The official gamescom b2b magazine 22. August 2025 presented by GAMESMARKT

gamescom daily 3

Indie Games What We Think You Should Have Seen
Weekend Things to Do Beyond the Business Area
Business Area Floor Plans and Exhibitor Directory

1000+ GAMES

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XBOX

*Requires internet connection.
PC hardware requirements may vary for games on Windows 10/11.

USK ab 18

CRUCIAL CONNECTIONS

gamescom congress connects Politics & Research

Always part of gamescom, but never as big as this year: On nine stages, the academic, cultural and political conference gamescom congress brings together all ranges of life with the games industry. The gathering ran over the course of the full Thursday at the Confex Building.

For the usual three focus topics, this year's congress featured Immersion, Responsibility and Well-Being. In these three areas as well as selected political, societal and cultural other topics, more than 150 speakers shared their knowledge.

gamescom congress is especially important for the interconnection of politics and the civil society space that connects to gaming. Politicians from Germany, the EU and the UN are commonplace on the premises and discuss their policies with the people they affect. Civil actors in turn can present their advances: Crucially, the Bertelsmann Foundation's Jessica Gerke presented their notable, extensive study on gaming behaviour in Germany.

GROWTH CONTINUES

devcom 2025 Closes With New Record

The devcom developer conference has come to an end with another sales record at the Confex. From October 2025, the conference will officially be renamed gamescom dev. This year, 5,400 registered attendees attended the conference, representing over 2,500 companies from 89 countries. The numbers represent six percent growth since last year. On the expo floor, 53 exhibitors showcased their projects and services, including the popular devcom indie expo. "When we started devcom back in 2017, our goal was to create a home for all developers. Since then, this conference has grown into a truly global hub for knowledge sharing, inspiration, and connection in our industry," said Stephan Reichart, MD of game events GmbH.

CAPITAL

Branding for House of Games Berlin Unveiled

At the first House of Games Berlin Reception at gamescom, the partners behind the project unveiled the logo and branding for the new games property in the capital, which is set to open in 2026. In addition to the House of Games Berlin logo, the slogan was also unveiled, which reads: Create. Connect. Empower. According to the project managers, the claim stands for a strong, networked gaming community that works together to find innovative solutions. The overlapping shapes in the logo symbolize development and growth – reflecting the attributes that "House of Games Berlin" will bring to the games and creative technologies industry in the capital.

CREDITS KOELNMESSE, GAMESMARKT

EVENT AREA

Witcher Concert Tour Debuts at gamescom

With the first stop of their Ten Years of *The Witcher 3* Concert Tour, CD Projekt Red have rocked the Event Area in Hall 1. More than two hours of original game music led the audience through a synchronised video retelling of the game's full story including all addons. Apart from orchestra and choir, the game's composer as well as folk metal band Percival were part of the performance.

Opening and closing the concert, CD Projekt Red PR veterans Fabian Döhla and Carolin Wendt took to the stage, reminisced on ten years of the as of yet latest Witcher game and thanked the cosplay community for their engagement around the company's games.

SOUTHERN FRIENDSHIP

Baden-Württemberg and Bavaria Party Together

Bavarian Beer and Baden-Württembergian Black Forest Cake: For the second time, the two southern German federal states have brought their politicians together for an event in the gamescom business area.

Patrick Rapp, State Secretary in the Ministry of Economic Affairs, Labor, and Tourism of the State of Baden-Württemberg and Fabian Mehring, Digital Minister of Bavaria, brought culinary gifts and promised to work together for innovation in southern Germany. Both federal states feature a strong digital economy and want to cooperate to bring more companies in.

EL PRESIDENTE IS BACK

Tropico 7 is set for Release in 2026 for PC and Consoles

During gamescom, Kalypso Media and Gaming Minds announced their latest game, which is perhaps their most important to date. "With *Tropico 7*, we open a new chapter in city-building, politics, and economics – giving players more control and complexity than ever, while preserving the mischief and satire fans love," says Daniel Dumont, Studio & Creative Director. "This isn't just a sequel, it's the ultimate sandbox for would-be dictators. El Presidente would say: 'The best Tropico ever – because it's mine!'"

CREDITS GAMESMARKT, KALYPSO MEDIA

HALL 2, 3 AND 4

Snapshots From the Business Area

The business area is the most important place for trade visitors from around the world. It's where the who's who of the industry meets. Impressions from the second day of the show.

CREDITS KOELNMESSE, GAMESMARKT

TOP TEN

Impressions

From year to year the gamescom becomes more colorful. This year the individual booth layouts seem to outdo each other. Impressions from the entertainment halls.

CREDITS KOELNMESSE, GAMESMARKT

gamescom
jobs & career

WORLD OF WARCRAFT
MIDNIGHT

SNAKE EATER
GAME SCIENCE

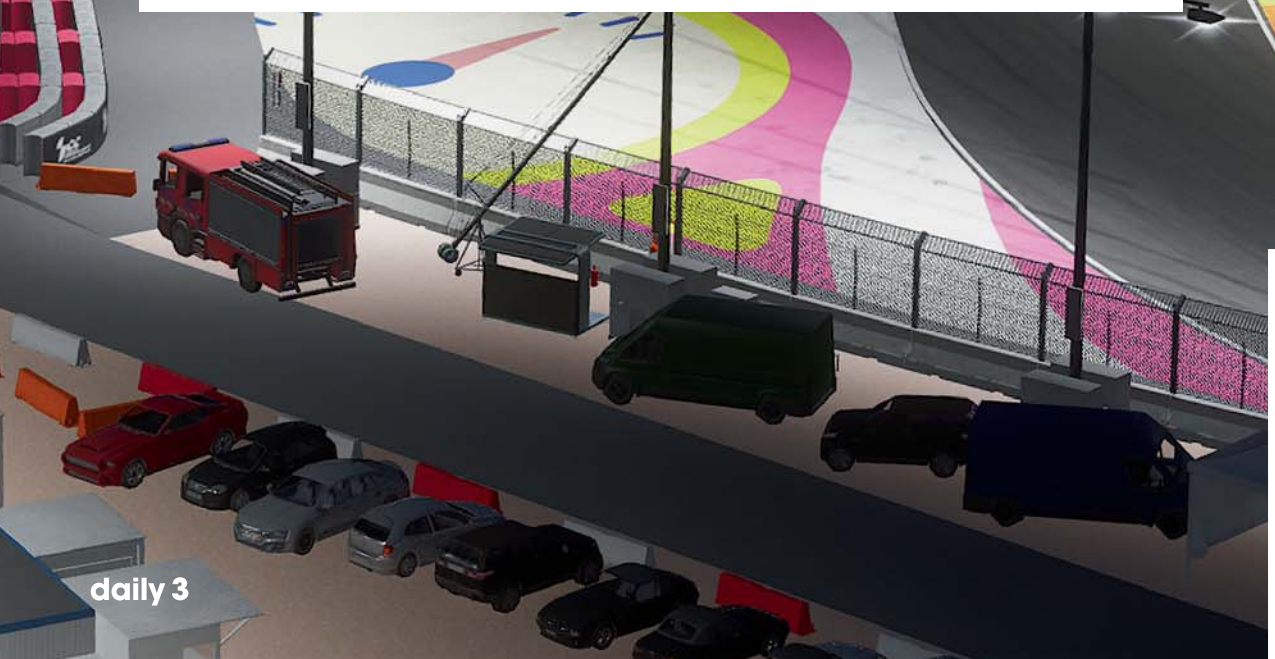
SEASON 2

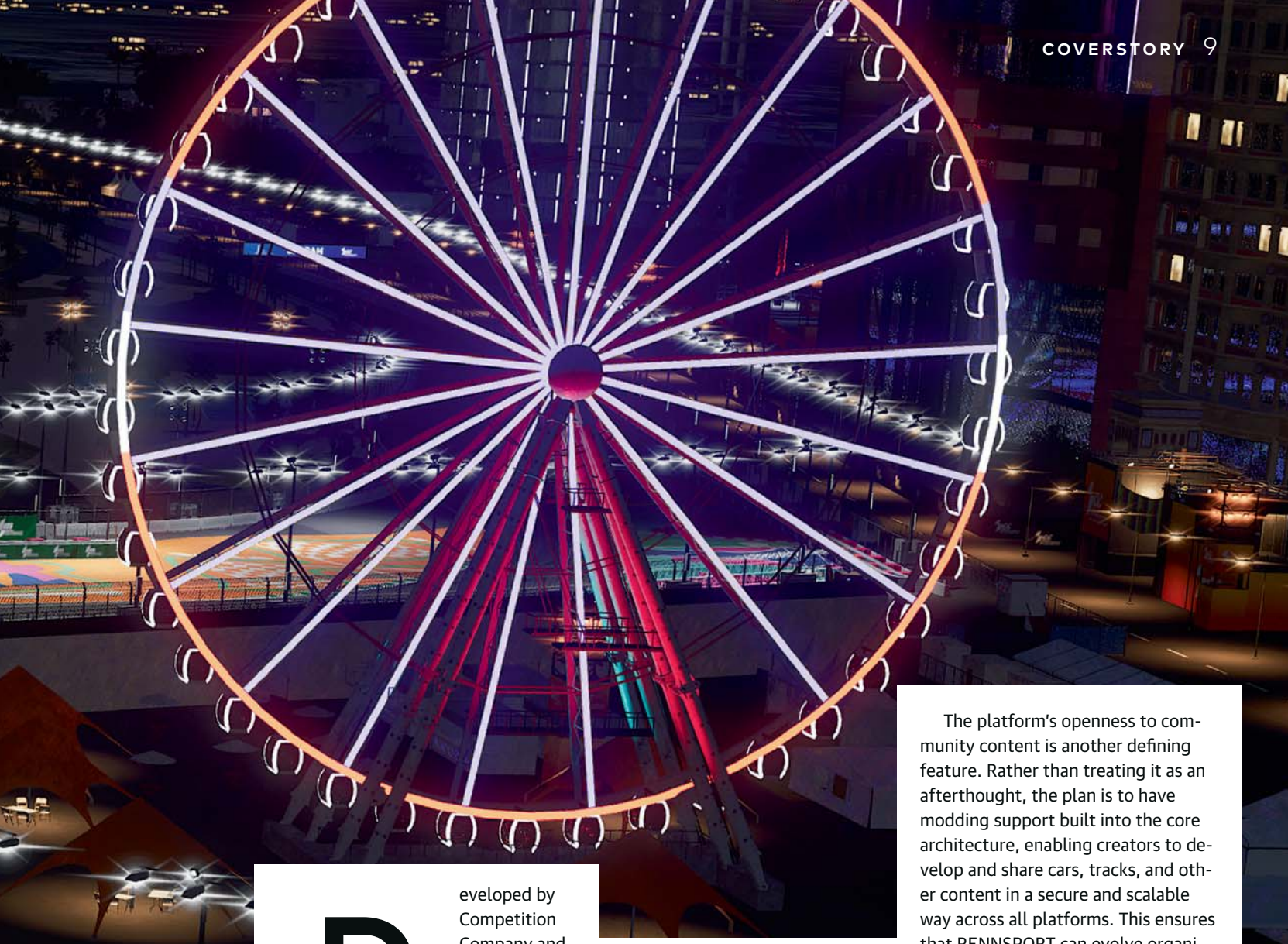
HUAWEI
AppGallery

COMPETITION COMPANY

RENNSPORT Becomes a Gamechanger in SimRacing

Competition Company at Nacon Hall 2.1 | Booth A010s





Developed by Competition Company and Teyon, RENNSPORT has been designed from the ground up as a modern racing platform, combining high-quality visuals, authentic vehicle and track reproduction, and a deeply integrated competitive ecosystem. It's a foundation built not only for players, but also for event organizers, broadcasters, and creators.

This approach has already opened major doors. For the second year running, RENNSPORT has been part of the Esports World Cup – the largest esports competition in the world, standing alongside established global titles despite still being in Early Access. The R1 championship, powered by RENNSPORT, has delivered some of the most competitive racing events on the calendar, highlighting both the depth of the driving model and the robustness of the tournament infrastructure.

Cross-platform functionality is a key pillar of RENNSPORT's development. From launch, PC, PlayStation 5, and Xbox Series X|S players will be able to compete together in the same online environment, with unified leaderboards and matchmaking. This ensures that the competitive ecosystem is not divided by platform, allowing tournaments, leagues, and community events to draw from the widest possible player base. For organizers and sponsors, it means a larger audience and a more vibrant competitive scene, without the logistical challenges of managing separate platforms.

The platform's openness to community content is another defining feature. Rather than treating it as an afterthought, the plan is to have modding support built into the core architecture, enabling creators to develop and share cars, tracks, and other content in a secure and scalable way across all platforms. This ensures that RENNSPORT can evolve organically alongside its community and adapt to new opportunities within the market of digital motorsport.

On the technical side, RENNSPORT delivers sharp, detailed visuals and consistent performance on modern hardware, creating an immersive driving experience across a range of setups. But more important than raw graphics is the underlying philosophy, to provide a platform that supports long-term growth for players of all types and professional competition.

With the full launch just around the corner in Q4 2025, RENNSPORT's trajectory is clear: a platform that is already proving itself on the world stage, built to grow with its audience, and ready to shape the future of competitive racing in the digital space.

POWER TO THE PLAYERS (AND PUBLISHERS)

How Web Shops Are Rewriting the Rules of Game

In a digital economy dominated by closed ecosystems and platform gatekeepers, the gaming industry has reached a pivotal moment where developers and publishers are increasingly rethinking how they engage with their players and monetize their content.

For years, digital distribution platforms and app stores have provided scale and infrastructure. But they've also imposed limitations on restrictive revenue-sharing models, lack of direct customer relationships, and minimal control over pricing, promotions, and player data.

The rise of the web shop, particularly those powered by Xsolla's tailored solutions, is changing that dynamic. Quietly at first, but now with undeniable momentum, game publishers are discovering that a well-executed direct-to-consumer strategy can generate more revenue, increase player engagement, and provide full control over their economy.

Redefining Monetization: From Storefront to Strategy

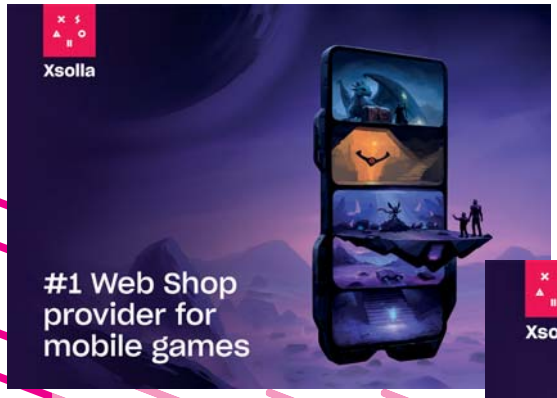
A web shop is more than just a digital storefront. It's a direct, brand-owned ecosystem where players can purchase in-game currency, subscriptions, season passes, and exclusive content — outside of traditional app stores.

For game developers, this means the ability to retain up to 30% more revenue per transaction. That margin can be reinvested in content creation, user acquisition, or player support — helping to create a healthier and more sustainable business model.

This isn't speculation. Data from 80 Level reveals that adding direct links to external web shops can lead to a 60% increase in user engagement. And it's not just the major players who benefit — mid-size studios and even indie developers are finding that a web shop provides the tools and flexibility to scale without compromising on quality or security.

Launching a direct-to-player sales platform might sound complex, but Xsolla's Web Shop solution is designed to make it seamless. Xsolla Web Shop means payments can be accepted from users worldwide through:

- **Localized payment methods** — Xsolla Web Shop offers access to over 1,000+ payment methods making it easy to accept payments from a global audience.
- **Flexible catalog setup** — Item catalogs can be created in multiple ways such as importing from a JSON file or even building manually.
- **Regional and promotional features** — Xsolla Web Shop allows for the set up of regional pricing, synchronize catalog updates and promotionals in real time via API, and launch loyalty programs alongside promotional campaigns.



Publishers and Players Can Benefit From an Improved Experience

Today's players are savvy. They value convenience, but they're also motivated by better deals, exclusive rewards, and direct relationships with the games they love.

A web shop gives publishers the independence and flexibility to design and deliver targeted campaigns, time-limited offers, and loyalty programs tailored to their audience — features that may not be available through some third-party platforms. For example, a publisher can offer 10% bonus currency for purchases made through the web shop, creating both better value for players and greater margins for the business.

More importantly, it opens a direct communication channel with players. Publishers can gather real-time feedback, offer personalized incentives, and drive long-term retention through community engagement. In a market where user acquisition costs are rising, retention is becoming the key differentiator, and web shops provide the tools to do it effectively.

Xsolla Web Shop is Designed for 2025

Xsolla's Web Shop technology is designed to scale. Whether you're an emerging mobile studio, a live service PC title, or an established publisher with global reach, the opportunity is the same: more revenue, more control, and more flexibility.

In 2025, publishers can't afford to think of monetization as a fixed path governed by external platforms. The tools now exist to diversify revenue streams, engage players directly, and reduce platform dependency, all without sacrificing the user experience.

The Xsolla web shop isn't just a product, it's a strategic pillar for the future of digital games. With Xsolla's proven infrastructure, expertise, and global reach, building and operating a web shop has never been easier.

Developers and publishers should have the freedom to own their success, which means having the freedom to control their own pricing, promotions, data, and, importantly, the player relationship. A web shop makes all of that possible.

It's time to take the next step in digital commerce. It's time to build your own web shop.

Enjoy the game.

SELECTED BOOTHS

Notable Exhibitors From Africa

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

Leti Arts (Ghana & Kenya)

Hall 10.2 | F052

Leti Arts is a pioneering game development studio, founded in 2009, and based in Ghana and Kenya. The company is renowned for its digital comics and games, which draw inspiration from African history and folklore. A notable example is the match-3 game *Africa's Legends*. The company specialises in African storytelling and promotes local creative talent. And its Afrocomix platform enables African artists to publish and monetise their work.

Studio Amanirenas (Senegal & West Africa)

Hall 10.1 | C035

Door Daan, developed by Studio Amanirenas, is a mobile fighting game and the first traditional wrestling video game developed in Senegal and West Africa. It captures the intensity and pride of Senegalese wrestling, a sport deeply rooted in the country's history and traditions. "This game is about more than just physical combat; it celebrates local heritage, highlighting courage, resilience, and strategy," said the developers.

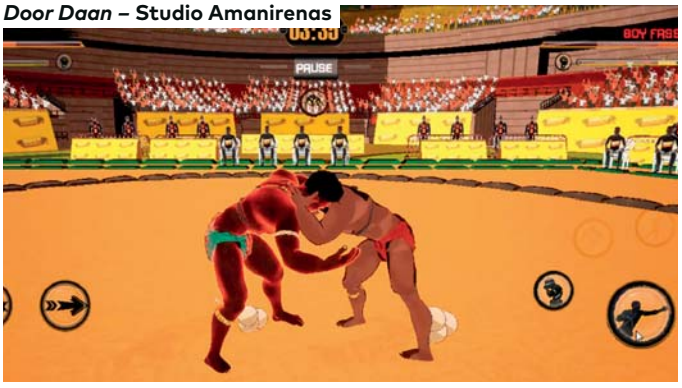
Sinister Scripts Studio (Tunisia)

Hall 4.1 | B031 C040

Established in 2023, Sinister Scripts Studios is Tunisia's first female-led indie game development studio specialising in horror and survival games. It is led by Inès Barkaoui and Rihab Bejaoui. Their game *Alienated*, which is based on the Unreal Engine, has been in development for some time and will be presented at gamescom. It will be showcased at the Swiss Games booth alongside 13 other games.

***Alienated* – Sinister Scripts Studio**

***Door Daan* – Studio Amanirenas**



***Africa's Legends* – Leti Arts**

NEW CONSOLE

Nintendo Switch 2 Makes Its gamescom Debut

Nintendo presents the Switch 2 in style. Its line-up on the show floor features a wide selection of both first- and third-party games. Hall 9.1 | A10 B09

Unsurprisingly, Nintendo's main focus at gamescom is the Nintendo Switch 2. This new console sold over six million units worldwide within seven weeks of its 5 June 2025 release. In Hall 9.1 at stand A10/B09, visitors can try out a variety of games, take part in tournaments and enjoy other activities. First-party titles include *Metroid Prime 4: Beyond — Nintendo Switch 2 Edition* (the same demo featured at the Nintendo Switch 2 Experience in Berlin), *Pokémon Legends: Z-A — Nintendo Switch 2 Edition*, *Donkey Kong Bananza*, *Mario Kart World*, *Super Mario Party Jamboree — Nintendo Switch 2 Edition + Jamboree TV*, and *Nintendo GameCube — Nintendo Classics*. A selection of games from Nintendo's publishing and development partners is available to try out on the show floor. These include *EA Sports FC 26* (Electronic Arts), *Hollow Knight: Silksong* (Team Cherry), *Hades II* (Supergiant Games), *Borderlands 4* (2K Games), *Elden Ring: Tarnished Edition* (Bandai Namco Entertainment), *Final Fantasy VII Remake: Intergrade* (Square Enix), and *Cyberpunk 2077: Ultimate Edition* (CD Projekt Red). Of particular note is the playable version of the long-awaited *Hollow Knight: Silksong*.

As well as trying out games, visitors to the Nintendo booth can enjoy many other experiences. Anyone who registers at the booth using their Nintendo Account will receive an exclusive pin and 100 Platinum Points, which can be exchanged for rewards in the My Nintendo Store. There will also be daily 'fun tournaments' for *Mario Kart World*, *Super Mario Party Jamboree — Nintendo Switch 2 Edition + Jamboree TV*, *EA Sports FC 26*, and the two Nintendo GameCube Nintendo Classics titles, *Mario Smash Football* and *F-Zero GX*. No registration is required. Fans of *Pikmin Bloom* also have something to look forward to at gamescom. As soon as they enter the exhibition, they will be presented with a Spot Challenge. And with *Kirby Air Riders* and *Hyrule Warriors: Age of Imprisonment*, Nintendo has a host of other upcoming hits in store for the holiday season.

INDEPENDENT DARLINGS

Indie Highlights @ gamescom

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

ALTERED ALMA Spain

DEVELOPER/PUBLISHER 2Awesome Studio/Critical Reflex

WHERE? Indie Arena Booth

Whether you want to beat up bad guys, find love, or just explore the beautiful cityscape, Neo Barcelona awaits in this Metroidvania with romance elements from two ex-space engineers.

SUPPLICE USA

DEVELOPER/PUBLISHER Mekworx/Hyperstrange

WHERE? Galaktus Booth

A stylish throwback shooter inspired by the mid-90s FPS glory days and the Doom modding community.

INFERIUS Canada

DEVELOPER/PUBLISHER Lucid Rain Studios/Lucid Rain Studios

WHERE? Galaktus Booth

A unique blend of Dante's Inferno and Lovecraftian horror, using first-person roguelike mechanics and Tarot card deckbuilding.

CROWDED – A CROW CITY BUILDER Austria

DEVELOPER/PUBLISHER Nestwork Games/Nestwork Games

WHERE? Indie Arena Booth

Construct vast treetop colonies, unlock advanced avian technologies, and harness the power of the wind to withstand nature's challenges.

BYTEBOND Poland

DEVELOPER/PUBLISHER DVD Unicorns/Anshar Publishing

WHERE? Galaktus Booth

An electrifying online & couch co-op puzzle game that challenges you to regain control over an infected CPU.

CHRONOCRACY
Cyprus

DEVELOPER/PUBLISHER
Regolite/Herocraft PC

WHERE? Galaktus Booth

Build a unique civilization in a flat world! Explore, extract resources, expand, and battle enemies and use your time management skills to fend off attacks.

SILICA
Czech Republic

DEVELOPER/PUBLISHER
Martin "Dram" Melichárek/
Bohemia Interactive

WHERE? Galaktus Booth

A crossover of FPS and RTS, where you take part in photorealistic battles either as humans or aliens. Lead as the commander, or join the assault from the ground.

ECHOES OF MORA Germany

DEVELOPER/PUBLISHER
Selkies Interactive/Selkies Interactive

WHERE? Home of Indies/Raw Talent

Explore a sunken village and travel through time in VR or non-VR.

HIGH TIMES Philippines

DEVELOPER/PUBLISHER
Yangyang Mobile/Yangyang Mobile

WHERE? Indie Arena Booth

A dating sim x donut-cooking hybrid where you serve mood-changing donuts to emotionally messy customers (including your exes!). It's funny, dramatic, and quirky.

DEVELOPER/PUBLISHER
Bonte Avond Studios/
offbrand games

WHERE? Indie Arena Booth

A frog-obsessed comedy adventure featuring tactical frog battles, bizarre quests and music.

BONNIE BEAR SAVES FROGTIME Netherlands

DEVELOPER/PUBLISHER
Amberbite Games/Amberbite Games

WHERE? Indie Arena Booth

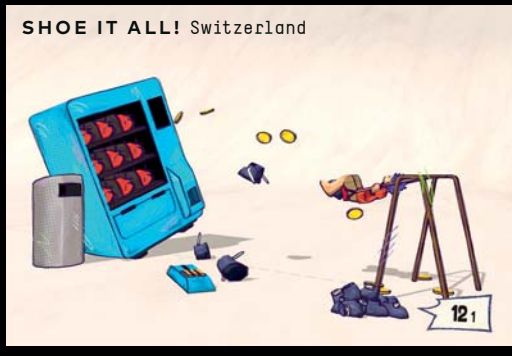
Swing, fling, and cause chaos with your shoes in this physics-based mayhem.

ARC SEED Portugal

DEVELOPER/PUBLISHER
Massive Galaxy Studios/Massive Galaxy Studios

WHERE? Indie Arena Booth

Face the interstellar Archangels in a turn-based tactical game with deckbuilding elements and destructible environment, where you pilot powerful mechs to save the Earth from destruction.



SHOE IT ALL! Switzerland

GAMESCOM BEYOND BUSINESS

The Show is not Over yet

Staying for the weekend? Business gamescom might be over, but the fair still has way more to offer. From cosplay, social events, and not least of all a city-spanning festival full of food, music, more games and engagement for democracy.

While the business area closes down on Friday, gamescom is fair from over. The entertainment area goes on the whole weekend, welcoming big crowds of gamers to try out new games, shop merchandise and gather goodies in giveaways and stage shows. If you want to experience the full gamescom experience, you'll have to visit the entertainment halls at least once.

gamescom event arena

This year located in Hall 1, the event arena includes the full programme of the gamescom social stage. On Saturday, you'll find Viva La Dirt League and Piet Smiet there, including a musical surprise guest at 7pm; on Sunday, the Prime League Offline Finale brings high-level *League of Legends* eSports.

cosplay village

The cosplay village in hall 5.1 always warants a visit, with plenty of amazing costumes walking around. But especially on Saturday, the heat is on, when at 5:00 o'clock the cosplay contest presented by Google will pit cosplayers in six categories against each other to find the best costumes of the fair. Whether you want to cheer for the participants or just enjoy the cosplays, it's worth a visit.

If it's too full or loud for you, don't worry: gamescom isn't just what's happening in the halls. On Saturday and Sunday, the gamescom city festival will conquer the Cologne outdoors as well.

gamescom city festival

gamescom city festival features well-known artists, participatory formats and DJ sets packed with serious party vibes. And once again, it's not just about the music – sociopolitical topics are also on the program.. The festival covers a huge area, from Rudolfplatz over Hohenzollernring up to Friesenplatz on the left and on Picassoplatz near the Tanzbrunnen on the right Rhine side.

Several musical main acts will pull visitors to the festival. Part of the festival is also the finale of the Arte Summer Tour, an entertainment bus full of karaoke, concerts and quiz shows. On Sunday, the city festival traditionally joins forces with the the Festival of Democracy. Under the motto "Arsch Huh für Demokratie" (that's 'Lift your ass up for Democracy', but in a Cologne dialect), the main stage at Hohenzollernring will feature music, discussions, introductions of civil society organisations and much more.

A children's programme is provided both days at the Toggo Tour stage on Picassoplatz. Various food stands, a beergarden and more in the way of culinary experiences are a given as well. They open at 14:00 o'clock and close with the last of the stage programmes. If you are still in Cologne at the weekend, don't miss the festival!

CREDIT KOELNMESSE

PC

AEROSOFT
MOVE

RELEASE DATE
15.09.2025

BE GOOD.
BE BAD.

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- Compete with other gods for influence and power
- Use mana to shape your settlements, followers, and even reality itself
- Influence your followers and control their behavior as you see fit

WWW.AEROSOFT.DE

cologne nights

event tip

After a successful gamescom, it's time to celebrate. The *Bootshaus* (Auenweg 173) is considered one of the best clubs in Germany. Famous and well-known DJs regularly play their music in the club. The *Gewölbe* (Hans-Böckler-Platz 2) is also on every EDM fan's list. The party starts with the Klubnacht, but there is also live music in the *Gewölbe*.

bootshaus.tv
gewoelbe.club

restaurant tip

The *NeoNeo* (Friesenwall 81) offers Napoli style pizzas of different dough types and allows you to assemble the entire pizza yourself. Multigrain dough pizza with pesto and provolone or Pizza Bianca with pecorino and bresaola. Everything is possible. Near the Cologne Cathedral, the *Great Wall* (Komödienstraße 37) is one of the city's best Chinese restaurants. The menu includes classics, such as Peking duck and pak choi, as well as authentic dishes, such as pig ears and frog legs.

neoneo.de
greatwallcologne.de

after-hour drink

Luxurious drinks in a great atmosphere are available at *Ona Mor* (Roonstrasse 94). The menu includes all kinds of creative blends, such as Aged Singapore Sling or Smoked Old Chocolate. High-quality and exotic drinks are available at *Toddy Tapper* (Schlingstraße 27). It's worth talking to the bartenders, as they also prepare drinks that aren't on the menu but are just as high-quality as the rest of the range.

onamor.de
toddytapperbar.de

Ona Mor

must see

Art and dinosaurs can be found in the most interesting museums, but the most delicious exhibition can be found in the *Chocolate Museum* (Am Schokoladenmuseum 1a). You can not only learn how the cocoa bean becomes chocolate, but also participate in tastings and eat a lot of chocolate, where wine is also offered.

schokoladenmuseum.de

PHOTO ABOVE KOELNMESSE

PRR Plano de Recuperação e Resiliência

REPÚBLICA PORTUGUESA

Financiado pela União Europeia NextGenerationEU

eGamesLab PT

Portugal is launching four world-class Gaming Hubs in **Funchal**, **Lisbon**, **Évora**, and **Angra do Heroísmo**, offering state-of-the-art infrastructure, highly skilled talent, and international connectivity. In Madeira, all of this is amplified by a unique creative ecosystem, competitive incentives, and an unmatched quality of life that inspires teams and accelerates business success.

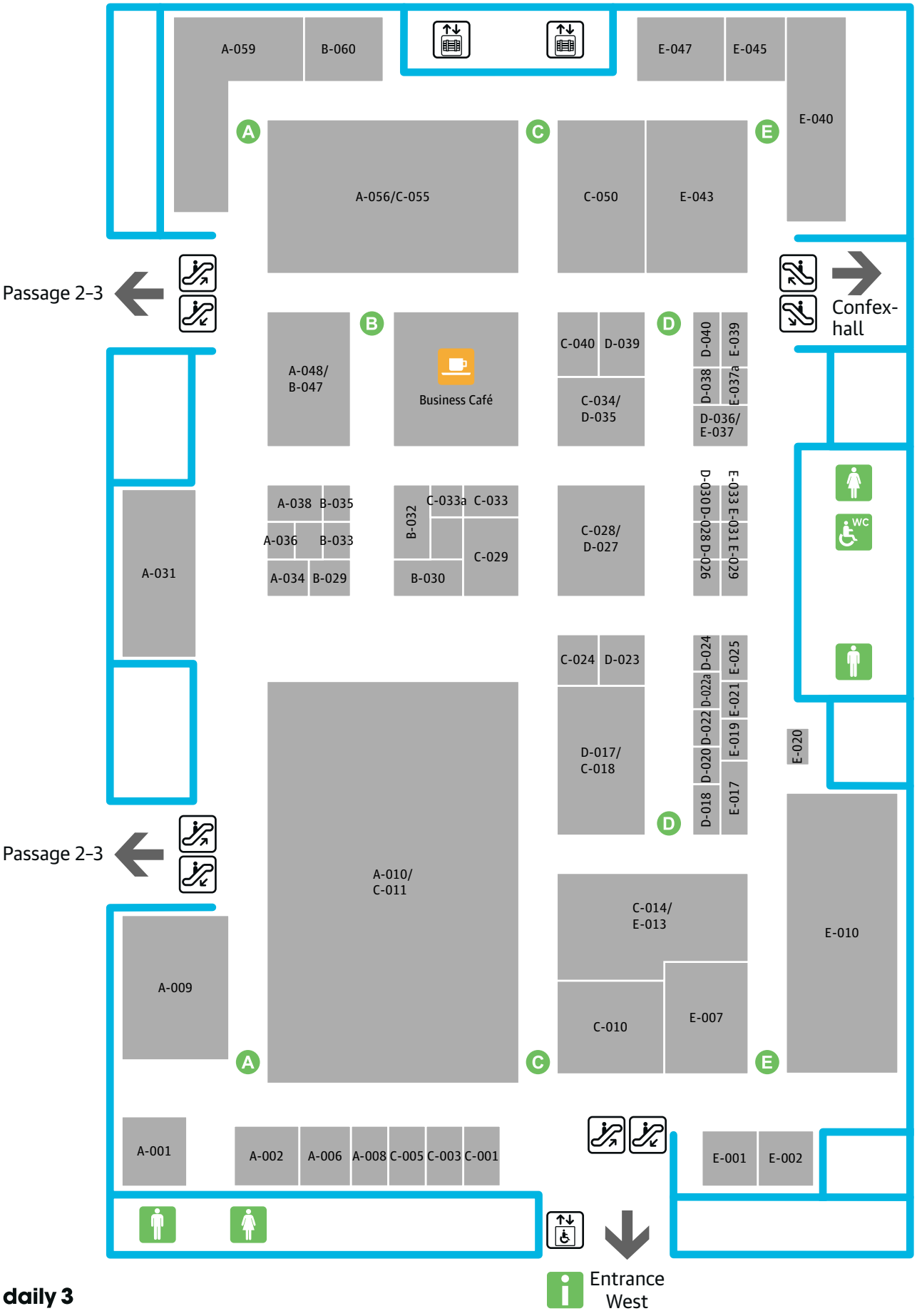
Funchal - Funchal is the capital of Madeira Island who offers one of the lowest corporate tax rates within the European Union, very competitive operational costs, availability of qualified professionals as well as top-rated digital infrastructures.

Lisboa — Lisbon is Portugal's vibrant capital, offering a dynamic business ecosystem, access to a highly skilled and multilingual workforce, strong international connectivity, and a thriving tech and innovation scene supported by world-class research institutions.

Évora — Évora, a UNESCO World Heritage city in the heart of Alentejo, combines rich cultural heritage with modern business facilities, competitive operational costs, and a growing reputation as a hub for science, technology, and sustainable innovation.

Angra do Heroísmo — Angra do Heroísmo, a UNESCO World Heritage city in the Azores, offers strategic transatlantic positioning, attractive fiscal incentives, competitive living and operational costs, and a supportive environment for innovation and creative industries.

Floor plan hall 2.1

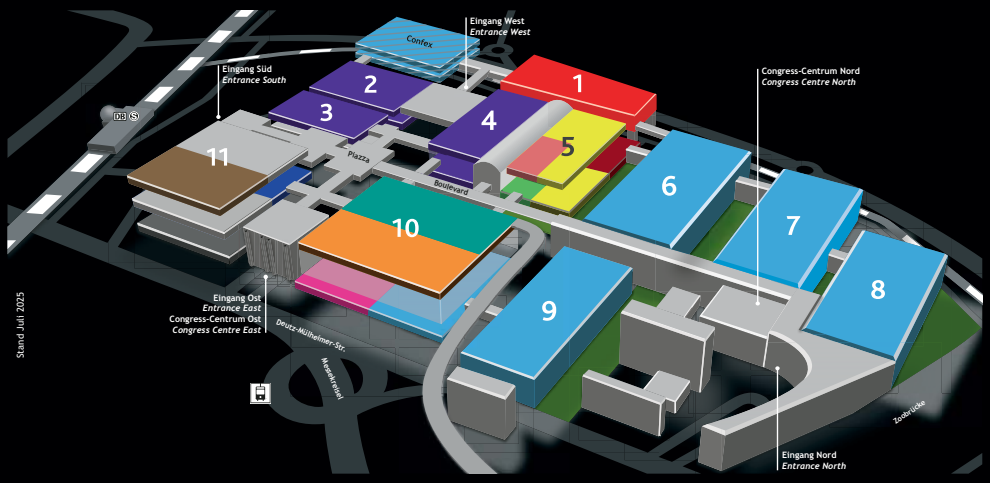


Good to know

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.

gamescom KÖLN | COLOGNE, 20.-24.08.2025
HALL ALLOCATION

gamescom Opening Night Live
19.08.2025



- business area
- entertainment area
- retro & family area
- cosplay village
- cards & boards area
- event arena
- indie area
- merchandise area
- artist area
- outdoor area
- campus area
- signing area
- devcom / congress / invest circle (Eingang gamescom ONL / Entrance gamescom ONL)
- creator co-working space Zutritt nur mit Akkreditierung / Admission with accreditation only

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

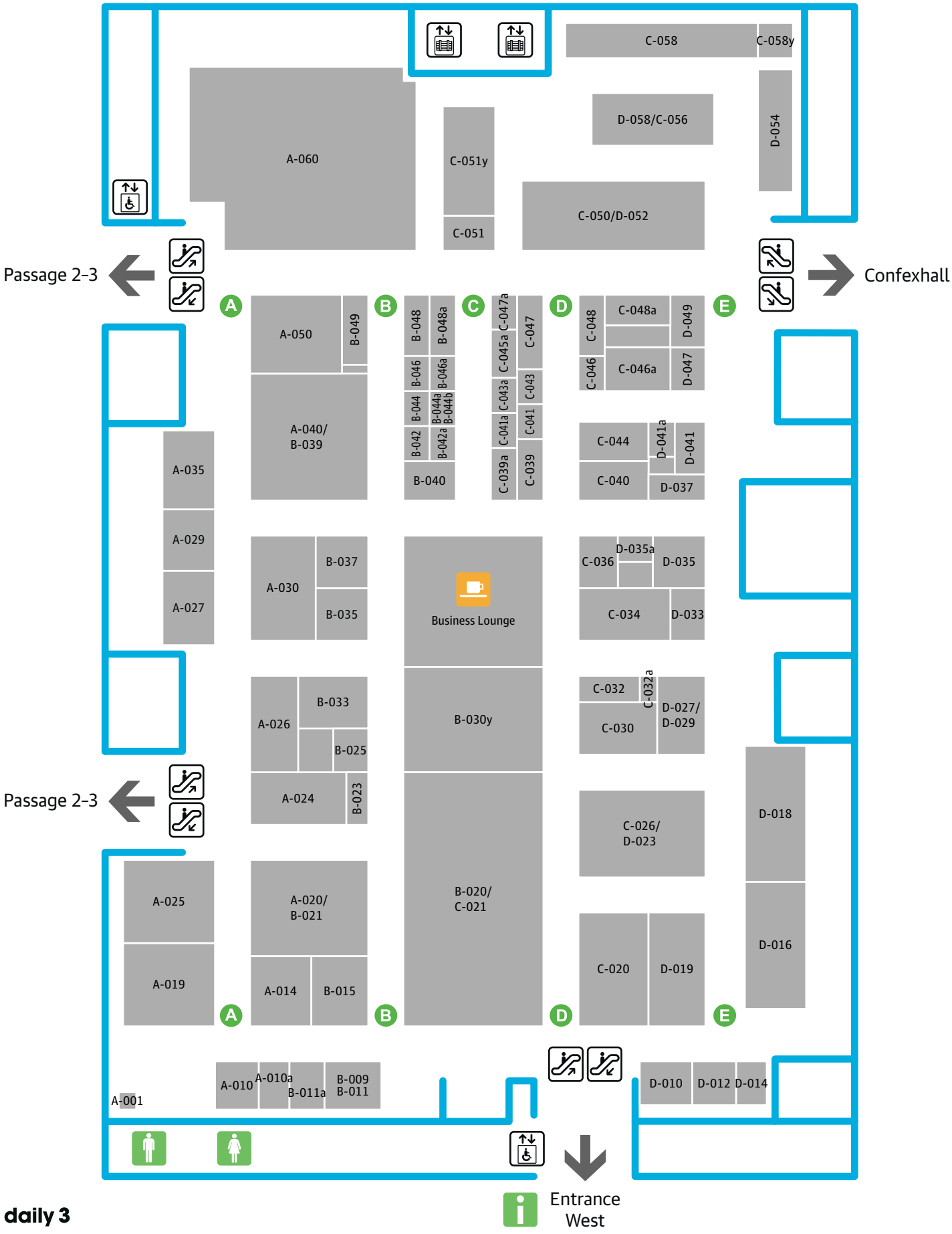
	20.08.	21.08.	22.08.	23.08.	24.08.
Business area					
Exhibitor	7:00 a.m.– 8:00 p.m.	7:00 a.m.– 9:00 p.m.	7:00 a.m.– 9:00 p.m.	closed	closed
Trade visitors	9:00 a.m.– 7:00 p.m.	9:00 a.m.– 8:00 p.m.	9:00 a.m.– 8:00 p.m.	closed	closed
Entertainment area					
Exhibitor	7:00 a.m.– 8:00 p.m.	7:00 a.m.– 9:00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

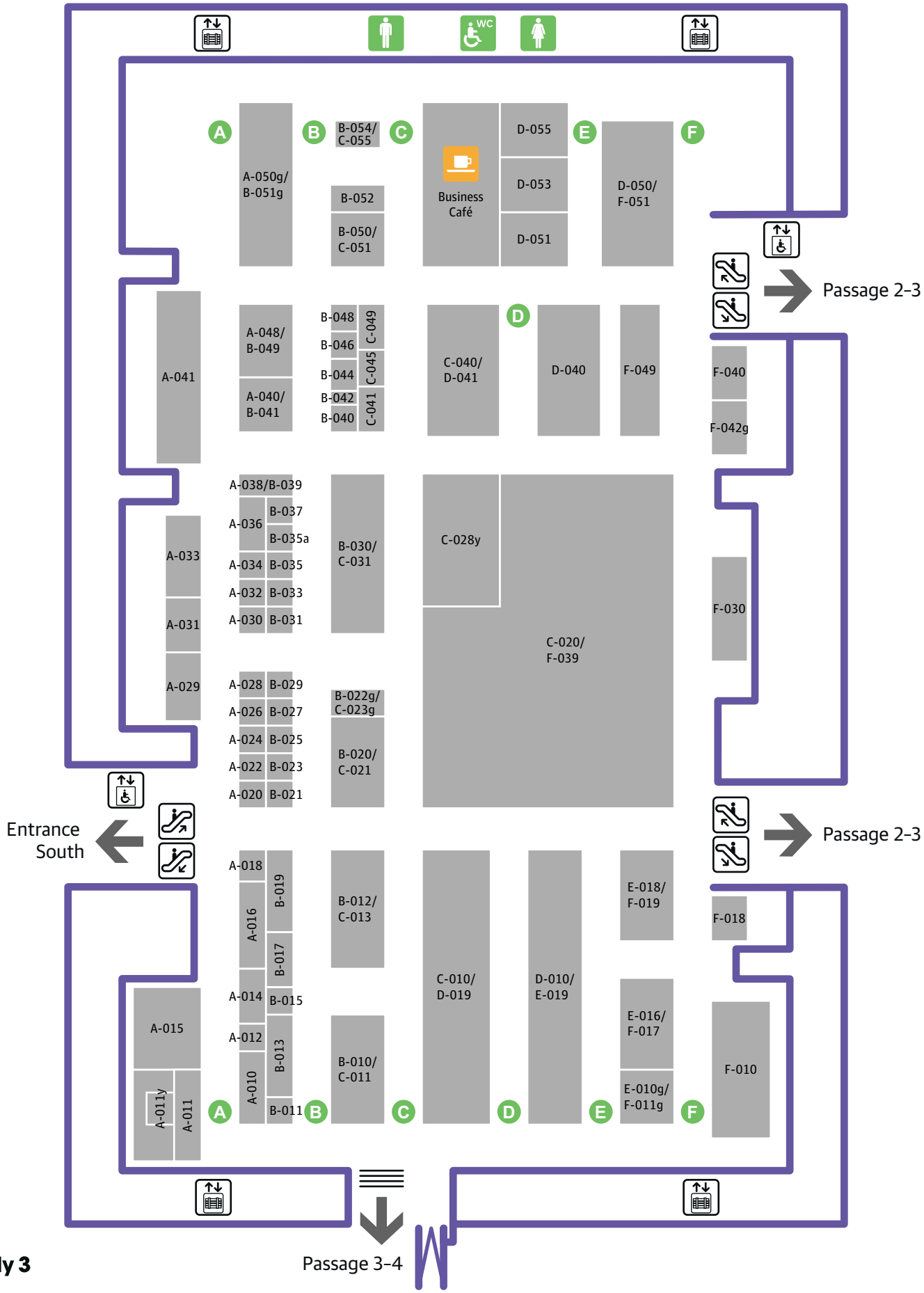


EXHIBITORS	BOOTH	HALL
Altagram	A071 D080	4.1
Altim Consulting	A041	3.2
Amazon Web Services	C011	4.1
Amber Studio	A041	3.2
Amberbite	B031 C040	4.1
AMC RO Studio	A041	3.2
Amiqus	C020 F039	3.2
AMS Neue Medien	A010 C011	2.1
Animation Vertigo	F018	3.2
Ansible PR & Comms	C020 F039	3.2
Anvil Studios Limited	C040 D041	3.2
Aoca Game Lab	B030 C031	3.2
AOne Games SpA	A029	3.2
Apoapsis Game Laboratories	D050	4.1
Apogee Entertainment	B054 C055	3.2
Appcharge	A026	2.2
ARC System Works Europe	B020 C021	2.2
Arctic Game	D050	4.1
Arena Technologies (Vietnam)	D035	2.2
Argentum Studio	D050	4.1
Art Up International	B029	2.1
Arte	B023	3.2
Arvore Immersive Games	B030 C031	3.2
Asetek Danmark	A010 C011	2.1
ASIVI	B041 C050	4.1
astragon Entertainment	B010 A011	4.2
Atari	A024	4.2
attract mode	C011	4.1
Aucritas	C031 D040	4.1
Audiokinetic	E018 F019	3.2
AWA	F040	3.2
Axon Park Malta	C040 D041	3.2
Ayming	A032	3.2
Azerion	A021 B030	4.1
b		
B.REX	C064	4.1
B'GAME incubator	A021 B030	4.1
baby club	B010	4.1
Balancing Monkey Games Limited	F010	3.2
Bandai Namco Entertainment Germany	B028 A021	4.2
Bätz, Bischoff, Müller & Schöppach Traveller's Box	A051 B060	4.1
Beamable	B030	2.1
BECUZUS	D010 E019	3.2
BePex	C010 D019	3.2
Big Adventure	F010	3.2
Big Games Machine	C020 F039	3.2
Bigpoint	A071 D080	4.1
Bilibili HK	A010 C011	2.1
Bionic Ape	B041 C050	4.1
Birdisland	D050 F051	3.2
Birungi Studio	A021 B030	4.1
Bisuala Design	B041 C050	4.1
Bit Cake Studio	B030 C031	3.2
Bit Egg	B010 C011	3.2
bit ManiaX di Verrua Giuseppe	C031 D040	4.1
bitaggregat	A051 B060	4.1
Bitfire Games	B021 C030	4.1
Black Soup	C063 D078	4.1
BlackMill Games	A021 B030	4.1

EXHIBITORS	BOOTH	HALL
Blacknut Cloud Gaming	B037	3.2
Blade Representaciones	B041 C050	4.1
Blockchain Game Alliance	D012	2.2
Bloober Team	D016	2.2
bloomgeist	A051 B060	4.1
Blossom Seeker	C064	4.1
Boden Game Incubator	D050	4.1
Bohemia Interactive	D018	2.2
Bologna Children's Book Fair	C031 D040	4.1
Bolt Production International	A010 C011	2.1
Bongfish	C029 D038	4.1
Bonus Stage Oy	D050	4.1
Brave Squad Games Studio	B041 C050	4.1
Breach	D050 F051	3.2
Brehm & v. Moers	C063 D078	4.1
Bright Market	B049	2.2
Brocap Studio	D050 F051	3.2
Broken Arms Games	C031 D040	4.1
Brunch Studio	B035a	3.2
btf productions	A071 D080	4.1
Bugblio Studio	B010 C011	3.2
Buldozer Production	D050 F051	3.2
BUMP	A022	3.2
Bundesministerium für Wirtschaft und Energie	B056 B063	4.1
Business France Marseille Agence comptable	A018	3.2
Business Oulu	D050	4.1
Business Spain Grecyt	B041 C050	4.1
Busy Beaver Studio	B020 C021	3.2
ByteRockers' Games	A071 D080	4.1
c		
Caboodle Games	A021 B030	4.1
Capcom Entertainment Germany	A050	4.2
Capsule Studio	B029	3.2
Cass Bay Games	F010	3.2
Catalan Institute f. Cultural Comp Catalan Arts Digital Culture	B050 A041	4.1
Centurion Developments	D026	2.1
CerebralFix	F010	3.2
CGDA	D030	4.1
Chaosmonger Studio	D050	4.1
Chase a Cloud	D050 F051	3.2
Chat3D	A028	3.2
CheeseBerries	F010	3.2
Chengdu Junyun Technology	E031	2.1
Chop Chop Games	B021 C030	4.1
Chronicler Software Corporation	B046	3.2
CinderCat Games	B021 C030	4.1
City of Rotterdam	A021 B030	4.1
Clap Clap Games	B030 C031	3.2
ClockStone Softwareentwicklung	C029 D038	4.1
Cloudflare Germany	C034	2.2
CNC (Game France)	A012	3.2
Code Wizards Group	C020 F039	3.2
coherence Filial	C011 D050	4.1
Cohop Games	C029 D038	4.1
Com2uS Platform	A036	2.1
Cooling Sp.	D047	2.2
Corsair	A035	2.2
Cosmocover	A010	4.2

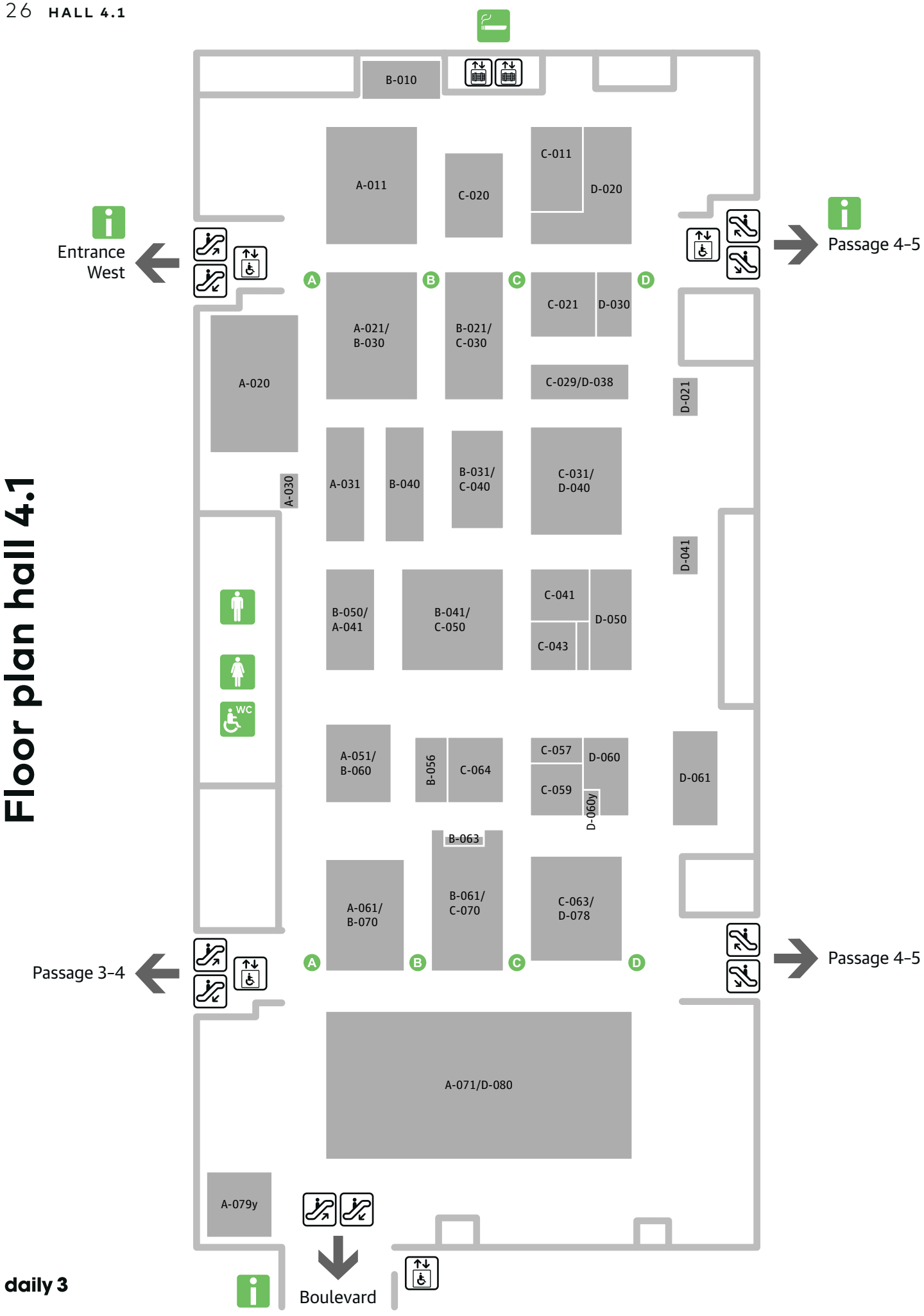
EXHIBITORS	BOOTH	HALL
Coutts & Co	C020 F039	3.2
Creative Europe MEDIA	D050 F051	3.2
Crusoe.ai	D033	2.2
Cupboard Games	C020 F039	3.2
cView Studios Limited	C040 D041	3.2
Cyan Heart Studio	B030 C031	3.2
Cyber Sail	D050 F051	3.2
Cyber Temple Games	A020	4.1
Cygames Europe	B020 C021	2.2
Cypronia	C043	4.1
Czech Ministry of Industry and Trad	C021	4.1
d		
DACS Laboratories	A071 D080	4.1
Daedalic Entertainment	A071 D080	4.1
Darron Coates (Smallhousegames)	D050 F051	3.2
Dead Astronauts	D050	4.1
Dead Teapot Limited	F010	3.2
Decemberborn Interactive	D050	4.1
Defold Foundation	D050	4.1
Department of Trade and Industry	F018	3.2
designmatic	D050 F051	3.2
Deviant Legal	A021 B030	4.1
Digital Happiness	B020 C021	3.2
Digital Innovative Design & Technol Center	B010 C011	3.2
Digital	C043	4.1
Digital Virgo	A024	3.2
Dirección General de Promoción de Exportaciones	A029	3.2
Disc 2 Games	F010	3.2
Discord	C048	2.2
Divertissements Gameloft	E018 F019	3.2
Doc Creativity Società Cooperativa Power Up Publishing	C031 D040	4.1
Dogfight Club	D050 F051	3.2
Don't Nod	A033	3.2
Dragon Snacks Games	B048	3.2
Drakhar Studio	B041 C050	4.1
Draw & Code Malta	C040 D041	3.2
DreamGEAR	C001	2.1
Dreamloop Games Oy	D050 F051	3.2
Dreams of heaven	A029	3.2
DRUID Creative	B030 C031	3.2
Dubai Culture and Arts Authority	A011	4.1
Dubai Films and Games Commission	A011	4.1
Dubai Future Foundation	A011	4.1
Dubai Multi Commodities Center	A011	4.1
Dutch Games Association	A021 B030	4.1
e		
EC Innovations	C005	2.1
Edgegap	E018 F019	3.2
Einfach Genial	C059	4.1
EintrachtTech	D060	4.1
Elysium Game Studio	A071 D080	4.1
Embassy of the Republic of Indonesia	B020 C021	3.2
Encircle Games	D050	4.1
Envision Entertainment	A071 D080	4.1
EPAM Systems	A021 B030	4.1
Epic Games Commerce	D033	4.2

Floor plan hall 3.2



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

Floor plan hall 4.1



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

Floor plan hall 4.2

EXHIBITORS	BOOTH	HALL
Paysafe Holdings	A024	2.2
PepperStones	C010 D019	3.2
Perfect Sound	B041 C050	4.1
Petit Fabrik	B030 C031	3.2
PGDA Pioneers of Game Developers	C029 D038	4.1
Pico Immersive	A010 C011	2.1
Piece of Cake Studios	A034	3.2
Pixel Audio Inc.	E018 F019	3.2
Pixel Helix Ltd	C020 F039	3.2
Pixelated Milk	D050 F051	3.2
PixelsDesign	C031 D040	4.1
Pixminds Distribution	D037	2.2
Placeholder Gameworks	D050	4.1
Plaid Games	B031 C040	4.1
Plaion	B041 D050	4.2
PlanetPlay	C020 F039	3.2
Play on Words Studios	C040 D041	3.2
Playdead	B021 C030	4.1
Playdigious	B015	3.2
Player One Consulting	C020 F039	3.2
Playful Rebels	D050	4.1
PlayInsight Studios	A051 B060	4.1
Playruo	A020	3.2
Playseat	C024	2.1
Playstack	C020 F039	3.2
playzo	D060	4.1
Pley	B025	2.2
Plug in Digital	C011	4.1
PNY Technologies Quadro	D036 E037	2.1
Poki	A021 B030	4.1
Polygon Valley	B040	4.1
Pong.Li Studios	C064	4.1
PQube	C020 F039	3.2
Productora Audiovisual Ulpo Media	A029	3.2
Proxima Beta	D068 B061	4.2
Psychic Games	D050 F051	3.2
PT Agate International	B020 C021	3.2
PT Buana Media	C033	2.1
Push Start Sud	A014	3.2
q		
Quantic Lab UK	C020 F039	3.2
Quantumfrog	C059	4.1
Qubi Sphere Alexandra Rupp & Marie Ronniger	A051 B060	4.1
r		
Rabcat Computer Graphics	C029 D038	4.1
Rain AS	D050	4.1
Ranida	F018	3.2
Rarebyte	C029 D038	4.1
Rat King Entertainment	A051 B060	4.1
Rave.space	C063 D078	4.1
Raw Fury	C010	2.1
Raw Power Games	B021 C030	4.1
Razer (Europe)	B020 C021	2.2
Red Art Games	B013	3.2
Red Hog Studio srl	D050 F051	3.2
Red Hog Studio srl	C031 D040	4.1
Red Stage Entertainment	D050 F051	3.2
Red Thread Games	D050	4.1
Red Throne Studio	B041 C050	4.1
Red Twig Game Studio	B030 C031	3.2
Reddit	B056	4.2
Redox/Redox Interactive	D050 F051	3.2
ReedPop	C020 F039	3.2
Reforged Studios	C040 D041	3.2
reignite games	C029 D038	4.1
remote control productions	A071 D080	4.1
Reseau Local	B027	3.2
Retro Cloud Studios	A041	3.2
Revera	C031 D040	4.1
Revolution Software.	C020 F039	3.2
Rhea Games	D050	4.1
Riddlebit	D050 F051	3.2
Rising Pixel	B041 C050	4.1
Rizero Studios	B020 C021	3.2
roborodent	C029 D038	4.1
Rockets Audio	B030 C031	3.2
rokaplay	D060	4.1
Rokky Limited UK	C020 F039	3.2
Rolldbox Games	B041 C050	4.1
Romanian Game Developers Association – RGDA	A041	3.2
Roomtone	C010 D019	3.2
RotxBlau	A051 B060	4.1
RSM UK	C020 F039	3.2
Rulefactory	B031 C040	4.1
Runoi Games	D050	4.1
S		
S K T Information Technology	A008	2.1
Saber Interactive	B020 C021	2.2
SAGE: South Australian Game Exhibition	B012 C013	3.2
Sanuk Games	B010 C011	3.2
Savannah Entertainment	D050 F051	3.2
Savegame	B030 C031	3.2
Savvy Games Group	D051	4.2
Scanavo Europe	D027 D029	2.2
Schenker Technologies	A051 B060	4.1
Second Stage	A071 D080	4.1
Secret Mode	C020 F039	3.2
SelectaVisión	B041 C050	4.1
Sensor Tower	B046a	2.2
Sentient Infotech	D022a	2.1
Seoul Digitech HighSchool	C010 D019	3.2
Separuh Interactive	B020 C021	3.2
Serbian Games Association	A011	3.2
servers.com	A040 B039	2.2
Services Export Promotion Council	C041	4.1
Set Snail	B021 C030	4.1
Sharkbomb Studios	D050 F051	3.2
Sharkmob	D068 B061	4.2
Shenzhen Association of Trade	F049	3.2
Shiro Games	B050 C051	3.2
Shochiku	C011	4.1
Shueisha Games	C051a	2.2
Side International UK	E001	2.1
Silent Solutions	D022	2.1
Silicon Souls	B031 C040	4.1
Silver Legend	D050	4.1
Silver Lining Interactive	C020 F039	3.2
Simuverse	C029 D038	4.1
Sindex	D050 F051	3.2
Sinister scripts studio	B031 C040	4.1
Skeldal Immersive	C021	4.1
Skeleton Crew	C020 F039	3.2
Skillsearch	C020 F039	3.2
Slab	B020 C021	3.2
Slap-Bang! Digital	C020 F039	3.2
Slovak Game Developers Association	C043	4.1
Slovian Games Studio	D050 F051	3.2
Smartie Pants	D050 F051	3.2
SMS Fulfillment Solutions	C029 D038	4.1
SnoopGame	B042a	2.2
Snow Leaf Studios	D050 F051	3.2
Snowcastle Games	D050	4.1
SO Games	A036	3.2
Sociedad Canaria de Fomento Económico	B041 C050	4.1
Solutions 2 GO	A010 C011	2.1
Soulven	D060	4.1
South West Vision	B020 C021	2.2
Spaghetti-Code Softworks	A051 B060	4.1
Spielfabrique	B011 D050 F051	3.2
Sporty Software	C020 F039	3.2
Squadx	B010 C011	3.2
Square Enix	B028 A021	4.2
Stadt Leipzig.	A051 B060	4.1
Steel Media	C041	2.2
Stepheight	A051 B060	4.1
stillalive studios	C029 D038	4.1
Stormcloak	F010	3.2
Stream Hatchet	D049	2.2
Streamforge	E018 F019	3.2
strobetano	B031 C040	4.1
Struct9	C043	4.1
SudAnim	B017	3.2
Sumo Digital	A048 B047	2.1
Supermassive Games	A010 C011	2.1
SuperScale	C043	4.1
Swedish Game Industry Association	D050	4.1
Swipe Right	C020 F039	3.2
SwissGames/Pro Helvetia	B031 C040	4.1
t		
Take-Two Interactive	C011 D018	4.2
Tambù	C031 D040	4.1
Tassei Denki	A010 C011	2.1
TEA – Top Entertainment Agency	B041 C050	4.1
Team Vivat	D050 F051	3.2
Team17 Digital	B010 A011	4.2
Techland	D068 B061	4.2
Technobel	B040	4.1
Tellmewow Studios	B041 C050	4.1
Templar Media	A040 B041	3.2
Tencent Games	B065	4.2
Terahype	C021	4.1
Terra Localizations	B041 C050	4.1
Terragami Interactive	D050 F051	3.2
Terragami Interactive	C029 D038	4.1
Tessera Studios	D050 F051	3.2

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
Tricoman 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
Vonder Games	B010 C011	3.2
VRKiwi	D050	4.1
w		
Wallonia Games Association WALGA	B040	4.1
Wallonia Trade & Investment Agency (AWEX)	B040	4.1
Wanderweg Games Forberg & Forberg	A051 B060	4.1
Wargaming Group	C026 D023	2.2
Warner Bros Entertainment	B041 D050	4.2
We Re Buff Studio	B010 C011	3.2
Web Media Publishing	A071 D080	4.1
Webcore Games	B030 C031	3.2
WeMaven Language Services	C003	2.1
Werkmeister Media	C051a	2.2
Whimsical Wolff Games	B031 C040	4.1
White Balance Pictures	F010	3.2
Wicked Art Games	F010	3.2
Wield VR	D050	4.1
Wild and Sweet	D050 F051	3.2
Wildboy Studios	F010	3.2
WINGS	D050 F051	3.2
Wired Productions	C020 F039	3.2
Wirtschaftsförderung Brandenburg	C063 D078	4.1
Wirtschaftsförderung Sachsen	A051 B060	4.1
Wirtschaftskammer OE Messebereich	C029 D038	4.1
Wise Monkey Entertainment.	C020 F039	3.2
Wizards of the Coast	C020 F039	3.2
Wolcen Studio	D017 C018	2.1
Women in Games International	D053	3.2
World Pro Racing	C040 D041	3.2
Worldpay (UK)	B048	2.2
x		
Xdrive Mobilya Sanayi ve Ticret	D018	2.1
Xsolla (USA)	A030	2.2
y		
Yaga Studio	D050 F051	3.2
Yellow Panda	B030 C031	3.2
Yggdrazil Group Public	B010 C011	3.2
YourMom	B030 C031	3.2
Yrs Truly	C020 F039	3.2
Yudiz Solutions	C041	4.1
YuzuPulse	D050 F051	3.2
yym entertainment	F018	3.2
z		
Zamarkand	D050 F051	3.2
ZamZam Distribution	C020 F039	3.2
Zeitland media & games	C064	4.1
Zenimax Germany	A071 D080	4.1
Zeppelin Studio	C029 D038	4.1
Zero Fraction Studios	B041 C050	4.1
Zhejiang Times International Exhibition & Services	D040	3.2

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