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Assassin's Creed Shadows

The franchise's next blockbuster takes the series to a highly anticipated setting - feudal Japan

WHERE?

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Dear Readers:

Last year's gamescom was great. But this year it's going to be even better. Even before the first day of the trade fair, it was clear that gamescom 2024 would be able to celebrate a new exhibitor record and that the proportion of international exhibitors would continue to rise. gamescom has increasingly become the heart of not just the German or European games industry, but the global games industry. And thanks to digital formats such as gamescom epix or the gamescom Opening Night Live, gamescom is also a great show for gamers from all over the world to find out about all the trends, news and products for the world's best form of entertainment.

As a B2B magazine, we at GamesMarkt naturally focus on the business side of gamescom since more than 20 years. We are therefore delighted to be able to offer you the gamescom daily again this year. Here, you will find the latest news, impressions from the business and entertainment areas, studios and companies worth visiting, tips for the evening and much more. And of course, we hope that the hall plan in the service section will help you find your next appointment in the business area quickly.

My team and I are looking forward to the next few days and wish you successful business talks, interesting contacts and a great time. If you have any news that you would like us to publish on gamescomDaily, please let us know. You can reach us by email (redaktion@gamesmarkt.de) or just talk to me when you meet me in the business area.

And finally, a little self-promotion: Since March, GamesMarkt has been covering the games markets in Germany, Switzerland and Austria entirely in English. So if you're interested in this industry, take a look at our news page and sign up for our free newsletter. Best regards

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

Stephan Steininger



ORGANISING GAME WORKERS

Six Demands From Ver.di

With the support of Germany's second-largest union, ver.di, the group Game Devs Round Table has published six demands for a better games industry: Improved salaries, collective agreements, full control over overtime, gender equality and harassment protection, transparent contract standards and involvement in the company decision-making process. The group, spearheaded by three game devs, believes that those demands address structural problems that only a collective solution can end. While the demand for stronger worker protections has been part of German games workers' needs for years, the recent mass layoffs and an employer-driven job market, weakening the position of employees, has given the final spark for the collective to organise their demands. While the internationality of games corporations may pose a challenge for the unionization efforts, the group says that Germany is a good place to start because of the comparably strong worker's laws and existing infrastructure of Worker's Councils. Ver.di and its international associates are supporting the idea.

ALLYANCE AND FLOW:FWD

GetHero Formed

Webedia has merged its two influencer agencies in Germany, allyance and flow:fwd, into one: GetHero. It will now encompass the 22 people working in Hamburg and Berlin, led by the former flow:fwd CEO Tim Krause-Murroni. The brand GetHero isn't new; Webedia has used it in Poland for about ten years. The Polish and German sisters agencies will remain independent.



GAMESCOM GOES GREEN

New Initiatives for 2024

This year gamescom is getting a bid greener again. The organisers announced a series of new measures at the start of the fair. For example, there will be an increased focus on reusable rental furniture and reduced use of disposable materials. Together with Treemer, the gamescom forest project in the Bayreuth area will be pushed forward. In a pioneering project that is unique in Germany, Koelnmesse and E.ON are converting the fossil-fired central energy supply on the trade fair grounds to an intelligently networked, fossil-free overall system, not only for gamescom but for the entire trade fair grounds.

INDEPENDENT GAMES

Devcom Indie Awards 2024

The Speaker & VIP Networking Dinner on Sunday marked the real start of the #ddc2024 conference activities. The first awards of the devcom and gamescom week were presented at this evening event in the historic Wolkenburg. The awards were presented in four categories: Dungeons of Dreadrock, The Dead King's Secret by Christoph Minnameier from Germany won the Mobile Marvels category. SWAP/MEAT by One More Game from the US wins Creative Overkill, Graphics Galore goes to Bahamut and the Waqwaq Tree from Starvania, Saudi Arabia. The Blockbuster Award is won by Zombie Rollerz: The Last Ship - Zing Games, USA. From a pool of 270+ submissions, 35 outstanding projects were selected, with 20 showcased onsite and 15 at the virtual expo.

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CONFERENCE

Devcom Makes its Debut at Confex



For the first time, **devcom** took place in the brand new **Confex** building at Koelnmesse, with more **room** for **exhibitors**, **speakers**, and **topics**.



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ize does matter. Over the past few years, devcom has gradually reached the limits of its ca-

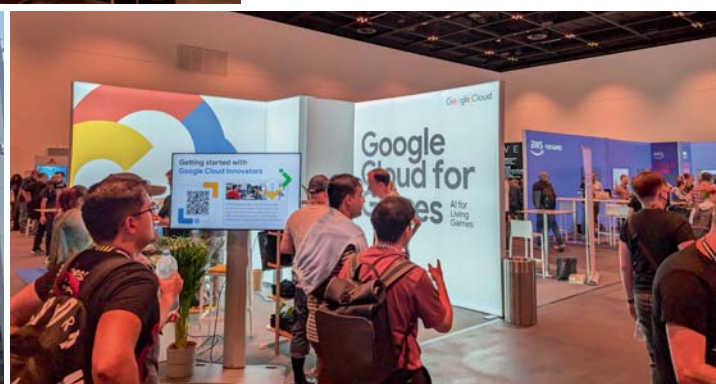
capacity at the Congress-Centrum Ost Koelnmesse, which is why Europe's largest game developer event is taking place for the first time in the newly built Confex, conveniently located next to Hall 2 and the West and South Entrances of Koelnmesse. As soon as you enter the building, you realise that capacity problems are a thing of the past, which is particularly beneficial for the exhibitors, who have much more room – especially as they are no longer squeezed into the floor between the large conference rooms. The main hall housed a workshop area, the keynote stage, exhibitor booths, a North Rhine-Westphalia in-

die games area, the speakers' lounge and the main stage. The other stages were scattered around the first and second floors – and yes, there were crowds and queues as speakers and audiences changed. That familiar devcom feeling returned, even though everything was much bigger, more modern and in some places a bit freezy. But the charm of the old outdoor area had not yet been captured.

The two-day conference featured around 160 sessions from 250 speakers, in panel discussions and roundtables, fireside chats and workshops, across a record-breaking 15 tracks, from AI to Art, Animation & VFX to Business, Leadership & HR and Tech & Coding. The opening keynote was given by Kelsey Beachum, Senior Writer Super Evil Megacorp. Among other things, she called for a writer to be involved as early as possible in the dev process, and for the story to be

linked to each discipline to create compelling moments.

In another well-attended session, Philomena Schwab, Co-founder of Stray Fawn Studio, gave an entertaining and interesting insight into how the Swiss indie studio has evolved over the years, from its early successes to longer and longer projects to its recent diversification as an indie publisher, despite always rejecting external funding and publishers. In any case, they try not to push their partners and not to interfere with their projects. She also explained why they decided to pay everyone in the studio the same salary, and why periods of



CONFEX devcom is one of the first major events at the new location in Cologne



ON SUNDAY devcom kicked off with the Speaker & VIP Networking Dinner

creative freedom are important, as that's how their next, smaller project, *Dungeon Clawler*, came about. On another stage, Feras Musmar, Product Director at TTK Games, talked about player retention. He began by explaining how few players actually play through the current AAA titles, and then highlighted the ses-

sion-based approach of Insomniac Games' *Marvel's Spider-Man*, because the game would offer players a wide range of different activities for different time budgets.

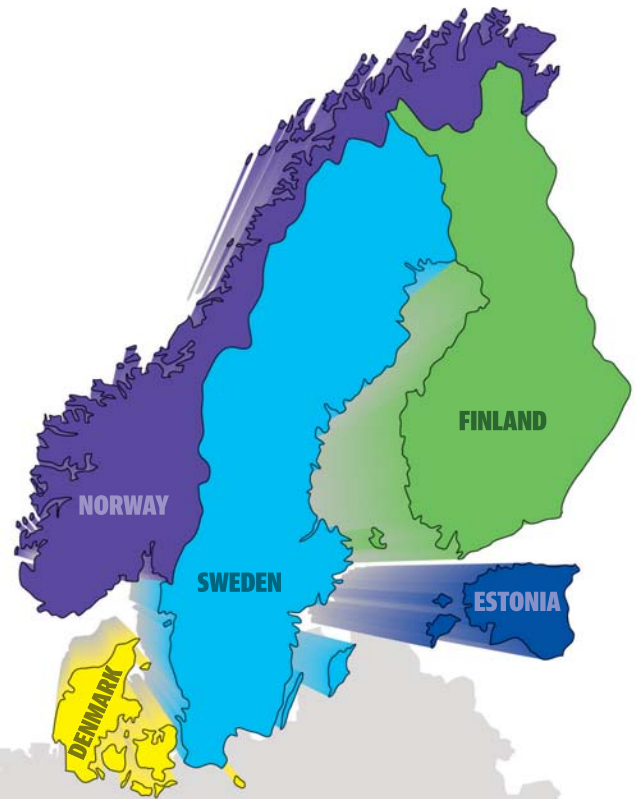
All in all, the programme was very varied and unfortunately there was a lot of overlap, but you can still watch the individual sessions online later.





SIX PARTNERS AT ONCE

The Nordic Countries are the Partner Region for gamescom 2024



Cologne

Not a **Partner Country**, but a **Partner Region**. Denmark, Finland, Iceland, Norway, Sweden and Estonia are the **official Partner Region of gamescom 2024**. They will share a **large partner pavilion**.

way of comparison, this seven billion Euros is higher than the key European markets of Italy (2.3 billion Euros), Spain (2.34 billion Euros) and France (6.1 billion Euros), but behind the UK and Germany with over nine billion Euros – total 2023 revenues in each case.

The Nordic countries are by no means homogeneous. The two biggest markets and hotspots of the games industry by far are Finland and Sweden. Finland, in particular, is home to many well-known games companies such as Remedy (*Control*, *Alan Wake*), Rovio (*Angry Birds*), Small Giant Games (*Empires & Puzzles*), Supercell (*Clash Royale*, *Hay Day*) and Metacore (*Merge Mansion*). Most of the games industry's workforce, however, is based in Sweden. The country is home to major companies such as Mojang, King, EA Dice, MachineGames, Massive Entertainment and Avalanche Studios, as well as many smaller studios and publishers in local hubs such as Coffee Stain, Stunlock Studios, Hazelight, Amplifier Game Invest and Frictional Games. The Embracer Group and Paradox Interactive are also based in Sweden. Denmark is home to the *Hitman* developers at IO Interactive and →

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ormally gamescom has a partner country, such as the Netherlands (2019), Australia

(2022) or Brazil (2023). This year, however, there is no partner country, but rather a whole partner region. The Nordic countries of Denmark, Finland, Iceland, Norway, Sweden and Estonia are the official partner region of gamescom 2024. Exactly ten years ago, in 2014, the Nordic countries were already partnered, but then only five of them, not including Estonia. The Nordic countries have been closely associated with gamescom for many years. The Nordic Party has been an integral part of gamescom since its inception and has welcomed more than 20,000 guests to date.

"The Nordics are proud to be partner region for gamescom 2024. In the ten years that have passed since we

were partner region the first time, gamescom has only grown in importance and influence on the global game industry stage," says Per Strömbäck, Chairman of the Nordic Game Institute, which consists of the following game producer associations: Dataspelebranschen (Sweden), Icelandic Gaming Industry (Iceland), Neogames (Finland), Spillproducentforeningen (Norway) and Producentforeningen (Denmark). Strömbäck continues: "The Nordic game industry has grown too: making games, pioneering genres, and exploring technologies. Some of the biggest Nordic games broke through at gamescom. It's the best place for the Nordic game industry to meet the players."

In total, around 15,000 people are employed in the games industry in the Nordic countries. With around 1,400 companies developing games and a total turnover of almost seven billion Euros, the region is one of the strongest and largest in Europe. By

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VIEWS

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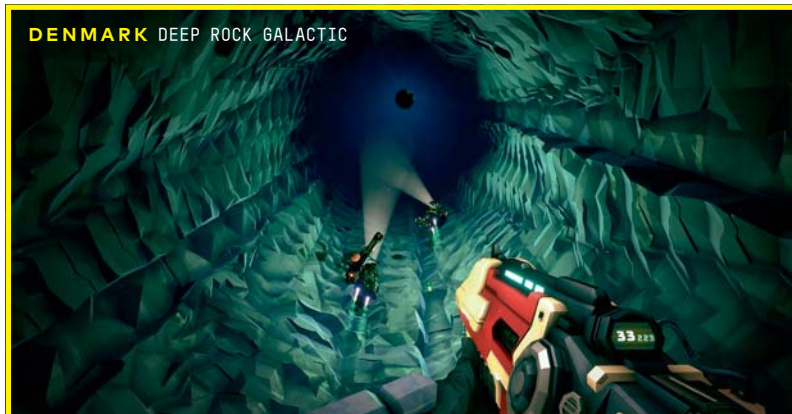
NORWAY DUNE: AWAKENING



SWEDEN LIGHTYEAR FRONTIER



FINLAND CONTROL



DENMARK DEEP ROCK GALACTIC



ESTONIA DISCO ELYSIUM

→ Ghost Ship Games, which had great success with *Deep Rock Galactic* and has gone on to publish games from other studios. Norway's games industry is relatively small compared to the other three countries, although Funcom has been in business since 1993 and Red Thread Games is headquartered there. Although Iceland has by far the smallest population in the region, CCP Games is probably best known worldwide for *EVE Online*. The Estonian industry continues to grow, with *Encodya* from Chaosmonger Studio and *Disco Elysium* from ZA/UM coming from the country.

"The Nordic countries have been among the most productive and most innovative countries of the games industry for years, in Europe and internationally. The utilization of the potential of games in many areas of life and the economy also has an exemplary character. We are therefore very pleased that the Nordics will this year be an even more important part of gamescom as the official partner region than in the many years before", Felix Falk, Chief Operating Officer of game – the German Games Industry Association said. Gerald Böse, President and Chief Executive Office of

Koelnmesse, adds the following: "As the world's largest games event, we want to promote countries that are of special significance for the industry in a targeted fashion through strategic partnerships. Together, we are this year shifting the focus further to the games scene of the Nordic countries. Through the close integration into gamescom, we create the best prerequisites for a high level of visibility for the region in which world-famous franchises and the companies that developed them have originated." The pavilions of the six Nordic countries are located in [Hall 4.1](#).

VÖ 11. Oktober – jetzt Ware sichern!

STARSHIP TROOPERS

EXTERMINATION




gamescom
21. bis 25. August

Triff **Casper Van Dien**
am Stand mit lebensgroßem
Bug in Halle 10.1, E021 und in
Business Halle 2.2, C-51.



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SELECTED BOOTHS

Who is Exhibiting What?

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

Blizzard Entertainment

Hall 7.1 | Booth A041–A061
C040, C060

Blizzard Entertainment will celebrate the launch of *World of Warcraft: The War Within* on 27 August at gamescom 2024 with a specially designed 4D ride. In *Escape from Dalaran*, visitors will escape a hostile invasion, race through the skies and catch a glimpse of Azj-Kahet, the capital of the Nerubian Empire. Wearing Meta Quest 3 headsets and sitting on 6-axis platforms that simulate flying through the skies of Azeroth, fans will experience wind, smoke and sound effects as they battle the forces of the Void. The technology includes more than eight kilometres of cables, air hoses and other devices, as well as more than 13 tonnes of equipment. The system uses 416 processors operating at 5.75 GHz, equivalent to 2.3 terahertz of computing power. The system also has 284 GB of VRAM and 3,328 petabytes of RAM. There will be 16 chairs available, all of which are barrier-free.



Blizzard – *Escape from Dalaran*



Xbox – *Age of Mythology: Retold*

Xbox Game Studios, Blizzard, Bethesda and third-party partners, with more than 240 gaming stations, photo ops and experiences, and specially designed theatres for previews of upcoming titles. Attendees will be able to get hands-on with upcoming Xbox releases, including *Age of Mythology: Retold*, *Ara: History Untold*, *Diablo IV: Vessel of Hatred*, *Fallout 76: Milepost Zero*, *The Elder Scrolls Online: Gold Road*, and *Towerborne*. Xbox will also host theatre presentations of *Avowed*, *Indiana Jones and the Great Circle* and *Starfield: Shattered Space*. Maximum Entertainment's *Squirrel with a Gun*, Noodlecake's *Winter Burrow*, 11 bit Studios' *Creatures of Ava* and more will be playable in the Indie Selects area. The Xbox booth will also

feature playable titles from third-party partners including Ubisoft's *Star Wars Outlaws*, Saber Interactive's *Space Marine 2*, Rebellion's *Atomfall* and the return of GSC Game World's *S.T.A.L.K.E.R. 2: Heart of Chernobyl* with an all-new demo. Alongside the Xbox stand, *Overwatch 2* will →

Xbox

Hall 7.1 | Booth A041–A061
C040, C060

Speaking of Blizzard, this time the company is located on the Xbox stand, which takes up almost half of Hall 7. This year, the Xbox booth will feature more than 50 games from



Introducing LootBoy

YOU'RE Family is celebrating the
Success of Fortnite Esports Team AIGHT at
Hall 04.1 | Booth C061g-D070g.

LootBoy Earn: Get rewards while you play great games

LootBoy has introduced a new feature, LootBoy Earn, aimed at providing users all over the world with opportunities to earn money while enjoying their favorite games. Unlike traditional methods that rely heavily on incentive-based traffic, LootBoy Earn prioritizes high-quality engagement. This approach ensures that both players and partners gain access to valuable content and services. Unlike many platforms that impose strict payout thresholds, which can often lead to user frustration, LootBoy offers a more flexible system. By utilizing exclusive loot packs, users are free to either save their rewards for larger prizes or open packs during gameplay, fostering a more interactive and enjoyable experience. This flexibility not only enhances user satisfaction but also promotes sustained engagement, resulting in higher-quality traffic. With LootBoy Earn, the platform is setting a new standard in the market, offering a distinct gamification experience.

LootBoy gamescom Special: Total prize pool of € 200,000

"LootBoy Earn, the platform's latest feature, extends beyond traditional gameplay rewards by introducing the

concept of ownership through digital items, known as **OWNABLES that will allow users to earn virtual goods such as items or stars. Moreover, users can earn real money by acquiring valuable vouchers** for popular brands like Amazon and PlayStation." What sets LootBoy apart is the ability for users to own digital items out-

offering provides users with a broad spectrum of digital assets, opening up a realm of limitless possibilities.

One of the highlights of this year's Gamescom is the chance to grab your own physical LootPacks in Hall 04.1 | Booth C061g-D070g. These packs contain prizes worth thousands of euros, including the opportunity to win a real star valued at € 1,000. This star will generate staking rewards for you over several months – an opportunity you don't want to miss!



right. These range from practical in-game assets, such as swords and healing potions, to more unique collectibles, including rare elements like gold and silver, and even virtual estates like planets and stars. This

AIGHT: Championing Innovation and Creativity in Esports

Congratulations to Lootboy's Fortnite team AIGHT on their European Championship title in the FNCS 2024 under team captain, Flickzy. The younger generation now effortlessly navigates between consuming and creating digital experiences, reflecting their deep-rooted connection to digital culture. Professionals like Flickzy not only earn through esports but also expand their value creation to digital outlets. AIGHT exemplifies this by contributing to the Fortnite Creator Economy 2.0 (FCE) through the creation of a European Championship map, training maps, and digital merchandise—and who knows, there might even be a chance for a sponsored stadium someday. One thing is certain: the future of gaming will become more interesting and immersive through genuine digital economies.

→ share a stand with Porsche, highlighting their new collaboration with a life-size D.Va statue modelled on the new all-electric Macan. And on Wednesday 21 August, Xbox FanFest will return for a special community event to kick off gamescom week!

"Xbox remains committed to the belief that gaming should be safe, inclusive, and accessible for all. We are ensuring that all areas of the booth are wheelchair accessible, Xbox Adaptive Controllers will be available upon request, and there will be select demo stations with adjustable-height desks and monitors. We also have multiple American Sign Language (ASL) and German Sign Language (DGS) interpreters and Audio Description tours in English and German for guests who are blind or visually disabled," the company says.

Team17 Group

Hall 4.2 | Booth A011 B010;
Hall 6 | Booth B060

The two subsidiaries of the Team17 Group, astragon Entertainment and Team17 Digital, will once again be exhibiting their games together. B2C visitors to the joint stand will find simulation highlights from astragon Entertainment and a selection of indie games from Team17 Digital. In addition, three new games from partner Microids will be presented, for which astragon is responsible for the physical distribution in Germany, Austria and Switzerland. astragon Entertainment presents *Police Simulator: Patrol Officers*, *Construction Simulator*, *Construction Simulator 4* and *Railroads Online*. The Microids titles are *Empire of the Ants*, *The Smurfs: Dreams* and *Flint: Treasure of Oblivion*. Team17 Digital will be showing *Golf With Your Friends*, *Overcooked: All You Can Eat!*, *Worms Armageddon*, *The Escapists* and *Alienbreed*. At the business stand in Hall 4.2, press and industry partners will have access to presentations and insights into the latest projects from Team17



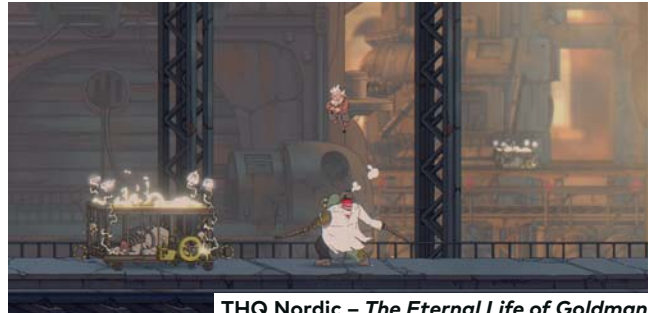
Microids – *Flint: Treasure of Oblivion*

Group subsidiaries astragon Entertainment, Team17 Digital and StoryToys.

Aerosoft

Hall 4.2 | Booth A039;
Hall 9 | Booth B043

German publisher and developer Aerosoft is bringing a wide range of games to gamescom this year. The focus is on simulations, of course. Z-Software's *Highway Police Simulator* puts players in the role of an American police officer who has to keep the peace on busy motorways. The title will be available as a demo. In addition, Aerosoft is presenting its own peripherals, the Truck & Bus Wheel System. The large steering wheel, with a diameter of 40 cm, has been specially developed for truck and bus simulators. Interested visitors can try it out in the entertainment area with *Heavy Cargo – The Truck Simulator* by tox² interactive and the *Fernbus Simulator* by TML-Studios. Another hardware item is a specially designed metro lever for underground train simulations, which can be used in a new game. Four other new releases



THQ Nordic – *The Eternal Life of Goldman*

will also be on show, including a logistics simulation from Bandssoft, a multiplayer open world simulation from PolygonArt, a new truck simulator from Chronos North and a vehicle DLC for *Emergency Call 112 – The Fire Fighting Simulation 2* from crenetic.

THQ Nordic

Hall 4.2 | Booth B035 D040;
Hall 7.1 | Booth A011 B010

After a break last year, Vienna-based publisher THQ Nordic is back in Cologne with one of the most iconic German games of all time, the remake of *Gothic*. It will be playable for visitors and trade visitors. The same goes for *Disney Epic Mickey: Rebrushed*, the remake of the 2010 classic, and the German-developed *Titan Quest II* from Grimlore Games in Munich. A new game from Tarsier Studios (*Little Nightmares I & II*), revealed at Opening Night Live, is also part of the lineup. It's said to be "a whole new vision, unlike anything you've seen before". Last but not least, the new game *The Eternal Life of Goldman* by Weappy Studio is another highlight. In this platform adventure, an elderly protagonist with a walking cane explores an archipelago drawn entirely by hand in traditional frame-by-frame animation style.



CRÉATION AFRICA

Mobility Program at the Gamescom

The Institut français is implementing Création Africa mobility programs which aim to support the mobility of African cultural entrepreneurs within key markets in Europe. [Hall 3.2](#) | [Booth A010gB019g](#)



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he Création Africa mobility programs aim to promote the dynamism of the cultural and creative industries

in Africa, to strengthen cultural and economic exchanges between African professionals in the sector and their French, European and international counterparts, and to provide concrete networking and business opportunities. As part of the Création Africa program in support of cultural entrepreneurship, the Institut français is implementing a mobility program at the gamescom. The goal of this program is to amplify and strengthen professionals that participate in shaping the future of the African continent's video games ecosystem.

The delegates, selected by a jury of experts, will have access to professional meetings tailored to their needs, networking events, panels and other activities specifically put together for them. As part of the Création Africa program, there will be a panel dedicated to the African video game industry and its ecosystems, during Gamescom Congress (4pm, Stage 5). The Africa Corner (Hall 3.2, booth A011) will also host talks on August 21st from 2 to 5pm, on various topics revolving around gaming and

creating video games, and what it means to be an African video game professional today.

In addition to the program, and complementing it, the Africa Corner

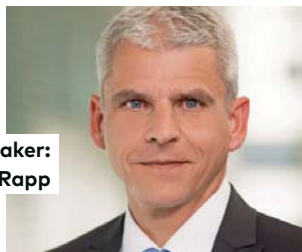
initiative is implemented at Gamescom by SAGES Africa. The goal of the Africa Corner at Gamescom is to value the actors and ecosystems of the African video games industry.

List of the selected participants The 16 selected delegates will attend professional meetings tailored to their needs, enjoy guided tours of the business area, participate in talks with experts and targeted meetings.

Country	Participant	Function
BENIN	Patrice De-Souza	Founder of Kairos Game
BENIN	Nahomie "BlackAngel" Durand	Gamer
CAMEROON	Olivier Madiba	Founder of Kiro'o Games
IVORY COAST	Issouf Kaboré	Student, independent game and app developer
IVORY COAST	Ophélie Apie Oddy	Content Manager at GARA, Event curator at Goethe Institut in Abidjan
ETHIOPIA	Dagmawi Bedilu Degefe	Co-founder of Efuye Gela Publisher & Ethiopian Gaming Association, Enter Africa, Chewatacon (Ethiopian Games Festival)
KENYA	Evans Kiragu	CEO and Founder of Mekan Games
KENYA	Sylvia "Queen Arrow" Wahome	Gamer
MADAGASCAR	Dina Ratsisetraina	Co-founder and Lead Level Designer at Red Raketa Studio/Head of the video game division for Projet Ony
MADAGASCAR	Tsiaro "Kimi" Fanomezantsoa	Gamer
NIGERIA	Bukola Akingbode	Founder & CEO of Kucheza Gaming
NIGERIA	Eniola Edun	CEO and Co-founder of Gamr
SENEGAL	Marie-Pierre Thiam	Project Manager and Game Design Lead at Game Hub Senegal, founder of Lingeer Gaming association
SENEGAL	Mamadou "Baba" Dioum	Co-founder of Senegalese National Esport Association, SENGAMES, and SOLO Esport 3



Speaker:
Patrick Rapp



BADEN-WÜRTTEMBERG

„The Länd“ is Back in Yellow

The southwestern state brings one of the most well-known branded state booths to [Hall 4.1 | Booth C64](#)

Since 2013, MFG has organised a joint Baden-Württemberg booth in the business area of gamescom. The exhibiting games companies have the opportunity to present their latest developments to the trade audience and to network with the international games scene. In 2024, the motto will once again be “The Länd – Games made in Baden-Württemberg”. The joint stand is located in the Business Area (Hall 4.1, Booth C64).

In the past, the bright-yellow Länd booth has won several awards for its eye-catching style. This year's booth is made in cooperation with Baden-Württemberg International (BW_i), supported by K3 Kultur- und Kreativwirtschaftsbüro Karlsruhe and funded by the Ministry of Economic Affairs, Labour and Tourism Baden-Württemberg. An official state reception at the booth that brings eight companies to Cologne this year is held by State Secretary Patrick Rapp on Thursday morning. Also, a hot tip from the last years: The hangover breakfast on Friday morning.

daily 1

POLISH INDIE BOOTH

A Bigger Booth for Poland's Indies

With a new stand concept, the Polish Indie Booth evolved from Galaktus' former concept [Hall 10.2 | Booth E069/F041](#)

At past gamescoms, a range of innovative indies gathered at the Galaktus booth, enhancing the consumer experience with even more independent games in the games utopia that is Hall 10.2. This year, the Polish publisher Galaktus Publisher is consolidating the stand brand into the Polish Indie Booth. With 28 titles from Poland and around Europe and even two partner firms from Japan, the games offering is as diverse as never before.

Galaktus has been cofounded by Mateusz Szukajt and Maciej Szamborski, currently CEO and CMO, in Białystok. The firm doubles as publisher and PR agency.





Speaker: Walid Nakschbandi

FILM- UND MEDIENSTIFTUNG NRW

Full Schedule at the NRW Stand

Panels with streamers, creative industry experts and games await in [Hall 04.1 | Booth A061-B070](#)

The Welcome to NRW Booth at the Business Area in Hall 04.1, Booth A061-B070 represents the games-com home state in Cologne.

Walid Nakschbandi, Managing Director of the Film- und Medienstiftung NRW is excited for the week: "Welcome to NRW! The international games scene is meeting in Cologne for the 16th gamescom – and thus at the absolute hotspot for the industry and gamers. The NRW stand is the centrepiece of the Business Area. There, the public can expect inspiring and attractive streams, talks, expert panels and a gaming area with film

foundation-funded games. A full programme!"

On all three days, six game developers from NRW will be presenting their foundation-funded games in the Gaming Area at the NRW stand: Three Headed Monkeys from Cologne with *Ghost Haunting*, PolyPirates from Düsseldorf with *Once Upon a Rogue's Tale*, Critical Rabbit from Cologne with *Project Tortuga*, 6side studio from Zülpich with *Dawn of Defence*, VestGames from Datteln with *Highreach* and Fake Lobster Games from Bielefeld with *A Mucus Tale*.

CREDITS HEIKE FISCHER, LICHTHELDEN FOTOSTUDIO KAUFFMANN BERLIN

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BERLIN



Newzoo Cuts Games Revenue Forecast for 2024 to \$187.7bn

As in previous years, **Newzoo** has released an update to its **Global Games Market Report** ahead of gamescom. The PC segment **surprises** with the highest growth, but Newzoo expects console gaming to **boom** in 2025 thanks to a new **Switch** and games like **GTA VI**.

Newzoo put the global games industry's expected revenue at \$189.3 billion in its first annual forecast for 2024. In its traditional pre-Gamescom update, the Dutch company revised this figure to \$187.7 billion, a relatively minor revision. The trend has therefore not changed.

With the new figure, the global games market will grow by 2.1 per cent this year. As always, the development in the individual segments and regions varies considerably. According to Newzoo, the biggest growth will be in PC games. Turnover in this segment is expected to increase by 4.0 per cent compared to the previous year to 43.2 billion dollars. It is therefore still just under half the size of the mobile games segment, which is expected to achieve a 3.0 per cent increase in turnover this year. In the console segment, Newzoo is expecting a slight decline. However, this is precisely where the Dutch company expects a boom in 2025, driven by the expected launch of the successor



**MICHELLE
VAN DER
WILK-ROUHOF**

CEO Newzoo

console to the Nintendo Switch, as well as the release of exceptional top games, above all "GTA VI".

As usual, Newzoo only provides a very vague insight into the long-term development. Specifically, the Dutch market analysts expect a compound annual growth rate (CAGR) of 3.4 per cent. This would result in a global sales volume of 213.3 billion dollars for PC, console and mobile games in 2027.

Another part of the report looks at the development of player numbers. Here, Newzoo expects an average annual growth rate of 3.6 per cent. The number of gamers will increase from 3.42 billion people in 2024 to 3.76 billion people in 2027. Newzoo's definition of gamers includes all people who have played on the platform in the last six months. Looking at the platforms, console gamers are in the minority with 630 million. Newzoo expects 908 million people as PC gamers in 2027 and 2.85 billion people as mobile gamers. If we relate the data to the distribution of revenue across the platforms, which is unlikely to change fundamentally, it becomes clear that console gamers generate the most revenue per capi-

ta, while mobile gamers generate the least. This trend can be explained by the fundamental differences between the primary business models of pay-to-play and free-to-play on the platforms. The data section is followed by the usual detailed trend analysis, which is not included in the free version. The analyses have the following headlines:

- **Cross-platform releases benefit PC the most**
- **Right-sizing single-player games for today's market**
- **Mobile app ecosystems are opening up**
- **The anatomy of community management and early access**
- **The future of free-to-play (F2P) games on PC and console**
- **The state of indie and AA games**
- **Generative AI in games revisited**
- **User-generated content (UGC) and the impact of new gaming generations**

The report concludes with three special topics, a sales analysis by genre and data on the five regions and 35 countries and markets that Newzoo analyses for the report. In Europe, these are the key markets →

INSTITUT FRANÇAIS D'ALLEMAGNE

Women Making Games

Hall 3.2 | Booth B027



**KERSTIN
SCHÜTT**



**HANNA
STEINHAUER**



**CÉLESTE
KLEINJANS**



**COLINE
SAUVAND**



JULIE KANE



**AUDREY
GRAVIER**



**AGNÈS
VUILLAUM**

The "Women Making Games" project, launched by Institut Français d'Allemagne in 2023, is an initiative aimed at empowering female entrepreneurs in the video game industry. This program is supported by prominent organizations including Institut français Paris, the French-German Youth Office (OFAJ/DFJW), the Creative Europe Desk Wallonie-Brussels, and the French Ministry for Europe and Foreign Affairs. Recognizing the significant gender disparity in this field, the program offers a multifaceted approach to support and uplift women. It provides essential training in skills like pitching and presentation, creates valuable networking opportunities, and boosts the visibility of women-led projects.

Structured in three phases, the project begins with skill development, emphasizing the importance of effectively communicating

ideas and projects. It then moves on to foster both national and international collaborations, connecting participants with industry peers and potential partners. The third and final phase of the program will culminate in a political debate at the French Embassy in Berlin, organized in collaboration with media-net berlinbrandenburg. This event will address challenges and chances for women in the games industry.

A standout feature of "Women Making Games" is its presence at high-profile industry events such as gamescom. Here, participants have the chance to showcase their work, engage with industry professionals, and expand their networks. This exposure is crucial in enhancing the legitimacy and visibility of women in the video game sectors of both France and Germany.

The 2024 cohort includes a diverse group of women from Germany, Belgium, and France, each bringing unique projects to the table: Kerstin Schütt from TWISTED RAMBLE

GAME, Hanna Steinhauer from SPOONFUL GAMES, and Céleste Kleinjans from MINDZEIT in Germany; Coline Sauvand from RAM RAM STUDIO in Belgium; and Julie Kane from MIDORI ANIMATIONS, Audrey Gravier from OUTSIDERS, and Agnès Vuillaume from 2054 in France.

Through its comprehensive support system, "Women Making Games" addresses the critical need for gender equality in the video game industry, fostering an environment where women can thrive as entrepreneurs and innovators. This initiative not only benefits the participants but also enriches the entire industry by diversifying the voices and perspectives within it.

About the women in this year'

From Germany:

Kerstin Schütt from Twisted Ramble Games, recognized for her compelling storytelling and creative gameplay mechanics and creating colorful games about dark topics.

Hanna Steinhauer from Spoonful Games, guides the studio's creative vision, currently focusing on a narrative-driven game that explores themes of empathy & personal growth.

Céleste Kleinjans from MINDZEIT, who is leveraging her expertise in healthcare technology and create games aimed at improving people's health and overall well-being.

From Belgium:

Coline Sauvand from Ram Ram Studio, is an accomplished illustrator, seamlessly integrating her artistic skills into game design while balancing management tasks.

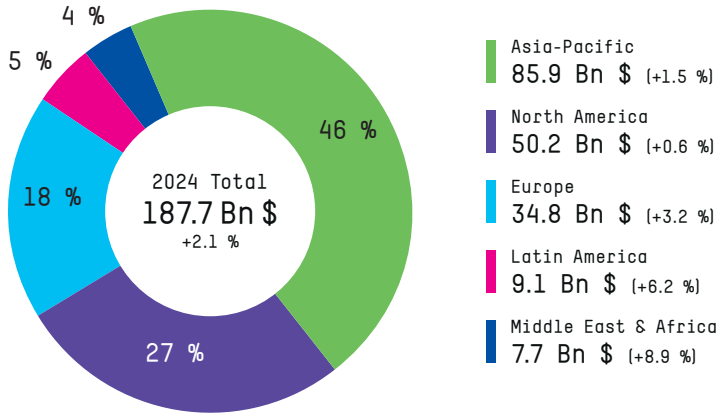
Representing France are:

Julie Kane of Midori Animation, combines her skills as a graphic designer and illustrator to create an app that helps gamers reduce their carbon footprint, and works on a game with an ecological focus.

Audrey Gravier from Outsiders, is a dynamic and empathetic leader with a multicultural background, driven by her passion for game design and storytelling, and currently developing the game "Lost in Cairo".

Agnès Vuillaume, from the studio 2054, is a visionary game developer known for her work on "The Sundew", where she served as pixel art artist, designer, and programmer.

Global Games Market revenues in 2024* (per year with year-on-year growth rates)



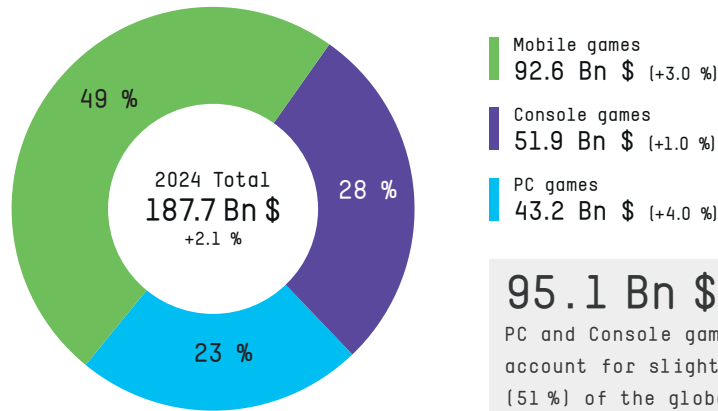
49%
of all consumer spending on games in 2024 will come from the US and China

47 Bn \$ US Total
45 Bn \$ China Total

Global Games Market revenues in 2024* (per segment with year-on-year growth rates)

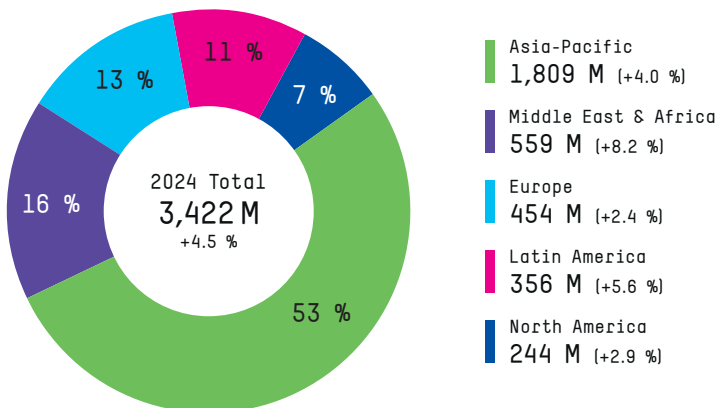
→ of the UK, France, Germany, Spain and Italy, as well as Belgium, Finland, the Netherlands, Poland and Sweden. This data is also not available in the free version of the report.

"Newzoo's market analysts delve into the key questions that studios must address," adds Michelle van der Wilk-Rouhof, Newzoo CEO. "Understanding the state of the games market is more important now than ever. Newzoo asks big questions and shares independent data and expert insights to provide comprehensive and actionable answers for industry executives."



95.1 Bn \$
PC and Console game revenues will account for slightly more than half (51%) of the global market in 2024.

Tracking players globally in 2024** (per region with year-on-year growth rates)



53%
of global players are in Asia-Pacific. The region still houses some of the fastest-growing markets worldwide.

*THE REVENUES ENCOMPASS CONSUMER SPENDING ON GAMES: PHYSICAL AND DIGITAL FULL-GAME COPIES, IN-GAME SPENDING, AND SUBSCRIPTION SERVICES LIKE XBOX GAME PASS. MOBILE REVENUES EXCLUDE ADVERTISING. THE ESTIMATES EXCLUDE TAXES, SECOND-HAND TRADE OR SECONDARY MARKETS, ADVERTISING REVENUES EARNED IN AND AROUND GAMES, CONSOLE AND PERIPHERAL HARDWARE, B2B SERVICES, AND THE ONLINE GAMBLING AND BETTING INDUSTRY.
**DEFINITION OF PLAYERS: ANYONE WHO HAS PLAYED GAMES ON PC, CONSOLE, OR MOBILE DEVICE IN THE LAST SIX MONTHS.

THE FORCE IS WITH UBISOFT

Ubisoft's Open World Blockbuster Offensive

Ubisoft is showcasing its two upcoming AAA hits *Star Wars Outlaws* and *Assassin's Creed Shadows* at gamescom 2024.



Just a few days before the release of *Star Wars Outlaws*, the French publisher is presenting its open-world adventure set in the *Star Wars* universe to the public. 100 demo stations will be available for visitors to play a mission before the game's official launch on 30 August 2024. The stand will also have a viewing area for anyone who wants to take a look at the site. This is the ideal opportunity for visitors to get a sneak preview of the AAA title and immerse themselves in the adventure ahead of the game's release. Access to the stand is restricted to those over the age of 16.

As hardware partner, BenQ is equipping the stand with high-resolution BenQ MOBIUZ EX3210U monitors. Visitors will also have to chance to take a picture nearby a life-size model of the appreciated character ND-5 which would be a cool photo opportunity and memory.

In *Star Wars Outlaws*, players take on the role of scoundrel Kay Vess, accompanied by her faithful companion Nix, as they attempt one of the biggest heists the Outer Rim has ever seen. They will travel across the galaxy to find the resources and crew to pull off the ultimate heist, but it won't be easy, especially when they encounter the Empire and other cartels. Players will visit five different planets, including Tatooine, Akiva,

Kijimi and Cantonica, as well as the new world of Toshara, all powered by the proprietary Snowdrop engine.

Assassin's Creed Shadows will also be unveiled in a fitting setting. In a 400-seat cinema, Ubisoft presents the upcoming highlight in a developer presentation. Visitors will be able to experience the different gameplay styles of the dual protagonists, Naoe and Yasuke, live.

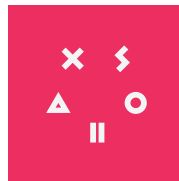
Ubisoft's gamescom stand is located in **Hall 6.1, at B020-C021 and C011-B010**, and is open to visitors from 21 to 25 August. Both stands are easily accessible. *Star Wars Outlaws* also offers wheelchair play stations and the option to use the Xbox Adaptive Controller if required.



LEADING THE FUTURE OF GAMING

How Xsolla is shaping industry conversations at Devcom and Gamescom 2024

Hall 2.2 | Booth A030 B037



**DAVID
STELZER**

President of
Xsolla

As we prepare to take the stage at Devcom and showcase our innovations at Gamescom

from August 19th to August 23rd in Cologne, Germany, it's essential to understand why these events are pivotal for our company, Xsolla, and the gaming industry. The gaming landscape is in constant flux, driven by technological advancements and shifting consumer expectations. At Xsolla, we believe that being at the forefront of this change is not just an opportunity but a responsibility.

Elevating the dialogue

This year, we're proud to host six speaking sessions at Devcom, each designed to address critical topics that are shaping the future of gaming. Our goal is to share insights that empower developers and publishers so they can navigate the industry's complexities with confidence and creativity.

One of the highlights of our presence at Devcom will be a session led by our Chief Marketing and Growth Officer, Berkley Egenes. Marketing in the gaming industry is uniquely challenging – requiring a deep understanding of both the product and the community it serves. Our CMO will share insights on best practices for mobile game developers, revealing techniques and exploring strategies to elevate mobile monetization efforts.

Looking ahead at the future of the industry

We invite you to join us at Devcom and visit us at our booth (Hall 2.2, Booth #A-030 B-037) at Gamescom, whether to participate in the sessions or engage with us as we explore what's next for the gaming industry. This is more than just an opportunity to showcase our work; it's a chance to collaborate, learn, and build the future of gaming together.

In a world where the only constant is change, we at Xsolla are excited to be part of the journey – leading the

conversation, sharing our insights, and working with the best minds in the industry to create experiences that captivate, engage, and inspire.

During devcom, we gave in-depth insights into how Xsolla can help publishers with its services with the following sessions.

WHEN: Monday, August 19th, 2024, 1 PM – 1:30 PM

LOCATION: Xsolla Stage #5, 1st floor, Confex Center, Devcom

TOPIC: Engagement best practices from leading EMEA mobile game developers

■ Learn how Xsolla's solutions, designed for mobile game developers, can instantly boost revenue and player engagement beyond app stores. Since 2020, Xsolla has led global mobile game monetization by developing solutions, including Web Shop, SDK, Instant Web Shop, and industry-first best practices guides. This session will reveal techniques and explore strategies to elevate your mobile monetization efforts. Learn from the industry's experts.



WHEN: Monday, August 19th, 2024, 1:30 PM – 2:00 PM

LOCATION: Xsolla Stage #5, 1st floor, Confex Center, Devcom

TOPIC: Leveling up: The future of gaming

■ Join industry experts for a visionary panel discussion on the gaming industry's future. This talk leverages proprietary and public data, insights from partners, and Xsolla's extensive network of gaming professionals. We will delve into anticipated advancements, innovative trends, and transformative shifts. Don't miss this opportunity to gain valuable insights and prepare for the dynamic changes ahead in the gaming world.

WHEN: Monday, August 19th, 2024, 2 PM – 2:30 PM

LOCATION: Xsolla Stage #5, 1st floor, Confex Center, Devcom

TOPIC: How to fail your studio in 5 easy steps

■ This session is aimed at new founders and teams looking to create their first startup. Relevant to any product, platform, or target audi-

ence, this talk can help you avoid 5 major business pitfalls. Xsolla's Manny Hatchey shares hard-earned, painful lessons with you now to help you avoid making them in the future.

WHEN: Tuesday, August 20th, 2024, 11:30 AM – 12:00 PM

LOCATION: Xsolla Stage #5, 1st floor, Confex Center, Devcom

TOPIC: Community first: publisher and indie approaches to community engagement

■ The biggest challenge developers face today is discoverability. Developers can no longer rely solely on publishers for community-building efforts. This fireside chat explores aspects of community building in 2024 – from iterative feedback during development to ongoing post-launch engagement. The presentation includes diverse perspectives on effectively growing and connecting with a community in the modern digital landscape.

WHEN: Tuesday, August 20th, 2024, 12 PM – 12:30 PM

LOCATION: Xsolla Stage #5, 1st floor, Confex Center, Devcom

TOPIC: 5 rules of success for creating a web shop for your mobile game

■ Web monetization for mobile games via web shops remains a top-of-mind conversation in the video games industry. With nearly 400 web shops completed, we unveil 5 rules of success to help you get the most out of your web shop. Artem Liubutov, Xsolla's Director of Products (Monetization), presents the best ways to convey additional value, reduce friction, set up LiveOps, and lead your web shop to success.

WHEN: Tuesday, August 20th, 2024, 12:30 PM – 13:00 PM

LOCATION: Xsolla Stage #5, 1st floor, Confex Center, Devcom

TOPIC: Gaming backend: To build or to buy

■ As consumer appetite for online and multiplayer gaming continues to rise, developers across the industry question whether to build or buy a gaming backend for their next project.

BY DAVID STELZER

ASIA

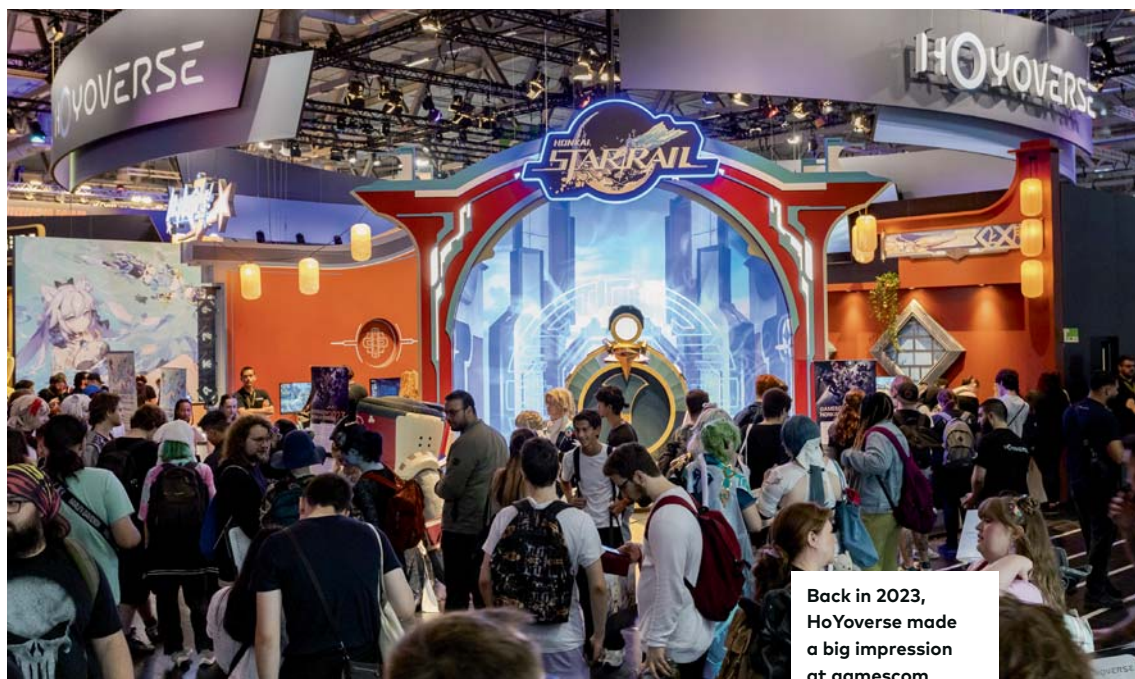
How Asian Games Companies are Pushing Into the Western Market

The presence of **Asian games companies** at gamescom is once again **very prominent** this year. Six of them **will be featured here**, namely HoYoverse, Krafton, Pearl Abyss, Pocketpair, Nexon and Whisper Games.

G

amescom is becoming an increasingly important showroom for games companies

from Asia, especially for relatively young companies that have not been established on the market for as long as, for example, Bandai Namco (Hall 4.2, B028 A021; Hall 6.1, B021 A020), Nintendo, Sony or Square Enix (Hall 9.1, B054). These companies are using the exhibition in Cologne to introduce themselves and their products to the Western markets. More and more companies from China, Japan, South Korea, etc. are bringing their games to platforms that are more widely used in the West, not just mobile, as shown by *Lies of P* from Neowiz, *Black Myth: Wukong* from Game Science, *Stellar Blade* from Shift Up or the console launch of *Throne and Liberty* from Ncsoft with Amazon Games. This trend has been growing in recent years and is likely to continue given the success of gamescom Asia. The following six companies are prime examples.



Back in 2023, HoYoverse made a big impression at gamescom

HoYoverse

Hall 6 | Booth C031 B030

HoYoverse (Cognosphere) of Singapore, the global publisher of games developed by miHoYo of China, has a lot to show for itself. The billion-dollar hit *Genshin Impact* enters its fourth year and is ready to impress fans and visitors with the introduction of Natlan, the sixth major region yet to be explored in the world of

Teyvat. A giant boss statue and themed decorations from Natlan will be on display for the first time, accompanied by cosplayers and performances on the main stage and throughout the booth area. Shortly after, on 28 August, update 5.0, "Flowers Resplendent on the Sun-Scorched Sojourn", will be released for early and mid-game players.

Honkai: Star Rail, the latest space fantasy RPG from HoYoverse, will →

From Monza to Matera, from sport to culture

Italy at Gamescom 2024, Hall 4.1 | Booth CO31g–D040g

F

or the eighth time, the Italian Trade Agency (ITA) will be exhibiting at the world's largest games trade fair

in Cologne in collaboration with the Italian Interactive Digital Entertainment Association (IIDEA). Under the umbrella of "Games in Italy", 21 companies, including established studios, up-and-coming teams and newcomers, will showcase what the Italian games industry has to offer.

Italian video games industry on a growth path

With a turnover of 150 million euros in 2022 (an increase of 30 per cent compared to 2021), the Italian video games industry is currently considered a "small" player by international standards, but is in a sustained growth phase despite strong international competition. In 2022, more than 2,400 professionals were employed in over 160 studios, an increase of 50 per cent compared to



the previous year. The sector is also benefiting from increasing support by the public sector in the form of tax breaks and funding programmes.

Exports around the world

The Italian video games industry is by nature export-oriented. The most important market is Europe, although its importance has recently declined (from 60 per cent in 2021 to 43 per cent in 2022). At the same time, trade with North America is growing (from 25 per cent in 2021 to 40 per cent in

2022). Interest in Asian markets is also growing. Developing high-quality games that appeal to an international audience is therefore a top priority for game makers.

From racing and adventure games to sustainable living

Racing and adventure games have traditionally been the mainstay of the Italian games industry, often drawing on Italy's rich cultural heritage. From Monza to Matera, from sport to culture, from racing paradise to rock city. There is currently a trend towards more narrative games. These address current social issues, such as environmental protection and climate change, and are almost didactic in nature.

Come and see for yourself. You are cordially invited. We look forward to seeing you at our joint stand in Hall 4.1, Stand CO31g–D040g.

EXHIBITORS AT THE ITALIAN TRADE AGENCY JOINT BOOTH

(in alphabetical order)

Aries Tech
Artheria
BR-Digital
Digital Lighthouse Studios
Fix-A-Bug
Febucci
Gear Games
Idra Interactive Studios
IGF
Leonardo Interactive
MAF (MyChips)
Maga Animation
Studio Spa
Power Up Publishing
Reply Game Studios
Revera srl
Studio Evil
Tambu Games
Tiny Bull Studios
Trinity Team
Untold Games
We Are Muesli

ITALIAN TRADE AGENCY ITA

The Italian Trade Agency (ITA) is a government agency whose purpose is to promote foreign trade and Italy's exports.

www.ice.it

Your contact at Gamescom: Martin Schröck
Telephone: +49 (0)30/88 44 03 29, E-Mail: berlino@ice.it.

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





This is what the Krafton double booth looks like



→ also be featured prominently at the show. However, *Zenless Zone Zero* may attract more attention. With the towering statue of Ben Bigger awaiting players at gamescom's North Gate, the newly released urban fantasy ARPG will make a huge debut in Cologne to showcase the vibrancy of New Eridu, the game's setting. The 100 square metre *Zenless Zone Zero* area is inspired by the iconic cargo container aesthetic.

HoYoverse will be exhibiting its three games in Hall 6, Booth C-031. Every visitor will be able to pick up a special HoYoverse passport on arrival, and those who collect stamps from activities in all three games will be able to redeem additional exclusive goodies.

Pocketpair

Hall 10.1 | Booth F080

In early January 2024, a game from Japan's Pocketpair blew up on PC and Xbox. Their survival crafting monster-collecting game *Palworld* surpassed 25 million players in one month since its Early Access release. The Steam version has sold around 15 million copies and the Xbox version has around ten million players in total. *Palworld* is an open-world survival, crafting and monster-collecting game that supports up to 32 players and is set in a world inhabited by mysterious creatures called "Pals". Each Pal has special abilities; some can fly, some can use guns, and some are particularly good at cooking,

crafting or gathering resources. It's a truly wild mix of genres that, despite its rather unfinished state, has created a wave of excitement. The indie studio will be showing its latest hit in Hall 10.1.

Krafton

Hall 4.2 | Booth B011 C018
Hall 7.1 | Booth B031 C030
B021 C020

Krafton from South Korea took part in Opening Night Live with new looks at upcoming PC life sim *inZOI* and extraction RPG *Dark and Darker Mobile*. Gamescom attendees are invited to visit the booths in Hall 7.1 for a first look at both upcoming games and an interactive experience with the global hit battle royale, *PUBG: Battlegrounds*.

This will be the first global demonstration of *inZOI*, a life simulation in which players take on the role of a

god and create everything they want to live their ideal life while engaging in different stories. All of this is presented in a very visually impressive way using Unreal Engine 5, with the game's characters in particular being extremely detailed – which is why Krafton is using Samsung as its display partner for the presentation. Daily quiz shows will also give fans the chance to win Krafton-sponsored peripherals and other prizes.

Dark and Darker Mobile has a dungeon-themed booth where visitors can participate in the first offline hands-on demonstration outside of Korea. The game challenges players to escape from dungeons where they'll face threats and try to escape with their treasure. The game combines survival and exploration with RPG elements. The booth will also host daily cosplay shows featuring various classes from *Dark and Darker Mobile*. →



Pocketpair – Palworld

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→ At the *PUBG: Battlegrounds* experience, visitors can show off their skills in the shooting gallery to win merchandise and verify their Steam playtime for additional in-game rewards. The cosplay community is also welcome to participate in daily events, with a special *PUBG* community meet-up, "PUBG: Hot Drop Cologne 2024", rounding out the festivities on 24 August, where fans can meet OG *PUBG* partners, special guests and the development team in person.

Nexon – *The First Berserker: Khazan*

Nexon

Hall 9.1 | Booth A028 B029

Hall 4.2 | Booth B067

The hardcore action RPG from Neople and publisher Nexon, *The First Berserker: Khazan*, will be playable for the first time on the show floor at gamescom 2024 – as well as in the B2B area and during the Opening Night Live. Players will take on the role of the betrayed hero Khazan and attempt to unravel the conspiracy against him. *The First Berserker: Khazan* is a game that adapts the universe of DNF (Dungeon & Fighter; one of Nexon's globally known intellectual properties), dealing with the story of Ozma and Khazan. The player will become the hero Khazan, the ancestor of all Slayers and the one who defeated Hismar the Berserk Dragon, proceeding to uncover the truth of his downfall within the empire. It is scheduled for release on PlayStation 5, Xbox Series X|S and Windows PC via Steam in 2025.

Pearl Abyss

Hall 6 | Booth B011 A01

Also from South Korea is Pearl Abyss, best known for the long-running MMORPG *Black Desert*. At last year's Opening Night Live, their upcoming open-world action-adventure game, *Crimson Desert*, caused quite a stir

Pearl Abyss – *Crimson Desert*Whisper Games – *Paraside: Duality Unbound*

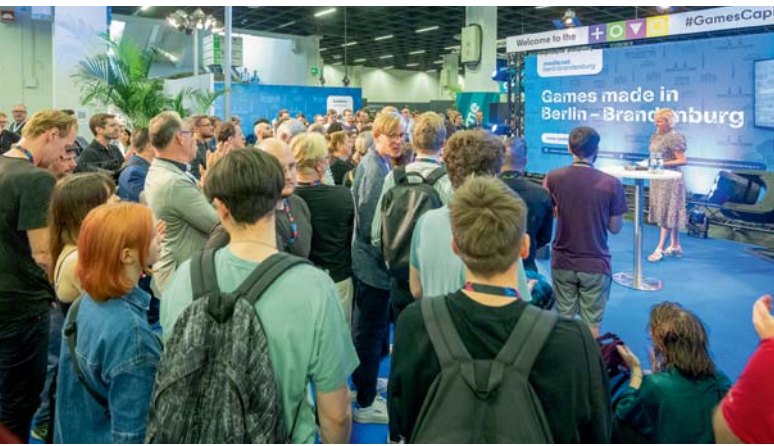
with a very dynamic and multi-tiered gameplay showcase. Originally conceived as a prequel, it just kept growing and growing.

This year, the company is going one step further and presenting the very first playable demo of *Crimson Desert* in the Entertainment Area in Hall 6. Players will be able to familiarise themselves with the action combat mechanics and then test their mettle against boss enemies. All demo participants will receive exclusive *Crimson Desert* items. Those who complete a survey will also have the chance to win prizes such as high-end graphics cards in a prize draw. Pearl Abyss is also partnering with AMD and Samsung Display to showcase the game at gamescom 2024. AMD is providing high-end hardware with super-resolution technology. *Crimson Desert* will be playable on monitors from Alienware, MSI and Gigabyte, all featuring Samsung Display's QD OLED technology.

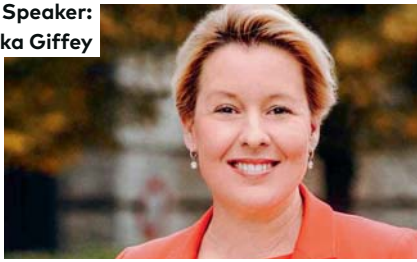
Whisper Games

Hall 10.1 | Booth A041

Publisher Whisper Games is bringing a couple of games to the show in Cologne, namely *Paraside: Duality Unbound* from US/China studio Mistold Games and *The Nameless: Slay Dragon* from solo developer The Nameless Epic, they will also be welcoming developers to pitch their games for possible publishing or co-publishing deals. In recent years, the company has made a name for itself in the field of co-publishing, or more specifically, co-publishing Western games in Asia. For example, *Lacuna* and *Endzone* from Assemble Entertainment, *Chained Echoes* and *Argonwood* from Deck13, *The Wandering Village* from Stray Fawn and *Synthetik* from Flow Fire Games, or as a localisation provider for Chinese or other Asian languages for *Barotrauma* from Daedalic, *Tropico 6* from Kalypso or *Outward* from Deep Silver.



Speaker:
Franziska Giffey



MEDIANET

Berlin, Brandenburg – and Canada!

The capital region brings Canada
as a partner location to
Hall 4.1 | Booth C061g/D070

The medianet berlinbrandenburg, together with 10 exhibitors and 10 indie studios, represents the games location of the capital region with all its diversity and expertise at this year's gamescom in Cologne in Hall 4.1, Booth C061g/D070.

As usual, the capital region has invited a partner region to gamescom: This year, the cooperator is the Creative Media Fund Canada. The booth is officially opened by Franziska Giffey, Mayor of Berlin and Senator for Economics, Energy and Public Enterprises, Jeannine Koch, Chairwoman of the Board/Managing Director of medianet berlinbrandenburg e.V. and Evelyne Coulombe, Deputy Ambassador and Chargée d'affaires of the Canadian Consulate in Munich.

CREDIT CHRISTIAN KÖSTER

Welcome to NRW!

Home of the Games Industry

Programm am
NRW-Stand

Mi., 21. August

- 14.00 Uhr NRW Empfang
- 15.00 Uhr Weltenbauerinnen:
Utopien & Dystopien
- 16.15 Uhr Das Spiel mit den Regeln:
Quo Vadis Serious Games?

Do., 22. August

- 12.45 Uhr Talk mit Denis Moschitto
- 13.00 Uhr Stream mit Gnu
- 15.00 Uhr Beyond Stereotypes:
Warum Diversität
ein Gamechanger ist
- 16.15 Uhr Von der Nische zum Hit:
Wie deutsche Indies
die Welt erobern
- 17.30 Uhr E-Sport-Doku
»Spiel um Millionen«

Fr., 23. August

- 11.00 Uhr Gründen in der Gamesbranche
- 12.15 Uhr Women in Gaming:
Working Conditions and Equality

Meet us at gamescom:
Hall 04.1, A-061-B-070

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Film- und Medienstiftung NRW

Film und Medien
Stiftung NRW

Harold Halbutz, Foto: Slow Bros.



TAILS OF IRON II: WHISKERS OF WINTER Poland

DEVELOPER/PUBLISHER Odd Bug Studio/United Label Games

WHERE? Indie Arena Booth

As Arlo, heir to the Warden of the Wastes, journey across the snow-ravaged lands of the North to overcome the Dark Wings once and for all. Hunt down giant beasts in this sequel to the well-received 2D action title. And discover a terrible secret of blood and crown...



LINKITO France

DEVELOPER/PUBLISHER Kalinarm/Playdigious Originals, Kimeria Games

WHERE? Indie Arena Booth

LINKITO is a logic puzzle game all about connexions where you need to wire blocks in order to let the current flow. Progress through brainteasers and learn new mechanics along the way in diverse settings. Build machines, defuse bombs, control robots and progress through the narrative.



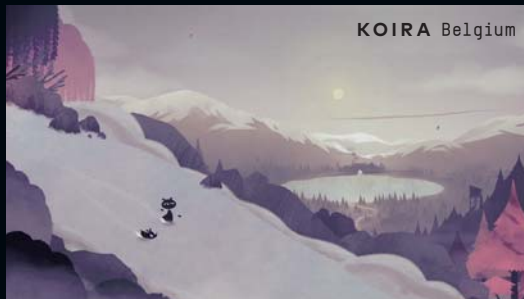
MOUTHWASHING Sweden

DEVELOPER/PUBLISHER Wrong Organ/Critical Reflex

WHERE? Indie Arena Booth

MOUTHWASHING is a narrative driven first-person horror game following the dying crew of a shipwrecked space freighter.

The five crew members of The Tulpar are stranded in the empty reaches of space, shrouded in perpetual sunset. God is not watching.



KOIRA Belgium

DEVELOPER/PUBLISHER Studio Tolima/Don't Nod

WHERE? Indie Arena Booth

A hand-drawn adventure that weaves a tale of friendship and magic. This enchanting game invites players to save a lost puppy and uncover the mysteries of a magical forest, with a poignant original soundtrack setting the tone.

DEVELOPER/PUBLISHER Hakaba Bunko/Shueisha Games

WHERE? Home of Indies

Solve a variety of cases involving cursed relics, rental properties with shady histories, and dimensional anomalies. Monstrous oddities and otherworldly planes abound in this occult mystery adventure game!

URBAN MYTH DISSOLUTION CENTER Japan



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!**



DEATHBOUND Brasil

DEVELOPER/PUBLISHER Trialforge Studio/Tate Multimedia

WHERE? Home of Indies

A party-based soulslike set in a callous world where Faith and Science clash. Dynamically transform between fallen warriors all with their own unique skill sets, combat styles, and rich history.

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Contact: sales@gamesmarkt.de

HIGHLIGHTS

gamescom awards 2024: The Nominees

Hundreds, if not **thousands**, of games will be **on show** at gamescom 2024. The **most outstanding** games are **rewarded** with the **gamescom awards**. This year, 11 bit, Bandai Namco, Ubisoft, Funcom and Capcom are among the favourites.



Little Nightmares 3

Dune: Awakening

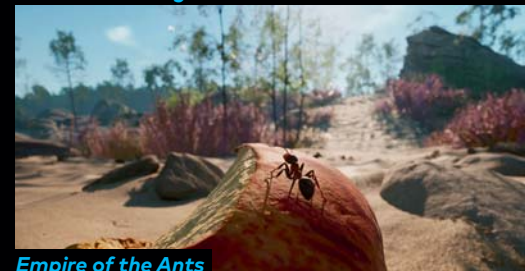
Monster Hunter Wilds



Star Wars Outlaws



Kingdom Come Deliverance II



Empire of the Ants

G

ames that have been on show at gamescom and have been judged to have something special about them can be awarded one or more gamescom awards by an international jury of experts. Polish company 11 bit Studios received the most nominations, while the creature-saver, instead of creature-collector, *Creatures of Ava* was nominated three times, as was the

emotional sci-fi adventure *The Alters*. *Frostpunk 2* was nominated twice for prizes. A total of six nominations went to games from publisher Bandai Namco Entertainment, *Little Nightmares 3* received four nominations. The other games can be found on the PlayStation platform. Ubisoft is delighted with five nominations for *Star Wars Outlaws*. No other game has been nominated more often. *Dune: Awakening* from Funcom can take home four awards in total, *Monster Hunter Wilds* from Capcom has three nominations and *Monster Hunter Now*

has also been nominated in the mobile category. RPG *Kingdom Come: Deliverance II* from Plaion and the RTS *Empire of the Ants* from Microids have also been nominated three times. Indie team Bippinbits from Dresden is also hoping for a prize with a bit of luck, as the game with the incomparable name, *PVKK: Planetenverteidigungskanonnenkommandant*, which means "planetary defence canon commander", is also on the list of nominees. HoVerse has two mobile irons in the fire with *Gen-shin Impact* and *Zenless Zone Zero*.



The 2024 nominations at a glance

(in alphabetical order within the categories)



Creatures of Ava



PVKK

A number of other awards will also be presented in the Global Awards group category, but these are directly related to the opening of the show and the event itself, such as Best Trailer/Announcement, Best of Show Floor, the gamescom Sustainability Award and the special jury award Heart of Gaming. The winners of the following categories will be announced during gamescom studio in Hall 7 on Friday, 23 August, from 2:00 to 5:00 pm.

CATEGORY "ARTS"

BEST VISUALS

- CRIMSON DESERT
(Pearl Abyss)
- DUNE: AWAKENING
(Funcom)
- EMPIRE OF THE ANTS
(Tower Five/Microïds)
- LITTLE NIGHTMARES 3
(Supermassive Games/
Bandai Namco Ent.)
- STAR WARS OUTLAWS
(Massive Ent./Ubisoft)

BEST AUDIO

- DUNE: AWAKENING
(Funcom)
- KINGDOM COME:
DELIVERANCE II
(Warhorse Studios/Plaion)
- LITTLE NIGHTMARES 3
(Supermassive Games/
Bandai Namco Ent.)
- NINE SOLS
(Red Candle Games)
- STAR WARS OUTLAWS
(Massive Ent./Ubisoft)

BEST GAMEPLAY

- BLUE PRINCE
(Dogubomb/Raw Fury)
- EMPIRE OF THE ANTS
(Tower Five/Microïds)
- FROSTPUNK 2
(11 bit studios)
- PVKK: PLANETENVERTEIDIGUNGS-
KANONENKOMMANDANT
(Bippinbits)
- THE ALTERS
(11 bit studios)

MOST ENTERTAINING

- INZOI
(Krafton)
- MONSTER HUNTER WILDS
(Capcom)
- PALWORLD
(Pocketpair)
- PVKK: PLANETENVERTEIDIGUNGS-
KANONENKOMMANDANT
(Bippinbits)

- STAR WARS OUTLAWS
(Massive Ent./Ubisoft)

MOST EPIC

- CRIMSON DESERT
(Pearl Abyss)
- DUNE: AWAKENING
(Funcom)
- KINGDOM COME:
DELIVERANCE II
(Warhorse Studios/Plaion)
- MONSTER HUNTER WILDS
(Capcom)
- STAR WARS OUTLAWS
(Massive Ent./Ubisoft)

MOST WHOLESOME

- CREATURES OF AVA
(Inverge Studios/11 bit
studios)
- TAVERN TALK
(Gentle Troll Ent.)
- TINY BOOKSHOP
(neoludic games)
- URBAN JUNGLE
(Kylk Games/Assemble Ent.)
- WOODO
(Daedalic Ent.)

GAMES FOR IMPACT

- CREATURES OF AVA
(Inverge Studios/
11 bit studios)
- GREENGUARDIANSVR
(SWR Südwestrundfunk)
- OUT AND ABOUT
(Yaldi Games)
- REKA
(Emberstorm Ent./
Fireshine Games)
- TINY BOOKSHOP
(neoludic games)

CATEGORY "PLATFORM"

BEST MICROSOFT XBOX GAME

- AGE OF MYTHOLOGY: RETOLD
(Xbox Game Studios)

- CREATURES OF AVA
(Inverge Studios/
11 bit studios)

- LITTLE NIGHTMARES 3
(Supermassive Games/
Bandai Namco Ent.)

- STAR WARS OUTLAWS
(Massive Ent./Ubisoft)

- THE ALTERS
(11 bit studios)

BEST PC GAME

- DUNE: AWAKENING
(Funcom)
- EMPIRE OF THE ANTS
(Tower Five/Microïds)

- FROSTPUNK 2
(11 bit studios)

- KINGDOM COME:
DELIVERANCE II
(Warhorse Studios/Plaion)

- THE ALTERS
(11 bit studios)

BEST SONY PLAYSTATION GAME

- DRAGON BALL: SPARKING! ZERO
(Spike Chunsoft/
Bandai Namco Ent.)

- LITTLE NIGHTMARES 3
(Supermassive Games/
Bandai Namco Ent.)

- MONSTER HUNTER WILDS
(Capcom)

- THE FIRST BERSERKER: KHAZAN
(Neople/Nexon)

- UNKNOWN 9: AWAKENING
(Reflector Ent./
Bandai Namco Ent.)

BEST MOBILE GAME

- DIGITAL ANIMALS GAME
(souls.club)

- DUNGEONS OF DREADROCK 2 –
THE DEAD KING'S SECRET
(Christoph Minnameier)

- GENSHIN IMPACT
(HoYoverse)

- MONSTER HUNTER NOW
(Capcom/Niantic)

- ZENLESS ZONE ZERO
(HoYoverse)

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.



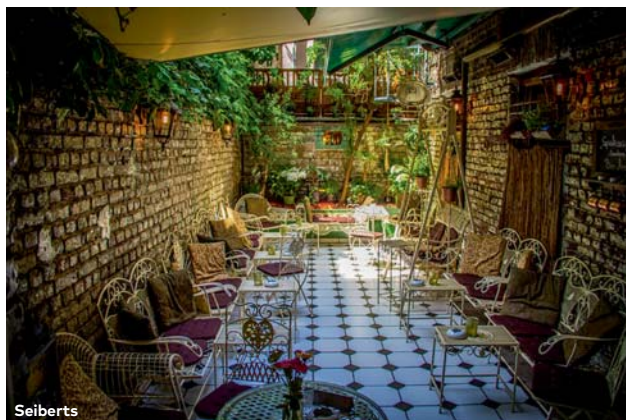
boingcomedy.de

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. The *Seiberts* (Friesenwall 33) offers rare wines and handpicked champagne. The menu features drinks like a 1970 Campari or four-month-aged cognac. For the bartenders, a personal connection with guests is their top priority.

littlelink.de

seiberts-bar.com



Seiberts

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

Kingdom Come Deliverance II



JETZT VORBESTELLEN

AB 11.02.2025 ERHÄTLICH



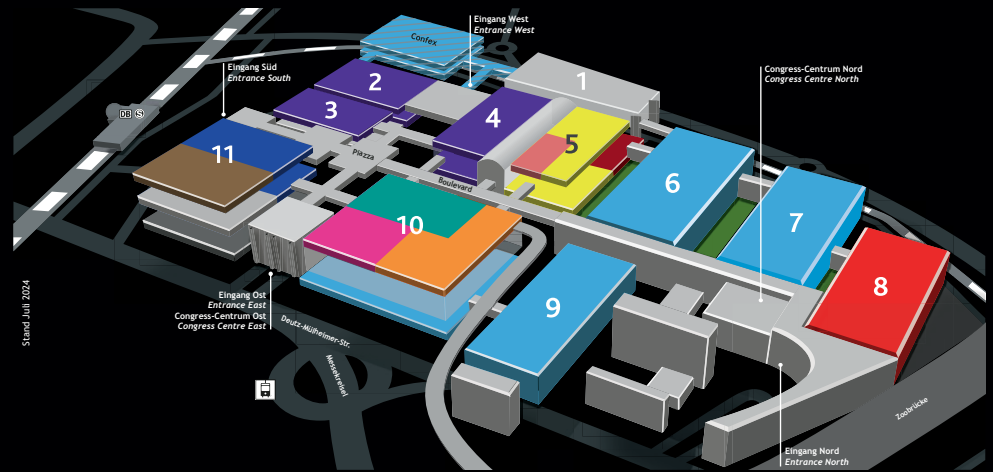
Floor plan hall 2.1



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, 21.-25.08.2024 **ONL: 20.08.2024**
HALL ALLOCATION



- business area
- campus area
- cards & boards area
- cosplay village
- creator co-working space
- devcom / congress
- entertainment area
- event arena
- indie area
- merchandise area
- outdoor area
- retro area/ family & friends area presented by BIONADE
- social area (hall 11.2 signing area; hall 11.3 social stage)

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 us immediately (saferspace@gamescom.de) [+49-180-627 77 66](tel:+491806277766).
 The contact point for women and girls affected by harassment and sexualized violence at gamescom is our partner EDELGARD (Hall 10.2, Stand B40).



SAFER SPACE POLICY OF KOELNMESSE

OPENING TIMES FOR VISITORS

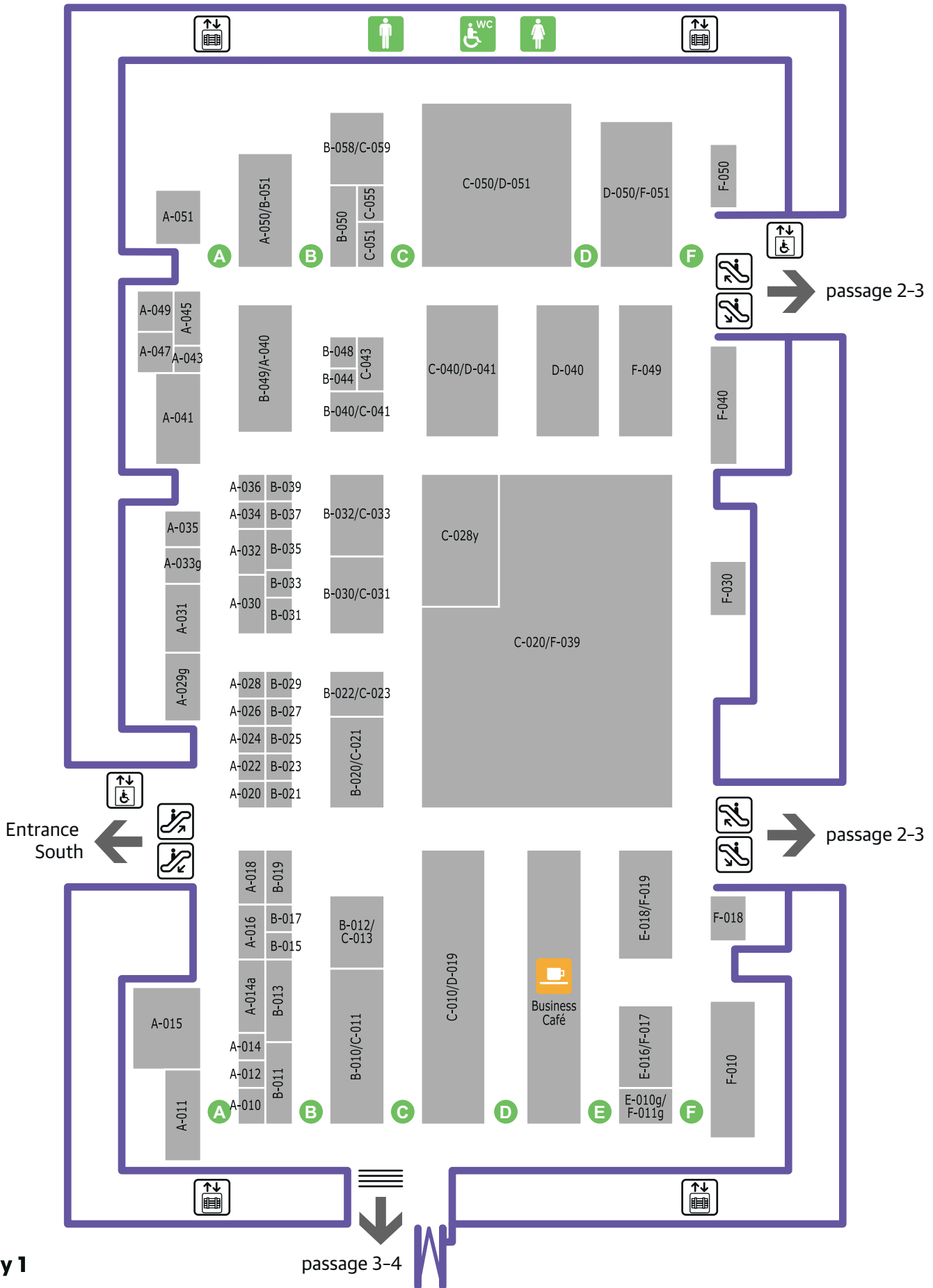
	21.08.	22.08.	23.08.	24.08.	25.08.
Business area					
<u>Exhibitor</u>	7:00 a.m.– 8:00 p.m.	7:00 a.m.– 9:00 p.m.	7:00 a.m.– 9:00 p.m.	closed	closed
<u>Trade visitors</u>	9:00 a.m.– 7:00 p.m.	9:00 a.m.– 8:00 p.m.	9:00 a.m.– 8:00 p.m.	closed	closed
Entertainment area					
<u>Exhibitor</u>	7:00 a.m.– 8:00 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.
<u>Trade visitors</u>	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.
<u>Private visitors</u>	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	EXHIBITORS	BOOTH	HALL	EXHIBITORS	BOOTH	HALL
0			a			Alkonost Team	D050 F051	3.2
1UP	B032	2.1	AAA Merchandise	C016	2.1	Allcorrect	F030	3.2
10:10 Games	C020 F039	3.2	ABP Technology	B047	2.2	Alpa Kids	C020	4.1
1000 Orks	C059	4.1	Abstract Digital	A031	3.2	Altap Studio	B031 C040	4.1
11 bit studios	C013	4.1	Abylight	C041 D050	4.1	Altagram	A071 D080	4.1
1D3 Digitech	D014	2.2	Ace Casual	D012	2.2	AlterEyes NV	A031 B040	4.1
23 Studios	D026	2.1	Aditude	C050 D052	2.2	Altom Consulting	A041	3.2
3D Research	D050 F051	3.2	Aerosoft	A039	4.2	Amazon Games	A009 B011	2.2
3x1010	C031 D040	4.1	AFI	B023	2.2	Amber Studio	A041	3.2
4Creators Media	C061 D070	4.1	AIEL – Associacao [...] Lisboa	B022 C023	3.2	Amberbite	B031 C040	4.1
4WARD SIA	C039a	2.1	Aiilive	B032 C033	3.2	AMC RO Studio	A041	3.2
505 Games	C020 F039	3.2	ak tronic	A010 C011	2.1	AMD	D016a	2.2
9GAG	C028 D027	2.1	Alienware	B050	3.2	Amiqus	C020 F039	3.2
						AMS Neue Medien	A010 C011	2.1

Floor plan hall 2.2

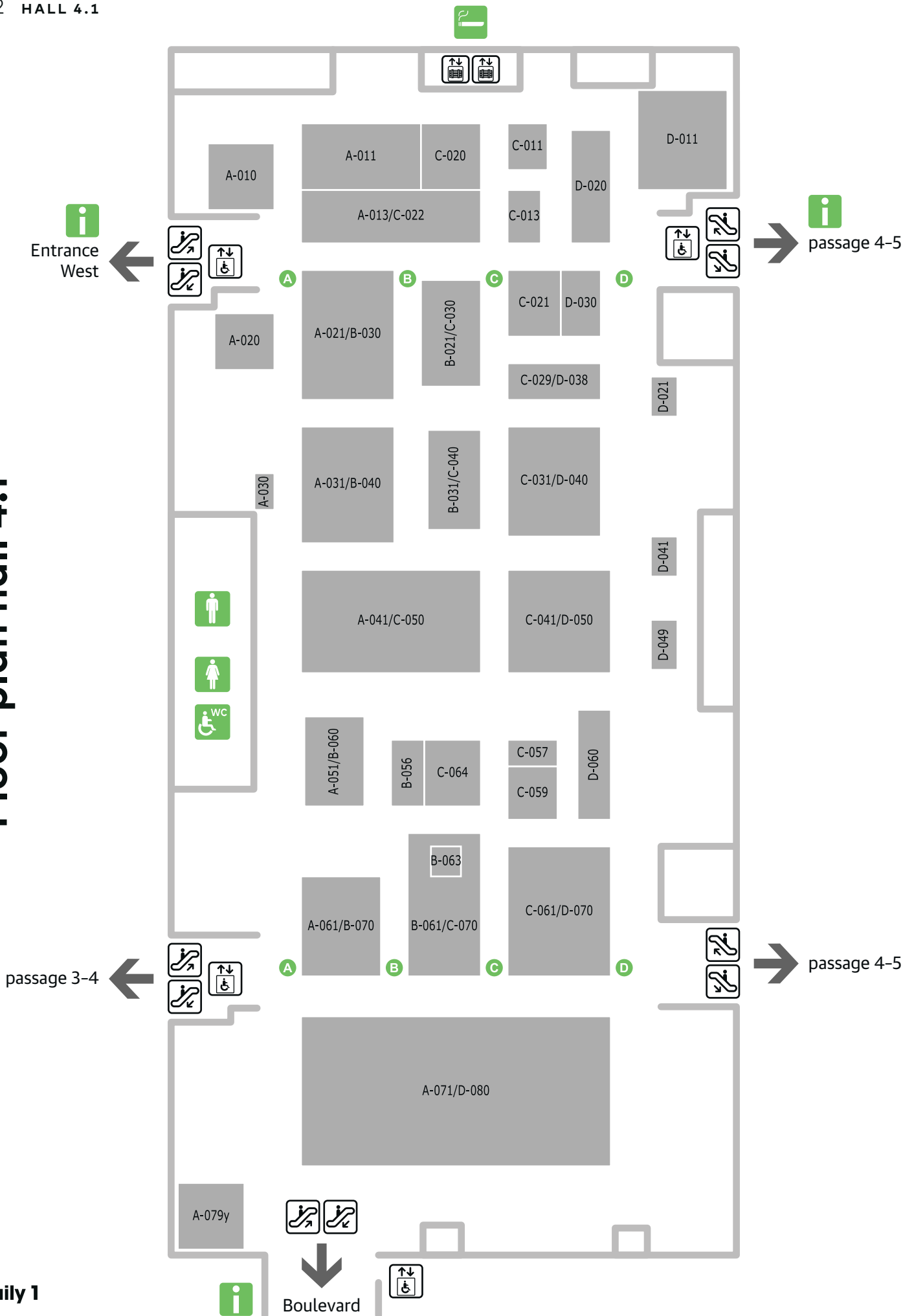


Floor plan hall 3.2



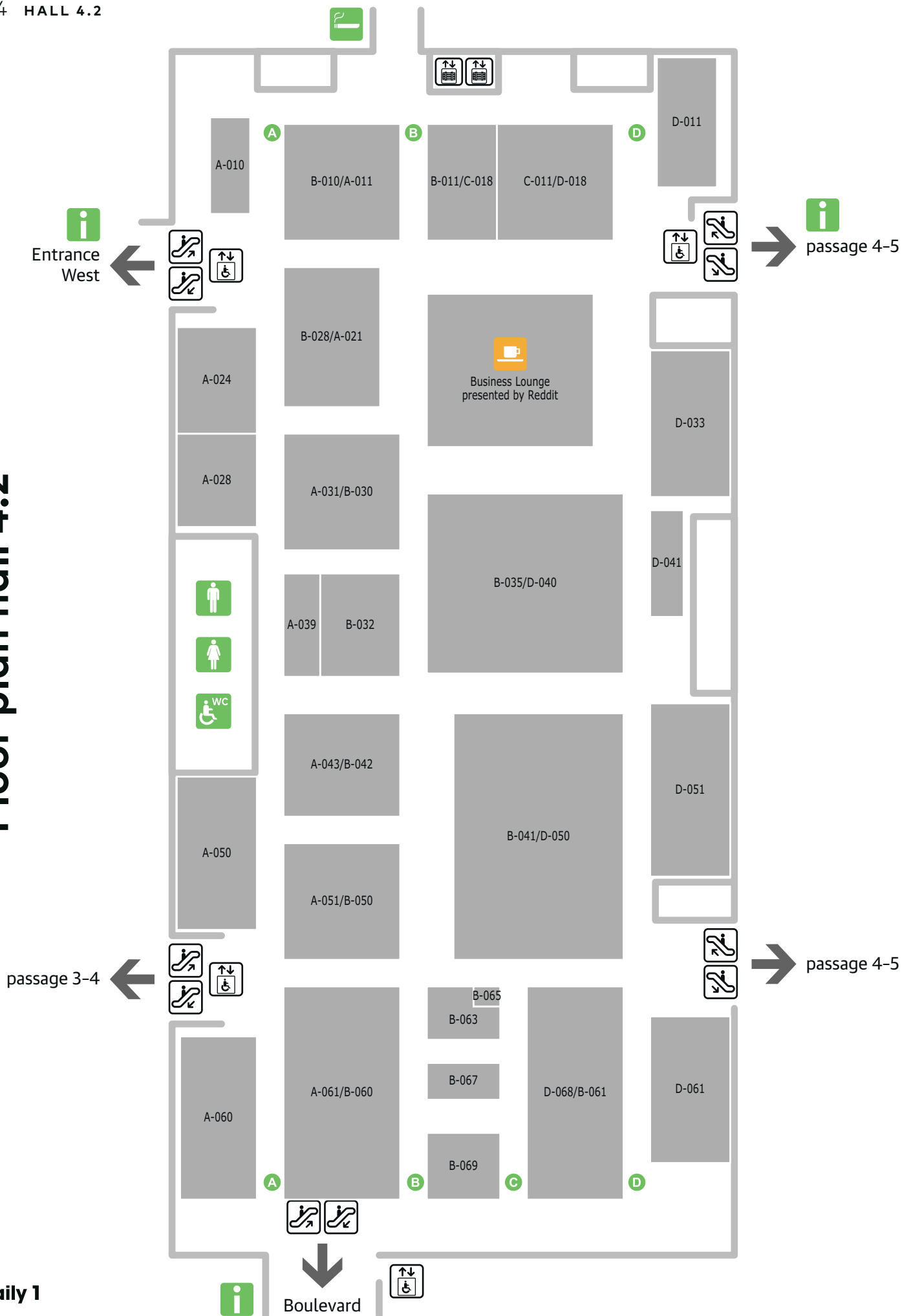
EXHIBITORS	BOOTH	HALL	EXHIBITORS	BOOTH	HALL	EXHIBITORS	BOOTH	HALL
Exit Games	A071 D080	4.1	Games & XR Mitteldeutschland	A051 B060	4.1	Ichigoichie Games	D050 F051	3.2
Exkee	F050a	3.2	Games Branding	A013 C022	4.1	ICO Partners	C020 F039	3.2
Exogenesis Inf. Technology – FZCO	E011	2.1	Games from Indonesia	B020 C021	3.2	Idra Editing	C031 D040	4.1
f			Games from Spain	C041 D050	4.1	Ignite Game Studio	B010 C011	3.2
Factory-C	C051 C051y	2.2	GAMEs Hub Westsächsische Hochschule	A051 B060	4.1	IIDEA	C031 D040	4.1
Fair Games	A013 C022	4.1	gamescom latam	B010 C011	3.2	Ilex Games	B010 C011	3.2
Fast Travel Games	A056 C055	2.1	gamescom worldwide	A015	3.2	Imagination of Things	D050 F051	3.2
FastSpring/Bright Market	C045a	2.2	Gamesight	C043	3.2	Incidental Minds	D050 F051	3.2
Fat Snail Studio	C020	4.1	gamigo	A071 D080	4.1	Incineration Productions AD	D030	4.1
FDG Entertainment	A071 D080	4.1	Gaming Refurbishment Centre	B037	2.1	Indie Hero	B010 C011	3.2
Febucci S.R.L. a socio unico	C031 D040	4.1	Gamious	A021 B030	4.1	Infinite Verse Studios	B022 C023	3.2
Fiesta Friends	D050 F051	3.2	Gear Games	C031 D040	4.1	Influsion	A041 C050	4.1
Film- und Medienstiftung NRW	A061 B070	4.1	Gecko Two	A051 B060	4.1	Infor Global BV	C041	2.1
Finji	C050 D052	2.2	Genba Digital	C020 F039	3.2	InMobi	D010	2.2
Fireflies	D050 F051	3.2	GGTech Entertainment	C041 D050	4.1	Innelec Multimedia	B030	2.1
Fireshine Games	C020 F039	3.2	Ghost Ship Games	A013 C022	4.1	Innerspace VR	D050 F051	3.2
Firestoke Group	F010	3.2	GIANTS Software	B032	4.2	Innovision Multimedia	A060 B069	2.2
Fizzbuzz	F018	3.2	Giantstep	A041 C050	4.1	Instinct3	A060 B069	2.2
Flashbulb Games	A013 C022	4.1	Gixer Entertainment	B010 C011	3.2	Inst. of Digital Games [...] Malta	C040 D041	3.2
Flashpoint Germany	B020 C021	2.2	GlobalStep	A010 C011	2.1	Intern. Game Dev. Ass. (IGDA)	C050 D051	3.2
Flatfish Games	D050 F051	3.2	Globant France	A010 C011	2.1	Introvert Legion	C021	4.1
Flawberry Studio	B031 C040	4.1	Glowfish Interactive	A031 B040	4.1	Invest in Skane	A011	4.1
Flix Interactive	C020 F039	3.2	GMR Concepts	C040 D041	3.2	Invisible Walls	A013 C022	4.1
FLOATY	C025	2.2	Go Testify	C020 F039	3.2	Iphigames IKE	D050 F051	3.2
Floppy Club	A013 C022	4.1	Godspear Games	A031 B040	4.1	Irdeto	D019	2.2
Fluid Studios	C020 F039	3.2	GOG	D011	4.1	Ishtar Games	B017	3.2
Flutu Music	B010 C011	3.2	Golden Whale Productions	C029 D038	4.1	Italian Games Factory	C031 D040	4.1
Focus Entertainment Publishing	A028	4.2	Government of Canada	E016 F017	3.2	Izyplay Game Studio	B010 C011	3.2
Focus Multimedia	C020 F039	3.2	grayclover	B032 C033	3.2	j		
Food for Thought Media	D050 F051	3.2	Green Man Gaming	C020 F039	3.2	Jackbox Games	A060 B069	2.2
Fourth Floor Creative	C020 F039	3.2	Greenheart Games	C010 D019	3.2	Jan Forberg Game Development	A051 B060	4.1
Fragstore.com	C044	2.2	Gridly	C020 F039	3.2	JanduSoft	C041 D050	4.1
Freaks 4U Gaming	C050 D052	2.2	Grindstone	C021	4.1	JMG Brands & Talents	A071 D080	4.1
Frontier Developments	A019	2.2	Guillemot Cooperation	B020 C021	2.2	Joel Rehra (Einzelunternehmer)	A051 B060	4.1
Frostisen Studio	C020	4.1	Gulf Direct Distribution	E029	2.1	Joindots	A071 D080	4.1
Frozen Way	D050 F051	3.2	GYLD	C010 D019	3.2	Jollify Oyun Yazilim ve Pazarlama	B049 A040	3.2
Fulqrum Publishing	E002	2.1	h			Jumpgate	A011	4.1
Funcom Games Bucharest	A041	3.2	Hang The Eyelids	D050 F051	3.2	k		
Funday Games	A013 C022	4.1	Harman Deutschland	B026	2.2	K5 Factory	C057	4.1
Funnivation	A010 C011	2.1	Hasbro	C020 F039	3.2	Kalypto Media Group	C020 F039	3.2
FusionPlay	A051 B060	4.1	Headis	C047a	2.2	Kasedo Games	C020 F039	3.2
g			Headup	A071 D080	4.1	Keen Games	A071 D080	4.1
G-Core Labs	B033	2.2	Hermit Crab Game Studio	B010 C011	3.2	Keywords International	C010	2.1
G2A.COM	A002	2.1	HI-SCORE	C059	4.1	Kipi Interactive	D030	4.1
Galaxies	B010 C011	3.2	High Road Stories	D050 F051	3.2	Kipwak Studio	B031 C040	4.1
Gambir Studio	B020 C021	3.2	Hipster Whale	C010 D019	3.2	knit'n'purl game studio	B031 C040	4.1
game – Verband der deutschen Games-Branche e.V.	A071 D080	4.1	His Fuarçilik Hizmetleri	B049 A040	3.2	Kochava	C038	2.1
Game Developers Association Philippines GDAP	F018	3.2	Hong Kong Umedia	D020	2.1	Kokku	B010 C011	3.2
game events	B021 C030	4.1	Hoplon	B010 C011	3.2	Konami Digital Entertainment	A071 D080	4.1
Game Habitat	A011	4.1	HORI (U.K.)	B043	2.2	Korea Association of Game Ind.	C050 D052	2.2
Game Workstore	B010 C011	3.2	House of How Games	C043	3.2	kr3m. media	C064	4.1
GameBCN	C041 D050	4.1	HP Printing & Computing Solutions	D023	2.2	Krafton	B011 C018	4.2
GameBoot	C064	4.1	HYBE IM	C050 D052	2.2	Kreativitas	B010 C011	3.2
GameCity Kajaani	C020	4.1	Hyper Dive Studio	B010 C011	3.2	Kwalee	C020 F039	3.2
GameDev Estonia	C020	4.1	Hypercent	A041 C050	4.1	Kybolt	D050 F051	3.2
GameDistribution	A021 B030	4.1	Hyperkin	A010 C011	2.1	l		
Gameforge 4D	A071 D080	4.1	i			L33t pro services	C041 D050	4.1
Gamer Arena Teknoloji Hizmetleri	B049 A040	3.2	i3D.net	A021 B030	4.1	Lakeview Games	B031 C040	4.1
			ICE-Agenzia per la Prom. ...	C031 D040	4.1	Landesanstalt für Kom. BW (LFK)	C064	4.1

Floor plan hall 4.1



EXHIBITORS	BOOTH	HALL	EXHIBITORS	BOOTH	HALL	EXHIBITORS	BOOTH	HALL
Lanterns	D020	2.2	Millenary Games	C020	4.1	Nvidia	A010 C011	2.1
Leipziger Messe	A051 B060	4.1	Minasa	E031	2.1	Nzxt Europe	C050 D052	2.2
Leitz Acco Brands	A010 C011	2.1	Mindscape	A021 B030	4.1	O		
LevelUp Analytics	B046a	2.2	Minimol Games	B010 C011	3.2	Ocean Drive Studio	A042 B041	2.1
LikeCard Electronic cards trading	A037	2.2	Misc Games	C020	4.1	Office for the Arts	C010 D019	3.2
Lingooona	A071 D080	4.1	Mishura Games	C020	4.1	Ohnsinn	B031 C040	4.1
Liquid Crimson	C020 F039	3.2	Mitteldeutsche Medienförderung	A051 B060	4.1	Omaet Games	C041 D050	4.1
LJF Games	F050a	3.2	MLC (Magna Ludum Creatives)	C020 F039	3.2	Omeda Studios	C020 F039	3.2
Loaded	B035	2.1	MMD Monitors & Displays	A060 B069	2.2	Omni Animation	B022 C023	3.2
Loc & Capture	C041 D050	4.1	mod.io	C010 D019	3.2	Once Foundation	C041 D050	4.1
Local Heroes Worldwide	A021 B030	4.1	ModSquad	C020 F039	3.2	One Cut Games	A013 C022	4.1
Localsoft	A026	2.2	Momento Games	B031 C040	4.1	One More Game	C043	3.2
Lokum Oyun Yayıncılık ve Pazarl.	D028	2.1	Monstronauts	F018	3.2	Oneway Ticket Studio	B032 C033	3.2
Lost Boys Interactive	D036 E037	2.1	Moonlit Monitors	A051 B060	4.1	Ontop Studios	B022 C023	3.2
LoveCraft Agency	B025	3.2	Moore Kingston Smith	C020 F039	3.2	Oopsie Daisies Studio	B031 C040	4.1
Lual Games	B031 C040	4.1	Mosaic Mask Studio	C059	4.1	OrigenWW	C041 D050	4.1
Lucky 7 Studios	C025	2.2	Mothership Talents	A071 D080	4.1	Original Force	E025	2.1
Ludium Lab	C041 D050	4.1	Movisoft	A041 C050	4.1	Other Things	C020 F039	3.2
Lululu Entertainment	B031 C040	4.1	MS Firma Pebbles Games	A013 C022	4.1	Outlier Games	D050 F051	3.2
Lurkit	C033	2.1	MSM.digital	A010 C011	2.1	Overwolf	C020	2.2
m			MTÜ Otaku	D050 F051	3.2	Ovomind	C020 F039	3.2
Mad Mimic	B010 C011	3.2	Mutani	A031 B040	4.1	Owlcat Games	C050 D051	3.2
Madcow Entertainment	D040	2.1	My.Games	A060 B069	2.2	Owlchemy Labs	B058 C059	3.2
Madfinger Games	E009	2.1	myAppFree	C031 D040	4.1	p		
Maga Animation Studio	C031 D040	4.1	Mystic Forge	A021 B030	4.1	Package Development	D050 F051	3.2
Magic Media and Entert. Group	B040	2.1	n			Painless Developments	D050 F051	3.2
Magic-Produ-Events	C041 D050	4.1	Nacon	A010 C011	2.1	PandaBee Studios	A051 B060	4.1
Magistral Games	B010 C011	3.2	Nanopike	D050 F051	3.2	Passion Ark	E019	2.1
Main Leaf	B010 C011	3.2	Native Prime	B031	3.2	Patient 8 Games	A056 C055	2.1
Majestic Mind Games	C025	2.2	natsha	B031 C040	4.1	Patrones y Escondites	D050 F051	3.2
Makea Games	C020	4.1	Naudapay	C040 D039	2.1	PayPal Limited German Branch	B040	2.2
Malta Enterprise	C040 D041	3.2	NB Ergonomic	C022	2.1	Paysafe Holdings UK	A024	2.2
Maltaric & Truong	C064	4.1	NBG	A010 C011	2.1	PEGA	E033	2.1
Marionette	A013 C022	4.1	nDreams	A056 C055	2.1	Perfect Bliss	C041 D050	4.1
Mars Games Frozen Lake Studios	C020	4.1	Nekki	B020 C021	2.2	Perfect Sound	C041 D050	4.1
Maru VR Productions	A056 C055	2.1	Nerdy by Nature	C047	2.2	Perita Gamedev	B033	2.1
Maru VR Productions	C020	4.1	Nerve Singer	B031 C040	4.1	PGDA Pioneers of Game Dev. ...	C029 D038	4.1
Masseka Game Studio	A011	3.2	Netease Interactive Entert.	C014	2.1	Pico Immersive	A010 C011	2.1
Maximum Entertainment	C056 D058	2.2	NewGen	C020 F039	3.2	PikPok	F010	3.2
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Maze Theory Games	A056 C055	2.1	Newzoo	A021 B030	4.1	PitStop Productions	C020 F039	3.2
MB Weekend warriors	D050 F051	3.2	NEXA, Regional Dev. Agency	A014a	3.2	Pixel Audio	E018 F019	3.2
Mcast Malta College f. Arts ...	C040 D041	3.2	Nexon Korea Corporation	B067	4.2	Pixelity	B032 C033	3.2
MCR-Agency	C041 D050	4.1	Nice Bilisim Teknoloji Ve Anonim ...	B049 A040	3.2	Pixminds Distribution	D017	2.2
Medien.Bayern, Games/Bavaria	C057	4.1	Nieko	D050 F051	3.2	PLAION	B041 D050	4.2
Medienboard Berlin-Brandenburg	C061 D070	4.1	Nine Rocks Games	C021	4.1	PLAION	D041	4.2
MeetToMatch	A021 B030	4.1	Ningbo Miaow Network Tech.	D030	2.1	PlanetPlay	C020 F039	3.2
Megapop	C020	4.1	Ninju Games	C041 D050	4.1	Platonic Partnership	D050 F051	3.2
Menhir FX	A034	3.2	Nitrado (marbis)	A071 D080	4.1	Play on Words Studios	C040 D041	3.2
Meridiem Games	C041 D050	4.1	NJLive	E010	2.1	Playdigios	B013	3.2
Meta Platforms	B069	4.2	Nordcurrent Group, UAB	C050 D051	3.2	Player One Consulting	C020 F039	3.2
MetaKing Studios	B020 C021	2.2	nordmedia	C059	4.1	Player to Player	C041 D050	4.1
Metrobots Games	C041 D050	4.1	North Beach Games	C051	3.2	PlayInsight Studios	A051 B060	4.1
Mezcla Studios	A031	3.2	Northplay	A013 C022	4.1	Playseat	A010 C011	2.1
Mi'pu'mi Games	C029 D038	4.1	NortonLifeLock Ireland	A010 C011	2.1	PlaySide Studios	C010 D019	3.2
Mice and Men Eventmarketing	C029 D038	4.1	Norwegian Film Institute	C020	4.1	Plexus Studio & Oray Studios	B020 C021	3.2
Microids	C026	2.2	Not a Cult	D050 F051	3.2	Pley	B025	2.2
MicroProse	C010 D019	3.2	nothing2install	A035	3.2	Plug in Digital	A010 C011	2.1
Microsoft	A051 B050	4.2	Nuromedia	D029	2.2	Poison Pill Games	C041 D050	4.1
Midwest Games	C050 D051	3.2	Nusoft	A041 C050	4.1	Poland	C013	4.1
Miksapix Interactive	D050 F051	3.2	Nuuvem	B010 C011	3.2			

Floor plan hall 4.2



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Polish Agency for Enterprise Development (PARP)	D020	4.1	Savannah Entertainment	D050 F051	3.2	Stickerb Games	A031	3.2
Power Up Team	C031 D040	4.1	Save the sound s.r.l. Boutique sound agency	D050 F051	3.2	Sticky Stone Studio	C064	4.1
PowerPhyl Media Solutions	C050 D051	3.2	Savegame.dev	B010 C011	3.2	stillalive studios	C029 D038	4.1
PQube	C020 F039	3.2	Savvy Games Group	A031 B030	4.2	Strangers	B031 C040	4.1
Prepay Nation MEA	B036a	2.1	Saxony Trade & Invest (Wirtschaftsförderung Sachsen)	A051 B060	4.1	Strategic Horiz./Chaotic Kraftez	D050 F051	3.2
PressEngine	C050 D051	3.2	SC BGA LANZE	D050 F051	3.2	Stratosphere Games	D050 F051	3.2
Prism Studio	C040 D041	3.2	Scenario	C041	2.2	Stream Hatchet	B046	2.2
Proxima Beta	D068 B061	4.2	Scenario	C041	2.2	Streamforge	E018 F019	3.2
PT Agate International	B020 C021	3.2	Schenker Technologies	A051 B060	4.1	Studio 727	C021	4.1
PT Klapanom Bangkit Berkarya	B020 C021	3.2	Science Park Skövde	A011	4.1	Studio Chipoy Juan	F050a	3.2
PT Radika Ganesha Bahagi	B020 C021	3.2	SEASUN GAMES	C050 D051	3.2	Studio Evil	C031 D040	4.1
PT. Bingkai Tikus Digital	B020 C021	3.2	Second Stage	A071 D080	4.1	Studio Momentos	C020 F039	3.2
PT. NIJI Games Studio	B020 C021	3.2	Semi-Salted Games	B031 C040	4.1	Studio Northshade	A011	4.1
PT. Rakun Subur Sejahtera	B020 C021	3.2	Sensing Emotions and Knowledge Group	C041 D050	4.1	Studio Punched/PUNChev Group	D030	4.1
PubNub	B044a	2.2	Sentient Infotech	C043	2.2	Studio Spektar	D050 F051	3.2
Push Start Sud	A016	3.2	Serbian Games Association	F030	3.2	Stunlock Studios	A011	4.1
Pyramid International	A027	2.2	servers.com	A001	2.2	SUCCESS Corporation	E021	2.1
q			servers.com	A040 B039	2.2	Sumo Group	A009a	2.1
Quantic Lab UK	C020 F039	3.2	Services Export Promotion Council (SEPC)	A050 B051	3.2	Supermassive Games	A010 C011	2.1
Quantumfrog	C059	4.1	Sharkbomb Studios	D050 F051	3.2	SUSUSOFT	A041 C050	4.1
Quicksave Interactive	C020	4.1	SHARLY DUBBING PRODUCTION	D050 F051	3.2	Sweden Game Arena	A011	4.1
r			ShawnTheMiller	C010 D019	3.2	Synergy Games	C041 D050	4.1
R85 Entertainment	C020 F039	3.2	Shenzhen Association of Trade in Service	F049	3.2	t		
Rabcat Computer Graphics	C029 D038	4.1	Shikensho	A060 B069	2.2	Take-Two Interactive	C011 D018	4.2
Raccoon Game Studio	C041 D050	4.1	SHIRO GAMES	A026	3.2	Tambù	C031 D040	4.1
Raccoon Logic	A060 B069	2.2	Shockbyte	D035	2.2	Tarock Interactive	C061 D070	4.1
Rain AS	C020	4.1	Shueisha Games	C056 D058	2.2	TDB Play	D030	4.1
Random Error Studio	D050 F051	3.2	SIA "Digi Media"	D050 F051	3.2	Team Vivat	D050 F051	3.2
Ranida Games	F018	3.2	Siam Technologies Paradise Game	A011	3.2	Team17 Digital	B010 A011	4.2
Rarebyte	C029 D038	4.1	Sichuan Digital Publishing & Media	D023	2.1	Techland	D068 B061	4.2
RAW FURY	E007	2.1	Sichuan Digital World Culture and Technology	D021	2.1	Tellmewow Studios	C041 D050	4.1
Raw Power Games	A013 C022	4.1	Simple Magic	C020	4.1	Tencent Cloud Europe	B065	4.2
Razer (Europe)	A060 B069	2.2	Skillsearch	C020 F039	3.2	Tencent Games	B063	4.2
Reactional Music Group	C020 F039	3.2	Skinny Bandit	C020	4.1	Terminal 3	A050	2.2
Ready Player Me	C020	4.1	Skonec Entertainment	A041 C050	4.1	Tesseract	A031	3.2
Red Art Games	C001	2.1	skywalk	A041 C050	4.1	Testronic Laboratories	C020 F039	3.2
Redcatpig	B022 C023	3.2	Smash Attack Studios	C010 D019	3.2	Testwaves	B022 C023	3.2
Reforged Studios	C040 D041	3.2	Smash Mountain Studio	B010 C011	3.2	Tesura Games	C041 D050	4.1
remote control productions	A071 D080	4.1	Smile Studios	D050 F051	3.2	The Breach Studios	C041 D050	4.1
Renaissance PR	C020 F039	3.2	snakebyte Distribution	A010 C011	2.1	The Game Bakers	B015	3.2
Reply Game Studios	C031 D040	4.1	SnoopGame	D018	2.2	The Game Kitchen	A056 C055	2.1
Reseaux Gameaddik	E018 F019	3.2	Snow Leaf Studios	C020	4.1	The Game Kitchen	C041 D050	4.1
Resistance Games	C020	4.1	Solid State Networks	A060 B069	2.2	The Game Marketer	B044	2.2
Revera	C031 D040	4.1	Solutions 2 GO	A010 C011	2.1	The Great Journey	A011	4.1
RISING PIXEL	C041 D050	4.1	Soul Assembly	A056 C055	2.1	The Sixth Hammer	D030	4.1
Roblox	B040 C041	3.2	Soulgames	B032 C033	3.2	The Trade Group	C032 D029	2.1
Roboto Games	C050 D052	2.2	Spectarium	C020	4.1	Theogames	B010 C011	3.2
Rogueside	D050 F051	3.2	Spiderling Studios	C020 F039	3.2	THQ Nordic	B035 D040	4.2
rokaplay	A071 D080	4.1	Spielfabrique	B011	3.2	Thunderful Publishing	A011	4.1
Rokky	C020 F039	3.2	Spielfabrique	D050 F051	3.2	Tiny Bull Studios	D050 F051	3.2
Rolldbox Games	C041 D050	4.1	Split Studio	B010 C011	3.2	Tiny Bull Studios	C031 D040	4.1
ROM Utrecht Region Part of the Invest in Holland Netwo	A021 B030	4.1	Sportfive Germany	D033	2.2	tiplay studio Oyun ve Teknoloji	B034	2.1
Rubber Road	D043	2.2	Sporty Group	C020 F039	3.2	Titan Forge Studios Hi-Rez Ventures	C020 F039	3.2
s			Steel Media	B042	2.2	toneworx	A071 D080	4.1
Sages	A011	3.2	Stellar Cartography Interactive	D050 F051	3.2	Top Entertainment Agency	C041 D050	4.1
SARIO – Slovak Investment and Trade Development Agency	C021	4.1	Stepheight	A051 B060	4.1	Toplitz Marketing and Distribution	C029 D038	4.1
						Trade Invaders	A010 C011	2.1
						Trap Plan	C039	2.2
						TRI DI BI	D030	4.1
						Trialis Studios	A031	3.2

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Trinity Team	C031 D040	4.1
Tripearl Games	A041 C050	4.1
Triple Boris	E018 F019	3.2
triple espresso	C048	2.2
Troglobytes Games	D050 F051	3.2
Troglobytes Games	C041 D050	4.1
Trophy Games Development	A013 C022	4.1
Trusted Events	E023	2.1
Turborilla	A011	4.1
Twohands Interactive	A041 C050	4.1

U

U&I Entertainment	B020 C021	2.2
UAB Tag of Joy	D050 F051	3.2
Ubisoft	A043 B042	4.2
Ukie	C020 F039	3.2
Ukiyo Studio	D050 F051	3.2
Under the Bed Games	C041 D050	4.1
Unfinished Pixel	D050 F051	3.2
United Games Entertainment	A071 D080	4.1
Unreality	C041 D050	4.1
Unsin Studio Ecumene Games	D050 F051	3.2
Untold Games	C031 D040	4.1
UP Designstudio	C064	4.1
Up One Games	C025	2.2
Uprising Studios	C041 D050	4.1
ustwo games	C020 F039	3.2
Usual Suspects Studios	F010	3.2

V

Valve	A071 D080	4.1
Varsav Game Studios	D050 F051	3.2
VaultN	A021 B030	4.1
velia.net Internetdienste	C056 D058	2.2
Venly NV	A031 B040	4.1
Vermila Studios	C041 D050	4.1
Vertigo Publishing	A056 C055	2.1
VestGames	D050 F051	3.2
Video Game Insights	C020	4.1
Video Games Europe	A030	4.1
Vimagineo	D050 F051	3.2
Virtual Age Games	A056 C055	2.1
Virtual Age Games	C041 D050	4.1
Virtual Alchemy	D011	4.1
Virtuos Holdings	A025	2.2
Viva Games	C041 D050	4.1
Vivid Realities	F018	3.2

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Voda Beverages Zambia	B039	2.1
Voidu Azerion	C020 F039	3.2
VRketing	A051 B060	4.1

W

W4 Games	C020 F039	3.2
Wargaming Group	C032 D029	2.1
Warning Up	B021	3.2
Washington State Dept. of Com.	C043	3.2
Watchmen Productions GmbH	D050 F051	3.2
Water	D027	2.2
We Are Muesli Srl Impresa Sociale	C031 D040	4.1
Web Media Publishing	A071 D080	4.1
Webcore Games	B010 C011	3.2
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Werkmeister Media	A010 C011	2.1
Western Digital UK	D016a	2.2
Wewotion	C041 D050	4.1
Whimsical Wolff Games	B031 C040	4.1
Whow Games	A021 B030	4.1
Wiggin LLP	C020 F039	3.2
Winking Studios	D035	2.1
Wirtschaftsf. Brandenburg	C061 D070	4.1
Wolcen Studio	D011	4.1
wolff interactive	C059	4.1
Worldpay (UK)	E039	2.1
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Xdrive Mobilya Sanayi Ve Ticaret	D018	2.1
XPFIRST	C020	4.1
Xpress Gaming	C018	2.1
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Yrs Truly	C020 F039	3.2

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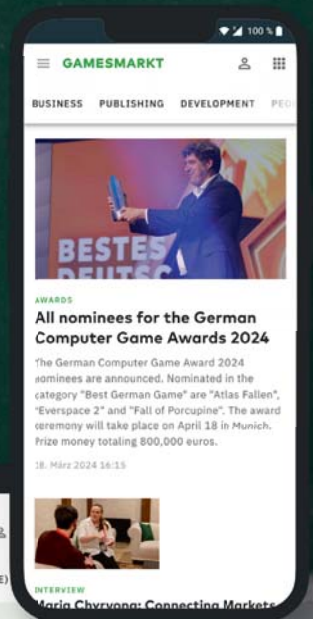
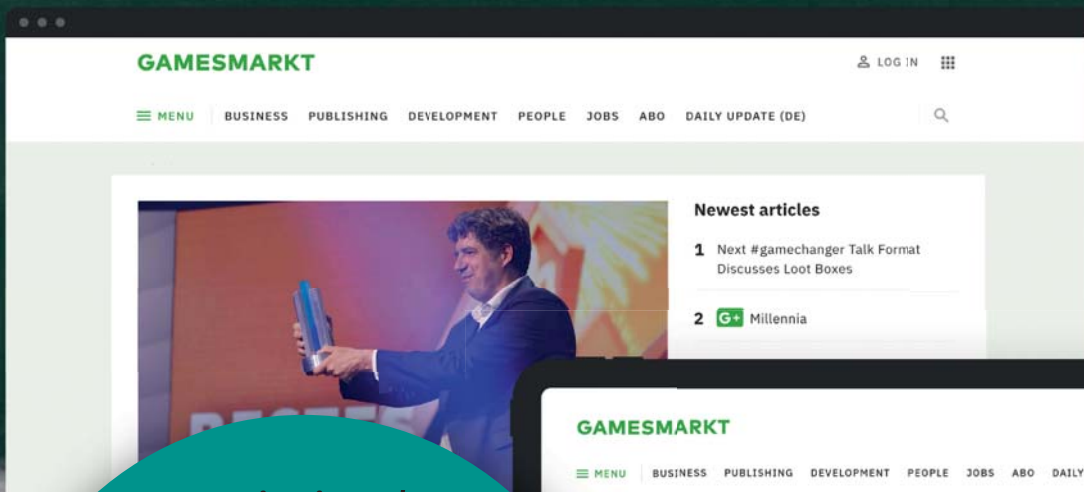
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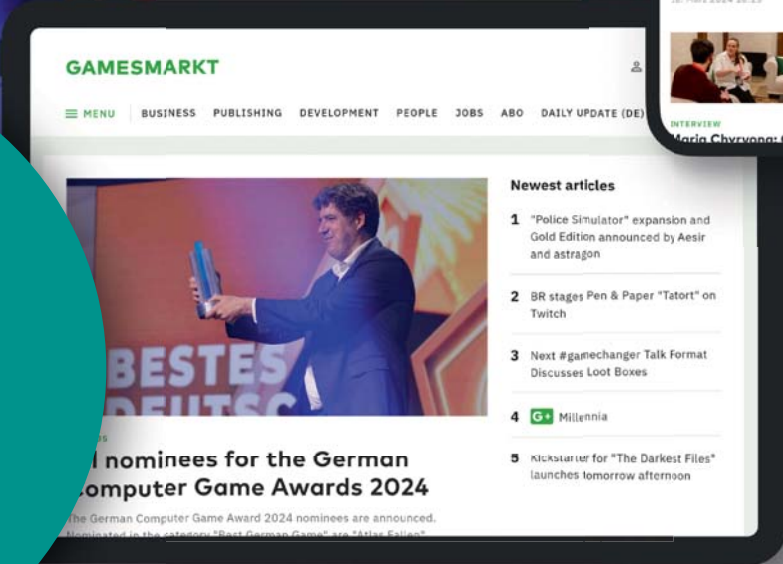
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