

gamescom daily 3

[Indie Games](#) What we think you should have seen

[Weekend](#) Things to do beyond the business area

[Business area](#) Floor plans and exhibitor directory

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digital assets

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DDC2024

Bigger and Better

The devcom Developer Conference 2024, which was held at Confex for the first time, has ended with new record numbers. More than 5,000 unique participants registered for the conference, an increase of 45 per cent compared to 2023, consolidating devcom's position as the largest industry conference in Europe and the second largest globally. The conference featured more than 350 speakers, about 100 more compared to 2023, who presented their topics across 210+ sessions on 17 stages plus Keynote Stage. Additional side events, such as the Xsolla Game Night, European Game Night and Courage Cologne contributed to thousands

of additional attendees. New dates for the upcoming devcom Leadership Summit at 19 to 21 February in Lisbon and the next devcom Developer Conference 2025 at 17 to 19 August in Cologne.



GAMESCOM CONGRESS

State Representatives Ally to Keep Co-Fundability with Federal Fund Alive

At the political main panel of gamescom congress, the three state representatives of NRW (Nathanael Liminski), Berlin (Franziska Giffey) and Bavaria (Fabian Mehring) and the Federal representative (Michael Kellner) hit cooperative tones. Critic from the states toward the Federation came regarding cumulation of funds in the new guidelines and the integration of the states in the decision-making process. All four committed to their engagement for the non-profit status of esports and the academic structures towards training young workers in the games industry. The panel was moderated by Frauke Holzmeier of RTL News.

BADEN-WÜRTTEMBERG

State Secretary Rapp Calls for Stronger Industry

At the reception of Baden-Württemberg State Secretary of the Ministry of Economy, Work and Tourism, Patrick Rapp, called for a stronger games industry in "The Länd". At the backdrop of the yellow MFG booth, the politician said the state games industry so far did not live up to its potential, "despite the favourable framework conditions and their significance for technology policy" in the state. He ensures that he wants to motivate more young people to join the creative industries in Baden-Württemberg.





EUROPE + CANADA

Quebec General Delegate Announces Quebeco-German Publishing Deal

At the Quebec Happy Hour reception of the Canadian state, General Delegate Geneviève Rolland (left) of the Gouvernement of Quebec honoured the team of 01Studio, developers of Cubio. The team from Quebec secured a publishing deal with German company Gameforge from Karlsruhe. "We're excited to announce our partnership with 01 Studio to collaborate on the Cubio project", says Gameforge.

BUILD IN MAINZ

The Anno Franchise Enters a New Era

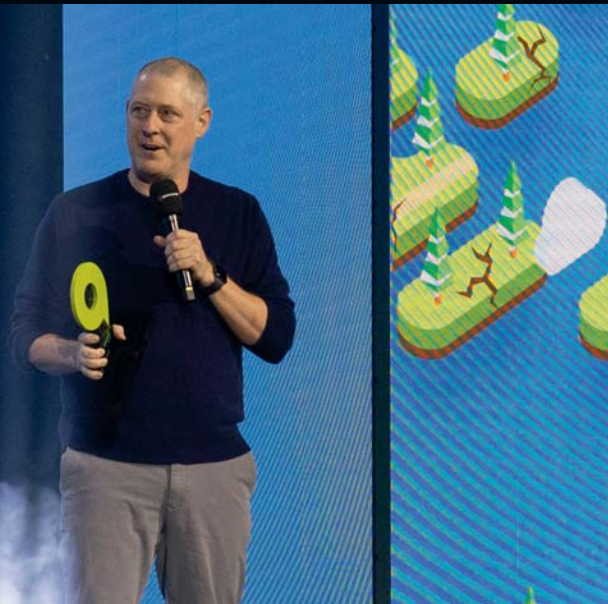
After revealing Anno 117: Pax Romana at the Ubisoft Forward Showcase, the publisher provided a little more information about the game at gamescom, but without showing any gameplay. Manuel Reinher, Creative Director, and Haye Anderson, Brand Director, explained the new approaches that will make the game more accessible to newcomers without compromising the franchise's characteristic complexity. For the first time in the franchise, players will be able to choose their starting province. Either the Celtic wetlands of Albion or the traditional Roman heartland of Latium. Each of these provinces will offer a different set of challenges for the player, including upgrading the inhabitants. As in previous games, Anno 117 offers a mix of city-building, economic simulation and 4X features such as diplomacy, military and narrative layers. Ubisoft Mainz is leading the development of the game, which is scheduled for release in 2025 on PC, PS5, Xbox Series X|S and Luna.



NEW BUSINESS ANNOUNCED

Tencent Games Wins Sustainability Award 2024

Tencent Games has won the Sustainability Award at gamescom 2024 in Cologne recognising Tencent Games' action-oriented commitments to sustainable business practices. The award was accepted by Brent Irvin, Corporate Vice President of Tencent. Later, Tencent announced a new business unit. Venture Lab will be globally headed by Juno Shin and will expand its support and capabilities to help early-game developers grow. Venture Lab was also involved in the launch of *Enshrouded*.





HALL 2, 3 AND 4

Snapshots From the Business Area

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

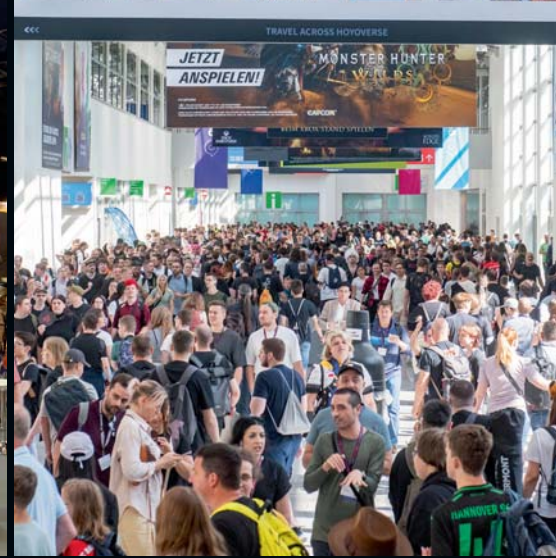


TOP TEN

Impressions

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





CREDITS: KOELN MESSE / THOMAS KLERX, GAMESMARKT



Monster Hunter Wilds



Kunitsu-Gami: Path of the Goddess

CAPCOM

Top-class double pack

A true gamescom classic, Capcom brings new and established series to **Hall 9 | Booth A070**

A little fun fact: When Capcom visited their first gamescom in 2009, they brought the following titles to Cologne: *Lost Planet 2*, *Monster Hunter Tri*, *MotoGP 09/10*, *Spyborgs*, *Dark Void*, *Tatsunoko vs. Capcom Ultimate All-Stars*, and *Resident Evil 5*.

The through-line is obvious: With their

2024 line up of *Monster Hunter Wilds*, *Street Fighter 6*, *Ace Attorney Investigations Collections* and *Kunitsu-Gami: Path of the Goddess*, the Japanese publisher brings series that not only survived, but grew since Capcom's first stint in Cologne, with *Monster Hunter Wilds* and *Street Fighter 6* both either on to run towards or shaping up to be the most successful title in the series. And this in addition to a new and exciting title, *Kunitsu-Gami*, that launched to favourable reviews and great user reception.

The big Capcom booth in the entertainment area, found in Hall 9, Booth A070, traditionally competes for the most impressive booth price at the gamescom awards as well.

RHINELAND-PALATINATE + SAARLAND

Successful State Coop

Studios and students adorn the lounge of two runner-up German states in **Hall 10.2 | Booth E020g-D021g/E030g-D031g**

The media funding of Rhineland-Palatinate is one of the youngest in Germany: Only in 2021 did they start to give money to game studios in the state, and the gamescom 2022 was the first they had their own stand. One year later, they teamed up with Saarland, a small, but up starting game location that assigns most of their funding money towards studio as prize money through the Game Award Saar.

This year again, the two westernmost German states cooperate at their booth, bringing 20 games and four research institutions to the booth, among them award-winning studios like Radical Fish Games from Saarbrücken, winners of the German Developer Award for their debut game *Crosscode*. Apart from the agency saaris — saarland.innovation&standort, Medienförderung RLP director Marc Jan Eumann shares responsibility of the stand with GameUp! e.V., the games association from Trier.



Marc Jan Eumann



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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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

A

s 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



Endzone 2 – Assemble Entertainment

HESSE

Hesse goes Indie

This year, the state of Hesse is **supporting six Hessian game developers to present their games at gamescom in Cologne.**

Hall 10.2 | F010 E019

The Hessian booth is located in the curated area "Indie Arena Booth" in hall 10.2. *TerraScape* by Bitfall Studios, *Prim* by Common Colors, *Endzone 2* by Assemble Entertainment, *Deadly Days: Roadtrip* by Pixelsplit, *Haunted Arcade* by Lechler & Pohl and *Impact* by Darmstadt University of Applied Sciences in cooperation with ESA will all be represented at the Hessian booth.

"Computer and video games are an established part of our leisure activities. The games industry is an important economic factor in the cultural and creative industries," said Minister of Economics Kaweh Mansoori. "The six selected companies represent this rapidly growing games industry in Hessen." The games companies from Hessen will reach new target groups with their games at gamescom. Exhibitions offer inspiration and impulses and are ideal for networking," says Folke Mühlhölzer, Managing Director of HA Hessen Agentur GmbH, who organised the presence. "From darkly humorous adventures to post-apocalyptic strategy games, from road trip action to crowd science projects for AI-based moon crater detection – relaxation and sophistication are guaranteed." This year, Hessen Agentur became a member of the non-commercial network "Games Germany".

daily 3

SAXONY

Saxony's debut with its own

For the **first time**, the **Wirtschaftsförderung Sachsen** is **organising a joint booth at gamescom.**
Hall 4.1 | A051 B060



Dome Keeper – Bippinbits

A total of 18 companies, networks and institutions present themselves in the gamescom business area and represent the region. Indies from Thuringia and Saxony-Anhalt are also represented at the Saxony stand via the Mitteldeutsche Medienförderung (MDM), which is based in Leipzig. All three states work closely together through MDM on all media issues, including film and games funding. Nevertheless, it is a joint stand for Saxony and not for Central Germany.

"The games industry in Saxony is a young, growing and dynamic part of the regional creative industries. Leipzig and Dresden in particular are increasingly becoming important locations for games development." says Martin Dulig, Saxony's Minister for Economic Affairs. At the Saxony pavilion you can find Bippinbits (Radeberg), FusionPlay (Leipzig), Games and XR Mitteldeutschland (Leipzig) with vrketing (Dresden), Mittweida University of Applied Sciences, Jan Forberg Games Development (Leipzig) and Actrio Studio (Leipzig), Gecko Two with Schenker Technologies and PandaBee Studios (all Leipzig), the MDM (Leipzig) with Stepheight (Weimar), PlayInsight Studios (Jena), Moonlit Monitors (Bernburg), Joel Rehra (Wernigerode) and Erickson, Kilian, Ruckel GooseGirlGames (Weimar), the City of Leipzig and WireHeadZ GAMeS Hub (West Saxon University Zwickau).

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Back to the Roots Chimera Entertainment
Diversity Agency Content Affairs founded
Challenge for BKA Online Hate Crime Prevention



Assassin's Creed Shadows

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

WHERE?

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INDEPENDENT DARLINGS

Indie Highlights @ gamescom

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



SEA SNIFFERS Netherlands

DEVELOPER/PUBLISHER Blastmode/Blastmode

WHERE? Home of Indies

SEA SNIFFERS is a cozy fishing RPG in which you explore the ocean with your trusty seal companion. Encounter strange creatures and exotic treasures in sunken ships or hidden caves. Discover the deep sea and all its secrets!

DEVELOPER/PUBLISHER

Tripearl Games/Tripearl Games

WHERE? Home of Indies

A Soulslike game with weighty combat and exploration. The protagonist, awakened with no memory, undergoes combat training in a simulator and uncovers secrets. The game incorporates the training aspect by including roguelike systems, alleviating the frustration of dying in a Soulslike.



V.E.D.A. South Korea

DEVELOPER/PUBLISHER

Studio Cima/Studio Cima

WHERE? Indie Arena Booth

A 2D action-adventure game inspired by a personal experience of psychological struggle. Play as a camera-head boy, trapped in a world of fear. Explore a mysterious, hand-crafted world filled with surprises. Find a (hopefully) positive conclusion to his story, and resonate with the struggle.



THE PERFECT PENCIL Italy

DEVELOPER/PUBLISHER

Little Knight Games/Assemble Entertainment

WHERE? Home of Indies

A 2D pixel Metroidvania inspired by Moroccan culture and spiritual traditions. Wield ancient weapons and forge your way through unrelenting deserts, crumbling necropolises, floating islands and dangerous mountains.



MIRA AND THE LEGEND OF THE DJINNS USA



HYPERCORE France

DEVELOPER/PUBLISHER

Gameinframe/Gameinframe

WHERE? Indie Arena Booth

Reverse the rhythm genre and play against the music, avoid bullets and obstacles at insane speed and refine your trajectory to reach scoring heights. HYPERCORE is a fast mix between the precision of Shoot'em Ups and the replay value of rhythm games.



SKY OF TIDES
Canada

DEVELOPER/PUBLISHER

Lofty Sky Entertainment/ESDigital Games

WHERE? Indie Arena Booth

SKY OF TIDES is a sci-fi narrative game set in a technologically advanced universe on the brink of war. Play as Rin, who must search for her missing father and heal the broken planet of Numen. Explore the world while your choices shape your character.



ISLAND OF WINDS
Iceland

DEVELOPER/PUBLISHER

Parity Games/ESDigital Games

WHERE? Indie Arena Booth

An adventure game set in a fantastical world inspired by 17th century Iceland and folklore. Experience the story of Brynhildur, a Balance Keeper who embarks on a journey of self-discovery. Gameplay involves intriguing puzzles and a focus on empathy.



SLOPECRASHERS
Austria

DEVELOPER/PUBLISHER

Bitmap Galaxy/Grindstone

WHERE? Indie Arena Booth

PRESERVE is a puzzle nature-building game that takes players on a journey into a harmonious ecosystem. The objective is to foster and sustain a thriving and diverse biomes, where each component coexists in a symbiotic harmony.

PRESERVE Slovakia



MEDIEVAL FRONTIERS
Germany

DEVELOPER/PUBLISHER

Active Fungus/PlayWay, Game Hunters

WHERE? Home of Indies

Hunt for food, plant crops, build your house and even trade with other residents! Build the farm of your dreams and pass it on to your descendants. MEDIEVAL FARMER is a realistic simulator of life on a medieval farm!

DEVELOPER/PUBLISHER

Hairy Heart Games/Hairy Heart Games

WHERE? Indie Arena Booth

CRACKERNUTS is a narrative game based on Scottish folklore about a goat-headed girl and her sister, a no-bodied head. They are on quest to find themselves and rescue their village from a curse of darkness.



ELROY AND THE ALIEN
Slovenia

DEVELOPER/PUBLISHER

Motiviti/Motiviti

WHERE? Indie Arena Booth

A journalist and the son of an archaeologist go looking for his missing father. The game is filled with challenging puzzles, 60+ fully voiced characters, hand-drawn art and emotional beats that leave the player with a cozy feeling akin to the vibe of 80s and 90s adventure movies.

CRACKERNUTS UK





GAMESCOM BEYOND BUSINESS

The Show is not Over yet

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

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

gamescom event arena

This year located in Hall 8, the event arena features quiz shows, streamer battles and most important: eSports. Both Saturday and Sunday, the Snapdragon Pro Series Brawl Stars Cham-

pionship will rule the stage, with the addition of the Snapdragon Pro Series Asphalt Legends Unite Global Finals on Sunday morning.

cosplay village

The cosplay village in hall 5.1 always warrants a visit, with plenty of amazing costumes walking around. But especially on Saturday, the heat is on, when at 5:00 o'clock the cosplay contest will pit cosplayers in six categories against each other to find the best costumes of the fair. This year, a "Surprise Show Act" sponsored by Bethesda has been announced at the contest.

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

gamescom city festival

Under these three entertaining and delicious categories, the city festival takes place every year on the gamescom weekend. The festival covers a huge area, from Rudolfplatz over Hohenzollernring up to Friesenplatz on the left and on Picassoplatz near the Tanzbrunnen on the right Rhine side.

Several musical main acts will pull visitors to the festival, biggest among them the Donots, Blond, Das Lumpenpack, Keshevara and Veedelperlen, "world's biggest girl band". Part of the festival is also the finale of the Arte Summer Tour, an entertainment bus full of karaoke, games and quiz shows. On Sunday, the city festival will be reinforced with another focus, the Festival of Democracy. Under the motto "Arsch Huh für Demokratie" (that's 'Lift your ass up for Democracy, but in a Cologne dialect), the main stage at Hohenzollernring will feature music, discussions, introductions of civil society organisations and much more.

A children's programme is provided both days at the Toggo Tour stage on Picassoplatz. Various food stands, a beergarden and more in the way of culinary experiences are a given as well. They open at 14:00 o'clock and close with the last of the stage programmes.





Link to the Festival Programme:
<https://www.gamescom.global/en/program/gamescom-city-festival>



**gamescom
city festival
plan**

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Find more information here:



**MEET US AT GAMESCOM
HALL 4.1.
BOOTH C061G - D070G**



cologne nights

event tip



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

bootshaus.tv
gewoelbe.club

after-hour drink

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

onamor.de
toddytapperbar.de



Ona Mor

restaurant tip

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

neoneo.de
greatwallcologne.de



must see



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

schokoladenmuseum.de

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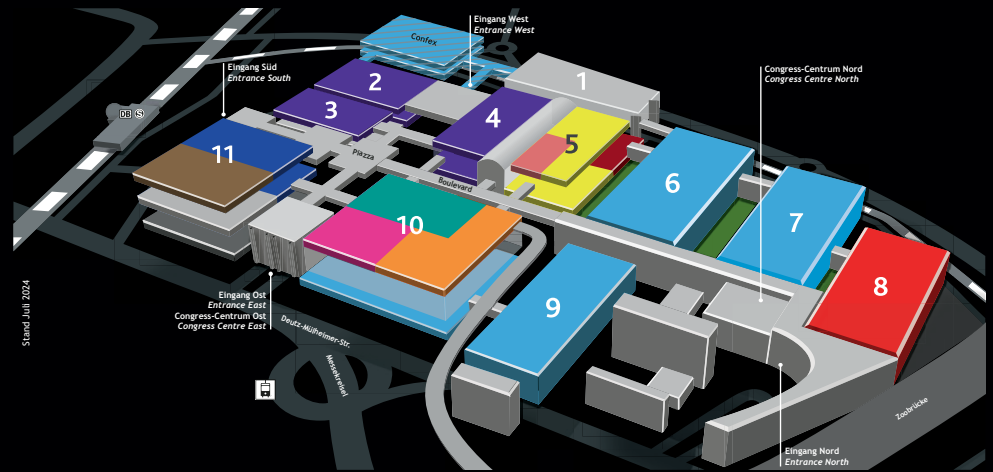
Floor plan hall 2.1



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. 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.

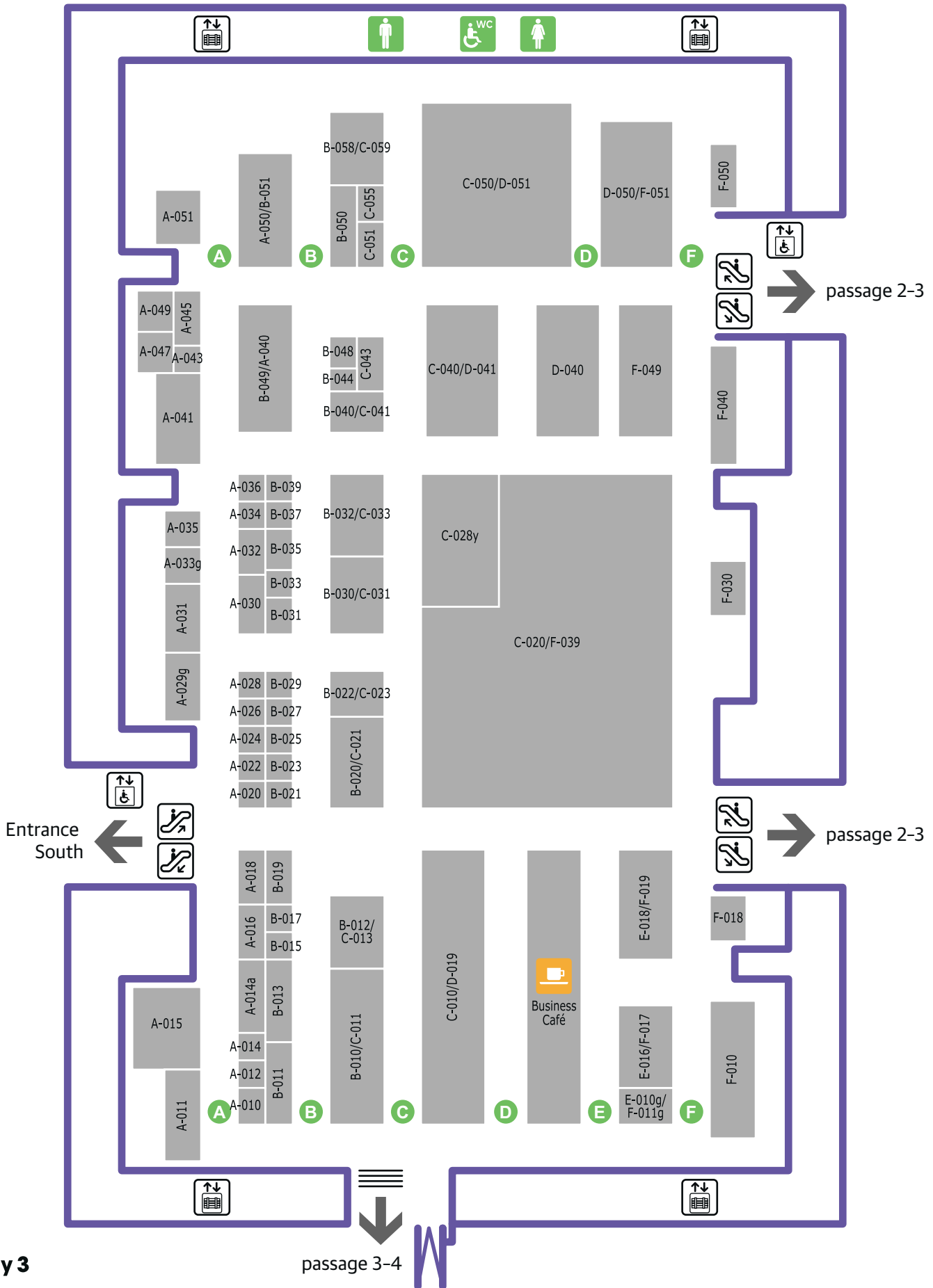
EXHIBITORS	BOOTH	HALL	EXHIBITORS	BOOTH	HALL	EXHIBITORS	BOOTH	HALL
0			a			Alkonost Team	D050 F051	3.2
1UP	B032	2.1	AAA Merchandise	C016	2.1	Allcorrect	F030	3.2
10:10 Games	C020 F039	3.2	ABP Technology	B047	2.2	Alpa Kids	C020	4.1
1000 Orks	C059	4.1	Abstract Digital	A031	3.2	Altap Studio	B031 C040	4.1
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	2.2	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



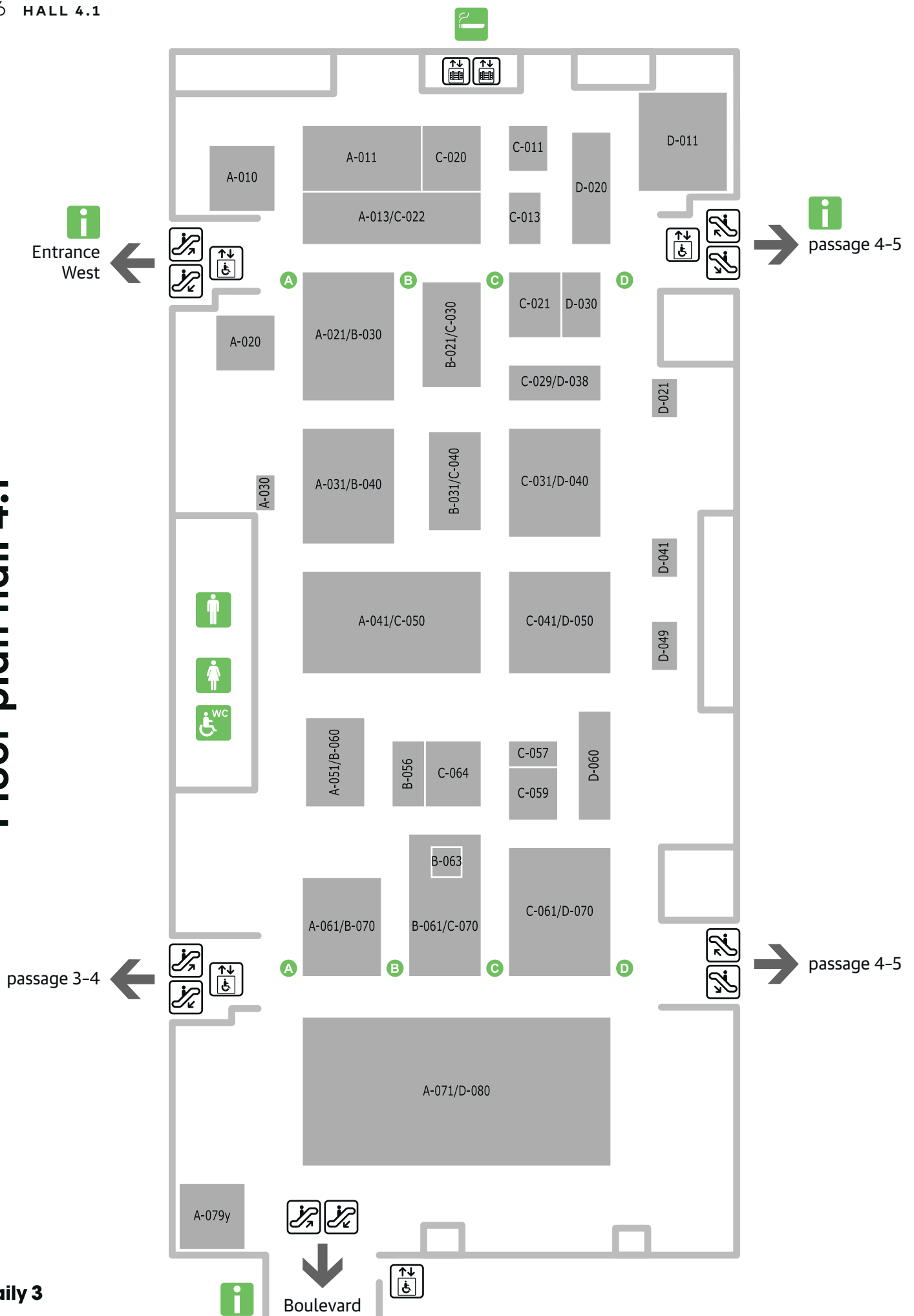
EXHIBITORS	BOOTH	HALL	EXHIBITORS	BOOTH	HALL	EXHIBITORS	BOOTH	HALL
Anji Judor Furniture	D022	2.1	Brave Squad Games Studio	C041 D050	4.1	Cybernetic Walrus	A031 B040	4.1
Ansible PR & Comms	C020 F039	3.2	Breadcrumbs Interactive	D050 F051	3.2	Cyborn	A056 C055	2.1
Antstream	C020 F039	3.2	Breakpoint One	D050 F051	3.2	Cyborn	A031 B040	4.1
Anybrain	B022 C023	3.2	Brehm & v. Moers Rechtsanwälte	C061 D070	4.1	Cypronia	C021	4.1
AOC International (Europe)	A060 B069	2.2	Bright Up	A060 B069	2.2	d		
AplusX	A030	2.1	BSMEPA – Bulgarian [...] agency	D030	4.1	DACS Laboratories	A071 D080	4.1
Appcharge	B042a	2.2	Bucketplay	A041 C050	4.1	Daedalic Entertainment	A071 D080	4.1
Aptotide	B022 C023	3.2	BUMP	A022	3.2	Daigon Esports	C040 D041	3.2
APVP - Associação [...] Portugueses	B022 C023	3.2	Bundesministerium Wirt. & Klima.	B056	4.1	Dare Drop	E037a	2.1
Araig Global	C036	2.1	BMWK	B063	4.1	Darron Coates (Smallhousegames)	D050 F051	3.2
ARC System Works Europe	A010 C011	2.1	business lounge pres. by coherence	B032 C031	2.2	Datascope Recruitment	C020 F039	3.2
Arcade1Up – Polyphoto	E001	2.1	business lounge pres. by Reddit	D030 B029	4.2	Dep. for Business & Trade (UK)	C020 F039	3.2
Arctic Game	A011	4.1	Business Oulu	C020	4.1	Dep. of Trade and Ind. (Philipp.)	F018	3.2
Arctic Hazard	C020	4.1	Business Sweden	A011	4.1	designmatic	D050 F051	3.2
Artax Games	C041 D050	4.1	ByteRockers' Games	A071 D080	4.1	Deusend Hyperxperience	C041 D050	4.1
Arte France	B023	3.2	C			Deviant Legal	A021 B030	4.1
Artheria	C031 D040	4.1	Camel 101 Lda	D050 F051	3.2	Dialect	C020 F039	3.2
Arvore Immersive Games	B010 C011	3.2	Canary Island Games	C041 D050	4.1	Digital Cauldron	C059	4.1
Ash Games Studio	C025	2.2	Capcom Entertainment Germany	A050	4.2	Digital Hearts	A026	2.2
Asteroid Lab	B031 C040	4.1	Capsule Studio	B029	3.2	Digital Lighthouse Studios	C031 D040	4.1
astragon Entertainment	B010 A011	4.2	Carrera Toys	B048	2.2	Digital Virgo	A024	4.1
Audiokinetic	E018 F019	3.2	Catalan Institute for Cultural ...	D049	4.1	Diorama Digital	B010 C011	3.2
Avow	C032	2.2	Cathedra	C031 D040	4.1	Dog Ears	C020 F039	3.2
Axon Flux	B031 C040	4.1	Cathedral Studios	D011	4.1	Dorado Games/DOG Productions	C040 D041	3.2
Ayming	A014	3.2	CGhero	C020 F039	3.2	Double Dash Studios	B010 C011	3.2
b			Chaos Theory Games	C010 D019	3.2	Draw & Code Malta	C040 D041	3.2
b.ReX	C064	4.1	Chaosmonger Studio	C020	4.1	DreamGEAR	A010 C011	2.1
Bandai Namco Entertainment	B028 A021	4.2	Charged Monkey	C021	4.1	Dreamloop Games	C020	4.1
Barclays Games & Creative	C020 F039	3.2	Charles Games	D050 F051	3.2	Dreamteck	D030	4.1
Bastion	C020 F039	3.2	Chase a Cloud	D030	4.1	DRUID Creative	B010 C011	3.2
BCS Studios	A031	3.2	Chat3D	A028	3.2	Dully&Dax	D050 F051	3.2
Bedtime Digital Games	A013 C022	4.1	Chengdu Assoc. of Trade in Serices	F040	3.2	e		
Beijing Deepcool Sci-tech	C042	2.2	Cherry	A060 B069	2.2	e-Residency Gov.of Estonia	C020	4.1
Berangin Creative	B020 C021	3.2	Chimera Entertainment	A071 D080	4.1	Early Coffee Games	B031 C040	4.1
Berlin Partner f. Wirt. und Tech.	C061 D070	4.1	Chimera Entertainment	D050 F051	3.2	ECAM	C041 D050	4.1
Bett Taka Lutganya Maaloumat ...	C025	2.2	Clap Clap Games	B010 C011	3.2	ECI Games	C020 F039	3.2
Beyond Frames Entertainment	A056 C055	2.1	CLD Distribution	A010 C011	2.1	Edgegap	E018 F019	3.2
BG Germany / GamesMarkt	D041	4.1	Clever Cities Group	C020	4.1	Eintracht Spandau	A060 B069	2.2
bHaptics	A029	2.2	Click Entertainment	C046	2.2	eLando	D030	4.1
bhv Verlag	A010 C011	2.1	ClockStone Softwareentwicklung	C029 D038	4.1	Elysium Game Studio	A071 D080	4.1
Big Games Machine	C020 F039	3.2	Cloudflare	C034	2.2	Embracer Group	D051	4.2
Bigpoint	A071 D080	4.1	CM Games	C061 D070	4.1	Emotionwave	A041 C050	4.1
Bilkent Cyberpark	B049 A040	3.2	CNC (Game France)	A012	3.2	Enchanted Works	D050 F051	3.2
Bit Cake Studio	B010 C011	3.2	Code Wizards Group	C020 F039	3.2	Enginn Technologies	B033	3.2
Bitmap Galaxy	D050 F051	3.2	Cognition Europe	A031 B040	4.1	Enigma Studio	D050 F051	3.2
BKOM Studios	E018 F019	3.2	Colby	C039	2.1	Entertainment Trading	C036	2.2
Black Lab Game Tech	C010 D019	3.2	Com2uS Europe	C061 D070	4.1	Envision Entertainment	A010 C011	2.1
Black Smoke Studios	C020 F039	3.2	Combat Waffle Studios	A056 C055	2.1	Epic Games	D033	4.2
Blade Representaciones	C041 D050	4.1	Cooling	D019	2.1	Epic Nuggets	C040 D041	3.2
BlitWorks Publishing	C041 D050	4.1	Corsair	C030	2.2	Epiphany Games	C010 D019	3.2
Blockchain Game Alliance	D051	2.2	Cosmic Spell	C041 D050	4.1	Erickson, Kilian, Ruckel GooseGirlG	A051 B060	4.1
Blue Brain Games	C021	4.1	Cosmocover	A010	4.2	ESDigital Games	D011	4.1
Bohemia Interactive	D033	2.1	Coutts & Co	C020 F039	3.2	ESM.ONE	B048	3.2
Bokeh Game Studio	D016a	2.2	CrazyGames	A031 B040	4.1	Eures	A010 C011	2.1
Bongfish	C029 D038	4.1	CRG	A011	4.1	EverGame	B029	2.1
Bonus Stage	C020	4.1	Croatian Audiovisual Centre	C011	4.1	Evil Owl Studios	C020 F039	3.2
Booster Space /Cons. Kickstarter	C061 D070	4.1	Cupboard Games	C020 F039	3.2	Evolution Game Estudio	B010 C011	3.2
Boss Hogg	C020	4.1	Cursed Pitcher	D050 F051	3.2	Exertis Ztorm	C020 F039	3.2
BR-Digital	C031 D040	4.1	CV. Gingersun Games	B020 C021	3.2	EXEV – Exhibition and Events	A056 C055	2.1
Brain and Nerd	C020 F039	3.2	Cvview Studios	C040 D041	3.2	Exists	C046a	2.2
Brav3	A060 B069	2.2	Cyber Sail	D050 F051	3.2			

Floor plan hall 3.2



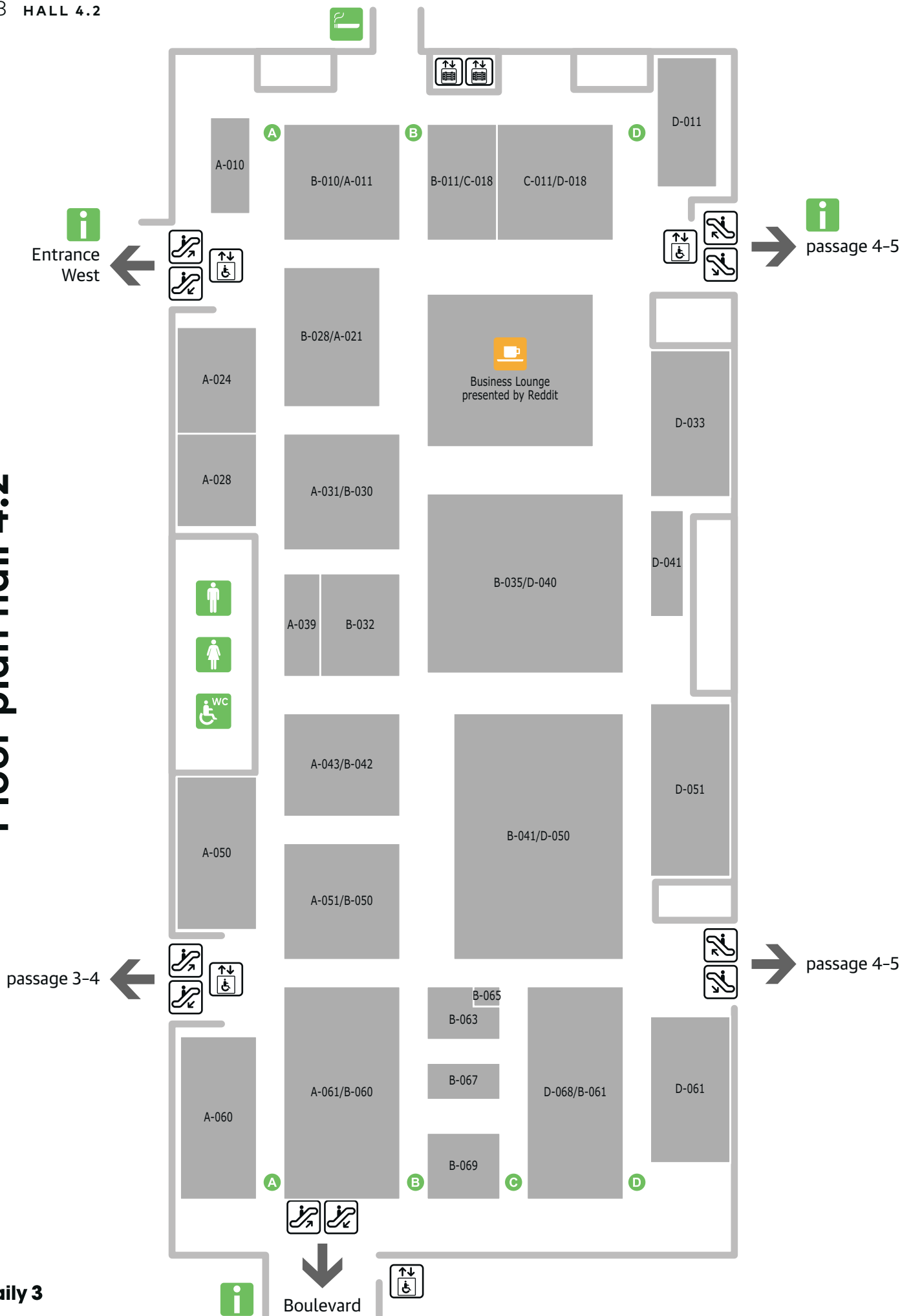
EXHIBITORS	BOOTH	HALL	EXHIBITORS	BOOTH	HALL	EXHIBITORS	BOOTH	HALL
Exit Games	A071 D080	4.1	Games & XR Mitteldeutschland	A051 B060	4.1	Ichigoichie Games	D050 F051	3.2
Exkee	F050a	3.2	Games Branding	A013 C022	4.1	ICO Partners	C020 F039	3.2
Exogenesis Inf. Technology – FZCO	E011	2.1	Games from Indonesia	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 Yayincilik 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
Maximum Entertainment	C020 F039	3.2	Newmatic	A041 C050	4.1	Piktiv	A011	4.1
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	Playdigious	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	NorthonLifeLock 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



EXHIBITORS	BOOTH	HALL	EXHIBITORS	BOOTH	HALL	EXHIBITORS	BOOTH	HALL
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 Punchev/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
R8S 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

EXHIBITORS	BOOTH	HALL
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

EXHIBITORS	BOOTH	HALL
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
Wehype Global	A024	4.2
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
WOWSystems	B022 C023	3.2

X

X&Immersion	C041a	2.2
Xdrive Mobilya Sanayi Ve Ticaret	D018	2.1
XPFIRST	C020	4.1
Xpress Gaming	C018	2.1
Xsolla (USA)	A030 B037	2.2

Y

Yacooba	B022 C023	3.2
Yangyang Mobile	F018	3.2
Yellow Brick Games	E018 F019	3.2
Youre Family	C061 D070	4.1
Yrs Truly	C020 F039	3.2

Z

Zeitland media & games	C064	4.1
Zenos	C020 F039	3.2
Zhejiang Times Int. Exh. & Services	D040	3.2
Zotac Europe	A060 B069	2.2

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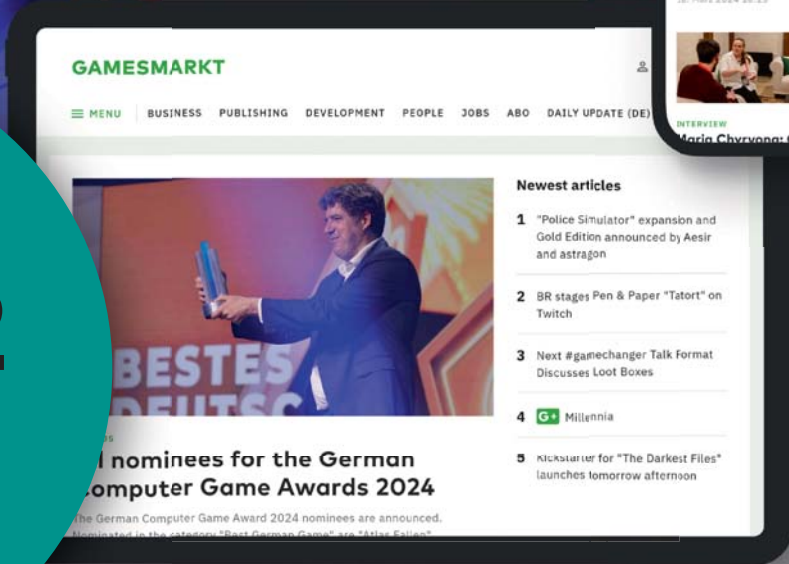
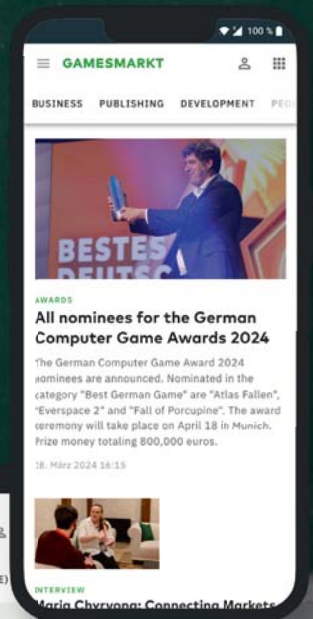
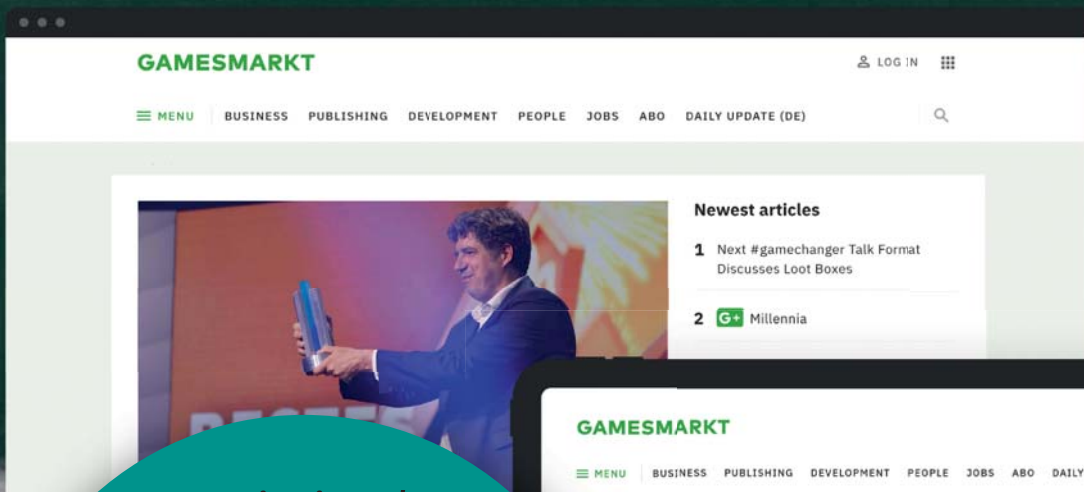
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