

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



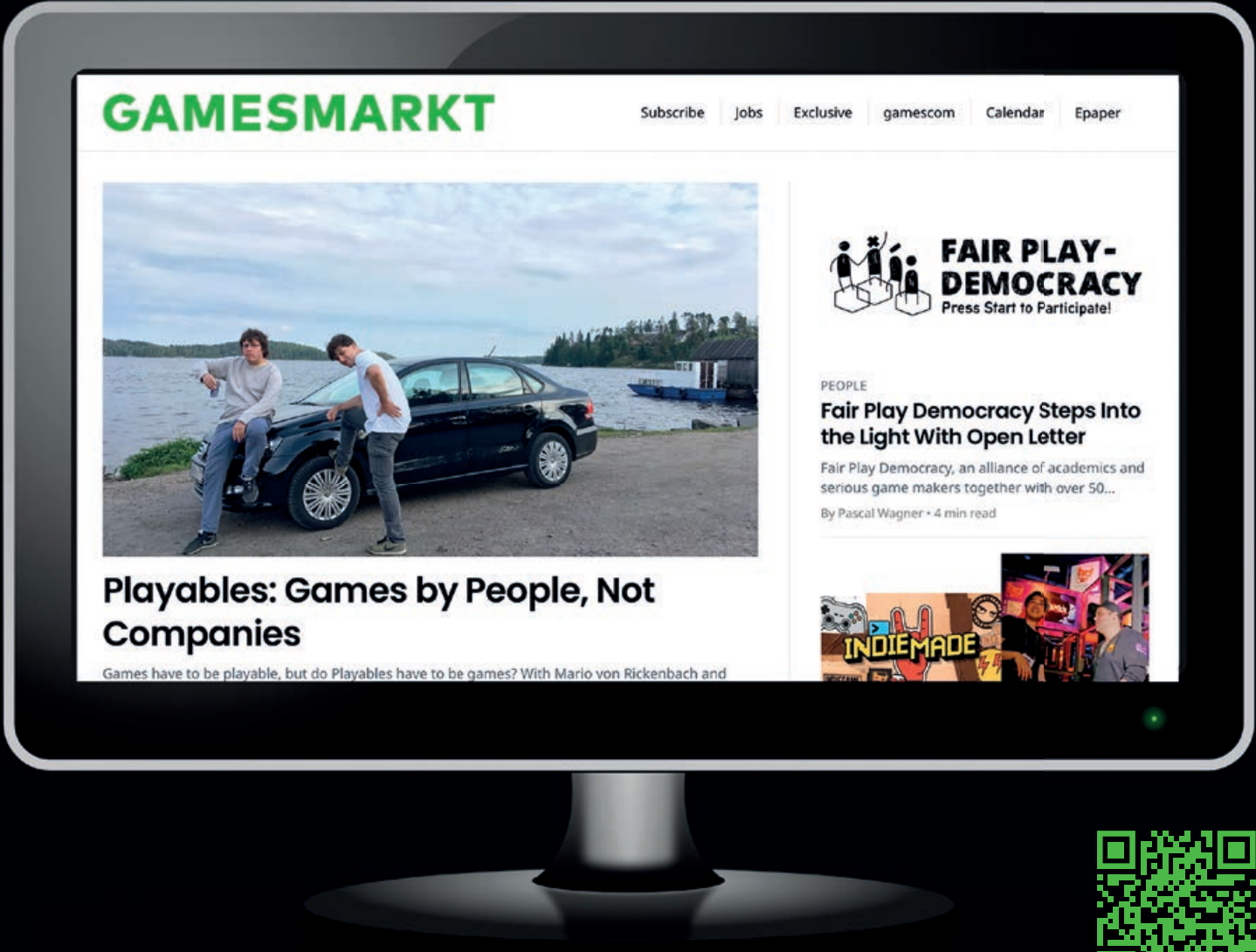
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GAMESCOM CONGRESS

Frank-Walter Steinmeier Sends Presidential Message

Everyone agreed that this was a significant milestone and a great honor for the gaming industry. For the very first time ever, a German president, Frank-Walter Steinmeier, visited gamescom and opened the gamescom congress. His speech was dignified, highlighting the progress that both the industry and policymakers have made over the past 25 years in their interactions with one another and in addressing the topic of gaming. However, the Federal President did not gloss over reality; he also mentioned the darker sides of gaming, including video game addiction, as recognized by the WHO; attempts by extremists to misuse games for propaganda; and the danger to underage gamers posed by cybergrooming. Steinmeier therefore called for an open dialogue to jointly address existing risks and ensure that gaming's potential contributes positively to society. At the same time, he emphasized repeatedly how perceptions of and the debate surrounding gaming have evolved into a positive dialogue.



CREDITS: KOELN MESSE, GAMESMARKT

GROWTH CONTINUES

gamescom dev Grows 15% From Last Year

The developer expo, which concluded on Tuesday, was integrated into the gamescom branding for the first time this year. With over 6,200 unique registered participants, it saw a 15% increase in attendance compared to 2025. Professionals from 95 countries and 2,500+ companies participated alongside 57 partners & exhibitors across the conference and gamescom dev indie expo. Most-bookmarked regular session was "The State of Generative AI in Games: Practices, Perceptions, and Problems" by Amara Eden Doshi and Ena So, the organisers shared as a data point. The next edition of gamescom dev will take place in Cologne on 23-24 August 2027.



RECEPTION

French Consul General Visits Team France Booth

The Team France Export Germany has started into gamescom with a political breakfast reception at their booth. Participants included Dr. Étienne Sur, French Consul General in Düsseldorf, as well as other members of Team France Germany, such as Lissandra Haulica and Nina Faudeux from the French Embassy in Germany, Adrien Serres, President of French Tech Düsseldorf, Sophie Storch from vif, and Antoine Heil from Expertise France. The breakfast was aimed to provide participating companies with the opportunity to get to know the representatives of Team France Germany. Discussed were the Franco-German cooperation and opportunities for new synergies.



ASIA X GAMESCOM

Games and Companies from Asia in Cologne

It was already noticeable at **Opening Night Live**. But it's even **more striking** in the exhibition halls and the business area.

Although this has been evident in recent years, it is even more apparent this year. An increasing number of gaming companies from Asia are using gamescom to showcase their games to an international audience. For the third year running, South Korean company Krafton held its Media Day 2026, presenting its vision for building sustainable global franchises. The presentation focused on five upcoming titles spanning various genres, including *No Law*, *Project Zeta*, *Age Twisters*, *Tarae: The Unbound*, and *PUBG: DED.NET*. The latter builds on the survival and competitive elements established in *PUBG: Battlegrounds*, expanding the series with a new setting and rogue-lite gameplay. This diverse range of

games reflects Krafton's growing portfolio of shooters, RPGs, co-op adventures and competitive multi-player titles. Pearl Abyss, another South Korean company, has announced *Crimson Desert Enhanced*, a free update to the base game. This update includes new cutscenes and story moments throughout the main questline, as well as voice-over support for German, French, Spanish, Brazilian Portuguese and Japanese. Interface and subtitle support has been added for Arabic too. Gryphline's (Shanghai) *Arknights: Endfield* has two side-by-side booths in Hall 8.1. HoYoverse (Singapore) made its mark with two major announcements: the unveiling of *Nodusfall*, a multi-mythology co-op action game, and the premier of new footage of *Petit Planet*, a cozy galactic life simulation game, ahead of its global launch this winter. While several games in 4Di-



vinity's (Singapore) portfolio demonstrate the increasing strength of game development in China, the company's publishing strategy extends in both directions - this is reflected by the presence of Western studio Eschatology Entertainment's *Guns of Eschaton*. 4Divinity's line-up consists of *The Defiant* (Hoothanes), a World War II FPS; *Showa American Story* (Nekom), a retro-inspired RPG; *Guns of Eschaton* (Eschatology Entertainment), a Souls-like FPS; *A Whisper of Fall: Jinyiwei* (CangMo Game), a Ming Dynasty ARPG; *Genigods: Nezha* (Genigods Lab), a Chinese myth ARPG; and *Sword Sage: Awakening* (Sword Panda), a Chinese myth and folklore-driven ARPG.

CREDITS GAMESMARKT, KOELNMESSE GMBH THOMAS KLIERX



HALL 2, 3 AND 4

Snapshots From the Business Area

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

CREDITS KOELNMESSE, GAMESMARKT

GAMESMARKET

Your Information Partner For the European Games Industry

On the market for 25 years, available in English for two years, and independent for one – GamesMarkt, online GamesMarket, has successfully transformed from a German trade magazine into a business information platform serving Europe's entire games industry and beyond. Now, access is becoming even easier.

For the German games industry, it has long been part of the daily routine: for 25 years, the workday has either begun or ended with a glance at the GamesMarket Daily headlines. It is the fastest way to get a comprehensive overview of what matters in the international games industry. With a single click, you can navigate directly to the information that is most relevant to you personally. And in the age of social media, GamesMarket Daily ensures that your news overview isn't left to chance—unlike the content algorithms might (or might not) flush into your timeline.

In recent years, GamesMarket has undergone a transformation mirroring that of games marketing itself. It has evolved from the traditional trade publication GamesMarkt, once used by buyers at German retail chains ranging from MediaMarktSaturn and GameStop to Müller and Expert, into an information platform that covers the entire games value chain and the industry's full spectrum and which is named online als GamesMarket. This

spans everything from universities and HR to self-publishing, games, market analysis, and traditional brick-and-mortar retail, which still plays an important, albeit smaller, role.

To fund its services, GamesMarket continues to rely on a dual strategy of advertising and subscriptions. Our paywall operates on two levels: news and basic articles are accessible after registering with an email address, while background reports and in-depth market analyses require a paid subscription, one that is affordable for everyone. For one thing, the cost of specialized information can often be claimed as a tax deduction or included in funding applications. For another, GamesMarkt offers subscription tiers providing tailored solutions for every

market player: Solo (individual account), Team (magazine + up to 4 access accounts), Company (access for all employees of a single entity), and Group (access for your entire corporate group). Members of partner associations receive additional discounts. And if your association isn't a partner yet, let's change that together. For universities and other educational institutions, there are IP-based solutions that provide all students with access to all GamesMarket content. Write to us:

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PS5

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SERIES X|S

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EUROPEAN INSIGHTS

Europe as a Games Location and Current Challenges From the Perspective of Industry Leaders

How do **gaming executives** rate **Europe's position** in the **global market**?
And what key challenges and trends are currently affecting the industry?
We spoke to several **industry leaders** from different countries to find out.

Dr Anika Thun
CEO, Kalypso Media Group



Since 2021, Kalypso Media has been led by **Dr Anika Thun**. The German publisher isn't just known for Tropico.

gamescom Daily: What is your opinion of the current state of the European games market?
Dr Anika Thun: For Kalypso Media, Europe remains one of the most important regions in the global games industry. As a production location, Europe offers access to a strong pool of talented developers and creative professionals. Germany in particular has a highly skilled talent base and an

established games industry, although production costs are comparatively high. As a publisher based in Germany, we see this mix of talent and experience as a clear strength. As a sales market, Europe remains highly relevant to us, with Germany being one of the key markets for our games.

What key challenges and trends do you currently see in the industry?
The games industry is facing a number of structural challenges, from increasing development and marketing costs to the growing difficulty of achieving visibility in an increasingly crowded market. In Germany, the funding situation has improved slightly, with substantial public funding now available. However, greater long-term planning security across legislative periods and more clarity on potential funding levels earlier in the application process would help developers and publishers plan projects with long development cycles. At Kalypso Media, we focus on developing and publishing distinctive games with strong IP and long-term potential. Our portfolio across differ-

ent genres and platforms allows us to respond flexibly to changing market conditions. We believe that strong games, clear positioning and close relationships with our development partners and communities are key to sustainable growth.

How important is the physical retail market to your sales strategy?
Physical retail is becoming increasingly selective in Continental Europe. For PC and Xbox it's now largely marginal, and PlayStation is following the same trend, with relevance expected to decline further from next year. Nintendo Switch remains the platform where boxed editions still play a meaningful role. At the same time, there's growing potential to complement digital sales with merchandise and premium products – a great way for fans to engage with our brands. Over the next two to three years, physical retail will increasingly focus on selected platforms, titles and markets – with Japan remaining an interesting market – while digital distribution and merchandise continue to grow in importance.

CREDIT: KALYPSO MEDIA

POINT-AND-CLICK IS TOTALLY BACK, BABY!

GHOST HAUNTING

PLAYABLE AT GAMESCOM
HALL 10.2 E-020 D-021

WISHLIST NOW!

PC

STEAM

PS5

XBOX SERIES X|S

SWITCH

SWITCH

THREE HEADED MONKEY STUDIOS

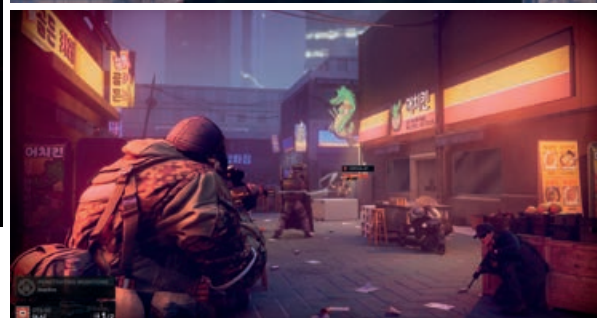
DAEDALIC ENTERTAINMENT

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OVER THE RAINBOW

Turn-Based Tactics in the Rainbow Six Universe

One of the most surprising new announcements at ONL was **Rainbow Six Tactics**.



Rainbow Six Siege has been a long-running hit for Ubisoft. Launched over ten years ago, this tactical multiplayer shooter is still hugely popular today, including in the world of esports. The franchise's roots go back even further, to the first instalment in 1998 or Vegas (2006). Now, at gamescom, the French publisher has announced a new title in an entirely new genre. Set in the same universe, it retains the series' DNA and will appeal to both new and existing players, offering something fresh. Ubisoft Paris came up with the idea of a turn-based tactical game based on the brand's core — and that is *Rainbow Six Tactics*. This is a single-player

experience, with no in-game store or microtransactions. Players deploy squads of operators around the world to counter terrorist activities. Missions feature turn-based combat, where reconnaissance, positioning, lines of sight, cover and overwatch management are key to success. The recon phase at the start of a mission is particularly important since a drone can be used to lift the fog of war and reveal enemy positions and traps. Once an overview has been established, the planning phase for the breach begins. Here, players can choose one or multiple entry points, which are then executed in a cinematic, synchronised manner when the attack begins. Turn-based combat then unfolds, involving hostage rescues, bomb defusing, VIP captures and more across numerous hand-crafted

maps spanning the globe. The positions of enemies, bombs and other elements are placed randomly. Between missions, players return to HQ to engage with the strategic management layer. Here, they develop departments, upgrade operations and allocate resources, all while rebuilding the new Rainbow unit in response to a new global threat. Speaking of operators. Fifteen of the most iconic and popular *Rainbow Six Siege* operators will feature in the game, each with their own designs, gadgets and abilities, which are perfect for creating tactical synergies. *Rainbow Six Tactics* is planned for release in 2027 on PC, PlayStation 5, Xbox Series X|S, Ubisoft+, GeForce Now and Blacknut.



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GAMESCOM CITY FESTIVAL

Musical Diversity in the Heart of Cologne

The **gamescom city festival** brings the party to more than just the fair area. At the weekend, the city of Cologne will be converted into a party for all ages with music and fun – **completely free**.

Sure, the business area might close after today, but the entertainment area is in full swing all weekend. The whole city of Cologne is getting involved in the gamescom festivities.

In 2026, the gamescom city festival on 29 and 30 August will once again feature a diverse music program that transcends genre boundaries and brings people together. For the 16th time, downtown Cologne will be transformed into a vibrant festival stage featuring established artists, exciting newcomers, DJ sets, and interactive activities.

The festival stands for unity, cultural diversity, and social dialogue. It combines live music with a unique festival atmosphere – free of charge and right in the heart of the city.

On two stages, the main stage at Hohenzollernplatz and another at Rudolfplatz, several bands and other acts will provide fun for all ages.

The ARTE Sing-Along Karaoke, hosted by Bianca Hauda, is back in Cologne again this year. New this year: the ARTE Live Band. Come up on stage and sing your favorite songs – alone, with friends, or with family – accompanied by the ARTE band.



SCHEDULE	SATURDAY
Hohenzollernplatz:	
4:45 p.m.	ARTE-Mitsing-Karaoke
6:45 p.m.	Team Rhythmusgymnastik & friends
9:15 p.m.	Thees Uhlmann & Band
Rudolfplatz:	
5:00 p.m.	DJ Damned Dan (getaddicted/Mmrs)
6:00 p.m.	The Deadnotes
7:30 p.m.	Klee
9:15 p.m.	Elias

SCHEDULE	SUNDAY
Hohenzollernplatz:	
5:00 p.m.	Grenzkontrolle
6:30 p.m.	Fewjar
8:00 p.m.	The Notwist
Rudolfplatz:	
4:30 p.m.	Sinfoglesia
6:00 p.m.	Guido Horn & Die Orthopädischen Strümpfe
8:30 p.m.	Yungmon & Lyran Dasz

CREDIT KOELNMESSE

MARIO MINIFIGS

The LEGO Group Unveils New LEGO Super Mario Range

The LEGO Group has revealed the latest LEGO Super Mario sets in cooperation with Nintendo, featuring new LEGO minifigures of beloved characters, at gamescom in Cologne. **Hall 9.1 | A029, A030, A040, B029**

The new LEGO minifigures mark a refreshed LEGO Super Mario theme, newly centred on creative LEGO minifigure roleplay action. The news that minifigures will now form part of the LEGO Super Mario range was first teased as part of MAR10 Day celebrations earlier in the year across social media channels, alongside the news that the sets were coming in 2027.

The sets include various scenarios for fans to enjoy: Racing with Mario (72054), Mario's Beach Adventures (72055), Luigi & Bowser Jr.'s Race

(72056), Mario's House (72057), Bowser's Rumbling Race (72058), Fire Mario & Bowser's Castle (72060) and Fire Luigi vs. Koopa Troopa Battle (72061).

The LEGO Group and Nintendo have a long history of partnership, launching the first interactive LEGO Super Mario building experiences in 2020 to capture all the action from the beloved video game series in a unique LEGO play system.

The refresh of the Super Mario theme will see building experiences arriving for LEGO Super Mario centred on creative LEGO minifigure roleplay, featuring iconic characters, karts, and environments from the Super Mario and Mario Kart universe.



Patrick Otley, Design Manager at the LEGO Group, said "This is an amazing celebration of our partnership with Nintendo, bringing Super Mario to LEGO minifigure form feels like the start of something special. Giving kids what they want and need to build and create their own stories and adventures was our ambition, extending and enhancing playtime through these iconic characters. We want to give our fans more freedom to play the way they want to, and with the addition of LEGO Super Mario minifigures, we hope kids will be even more inspired."

The new LEGO Super Mario sets will be available via LEGO.com, LEGO stores and from select leading retailers around the world from January 1st, 2027.

"What makes this set so special: For the first time, we are bringing the LEGO Mario minifigures to life."

RICARDO SILVA,
THE LEGO GROUP
DESIGN MANAGER



CREDIT THE LEGO GROUP 2026/GAMESMARKET

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 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.

Plus, wine is offered too.
schokoladenmuseum.de



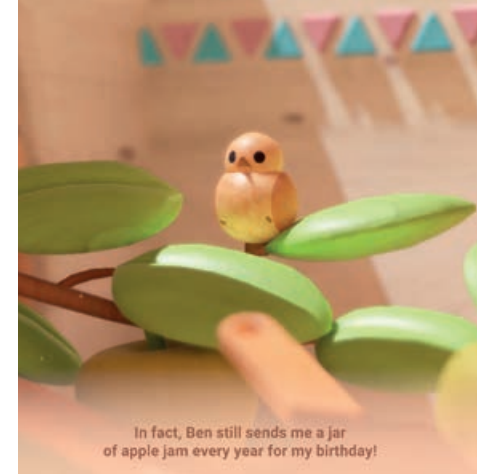
PHOTO ABOVE: KOELNMESSE LEFT ONA MOR RIGHT CHOCOLATE MUSEUM

DAEDALIC ENTERTAINMENT

Four Key Cornerstones for the 20th Anniversary

Once renowned for its point-and-click adventures, **Daedalic** now boasts a **diverse portfolio** spanning storytelling, strategy, co-op, and wholesome games.

CREDIT DAEDALIC ENTERTAINMENT



In fact, Ben still sends me a jar of apple jam every year for my birthday!

Throughout the last two decades, Daedalic Entertainment has evolved from developing and publishing its own games to becoming an international publishing partner that collaborates with independent studios worldwide (Hall 4.1 | A071 D080). To date, they have published over 200 games. The company's CEO and founder, Carsten Fichtelmann, says:

"Daedalic Entertainment has changed considerably over the past two decades. Our roots lie in developing our own games, and that first-hand experience still shapes how we work with studios today. We have since evolved into an international publisher focused on indie games, while our passion for original games and the people who create them has remained at the heart of the company." Daedalic Entertainment specialises in storytelling, strategy, co-op and wholesome games. This includes *Woodo*, a tactile 3D puzzle adventure due to be released on 16 September, as well as the upcoming classic adventure *Ghost Haunting*. Their latest hit, *Star Trek: Voyager - Across the Unknown*, has been significantly expanded with the recent launch of the Expansion Pass. This includes four DLCs, the first of which is already available.

GamesCapitalBerlin @gamescom 2026

BERLIN



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HALL 4.1
BOOTH C063G-D078G



Discover more GamesCapitalBerlin at the Indie Arena Booth, Home of Indies and the Indie Castle in Hall 10.2 and all over the entertainment area!



AT ONE GLANCE

Emergency Contacts & On-Site Help

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

Medical Attention & Security

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

On-Site Helpers

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

General Emergency Contacts

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



Accessibility

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



halls 11.1 and 11.2, all **elevators** on site are also completely barrier-free. **Special car parking lots** can be found at entrances North and South as well as below the plaza, accessible through entrances East and West. **Info Points** can lead you to any destination you need and can also help with Accessibility questions. They are located at the following junctions:

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

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



TENCENT GAMES

Flagship IP Honor of Kings and More in the Consumer Hall

Tencent Games is the **largest exhibitor** in the business area of gamescom (Hall 4.2, Stand B035D), but it also has a **significant presence** in the **consumer halls**.



"We are heading into gamescom 2026 with unprecedented momentum across the games lineup, strength of IP and tech innovation," said Yihang Luo, Head of Tencent Games Brand, "Our presence at this year's show reflects our commitment to backing exceptional talent and our passion for connecting directly with millions of players around the world." In Hall 8.1 of the consumer area, at Booth A-051-B-050, Tencent Games is offering attendees hands-on experiences and playable demos of its flagship games. There are also interactive photo opportunities and giveaways of merchandise. One of these games is *Animula Nook* from LilliLan-

dia Games, a cozy miniature life simulation game. Players can build their homes out of odds and ends, grow giant crops, and explore the enchanting Wupa Woods. TiMi Studio Group is showcasing four titles from the Honor of Kings universe. Newly revealed *Honor of Kings: ACE* will be playable on PC and mobile for the first time, and there is a new playable demo of *Honor of Kings: World* too. Visitors can also play the actual games, *Honor of Kings* and *Arena of Valor*. Those with gamescom Camp tickets can visit the *Rust Mobile*-themed tent at Jugendpark Köln to play the game, take part in mini-games and meet cosplayers.

CREDIT KOELNMESSE GMBH OLIVER WACHENFELD

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CREDITS AMBULANCE: PEXELS, MIKHAIL NILOV, COLOGNE; PEXELS, MALI MAEDER

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Build your influencer database in weeks days

Influencer marketing is an important part of promoting your games, but building and maintaining your influencer database can be a tedious task. As game devs, we built an **invite-only tool** that we're now offering to the industry. **Automate** the tedious tasks of creator discovery, coverage tracking and key management.

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DEVELOPER/PUBLISHER
Disgruntled Janitors/Reykjavik University

WHERE? Raw Talent

A top-down alien-infestation cleaner. Kill aliens, destroy their nests, clean the spaceship. Try not to destroy any company property and... clean them with fire.

DEVELOPER/PUBLISHER
Dream Pod 9/Flameborn Games

WHERE? Home of Indies

A new entry for the Heavy Gear mech game series that started in the 1990s. The single-player focused RPG will include an open world for the first time as well.

HEAVY GEAR III Canada



DEVELOPER/PUBLISHER
Regal Pigeon/The Arcade Crew, Imperfect Games, Dotemu

WHERE?
Indie Castle

A frantic tile-matching action roguelite. Challenge your reflexes and coordination in real-time on a grid battlefield: evade attacks, match tiles to charge your weapons, and find the right opportunity to strike.

CLEAN IT WITH FIRE Iceland



DEVELOPER/PUBLISHER
Redknot Games

WHERE? Indie Castle

Tend to a flock of sheep and build your perfect Mediterranean farm in this cozy ranch-builder. Decorate, expand, and create the perfect home for your fluffy friends.

LITTLE SHEEP VALLEY Germany



DEVELOPER/PUBLISHER
Team Complex

WHERE?
Home of Indies

A space-themed real-time strategy and base-building game with great graphics and in-depth base customisation options.

ERA ONE United Kingdom



STIP Belgium

DEVELOPER/PUBLISHER
Sixtyfour

WHERE? Indie Arena Booth

Solve a series of minimalist number puzzles. Use constraints to assign numbers to the correct strips. Navigate the interconnected puzzles to uncover secrets.

DEVELOPER/PUBLISHER
Separuh Interactive/Wired Productions

WHERE? Indie Arena Booth

An investigator from a covert Indonesian police unit ventures into a remote village despite ominous warnings. What begins as an unauthorized investigation quickly plunges Agni into a horrifying reality.



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!**

KOSHARI DEFENSE
Austria



DEVELOPER/PUBLISHER
Techno Mensa Studio/TU Graz

WHERE? Raw Talent

Mysterious creatures are attacking the empire. The pharaoh needs you to build a defense to defeat them.

DEVELOPER/PUBLISHER
Scrap Mole

WHERE? Indie Arena Booth

A twin-stick action-adventure where you control a throwable shield like a second character, exploring a desolate world of forgotten machines.



RUSTBUCKETS Switzerland

DEVELOPER/PUBLISHER
Speculative Agency

WHERE? Indie Arena Booth

All Will Rise is a wild and soulful game about taking a billionaire to court for murdering a sacred river.



ALL WILL RISE Netherlands



VAPOR WORLD: OVER THE MIND South Korea

DEVELOPER/PUBLISHER
Alive Inc./Boltray Games

WHERE? Indie Castle

A narrative-driven souls-like 2D platformer focused on deflection combat, set in atmospheric, dark world of dreams and nightmares.

The floor plan illustrates the West Entrance area for daily 3. It features a central corridor system with rooms on either side. Key rooms include A-059, A-056/C-055, A-048, A-049 Business Café, A-038, A-034, A-031, A-012/C-013, A-010/C-011, A-002, A-008, C-005, C-003, C-001, C-040, C-034/D-035, C-039, C-049, C-033a, C-033, C-032, C-030/D-029, C-024, D-023, D-021, D-017/C-018, C-012, D-013, C-010, E-007, E-001, E-003, E-004, E-054, C-050/E-051, D-040/E-039, D-038, D-037a, D-036/E-037, D-028, D-026, D-030, D-028, D-024, D-022, D-022a, D-020, D-022, D-019, E-021, E-025, D-018, E-015, E-017, E-019, E-021, E-025, E-016, E-010, and E-007. The plan also shows various facilities such as restrooms (WC), a business café, and a confexhall. The entrance is marked with a green 'i' icon and labeled 'Entrance West'. The area is bordered by 'Passage 2-3' on the left and 'Hall 2.2 Confexhall' on the right. The plan is labeled 'daily 3' in the bottom left corner.

	EXHIBITORS	BOOTH	HALL
	Adisoft Gaming Company	B010 C011	3.2
	Aerosoft	A043	4.2
2	Aesir Interactive	D050 F051	3.2
2	Aion Interactive	D050 F051	3.2
	Air Institute	B041 C050	4.1
	Alchemy Games	B030 C031	3.2
2	Alimujrah Al-Najmiyyah	C030a D029a	2.1
	ALL.SET	D033	4.1
2	Allcorrect	A011	3.2
L	Alset Studio	A041	3.2

daily 3

Entrance West

Passage 2-3

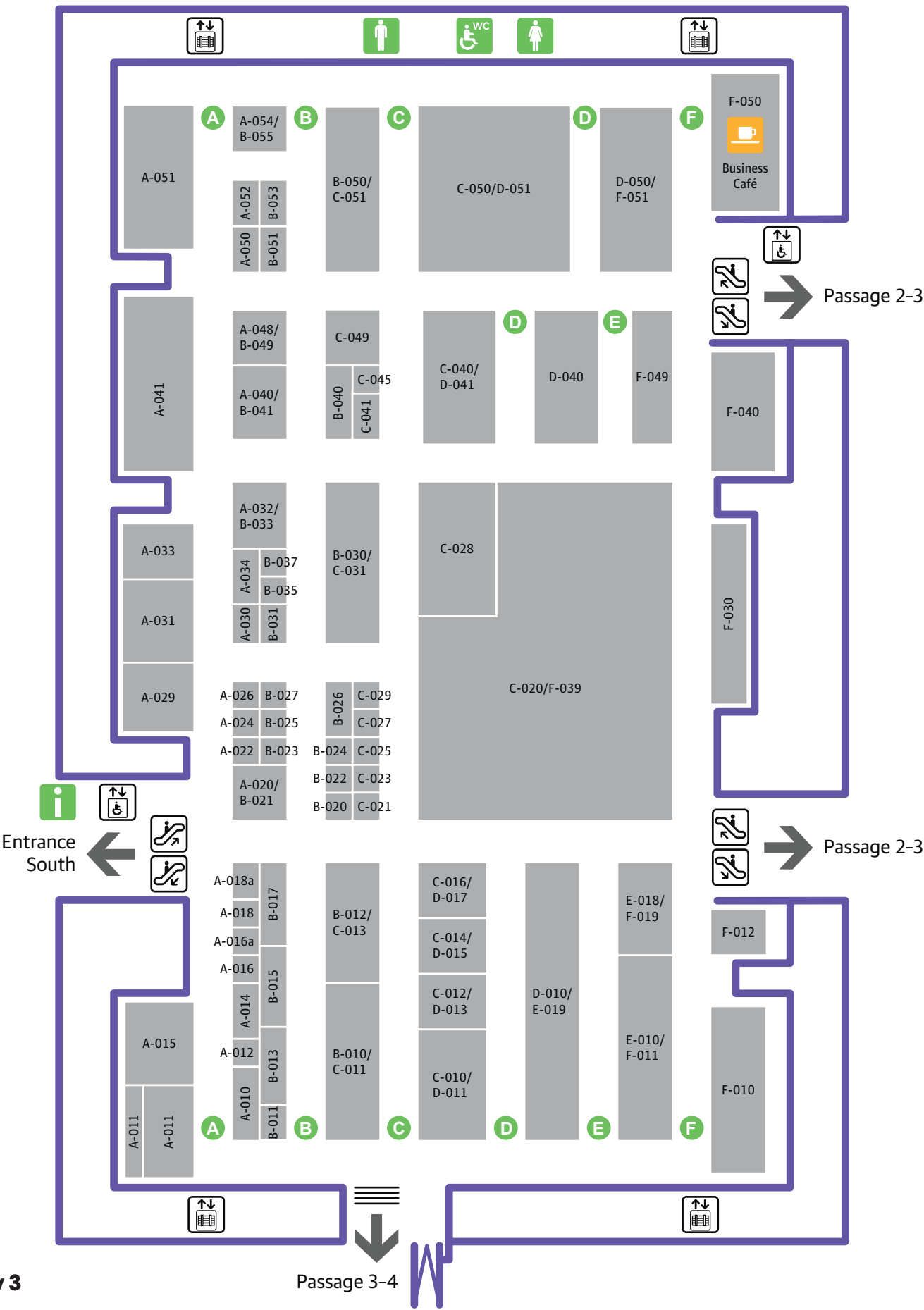
Confexhall

business lounge presented by **GAMEINFORMER**

Rooms and areas labeled: A-060, C-051, D-054, A-050/B-049, A-040/B-039, A-035, A-029, A-027, A-030/B-035, A-026, B-029, A-024, B-023, A-025, A-019a, A-014/B-015, A-012/B-013, A-010, B-013, B-011, B-009, D-008, D-004, C-058, D-058/C-056, C-050/D-052, C-048, D-049, C-046, D-045, C-044, C-044a, D-041, C-040, D-039, C-038, D-035, C-034, D-033, D-031, C-032, C-032a, C-030/D-029, C-026, D-027, D-026, D-024, D-022, D-018, C-020, D-019, B-020/C-021, B-030, B-040, B-042, B-044a, B-046, B-048, B-048a, C-041, C-043, C-045, C-047, C-047a, C-045a, C-043a, C-041a, C-039a, C-039, D-035a, D-033, D-031, D-029, D-027, D-022, D-018, D-008, D-004.

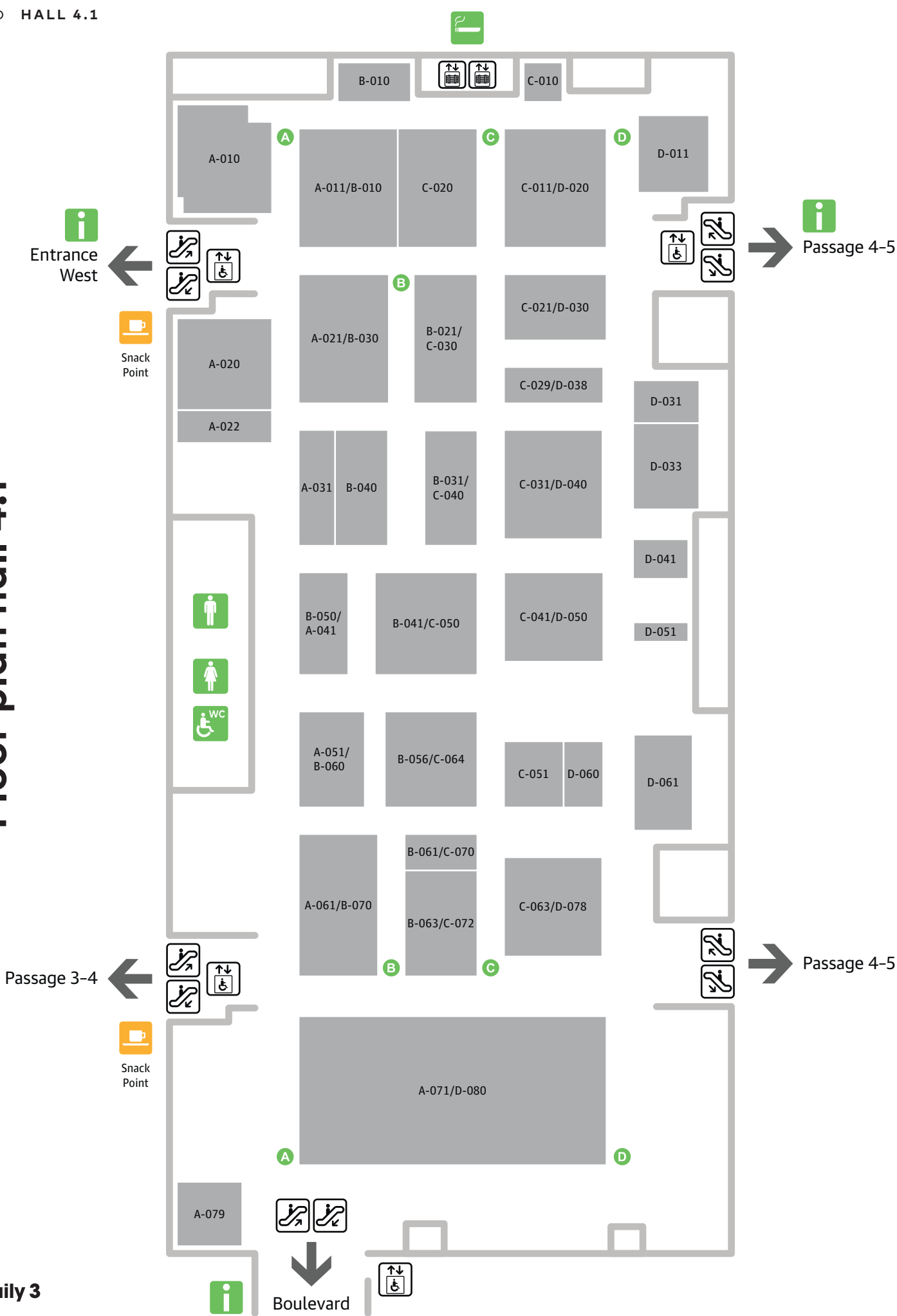
EXHIBITORS	BOOTH	HALL	EXHIBITORS	BOOTH	HALL	EXHIBITORS	BOOTH	HALL
AltTester	A041	3.2	BJR Pixels Agency	B050 C051	3.2	Clear River Games	D008	2.2
Amazon Game Studios	A048	2.1	Black Soup	C063 D078	4.1	Clevetura	C047a	2.2
Amazon Web Services	A051	3.2	Blackdeep Technologies	B012 C013	3.2	ClockStone Softwareentwicklung	C029 D038	4.1
Amber Studio	A041	3.2	Blacknut	C021	3.2	Cloudflare Germany	C034	2.2
AMDIE	B050 C051	3.2	Blade Representaciones	B041 C050	4.1	CNC	A018	3.2
AMS Neue Medien	A010 C011	2.1	Blaze Entertainment	C020 F039	3.2	Coffee Stain Publishing	E007	2.1
Aone Games	A029	3.2	Bloober Team Spolka Akcy	C026	2.2	Collision Games	D050 F051	3.2
Appcharge	A026	2.2	Bolt Production International	A010 C011	2.1	Com2uS Europe	C063 D078	4.1
APVP – Associação de Produtores	C020	4.1	Bonus Stage	D033	4.1	Comico Games	C011 D020	4.1
Arcane Cabinet	D050 F051	3.2	Bowl Of Tentacles	D031	4.1	Company alab alttawaqiat	C030a D029a	2.1
Archetype Entertainment	A014 B015	2.2	Brainglyph	D050 F051	3.2	Compassvisio	A032 B033	3.2
Arctic Game	D033	4.1	Brainz Gamify	D050 F051	3.2	Conradical	B031 C040	4.1
ard games	B050 C051	3.2	Breda University of Applied Science	A021 B030	4.1	Consulting Dilettante	D050 F051	3.2
Area 35	B013	2.2	Brehm & v. Moers Rechtsanwälte	C063 D078	4.1	Cooling	C046	2.2
Argentum Studio	D050 F051	3.2	Brickworks Games	F030	3.2	Corsair Memory	C048	2.2
Arkaden	B021 C030	4.1	Bright Market	B040	2.2	Corvostudio di Marco Amadei	C031 D040	4.1
Art up International	B029	2.1	Brocap Studio	A020	4.1	Cosmocover	A010	4.2
ARTE France	A016a	3.2	Bruce B.	C051	4.1	Coutts & Co	C020 F039	3.2
Arte Play	A016	3.2	Brunch Studio	B035	3.2	Crazybit	F030	3.2
Artex Software	D060	4.1	Buldozer Production	D050 F051	3.2	Creative Europe MEDIA	D050 F051	3.2
Ascend	B010 C011	3.2	Bulgarian SME Promotion Agency	B012g C013g	3.2	Critical Giants	B021 C030	4.1
Asetek Danmark	A010 C011	2.1	bump	D049	2.2	Cubic Games Studio	F030	3.2
ASIVI CyL	D031	4.1	Bundesministerium für Forschung, Technologie und Raumfahrt (BMFTR)	B056 C064	4.1	Cursed Bytes	B031 C040	4.1
Asteroid Lab	B031 C040	4.1	Buntspecht & Rabe	D060	4.1	CurseForge for Studios	C020	2.2
astragon Entertainment	B010 A011	4.2	Business France	A010	3.2	cView Studios	C040 D041	3.2
Astronaut Diaries	F010	3.2	Business Lounge presented by Game Informer	B043	4.2	Cyber AI	B010 C011	3.2
Atari	A024	4.2	Business Tampere/Games Tampe	D033	4.1	Cybernetic Walrus	B040	4.1
AtlaStudio	B050 C051	3.2	Buzzin Games	E025	2.1	Cygames Europe	B020 C021	2.2
Atra Game Studios	A041	3.2				CYGMA	F030	3.2
Audiokinetic	E018 F019	3.2				Cyprus Investment Promotion Agency	F030	3.2
Axpertec International	B020 C021	2.2				Czech Audiovisual Fund	D050 F051	3.2
Ayqwnat Alalaab	C030a D029a	2.1				Czech Ministry of Industry and Trad	A020	4.1
Azerion	A021 B030	4.1						
b			Caboodle Games	A021 B030	4.1	d		
babys club	B010	4.1	Cadivision	A054g B055g	3.2	D-BOX Technologies	B020 C021	2.2
Back in Service	A020	4.1	Calgary Economic Development	E010 F011	3.2	Daedalic Entertainment	A071 D080	4.1
Balancing Monkey Games	F010	3.2	Canada Media Fund	E010 F011	3.2	Daloar Studios	D031	4.1
Balkancar Record	B012 C013	3.2	Capcom Entertainment Germany	A050	4.2	Daniel Wichterich	D050 F051	3.2
Bambaa	D039	2.2	Capsule studio	B027	3.2	Dare Interativa	B030 C031	3.2
Bandai Namco Entertainment Germany	B028 A021	4.2	Capybara Games	A060	2.2	David Konecny	A020	4.1
Beijing Beatten Cultural	C033a	2.1	CD Projekt	B065	4.2	Daybreak Games	D035	2.2
Belgium Wallonia Trade & Investment	B040	4.1	Centresoft	A010 C011	2.1	Denuvo by Irdeto	E001	2.1
Berlin Partner für Wirtschaft	C063 D078	4.1	CH Creative Hungary	C021g D030g	4.1	Deviant Legal	A021 B030	4.1
Berries and Company	C021 D030	4.1	Channel37	A010	4.1	DevUnlimit	C050 D051	3.2
Besucherbefragung	D051	4.1	Chase a Cloud	B012 C013	3.2	Die Gute Fabrik	D050 F051	3.2
Beyond the Wall Consulting	D018	2.2	Chengdu Junyun Technology	D038	2.1	Digital Lighthouse Studios	C031 D040	4.1
bHaptics	D013	2.1	Chengdu X hen Network Technology	B042a	2.2	Dirección General de Promoción	A029g	3.2
Big Games Machine	C020 F039	3.2	Cherry Europe	A060	2.2	Directorate of the High Technology	B051	3.2
Bigpoint	A071 D080	4.1	Cherry Tree Studio	B041 C050	4.1	Dizzy Gaming	B050 C051	3.2

Floor plan hall 3.2



EXHIBITORS	BOOTH	HALL	EXHIBITORS	BOOTH	HALL	EXHIBITORS	BOOTH	HALL
Domsodi Balazs	C021 D030	4.1	Fundación Argentina para la promoci	A033g	3.2	Grimtek	D033	4.1
Dr. K. Chrysostomides	F030	3.2				Grindstone	D050 F051	3.2
Dragon Key Studio	D050 F051	3.2	Fundacion European University	B041 C050	4.1	Grumpy Echo	D050 F051	3.2
Dragonfly Productions	D050 F051	3.2	Funnivation	A010 C011	2.1	Guillemot Corporation	B020 C021	2.2
DreamGEAR	C001	2.1	Funtaptic Studio	A041	3.2	h		
Dreamloop Games	D033	4.1	FusionPlay	A051 B060	4.1			
Drone Comunicação	B030 C031	3.2	Future Publishing	C024	2.1	HA Hessen Agentur	D060	4.1
Dubai Media Council	A011g B010g	4.1	g			Hand Rock Studio	C040 D041	3.2
Ducky	F030	3.2				Hard Coders	C050 D051	3.2
Dutch Games Association	A021 B030	4.1	G-Core Labs	B029	2.2	Hasbro	A014 B015	2.2
DXT Corporation	B010 C011	3.2	G.B.T. Technology Trading	A060	2.2	Hermit Crab Game Studio	B030 C031	3.2
dynecore	A031	4.1	G4F Prod	B025	3.2	Hero HoldCo	B020 C021	2.2
e			Gaelta	A031	4.1	Hex Foundry Entertainment	D033	4.1
			Gamaste	A020 B021	3.2	HexSoft	B012 C013	3.2
			Gambrinous	D050 F051	3.2	Hidden Interactive	A020	4.1
			game – Verband der deutschen Games-Branche	A071 D080	4.1	Holymolly	D033	2.2
Earthquack Games	B010 C011	3.2	Game Informer	B047	4.2	Honestree	B041 C050	4.1
EC Innovations (Chengdu)	E017	2.1	Game only	B013	3.2	Hooded Traveler Games	B031 C040	4.1
Echoes	B031 C040	4.1	Gameforge 4D	A071 D080	4.1	HORI (U.K.)	B020 C021	2.2
Ectoplastic	A051 B060	4.1	Gameloft Brisbane	C010 D011	3.2	Horns Up Games	F030	3.2
Edgegap	E018 F019	3.2	Gamer Network	A060	2.2	House of Games Berlin	C063 D078	4.1
Ed ametion	D033	4.1	Games & XR Mitteldeutschland e.V.	A051 B060	4.1	HoYoverse	B051	4.2
EMA Film Barcelona	D050 F051	3.2	Games Denmark	B021 C030	4.1	Hugenormous Games	F010	3.2
Emotionwave	C050 D051	3.2	Games Farm	D050 F051	3.2	Hunting Souls	B041 C050	4.1
EnCaps	C023	3.2	Games From Ukraine	D011g	4.1	Hushcrasher	D050 F051	3.2
Engaged	D033	4.1	Games Ground	D050 F051	3.2	Hutlihut Games	B021 C030	4.1
EnJoyPay	E037a	2.1	Games Hubs Hessen	D060	4.1	Huuda	B030 C031	3.2
ENSO Entertainment Software	C051	4.1	gamescom biz meeting area	D061	4.1	Hypercent	C050 D051	3.2
Epic Games Commerce	D033	4.2	gamescom worldwide	A015	3.2	Hyperkin	A002	2.1
Erickson, Kilian, Ruckel GooseGirLG	A051 B060	4.1	i					
ET-Group	D027	2.2				i3D.net	A021 B030	4.1
Ettevõtluse ja Innovatsiooni	D033	4.1				iam8bit	A010	4.1
EuraCreative	B017	3.2				ICE-Agenzia per la promozione all'estero l'int.ne delle imprese italiane	C031 D040	4.1
EverGame	B044	2.2	GAMESMARKT	D041	4.1	ICEX Espana Exportacion E Inversion	B041 C050	4.1
Eversoul Culture Development	A027	2.2	Gamez Studio Zamora	D031	4.1	Ichigoichie	D050 F051	3.2
Exient	C020 F039	3.2	gamigo	A071 D080	4.1	Idlgames	C033	2.1
f			Gaming Malta Foundation	C040 D041	3.2	ifs Internationale Filmschule Köln	D050 F051	3.2
			Gaming Refurbishment Centre	C047	2.2	IGDA	C016 D017	3.2
			Gamious	A021 B030	4.1	IGDA Foundation	C014 D015	3.2
			GDcy	F030g	3.2	IGEA	C010g D011g	3.2
Factory-C	C051a	2.2	Gecko Two	A051 B060	4.1	IGN Entertainment	B030	2.1
Fair Games	D050 F051	3.2	Geniesoft	C050 D051	3.2	Imperial Playgrounds	D033	4.1
Fandom	A011	2.1	Giants Software Entertainment	B042	4.2	Impulse Media Hub	D050 F051	3.2
Fennica Gaming	D033	4.1	Gift2Games	E010 F011	3.2	andescent Games	F010	3.2
Figs	B022	3.2	Global Collect Services	B048a	2.2	Incidental Minds	A031	4.1
Fililn Good Films	D050 F051	3.2	Global Step Management Services	A010 C011	2.1	Incineration Productions	B012 C013	3.2
Finji	A060	2.2	Globant France	A010 C011	2.1	Inclusive Gaming	A051 B060	4.1
Fizz Creations	D036 E037	2.1	Goblinz Studio	A010	3.2	Infinity Games	C020	4.1
Flashpoint Germany	B020 C021	2.2	GOG	A012 C013	2.1	Inage Studios	A020	4.1
Floating Rock Studio	F010	3.2	Good Partners	A020	4.1	Innovision Multimedia	A060	2.2
Flutu Music	B030 C031	3.2	Government of Canada	E010 F011	3.2	Inprinting	D024	2.1
Focus Entertainment	A028	4.2	GovMediX	D060	4.1			
Fono Labs	A031	4.1	Gozulting	C025	3.2			
FootAR	C020	4.1	Grand Duck Games	D050 F051	3.2			
Forge Play Studio	B041 C050	4.1	Gravity Well	A060	2.2			
Frankfurter Buchmesse	D060	4.1	Greensan	A041	3.2			
Frontfutur	B030 C031	3.2	Griffioge	C041	2.2			
Funcom Games Bucharest	A041	3.2						

Floor plan hall 4.1



EXHIBITORS	BOOTH	HALL	EXHIBITORS	BOOTH	HALL	EXHIBITORS	BOOTH	HALL
Instinct3	A060	2.2	Leonardo Interactive	C031 D040	4.1	miniwin	A031	4.1
Instituto de Promoción de Inversion	F012	3.2	Lesser Key Studios	F010	3.2	Mischief Makers Studio	F010	3.2
Investissement Quebec	E018 F019	3.2	Level Labs	A051 B060	4.1	Mitteldeutsche Medienförderung	A051 B060	4.1
Investment Promotion Agency	D010g E019g	3.2	Lexip	B031	3.2	mlxar	C045	2.2
Iphigames	D050 F051	3.2	Lineargame	C011 D020	4.1	mod.io	C010 D011	3.2
Iris Mega	D014	2.1	Lingoon	A071 D080	4.1	MOD42 Studio	A020	4.1
Ishtar Games	B017	3.2	Lingotion	B033	2.1	Modern Forms	D039	2.1
Italian Games Factory	C031 D040	4.1	LinkME	A010 C011	2.1	Moonflow Media	D060	4.1
Italic ApS	D050 F051	3.2	Lionbridge Games	C041	3.2	Mothership Talents	A071 D080	4.1
ItsTheEm	B031 C040	4.1	Liquid Crimson	C020 F039	3.2	Motion R2	B030 C031	3.2
Ivalice Studio	B050 C051	3.2	Little Dragon Interactive	F010	3.2	Mountainroad	D050 F051	3.2
j			Local Heroes Worldwide	A021 B030	4.1	Mousepad 24 Anita	E019	2.1
Jackbox Games	A060	2.2	Loki Games	B041 C050	4.1	Makarska-Gurgacz		
JetBrains	C011 D020	4.1	Ludens	C050 D051	3.2	move technology	A051 B060	4.1
Join Equal	B020 C021	2.2	Ludium Lab	B041 C050	4.1	Move&Feel	C031 D040	4.1
Joindots	A071 D080	4.1	Ludum Collective	C040 D041	3.2	Murska Digital	D033	4.1
Jollify Oyun Yazilim ve Pazarlama	D021	2.1	Ludus Studio	B030 C031	3.2	My.games	A060	2.2
JoyJab	A051 B060	4.1	Lupas, Dominic und Riebe, Jan	C051	4.1	Myturn	C050 D051	3.2
June Studio	B050 C051	3.2	Lynk+	B020 C021	2.2	n		
k			m			Namson Digital	B010 C011	3.2
Kakao Games Corp.	B011	2.2	Macanga Games	D050 F051	3.2	Nanali	C050 D051	3.2
Kalla Gameworks	D050 F051	3.2	Mad Mimic	B030 C031	3.2	nanonimo	E018 F019	3.2
Kanaegame	B041 C050	4.1	Madfinger Games	C039	2.2	Native Prime	B026	3.2
Kaos Lab Kft	C021 D030	4.1	Maga animation studio	C031 D040	4.1	Nazara Technologies	C029	2.1
Kapnetix	A020	4.1	Maliyo Games	C010g	4.1	NboxGames.	C050 D051	3.2
Keen Games	A071 D080	4.1	Malta Game Developers Association	C040 D041	3.2	NCsoft	B050 A051	4.2
KeyQuest Studio	B021 C030	4.1	Mana Brigade	D050 F051	3.2	Nearly Done Games	D050 F051	3.2
Keywords International	A050 B049	2.2	marbis	A071 D080	4.1	Neat Corporation (NeCo Software AB)	D033	4.1
Kidentify	C011 D020	4.1	Mardröm	D050 F051	3.2	Neogames Finland	D033g	4.1
Kinstellar advokátní kance	A020	4.1	Marketpoint	A010 C011	2.1	Neom	C030a D029a	2.1
Kipi Interactive EOOD	B012 C013	3.2	Marty's Makings	A020	4.1	Neon Cocoa	D033	4.1
Kitfox Games	E010 F011	3.2	Maxflow	B040	4.1	Nerd Monkeys	D033	4.1
KittyWampus	F010	3.2	Mayfly	C050 D051	3.2	Netease Interactive	D050	4.2
Kokoon Games	D033	4.1	Maze Theory Games Studio	C040	2.2	New Zealand Trade & Enterprise	F010	3.2
Konami	D060	4.2	MB Reklamos planas	D050 F051	3.2	Newzoo	A021 B030	4.1
Konsole Game Labs	D050 F051	3.2	MBC Game Studio	C034 D035	2.1	Nice film	A020	4.1
Koolhaus Games	E010 F011	3.2	medianet berlinbrandenburg	C063g D078g	4.1	Nintendo	B029 D039	4.2
Korea Creative Content Agency	C050 D051	3.2	MeetToMatch	A021 B030	4.1	Normogames	D033	4.1
Korea Mobile Game Association	A038	2.1	Mehrir Fx	C027	3.2	North Beach Games	C045	3.2
kr3m. media	C051	4.1	memoQ	E029	2.1	Norwegian Film Institute	D033	4.1
Krafton	B011	4.2	Memorable Games	C031 D040	4.1	nothing2install	A024	3.2
Kybolt	D050 F051	3.2	Memory Ware	D024	2.2	Nuuvem	B030 C031	3.2
l			Mermaid MenZ Games	F010	3.2	Nvidia	D069	4.2
L33t pro services	B041 C050	4.1	Meshy	A040 B041	3.2	NW Corp.	C050 D051	3.2
Lake System	D050 F051	3.2	MFG Medien- und Filmgesellschaft	C051	4.1	o		
Lakeview Games	B031 C040	4.1	MICE and Men Eventmarketing	C029 D038	4.1	obleak games	B031 C040	4.1
Le Cabinet du Savoir Ludique	D050 F051	3.2	Microsoft	A061 B060	4.2	Ocean Drive Studio	B009	2.2
Le Château Turbulent	B031 C040	4.1	Midain Studios	A041	3.2	Ociris	A071 D080	4.1
Leapblock	B012 C013	3.2	Midow Studios	C040 D041	3.2	Off Box Studio	C030a D029a	2.1
LED Sound	A002	2.1	Mika Games	F030	3.2	Old Cake Factory	B031 C040	4.1
LEDhouse	A010	4.1	Mindscape	A021 B030	4.1	Onespin Group	B010 C011	3.2
Leipziger Messe	A051 B060	4.1	Ministère de la Jeunesse, de la Culture, et de la Communication	B050 C051	3.2	Open Lab	C031 D040	4.1

Floor plan hall 4.2



EXHIBITORS	BOOTH	HALL
Opera Software	D019	2.2
Original Force	B023	2.2
OsOO Fortale	B051	3.2
Outlier Games	D050 F051	3.2
Overwolf	C020	2.2
Owlcat Games	A010	4.1
Owlchemy Labs	A048 B049	3.2
p		
PA360	C031 D040	4.1
Pablo Lorenzo González-Moro	B041 C050	4.1
PandaBee Studios	A051 B060	4.1
Panforia Interactive	E015	2.1
Pantaloan Interactive	D018	2.2
Patchradar	C029 D038	4.1
Paymentwall	A035	2.2
Paysafe Holdings UK	A024	2.2
PCB Distribution	C012	2.1
Perfect Sound	B041 C050	4.1
Phantom Island	C051	4.1
Phoenix Media	B012 C013	3.2
Pico Immersive	A010 C011	2.1
Piece of Cake Studios	A012	3.2
PikPok	F010	3.2
Pixel Audio	E018 F019	3.2
Plausch	B031 C040	4.1
Play on Words Studios	C040 D041	3.2
Playdigious	A022	3.2
Playful	F010	3.2
Playground Pigeon	D050 F051	3.2
Playmestudio	A029	3.2
Playruo	B020	3.2
Playseat	B020 C021	2.2
Playserv	F030	3.2
PlaySide Studios	C010 D011	3.2
PlaytestCloud	C063 D078	4.1
Plug in Digital	A010 C011	2.1
Poki	A022	4.1
Polish Agency for Enterprise Development	C041g D050g	4.1
Polyend	D031	2.2
Polynormal Games	A051 B060	4.1
Prepaid Solutions	D023	2.1
Prismatic Studios	F010	3.2
Pro Gamersware	B020 C021	2.2
Pro Helvetia	B031 C040	4.1
ProbablyMonsters	A010 C011	2.1
Proxima BetaLevel Infinite	D068	4.2
q		
QueseraGames	A032 B033	3.2
r		
R&R Vault Tech AB	D033	4.1
Rabcat Computer Graphics	C029 D038	4.1

EXHIBITORS	BOOTH	HALL
Rarebyte	C029 D038	4.1
Rat King Entertainment	A051 B060	4.1
Raw Fury	C010	2.1
Raw Power Games	B021 C030	4.1
Raw Power Labs	B021 C030	4.1
Red Art Games	B037	3.2
Red Hog Studio	A034	2.1
Red Twig Game Studio	B030 C031	3.2
Redcatpig	C020	4.1
Reforged Studios Publishing (Malta)	C040 D041	3.2
remote control productions	A071 D080	4.1
Reseau Local	A026	3.2
Revolution Industry	B010 C011	3.2
Rho-Labyrinths	A071 D080	4.1
Ribat Studios Sarlau	B050 C051	3.2
Rising Sud	B015	3.2
roborodent	C029 D038	4.1
Robothai	D033	4.1
Rocat Games	C011 D020	4.1
Rock Pocket Games	D033	4.1
Rofobit	C044	2.2
rokaplay	D060	4.1
Rollidbox Games	B041 C050	4.1
Roni Games	B012 C013	3.2
Root Fruit	B031 C040	4.1
royal Electronics	B046	2.2
Runaways Studio	C031 D040	4.1
Ryan Laley Games	A010	4.1
s		
Saber Interactive	B020 C021	2.2
Samsung Electronics	D040 E039	2.1
Sapphire Entertainment (HK)	D022	2.2
Sapphire Technology	A060	2.2
SapStaR Games	B035	2.1
SARIO – Slovak Investment and Trade Development Agency	A031	4.1
Savvy Games Group	C011 D020	4.1
Scanavo Europe	C030 D029	2.2
Schenker Technologies	A051 B060	4.1
Score Twins	B012 C013	3.2
Scrap Mole Games	B031 C040	4.1
SCS Software	A020	4.1
Second Stage	A071 D080	4.1
SelectaVisión	B041 C050	4.1
Sensor Tower	B042	2.2
Serafino	A010	2.2
Serbian Games Association	A011	3.2
servers.com	A040 B039	2.2
Set Snail	B021 C030	4.1
Shanghai Sanshi Daoli Culture	B031 C040	4.1
Shanghai TRYX Technology	B020 C021	2.2
Sheer Creation Technology	E004	2.1
Sheer Tianyi Technology	E003	2.1

EXHIBITORS	BOOTH	HALL
Shenzhen Association of Trade	F049	3.2
Shift Up Corporation	A010	4.1
Shiro Games	B024	3.2
Silicon Souls	B031 C040	4.1
Silvanderland	D050 F051	3.2
Singular Sunshine Studios	B010 C011	3.2
Skill2Win Studios	D033	4.1
Skybound Games Europe	A010 C011	2.1
Smartie Pants	B012 C013	3.2
SMS Fulfillment Solutions	C029 D038	4.1
SneakyBox	A010	4.1
SNJV	A018a	3.2
Snow Leaf Studios	D033	4.1
SO Games	A014	3.2
Sofilab	D050 F051	3.2
Solutions 2 GO	A010 C011	2.1
Sony Interactive Entertainment	A071 D080	4.1
South West Vision	B020 C021	2.2
South-Eastern Finland	D033	4.1
Space Rock Games	F010	3.2
Spiefabrique	D050 F051	3.2
Spookysoft Games	F010	3.2
Spore and Sorcery	D050 F051	3.2
Square Enix	B028 A021	4.2
Squared Games	B031 C040	4.1
Stadt Leipzig	A051 B060	4.1
Starfall PR LLC	A010	4.1
Steel Media	E033	2.1
Steelgrim	D050 F051	3.2
Stichting Birungi Studio	A021 B030	4.1
STROBETANO	B031 C040	4.1
Ströer Content Group Sales	D018	2.1
STRTL	F030	3.2
Stub a Toe Studio	D060	4.1
Studio Punchev	B012 C013	3.2
Studio Tod Canada	C045a	2.2
Subsonic	C039a	2.2
Sumo Digital	D017 C018	2.1
Sunny Syrup Studio	B010 C011	3.2
Susa Games	D033	4.1
Swedish Game Industry Association	D033	4.1
Swipe Right	C011 D020	4.1
System 3	A010	4.1
t		
Take-Two Interactive	A071 D080	4.1
Tall Troll Games	D033	4.1
Tambù	C031 D040	4.1
Tapclap	F030	3.2
Team Dinosaur	C040 D041	3.2
Teapot Studio	B010 C011	3.2
Tebex	C020	2.2
Tellmewow Studios	B041 C050	4.1
Tencent Games	B035/D040	4.2

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Terahype	A020	4.1
Terovania	D060	4.1
Testronic Laboratories	C038	2.2
Tesura Games	B041 C050	4.1
Thailand Department of International Trade Promotion (DITP)	B010g C011g	3.2
The Junction/SEGA	A056 C055	2.1
The Monk Games	B010 C011	3.2
The node	B011	3.2
The Trade Group	E013	2.1
The Twisted House	D050 F051	3.2
The UK Interactive Entertainment	C020g F039g	3.2
Theogames	B030 C031	3.2
Think	A008a	2.1
Threshold Sun Games	A051 B060	4.1
Thunes Financial Services	B046a	2.2
ThxD	D033	2.2
Tied Company	C031 D040	4.1
Time Hunters	A029	3.2
tinyBuild	A011	3.2
TMS Solarweb	F030	3.2
tobspr Games	A071 D080	4.1
Tohokushinsha Film Corporation	C032	2.2
Tomato Interactive (Shanghai)	C041a	2.2
Top Entertainment Agency	D050 F051	3.2
Toplitz Productions	C029 D038	4.1
Total Mayhem Games	A021 B030	4.1
Trapster	A011	3.2
TU Darmstadt, Serious Games	D060	4.1
Tuatara Tea Party	F010	3.2
TuuT	A031	4.1
Twohands Interactive	C050 D051	3.2
Tyga.cloud	C040 D041	3.2
U		
U&I Entertainment	B020 C021	2.2
Ubisoft	A039 B032	4.2
United Games Entertainment	A071 D080	4.1
Universidad de Alicante	B041 C050	4.1
Universidade Lusófona	C020	4.1
University of Malta	C040 D041	3.2
Unlimit EU (HK Branch)	F030	3.2
Uprising Studio	D031	4.1
V		
VaultN	A060	2.2
Venom	A002	2.1
Vermila Studios	B041 C050	4.1
Veska Games	A020	4.1
Video Games Europe	A071 D080	4.1
videoreality	D060	4.1

EXHIBITORS	BOOTH	HALL
Vietnam Cullinan Electric	D022a	2.1
VINFERNIA	A051 B060	4.1
Virgo Facilities	B023	3.2
Virtuos Holdings	A025	2.2
Viva Games	B041 C050	4.1
Vonder Games	B010 C011	3.2
VRcave	D03	2.1
VRKiwi	D033	4.1
W		
Walk The Frog	C051	4.1
Walter, Bahr & Pauls	C051	4.1
Wargaming	A011	3.2
Wargaming Group	D026	2.2
Warning Up	C029	3.2
Washington State Department of Commerce	B040	3.2
Web Media Publishing	A071 D080	4.1
Webcore Games	B030 C031	3.2
Webedia	A012 C013	2.1
WeMaven Language Services	C003	2.1
Whitesock	C031 D040	4.1
Wirtschaftsförderung Brandenburg	C063 D078	4.1
Wirtschaftsförderung Sachsen	A051 B060	4.1
Wirtschaftskammer OE Messebereich	C029g D038g	4.1
Wizards of the Coast	A014 B015	2.2
Wolcen Studio	D018	2.2
Women in Games International	C012 D013	3.2
Wonderframe	D050 F051	3.2
Wonderland Amusements	A010	4.1
World Pro Racing	C040 D041	3.2
Worldpay	B048	2.2
Wowsystems Informática	C020	4.1
X		
Xeyal	D050 F051	3.2
Xsolla (USA)	A030 B035	2.2
Y		
Yacooba	C020	4.1
Yeehe	D020	2.1
Yggdrasil Group	B010 C011	3.2
YYSTV Media (Shanghai)	E031a	2.1
Z		
Zamarkand	D050 F051	3.2
Zeppelin Studio	C029 D038	4.1
Zero Fraction Studios	B041 C050	4.1
Zhejiang Times International	D040	3.2
Zotac Europe	A060	2.2
ZU Digital	C021 D030	4.1

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