailand's participation as gamescom's partner country is a launchpad. It is our chance to showcase Thai innovation, creativity, and investment potential – and to invite the world to join us later this year at gamescom asia x Thailand Game Show in Bangkok." With an estimated market volume of around \$1.3 billion in 2023, Thailand is considered to be one of

the ten largest and fastest-growing gaming markets in Asia. Almost 32 million people in Thailand regularly play video games, accounting for nearly half of the population. Gaming is deeply rooted in everyday culture, not only commercially, but also creatively, with a vibrant indie scene, aspiring developer studios, and a growing infrastructure."

Felix Falk, Managing Director of game – The German Games Industry Association: "Thailand is one of the most exciting and most dynamic games markets and is a driving force in the Southeast Asia region. We are thus looking forward to not only celebrating the new strong partnership at gamescom asia in Bangkok, but also by participating as the partner country at this year's gamescom in Germany." Oliver Frese, Chief Operating Officer of Koelnmesse: "With Thailand as the partner country and the merger between gamescom asia and the Thailand Games Show we are setting a strong signal for our successful international growth strategy. The Thai market is a key element of this. It combines economic poten-

tial with strategic relevance for the entire Asia region. We are looking forward to a trusting cooperation with our new partners."

A total of 17 exhibitors from Thailand are attending this year's event in Cologne. Sixteen of these will be located at the large joint stand in **Hall 3.2 | B010-C011**, including the Thailand Department of International Trade Promotion. One studio, Thai Studio, will be presenting itself in the consumer area in **Hall 10.1 | F082**.

The growing significance of Thailand as a games location is also evident in the merger between gamescom asia and the Thailand Game Show, which will take place from this year onwards. In February 2025, it was announced that gamescom asia, the B2B and B2C platform for the games industry in Southeast Asia, and the Thailand Game Show, the region's largest B2C gaming showcase, would officially combine forces to create "Southeast Asia's ultimate gaming stage" for the games industry and its fans. Since its first edition in 2021, gamescom asia has become an important event in the gaming industry, →

PC



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IMPRESSIVE EVENTS Impressions from both gamescom asia 2024 and Thailand Game Show 2024



→ centred in Singapore. Its most recent edition, held in 2024, attracted over 40,000 attendees from 78 countries and 177 exhibitors. In Thailand, the Thailand Game Show has attracted large audiences since 2006; its 2024 event saw over 185,000 visitors and 50 exhibitors. "This partnership is a game-changer for the region's games industry. gamescom asia's success has been built on a solid foundation in Singapore, where it has flourished since its inception in 2021, positioning Southeast Asia as a hub for gaming innovation. By joining forces with Thailand Game Show, we

are unlocking unprecedented opportunities to connect global video game players with one of the world's most vibrant and passionate gaming communities. With its rich culture and expanding gaming ecosystem, Bangkok is the ideal stage for this exciting next chapter," said Mathias Kuepper, Managing Director and VP of Asia Pacific at Koelnmesse Pte Ltd. "The collaboration between gamescom asia and Thailand Game Show marks a significant milestone for Thailand's growing role in the global gaming industry. This partnership strengthens our commitment to advancing digital in-

novation and creativity. depa and the local gaming industry are excited to be part of this unified event, creating new opportunities for global collaboration, investment, and talent development, and reinforcing Thailand's position as a leading destination in the digital entertainment sector," said Asst. Prof. Dr Nuttapon Nimmanphatcharin, President/CEO of Thailand's Digital Economy Promotion Agency or depa. The event is scheduled to take place from **16 to 19 October 2025** at the Queen Sirikit National Convention Centre in Bangkok, Thailand.



An innovation ecosystem in video games, made in Portugal for the world. RGet in touch with ACIF-CCIM to learn more about the industry.

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BRAZIL

A Bridge to South America

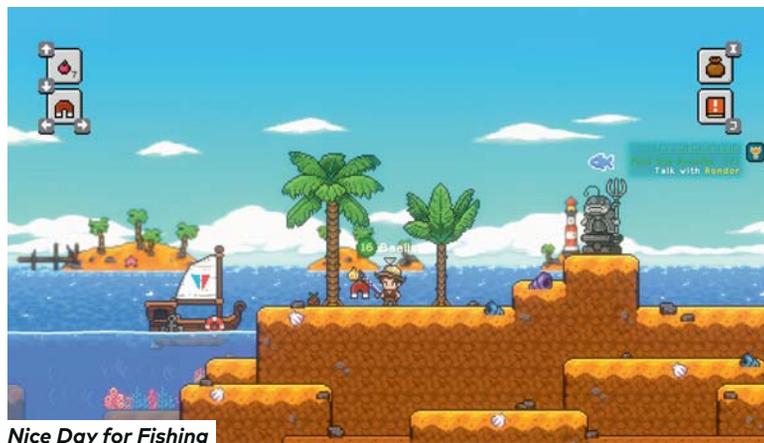
Brazil Games will return to gamescom 2025 with a delegation of 25+ studios and service providers to showcase the country's game development ecosystem.

Hall 3.2 | Booth B030g–C032g

The Brazil Games booth is hosting a curated line-up of indie studios, service providers, and publishers looking to connect with international partners. Confirmed companies include names like Arvore, Kokku Games, Nuuvem, Webcore Games, and YourMom, along with Flutu, Coffeenauts, Cyan Heart Studio, and Hermit Crab Game Studio. Beyond on-floor networking, Brazil Games will host a press and business breakfast on August 21 at Brazil Games booth. "With our presence at Gamescom, we are reinforcing Brazil's growing influence in the global games industry and creating a key bridge for international companies looking to work with or expand into Brazil," said Rodrigo Terra, President of Atragames. Brazil Games is the international export program created by Atragames (Brazilian Game Companies Association) in partnership with ApexBrasil (Brazilian Trade and Investment Promotion Agency).



**BRAZIL
GAMES**



SAXONY

More Companies, Big Goals and an Own Plattform

Saxony is participating in gamescom with a joint stand for the second time. It has more sub-exhibitors than many established locations.

Halle 4.1 | Booth A051g–B060g

Saxony is represented for the second time this year with a joint booth at gamescom. 24 developer teams, companies, networks, and institutions will showcase their expertise in the business area together with Wirtschaftsförderung Sachsen GmbH (WFS) and promote the industry and the location. That is five more exhibitors than last year. Within an extensive supporting program at the joint booth, the launch of the new online platform "Next Level: Saxony" will be a highlight on August 20 at 10 a.m. The platform, initiated by the city of Leipzig, offers gamers an excellent network and information on financial support, among other things. The participation of Games & XR Mitteldeutschland e.V. and Mitteldeutsche Medienförderung GmbH (MDM) rounds off the presentation with their offerings for competence networking and promotion.

Italian Video Game Industry on a Growth Path

Meet Italy at Gamescom 2025, Hall 4.1 | Booth CO31g–DO4Og

Italy has been making its mark at Gamescom since 2015, thanks to a joint initiative by the Italian Trade Agency (ITA). Each year, twenty hand-picked game developers – from award-winning veterans to up-and-coming indies – take the stage in Cologne to present their work to an international audience. The Italian Interactive Digital Entertainment Association (IIDEA) accompanies and supports the delegation.

Italian Video Game Industry on a Growth Path – Positive Trend Continues

With estimated revenues of €180 to €200 million in 2024 – representing a 36% increase compared to 2022 – the Italian video game industry remains a relatively small player on the global stage. However, it is in a sustained phase of growth, showing significant development potential, despite strong international competition. For comparison: in 2012, the industry com-



prised just 48 companies with a total turnover of around €20 million. The industry now comprises around 200 companies – a 25% increase over the past two years. Employment figures have also grown, from 2,400 in 2022 to 2,800 in 2024 – an increase of 17%. Moreover, the proportion of companies with more than six employees has risen to 75%, reflecting the ongoing consolidation and professionalisation of company structures.

Exports around the Globe

The video games published by Italian development studios are mainly in-

tended for the foreign market: distribution in Italy, although it has increased from 7% to 12% compared to the last survey, remains limited. In 2024, North America proved to be the most important market (37%), followed by Europe (30%), Asia (9%) and the Middle East and Africa (5%).

Video Games for the World

Developing and distributing high-quality games that appeal to a global audience and meet international standards remains a top priority for Italian studios. Over the next two years, more than 80 new titles are expected to be released – 62 of which will be based on entirely new intellectual property. This underlines the sector's strong innovative momentum and creative drive.

Come and see for yourself – We look forward to meeting you at our joint stand in Hall 4.1, Stand CO31g–DO4Og.

EXHIBITORS AT THE ITALIAN TRADE AGENCY JOINT BOOTH

(in alphabetical order)

- Aucritas
- Bit ManiaX
- Bologna Children's Book Fair (BCBF) Games Business Centre
- Broken Arms Games
- Italian Games Factory
- Leonardo Interactive
- MAF (MyChips)
- Maga Animation Studio
- Megalith Interactive Studios
- Open Lab
- PixelsDesign
- PowerUp Publishing
- Red Hog Studio
- Reply Game Studios
- Revera
- Stratos
- Tambu Games
- Tiny Bull Studios
- Untold Games
- 34BigThings

ABOUT THE ITALIAN TRADE AGENCY (ITA)

The Italian Trade Agency (ITA) is a state agency for foreign trade, tasked with promoting economic and trade relations between Italy and Germany, as well as supporting Italian manufacturers in marketing products Made in Italy.

Your contact at Gamescom: Yolanda Fernández, Senior Trade Analyst at the ITA/ICE office in Berlin
Telephone: +49 (0)30/88 44 03 00, E-Mail: berlino@ice.it.

Further information on the Italian trade fair participation (e.g. the exhibitor catalogue) can be found here



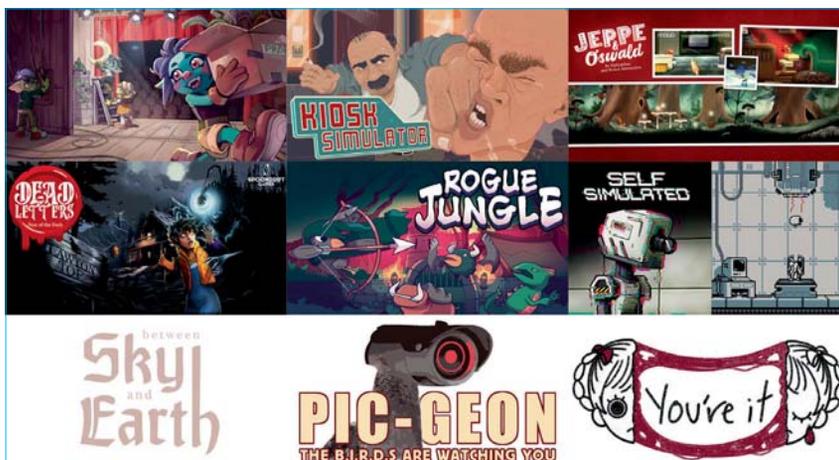
FILM- UND MEDIENSTIFTUNG NRW

Meeting Place for NRW Studios

Lectures, experts and games from North Rhine-Westphalia – The Film- and Medienstiftung NRW is once again organising the home base for the host state of gamescom. [Hall 4.1 | A061–B070](#)

The booth is more than just a meeting place for all companies from North Rhine-Westphalia and anyone interested in networking with these companies.

The Film and Media Foundation is fulfilling its mandate as the body responsible for promoting the media location and for funding film and games by organising a colourful programme. This ranges from expert talks and discussion panels to the traditional NRW reception on Wednesday at 2 p.m. Nine game developers from North Rhine-Westphalia will also be presenting themselves in the Gaming Area: Project Sunset (Staged), Neptung Interactive (Kiosk Simulator), Dully & Dax (Jeppe & Oswald), Spoonrift Games (Dead Letters), ZoroArts (Rogue Jungle), 2nd Law Games (Self Simulated) and the Cologne Games Lab projects Between Sky and Earth, Pic-Geon and You're It.



Nine productions from North Rhine-Westphalia will be presented at the Gaming Area of the booth

BERLIN

The Capital Shines in a New Look

The new House of Games is one of the most important topics, but by no means the only one, that the capital region will be bringing to Cologne. [Hall 4.1 | C063g–D078g](#)

daily 1

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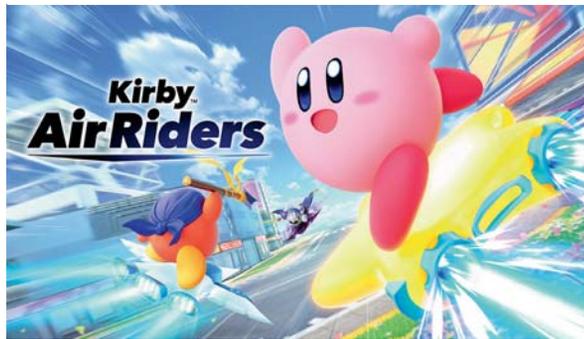
erlin and the surrounding Brandenburg region have always been among the most important locations for the German games industry. This also applies to their presence at gamescom. In collaboration with a total of 12 companies, the Senate Administration and the Medienboard, medianet berlin-brandenburg is presenting numerous innovations. These include the new Games Capital Berlin logo, which was unveiled in Cologne. Further information about the House of Games, which is set to open in Berlin in 2026, will be available on Wednesday evening at a reception. Information about the project itself and the partner companies exhibiting at the stand – Black Soup, Brehm & v. Moers, maz&movie Medienboard Berlin-Brandenburg, RAVE.SPACE and Wirtschaftsförderung Brandenburg – will also be available during the day, when a reception is planned for the afternoon.

FAST, FUN AND FRENETIC

Kirby Air Riders is More Than Vehicular Action on Nintendo Switch 2



Nintendo and the minds behind **Super Smash Bros.** surprise players with vehicle action in **Kirby Air Riders** exclusively for Switch 2. **Hall 9.1 | A10 B09**



K

Kirby Air Riders is an action-packed game in which players can take part in fast-paced races featuring Kirby on

land, at sea, and in the air. This new instalment builds on the Nintendo GameCube game released in Europe in 2004. It is being developed by Sora and Bandai Namco Studios, who are also responsible for the Super Smash Bros. series for Switch, Wii U and 3DS. Masahiro Sakurai, creator of the Kirby and Super Smash Bros. series, is directing the game.

Players can choose from a variety of riders, each with their own unique characteristics and abilities. When these are combined with the chosen machine's forms and traits, noticeable differences emerge in aspects such as weight, special techniques and melee attacks. These can be decisive factors or lead to unexpected events during

the races. However, getting ahead of the competition takes more than just speed and deft manoeuvring. Pressing the 'Special' button activates a character's unique special move, enabling players to attack rival riders and enemies. This is necessary to fill up the Special Gauge to unleash the Special. To level the playing field, *Kirby Air Riders* gives all the riders the ability to inhale or capture to copy an enemy's abilities. The main mode of the game is the City Trial. It takes place on a floating island called Skyah. Here, players can drive around freely, collecting power-ups and attacking op-

ponents to damage their machines, steal power-ups or force them to drop them. Players start out with a small, weak machine, but can upgrade their vehicle by finding power-ups, attacking opponents, and swapping to different machines. Random Field Events also occur throughout this five-minute phase. After that, it's on to phase two. Players take their upgraded machine to a stadium and compete to be crowned the winner. Each stadium features a unique challenge. Here, players can battle with up to eight friends locally or with up to sixteen friends online. In addition, there is a Lessons Mode and an Air Ride Mode, in which up to six riders can compete to be the first to cross the finish line. *Kirby Air Riders* will be available on Switch 2 from 20 November 2025.



DRACULESTI Australia

DEVELOPER/PUBLISHER Fine Feathered Friend/
Fine Feathered Friends

WHERE? Indie Arena Booth

A dark reimagining of Stoker's Dracula. Be enthralled by the residents of Castle Dracula, and thrill at a dark narrative with strong LGBTQI+ themes.



THE SISTERHOOD PASTURE China

DEVELOPER/PUBLISHER Kimmie Studio/Gamirror Games

WHERE? Home of Indies

Inspired by the folklore of Southwestern China, The Sisterhood Pasture is a cozy pixel-art farming game that blends life simulation with management.



GIMMIKO Italy

DEVELOPER/PUBLISHER Sorryponiko!/Critical Reflex

WHERE? Indie Arena Booth

A fast-paced action roguelite full of personality and completely self-aware, chaos and wonder.



MAMORUKUN RECURSE
Sweden

DEVELOPER/PUBLISHER

4Tale Production/Hyperstrange

WHERE? Galaktus Booth

A tactical trading card game that combines the stakes of roguelike gameplay with hand-drawn artistry and deep strategy.



INDEPENDENT DARLINGS

Indie Highlights @ gamescom

In every **gamescom daily** we present the **hottest insider tips** from the show floor. Got some time between appointments? Don't miss these **unique experiences!**

DEVELOPER/PUBLISHER

City Connection TakeXoff/
Clear River Games

WHERE? Indie Arena Booth

An adorably cute vertical-scrolling shoot 'em up, use Curse Bullets to fuel intense risk-reward gameplay, dynamically altering the difficulty as you play.



DARKSWITCH Kazakhstan

DEVELOPER/PUBLISHER

Cyber Temple/Cyber Temple

WHERE? Indie Arena Booth

A vertical city-builder set inside a great tree. Face the challenges of limited real estate, scarce resources, and tough moral choices!

GIANTS SOFTWARE

Reliable as a Swiss Farming Machine

Of course, *Farming Simulator* is the focus at Giants Software.

But that's not all!

Hall | 4.2 B042, Hall | 6.1 B061

One thing hasn't changed about Giants Software's appearance at gamescom: the Swiss developer and publisher will once again be putting plenty of horsepower on display at the Entertainment Booth. Giants Software will be in Hall 6 with two vehicles representing the extremes of



Project Motor Racing

agriculture and motorsport, with a combined horsepower of 1,500.

As is tradition, Giants Software will be showcasing a massive tractor in collaboration with one of their brand partners. This year, they are working with John Deere to present the 9RX 830, which boasts an impressive 913 horsepower, an 18-litre six-cylinder engine and a length of 8.83 metres. At the other end of the spectrum is the Audi R8, which claimed victory at the 24 Hours of Le Mans in 2002 and is represented by Audi Tradition. This



Farming Simulator 25

motorsport icon has 610 horsepower from its V8 engine.

Giants Software will be presenting the upcoming Highlands Fishing expansion for *Farming Simulator 25*, as well as *Project Motor Racing*, which is being developed by Straight4 Studios.

Film und Medien Stiftung NRW

Welcome to NRW

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www.filmstiftung.de



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Meet us at
gamescom:
Hall 04.1.,
A061 - B070

CAPCOM

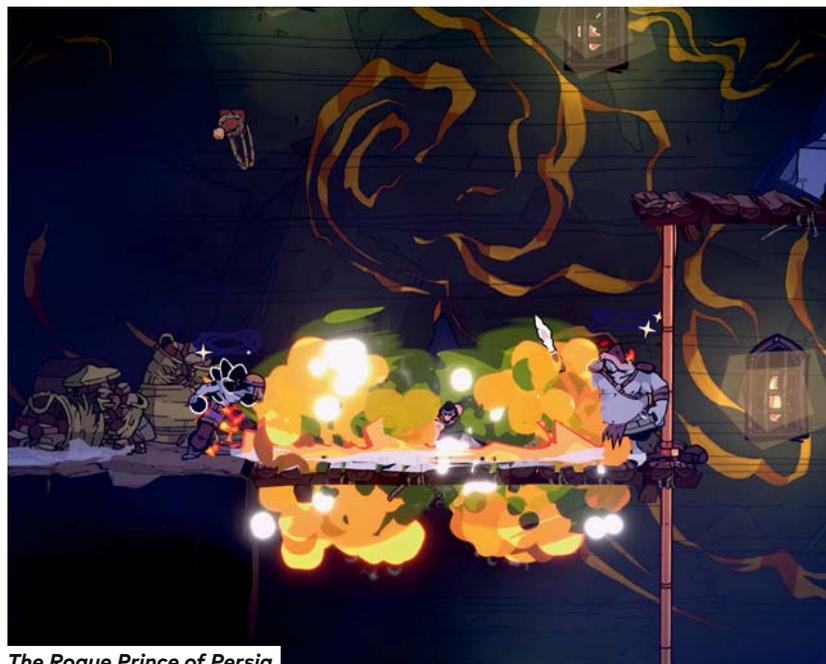
Favourite IPs, New Ideas

The Japanese Company Brings Fighting,
Fear and Photorealistic Cyborgs to
[Hall 4.2 | Booth A050](#)

C

apcom's new IP project *Pragmata* is the crown jewel of the Japanese publisher's gamescom presence. The photorealistic sci-fi game, due for release in 2026, will be hands-on for the first time in the entertainment area as well. In addition to *Pragmata*, Capcom is showing *Resident*

Evil Requiem, *Onimusha: Way of the Sword*, *Street Fighter 6* and *Kunitsu-Gami: Path of the Goddess*. At the 950 square metre booth in the consumer area (have a look in Hall 9 Booth A070-C079 if you like) Capcom will have a total of over 85 demo stations in operation. There are also cinema experiences as well as fair-long livestreams planned. For the German-speaking audience, a special treat is the Capcom cooperation with content creator channel Rocket Beans TV.



The Rogue Prince of Persia

UBISOFT

Romanes Eunt gamescom

Not just Anno, but a full
Line-Up from the French Publisher in
[Hall 4.2 | Booth B032-A039](#)

T

he newest city builder epos *Anno 117: Pax Romana* is undoubtedly the star of Ubisoft's gamescom 2025 appearance. The consumer booth (in Hall 6 Booth B020, if you are up for a little trip to the big halls) features a whole area stylised after the Roman setting, with developers from Ubisoft Mainz and

the town crier from the game on site.

But Ubisoft's current game catalogue does not end with Anno, of course, and neither does their gamescom presence. Shown this year are also *The Division 2*, *The Rogue Prince of Persia*, *Heroes of Might and Magic: Olden Era* and *Morbid Metal*. These are of course also featured in the consumer area with dedicated events on Ubisoft's own Community Stage. There'll be developer talks, panel discussions and interactive community events throughout all exhibition days that dive deeper into the games.



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SELECTED BOOTHS

Notable Exhibitors From Asia

This year's **gamescom** is packed with **booths** big and **small**, and here we present **five companies from Asia** – some with very **special** experiences.

Krafton (South Korea)

Hall 4.2 | B011;

Hall 7.1 | B021, C021, B031

This marks the third year that Krafton has participated in gamescom, following its previous appearances in 2022 and 2024. The South Korean publisher will operate a booth in the consumer area featuring three titles: the life simulation game *inZoi*, the tactical shooter *PUBG: Blindspot* and the battle royale game *PUBG: Battlegrounds*. *inZoi*, which was released on Steam Early Access in March 2025, surpassed one million cumulative sales within its first week. At gamescom, the game will launch its first free DLC, *Cahaya* on 20 August. Drawing inspiration from Southeast Asian island life, *Cahaya* is the third map in *inZoi*, following *Dowon* and *Bliss Bay*. Players can explore a dual-island setting, engaging in self-sustaining activities such as farming and fishing on the main island, or enjoying leisure and relaxation features on the resort island. *PUBG: Blindspot*, which is making its gamescom debut, is a 5v5 team-based top-down tactical shooter that combines fast-paced gunplay with strategic gameplay elements. The game gained global attention after its demo was showcased during Steam Next Fest in February 2025. *PUBG: Battlegrounds* was first released in Early Access via Steam in 2017 and quickly became a global phenomenon, reaching a peak of 3.25 million



Crimson Desert (Pearl Abyss)

concurrent users on Steam. This year, the battle royale game celebrates its 8th anniversary, continuing to expand its content through consistent updates and live service. From 2017 to 2024, *PUBG: Battlegrounds* maintained platinum status in Steam's best-selling and most-played game categories for eight consecutive years.

Tencent Games (China)

Hall 4.2 | B065; Hall 6.1 |

C071-A070; Hall 9 | B040

Tencent Games' showcase this year is the company's most extensive to date, featuring a wide range of games from its own studios and those of its



inZoi: Island Getaway (Krafton)

partners. Combining anime flair with tactical action, *Fate Trigger* from Sarosasis Studios offers a twist to the Battle Royale genre (Hall 6, B051). *Honor of Kings: World*, from TiMi Studio Group, will be on display in Hall 9, B040. This new multiplayer adventure RPG is an Eastern fantasy re- →

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10
OUT OF 10
NICHE GAMER

9.0
OUT OF 10
COUPLE OF GAMER

9.0
OUT OF 10
GAMING PROFESSORS

9.0
OUT OF 10
GOD IS A GEEB

9.0
OUT OF 10
ZOOMG

8.8
OUT OF 10
IMPULSEGAMER

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NIKODERIKO The Magical World DIRECTOR'S CUT

Release date
22.8.



Standard Edition
RRP **34,99€**

Collector's Edition
RRP **54,99€**

100
Gameline

95
PSX Brasil

90
Noisy Pixel

Play your way in this epic action RPG set in a dark fantasy world. Battle monsters, master six classes, craft hundreds of items, and explore a vast, interconnected world!

Mandragora Whispers of the Witch Tree



Standard Edition
RRP **39,99€**

Release date
5.12.

85
Games.ch

85
Playstation Universe

85
LevelUp

Fight on the front lines against the bugs in this 16-player co-op FPS! Grab your gun and play your part as a Deep Space Vanguard Trooper, freeing the planets from the arachnid threat!

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→ imagining of the *Honor of Kings* universe and was presented at gamescom Opening Night Live 2025. Visitors will have the chance to try out a hands-on demo, take on an on-stage boss challenge and enjoy some photo opportunities. *Interstellar Utopia*, formerly *Silicon Universe*, is a cross-platform open cosmic sandbox from Pixel Software that invites players to explore vast galaxies without loading screens or server barriers (Hall 10.1, B-053). *PUBG Mobile* version 4.0 will be presented in Hall 6.1 C071-A070. Hands-on demo experiences will be offered to players during gamescom. Visitors will also have the chance to play *Rust Mobile*, officially licensed by Facepunch Studios, in an exclusive hands-on demo in Hall 6, C051g. This mobile version tries to capture the essence of *Rust*, offering open-world exploration, PvP combat, base building, and the tension of trust and betrayal. Finally, there is *Terminull Brigade*. This co-op action roguelike shooter launched globally on 30 July, and PewPew Games will be offering hands-on experiences and more surprises in Hall 6, C051g.

Konami (Japan)

Hall 4.2 | D043; Hall 5.2 | B021 A020; Hall 7.1 | B020

Konami Digital Entertainment is bringing three titles to the show: *Metal Gear Solid Delta: Snake Eater*, *Silent Hill f* and *Yu-Gi-Oh! Trading Card Game*. Fans of tactical espionage action won't want to miss the hands-on demo of the MGS remake in Hall 7, B020. The game is set to launch shortly after gamescom on 28 August 2025. The publisher is also promising a cinematic and atmospheric *Silent Hill f* horror experience, following the unveiling of a new trailer during Opening Night Live. It is the eighth mainline game in the *Silent Hill* franchise and caused quite a stir when it was announced. Duelists should visit Hall 5.2, B021-A020, to experience the latest *Yu-Gi-Oh!* TCG products. Experienced staff will be on hand to



Silent Hill f (Konami)



Genshin Impact (HoYoverse)



Fate/Trigger (Tencent)

guide visitors through the games, explain various mechanics and introduce opportunities to try out the latest products. *Yu-Gi-Oh! Master Duel*, *Yu-Gi-Oh! Duel Links*, and the *Yu-Gi-Oh! Early Days Collection* will be presented and explained on stage as well.

Pearl Abyss (South Korea)

Hall 06.1 | B040; Hall 06.1 | B041 A040

Pearl Abyss will unveil the latest playable demo of *Crimson Desert* at gamescom. Attendees will be able to try out a new quest series showcasing content from the early to mid-game, immersing them in large-scale, open battlefield scenarios. The demo's standout features will include an intense, cinematic battlefield experience and high-quality cutscenes, as well as the open world of *Pywel*, which features dynamic environmental effects. To ensure an optimal experience, Pearl Abyss is collaborating with leading global technology companies. Visitors will be able to play the demo on AMD hardware and Samsung's Odyssey OLED G6 and G8 gaming monitors. The publisher expects the open-world action-adventure

game to be released for PC and consoles in Q1 2026.

HoYoverse (Singapore)

Hall 6.1 | B030 C031

At the HoYoverse booth, visitors and fans can immerse themselves in the worlds of *Genshin Impact*, *Honkai: Star Rail*, and *Zenless Zone Zero*. The 600 m² booth features individually designed areas with entertainment offerings and activities inviting visitors to participate. At the "Song of the Welkin Moon" themed *Genshin Impact* booth, travellers will be treated to an offline preview of Nod-Krai, the highly anticipated upcoming region of the game. *Honkai: Star Rail* fans can look forward to an offline space fantasy experience at gamescom. The Am-phoreus-themed booth will evoke memories of 'The Eternal Land', where the Flame Chase adventure unfolded. *Zenless Zone Zero*, the urban fantasy ARPG which has just marked its first anniversary, will deliver a gamescom experience inspired by the storyline of Version 2.1. Proxies can also take photos with cosplayers and browse the ZZZ Hub, an official pop-up shop offering *Zenless Zone Zero* merchandise.

UPCOMING HIT

The New Premier Builder From Ubisoft

Ahead of its release on **13 November**, Ubisoft is giving **Anno 117: Pax Romana** a **big showcase** at **gamescom 2025**.



A *nno 1800* was a huge success for Ubisoft and the long-standing German franchise. Developed by Ubisoft Mainz, the game now boasts over 6 million players, has received multiple PC expansions, and has even been released on consoles. However, the devs felt it was time to move on and continue the franchise. This time, the game is set in ancient Rome – a popular setting in the strategy genre that has been somewhat neglected in recent years. Nevertheless, Ancient Rome still holds a special fascination for players. As in other Anno games, players must trans-

form a small town into a thriving metropolis, satisfy the residents' needs, expand their empire, and optimise and scale their economy. In addition to sea battles, players must also engage in land combat. Ubisoft will present all this at its elaborate consumer stand in **Hall 6.1 | Stand C011-B010**, which is decorated to match the Roman setting. Visitors will have access to 72 demo stations, where they can experience the gameplay of *Anno 117: Pax Romana*, using either a mouse and keyboard or a controller. They can try out both the provinces of Albion and Latium. Walking acts inspired by Roman governors and oversized statues will create an authentic atmosphere and provide photo opportunities. Visitors on Wednes-

day can look forward to a special surprise: the Town Crier, the iconic character from the trailers, will be there on the day. Another highlight is the new community lounge at the consumer booth, where players can meet Ubisoft developers. The lounge can accommodate 80 guests and brings players together with creative minds and developers. There will be daily panel discussions and developer talks on topics including *Anno 117*. The schedule will be announced daily at the venue. In addition, the Anno development team is inviting fans to an exclusive community meet-up on Wednesday evening. Overall, gamescom is the perfect venue for presenting a game like this to the public.



EUROPE'S MOBILE GAMING BOOM:

The Heart of a Global Digital Revolution

By Chris Meredith, Senior Vice President,
Business Development – EMEA at Xsolla

T

he numbers are in, and they're big. According to the recently published Q2 2025 Edition of "The Xsolla

Report: The State of Play", humanity collectively spent 4.2 trillion hours glued to mobile apps in 2024. Within this digital deluge, one trend is impossible to ignore: mobile games are running the show.

Globally, consumers forked out \$81 billion on mobile gaming apps – a 4% rise year-on-year. That figure

isn't just impressive, it's transformative. And no region is embracing this digital gold rush with more enthusiasm than Europe.

Europe Leads the Download Race

The Q2 edition of The Xsolla Report revealed that Europe led the world in mobile game downloads, reaching 16.9 billion downloads, meaning Europe now holds the global crown. It's an eye-catching figure, especially considering the perception that the

biggest gaming audiences are traditionally in Asia or North America.

And this isn't just a short-term spike. The data suggests Europe's mobile gaming audience is still growing – fast. By 2029, it's projected that 235.5 million people across the continent will be active mobile gamers. That's nearly one in two Europeans playing games on their phones.

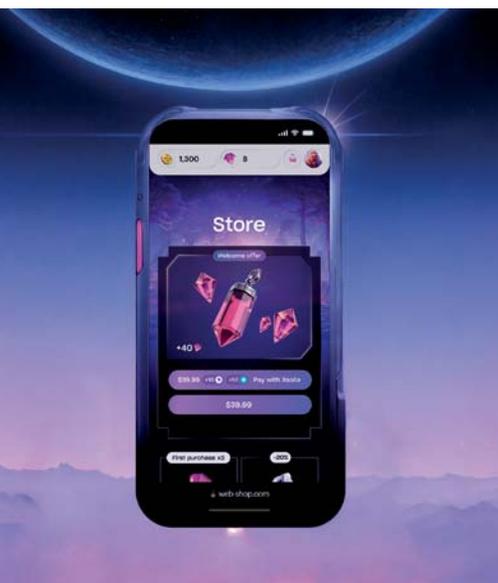
What's Behind the Boom?

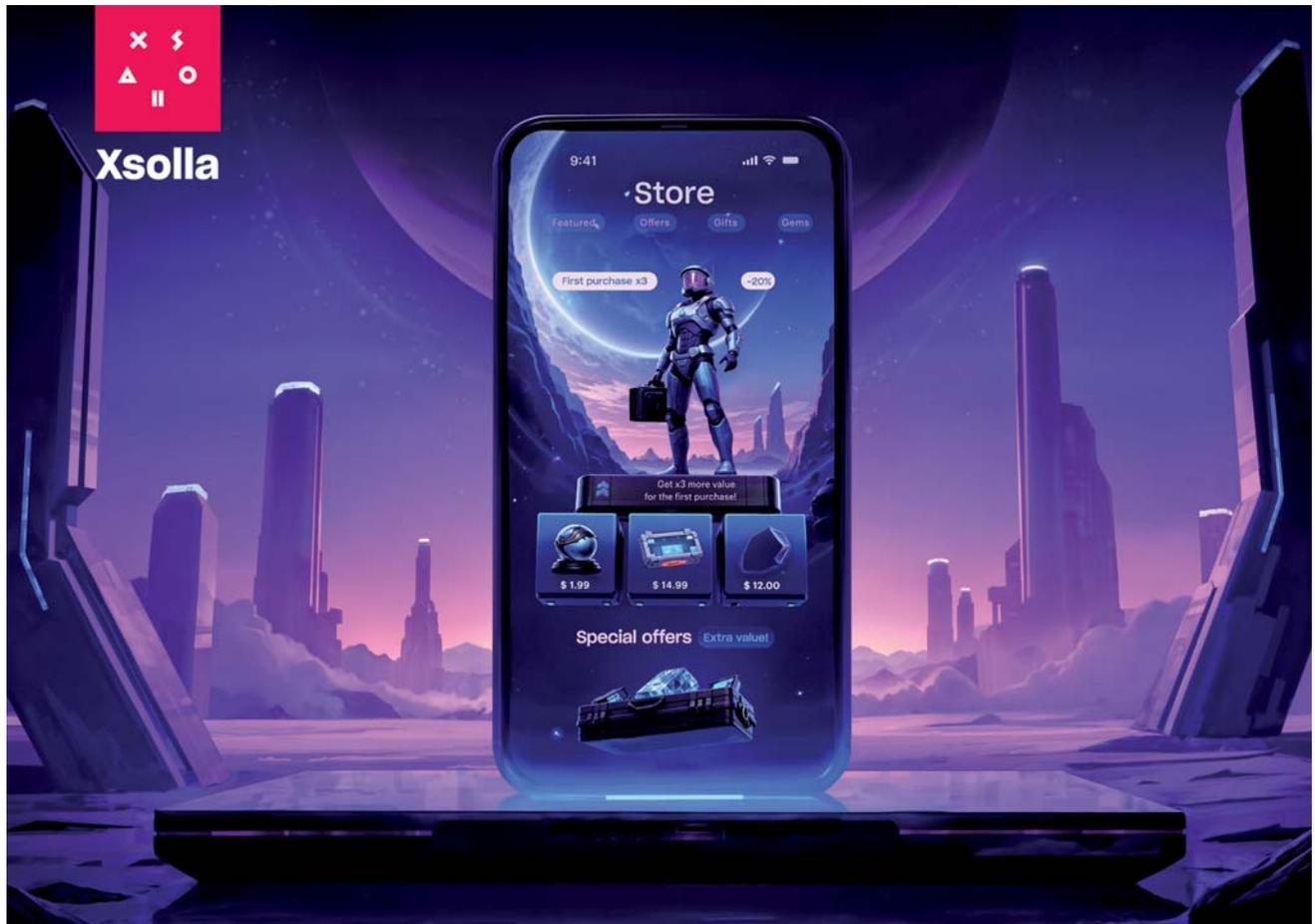
So, why has Europe become the world's download capital for mobile games? For starters, access is easy. Smartphones are everywhere, mobile internet is reliable, and there's no need to buy expensive consoles or high-spec PCs. Mobile gaming fits seamlessly into daily life – whether that's a quick puzzle game on the bus or a multiplayer battle during a lunch break.

But Europe is also home to some serious gaming talent. Studios in Finland, Germany, and Poland are consistently producing hit titles. These games are polished, well-translated, and increasingly built with long-term player engagement in mind. It's not just about the game anymore; it's about the whole experience, including regular updates, seasonal events, and social features that keep people coming back.

Not Just Playing – Spending

Where people are playing, they're spending across all mobile apps, not





just games, in-app purchases and subscriptions brought in \$150 billion globally in 2024, up 13% from the previous year. The United States led the way with \$52 billion in spending, but Europe wasn't far behind, with notable growth across key markets.

We're seeing more games offering free downloads paired with optional paid extras, such as bonus levels, exclusive items, or ad-free experiences. The freemium model is working, especially in Europe, where consumers are increasingly comfortable spending small amounts inside apps over time.

A Growing Industry, a Digital Opportunity

The mobile gaming boom isn't just about fun, it's creating jobs and building businesses. Cities like Berlin,

Stockholm, and Barcelona are fast becoming tech and gaming hubs. From game developers to UX designers, marketing analysts to community managers, a wide range of digital careers are being fuelled by this trend.

Universities and training programmes are catching up, and investors are paying attention. Europe isn't just playing the games, it's building the platforms, tools, and studios that power them.

But not without scrutiny. As with any fast-growing digital sector, mobile gaming is starting to attract more criticism. European regulators are taking a close look at issues like in-app purchasing, data collection, and how gamers target younger players.

Some developers may see this as a hurdle, but it could also be an opportunity. Europe has the chance to lead the way in creating fair, transparent, and sustainable mobile gaming eco-

systems, something that could become a competitive advantage on the global stage.

Europe's Moment

Mobile gaming is now at the epicenter of global digital culture, and Europe is right at the forefront. With more downloads than any other region, a growing user base, and increasing consumer spending, the continent has gone from participant to powerhouse.

This is no longer just a space for casual games and short attention spans. It's a serious industry, with serious growth potential, and Europe is playing to win.

The big question now is whether the rest of the world can keep up with the pace.

UKRAINE PAVILION

Charity, Resilience and Great Games

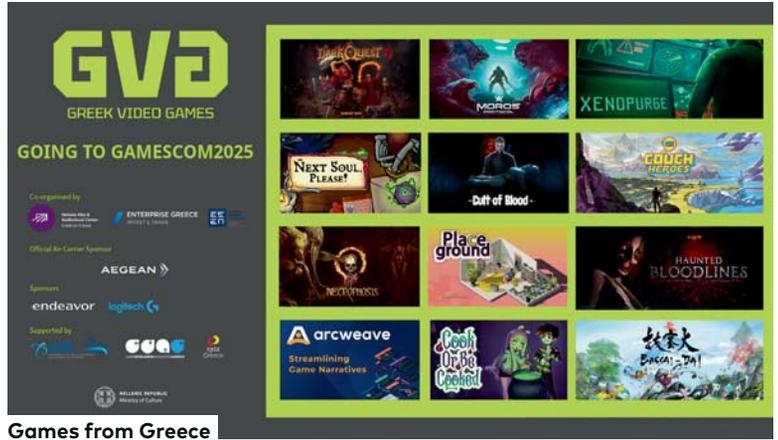
This year, gamescom will once again feature a joint booth for companies from Ukraine, organised by Games Gathering, Burny Games, and VG Entertainment.

Hall 4.1 | Booth C020g

Following its successful appearances in 2023 and 2024, the Ukraine Pavilion has returned to gamescom for a third time. It will bring together game developers, service providers and creative studios to showcase their latest projects and innovations. The organizers are VG Entertainment, a full-scale game development studio; Burny Games, a product company specializing in mobile puzzle games; and Games Gathering, one of Eastern Europe's largest B2B game development conferences. At the booth the studios AB Games, Farom Studio, GSC Game World, PlayToMax, Templar Order, The Future Entertainment Company, among others, can be met. On top there are is a special event on August 21, 19:00-22:00 at Wartesaal am Dom: "Games from Ukraine Reception" with a charity auction, like last year.



Games from Ukraine



Games from Greece

GREECE PAVILION

Strong Presence Thanks to Strong Partners

With ten indie studios and, for the first time, with broad government support, Greece is presenting itself at gamescom.

Hall 3.2 | Booth E010g

For the first time, the Greek Delegation to gamescom is held under the auspices of the Hellenic Republic, which is actively supporting the growing digital games industry, recognizing its importance for fostering innovation and enhancing the country's cultural outreach. The presence is also supported by, among others, by Enterprise Greece, the Hellenic Gaming Commission (EEEP), AEGEAN and Endeavor Greece. The National Delegation, in collaboration with the Greek Game Developers Association (GDA), which led the previous participations, and the IGDA Chapter of Greece, will host more than 10 Greek indie projects and studios: Arcweave by Arcweave, Bassai-Dai by Kaloplay, Couch Heroes by Couch Heroes, Cult Of Blood by Dusty Box, Dark Quest 4 by Brain Seal Ltd, Elevator Down by eNVy softworks, Haunted Bloodlines by Iphigames, Moros Protocol by Pixel Reign, Necrophosis by Dragonis Games, Placeground by beyondthosehills and Xenopurge by Traptics.



Dutch Games Association



Dutch Pavilion 2024

DUTCH GAMES ASSOCIATION

Not Just Windmills

A cross-section of the Netherlands' attractive market awaits in

[Hall 4.1 | Booth A021g-B030g](#)

The Netherlands is attractive both as a sales market and as a production country for games and game services, and the Dutch pavilion offers a cross-section of these strong industries: Classic studios such as BlackMill Games and Gamious, experienced publishers such as Iceberg Interactive,

globally recognised service providers such as Newzoo, and digital distribution specialists such as VaultN. The attendant roster is rounded off by representatives from the city of Rotterdam and B'Game, the gaming incubator from Breda. All in all, more than twenty Dutch games industry companies will present their country at gamescom. At a reception hour today at 17:00 pm, the pavilion invites you to get to know them all a little better.

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HALL 4.1
BOOTH C063G-D078G





GAMES FROM SPAIN

Spanish Double Presence

With a split appearance in both business and consumer areas, Spain is showing its strong games business in [Hall 4.1 | B041–C050](#) and [Hall 10.2 | F040–E057](#)

The ICEX initiative Games From Spain is spanning both the public and business area this time at gamescom. In the Business Area, the stand can be found in Hall 4.1. Participating companies include Bionic Ape, Flatline Studios, Red Mountain, 1st Level Games, GGTech Studios, Gamez Studio, Rising Pixel and CoolMatchGames, to name a few.

The public booth is located in Hall 10.2 at stand F040-E057. Here, indie games and horror games will be presented, including Crisol: Theater of Idols by Vermila Studios, The Occultist by Daloar and Kiipluu (VR) by Nieko Games. Spanish publisher Selecta Play will present two games: the recently released psychological horror title Luto, developed by Broken Bird Games; and NetherWorld, a pixelated action-adventure game from Hungry Pixel. Meanwhile, Entalto Publishing will unveil Two Strikes by Retro Reactor Studio. Other studios and associations present at the booth include Feel 3D (Nose: Breathing Rebellion), Light Software (What Are Romances?), Rarepixels (2 Minutes in Space), ASIVI-Castile and León Videogame Industry Association (Sheol Inferno), and ACADEVI-Canary Association of Game Developers (In Silico).

daily 1

GAMES FROM PORTUGAL

Always Sunny In Portugal

The Portuguese Pavilion in cooperation with eGames Lab serve pastel de nata, games science and a growing industry location in [Hall 2.1 | C028–D027](#)

Portugal's burgeoning games and tech industry is on display at in the business area, with Portuguese national cluster eGames Lab from Madeira, Azores, Lisbon, and Évora bringing 22 companies and a lot of atmosphere. The companies and titles include cozy mobile game specialists Infinity Games and indie team One Way Eleven that are currently developing a Tomb Raider-inspired action-adventure. eGames Lab is also working with academics on upcoming publications on tech, data and games, and will be happy to show you their work.

For summer feeling and business talks, a happy hour with drinks and traditional Portuguese sweets will be held on Thursday from 4pm at the stand, so if you want to check out what Europe's westernmost state brings to the table, come around at that time!



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HIGHLIGHTS

gamescom awards 2025: The Nominees



Resident Evil Requiem

It's the same procedure as **every year**: the most **outstanding games** at gamescom are recognised with the **gamescom awards**. This year's favourites include titles from **2K Games, Bandai Namco Entertainment, Nintendo and Capcom**.



Donkey Kong Bananza



Hela



Anno 117: Pax Romana



Tiny Bookshop



Dungeon Clawler

W

ith five nominations across all categories, Capcom's

Resident Evil Requiem is the game with the most nominations across all gamescom award 2025 categories. It has been nominated for Best Visuals, Best Audio, Best Gameplay, Most Epic and Best PlayStation Game. Borderlands 4 from 2K Games and Crimson Desert from Pearl Abyss have each

received four nominations. Two Switch 2 games from Nintendo, Donkey Kong Bananza and Mario Kart World, as well as the enchanting 3D adventure Hela from Windup and Knights Peak, have received three nominations each. The indie team Bippinbits from Dresden, together with publisher Kepler Interactive, is also in the running with their game with the incomparable name PVKK: Planetenverteidigungskanonnenkommandant (which means "planetary defence cannon commander"), which has been nominated for two awards. The same

goes for Cairn, Grounded 2, Little Nightmares 2, Towa and the Guardians of the Sacred Tree, Winter Burrow, and the recently launched and successful Tiny Bookshop from neoludic games. Incidentally, a new category this year is "Best Lineup", which honours the company with the most impressive overall portfolio of presented titles, as selected by the jury. Bandai Namco Entertainment, Capcom Entertainment, HoYoVerse, Joystick Ventures and Quantumfrog are all hoping to win an award in this category.



The 2025 Nominations at a Glance

(in alphabetical order within the categories)



Ninja Gaiden 4



PVKK



A number of other awards will also be presented in the Global Awards group category. These are directly related to the opening of the show and the event itself. Examples include Best Trailer/Announcement, which is voted on by the audience only, and the special jury award, Heart of Gaming. There are also new awards for Best Booth (Consumer and Jury) and Best Business Booth (Jury), which replace the old Best of Showfloor category. A new category is also Best Merch. The winners will be announced live during the awards show on 22 August 2025.

BEST VISUALS

- BORDERLANDS 4
(2K Games)
- BYE SWEET CAROLE
(Maximum Ent.)
- CRIMSON DESERT
(Pearl Abyss)
- MIO: MEMORIES IN ORBIT
(Focus Ent.)
- RESIDENT EVIL REQUIEM
(Capcom)

BEST AUDIO

- CAIRN
(The Game Bakers)
- LITTLE NIGHTMARES 3
(Bandai Namco Ent.)
- PHANTOM BLADE ZERO
(S-Game)
- RESIDENT EVIL REQUIEM
(Capcom)
- ROCKBEASTS
(Team17)

BEST GAMEPLAY

- DONKEY KONG BANANZA
(Nintendo)
- HELA
(Knights Peaks)
- MARIO KART WORLD
(Nintendo)
- PVKK: PLANETENVERTEIDIGUNGS-KANONENKOMMANDANT
(Kepler Interactive)
- RESIDENT EVIL REQUIEM
(Capcom)

MOST ENTERTAINING

- DISPATCH
(AdHoc Studio)
- DONKEY KONG BANANZA
(Nintendo)
- GROUND 2
(Microsoft)
- HELA
(Knights Peaks)
- MARIO KART WORLD
(Nintendo)

MOST EPIC

- CRIMSON DESERT
(Pearl Abyss)
- DUNE: AWAKENING
(Funcom)

- resident evil
REQUIEM
(Capcom)

- SUPER MEAT BOY 3D
(Headup)

- warhammer 40,000:
SPACE MARINE 2
(Focus Ent.)

MOST WHOLESOME

- HELA
(Knights Peaks)
- IS THIS SEAT TAKEN?
(Poti Poti Studio)
- STAR BIRDS
(Toukana Interactive)
- TINY BOOKSHOP
(neoludic games)
- WINTER BURROW
(Pine Creek Games)

GAMES FOR IMPACT

- CAIRN
(The Game Bakers)
- FOREVER SKIES
(Far From Home)
- HOLLOW HOME
(Galaktus)
- MONOWAVE
(Studio BBB)
- TINY BOOKSHOP
(neoludic games)

BEST MICROSOFT XBOX GAME

- BORDERLANDS 4
(2K Games)
- crimson desert
(Pearl Abyss)
- GROUND 2
(Microsoft)
- LITTLE NIGHTMARES 3
(Bandai Namco Ent.)
- NINJA GAIDEN 4
(Microsoft)

BEST NINTENDO SWITCH GAME

- DONKEY KONG BANANZA
(Nintendo)
- MARIO KART WORLD
(Nintendo)
- metroid prime 4:
BEYOND
(Nintendo)

- TOWA AND THE GUARDIANS OF
THE SACRED TREE
(Bandai Namco Ent.)

- WINTER BURROW
(Pine Creek Games)

BEST PC GAME

- anno 117:
PAX ROMANA
(Ubisoft)
- BORDERLANDS 4
(2K Games)
- PVKK:
PLANETENVERTEIDIGUNGS-
KANONENKOMMANDANT
(Kepler Interactive)
- towa and the guardians
OF THE SACRED TREE
(Bandai Namco Ent.)
- WORLD OF WARCRAFT
(Blizzard Ent.)

BEST SONY PLAYSTATION GAME

- BORDERLANDS 4
(2K Games)
- CRIMSON DESERT
(Pearl Abyss)
- CRONOS: THE NEW DAWN
(Bloober Team)
- PRAGMATA
(Capcom)
- RESIDENT EVIL REQUIEM
(Capcom)

BEST MOBILE GAME

- ARKKNIGHTS: ENDFIELD
(Hypergyph)
- DUNGEON CRAWLER
(Stray Fawn)
- GENSHIN IMPACT
(HoYoverse)
- LOVE AND DEEPSPACE
(InFold Games)
- SERVANT OF THE LAKE
(Rusty Lake)

BEST LINEUP

- Bandai Namco Ent.
- Capcom
- HoYoverse
- Joystick Ventures
- Quantumfrog

cologne nights

event tip

What helps after a stressful day at the gamescom is to laugh heartily. *Boing! Comedy* (Friesenstraße 33) from and with comedian Manuel Wolff. Great stand-up comedians and newcomers perform on the stage. There are shows every day of the week, changing acts, competitions and regularly in English.



boingcomedy.de

after-hour drink

There is more to drinks than meets the eye. The *Little Link* (Maastrichter Strasse 20) aims to make every drink more exciting than the last one. The bar offers classics, but also avant-garde creations of their own. The menu includes porcini whiskey, espresso boulevardier and blackberry caviar.

Want to dance in Germany's oldest jazz bar? Then off to *Papa Joe's* (Buttermarkt 37)! Or if you are looking for a rustic Northrhine-Westphalian experience, the club's second location offers a wide selection of beers (Alter Markt 50-52).

littlelink.de

papajoes.de



Papa Joe's

restaurant tip

Fine dining, several courses and breakfast at *NeoBiota* (Ehrenstraße 43c). The restaurant is a culinary playground that has even earned a Michelin star. Depending on the time of day, there are either cinnamon buns or shakshuka and eel Benedict on the menu.

"Sharing is caring" is the theme of *Henne.Weinbar* (Pfeilstraße 31-35). Hot, cold, sweet and savory dishes are prepared for sharing. From scallops and BBQ eggplants with kimchi to pralines and strawberry sorbet with basil. There is also a wide selection of international wines categorized as iconic, classic and freakshow.

restaurant-neobiota.de

henne-weinbar.de



must see



Cologne has a lot to offer. This includes the *Cologne Zoo* (Riehler Str. 173). The zoo is home to more than 10,000 animals. In one of the most modern enclosures live ten elephants, which have recently had offspring. Furthermore, there is also an aquarium with jellyfish, a petting zoo, a farm and a rainforest house with otters and monkeys.

www.koelnerzoo.de

AT ONE GLANCE

Emergency Contacts & On-Site Help

If you need **help in any way** while at gamescom, don't hesitate to contact the on-site staff listed below. Here you can also find nation- and EU-wide **help lines for emergencies**.

Medical Attention & Security

You can always talk to on-site staff if you are looking in need of medical attention or feel threatened. You can also go directly to these locations in the halls or call them:

On-Site Helpers

- Security Office North:
+49 221 821-2551
- Security Office East:
+49 221 821-2550
- Paramedics & Doctors:
Found in **Halls 7 & 11.1**

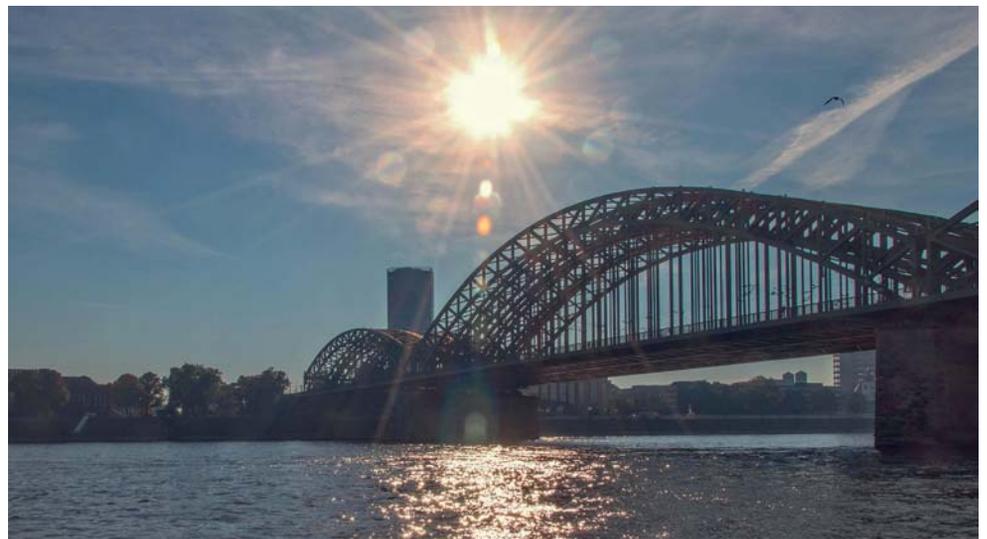
General Emergency Contacts

- Medical Help (nation-wide):
+49 116 117
- European Distress Call: **112**
- Emergency Police Hotline (nation-wide): **110**
- Mental Health (German): **116 123**
- Mental Health (International):
The German TelefonSeelsorge has international lines in several languages. You can find them here:



Accessibility

Every hall of gamescom features a barrier-free toilet. With the exception of the center elevator connecting



halls 11.1 and 11.2, all **elevators** on site are also completely barrier-free.

Special car parking lots can be found at entrances North and South as well as below the plaza, accessible through entrances East and West.

Info Points can lead you to any destination you need and can also help with Accessibility questions. They are located at the following junctions:

- Passage from Hall 2 to 4
- Passage from Hall 3 to 11
- Passage from Hall 4 to 5
- Passage from Hall 4 to 10
- Passage from Hall 5 to 10
- Passage from Hall 10 to 11 (West)
- Passage from Hall 10 to 11 (East)
- Northern Boulevard in front of Hall 7



A site map of elevators, parking lots and other information on Accessibility can be found and downloaded from this QR code:

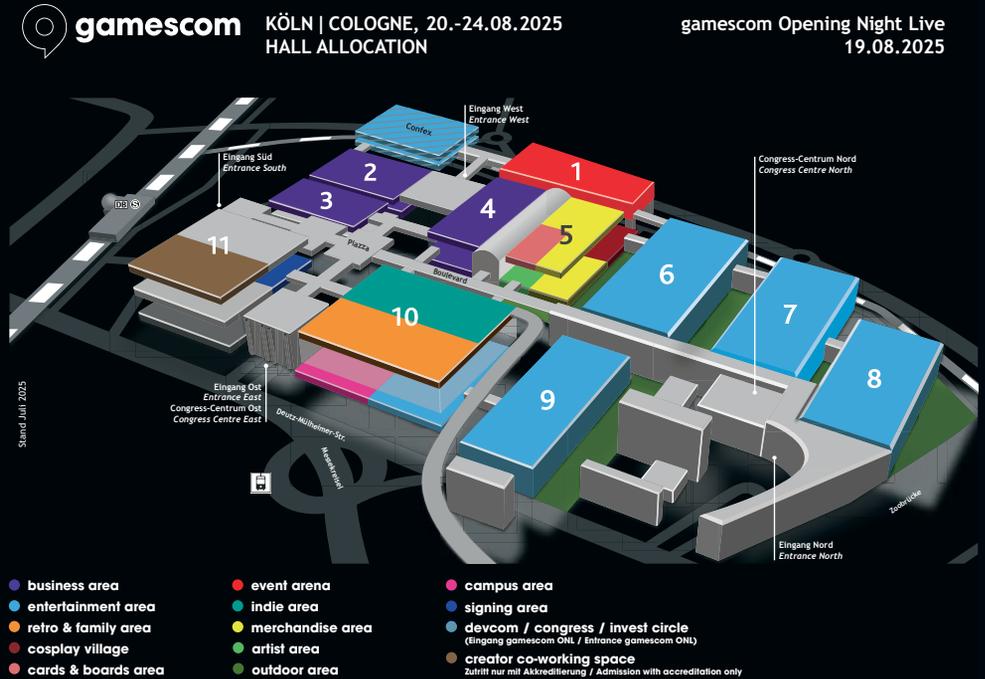


Floor plan hall 2.1



Good to know

On these pages you will find the **hall plans** and **exhibitor list** for the **business area (Halls 2, 3 and 4)**, as well as **interesting and useful information** about the show.



SAFER SPACE POLICY & EDELGARD

It is important for gamescom to provide a peaceful, positive and safe experience for everyone. Participants who are harassed or who notice that another person is being harassed are encouraged to report this to Koelnmesse (saferspace@gamescom.de) +49-221-821 2018 or via the QR codes on the gamescom Safer Space posters at all info counters and on restroom mirrors.



SAFER SPACE POLICY OF KOELNMESSE

OPENING TIMES FOR VISITORS

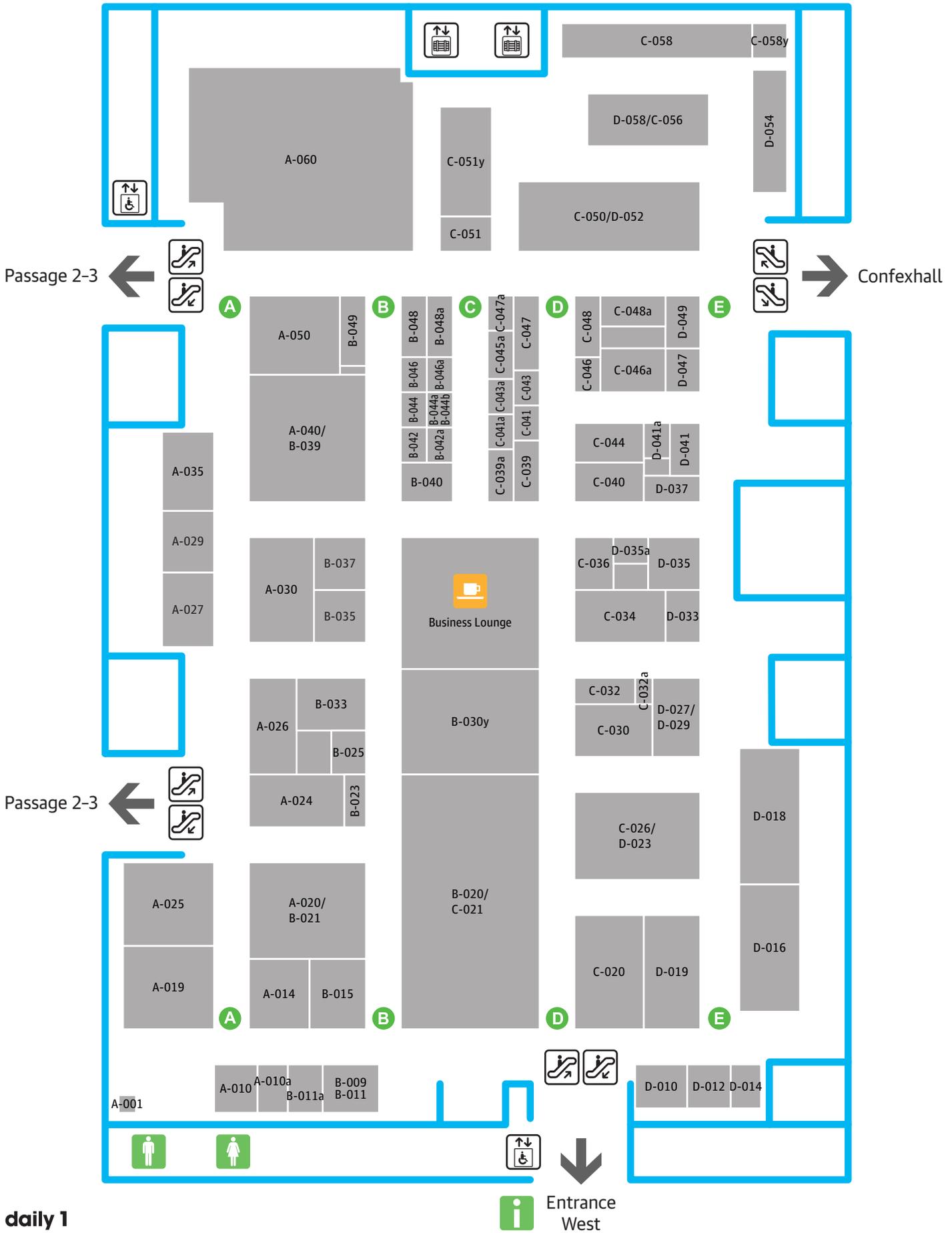
	20.08.	21.08.	22.08.	23.08.	24.08.
Business area					
Exhibitor	7:00 a.m. – 8:00 p.m.	7:00 a.m. – 9:00 p.m.	7:00 a.m. – 9:00 p.m.	closed	closed
Trade visitors	9:00 a.m. – 9:00 p.m.	9:00 a.m. – 8:00 p.m.	9:00 a.m. – 8:00 p.m.	closed	closed
Entertainment area					
Exhibitor	7:00 a.m. – 8:00 p.m.	7:00 a.m. – 9:00 p.m.	7:00 a.m. – 9:00 p.m.	7:00 a.m. – 9:00 p.m.	7:00 a.m. – 9:00 p.m.
Trade visitors	9:00 a.m. – 7:00 p.m.	9:00 a.m. – 8:00 p.m.	9:00 a.m. – 8:00 p.m.	9:00 a.m. – 8:00 p.m.	9:00 a.m. – 8:00 p.m.
Private visitors	1:00 p.m. – 7:00 p.m.	10:00 a.m. – 8:00 p.m.	10:00 a.m. – 8:00 p.m.	9:00 a.m. – 8:00 p.m.	9:00 a.m. – 8:00 p.m.

EXHIBITORS	BOOTH	HALL
0		
1 SP Agency	A010 C011	2.1
11 bit studios.	A020	4.1
1st Level	B041 C050	4.1
1UP	B032	2.1
34BigThings	C031 D040	4.1
4-Real Intermedia	D060	4.1
4Divinity UK	D017 C018	2.1
505 Games	C020 F039	3.2
5am Games	B031 C040	4.1
6Minutes Media	D039	2.1

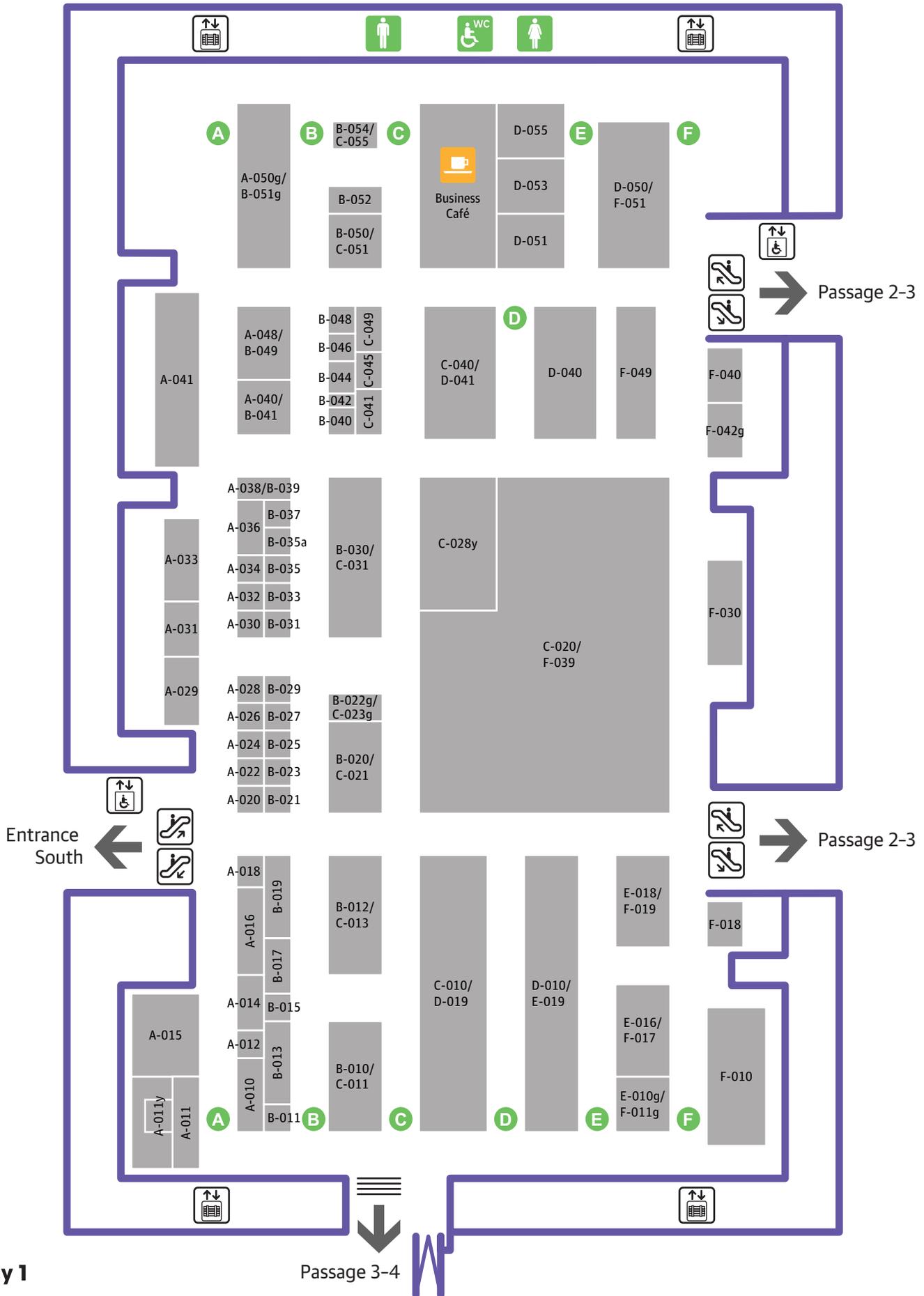
EXHIBITORS	BOOTH	HALL
a		
A Few Rounds Games	D050 F051	3.2
AAA Merchandise	E029	2.1
AAICI	B022g C023g	3.2
ABP Technology	A029	2.2
ABRAGAMES (Brazil)	B030 C031	3.2
Abstract digital works	A029	3.2
Acarino Films SL	D050 F051	3.2
Ace team software	A029	3.2
ACIF-CCIM	C028 D027	2.1

EXHIBITORS	BOOTH	HALL
Actrio Studio	A051 B060	4.1
Adventales AS	D050 F051	3.2
Aerosoft	A043	4.2
AFI	B023	2.2
AGSKK – Project GEMS	A010a	2.2
AhoyByte	D050 F051	3.2
AIO Games	D050 F051	3.2
Air Institute	B041 C050	4.1
aktronic Software & Services	A010 C011	2.1
Algomatic	C051a	2.2
Alkonost Team	D050 F051	3.2
Allcorrect	A011	3.2

Floor plan hall 2.2

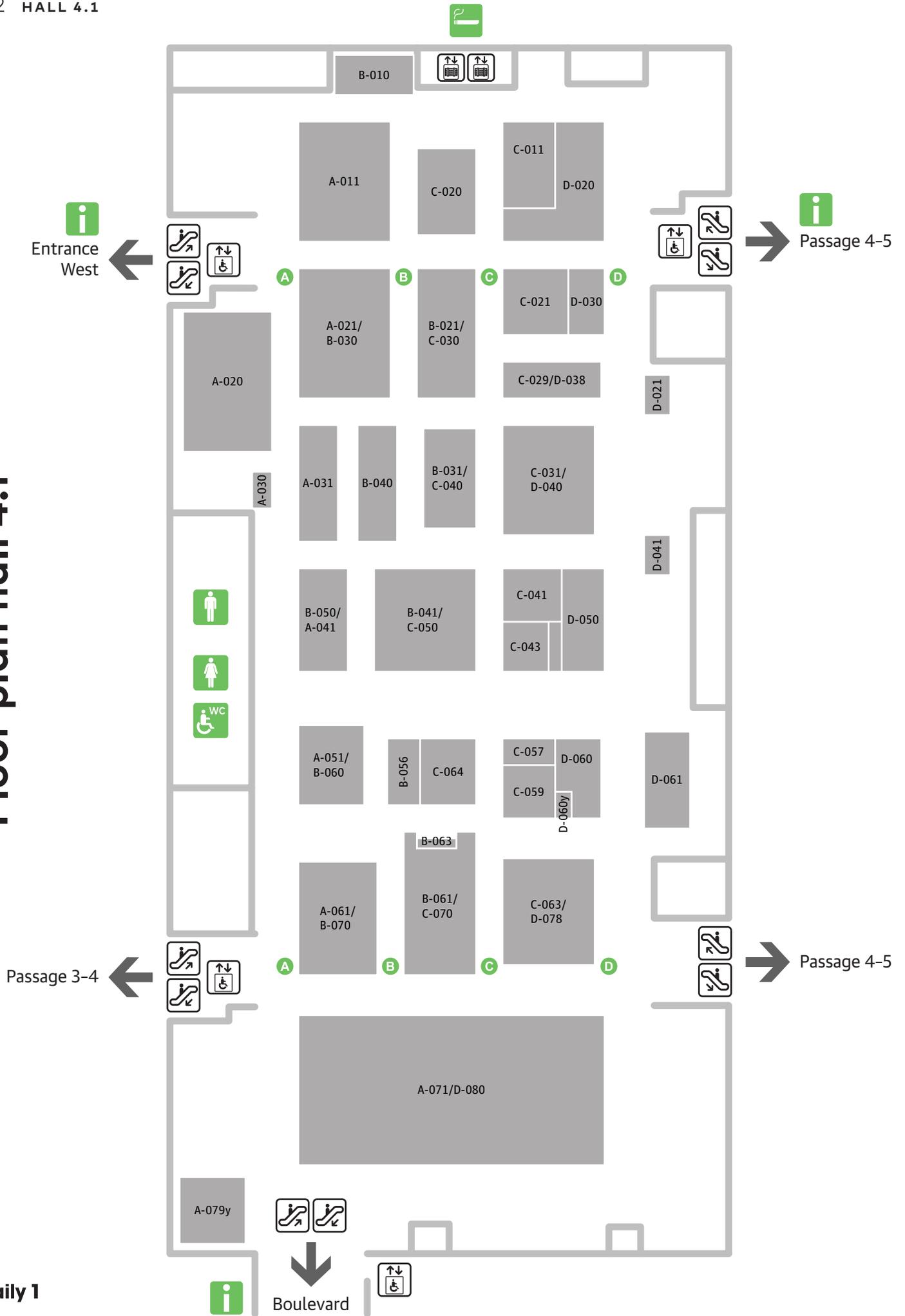


Floor plan hall 3.2



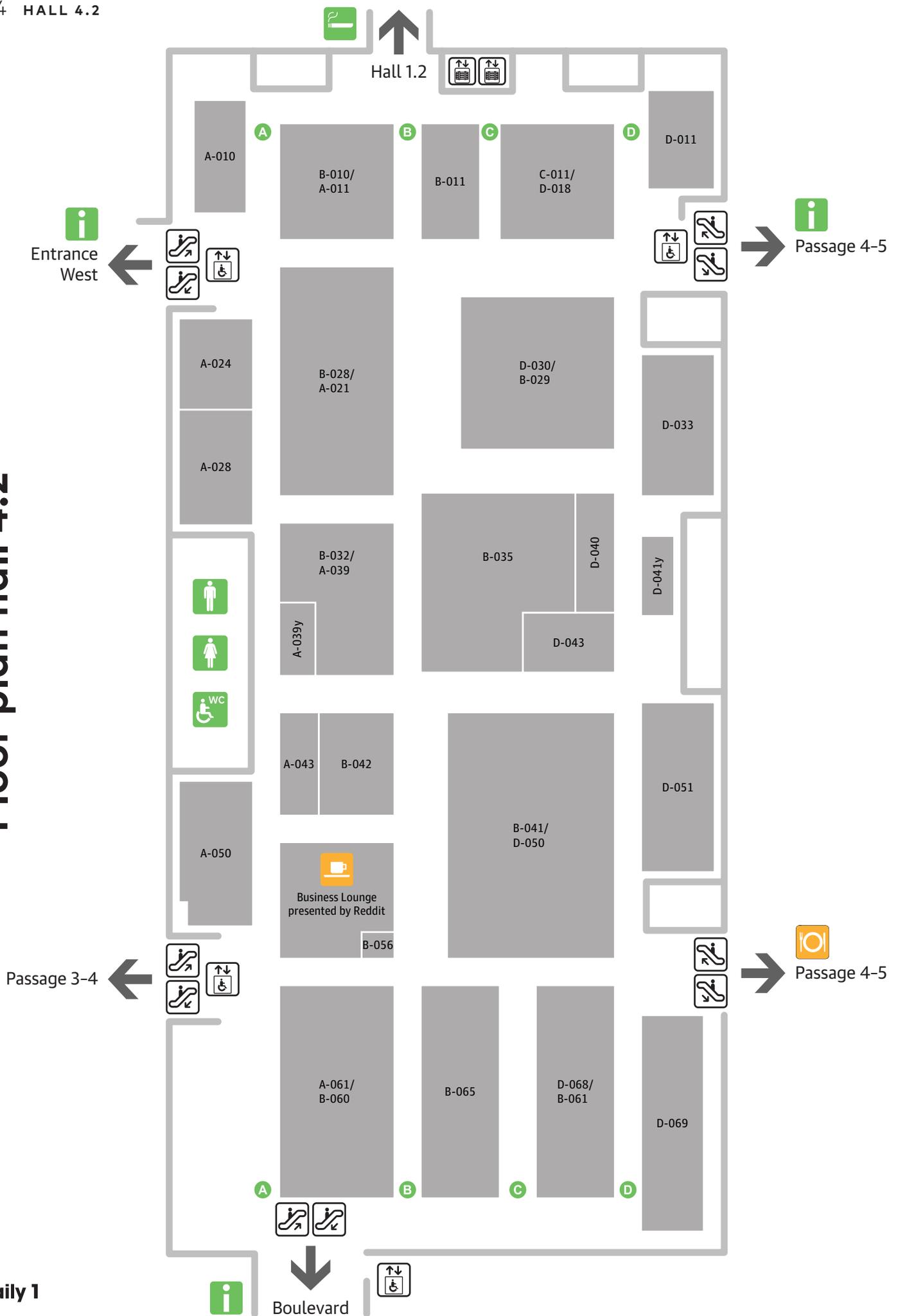
EXHIBITORS	BOOTH	HALL	EXHIBITORS	BOOTH	HALL	EXHIBITORS	BOOTH	HALL
Epiphany Games	B012 C013	3.2	Gaijin Network	D017 C018	2.1	Hasbro	C020 F039	3.2
ESDigital Games	A020	4.1	Galaktus	A020	4.1	Hasoo Operations	C040 D041	3.2
ESET Deutschland	A010 C011	2.1	Gamaste	D050 F051	3.2	Hator Gaming	A020	4.1
eSolu	D050 F051	3.2	Gambir Studio	B020 C021	3.2	Headplug Games	F010	3.2
Estudio de animacion, diseno y otro	A029	3.2	game – Verband der deutschen Games-Branche e.V.	A071 D080	4.1	Headscon	B030 C031	3.2
ET-Group	C029	2.1	Game Consulting	B041 C050	4.1	Headup	A071 D080	4.1
EuraCreative	B019	3.2	Game Developers Association of Greece	E010g-F011g	3.2	Herdek kolektiv	D050 F051	3.2
EverGame	B044	2.2	Game Developers Association PH	F018	3.2	Hermit Crab Game Studio	B030 C031	3.2
exiin	D050 F051	3.2	game e.V. Hessen	D060	4.1	Hero Games	B037	2.2
Exit Games	A071 D080	4.1	game events	C011 D020	4.1	Hessen Film & Medien	D060	4.1
f			Game Only	A016	3.2	High Technology Park of the KR	F040	3.2
Fable Systems	B021 C030	4.1	Game Prostir, TOV	C020	4.1	Hipster Whale	B012 C013	3.2
Factory-C	C051a	2.2	Gamebook Studio HQ	D050 F051	3.2	Hochschule Darmstadt	D060	4.1
Fair Games	B021 C030	4.1	GameCity Kajaani	D050	4.1	Hollow Beak Games	D050 F051	3.2
FairPlay Studios	B010 C011	3.2	Gameforge 4D	A071 D080	4.1	Honestree Studios	B041 C050	4.1
FaliroXR Single Member PC	D050 F051	3.2	GameMill Entertainment	C020 F039	3.2	Hong Kong Umedia Limited	D028	2.1
Fandom	A020 B021	2.2	GameOps MEE Games GameDev Summit	F018	3.2	Hooded Traveler Games KIG	B031 C040	4.1
Fat Snail Studio	D050	4.1	GameRebellion	E018 F019	3.2	Hori UK	C051a	2.2
Feenix Group	C040 D041	3.2	Gamersmarket	B046	2.2	Host No.4 Technology (chengdu)	E037a	2.1
Filiokus	D050	4.1	Games & XR Mitteldeutschland e.V.	A051 B060	4.1	Hyper Games	D050	4.1
Film- und Medienstiftung NRW	A061 B070	4.1	Games Denmark	B021 C030	4.1	Hyperkin	A002	2.1
Fireflies	D050 F051	3.2	Games From Ukraine	C020	4.1	i		
Firelight Technologies	E039	2.1	gamescom biz meeting area	D061	4.1	i3D.net	A021 B030	4.1
Flanders Investment & Trade	A031g	4.1	Gamescom Latam	B030 C031	3.2	ICE-Agenzia per la Promozione	C031 D040	4.1
Flashbulb Games	B021 C030	4.1	gamescom worldwide	A015	3.2	IceHead Studio	B030 C031	3.2
Flashpoint Germany	B020 C021	2.2	GameSir	A010 C011	2.1	ICEX Espana Exportacion E Inversion	B041 C050	4.1
Flexi-Servers	A051 B060	4.1	GamesMarkt	D041	4.1	Ichigoichie	D050 F051	3.2
Flightless	F010	3.2	gamigo	A071 D080	4.1	IDLGAMES	B011a	2.2
Flix Interactive	C020 F039	3.2	Gaming Malta Foundation	C040 D041	3.2	ifs Internationale Filmschule Köln	D050 F051	3.2
Floating Rock Studio	F010	3.2	Gaming Refurbishment Centre	C047a	2.2	IGDA Foundation	D055	3.2
Floppy Club	B021 C030	4.1	Gamious	A021 B030	4.1	IGEA	B012 C013	3.2
Fluid Studios	C020 F039	3.2	Gecko Two	A051 B060	4.1	IGN Entertainment	C051a	2.2
Flutu Music	B030 C031	3.2	Geniesoft	C010 D019	3.2	IIDEA	C031 D040	4.1
Focus Entertainment Publishing	A028	4.2	Giants Software Entertainment	B042	4.2	Ilex Games	B030 C031	3.2
Forge Reply	C031 D040	4.1	Global Collect Services	E002	2.1	IllFonic	A060	2.2
Forteil	F040	3.2	GlobalStep	A010 C011	2.1	Illusionist Animation Studio	B052	3.2
Forwarded Gateway	C041a	2.2	Globant France	A010 C011	2.1	Impact Unified	D050 F051	3.2
Fourexo Entertainment	A051 B060	4.1	Glofurn (Hong Kong)	B009	2.2	Impress	C020 F039	3.2
Fourteenrain Studio	B010 C011	3.2	GMR Concepts	C040 D041	3.2	Indie Hero	B030 C031	3.2
Fourth Floor Creative	C020 F039	3.2	Goblinz Studio	A010	3.2	Indium Software	B035	2.1
Frameless Games	D020	2.1	GOG	A020	4.1	Inmerxia	B031 C040	4.1
Frankfurter Buchmesse	D060	4.1	Gonggamore Contents	C010 D019	3.2	Innopede	D060	4.1
FrostyFroggs	B040	4.1	Government of Canada	E016 F017	3.2	Innovision Multimedia Limited	A060	2.2
Fuloso Sdn Bhd	B052	3.2	Graffiti Studio	D050 F051	3.2	Instinct3	A060	2.2
Fulqrum Publishing	C046	2.2	Granite Devices Oy	D050	4.1	Institut français du Maroc	A026	3.2
Funcom Games Bucharest	A041	3.2	grayclover	C010 D019	3.2	Int Payment Technology	D023	2.1
Funcom Oslo	D068 B061	4.2	Gridly	C045a	2.2	International Game Developers Association (IGDA)	D051	3.2
fundación European University Gaste	B041 C050	4.1	Grindstone	C043	4.1	International Trade Centre United Nations	F018	3.2
Funfinity Interactive Private	C041	4.1	GU-Studio	B020 C021	3.2	Intr Studio	B012 C013	3.2
Funnivation	A010 C011	2.1	Guillemot Cooperation	B020 C021	2.2	Invest in Skane	D050	4.1
Funtaptic Studio	A041	3.2	Gulf Direct Distribution	B048a	2.2	Investissement Quebec International	E018 F019	3.2
FusionAuth	B040	3.2	GYLD	B012 C013	3.2	Investment Promotion Agency	A050g B051g	3.2
FusionPlay	A051 B060	4.1	h			Invisible Walls	B021 C030	4.1
Future Publishing	A006	2.1	HA Hessen Agentur	D060	4.1	Invokation Games	D050	4.1
g			Half Soup Labs	C064	4.1	Invr. Space	D050 F051	3.2
G-Core Labs	B033	2.2	Hand Rock Studio	C040 D041	3.2	IO Interactive	B021 C030	4.1
G.B.T. Technology Trading	C051a	2.2	Hannoverimpuls	C059	4.1			
G2A	C044	2.2	Harman Deutschland	A019	2.2			
G4F Prod	B035	3.2						

Floor plan hall 4.1



EXHIBITORS	BOOTH	HALL	EXHIBITORS	BOOTH	HALL	EXHIBITORS	BOOTH	HALL
IO Interactive	D069	4.2	Loten Labs	D038	2.1	Namson Digital	B010 C011	3.2
Iphigames	D050 F051	3.2	LTD Blockchain Data	F040	3.2	Nanoo Company	C010 D019	3.2
Irdeto	C040	2.2	Ludium Lab	B041 C050	4.1	Nanoreality Games	E025	2.1
Ishtar Games	B019	3.2	Ludogram	B019	3.2	Nanuq	B010 C011	3.2
Italian Games Factory	C031 D040	4.1	Lumi Legend Corporation	E017	2.1	Naraven Games	B031 C040	4.1
Ivace	B041 C050	4.1	Lurkit	C034 D035	2.1	National Film Development Corporation	C041	4.1
Izzyplay Game Studio	B030 C031	3.2				Native Prime SAS	B031	3.2
j			m			natsha	B031 C040	4.1
JMG Brands & Talents	A071 D080	4.1	Macanga Games	D050 F051	3.2	NBG	A010 C011	2.1
Joindots	A071 D080	4.1	Madfinger Games	A010	2.2	NCsoft Corporation	D011	4.2
Jollify Oyun Yazılım ve Pazarlama A	C033a	2.1	Maga Animation Studio Spa	C031 D040	4.1	Neogames Finland Association	D050	4.1
Jollybits Games	D050 F051	3.2	Magic Media and Entertainment Group	B035	2.2	NeoJPL	C010 D019	3.2
Joycity	D041	2.2	Malaysia Digital Economy Corporation	B052	3.2	Nerdy by Nature	C047	2.2
Jububee.	D050 F051	3.2	Malta Enterprise	C040 D041	3.2	Neun Farben Corporation	F018	3.2
Jumbo Jumps	B010 C011	3.2	Manathree	D050	4.1	New Vega	B021	3.2
Jump Influence	B033	3.2	marbis	A071 D080	4.1	New Zealand Trade & Enterprise	F010	3.2
k			Marketpoint	A010 C011	2.1	NewGen	C051a	2.2
kaleidoscube	C064	4.1	Maximum Entertainment	C051a	2.2	Newzoo	A021 B030	4.1
Kalypso Media Group	E007	2.1	maz&movie	C063 D078	4.1	Next Frame Studio	B030 C031	3.2
Kapnetix	C021	4.1	MB Reklamos planas	D050 F051	3.2	Nieko	D050 F051	3.2
Keen Games	A071 D080	4.1	McAfee Consumer	A010 C011	2.1	Ningbo Miaow Network Technology	B033	2.1
Kevuru	C039	2.2	MCAST Malta College for Arts, Science & Technology	C040 D041	3.2	Nintendo of Europe SE/Accounting	D030 B029	4.2
Keywords Studios	A050	2.2	Medialogix	C040 D041	3.2	NJLive	E010	2.1
Kgame Studio	B030 C031	3.2	medianet berlinbrandenburg	C063 D078	4.1	Noodle Cat Games	C041	3.2
Kipwak Studio	B031 C040	4.1	Medien.Bayern, Games/Bavaria	C057	4.1	nordmedia	C059	4.1
Kissinger Twins	D050 F051	3.2	Medienboard Berlin-Brandenburg	C063 D078	4.1	Northplay	B021 C030	4.1
Kochava	B042	2.2	MeetToMatch	A021 B030	4.1	NortonLifeLock Ireland limited	A010 C011	2.1
Koffeecup	C020 F039	3.2	Megalith Interactive Studios	C031 D040	4.1	Norwegian Film Institute	D050	4.1
Kokku	B030 C031	3.2	Megapop	D050	4.1	nothing2install	A030	3.2
Komodoz	B020 C021	3.2	Menhir	B025	3.2	NSYNK Gesellschaft für Kunst und Technik	D060	4.1
Konami Digital Entertainment	D043	4.2	Meridiem Games	B041 C050	4.1	Nuuvem	B030 C031	3.2
Kool Things	D018	2.2	Meshy	C040	2.1	NVIDIA	A010 C011	2.1
Kool Things	A020	4.1	Meta	B035	4.2	NZXT Europe	C051a	2.2
Korea Creative Content Agency	D010 E019	3.2	MetaverseME	C040 D041	3.2	O		
Korea Mobile Game Association	C043a	2.2	MFG Baden-Württemberg	C064	4.1	obleak games	B031 C040	4.1
kr3m. media	C064	4.1	Mi'pu'mi Games	C029 D038	4.1	Ocean Drive Studio	D019	2.2
Krafton	B011	4.2	MICE and Men Eventmarketing	C029 D038	4.1	Ociris	A071 D080	4.1
Kreativitas	B030 C031	3.2	Microids	C051a	2.2	Odd Dreams Digital	D050 F051	3.2
Kumagama	B020 C021	3.2	MicroProse Software	D026	2.1	Ohnsinn	B031 C040	4.1
Kwalee	C020 F039	3.2	Microsoft	A061 B060	4.2	One More Level	A020	4.1
Kybolt	D050 F051	3.2	Midow Limited	C040 D041	3.2	Open Lab	C031 D040	4.1
l			Milestone	D040	2.1	Opera Norway	D010	2.2
L33t pro services	B041 C050	4.1	Millenary Games	D050	4.1	Ophion Studios	B041 C050	4.1
La Réunion Développement	A038 B039	3.2	Mitteldeutsche Medienförderung	A051 B060	4.1	Opus Major	A031	3.2
LAB132	C064	4.1	Mixpanel	A034	2.1	OrigenWW	B041 C050	4.1
Lan-bridge Communications	E021a	2.1	mod.io	B012 C013	3.2	Original Force	B044b	2.2
LED Sound	A002	2.1	Modle Studios	D010 E019	3.2	Other Things	C020 F039	3.2
Leipziger Messe	A051 B060	4.1	Moon Rover	D050	4.1	Overwolf	C020	2.2
Leonardo Interactive	C031 D040	4.1	Moonlit Monitors	A051 B060	4.1	Ovid Works	D050 F051	3.2
LevelUp Analytics	C048a	2.2	Moore Kingston Smith	C020 F039	3.2	OVR Technology	C049	3.2
Lexar Europe	A038	2.1	Mothership Talents	A071 D080	4.1	Owlcat Games	D017 C018	2.1
Lightspeed Studios	D040	4.2	My.Games	A060	2.2	Owlchemy Labs	A048 B049	3.2
LikeCard Electronic cards trading	A027	2.2	myAppFree	C031 D040	4.1	p		
Limonello	B031 C040	4.1	Mystic Forge	A021 B030	4.1	Pacen Life Games	F010	3.2
Lingoona	A071 D080	4.1	Myth Jeux	B040	4.1	PandaBee Studios	A051 B060	4.1
Lithuanian Game Developers Association	D050 F051	3.2	n			Patterns	F040	3.2
Local Heroes Worldwide	A021 B030	4.1	N-Zone	B040	4.1	Pay3	C041	4.1
Loki Games	B041 C050	4.1	Nacon	A010 C011	2.1	Paymentwall	A014	2.2

Floor plan hall 4.2



EXHIBITORS	BOOTH	HALL
Tesura Games	B041 C050	4.1
Thailand Department of Int. Trade Promotion (DITP)	B010 C011	3.2
The Game Bakers	D050 F051	3.2
The Monk Games	B010 C011	3.2
The Pokémon Company International	C036	2.2
The Trade Group	C030	2.2
The UK Interactive Entertainment	C020 F039	3.2
Theogames	B030 C031	3.2
Thunderful Publishing	A010 C011	2.1
Tied Company	C031 D040	4.1
Tier Music	D050	4.1
Tiny Bull Studios	C031 D040	4.1
tobspr Games	A071 D080	4.1
Tohokushinsha Film	E019	2.1
toneworx	A071 D080	4.1
Toplitz Productions	C029 D038	4.1
Tractor Set Go	A041	3.2
Transformative Games	F010	3.2
Tremau	D030	2.1
Trexx	B030 C031	3.2
Tricom Studios	D050 F051	3.2
Trophy Games Development	B021 C030	4.1
True Baboons	B031 C040	4.1
Trusted Events GmbH	C046	2.2
TU Darmstadt, AG Serious Games	D060	4.1
Twirlbound BV	D050 F051	3.2
U		
U&I Entertainment	B020 C021	2.2
UAB Riotloc	A020	4.1
UberStrategist	C011	4.1
Ubisoft	B032 A039	4.2
Umlaut Games	B031 C040	4.1
United Games Entertainment	A071 D080	4.1
Universität Tübingen	C064	4.1
University of Malta Institute of Digital Games	C040 D041	3.2
Untold Games	C031 D040	4.1
Urban Games	C051a	2.2
V		
Valdus Interactive	B010 C011	3.2
Varattu Valo Games	D050	4.1
VaultN	A021 B030	4.1
Vehrs, Schnerr, Drescher, Brauer Gb	D060	4.1
Venom	A002	2.1
VestGames	D050 F051	3.2
VG Invest	C021	4.1
Video Games Europe	A030	4.1
Video Games Museum	D050 F051	3.2
Vidribute	D060	4.1
Vietnam Cullinan Electric.	E033	2.1
Violetix	C059	4.1
Virtuos Holdings	A025	2.2
Viva Games	B041 C050	4.1
Voiseed	D024	2.1

EXHIBITORS	BOOTH	HALL
Vonder Games	B010 C011	3.2
VRKiwi	D050	4.1
W		
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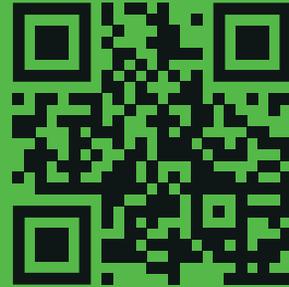


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