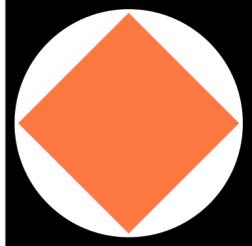


**Games**  
from  **SPAIN**

GAMES FROM SPAIN

**who  
is who  
2025**

A PUBLICATION WHICH PROVIDES A COMPLETE  
PICTURE OF SPAIN'S GAMES INDUSTRY



# Games from SPAIN

Games from Spain is the umbrella brand created and supported by ICEX, Spain Trade and Investment to promote the Spanish Gaming industry at all international shows around the globe

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Y EMPRESA

**ICEX**

# Message from the CEO of ICEX, Spain Trade and Investment



Dear reader,

ICEX, Spain Trade and Investment, is proud to present the new edition of our Guide to Games from Spain 2025, the shortest way to a deep knowledge of the Spanish gaming industry, a sector buzzing with professionalism and creativity.

As it is widely known, the video game industry generates more revenue today than other long-established cultural industries and has tremendous growth potential.

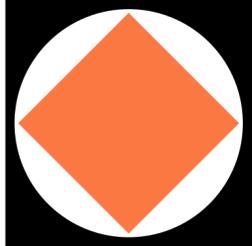
At ICEX, we support the Spanish gaming industry by fostering its international growth through a wide array of services, and by creating and nurturing a powerful brand, GAMES FROM SPAIN, to represent the sector abroad.

The publication of this guide is, indeed, one of those services. It provides an overview of the Spanish gaming sector, showcasing its values and talent. It is published annually and serves as a fundamental promotional tool for Spanish companies at international events.

Whether you are interested in developers, publishers, or service providers, you will find in this guide all the necessary information to connect with any Spanish company in the industry

We are excited about the possibility of collaborating with you.

Elisa Carbonell  
CEO ICEX



# General Index

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**Introduction**

---

**Developers**

---

**Publishers**

---

**Game Services**

---

**Gaming Hardware**

---

**Institutions, Incubators & Schools**

---

**Markets, Events & Associations**

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# Weathering the Storm

## The resilience of the Spanish gaming industry

We need to address the neon bright elephant in the room head on. The global gaming industry is going through a massive tectonic shift the likes of which haven't been seen in at least four decades. 2023 was rough, but 2024 has been a constant barrage of brutal, gut-wrenching announcements of studio closures, massive layoffs and tentpole games underperforming. At least 34.000 jobs have been lost in the last 18 months or so and nothing is telling us that the culling is going to stop next year, with giants like Ubisoft in serious trouble and growing competition from new actors like China. Market analysts are blaming the investment gold rush during the pandemic and global market saturation, but it seems like game publishers everywhere in the West are going deep with their cuts, streamlining a business that previously seemed impermeable to global economy fluctuations.

## Studio closures and struggles

The Spanish game development scene is not immune to these birthing pains, but it's weathering the international tumultuousness with somewhat more grace than others. We have suffered truly significant losses, like the closure of Tequila Works —a 15 year old veteran of our nation's capital that managed to produce a slew of interesting, diverse games and indie darlings— and Novorama, who found success a decade ago with their *Invizimal* series. The thinning of Pendulo Studios by almost half its headcount after the failure of *Tintin Reporter Cigars of the Pharaoh* ended up being an extreme case of a general tendency seen in many other companies that are tackling this general uncertainty by tightening up expenses and lowering their risk exposure. Regardless, at least for now, it seems like we are avoiding the doom and gloom ravaging some of our main competitors.



## A year of quality releases

The independent scene has continued to produce rich and highly creative games, a testament to the unyielding talent and boundless ingenuity of our local studios. *Creatures of Ava*, *Citadelum*, *Eden Genesis* and *Ereban: Shadow Legacy* all released this year in the ever growing Steam platform and gathered a lot of good will with their hyper-focused game proposals, each a provocative spin on established game genres and tried and true formulas. *Cataclismo* —from Digital Sun, the makers of the 2018 sensation *Moonlighter*, whose sequel they just announced— made splashes with their early access release and base building mechanics. On the more nostalgia-glazed front we have experienced true gems of the point n' click, pixel art school of design with *An English Haunting*, *The Legend of Skye* and *The Adventures of the Black Hawk*, proving that adventure games still hold a place in the heart of many of our devs.

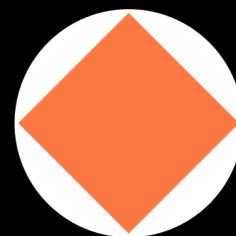
2024 also witnessed the release of *Neva*, the follow-up to *Gris* by Nomada Studio after six years of dedicated work. The trademark artistry of Conrad Roset and the rest of the team managed to delight the gaming press worldwide, achieving a coveted 86 Metacritic score on PC and carving a space at The Game Awards, where they accepted the Games for Impact trophy. The jaw-dropping audiovisual presentation, the extreme level of polish and the audacious multiplatform release set a new quality standard for Spanish high end, indie-flavored titles or what some colloquially refer to as triple I games.

### **Fostering synergies to achieve a sustainable future**

There are more than enough reasons to remain optimistic looking at what the immediate future holds. The 2025 slate appears more enticing than ever with exciting games like *Ninja Gaiden: Ragebound*, an industrious collaboration between The Game Kitchen and their French brethren Dotemu, which is poised to build upon their *Blasphemous* expertise to reimagine a NES classic. A little further down the line, *Turok: Origins*, whose development is being spearheaded by Saber Interactive Madrid, seems to have all the trappings of a dinosaur-fueled action blockbuster. And on the horror side of things, *Daloar's The Occultist* is making strides towards an eventual release that, based on the reception of their cinematic teaser, will surely capture the attention of thrill-seeking audiences worldwide.

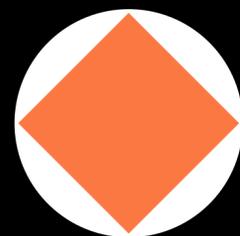
Spain is steadily becoming a game development hub for massive, international productions, attracting investment from the biggest publishers in the industry. Electronic Arts opened their headquarters in Madrid this year to work on their biggest franchises. Barcelona hosts subsidiaries of famed production studios like IO Interactive, Larian or Bandai Namco, among many others. On top of that, a string of outsourcing companies specialized in asset generation permeate the country. All of these different endeavours benefit from the IT infrastructure, logistical opportunities and, specially, the strewn of game design schools and universities that prepare thousands of prospective developers to enter the workforce, creating synergies with gaming events like Indie Dev Day and the cultural activities of institutions like OXO Videogame Museum, which has opened a new venue in Madrid.

Strong headwinds continue to shake the global gaming industry. While the biggest players try to find their footing in such instability, Spain has positioned itself to reap some of the benefits of an industry-wide push to rein in development budgets, which had spiraled out of control in recent years. There continues to be concerning unknowns on the horizon, especially with the encroachment of AI trained on the massive content libraries of the big publishers, but, as previously mentioned, there are enough reasons to remain cautiously optimistic about the future.



## DEVELOPERS

Awesome Studio	15	Melbot Studios	53
Abylight	16	Meraki	54
Acariño Games	17	Moonmana	55
Aeternum Game Studios	18	MoythaiDEV	56
Ao Norte	19	Ninju Games	57
Aruma Studios	20	No Brakes Games	58
Blackmouth Games	21	Noceanous	59
Brave Zebra	22	North Tokyo	60
Catness Game Studios	23	Novelingo	61
CIGames Mediterranean Projects	24	Odders Lab	62
Chibig	25	Patrones y Escondites	63
Ckolmos narrative	26	Platonic Games	64
Creek Games	27	Poison Pill Games	65
Daloar Studios	28	Póntica	66
Daydream Software	29	Recotechnology	67
Didactoons Games	30	Resistance Studio	68
Digital Sun Games	31	Rolldbox Games	69
Dolores Entertainment	32	SVC Games	70
EP Games	33	Tangible Fun	71
eShodo	34	The Breach Studios	72
Friendly Fire Studios	35	The Game Kitchen	73
Gameloft Barcelona	36	The Traveler Games	74
Gatera Studio	37	Tiny Feet Games	75
GGTech Studios	38	Titutitech	76
Ground Game Atelier	39	Triple Cherry	77
Herobeat	40	Troglobytes Games	78
Inverge Studios	41	Vanova	79
Kanaegame	42	Vermila Studios	80
Kirodo	43	WildSphere	81
Kleverplay Games	44	Zerouno Games Digital	82
Kraken Empire	45		
Latente Studio	46		
Learny Land	47		
Madness Games	48		
Magic Fennec	49		
Mango Protocol	50		
Mansion Games	51		
Mechanic Games	52		



## PUBLISHERS

Bandai Namco	
Entertainment Iberica	84
GameHouse	85
Entalto Publishing	86

Meridiem	87
Selecta Play	88
Viva Games	89

## GAME SERVICES

Algon Games	91
Beetested	92
Clivi	93
Crowtec	94
DeuSens	95
LollipopRobot	96
Hisplayer	97
Dr. Platypus & Ms.Wombat	98
Laurel Gaming	99
Localsoft	100
Ludium Lab	101
Perfect Sound	102
Pinknoise	103

Professor Octopus AI Lab	104
PlayoffNations	105
Quan Studios Europe	106
Raised By Monsters	107
Rising Pixel	108
Singular People Europe	109
Sparkling Tech Solutions	110
Superindie	111
Tea -Top Entertainment Agency	112
UfoLab	113
Yes, We Dev	114

## GAMING HARDWARE

Blade	116
Owo	117

**INSTITUTIONS & INCUBATORS** 119

**SCHOOLS** 120

**MARKETS & EVENTS** 122

**ASSOCIATIONS** 123

# ACTIVITIES CHART



COMPANY NAME	DEVELOPER	PUBLISHER	GAME SERVICES	CONSULTANCY	INCUBATOR	PR & MARKETING	PAGES
2Awesome Studio	◆	◆		◆			15
Abylight	◆	◆					16
Acariño Games	◆						17
Aeternum Game Studios	◆	◆					18
Algon Games				◆		◆	91
Ao Norte	◆		◆				19
Aruma Studios	◆						20
Bandai Namco Entertainment Iberica		◆					84
Beetested			◆	◆			92
Blackmouth Games	◆						21
Blade							116
Brave Zebra	◆		◆	◆			22
Catness Game Studios	◆	◆	◆	◆			23
CIGames Mediterranean Projects	◆						24
Chibig	◆	◆					25
Ckolmos Narrative	◆	◆					26
Clivi			◆				93
Creek Games	◆						27
Crowtec	◆		◆	◆			94
Daloar Studios	◆						28
Daydream Software	◆			◆			29
DeuSens	◆		◆	◆			95
Didactoons Games	◆						30
Digital Sun Games	◆						31
Dolores Entertainment	◆	◆				◆	32
Dr. Platypus & Ms.Wombat	◆		◆				98
Entalto Publishing		◆					86
EP Games	◆						33
eShodo	◆						34

# ACTIVITIES CHART



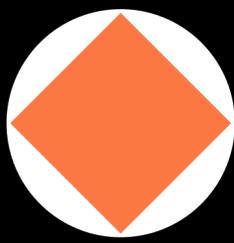
COMPANY NAME	DEVELOPER	PUBLISHER	GAME SERVICES	CONSULTANCY	INCUBATOR	PR & MARKETING	PAGES
Friendly Fire Studios	◆						35
Game House		◆					85
Game Loft Barcelona	◆	◆					36
Gatera Studio	◆		◆				37
GGTech Studios	◆						38
Ground Game Atelier	◆						39
Herobeat	◆						40
Hisplayer	◆		◆				97
Inverge Studios	◆						41
KanaeGame	◆		◆				42
Kirodo	◆						43
Kleverplay Games	◆		◆			◆	44
Kraken Empire	◆						45
Laurel Gaming	◆						99
Latente Studio							46
Learny Land	◆						47
Localsoft			◆				100
LollipopRobot			◆				96
Ludium Lab			◆				101
Madness Games	◆	◆	◆				48
Magic Fennec	◆		◆				49
Mango Protocol	◆						50
Mansion Games	◆						51
Mechanic Games	◆		◆	◆			52
Melbot Studios	◆						53
Meraki	◆		◆				54
Meridiem		◆				◆	87
Moonmana	◆	◆	◆				55
MoythaiDEV	◆		◆				56
Ninju Games	◆		◆	◆			57

# ACTIVITIES CHART



COMPANY NAME	DEVELOPER	PUBLISHER	GAME SERVICES	CONSULTANCY	INCUBATOR	PR & MARKETING	PAGES
No Brakes Games	◆						58
Noceanous	◆		◆				59
North Tokyo	◆						60
Novelingo	◆						61
Odders Lab	◆						62
OWO	◆						117
Patrones y Escondites	◆						63
Perfect Sound							102
Pinknoise			◆				103
Platonic Games	◆						64
Playoffnations	◆			◆		◆	105
Poison Pill Games	◆						65
Professor Octopus AI Lab	◆		◆				104
Póntica	◆						66
Quan Studios Europe			◆				106
Raised By Monsters	◆		◆				107
Recotechnology	◆	◆					67
Resistance Studio	◆	◆		◆			68
Rising Pixel	◆	◆		◆			108
Rolldbox Games	◆						69
SVC Games		◆					70
Selecta Play			◆	◆			88
Singular People Europe				◆			109
Sparkling Tech Solutions			◆	◆			110
Superindie	◆						111
Tangible Fun			◆	◆			71
Tea -Top Entertainment Agency	◆			◆			112
The Breach Studios	◆	◆			◆	◆	72
The Game Kitchen	◆			◆			73
The Traveler Games	◆						74

# ACTIVITIES CHART



COMPANY NAME	DEVELOPER	PUBLISHER	GAME SERVICES	CONSULTANCY	INCUBATOR	PR & MARKETING	PAGES
Tiny Feet Games	◆		◆				75
Titutitech	◆		◆				76
Triple Cherry	◆	◆	◆				77
Troglobytes Games			◆				78
Ufo Lab							113
Vanova		◆			◆		79
Viva Games	◆						89
Vermila Studios	◆	◆					80
WildSphere			◆	◆		◆	81
Yes, we dev		◆	◆				114
Zerouno Games Digital							82

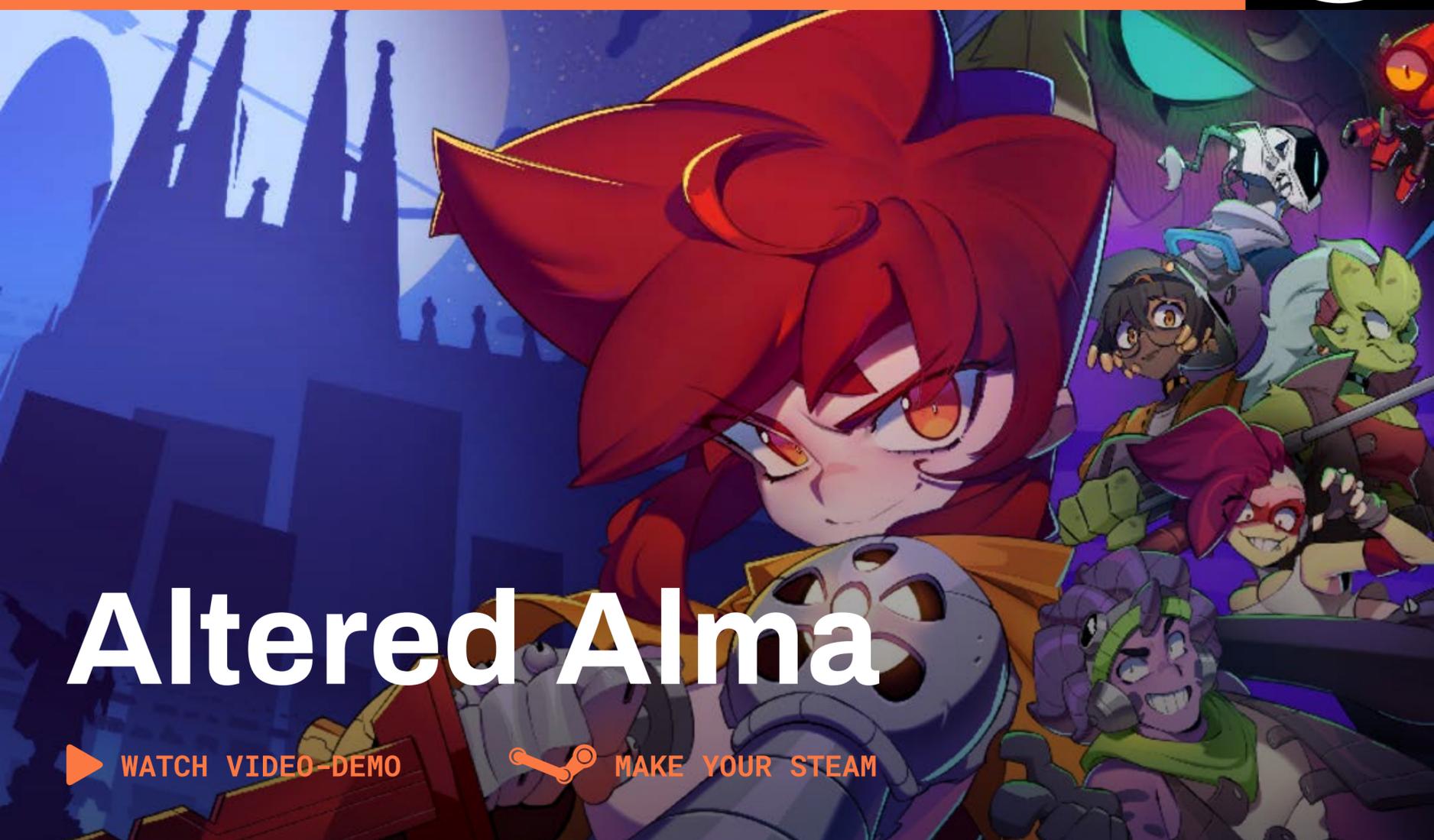


# Developers

# DEVELOPER

PUBLISHER / CONSULTANCY

< BACK TO INDEX



# Altered Alma

[▶ WATCH VIDEO-DEMO](#)

[🔗 MAKE YOUR STEAM](#)

PLATFORM **NINTENDO SWITCH, PS4/PS5, XBOX, PC** GENRE **METROIDVANIA**  
TARGET **16+** STATUS **PRODUCTION** LOOKING FOR **USER ACQUISITION, MARKETING & PR**

Altered Alma combines the beloved classic Metroidvania formula with RPG elements, dating sim features, a slick pixel-art presentation, and a gripping story. Whether you want to beat up bad guys, find love, or just explore the beautiful cyberpunk cityscape, Neo Barcelona awaits!

## 2AWESOME STUDIO

2Awesome Studio is an independent game development studio founded by two former aerospace engineers, based in Barcelona. Specializing in high-quality game development and porting, the studio has a team of over 25 employees, including software engineers, graphic artists, and quality assurance staff.

PORTFOLIO **ALTERED ALMA / AK-XOLOTL / AEON DRIVE / DIMENSION DRIVE**  
AWARDS **OFFICIAL SELECTION AT INDIE MEGA BOOTH PAX EAST / BEST STREAMABLE GAME AT INDIE ARENA BOOTH GAMESCOM / BEST INDIE GAME AT ESPORTS.COM/ EFERNSEHEN GAMESCOM / MOST ENTERTAINING GAME NOMINEE AT GAMESCOM**

### CONTACT

**David Jimenez Baños**

Co-founder & Creative Director  
[press@2awesomestudio.com](mailto:press@2awesomestudio.com)

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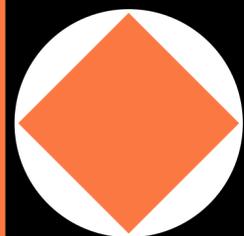


2AWESOME STUDIO

**DEVELOPER**

PUBLISHER

[< BACK TO INDEX](#)



# Citadelum

[▶ WATCH VIDEO-DEMO](#)

[🔗 MAKE YOUR STEAM](#)

PLATFORM **PC** GENRE **STRATEGY** TARGET **12+** STATUS **LAUNCHED**  
LOOKING FOR **USER ACQUISITION**

Citadelum is a city builder set in Ancient Rome. Build your own settlement, gather resources and evolve it into a magnificent city. Explore the world, trade and lead your mighty legions in epic tactical battles. Earn the favor of the Gods or challenge them, if you dare.

## ABYLIGHT

Abylight Barcelona is the indie publisher behind One Military Camp, Citadelum or Gladiators of Citadelum. Abylight Studios published games such as Exographer, Cursed Castilla Ex, Super Hydorah or Hyper Light Drifter Special Edition.

PORTFOLIO **ONE MILITARY CAMP / CITADELUM / GLADIATORS OF CITADELUM**  
AWARDS **BEST GAME DESIGN GAMEPOLIS 2023 / BEST COMPANY DEVUEGO 2023**

CONTACT  
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CEO  
[eva@abylight.com](mailto:eva@abylight.com)

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# Xerme

 WATCH VIDEO-DEMO

 MAKE YOUR STEAM

PLATFORM **PC** GENRE **PUZZLE** TARGET **7+** STATUS **PRODUCTION** LAUNCH DATE  
**31/03/2026** LOOKING FOR **PUBLISHERS, FINANCING, TRANSLATION & LOCALIZATION,**  
**USER ACQUISITION, MARKETING & PR**

XERME is an exploration and puzzle-solving video game where you embody different humanoids capable of interacting with the life force that moves the world. By collecting this energy, you store it in your avatar and will need to transfer it to solve the puzzles. Your objective is to keep progressing, which may require sacrificing your character to pass the torch to the next generation. Curiosity is your best guide to advance and discover the rules of this mysterious universe. With simple gameplay, XERME is a journey through a white land speckled with beings and elements that hold energy and meaning. As you progress, you'll encounter stunning environments full of mysteries to unravel.

## ACARIÑO GAMES

Acariño means in Galician to treat with affection or to caress someone. Acariño Games was born in 2022 as a space that expands the production lines of Acariño Films, betting on an artistic and daring catalog while prioritizing originality and the independence of our productions, aiming to establish itself as an interdisciplinary cultural agent. Venturing into the production of XERME has been an organic journey that has arisen from the complicity between an artist with very strong artistic and philosophical intentions and an emerging production company with the will to bet on independent authorial perspectives.

AWARDS **NOMINATED FOR BEST ORIGINAL SOUNDTRACK AT IOKOOL PLAYSTATION**  
**TALENTS 2023**

### CONTACT

**Andrés Sanjurjo** 

Producer

andres@acarinofilms.com

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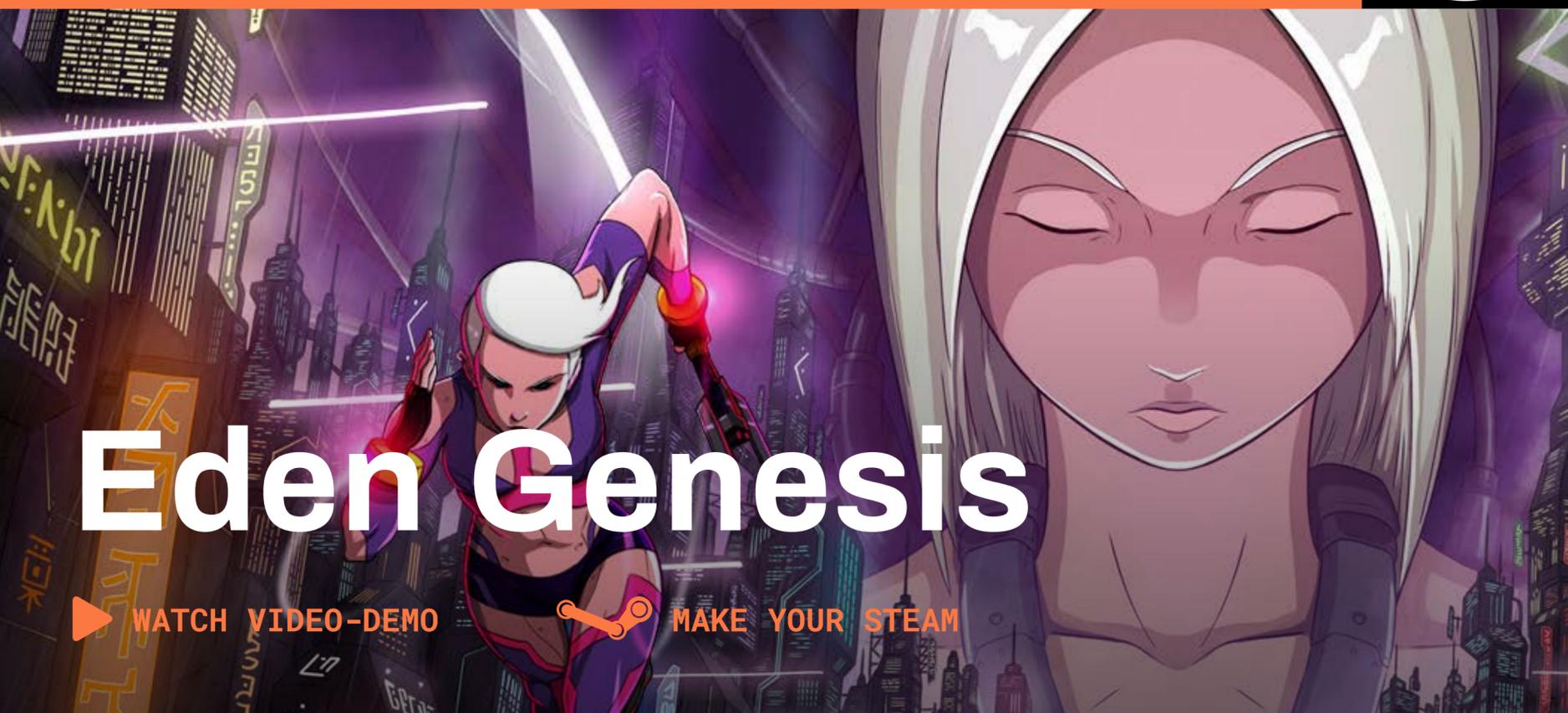


**acariño** games

**DEVELOPER**

PUBLISHER

[< BACK TO INDEX](#)



# Eden Genesis

[▶ WATCH VIDEO-DEMO](#)

[🎮 MAKE YOUR STEAM](#)

PLATFORM **NINTENDO SWITCH, PS4 / PS5, XBOX, PC** GENRE **ACTION-ADVENTURE**  
TARGET **12+** STATUS **TESTING, PRE-LAUNCHED** LOOKING FOR **USER ACQUISITION, MARKETING & PR**

Eden Genesis is a platform game focused on fast-paced trials, quick reflexes, and a rich story in a cyberpunk world dominated by neon lights and corporations. Take control of Leah, a young cyborg lady, and overcome challenging trials to liberate her corrupted mind! In the not-so-distant future, corporations rule the world providing ways of increasing the physical and intellectual capabilities of the common folk, at a high price... Those who wear cybernetic implants are doomed. Their lifetime is coming to an end in a matter of time, but luckily for them, there may still be hope. The biggest tech conglomerate just announced a promising solution for this terrible disease! You play as Leah, a young cyborg lady who joins this experimental treatment to find a cure for what is killing augmented people. Overcome the trials, unlock your full mind potential and eliminate the corruption that is destroying your neurons.

## AETERNUM GAME STUDIOS

Aeternum Game Studios, based in Talavera de la Reina, is a skilled team specializing in marketing, programming, and design. Their debut game, Aeterna Noctis, won Best Spanish Video Game of 2022 at the 3Djuegos Awards. Currently, they're developing Eden Genesis, a cyberpunk platformer, while expanding the Aeterna Universe with the eagerly awaited sequel, Aeterna Lucis.

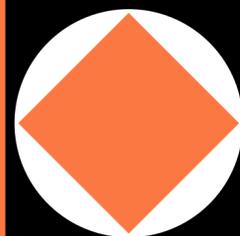
PORTFOLIO [AETERNA NOCTIS](#) / [SUMMUM AETERNA](#) / [EDEN GENESIS](#)

### CONTACT

**Fernando Sánchez Olivera**  
CMO & Co-Founder  
[info@aeternathegame.com](mailto:info@aeternathegame.com)

[+INFO](#)





# Tiny Garden

▶ WATCH VIDEO-DEMO



MAKE YOUR STEAM

PLATFORM **NINTENDO SWITCH, PC** GENRE **PUZZLE** TARGET **7+** STATUS **PRODUCTION**  
LAUNCH DATE **10/03/2025** LOOKING FOR **GAME SERVICES, TRANSLATION & LOCALIZATION, MARKETING & PR**

In Tiny Garden, everything revolves around the most humble plastic vegetables. Get some carrot or turnip seeds, make them grow, and trade them for bigger and fancier vegetables, plants, or even furniture items to customize every corner of your garden.

## AO NORTE

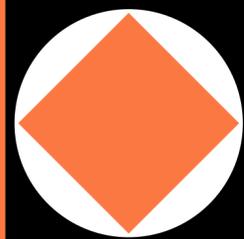
Ao Norte is a trans-inclusive LGTBIQ+ friendly gamedev studio set in Galicia, north Spain. We're crafting colorful and enjoyable experiences.

### CONTACT

Rubén Calles Lijó   
Director and Producer  
ruben@aonorte.com

+INFO





# Shadows of the Afterland

[▶ WATCH VIDEO-DEMO](#)[🔧 MAKE YOUR STEAM](#)

PLATFORM **NINTENDO SWITCH, PC** GENRE **POINT & CLICK** TARGET **16+**  
STATUS **PRODUCTION** LOOKING FOR **PUBLISHERS, FINANCING**

You don't recall your death; you haven't even been born yet. Cross between realms and possess the living to unearth your haunting past in this point-and-click adventure where you'll confront supernatural forces to find out if you are merely a pawn of destiny or if you can change your own future.

## ARUMA STUDIOS

Aruma Studios is a small indie studio based in A Coruña (Spain), dedicated to the development of video games. For us, the perfect game must have a good narrative and attractive puzzles.

PORTFOLIO **THE TENSOR / INTRUDER IN ANTIQUONIA**  
AWARDS **INTRUDER IN ANTIQUONIA BEST NARRATIVE - OUFF GAMES AWARD 2023 - XXVIII OURENSE FILM FESTIVAL**

### CONTACT

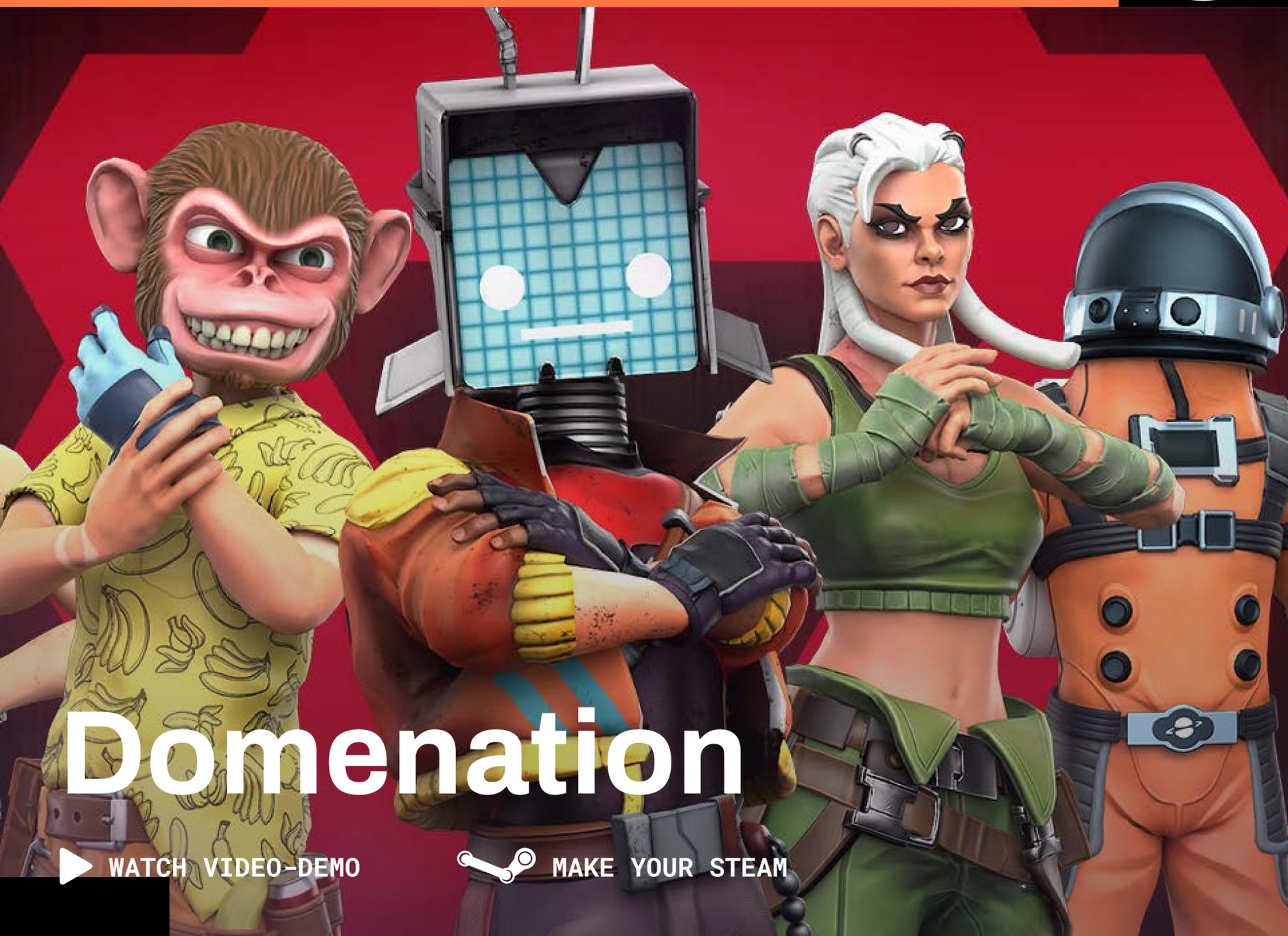
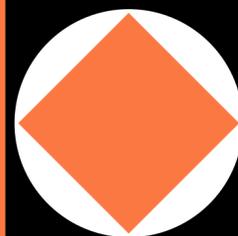
**Silvia Izquierdo**

Co-Founder and Production Manager

[silvia@arumastudios.com](mailto:silvia@arumastudios.com)

[+INFO](#)

**ARUMA**  
STUDIOS



# Domenation

[▶ WATCH VIDEO-DEMO](#)

[🔗 MAKE YOUR STEAM](#)

PLATFORM **PS4/PS5, PC** GENRE **SHOOTER** TARGET **12+** STATUS **PRODUCTION, TESTING** LAUNCH DATE **01/01/2026** LOOKING FOR **FINANCING, USER ACQUISITION**

Domenation is a free-to-play third-person shooter built in Unreal Engine 5, blending intense PvP combat with innovative time mechanics. Battle in the Deathclock Mode, where time is your enemy. Stay in the Dome to survive or steal time from rivals to claim victory.

## BLACKMOUTH GAMES

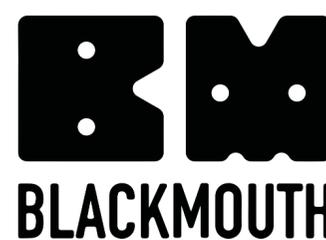
Born in 2017 in Madrid, Blackmouth Games is an independent development studio focused on massively multiplayer games. After an initial stage of learning and R&D, the studio has demonstrated its technical capacity, creating in 2019 one of the first Battle Royale systems in Europe, in addition to other complex developments based on the multiplayer technologies of SpatialOS (Improbable), AWS Game Tech (AWS) and Unreal Engine (Epic Games). Domenation is the result of a committed entrepreneurial team in close collaboration with some of the largest technology providers in the gaming industry.

PORTFOLIO **DOMENATION: TIME DEFENDERS**

### CONTACT

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[+INFO](#)





# HIVE OF WITCHES

# Hive of Witches

▶ WATCH VIDEO-DEMO

PLATFORM **NINTENDO SWITCH, PS4 / PS5, XBOX, PC** GENRE **ADVENTURE**  
TARGET **12+** STATUS **PREPRODUCTION** LOOKING FOR **PUBLISHERS, FINANCING**

Hive of Witches is a 2.5D side-scrolling metroidvania adventure infused with roguelike elements. The game is inspired on a dark universe of witches, knights and priests, where you take the role of 3 charismatic characters with different playstyles. They will have to cooperate async between runs to overcome the challenges on their journey through the main which nest.

## BRAVE ZEBRA

Brave Zebra serves as the co-development and work-for-hire arm of Digital Sun, the renowned creators behind the successful title Moonlighter. After the development of Moonlighter, Brave Zebra emerged with a mission to extend its expertise and support to fellow indie studios and publishers. Our goal is to empower others by leveraging the insights and experiences gleaned from our past successes. Since our inception, we've assisted numerous studios with main focus in quality and seamless collaboration. Our services span across 2D and 3D art, animation, rigging, as well as tackling low-level technical challenges such as game optimization, multiplayer integration, game prototyping, demo creation, features implementation and UI/UX design. Additionally, we provide project guidance and consultancy services. Moreover, we collaborate with both studios and publishers to facilitate game ports to platforms like PS5, Xbox, Switch and mobile. Established in 2013, our studio comprises over 80 talented professionals, with more than 25 dedicated to the Brave Zebra unit. With a collective experience exceeding a decade in game development, we've cultivated a robust network within the industry.

PORTFOLIO **MOONLIGHTER / CITADELVM / ENDLING / ONE MILITARY CAMP**

### CONTACT

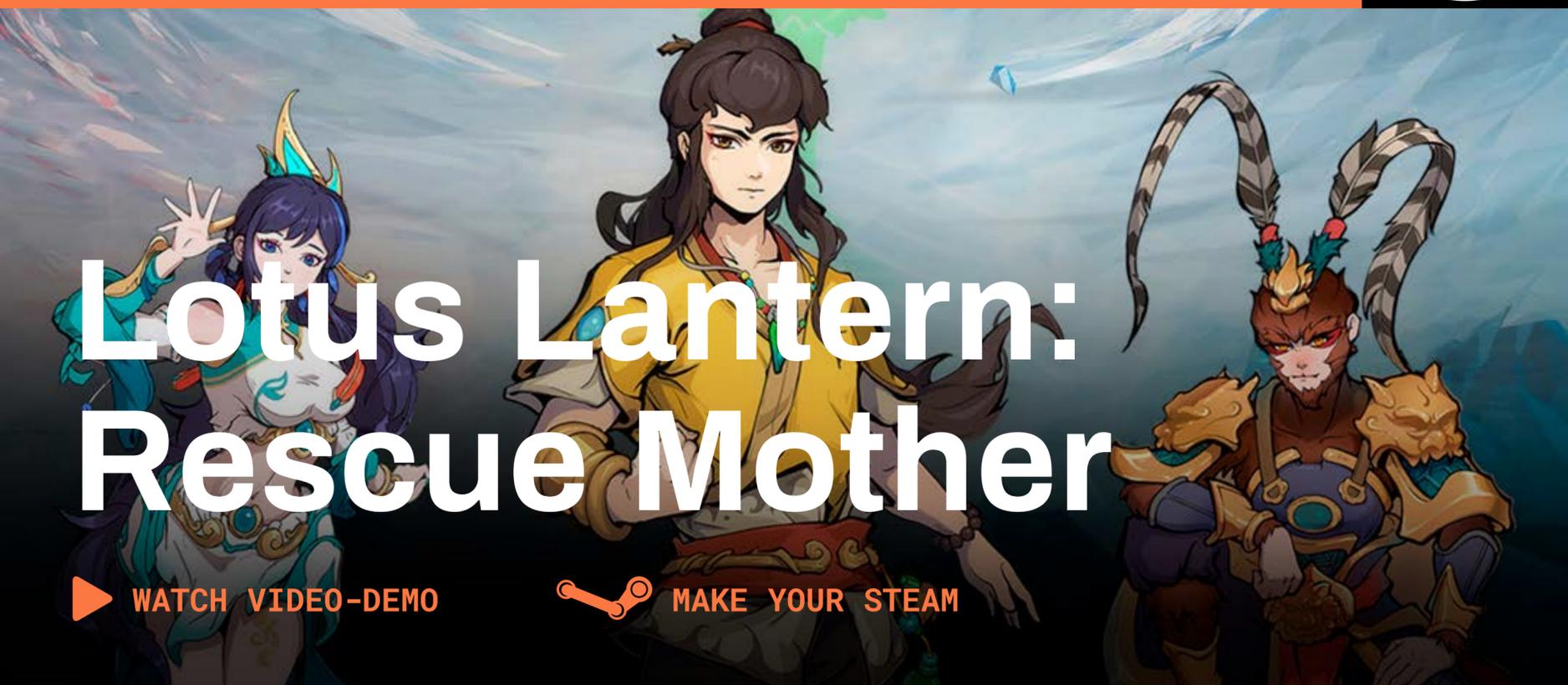
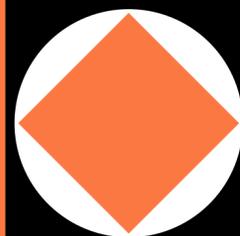
**Axel Garcia** 

Managing Director

axel.garcia@bravezebra.com

+INFO





# Lotus Lantern: Rescue Mother

[▶ WATCH VIDEO-DEMO](#)[🔧 MAKE YOUR STEAM](#)

PLATFORM **NINTENDO SWITCH, PS4/ S5, XBOX, PC** GENRE **ROGUELIKES** TARGET **12+**  
 STATUS **PRODUCTION, PRE-LAUNCHED** LAUNCH DATE **30/06/2025**  
 LOOKING FOR **PUBLISHERS, FINANCING, TRANSLATION & LOCALIZATION, USER ACQUISITION, MARKETING & PR, WORK FOR HIRE**

Lotus Lantern: Rescue Mother is a top-down hack-and-slash roguelite set in the rich world of Chinese mythology. Players follow Chenxiang, the son of the Third Holy Mother, on his heroic journey to rescue her after training under the Victorious Fighting Buddha.

Imprisoned beneath Mount Hua for violating heavenly laws by loving a mortal, the Third Holy Mother's plight drives Chenxiang to action. Armed with his training and supported by immortals, Chenxiang faces formidable foes and treacherous challenges. Experience an epic tale of love, family, and defiance against the Celestial Court.

## CATNESS GAME STUDIOS

Catness Game Studios is a video game studio specializing in Unreal Engine since 2014. Known for notable projects like Xuan Yuan Sword VII, Bleak Faith: Forsaken, and The Bridge Curse: Road to Salvation, we focus on porting games for platforms such as PlayStation, Xbox, Nintendo, and Meta Quest.

Our portfolio includes self-developed titles like HIVE: Alenum Wars, The Savior's Gang, and Super Korotama, alongside co-developed games like One Last Breath and Chronicles of Two Heroes. Trusted by industry leaders like Eastasiasoft and Thunderful, Catness is a key partner for porting and game development.

PORTFOLIO **XUAN YUAN SWORD VII / BLEAK FAITH: FORSAKEN / HELL PIE / THE BRIDGE CURSE: ROAD TO SALVATION / KOA AND THE FIVE PIRATES OF MARA**

### CONTACT

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 CEO  
 david@catnessgames.com

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# LORDS OF THE FALLEN

## Lords of the Fallen

[▶ WATCH VIDEO-DEMO](#)[🔗 MAKE YOUR STEAM](#)

PLATFORM **PS4/PS5, XBOX, PC** GENRE **RPG** TARGET **18+** STATUS **POST-LAUNCHED**  
LOOKING FOR **MARKETING & PR**

Lords of the Fallen (2023) is an epic action RPG where players wield a mystical lantern to traverse two realms—life and death. As a Dark Crusader, confront colossal foes, master brutal combat, and uncover a haunting, interconnected world. With powerful weapons, spells, and relentless enemies, the fate of the living and the dead rests in your hands as you battle to defeat the demon god Adyr.

### CIGAMES MEDITERRANEAN PROJECTS

In 1997, in Valencia (Spain), Hampa Studio started as an animation and illustration studio, but in 2006, Hampa Studio evolved into an independent 2D & 3D animation production company.

During several years it has received countless awards (BAFF, Animamundi, LA film Festival, Annecy, Goya, EFA (Best European Animated Film). Nominations for Annie Awards, proposed to represent Spain at the Oscars, Platinum awards...) Hampa is right now one of the most important and largest spanish animation companies, having more than 250 employees.

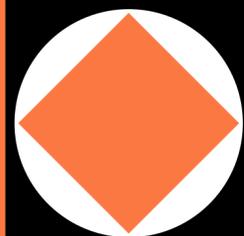
#### CONTACT

Ingrid Correa

Operations

icorrea@cigames.com

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# Mika and the Witch's Mountain

[▶ WATCH VIDEO-DEMO](#)[🔗 MAKE YOUR STEAM](#)

PLATFORM **NINTENDO SWITCH, PS4 / PS5, XBOX, PC** GENRE **ADVENTURE**  
TARGET **3+** STATUS **PRODUCTION** LOOKING FOR **PUBLISHERS**

Mika and the Witch's Mountain is a fantasy adventure about an aspiring witch who delivers packages to the townspeople of a small island. Explore every cranny and soar through the sky with your magic broom.

## CHIBIG

Chibig creates cozy and friendly games for everyone since 2017, combining relaxing adventures in fantastic worlds full of wonders. More enchanting and captivating stories are about to be unveiled with the studio's upcoming projects Mika and the Witch's Mountains and Elusive People.

PORTFOLIO **DEILAND (2018), SUMMER IN MARA (2020), DEILAND POCKET PLANET (2021), ANKORA LOST DAYS (2022), KOA AND THE FIVE PIRATES OF MARA (2023)**

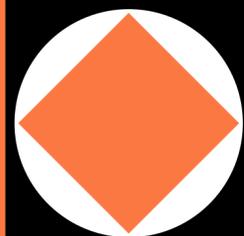
CONTACT  
**Abraham Cozar**  
Founder  
[abraham@chibig.com](mailto:abraham@chibig.com)

[+INFO](#)**CHIBIG**

**DEVELOPER**

PUBLISHER

[< BACK TO INDEX](#)



# The Murder of Sherlock Holmes

[▶ WATCH VIDEO-DEMO](#)

PLATFORM **VR/AR, META QUEST, STEAM, GOG, PSVR1, PSVR2** GENRE **SCAPE ROOM**  
TARGET **7+** STATUS **POST-LAUNCHED**

Investigate the murder of Sherlock Holmes in an immersive VR adventure. Interact with the world as if it were real, solve clever puzzles, and enjoy a comfortable and accessible experience, perfect for both beginners and seasoned players.

## CKOLMOS NARRATIVE

Ckolmos Narrative is an indie development studio dedicated to crafting immersive narrative experiences. Inspired by voxel art and indie storytelling, we create games that invite players to explore unique worlds filled with emotion, wonder, and deep storytelling. Our focus is on connecting with audiences through engaging narratives, artful design, and meaningful player choices. Every project is an opportunity to build a universe that reflects the complexities of human experience, bringing players into rich, interactive stories that stay with them long after the game is over. Join us in discovering new realms where creativity and storytelling unite.

PORTFOLIO **ONIRIA CRIMES / THE MURDER OF SHERLOCK HOLMES / EL CHANTAJISTA / IMPACIENTE / LA ALIANZA DE LOS MARGINADOS**

AWARDS **WINNER AT MOST INNOVATIVE VIDEOGAME TENERIFE.GG / FINALIST AT BEST GAMEPLAY TENERIFE.GG / WINNER AT BEST SPANISH INDIE GAME A LINK TO THE PODCAST / WINNER AT SPECIAL AUDIENCE AWARD VALENCIA INDIE SUMMIT / OFFICIAL SELECTION AT INDIE X**

### CONTACT

**Jorge García**

Indie

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# Fragments of Child

[▶ WATCH VIDEO-DEMO](#)

PLATFORM **NINTENDO SWITCH, PS4/PS5, XBOX, PC** GENRE **SOULS-LIKE**  
TARGET **16+** STATUS **PRODUCTION** LAUNCH DATE **01/12/2025** LOOKING FOR  
**PUBLISHERS, FINANCING, TRANSLATION & LOCALIZATION, MARKETING & PR**

Fragments of Child is an epic Hack N' Slash game with ARPG components, featuring a unique companion combat system, epic and dynamic final bosses, and a distinctive visual and narrative personality.

## CREEK GAMES

Creek Games is a development team that consists of 13 people with mixed levels of prior experience. The company is based in Madrid, Spain, but we work remotely. Fragments of Child is our first project as a team.

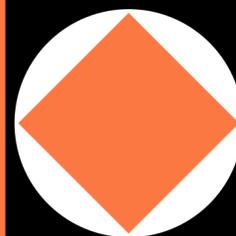
AWARDS **BEST GAME DESIGN (PLAYSTATION TALENTS) / BEST ADVENTURE GAME (INDIE DEV DAY) / SECOND PRIZE FOR BEST INDIE GAME (AMAZON GAMERGY)**

### CONTACT

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[+INFO](#)





# The Occultist

▶ WATCH VIDEO DEMO



MAKE YOUR STEAM

PLATFORM **PS4/PS5, XBOX, PC** GENRE **HORRROR** TARGET **16+** STATUS **PRODUCTION**  
 LAUNCH DATE **30/09/2025** LOOKING FOR **PUBLISHERS, FINANCING**

In The Occultist, Alan Rebels travels to the cursed island of Godstone to investigate the sudden disappearance of his father. After decades of mentioning the island, all Alan knows is that his father was born and lived his early years there.

Alan does not travel alone. He carries with him his mystical pendulum, an object of unknown origin that accompanies him in all his paranormal investigations. But this will not be a case like the others, he will immerse himself in the foggy streets and maddening buildings, apparently the only thing that remains in GodStone.

## DALOAR STUDIOS

Daloar (before Pentakill Studios) is a Spanish team of 32 dedicated Gamedev professionals with deep roots in computer graphics. We are currently creating our debut horror videogame, "The Occultist", which has already received over 30 awards and nominations, including the 2023 Devcom Blockbuster Award. We are extremely passionate about the horror genre and are crafting a truly unique first-person narrative horror game.

Daloar was founded with the primary goal of developing The Occultist, a first-person narrative horror video game.

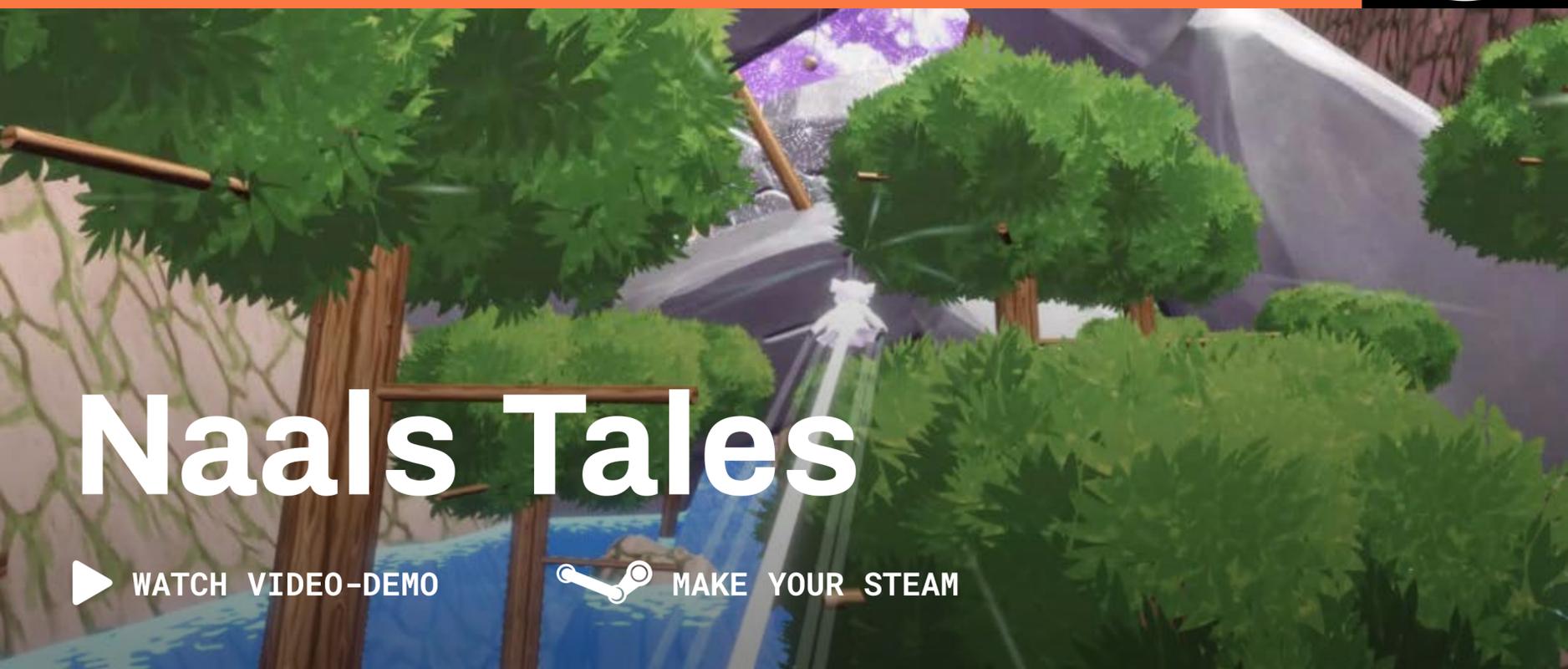
AWARDS **WINNERS BEST CONSOLE VIDEOGAME - INDIE GAMES MÁLAGA / WINNERS BEST INDIE VIDEOGAME - GAMEPOLIS / WINNERS BLOCKBUSTER - DEVCOM / WINNERS BEST HORROR VIDEOGAME - INDIEDEVDAY**

### CONTACT

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 CEO  
 david.lorenzo@daloar.com

+INFO





# Naals Tales

[▶ WATCH VIDEO-DEMO](#)[🔗 MAKE YOUR STEAM](#)

PLATFORM **NINTENDO SWITCH, PC** GENRE **ADVENTURE** TARGET **7+**  
STATUS **PREPRODUCTION** LOOKING FOR **PUBLISHERS, FINANCING**

Naals Tales is an exhilarating 3D adventure platformer set on Naltiune, a harsh moon of planet Aequora. Play as Scark'Tee, a Naals with a versatile, long tail — your ultimate tool for survival. Swing, grapple, and glide through a vibrant yet hostile open world, using your tail to navigate obstacles, battle enemies, and uncover hidden secrets.

Designed for teens, young adults, and indie enthusiasts, the game features fluid, physics-based movement and a mix of exploration, combat, and platforming. Part of the Sarahis Tev IP, it sets the stage for an expansive transmedia universe. Play the demo today!

## DAYDREAM SOFTWARE

We are an indie team from the Canary Islands, passionate about crafting innovative digital experiences. With a portfolio that includes games and apps across platforms like WebGL, Android, iOS, PC, Linux, Mac, Nintendo Switch, and PlayStation 4, we've honed our expertise to deliver high-quality products.

Leveraging Unity3D, we push the boundaries of interactive technology, creating diverse and cutting-edge projects. Our focus spans both client collaborations and original creations, always aiming to exceed expectations.

Driven by curiosity and creativity, we constantly seek new challenges to expand our skills and deliver unforgettable experiences.

PORTFOLIO **RISKO - EL SALTO DEL PASTOR / ECROSSMINTON / SPHERIA**  
AWARDS **FINALIST AS BEST INDIE MOBILE GAME AT VI PREMIOS INDIES / SECOND PRIZE AT DESAFÍO APORTA / SELECTED AT PSTALENTS GAMES CAMP**

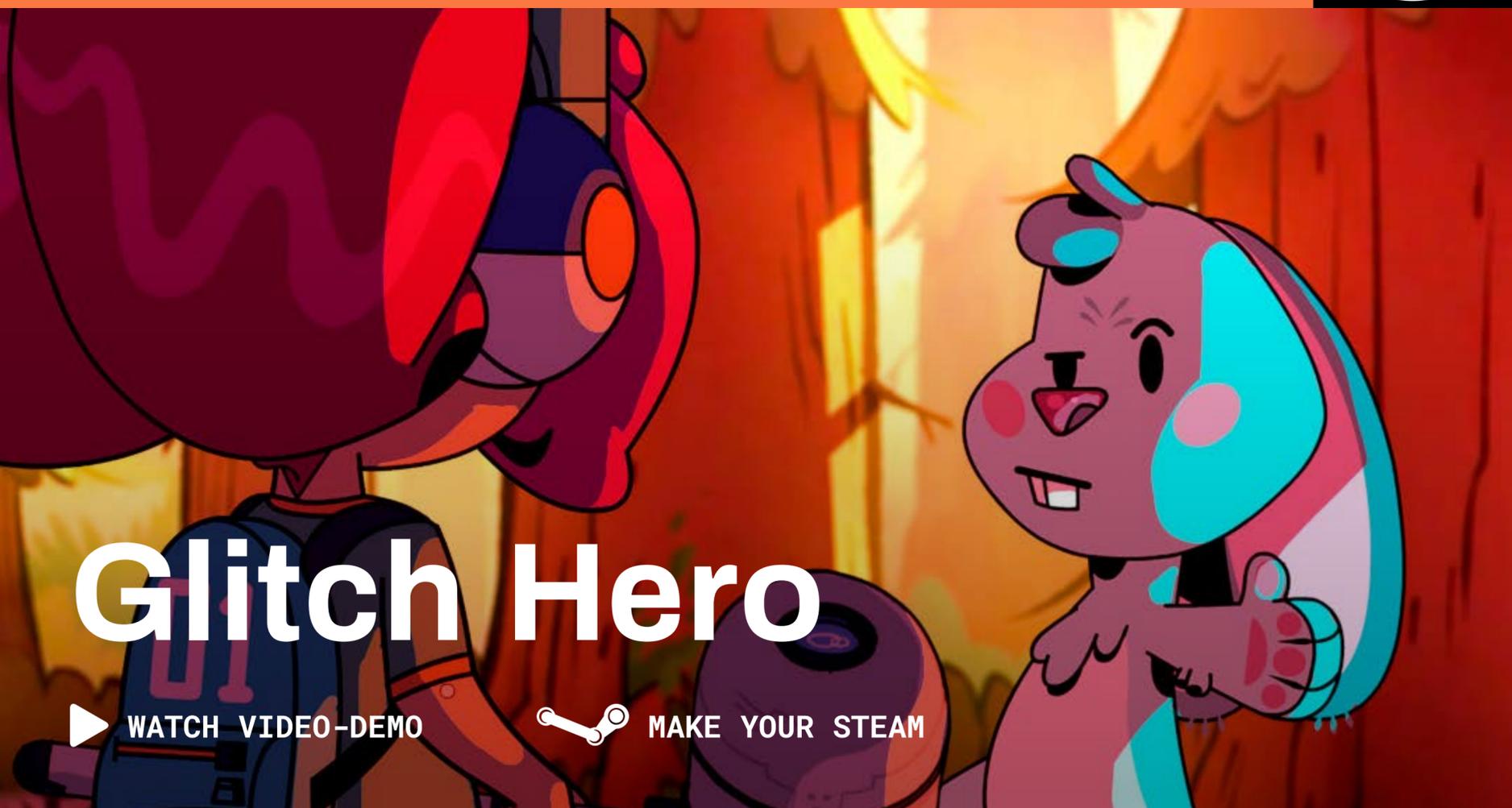
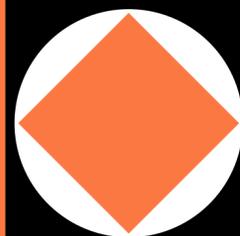
### CONTACT

**Aday Melián**

Owner

adaymc@gmail.com

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# Glitch Hero

[▶ WATCH VIDEO-DEMO](#)

[🎮 MAKE YOUR STEAM](#)

PLATFORM **NINTENDO SWITCH, PS4/PS5, XBOX, PC, MOBILE** GENRE **EDUCATIONAL**  
TARGET **7+** STATUS **LAUNCHED** LOOKING FOR **MARKETING & PR**

Glitch Hero is an adventure game that introduces kids to coding in a fun, interactive way. Set in a unique, imaginative world, players ages 8 to 12 tackle challenges and solve puzzles by programming their surroundings using block-based coding. This hands-on experience builds technical skills while sparking creativity and problem-solving. Blending storytelling with gameplay, Glitch Hero turns coding into an exciting journey, making it easy for young players to grasp essential concepts through play. Available on mobile, console, and PC, Glitch Hero invites kids everywhere to explore the world of coding.

## DIDACTOONS GAMES

Didactoons brings together the worlds of video games and education to create a meaningful impact. Our games are designed to inspire curiosity, develop STEM skills, and nurture creativity, making learning both engaging and valuable. By aligning with educators and supporting traditional teaching methods, we provide tools that make learning more accessible and enjoyable. With a diverse catalog and a global community of young players, Didactoons crafts educational games that turn playtime into an unforgettable learning journey. Join us as we redefine education through play!

PORTFOLIO **MATHLAND / BODYQUEST / DINO TIM / ABC DINOS / 123 DOTS**

### CONTACT

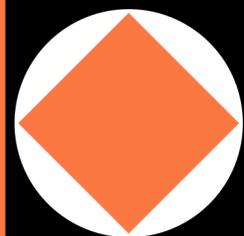
**David Rioja** [in](#)

CEO

[info@didactoons.com](mailto:info@didactoons.com)

[+INFO](#)





# Cataclismo

[▶ WATCH VIDEO-DEMO](#)[🔗 MAKE YOUR STEAM](#)

PLATFORM **PC** GENRE **STRATEGY** TARGET **12+** STATUS **PRE-LAUNCHED**  
LAUNCH DATE **16/07/2024** LOOKING FOR **FINANCING, USER ACQUISITION**

From the creators of Moonlighter, Cataclismo is a real-time strategy game about building castles brick-by-brick and defending humanity against swarms of horrors. Design fortresses, optimize production in the citadel, train and deploy a wide range of troops, and make impactful tactical choices.

## DIGITAL SUN GAMES

Founded in Spain in 2013, Digital Sun is an independent game studio that aims to create the best games we possibly can. Fun is an integral part of our culture, we believe that our games flourish when created with joy, passion, and meticulous care.

PORTFOLIO **CATACLISMO / THE MAGESEEKER / MOONLIGHTER**

### CONTACT

**Albert Millan**

Business Development

albert.millan@digitalsungames.com

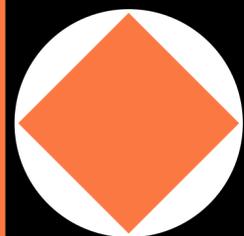
[+INFO](#)

**DIGITAL**  **SUN**

**DEVELOPER**

PUBLISHER / PR & MARKETING

[< BACK TO INDEX](#)



**INTO DEATH AND BEYOND**

# Into Death and Beyond

 **MAKE YOUR STEAM**

PLATFORM **NINTENDO SWITCH, PS4/PS5, XBOX, PC** GENRE **HORROR** TARGET **12+**  
STATUS **PRE-LAUNCHED, LAUNCHED** LOOKING FOR **MARKETING & PR**

Into Death and Beyond is a gripping first-person survival horror game set on the hostile planet XB32-ENT. As bounty hunter Mark Helkins, scavenge for resources, solve puzzles, and confront terrifying mutants. Unravel dark secrets and capture a rogue alien before it hunts you down. Will you survive?

## **DOLORES ENTERTAINMENT**

We are Dolores Entertainment, a video game publisher with 14 years of experience. We specialize in bringing gaming experiences to multiple console platforms.

PORTFOLIO **BEHOLGAR / INDIGO 7 QUEST OF LOVE / GHOULBOY / BIT DUNGEON PLUS / ICE CREAM SURFER**

### **CONTACT**

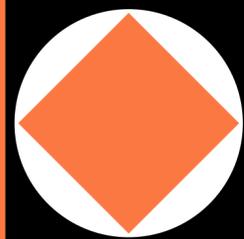
**Carmen Cruz**

Head of Marketing and Comms

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**+INFO**





# Oppidum

 **MAKE YOUR STEAM**

PLATFORM **NINTENDO SWITCH, PS4 / PS5, XBOX, PC** GENRE **ACTION, ADVENTURE, MANAGEMENT, NARRATIVE** STATUS **CLOSED BETA** LAUNCH DATE **2024**  
LOOKING FOR **MARKETING & PR**

Online coop adventure game with immersive narrative. Explore, collaborate, craft, fight and dive into a captivating story to uncover a powerful truth. A world hanging by a thread needs your help – will you answer the call?

## EP GAMES

Starting as a solo developer's dream in Madrid in 2004, EP Games has grown into a tight-knit team. From a range of projects, we've found our passion in creating high-quality video games for everyone. Now, we're all about making fun, engaging multiplayer games for all major consoles and PC. Even though we're spread out, working remotely, we're united in our goal to deliver awesome gaming experiences. EP Games is more than a studio – we're a crew who love crafting adventures for players to enjoy together.

PORTFOLIO **QUEENDOOM, A GUMMY'S LIFE, IMMORTAL REDNECK, TEMTEM**

### CONTACT

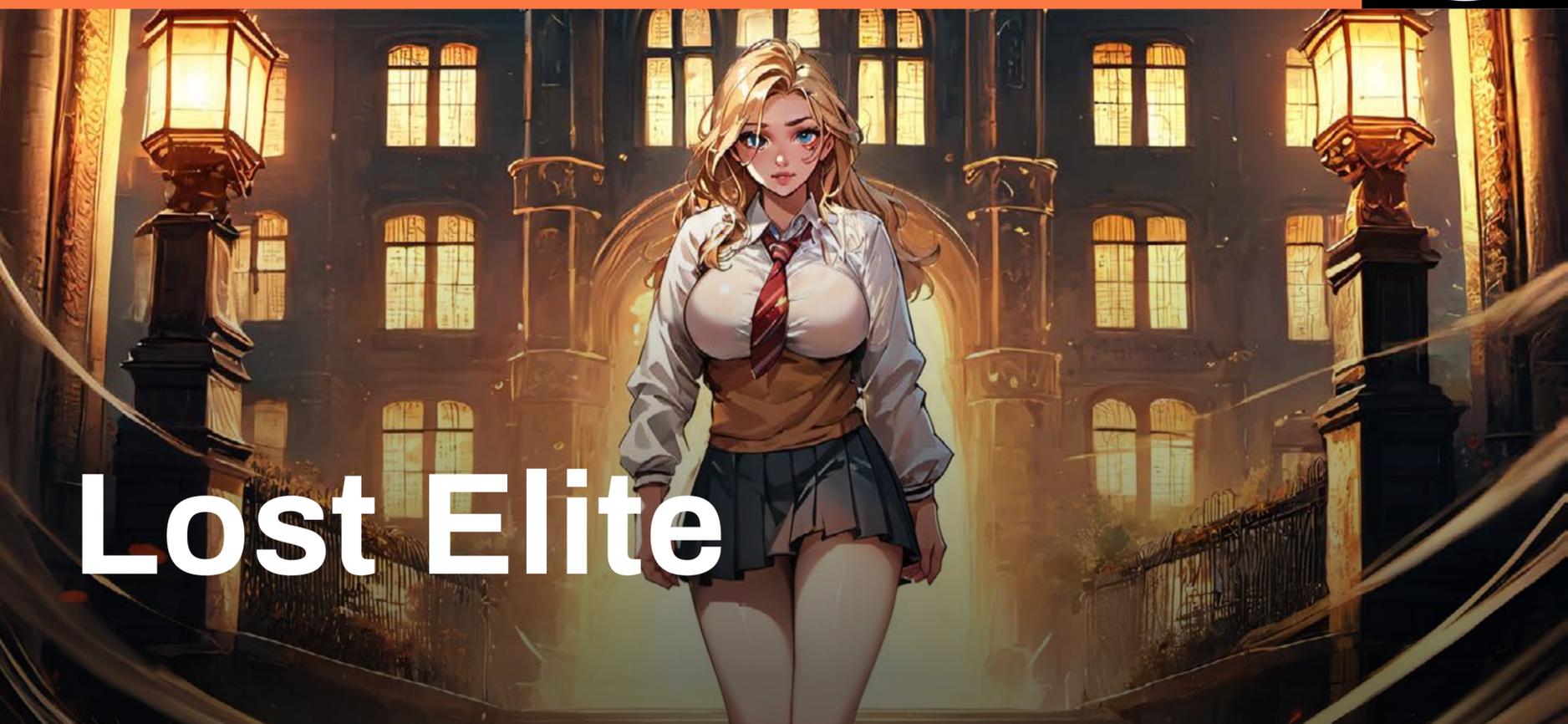
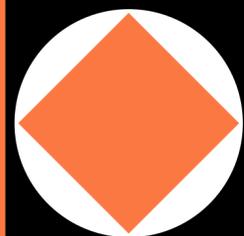
**Jennifer Barba**

Producer

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# Lost Elite

PLATFORM **PC, MOBILE** GENRE **VISUAL NOVEL** TARGET **16+** STATUS **PRODUCTION**  
LOOKING FOR **PUBLISHERS, FINANCING, OTHER DEVELOPERS, TRANSLATION & LOCALIZATION, USER ACQUISITION, MARKETING & PR**

Lost Elite is a gripping thriller set in a prestigious university, following the journey of a young student navigating ambition, relationships, and buried secrets. As she uncovers hidden truths about the campus, players shape the story through impactful decisions, influencing character development and the outcome of a ten-chapter narrative divided by a midseason.

Combining mystery, drama, and non-conventional relationships, Lost Elite offers an immersive experience with branching paths, dynamic character arcs, and a modern exploration of romance and intrigue. It's a story where every choice defines the protagonist's destiny.

## **ESHODO**

eShodo is a dynamic startup revolutionizing Visual Novels with immersive storytelling and cutting-edge tech like AI and blockchain. Their innovative tools, VNDev and Virtuidols, empower creators to craft narrative-driven games and digital avatars of real influencers. With a strong presence in Asia, the U.S., and Europe, eShodo is shaping the future of interactive entertainment.

PORTFOLIO **THE LAST DOOR / BLASPHEMOUS I / BLASPHEMOUS II / ALL ON BOARD! / ESCAPE FROM GALAXEN / TORTURE**

AWARDS **SPECIAL MENTION AT GM BARCELONA / SELECTED BY ACCIÓ AS ONE OF THE TOP 50 STARTUPS / ENDORSED BY THE COLLEGE OF ECONOMISTS OF CATALONIA AND LEMON ECONOMISTS / SELECTED BY ANDORRA BUSINESS TO PITCH TO INTERNATIONAL INVESTORS**

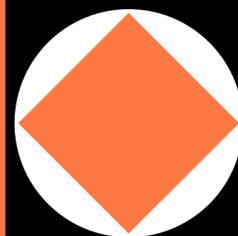
### CONTACT

**Alexis Sans**

CEO

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# A Long Survive

▶ WATCH VIDEO-DEMO

▶ MAKE YOUR STEAM

PLATFORM **PC, VR/AR** GENRE **SHOOTER AND STRATEGY VR** TARGET **12+**  
 STATUS **PRODUCTION** LAUNCH DATE **14/06/2024** LOOKING FOR **PUBLISHERS,**  
**FINANCING, OTHER DEVELOPERS**

“Its was our fault. Our home, Earth, was attacked and devastated. But we survived. We succeeded in expelling the Lerp. We know they will attack again. But we will be ready” A Long Survive is a cooperative VR shooter focused on surviving waves of enemies and resource management. Join the Space Corp, the result of human unity in the pursuit of survival and the battle against the Lerp, an alien race that attacked Earth seeking revenge. Cooperate with the Kepler Squadron to find a new home and explore uncharted planets while unraveling the truth behind the Lerp invasion. This immersive VR standalone game, featuring crossplay connectivity, revolves around real-time strategy, construction, and action as vital elements. Teamwork will be crucial, along with your ability to build and fortify your combat zone to withstand increasingly stronger and numerous enemies. Only the most capable will survive. Are you one of them?

## FRIENDLY FIRE STUDIOS

Friendly Fire Studios is a small game studio with big dreams, driven by creativity and passion. Operating remotely across Spain (Seville, Alicante, Navarre...), the team maintains constant communication, blending diverse perspectives into their work. Founded by experienced developers, the studio transitioned from VR to creating original video games, reimagining favorite titles from behind a VR headset and beyond. Each project reflects the collective essence and vision of its talented members.

AWARDS **BEST INDIE AWARD GAME4PLAYPRO 2023**

### CONTACT

Javier Requena

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social@friendlyfirestudios.com

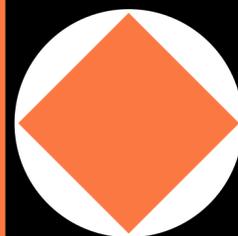
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**DEVELOPER**

PUBLISHER

[< BACK TO INDEX](#)



# Disney Speedstorm

[▶ WATCH VIDEO-DEMO](#)

[🔧 MAKE YOUR STEAM](#)

PLATFORM **NINTENDO SWITCH, PS4/PS5, XBOX, PC, MOBILE** GENRE **KARTS RACER**  
TARGET **7+** STATUS **LAUNCHED** LOOKING FOR **USER ACQUISITION**

The ultimate hero-based battle-racing game, set on circuits inspired by Disney & Pixar worlds.

## **GAMELOFT BARCELONA**

Located in the heart of Barcelona, our studio has been developing benchmark games thanks to outstanding and highly talented people since 2006.

Now working in Asphalt 9: Legends and Disney Speedstorm, our games have always been fueled by the best franchises on the planet and downloaded by billions of players.

Proud of our people and our culture, we are placing your professional development in priority, always looking at the best possible work-life balance, learning from each other, while leveling up your career.

PORTFOLIO **ASPHALT 8: AIRBORNE / DESPICABLE ME: MINION RUSH / ASPHALT 9: LEGENDS / DISNEY SPEEDSTORM**

AWARDS **WINNER AT KIDS' GAME OF THE YEAR BAFTA / WINNER AT GOOGLE PLAY AWARDS MOST BEAUTIFUL GAME / WINNER AT APPLE DESIGN AWARDS WWDC / WINNER AT WEBBY AWARDS BEST SPORTS GAME / WINNER AT NYX GAME AWARDS BEST RACING GAME AND BEST GAMEPLAY (NINTENDO SWITCH)**

### CONTACT

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Director of Communications  
[genevieve.sorel@gameloft.com](mailto:genevieve.sorel@gameloft.com)

[+INFO](#)





# Antro

 [WATCH VIDEO-DEMO](#)

 [MAKE YOUR STEAM](#)

PLATFORM **PS4/PS5, XBOX, PC** GENRE **RHYTHM GAMES** TARGET **12+**  
STATUS **PRE-LAUNCHED** LAUNCH DATE **13/03/2025**  
LOOKING FOR **USER ACQUISITION, MARKETING & PR**

Antro is a 2.5D Rhythm Puzzle Platformer game, set in an underground city in a post-apocalyptic future. Antro merges urban music and gameplay due to the incorporated levels in which the player advances in sync with the music.

## GATERA STUDIO

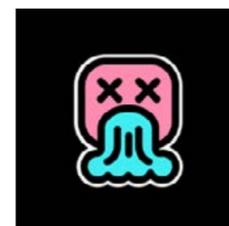
Gatera Studio was founded in Barcelona in 2022. It was born for representing urban culture in video games from a rebellious and disruptive perspective. It began its activity with the development of Antro.

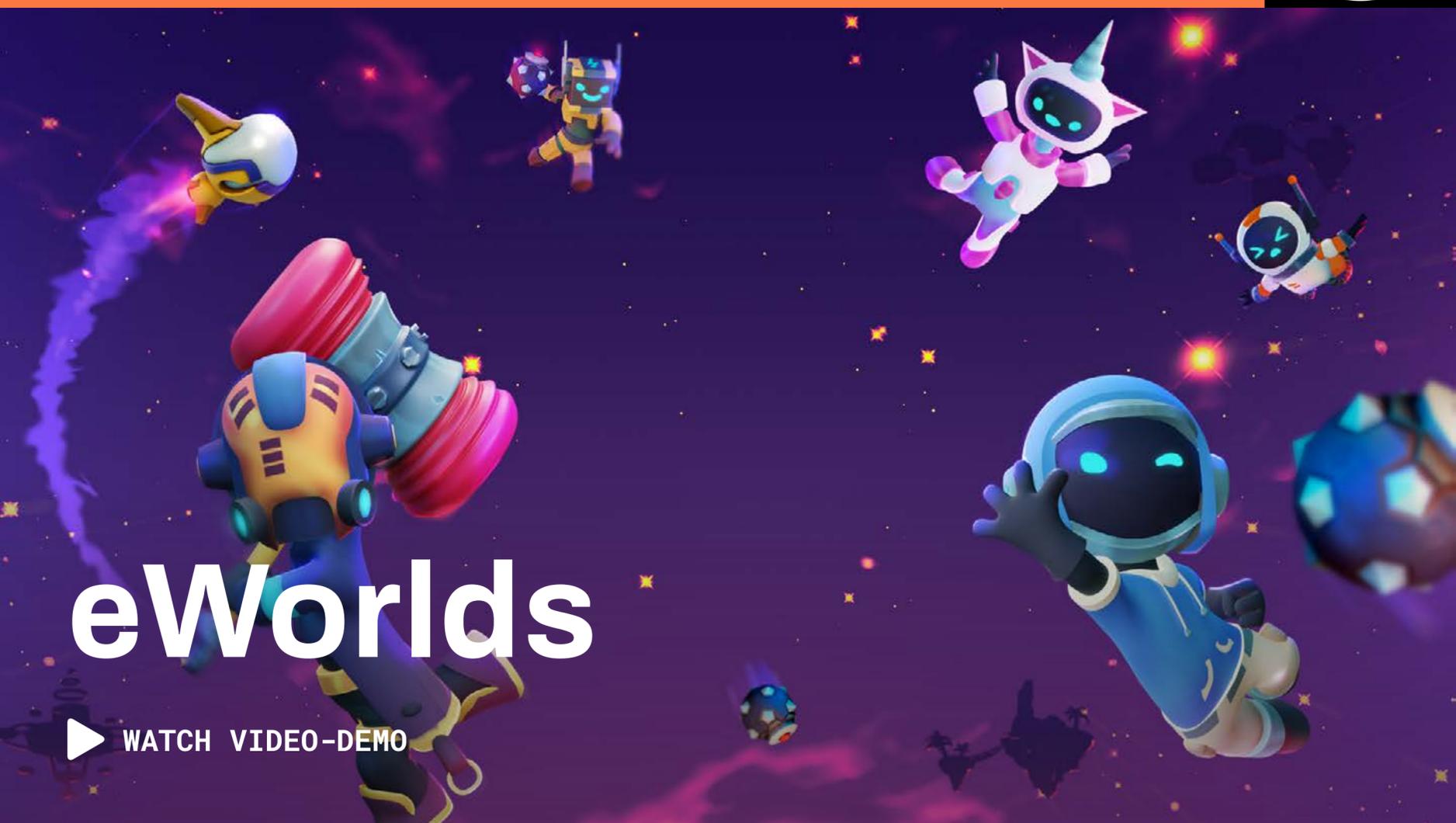
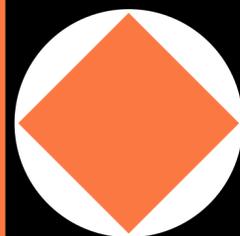
PORTFOLIO **DIABLO IV / SMARTLOCKS VR TOUR**  
AWARDS **TENERIFE GG: BEST SOUND AWARD / INDIE DEV DAY 2022: BEST SOUND AWARD / GAMEPOLIS 2022: BEST SOUND AWARD / 2022 DEVEUEGO MOST WANTED GAME: FINALIST / GAME CONNECTION X GAMEJOY 2024: BEST SOUND NOMINEE**

### CONTACT

**Norman Benet González**   
CEO & Co-Founder  
[norman@gaterastudio.com](mailto:norman@gaterastudio.com)

[+INFO](#)





PLATFORM **PC** GENRE **PLATFORM** TARGET **3+** STATUS **LAUNCHED**  
LOOKING FOR **USER ACQUISITION**

Get ready for an intergalactic adventure in eWorlds! After a crash, you're stuck on a tropical island. Grab the Loops to unlock the Space HUB, which will open up exciting worlds. Solve puzzles, dodge traps, and uncover mysteries, solo or with friends. Are you up for the legendary Golden Loop quest?

## GGTECH STUDIOS

We are +40 game developers working together for more than 6 years with a high investment in our technology, tools and knowledge. GGTech offers the perfect combination of profitability and growth potential, with deep knowledge of the industry, and numerous exclusive alliances and agreements with top-tier publishers.

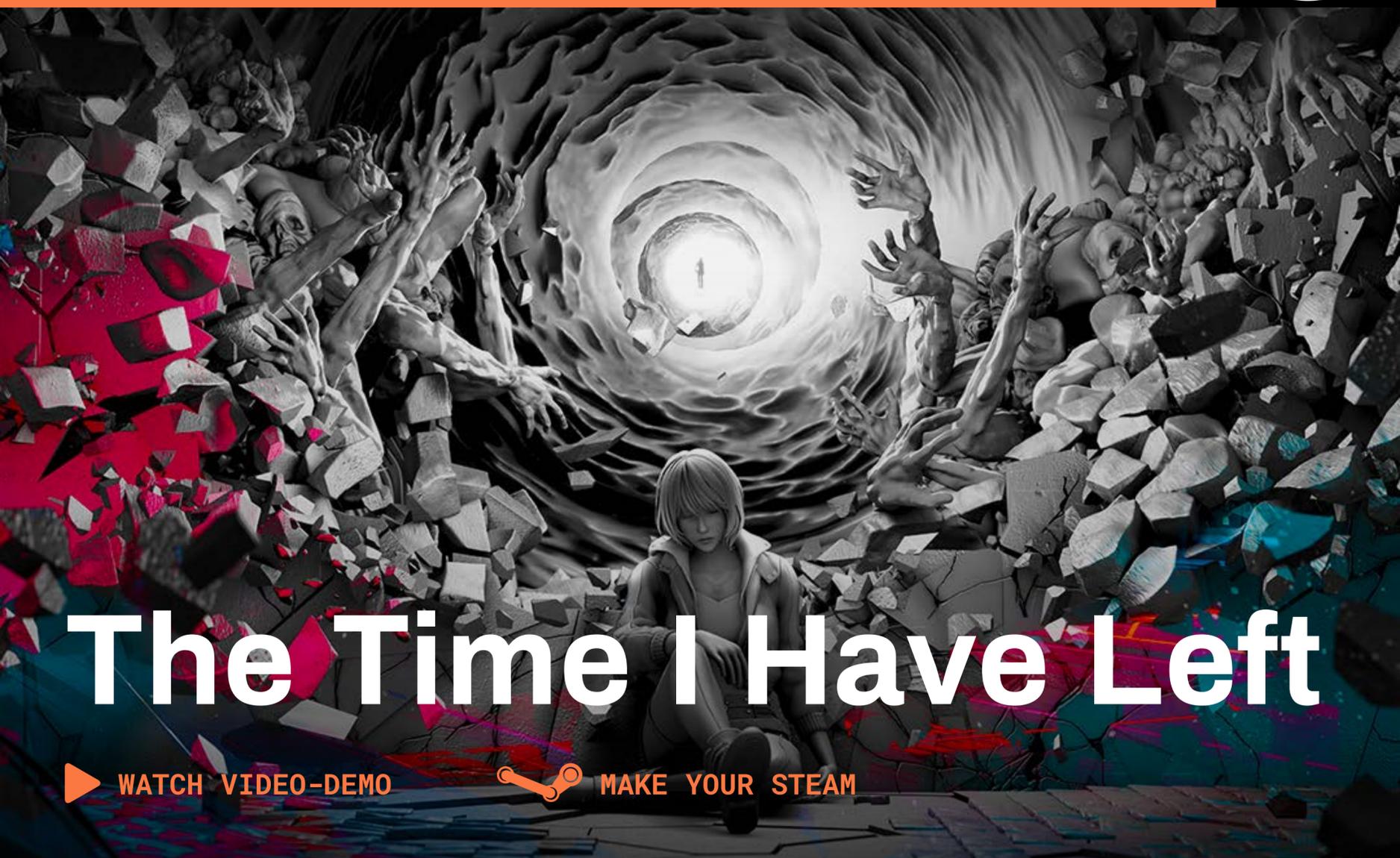
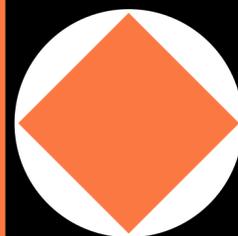
With more than six years of experience in the market and with an independent project in the esports industry, he manages 11 of his own initiatives for amateur players and 12 professional competitions. It also has its own fully customizable platform for turners, thus improving the user experience.

### CONTACT

**Juan Castillo**   
Game Director  
studios@ggtech.gg

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# The Time I Have Left

▶ WATCH VIDEO-DEMO  MAKE YOUR STEAM

PLATFORM **PC** GENRE **RPG** TARGET **12+** STATUS **PRODUCTION**  
 LAUNCH DATE **01/03/2026** LOOKING FOR **PUBLISHERS, FINANCING**

The Time I Have Left is a time-driven exploration RPG centered on storytelling. Players guide Aline, marked for death by a mysterious condition called The Miasma, as she races to escape the vast underground Colony 7.

Aline faces haunting visions of death, represented by turn-based combat with active elements. To survive, players must outmaneuver liminal creatures until they give up the chase. As the game progresses, new skills and techniques unlock, offering varied strategies for survival. This unique blend of time, tension, and storytelling delivers a gripping and immersive experience.

## GROUND GAME ATELIER

Great ideas do not expire. We shape our work by distilling the essence of the forgotten gems that we love and bring our personal take on what a game can be, say, and mean.

Our goal is to create something special that will stick to our player's minds.

At Ground Game Atelier, we place equal value on technology and art, and strive to inspire others like we were inspired ourselves.

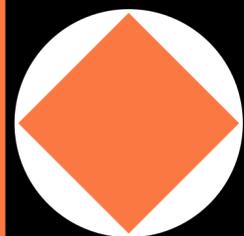
### CONTACT

**Juan Estevez (Yite)**   
 Studio Head  
 yite@groundga.com

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IG | RIO | UN | DIGAME ATELIER





# Endling - Extinction is Forever

 MAKE YOUR STEAM

PLATFORM **CONSOLE, PC, MOBILE** GENRE **ADVENTURE, SURVIVAL METROIDVANIA**  
TARGET **16+** STATUS **LAUNCHED** LAUNCH DATE **07/22/2022** LOOKING FOR  
**PUBLISHERS, FINANCING**

As the last mother fox on Earth, protect your cubs in a world ravaged by human destruction in this 2023 BAFTA-winning adventure. Experience an eco-conscious journey through a 3D side-scrolling environment, witnessing the effects of pollution and exploitation. Care for your cubs by feeding and defending them, observing their unique personalities and fears. Plan each move carefully, as survival is uncertain in a merciless world. Explore, shelter, and fight to ensure the future of your tiny furballs amidst extinction.

## HEROBEAT

Barcelona-based Herobeat Studios, an independent video game studio, was founded by two passionate colleagues experienced in indie and AAA companies. Their BAFTA-winning game, Endling - Extinction is Forever, raised environmental awareness. Committed to meaningful topics, Herobeat Studios develops intellectual property addressing social impact issues. Merging entertainment and awareness, they inspire players to consider future challenges, making a difference through impactful games.

PORTFOLIO **ENDLING: EXTINCTION IS FOREVER**

AWARDS **WINNER AT BAFTA GAME BEYOND ENTERTAINMENT 2023 / WINNER AT GAMES FOR CHANGE AWARDS GAME OF THE YEAR 2023 / WINNER AT 3DJUEGOS BEST GAME OF THE YEAR 2022 / WINNER AT SAGA BEST VIDEOGAME, BEST VISUAL ART, BEST SOUNDTRACK, AND BEST NARRATIVE 2022 / WINNER AT 3D WIRE BEST VIDEO GAME 2018**

### CONTACT

Javier Ramello

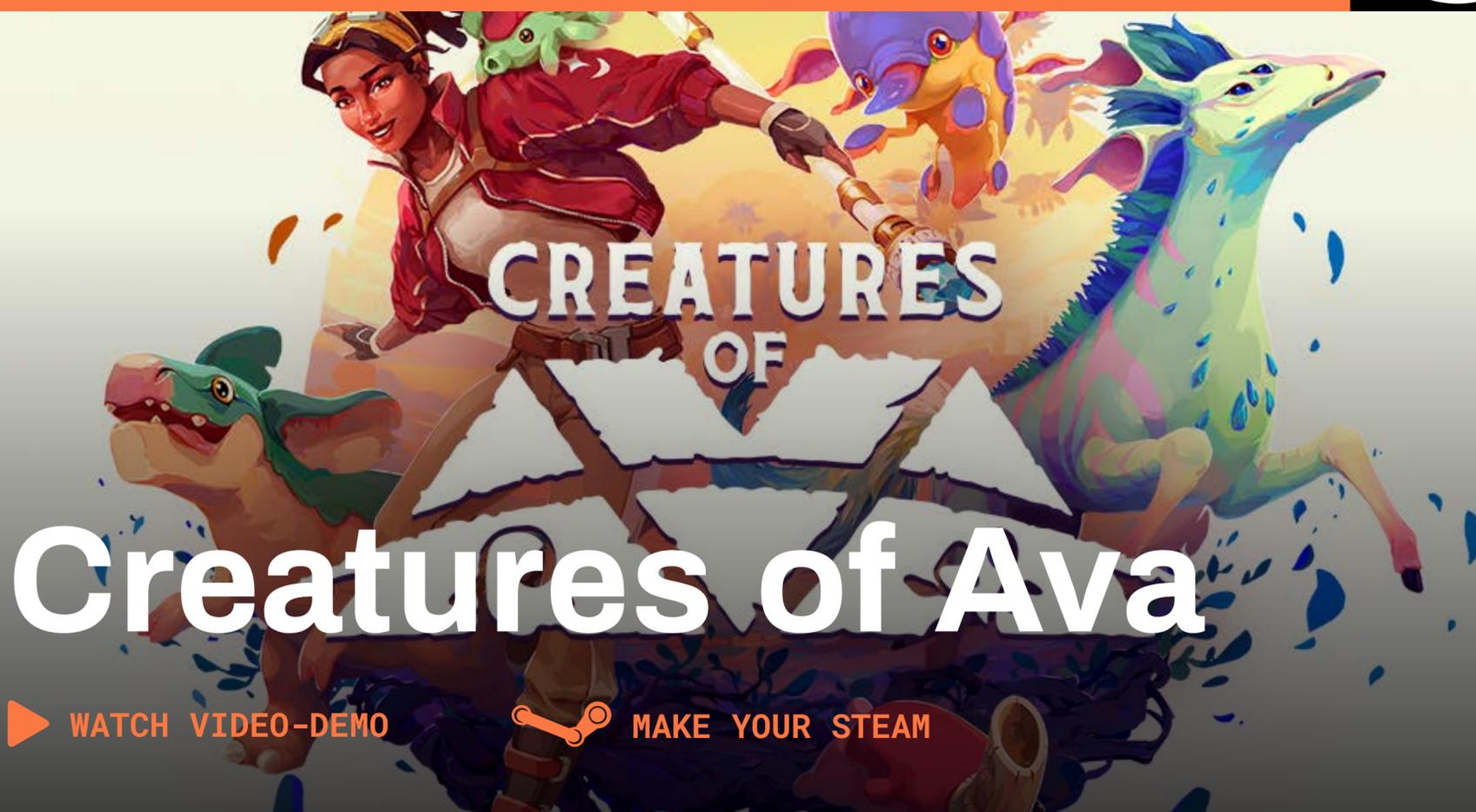
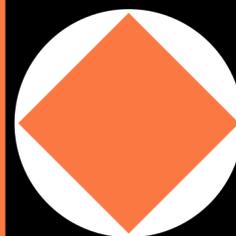
CEO

[jramello@herobeatstudios.com](mailto:jramello@herobeatstudios.com)

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**HEROBEAT**  
STUDIOS



# Creatures of Ava

▶ WATCH VIDEO-DEMO

🔗 MAKE YOUR STEAM

PLATFORM **XBOX, PC** GENRE **ACTION-ADVENTURE** TARGET **7+** STATUS **LAUNCHED**  
LOOKING FOR **PUBLISHERS, FINANCING**

Creatures of Ava is a narrative-driven adventure in a handcrafted world brimming with life and mystery. Players guide Ava, a curious explorer, on a quest to uncover secrets of a fragile ecosystem, encountering creatures with unique abilities and stories that highlight interdependence.

Blending exploration, puzzles, and emotional storytelling, the game challenges players with moral choices that affect the environment. Through Ava's bonds with creatures, a heartfelt narrative unfolds, exploring humanity's role in preserving natural harmony.

## INVERGE STUDIOS

Inverge Studios, based in Valencia, Spain, is an indie game developer known for creating innovative and engaging experiences. Transitioning from mobile to console games, their latest project, Creatures of Ava, co-developed with Chibig and published by 11 bit studios, has earned acclaim for its storytelling and artistic design.

Set in a lush, interconnected world, the game explores themes of coexistence, environmental care, and interspecies bonds. Winning the "Games for Impact" award at Gamescom 2024, Inverge Studios showcases its dedication to meaningful, thoughtprovoking gaming experiences.

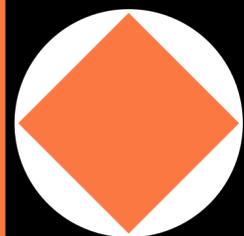
PORTFOLIO **CREATURES OF AVA | EFFIE AWARDS WINNER AT GAMES FOR IMPACT GAMESCOM AWARD / NOMINEE AT BEST XBOX GAME GAMESCOM AWARD / NOMINEE AT MOST WHOLESOME GAMESCOM AWARD / NOMINEE AT BEST SPANISH GAME SYFY**

### CONTACT

**Pablo Martínez Carratalá**   
CEO  
pablom@invergestudios.com

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PLATFORM **PS4/PS5, PC, VR/AR** GENRE **ACTION-ADVENTURE** TARGET **12+**  
STATUS **PLANNING: IN CONCEPT, PREPRODUCTION** LAUNCH DATE **29/12/2028**  
LOOKING FOR **PUBLISHERS, FINANCING, OTHER DEVELOPERS, GAME SERVICES**

In a damned fortress hidden on a lost island, a caught young shipwrecked man, who must escape from there before the creature that rules the place sacrifices him. He will have to get around the guards, free his mates, solve riddles, run away from the beast and overcome powerful enemies to find his way out.

The player will live the whole experience through the Virtual Reality.

## KANAEGAME

Kanaegame Studio, in addition to the development of our own IP's, co-financing, co-production and codevelopment services for all those international studies that want to benefit from the 45% Tax Rebate of the Canary Islands for technological innovation, the best in Europe for the development of video games.

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### CONTACT

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PLATFORM **PC, MOBILE, CONSOLES** GENRE **SPORTS VISUAL NOVEL** TARGET **12+**  
STATUS **PREPRODUCTION** LAUNCH DATE **30/03/2025** LOOKING FOR **FINANCING**

Ganbatte! is a sports visual novel that not only delves into football but also explores key themes such as personal growth, overcoming challenges, and a deep love for the game. The story focuses on a female youth football team while addressing personal conflicts and interpersonal relationships that add layers of emotional depth. Romance also plays a part in the narrative, enriching the stories of the main characters.

## KIRODO

Kirodo (from “Kirol” —sport— and “Do” —path—) is a project based in Álava that drives the video game industry in the Basque Country, specializing in sports-themed visual novels that integrate advanced technologies such as Artificial Intelligence (AI), Blockchain, and Digital Twins.

With a Web 2.5 approach, Kirodo merges traditional web elements with Web 3.0 features to deliver immersive and personalized sports experiences. Supported by BIC Araba and leveraging the expertise of its founding team, Kirodo has the potential to become an innovative leader in the Basque Country, contributing to economic growth and job creation.

### CONTACT

Xavier Planell 

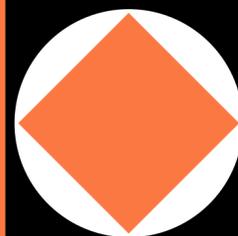
CEO

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**KIRODO**



PLATFORM **PC, MOBILE, METAVERSE** GENRE **EDUCATIONAL** TARGET **16+**  
STATUS **LAUNCHED** LOOKING FOR **FINANCING, MARKETING & PR**

In The Office Quest, players navigate tasks and challenges inspired by popular games, bridging gaming and professional learning to engage emerging talent. This experience invites the younger generation to explore the corporate world through a fun, familiar interface while developing essential skills. Players help characters retrieve special objects, uncovering secrets, solving puzzles, and avoiding traps. The Office Quest breaks barriers between gaming and work, offering an accessible, transformative platform that combines entertainment and learning for a dynamic corporate experience.

## KLEVERPLAY GAMES

Kleverplay specializes in gamification to empower teams and employees throughout the employee life cycle. By creating dynamic online experiences, it enhances engagement, collaboration, and motivation. From onboarding to development and retention, Kleverplay delivers tailored solutions that foster meaningful connections, align with organizational goals, and drive workforce growth.

PORTFOLIO **TOGETHER WE THRIVE / HAPPY TOWN / THE HEIST / ECOCHALLENGE**

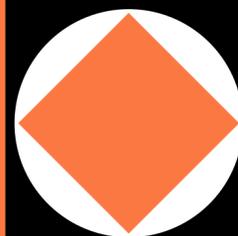
### CONTACT

**Pedro Diezma**   
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**KLEVERPLAY**



# Toy Tactics

▶ WATCH VIDEO-DEMO

PLATFORM **CONSOLE, PC** GENRE **REAL TIME STRATEGY** TARGET **12+** STATUS **EARLY ACCESS**  
 LAUNCH DATE **Q3 2024** LOOKING FOR **PUBLISHERS, FINANCING**

The ultimate quest for glory. Draw formations on the battlefield and direct toy troops to surround, deceive, and outsmart your rivals. But beware! When contenders collide, physics will send helmets flying like a scene out of a cartoon. Lead your army to victory in the wobbliest strategy game around! Toy Tactics is a physics-enhanced RTS where you can sketch unit formations and direct wobbly toys to victory. Under the guidance of legendary generals, master the ability to draw configurations into the battlefield and send miniature legions to war against hordes of undead foes. Load up your army with artifacts and destructive spells to help smash quirky enemies in real-time. Think fast, deploy your units strategically, and lead them to victory!

## KRAKEN EMPIRE

Kraken Empire is a development company specialized in the creation of interactive experiences with the highest innovation and immersion level. We apply software engineering methodologies to technological research in our quest for new visual, artistic paths and user interaction models: – Video Game and 3D/VR/AR Interactive Applications Design and Development – Proprietary Technology Creation and Commercial Engine Based Solutions – Physics Simulation and Artificial Intelligence – Software Engineering and Agile Development

PORTFOLIO **TOY TACTICS / KROMAIA / KROMAIA OMEGA / HI SCORE SCIENCE**  
 AWARDS **WINNER BEST AEVI GAME INDIEDEVDAY (2021) / FINALIST GAME CONNECTION (2023) / FINALIST TIGA AWARDS (2023)**

### CONTACT

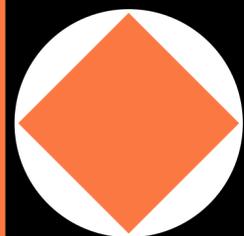
**Daniel Blasco**

CEO

contact@krakenempire.com

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# Latente

PLATFORM **PC, VR, CONSOLE** GENRE **ADVENTURE, NARRATIVE, ART GAME** TARGET **18+**  
STATUS **PLANNING: IN CONCEPT** LOOKING FOR **PUBLISHERS, FINANCING, OTHER DEVELOPERS**

Latente is a journey of loss and memory, challenging you to reclaim a bond that refuses to fade. Playing as Olvido, a forensic doctor, you face the unthinkable: performing the autopsy of your loved one, Arus, and venturing into the surreal landscape of his body to recover fading fragments of your shared past. Guided by heightened senses, you traverse familiar and unexpected terrain, confronting darkness and beauty alike. With minimalist gameplay, stunning visuals, and a haunting soundtrack, Latente explores remembrance, transformation, and enduring connection.

## LATENTE STUDIO

Latente Studio, based in Madrid, is an independent concept studio specializing in original IP development for animation, video games, and transmedia storytelling. Focused on ideation and early development, we collaborate with studios seeking fresh concepts. Leveraging Hollywood filmmaking and Electronic Arts game design experience, we craft visually stunning, immersive narratives. Our flagship IP, LATENTE, is in pre-production as an animated short and video game, awarded at Next Lab Generation 2023. We're also developing MORFO as an animated feature and game, showcasing our passion for creating unforgettable cross-platform experiences.

AWARDS **WINNING PROJECT AT NEXT LAB GENERATION**

### CONTACT

**Aurora Jimenez**

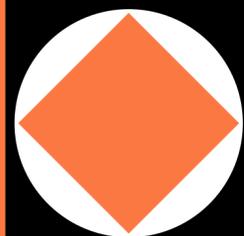
Director

[hola@latentestudiomedia.com](mailto:hola@latentestudiomedia.com)

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**LATENTE**



# Code Land: Coding for kids

PLATFORM **MOBILE** GENRE **EDUCATIONAL** TARGET **3+** STATUS **LAUNCHED**  
LOOKING FOR **USER ACQUISITION**

Code Land is an educational app that teaches coding to kids from ages 4 to 10.

By playing games in a very visual and fun way, children learn basic and essential skills to succeed in the 21st century such as science, programming, logic or algorithms.

## LEARNY LAND

At Learny Land, we love to play, and we believe that games must form part of the educational and growth stage of all children; because to play is to discover, explore, learn and have fun. Our educational games help children learn about the world around them and are designed with love.

They are easy to use, beautiful and safe. We are focused on STEAM apps for kids.

PORTFOLIO **CODE LAND: CODING FOR KIDS**

### CONTACT

**Gemma Malet Codinach**

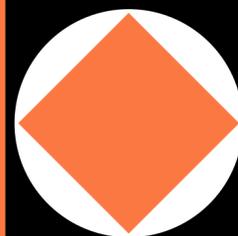
Co-founder

info@learnylan.com

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LEARNY LAND



PLATFORM **PC** GENRE **ARCADE** TARGET **3+** STATUS **PRE-LAUNCHED**  
LAUNCH DATE **10/05/2025** LOOKING FOR **PUBLISHERS, FINANCING**

Mazer Laser is a fast-paced arcade game where players complete levels by reaching the exit while dodging various obstacles. Some levels have been designed as puzzles, adding an extra layer of challenge. The game offers both rogue and classic modes, with leaderboard rankings based on completion times. We hope it's the fastest and most enjoyable game you'll try — or at least, we're aiming for that!

## MADNESS GAMES

We are a video game company born under the corporation Grup ADN. Our goal is to offer entertainment products for traditional users and training products for corporate purposes.

PORTFOLIO **MITIPUI** **LEGIONS** AWARDS **ASPID**

### CONTACT

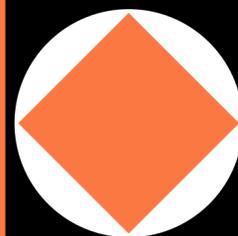
Francesc Sala

CEO

devel@madnessgames.dev

+INFO





# Chemical Battles

▶ WATCH VIDEO-DEMO

PLATFORM **NINTENDO SWITCH, PS4 / PS5, XBOX, PC** GENRE **ROGUELIKE - RTS**  
TARGET **12+** STATUS **PRODUCTION** LAUNCH DATE **01/01/2025**  
LOOKING FOR **PUBLISHERS, FINANCING**

Chemical Battles is a high quality 3D Deck Building-Roguelike-RTS videogame with an epic fantasy - chemical world setting. The main character, a famous scientist, is abducted after a failed experiment into a fantasy world from where we must escape using a growing army of fantastic living chemical components and powerful reactions in real time strategy PVE battles. With each run we will gain resources for improving our base, deck and scientists in order to face increasingly more defying challenges. Gather your forces, prepare your reactions and defy your destiny in Chemical Battles! Invent the victory formula!

## MAGIC FENNEC

Magic Fennec specializes in Virtual Production, XR, 3D, and Unreal Engine game development. Our expert team merges cutting-edge technology with limitless creativity to deliver immersive 3D experiences that dazzle and captivate audiences worldwide. From virtual content production to the creation of state-of-the-art digital worlds, we are here to bring your boldest visions to life.

### CONTACT

**María Suárez**

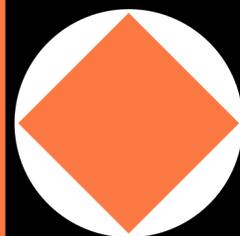
CMO

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**MAGIC<sup>®</sup>**  
**FENNEC**



## CLeM

[▶ WATCH VIDEO-DEMO](#)

 [MAKE YOUR STEAM](#)



PLATFORM **NINTENDO SWITCH, PS4/PS5, XBOX, PC** GENRE **PUZZLEVANIA ADVENTURE**  
TARGET **7+** STATUS **LAUNCHED**

CLeM is a mystery puzzlevania adventure about manipulation, loss and redemption. As soon as you wake up you will be urged by a voice inside your head to look for 'beauty' in an apparently abandoned house you don't know. On your way you will find a notebook with notes on alchemy and insects that will prove to be useful to fulfill your purpose. After connecting some dots and overcoming a few challenges, you will eventually get something beautiful and deliver it to the 'light' where the voice seems to come from. Then you will fade and wake up again in the same damp cellar. But now the voice is asking for something different.

Who's that voice? What does it need these traits for? Who are you?

## MANGO PROTOCOL

As an interactive art studio, Mango Protocol's objective is to create innovative, marvellous and fun experiences utilising ground breaking visuals that will endure until the end of time. Enjoy the world we've created. Enjoy our Psychotic Adventures.

PORTFOLIO **CLEM / COLOSSUS DOWN / AGATHA KNIFE / MECHANIKA**

AWARDS **BEST VISUALS NOMINEE AT SAGA / BEST NARRATIVE NOMINEE AT TIGA / BEST NARRATIVE WINNER AT INDIEDEV DAY / MOST ANTICIPATED WINNER AT INDIEDEV DAY / EXCELLENCE IN NARRATIVE WINNER AT BUSAN INDIE CONNECT**

### CONTACT

**Javier Gálvez**

Co-Founder, Narrative Designer  
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[+INFO](#)



MANGO  
PROTOCOL



# Operation Highjump: The Fall of Berlin

▶ WATCH VIDEO-DEMO

PLATFORM PC, VR/AR GENRE SIMULATION, STRATEGY, INDIE, CASUAL, RPG  
TARGET 12+ STATUS PRODUCTION, TESTING LAUNCH DATE 01/01/2026  
LOOKING FOR FINANCING, USER ACQUISITION

April 20, 1945. The OSS sends Lieutenant Joseph “Joe” Kawalski, a haunted soldier with a dark past, on a suicide mission with the Dogs of War Squad. Their goal: to track down and eliminate the fleeing leaders of a fallen empire and secure their advanced secret technology before it falls into the wrong hands. In the ruins of Berlin, an epic chase culminates in a decisive duel between good and evil, determining the fate of a hidden war and the world. Mission Start!

## MANSION GAMES

Mansion Games is an indie studio creating action-adventure games for PC, PlayStation, and Nintendo Switch in digital and physical formats. In 2022, their project Operation Highjump: The Fall of Berlin achieved Kickstarter success, raising €66,000 from 1,200 backers in under 12 hours, earning the “Project We Love” badge. Scheduled for release in 2025, this title combines classic gameplay with modern design. Mansion Games is also developing a prototype for their second game, continuing their mission to deliver engaging interactive experiences.

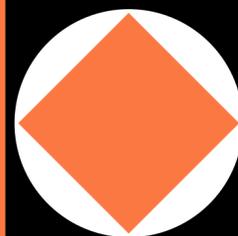
AWARDS MOST ANTICIPATED GAME NOMINEES AT DEVUEGO AWARDS / BEST GAMING AND ESPORTS PROJECT IN THE VALENCIAN COMMUNITY BY AVEPE / WINNERS OF THE EVA SPIELFABRIQUE PROGRAM / WINNERS OF BERRIUP ACCELERATOR PROGRAM / PLAYSTATION GAMES CAMP PROGRAM / LANZADERA CORPORATE PLAYSTATION PROGRAM

### CONTACT

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Co-Founder & Game Designer  
info@mansion.games.com

+INFO





# Create Your Own Monster

PLATFORM **MOBILE** GENRE **EDUCATIONAL** TARGET **3+** STATUS **LAUNCHED** LAUNCH DATE **10/28/2022** LOOKING FOR **PUBLISHERS, USER ACQUISITION, FINANCING**

Step into a world of imagination where you can bring fun creatures to life and enjoy exciting minigames! Create Your Own Monster is an educational, free, and family-friendly game where you can unleash your imagination to create and play with entertaining creatures. Infinite Monsters! Use your creativity to create as many characters as you want. Create your monster by selecting parts of its body, color it as you like, choose its voice, give it a name, and make it unique in the entire universe. Will it be a hero? A pet? You decide! Fun Mini-Games! Have a blast with your monsters in fun and original mini-games to level them up and earn many rewards to unlock new monsters and game content for free. For The Whole Family! Easy, intuitive, and entertaining gameplay for the whole family. Both young and old, of all ages, can develop their creativity, expand the boundaries of their imagination, and learn emotional intelligence by connecting with their monsters.

## MECHANIC GAMES

We are a multidisciplinary, multicultural, diverse, inclusive group committed to improving our planet. We believe in the power of transforming the world through video games, apps and technology; and we reflect this idea in all our work. Play, dream and build a better world with us. It's our turn..

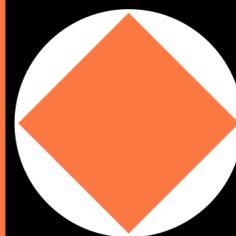
PORTFOLIO **CREATE YOUR OWN MONSTER**

### CONTACT

**Rafael Garrido Toledano**  
Cofounder & CEO  
info@mechanicgames.net

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# GodsTV

PLATFORM **PS4/PS5, XBOX, PC** GENRE **ROGUELIKES** TARGET **16+**  
STATUS **PRODUCTION** LOOKING FOR **PUBLISHERS, FINANCING**

GodsTV is a Madcap, High-Risk/High-Reward, Top Down, Roguelike ARPG, where unique TV events and cunning mechanics troll you to death. Each run is a race to the top, fighting the local weirdos, your direct rivals from the show and even BILFs (Bosses I'd like to \*\*\*\*) until you become the GOAT.

## MELBOT STUDIOS

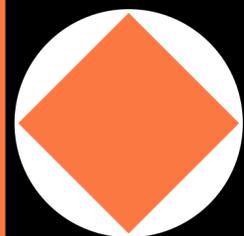
Hailing from Barcelona, Melbot Studios has never been one to color inside the lines. Known for their quirky, award-winning creations like Melbits World and Melbits POD, Melbot blends creativity with chaos in every project. GodsTV is their latest brainchild, a genre-bending experience that throws players into a world where absurdity reigns, and no two runs are ever the same.

### CONTACT

JangMi Baek   
Business Development  
jangmi@melbot.es

+INFO





# Squizzo

▶ WATCH VIDEO-DEMO

🔗 MAKE YOUR STEAM

PLATFORM **PC** GENRE **PLATFORM** TARGET **18+** STATUS **PREPRODUCTION**  
LOOKING FOR **PUBLISHERS**

A fun and dynamic platform game, with the capacity to choose your path, and a statement topic, full of amazing experiences (keep the sound on :)), where you will be looking for the explanation of what is happening to our character... wanna experience it?

## MERAKI

Meraki is a fun startup that seeks to offer entertainment digitally, such as the development of app, PC or console games.

We are passionate about technology and innovation, we have entrepreneurial material, and above all, we are eager to create.

Of this combination, we create games, include AI, app gamification...

PORTFOLIO **YUPUY / SQUIZZO**

### CONTACT

**Alba Martín**

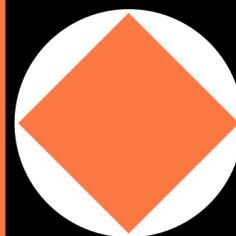
CEO

support@m-era-ki-llc.com

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Meraki A&A



# Haddie's Pizzeria

 [WATCH VIDEO-DEMO](#)

 [MAKE YOUR STEAM](#)

PLATFORM **NINTENDO SWITCH, PS4/PS5, XBOX, PC, VR/AR** GENRE **SIMULATOR**  
TARGET **16+** STATUS **PRODUCTION** LAUNCH DATE **19/05/2025**  
LOOKING FOR **PUBLISHERS, FINANCING**

Haddie's Pizzeria is an extremely realistic simulator with well researched and high quality implemented cooking mechanics.

Experience life as a true chef in this cozy game. Work in a stylish apartment, cook delicious pizzas using real-life recipes.

Select various ingredients, perfect your techniques, and immerse yourself in the process.

## MOONMANA

Moonmana is an independent studio that develops original IPs and provides outsourcing services to top companies in the game industry. We create and publish our own games, having experience in every stage of full cycle game development and publishing, ranging from pre-production to certification, release and live-ops across all platforms.

PORTFOLIO [HADDIE'S PIZZERIA](#) / [ULTIMATE PIRATES](#) / [PIRATES OF EVERSEAS](#)

### CONTACT

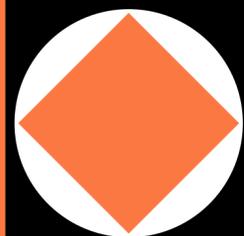
**Iana Tkachenko** 

Co-founder & COO

[iana@games.moonmana.com](mailto:iana@games.moonmana.com)

[+INFO](#)





# Personal 1

 [WATCH VIDEO-DEMO](#)

PLATFORM **VR/AR** GENRE **ACTION-ADVENTURE** TARGET **12+** STATUS **PRE-LAUNCHED**

Personal 1 is a virtual reality game, developed for Oculus Meta Quest, which combines gripping storytelling, dynamic action, shooting mechanics, and challenging puzzles. You play as an average office worker escaping the mundane reality of the present by diving into thrilling futuristic adventures. The interactions, grounded in the use of physics and captivating environments, blur the lines between the virtual future and your real life, leading to unexpected consequences in your world.

## MOYTHAIDEV

MoythaiDEV is a dynamic VR gaming startup that blends immersive storytelling, action-packed gameplay, and interactive puzzles. We also specialize in AR projects and crafting B2B experiences.

PORTFOLIO **PERSONAL 1**

### CONTACT

Thais Gibert Sosa 

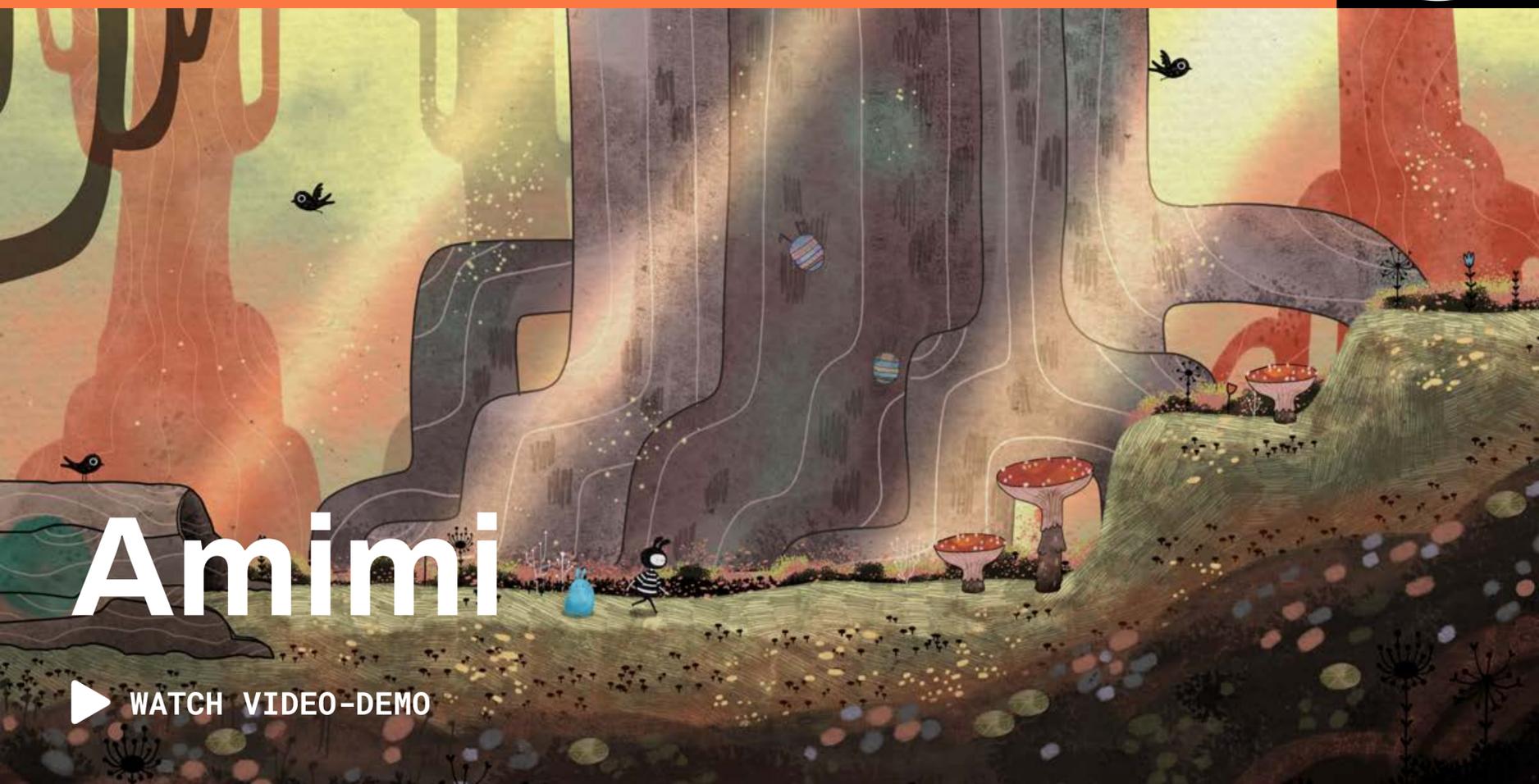
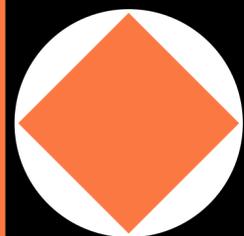
CEO

[m.y.t.game.development@gmail.com](mailto:m.y.t.game.development@gmail.com)

+INFO



moythaiDEV



# Amimi

▶ WATCH VIDEO-DEMO

PLATFORM **NINTENDO SWITCH, PS4/PS5, XBOX, PC** GENRE **ADVENTURE** TARGET **7+**  
STATUS **PREPRODUCTION** LAUNCH DATE **15/10/2026** LOOKING FOR **PUBLISHERS, FINANCING**

Amimi is a 2D side-scroller for PC and consoles that combines platformer, adventure and physics puzzles. An incidental meeting with a magical creature turns into an emotional journey about friendship, personal growth and restoring the balance of Nature. Unique moments. Innovative Gameplay.

The game is in pre-production and we are aiming for a Q4 2026 release.

## NINJU GAMES

Ninju Games is a game development studio based in Palma de Mallorca. With a portfolio of over 15 diverse titles spanning mobile, console, and even Web3 platforms, we specialize in delivering engaging 2D experiences across casual and mid-core genres.

At Ninju Games, we prioritize innovation and efficiency by investing in proprietary technology. Our extended version of GODOT 4, coupled with custom in-house tools, enables us to streamline multi-platform development and minimize external risks, ensuring a smoother production process and high-quality results.

PORTFOLIO **CONTINUUM WORLD / FIST OF JESUS / STRANDED MARS ONE / ANGELS ON TANKS / JETBEE**

AWARDS **TOP 1 RANKING IN IPAD USA / 1 MILLION INSTALLS / FEATURED BY APPLE AND GOOGLE / GAME COVERED BY PEWDIEPIE / RETENTION DAY 1: 52% DAY 3: 38% DAY 7: 31%**

### CONTACT

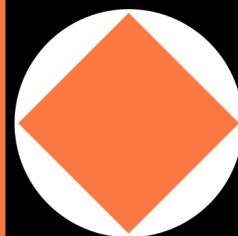
Daniel Fernandez

CEO

daniel.fernandez@ninjugames.com

+INFO





# Human Fall Flat 2

[▶ WATCH VIDEO-DEMO](#)[🔧 MAKE YOUR STEAM](#)

PLATFORM **PC** GENRE **PUZZLE-PLATFOMER** TARGET **3+** STATUS **PRODUCTION** LOOKING FOR **FINANCING, USER ACQUISITION**

Human Fall Flat 2 is the bigger, better and clumsier sequel to the puzzle platformer global sensation featuring brand new levels, customisable characters, and even wilder physics-based fun. Each intricate level comes packed with new toys and devices to fiddle with as you'll solve a range of fiendish puzzles on your own or in teams of up to eight friends. A new physics-engine, new gameplay interactions and new mechanics will make every session uniquely silly and more dynamic than ever before. Along with refined controls, visuals and music, Human Fall Flat 2 is a slapstick experience unlike any other!

## NO BRAKES GAMES

Two studios, one creative force. Driven by our passion for creating fun and original games, we strive to deliver incredible physics-based games to our players around the world. We're currently hard at work on Human Fall Flat 2, the outrageous new sequel to the muchloved capers of everyone's favourite physics-based human friends.

PORTFOLIO [HUMAN FALL FLAT / HUMAN FALL FLAT 2](#)

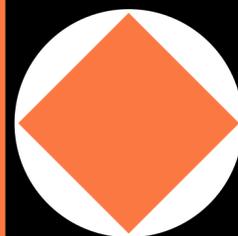
### CONTACT

**Sitara Shefta**

Studio Director

[sitara@nobrakesgames.com](mailto:sitara@nobrakesgames.com)

[+INFO](#)



# Sea Rangers

PLATFORM **MOBILE** GENRE **CASUAL GAME** TARGET **7+** STATUS **PRODUCTION**

A serious casual game where you can become the Ocean Hero alongside the Sea Rangers. Embark on a marine adventure where your mission is to care for your island, combat pollution, and protect the marine life that calls it home. Your goal is to restore the island while recycling all the trash you find in your recycling plant, turning it into parts to build a boat that will enable you to protect the seas. Heal the marine ecosystem by rebuilding the coral reef, bring back the animals, and help injured wildlife in your recovery center.

## NOCEANOUS

Driven by the need to protect and preserve our seas, at Noceanous we have turned our passion for video games into a greater mission: safeguarding marine life through entertainment. Every adventure in our games not only offers limitless fun but also provides the chance to learn and actively contribute to ocean conservation.

AWARDS **WINNER AT EMPRENDIMIENTO ECONOMÍA AZUL EMPRENDE / FINALIST AT CIHEAM / WINNER AT YOUTH INNOVATION AWARD / FINALIST AT V AWARDS EMPRENDIMIENTO SOCIAL LA NORIA**

### CONTACT

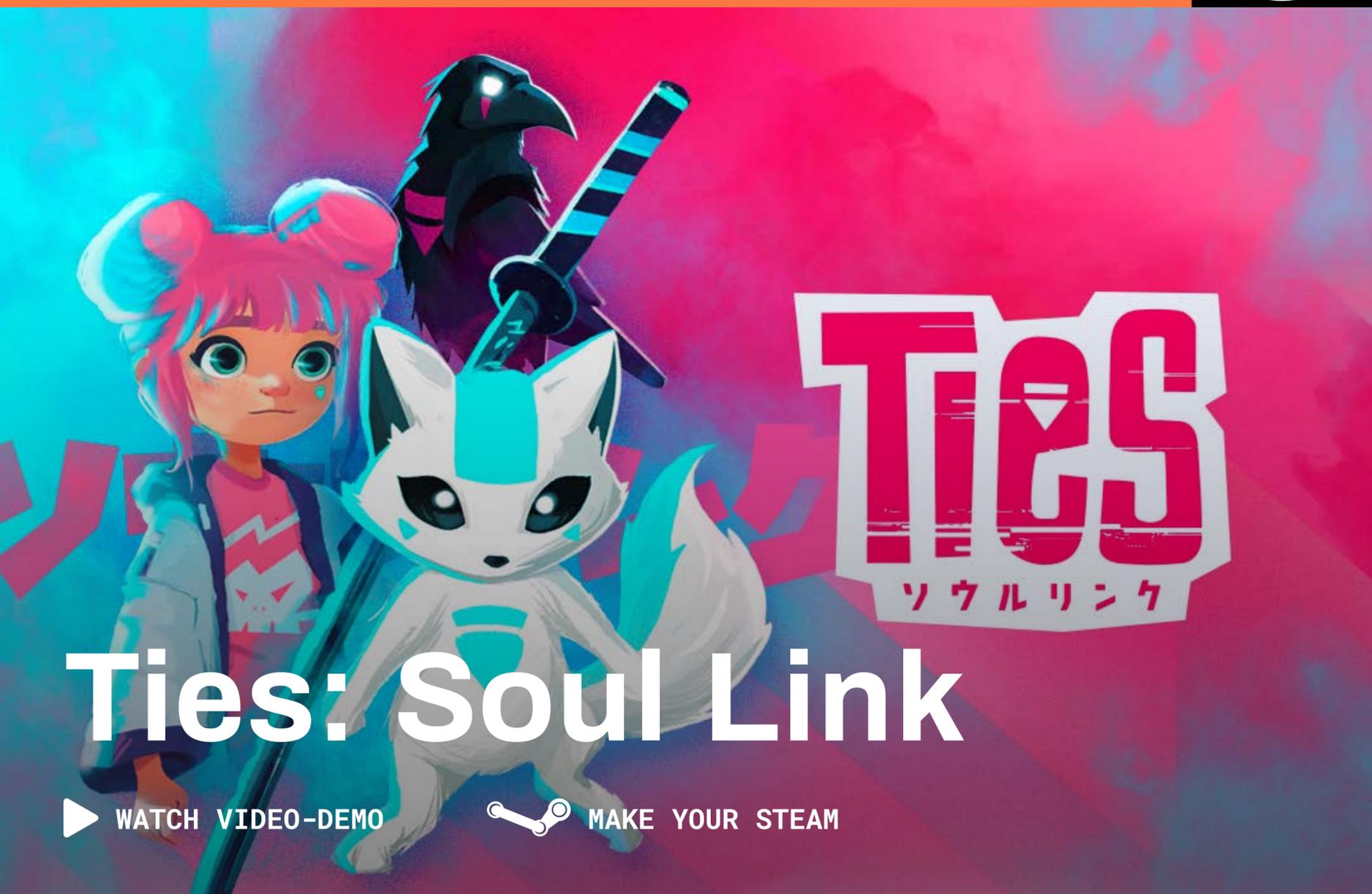
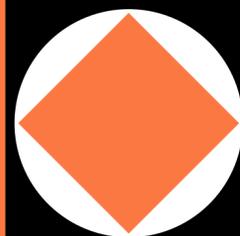
Alexandra Martínez 

CEO

noceanous@gmail.com

+INFO





# Ties: Soul Link

▶ WATCH VIDEO-DEMO

🎮 MAKE YOUR STEAM

PLATFORM **NINTENDO SWITCH, PC, MAC** GENRE **METROIDVANIA** TARGET **18+**  
STATUS **PRODUCTION** LAUNCH DATE **01/07/2026** LOOKING FOR **PUBLISHERS,**  
**FINANCING, USER ACQUISITION**

Ties: Soul Link is an Emotional and Brutal 2D Metroidvania, combining Action RPG elements with Adventure Platformer.

An exciting story of resilience and overcoming fears. Explore incredible cities in a world in decline, set in the year 2097, full of secrets and with brutal and bloody gameplay.

## NORTH TOKYO

North Tokyo is an indie Game Studio in Málaga, Spain. Developing games that tell great stories, with the ambition to create the greatest indie games around. Gamers creating games for Gamers.

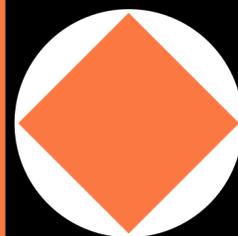
AWARDS **FINALIST AT THE "PREMIOS INDIE GAMES 2024" IN MÁLAGA**

### CONTACT

Toni Cuenca   
Game Creator  
hello@northtokyo.com

+INFO





# Flamenco!

▶ WATCH VIDEO-DEMO

PLATFORM **PC, VR/AR** GENRE **SIMULATION, STRATEGY, INDIE, CASUAL, RPG**  
 TARGET **12+** STATUS **PRODUCTION, TESTING** LAUNCH DATE **01/01/2026**  
 LOOKING FOR **FINANCING, USER ACQUISITION**

Flamenco! by Novelingo is an engaging video game designed to teach, celebrate, and explore the rich world of flamenco. Test your rhythm and improve your skills in up to seven flamenco styles through fun musical challenges. You can even create your own beats using a virtual drum machine.

Guided by El Piyayo, Edgar Neville, Paco, and María, you'll uncover flamenco's deep origins, iconic artists, and vibrant culture. Explore tablaos, guitar workshops, and more as you immerse yourself in the music and stories of this universal art form. Tune in and feel the beat of Flamenco

## NOVELINGO

We are specialists in storytelling and gamification. Our experience creating Serious Games has led us to our first R&D program with Novelingo Studio, a platform to create new games quickly and easily.

In our short history, we have received several recognitions: the award in the mobile category in the National Indie Games Competition (2022), a special mention in Culture & Museums International Tech Forum (2022) and the seal of the Approved by Teachers program in the Google Play store for the video games Academia Alborán and The Quest (2024).

PORTFOLIO **ACADEMIA ALBORÁN / LA BÚSQUEDA / UN HACKER ACCIDENTAL / MARUJA MALLO** AWARDS **NATIONAL INDIE GAMES COMPETITION / CULTURE & MUSEUMS INT. TECH FORUM / APPROVED BY TEACHERS PROGRAM (GOOGLE PLAY STORE)**

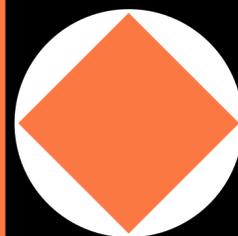
### CONTACT

Daniel Cañete Mestanza   
 CEO  
 daniel@novelingo.com

+INFO



**novelingo**



# Make it Stable

▶ WATCH VIDEO-DEMO

PLATFORM VR/AR GENRE CASUAL GAME TARGET 3+ STATUS LAUNCHED

All On Board! is a VR platform powered by user-generated content where players will be able to create, share and play board games with friends.

Getting together to play board games, recreating online the experience of being in the same room with your friends, around the playing table, and interacting with each other. The platform defines a new way to create, share and play board games in a natural and intuitive way. All On Board! is coming for Meta Quest and SteamVR.

## ODDERS LAB

Odders is a world-class XR company with a uniquely talented team passionate about experimentation and driven by a strong vision of global impact. Founded in 2019 in the sunny Seville (Spain) by visionary industry experts in technology, IoT, and eHealth, Odders is behind world hits like OhShape, Chess Club, Make It Stable and all the XR products of fitness brand Les Mills (Bodycombat, Dance). Its talented team is fueled by a passion for gaming, innovation, and a relentless drive for excellence, and it is known for delivering high-quality products and experiences beyond realities to improve lives through XR technologies.

PORTFOLIO OHSHAPE ULTIMATE / CHESS CLUB / LES MILLS XR BODYCOMBAT / LES MILLS XR DANCE / MAKE IT STABLE

AWARDS NOMINATED AT OUTSTANDING XR COMPANY OF THE YEAR AIXR AWARDS / WINNER AT BEST APP META QUEST STORE / GOLD WINNER AT BEST META QUEST EXERGAMING GAME NYX AWARDS / GOLD WINNER AT BEST META QUEST ONGOING GAME NYX AWARDS / GOLD WINNER AT BEST META QUEST RHYTHM/MUSIC GAME NYX AWARDS

### CONTACT

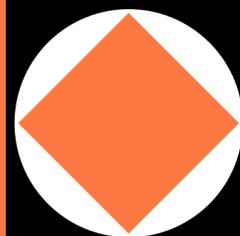
Ana Molina Jurado 

CEO

anamolinal@odderslab.com

+INFO





# Your House

[▶ WATCH VIDEO-DEMO](#)[🔧 MAKE YOUR STEAM](#)

PLATFORM **PC, MOBILE** GENRE **PUZZLE** TARGET **16+** STATUS **TESTING**  
LAUNCH DATE **28/03/2025** LOOKING FOR **PUBLISHERS, FINANCING**

A game you can read, a book you can play, Your House is a text-driven mystery blending puzzles and storytelling to immerse you in a tale about the cost of chasing your dreams.

## PATRONES Y ESCONDITES

Patrones y Escondites is a small studio located in Barcelona, which is committed to creating artistically unique projects that tell a story and expand the vision of what video games can be, mixing game mechanics, narrative and careful design.

PORTFOLIO **UNMEMORY / DELETE AFTERREADING / PINEAPPLE: A BITTER SWEET REVENGE**  
AWARDS **3HM AWARDS / INDIE MEGA BOOTH / INDICADE / INDIE GAMES MÁLAGA**

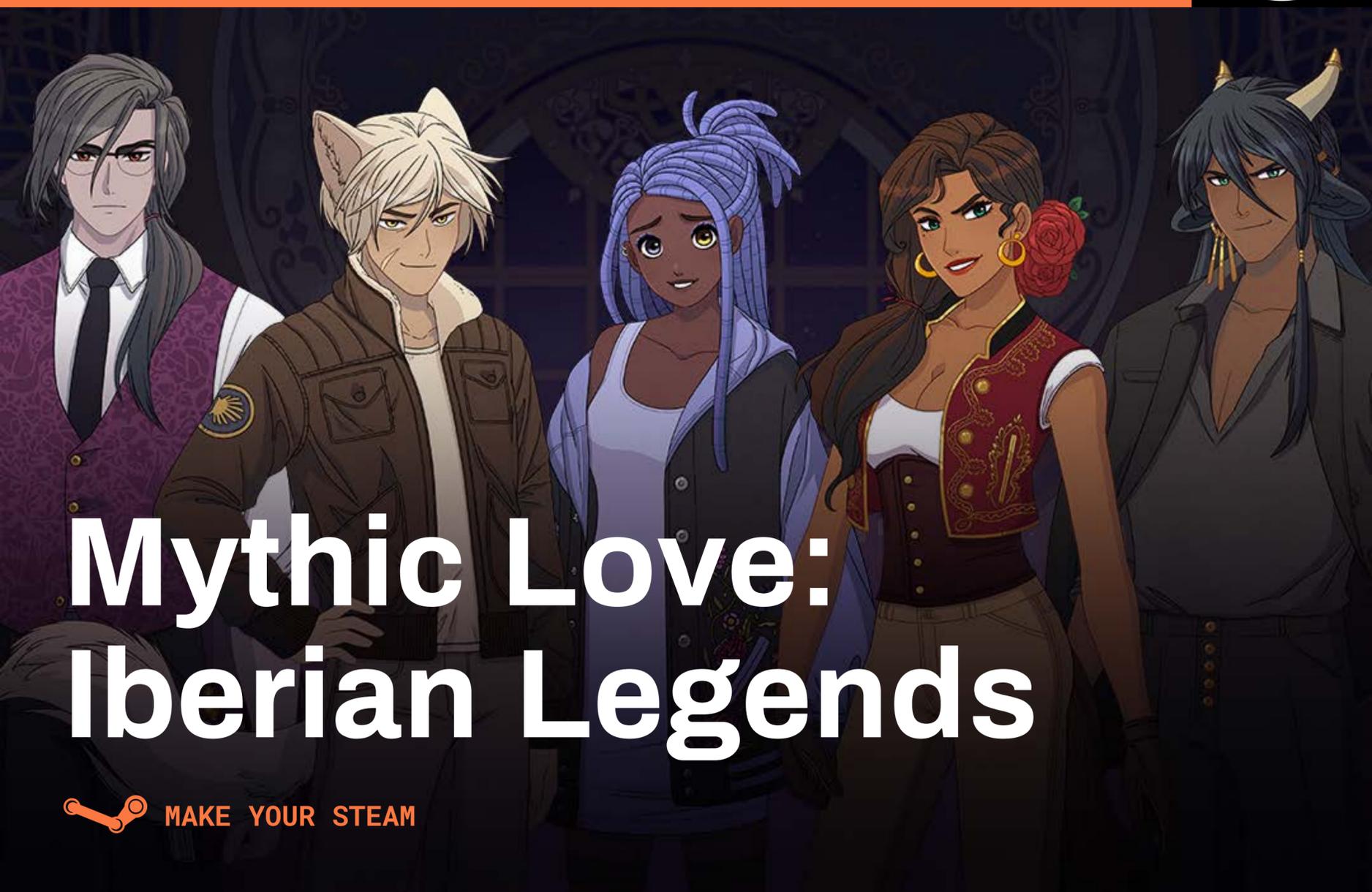
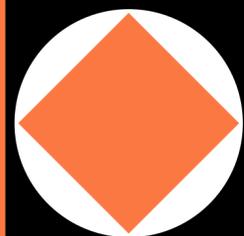
### CONTACT

**Beatriz Osorio**

Co-founder

beatriz@peworks.info

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# Mythic Love: Iberian Legends

 MAKE YOUR STEAM

PLATFORM **PC, MOBILE** GENRE **SIMULATOR** TARGET **12+** STATUS **PRODUCTION**  
LAUNCH DATE **01/01/2026** LOOKING FOR **PUBLISHERS, FINANCING**

A monster romance visual novel (no, there's never enough of these) inspired by Iberian myths and legends.

## PLATONIC GAMES

Platonic Games is a Spanish indie studio redefining mobile gaming with adorable, high-quality titles that captivate millions worldwide. Known for hits like Sailor Cats and Kawaii Kitchen, their games have amassed over 50 million downloads, with a 4.8-star average rating across platforms. Their signature blend of charming visuals, accessible gameplay, and innovative monetization strategies has created a loyal, engaged player base.

PORTFOLIO **SAILOR CATS / KAWAII KITCHEN / SWEET SINS 2: RHYTHM MUSIC GAME / HAPPY HOP: KAWAII JUMP / STEPETS**

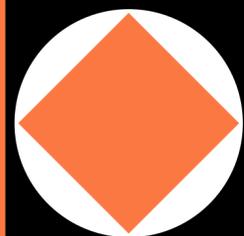
AWARDS **TOP 10 INDIE GOOGLE PLAY GAMES / APPLE STARTUP LEADERS / FORBES TOP 100 CREATIVE DIRECTORS TO FOLLOW / BEST GAME DESIGN**

### CONTACT

**Valeria Castro**   
CEO & Co-Founder  
info@platonicgames.com

+INFO





# VEGANGSTERS

## Vegangsters

▶ WATCH VIDEO-DEMO    🔗 MAKE YOUR STEAM

PLATFORM **PC**    GENRE **ROGUELIKES**    TARGET **18+**    STATUS **PRODUCTION**  
 LOOKING FOR **PUBLISHERS**

Fight your way through this deck-building roguelike with real-time mechanics and save the city from the Vegangsters! Fight against the worst criminals in a series of turn-based battles determined by the speed of your cards.

### POISON PILL GAMES

Poison Pill Games is an independent videogame studio created in Barcelona. A multidisciplinary group of young people, working with enthusiasm to create a niche in the industry with their first project, Vegangsters.

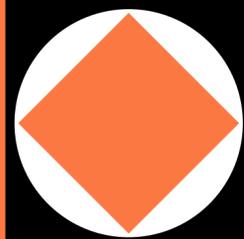
We already been to nacional events like Indie Dev Day, Guadalindie, Mad Games Show, Dreamhack and others. Also we've been to internacional events such as Gamescom and GDC.

#### CONTACT

David Garcia Mateo   
 Marketing and Events  
 david@poisonpillgames.com

+INFO





# Plus Ultra: Legado

[▶ WATCH VIDEO-DEMO](#)

PLATFORM **NINTENDO SWITCH, PC** GENRE **METROIDVANIA** TARGET **12+**  
STATUS **PRODUCTION, TESTING** LOOKING FOR **PUBLISHERS, FINANCING**

Plus Ultra: Legado is a Mesoamerican Metroidvania adventure, featuring vivid ligne-claire comic visuals set in the 16th century. Explore the intersection of two worlds in this spellbinding tale based on historical background with rich lore, dynamic combat, and a captivating OST. That is, a comicvania.

## PÓNTICA

Indie game studio that crafts 2D Metroidvanias with a unique comic artstyle and historical setting.

### CONTACT

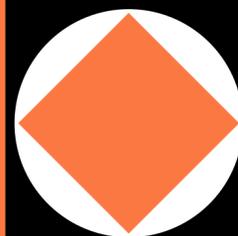
Diego Ponga [in](#)

CEO

[info@pontica.es](mailto:info@pontica.es)

[+INFO](#)





# El Coco

PLATFORM **NINTENDO SWITCH, PS4/PS5, XBOX, PC** GENRE **ACTION-ADVENTURE**  
TARGET **12+** STATUS **PRODUCTION** LAUNCH DATE **23/05/2025**  
LOOKING FOR **PUBLISHERS, FINANCING, MARKETING & PR**

EL COCO is a 3D action-adventure game where a child is pulled into “The Uncertain”, a surreal world filled with creatures from dreams and nightmares. Awakening with no memory, the child meets El Coco, who reveals the path home: defeating the three Supreme Nightmares.

Players explore an open map, battling nightmares, solving puzzles, and absorbing defeated enemies’ powers to gain special abilities for combat. Combining melee attacks with unique absorbed abilities, the protagonist must master their skills to overcome the Supreme Nightmares and uncover the truth of “The Uncertain”.

## RECOTECHNOLOGY

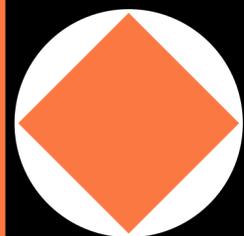
Recotechnology, founded by entertainment and media professionals with extensive video game experience, aims to become a leading development studio and publisher in the gaming and tech markets. Our vision is to drive the gaming industry’s shift from boxed products to digital distribution, blending entertainment with industrial applications. We focus on creating valuable in-house IPs, expanding them into publishing, animation, TV, merchandising, and toys through strategic alliances. Committed to innovation and technological transformation, Recotechnology strives to lead the next gaming revolution.

PORTFOLIO **BABY SHARK SING & SWIM PARTY / POCOYO PARTY / 1971 PROJECT HELIOS / NUMANTIA / KYURINAGA’S REVENGE**

### CONTACT

**Jaime Arcaya**   
Marketing Director  
jaimearcaya@recotech.es

[+INFO](#)



# Garden Haven

PLATFORM **VR/AR** GENRE **COZY** TARGET **3+** STATUS **PRE-LAUNCHED**  
LOOKING FOR **FINANCING, OTHER DEVELOPERS**

Garden Haven transforms your room into a lush Mixed Reality garden on Meta Quest 3 and 3s. Use your hands—no controllers needed—to plant, water, and nurture flowers and vegetables on real-world surfaces like tables and beds. With help from the adorable Garden Spirit, learn to care for your plants and watch her evolve into a magical fairy. Relax, grow, and bring nature to life in this cozy, family-friendly escape.

How will your garden grow?

## RESISTANCE STUDIO

Independent Game Studio creating games that are fun to play but hard to master.

Port and Publishing games to consoles. We can bring your game to console, contact us!

XR developers. Oculus Start members, Meta partners.

PORTFOLIO **PUSHY AND PULLY IN BLOCKLAND / FIX IT FAST! / GARDEN HAVEN**  
AWARDS **BEST GAME, PLAYER'S CHOICE - MADRID OTAKU, MADRID 2022 / 1<sup>ST</sup> PLACE**  
**INDIE EXPO AWARD, AUDIENCE CHOICE DEVCOM, COLOGNE, 18-19 AUGUST 2019 /**  
**RUNNER-UP BEST KID AND FAMILY GAME AT INDIE PRIZE EUROPE. CASUAL CONNECT**  
**EUROPE 2019, LONDON, 28-30 MAY 2019 / TOP 100 BEST INDIE GAME 2019 AT**  
**INDIEDB INDIEDB AWARDS 2019**

### CONTACT

Ester Sanchez 

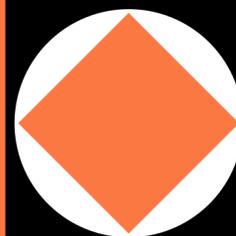
CEO

[info@resistancestudio.com](mailto:info@resistancestudio.com)

[+INFO](#)



Resistance Studio



# The Last Light

PLATFORM **PC** GENRE **ADVENTURE** TARGET **12+** STATUS **PRODUCTION**  
LOOKING FOR **PUBLISHERS, FINANCING**

The Last Light is a petting adventure in its demo stage. Play as Alex, a researcher for a stellar corporation that harvests entire worlds. After a mission leaves a living planet devastated, Alex must stay behind, exploring the dark, polluted land to restore its light and life.

Tame incredible creatures with unique personalities to aid in your quest to heal Earth. Strengthen your bond with these companions as you rebuild the land and shape it to your will. Bring light back to the world in this heartwarming adventure!

## ROLLD BOX GAMES

Based in Barcelona, our studio is driven by collaboration, creativity, and innovation. We create video games that bring positive energy, crafting IPs that leave players feeling uplifted. Our diverse team values learning, growth, and alignment with our purpose, embracing talent across all genders and ages.

With a foundation of experienced founders, advisors, and industry professionals, we turn creative ideas into reality. Passionate about diversity and innovation, we strive to make meaningful, joyful experiences that resonate with players worldwide.

PORTFOLIO **THOSE WHO CAME: HEALING SOLARUS - DEFINITIVE EDITION / MASKS OF THE VOID**

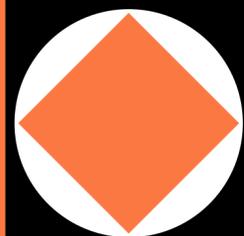
AWARDS **BEST VIDEOGAME BY PUBLIC VOTATION AT SAGA FESTIVAL**

### CONTACT

**Conxi Perez**   
Co-Founder & CEO  
[info@rolldbox.com](mailto:info@rolldbox.com)

[+INFO](#)





# Debris Infinity

▶ [WATCH VIDEO-DEMO](#)

PLATFORM **NINTENDO SWITCH, XBOX, PC** GENRE **SIMULATION, STRATEGY, INDIE, CASUAL, RPG** TARGET **3+** STATUS **POST-LAUNCHED** LOOKING FOR **USER ACQUISITION, MARKETING & PR**

Debris Infinity is an action packed game that puts your reflexes to the limit, allowing you to manipulate time itself to make impossible maneuvers, using an advance scoring system to rank your performance!

With 3 different single-player game modes you can test your skills in exciting scenarios: Fight against the clock in Time Attack, plan you attacks with precision in Power Wave or survive to earn the highest score in Normal mode.

Or bring a friend for the cooperative and versus battles.

Test and improve your skills in the pulse-pounding experience of Debris Infinity

## SVC GAMES

With more than 20 years of expertise, SVC Games is a small indie studio based in Santander, that creates highly polished videogames and applications with focus on engaging gameplay and memorable quality-feeling experiences. Our latest game, Debris Infinity, have earned numerous recognitions and it have been published world-wide on Nintendo Switch, being a success of both critic and public, including nominations for Best Spanish Console Game of 2018 and Best Spanish Programmer of 2018.

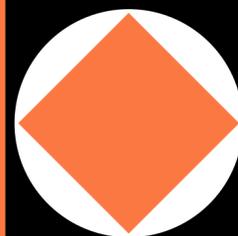
### CONTACT

**Sergio del Valle Clemente** 

CEO - Game Designer  
[sergio@svcgames.com](mailto:sergio@svcgames.com)

[+INFO](#)





# Niní Apren

PLATFORM **PC, MOBILE** GENRE **CASUAL GAME** TARGET **3+** STATUS **PRE-LAUNCHED**  
 LAUNCH DATE **31/12/2024**

**Nini Learns to Count:** We're back with the improved version of our first interactive story! Now available not only in Spanish and English but also in Catalan and Italian. With renewed energy, we are working on a new project specially designed for the little ones, turning screen time into an educational opportunity.

## TANGIBLE FUN

At Tangible Fun, we design multi-platform digital stories and educational games that cover key learning areas for the educational development of preschool and primary school children. Our video games are enhanced with tangible resources to make learning a more meaningful and enriching experience.

PORTFOLIO **EL MERCADO DE HONEY TINA / HONEY TINA & BEES / THE FROGGY BANDS  
 MEMORY CARDS I / INSTRUMENTS SOUNDS / MUSIC GAMES I THE FROGGY BANDS /  
 NINI LEARNS TO COUNT**

AWARDS **TOP TEN APP FOR KIDS MADE IN SPAIN AT FESTIVAL DE COMUNICACIÓN EL  
 CHUPETE / EAS CERTIFICATION 5 ESTRELLAS IN THE UNITED KINGDOM / GOLD AWARD  
 BEST APP FOR PRESCHOOL CHILDREN AT BESTMOBILEAPPAWARDS.COM**

### CONTACT

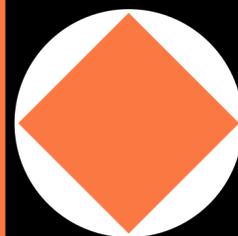
**Daniela Seminara** 

Co-founder

info@tangiblefun.com

+INFO





# Project ST: Supa Trupa

[▶ WATCH VIDEO-DEMO](#)

PLATFORM **NINTENDO SWITCH, PS4/PS5, XBOX, PC** GENRE **ACTION-ADVENTURE**  
TARGET **7+** STATUS **PRE-LAUNCHED, LAUNCHED** LOOKING FOR **PUBLISHERS,**  
**FINANCING**

Supa Trupa is a free online multiplayer party shooter. Jump into a madcap world stuffed with colorful characters, wacky weapons, and massive robots as you battle together with your pals!

## THE BREACH STUDIOS

The Breach Studios is composed of a dynamic group of game industry veterans with a past in some of the greatest titles on diverse platforms. We have combined this game development experience to create The Breach Studios, a talented team capable of amazing feats.

PORTFOLIO **LALIGA TOP CARDS / PROJECT ST / THE HARVEST**  
AWARDS **INVEST CIRCLE EN GAMESCOM ALEMANIA 2024 / BEST ART IN DEV CONTEST - ISTANBUL 2024**

### CONTACT

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CEO

ferran@thebreachstudios.com

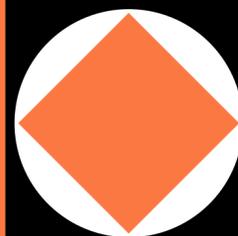
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**DEVELOPER**

PUBLISHER

[< BACK TO INDEX](#)



# All on Board!

[▶ WATCH VIDEO-DEMO](#)

[🎮 MAKE YOUR STEAM](#)

PLATFORM **PC, VR/AR** GENRE **SIMULATION, STRATEGY, INDIE, CASUAL, RPG**  
TARGET **12+** STATUS **PRODUCTION, TESTING** LAUNCH DATE **27/02/2025**  
LOOKING FOR **FINANCING, USER ACQUISITION**

All On Board! is a VR platform powered by user-generated content where players will be able to create, share and play board games with friends.

Getting together to play board games, recreating online the experience of being in the same room with your friends, around the playing table, and interacting with each other. The platform defines a new way to create, share and play board games in a natural and intuitive way. All On Board! is coming for Meta Quest and SteamVR.

## THE GAME KITCHEN

The Game Kitchen is an indie video game studio based in Sevilla, Spain. Their motto is “We make meaningful indie games”. The studio was Founded in 2010. They are well known for both their terror point-and-click adventure The Last Door (2013) and more recently for the best-selling indie game Blasphemous (2019) and Blasphemous II (2023).

The Game Kitchen is currently working on several undisclosed projects that will be revealed soon. The studio also has a VR department funded in early 2022 that’s been working on All On Board!, a VR platform powered by user-generated content where players will be able to create, share and play board games with friends.

PORTFOLIO **THE LAST DOOR / BLASPHEMOUS I / BLASPHEMOUS II / ALL ON BOARD! / ESCAPE FROM GALAXEN / TORTURE**

### CONTACT

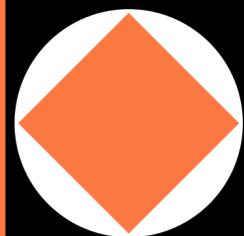
**Mauricio García**

CEO

[mgarcia@thegamekitchen.com](mailto:mgarcia@thegamekitchen.com)

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# Chess Revolution

PLATFORM **NINTENDO SWITCH, PC, MOBILE** GENRE **STRATEGY** TARGET **12+** STATUS **PRODUCTION**  
LAUNCH DATE **25/02/2026** LOOKING FOR **PUBLISHERS, FINANCING**

Command the rebellious force of pawns and crush the tyranny of the king in this turn-based strategy game with roguelike mechanics. Defeat your enemies, harness their abilities, and navigate obstacles and reinforcements to lead the rebellion to victory!

## THE TRAVELER GAMES

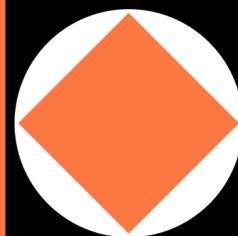
We are an independent video game studio formed by a professional team. We seek to make players feel at home. We tell stories that players will want to revisit. We explore new points of view of things known. Currently developing Chess Revolution

### CONTACT

Carlos Adrián Díaz Prados   
CEO  
contact@thetravelergames.com

+INFO





# Uprising: Humanum

 [WATCH VIDEO-DEMO](#)

 [MAKE YOUR STEAM](#)

PLATFORM **PC** GENRE **METROIDVANIA** TARGET **12+** STATUS **PREPRODUCTION, PRODUCTION** **LOOKING FOR PUBLISHERS**

You play as Aurora, a one-gal-army who is sent to explore a megastructure where a failed experiment took place.

An in-n-out mission becomes a hard quest when the defense system engages.

Will you stare back when the Abyss stares at you?

## TINY FEET GAMES

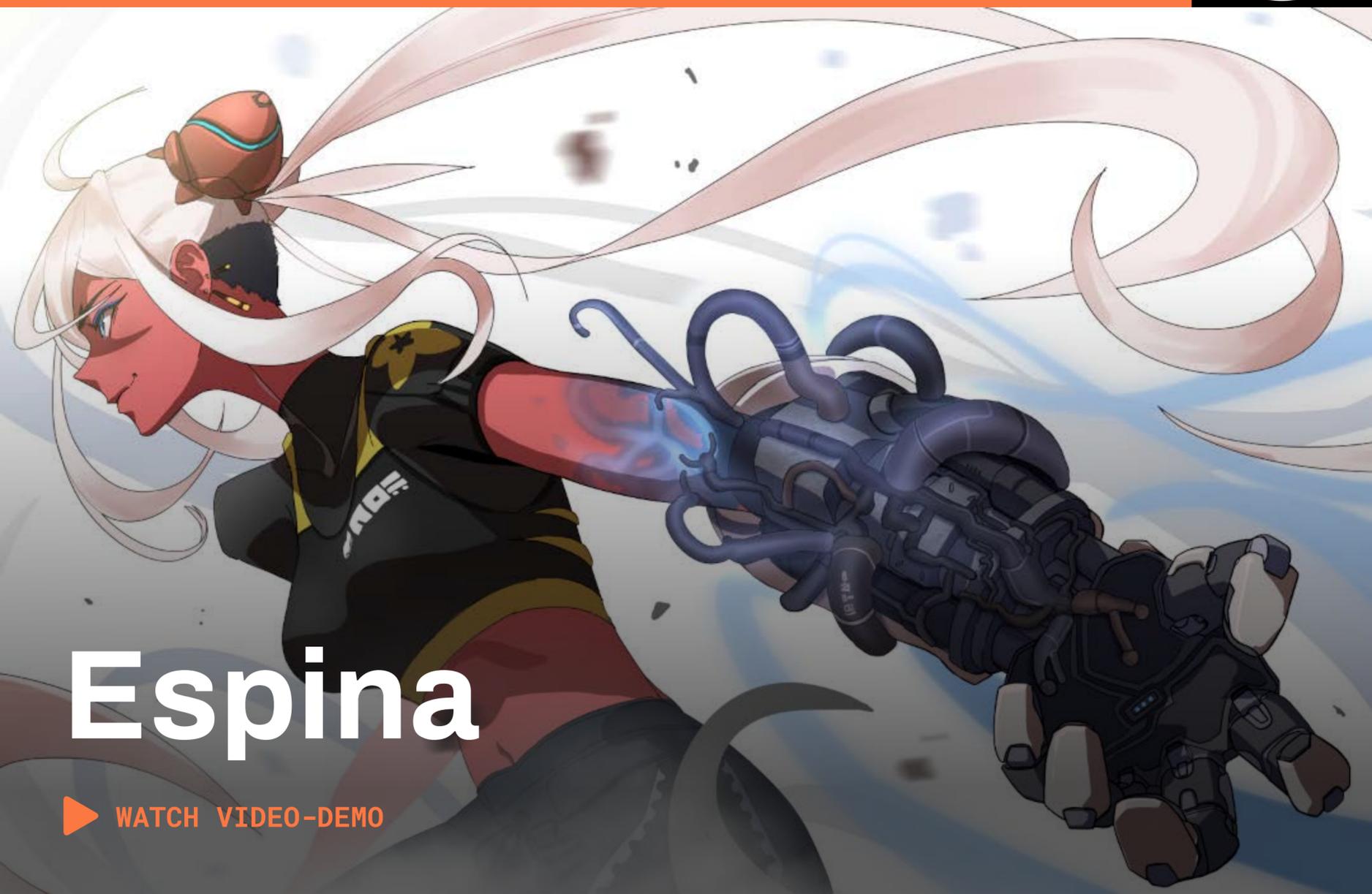
Tiny Feet Games is a small independent game development studio powered by a passionate team. We focus on crafting distinctive gaming experiences that combine creativity, storytelling, and innovation. With each project, we strive to bring fresh perspectives to the industry, exploring new mechanics and immersive narratives. As a close-knit team, we wear many hats, fostering collaboration and adaptability in everything we do. Our mission is to connect with players on a deeper level, creating games that inspire, entertain, and leave a lasting impression. We are committed to quality, originality, and pushing the boundaries of indie game design.

### CONTACT

**Cibo Koszal Wlasiuk**   
Co-Owner Lead Game Designer  
[mentaldiscordia@gmail.com](mailto:mentaldiscordia@gmail.com)

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# Espina

[▶ WATCH VIDEO-DEMO](#)

PLATFORM **NINTENDO SWITCH, PS4/PS5, XBOX, PC** GENRE **ACTION-ADVENTURE**  
TARGET **16+** STATUS **PREPRODUCTION** LAUNCH DATE **03/09/2026**  
LOOKING FOR **PUBLISHERS, FINANCING**

Dive into fast-paced, adrenaline-fueled hack and slash combat, where every move is a spectacle. Master stylish combos and special attacks in a visually stunning action-adventure that blends intense gameplay with a captivating storyline.

## TITUTITECH

Titutitech is a game development company, located in Barcelona. Since 2014, we have developed several 2D and 3D projects in Unity and Unreal Engine.

PORTFOLIO **ENDLING / ARAGAMI 2 / TOY TACTICS / MONSTER PROM SERIES / OH MY GODHEADS**

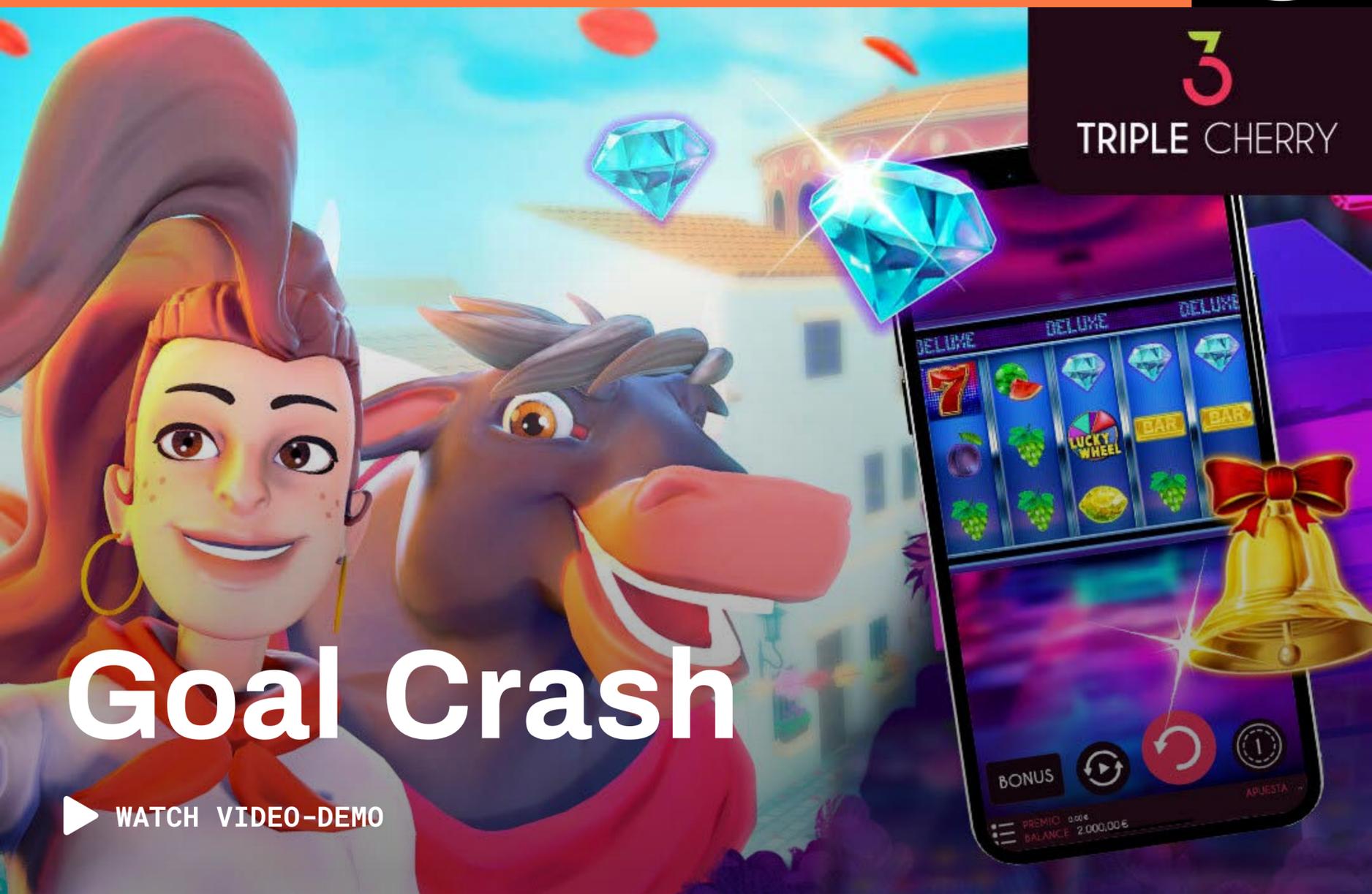
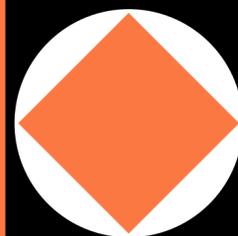
### CONTACT

**Federico Sauret**  
Co-Owner  
[contact@titutitech.com](mailto:contact@titutitech.com)

[+INFO](#)



**titutitech**



# Goal Crash

▶ WATCH VIDEO-DEMO

PLATFORM **PC, MOBILE** GENRE **CASINO** TARGET **18+** STATUS **LAUNCHED**  
LOOKING FOR **FINANCING**

A totally unique experience in Crash games. Intense penalties with incredible graphics offer a unique dimension in this style of games with an additional component...an extra final multiplier that increases the prizes.

Crash is a casino game where players place bets on a multiplier value that continuously increases until the game “Crashes.” Although the game’s rules are straightforward, the math used in determining the multiplier value is complicated.

## TRIPLE CHERRY

Triple Cherry is a game development studio for online casinos. Our goals when creating Triple Cherry were mainly based on offering a superior gaming experience to the competition through our slots, both for the realistic graphics that all our games have and for the varied and dynamic themes of each game, as well as the attractive mathematics.

### CONTACT

**Juan Antonio Galindo Torres**

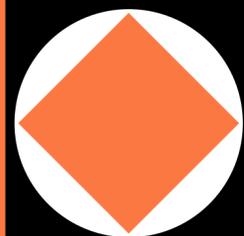
CEO

juanantonio@3cherry.com

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TRIPLE CHERRY



# RailGods of Hysterra

▶ WATCH VIDEO-DEMO

🎮 MAKE YOUR STEAM

PLATFORM PC GENRE SURVIVAL, CO-OP, BASE-BUILDING, CRAFTING / HORROR ACTION-ADVENTURE TARGET 16+ STATUS PRODUCTION LOOKING FOR PUBLISHERS, FINANCING, GAMES TO PUBLISH OR PORT TO CONSOLE

Travel alone or join a crew of up to 4 players to ride, upgrade and control a living train whose locomotive is entangled with a creature straight out of Lovecraft's darkest nightmares.

Survive in a world ruled by the Great Old Ones, expand your knowledge, and become their equal.

"RailGods of Hysterra" is a PVE Crew-based Co-op crafting base-building survival experience for up to five players set in a Lovecraftian world.

## TROGLOBYTES GAMES

Troglobytes is a small independent videogame studio based in sunny Barcelona, Spain. The core team is made of both industry veterans and young talents.

The mission: entertain and shock players all around the world with unconventional gameplay mechanics, aesthetics and stories.

PORTFOLIO HYPER PARASITE / THE KINDEMAN REMEDY / EDO NO YAMI / RAVENOUS DEVILS / WHILE WE WAIT HERE

AWARDS 2 EPIC MEGA GRANT RECIPIENT / TINY TEAMS: MICRO STUDIOS, MASSIVE IDEAS / INDIE DEV-DAY AWARD / INDIE MEGA BOOTH / NYX GAME AWARD, GRAND WINNER

### CONTACT

Saverio Caporusso   
CEO and Lead Game Designer  
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+INFO





# Lumen

[▶ WATCH VIDEO-DEMO](#)

PLATFORM **PS4/PS5, XBOX, PC, VR/AR** GENRE **ADVENTURE, VR CINEMATIC GAME**  
TARGET **12+** STATUS **PREPRODUCTION, PRODUCTION, TESTING**  
LOOKING FOR **PUBLISHERS, FINANCING, OTHER DEVELOPERS, MARKETING & PR**

Lumen is a coming-of-age, fantastic, narrative VR game about mourning and the need to find a path in life.

Lumen, a small luminous Animus, wakes up in a rudimentary cave filled with symbols and magical elements. One day, the cave collapses, and Lumen struggles to escape with the only help of a group of fireflies. On the surface, Lumen embarks on a long journey through a barren world full of obstacles, mysteries, and creatures. Along this path, Lumen discovers the story of its origins but also where its own destiny leads.

## VANOVA

Vanova is an independent audiovisual production company based in Barcelona, founded by Enric Sant and Maria Burgués. The aim of Vanova is to produce original art-house content, be it animation or live-action, while also aiming to be an incubator of original, unique, and cutting-edge IPs that can fit in with various and multiple types of audiences.

PORTFOLIO **LUMEN / CHILDREN OF MATTER**

AWARDS **STEREOPSIA BOOSTER AWARD AT THE MIFA PITCHES / NEXT LAB GENERATION AWARD FOR BEST PROJECT**

### CONTACT

**Enric Sant & Maria Burgués**

Co-founders

hello@vanova.tv

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# Crisol: Theater of Idols

▶ WATCH VIDEO-DEMO

🔗 MAKE YOUR STEAM

PLATFORM **PC** GENRE **HORROR** TARGET **16+** STATUS **PRODUCTION**  
LOOKING FOR **FINANCING, GAME SERVICES, OUTSOURCING**

Crisol: Theater of Idols, the debut of Vermila Studios, distills action, horror, and adventure, the genres that you will experience through an immersive first-person perspective.

Explore the gruesome depths of Tormentosa, a mysterious town hidden in the dark areas of Hispania. Tales and legends, blood and tradition... Unfathomable secrets await behind this somber story inspired by Spanish folklore from the 20th century.

## VERMILA STUDIOS

Vermila Studios is a Boutique Video Game Studio awardee of an Epic MegaGrant that creates projects and outsources high-end 2D, 3D, animation, and tech art services to other major studios worldwide. We are internally working in the creation of our UE5 AA first-person survival horror adventure, Crisol: Theater of Idols.

AWARDS **EPIC MEGAGRANT / BEST INDIE GAME AT GAMEPOLIS / MOST ANTICIPATED GAME AT GAMESCOM ASIA 2023 / BEST ADVENTURA GAME AT INDIEDEVDAY**

### CONTACT

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info@vermila.com

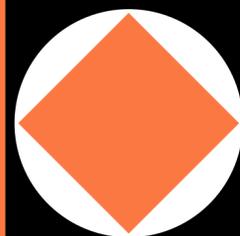
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**DEVELOPER**

PUBLISHER

[< BACK TO INDEX](#)



# Oxide Room 208

[▶ WATCH VIDEO-DEMO](#)

[🔧 MAKE YOUR STEAM](#)

PLATFORM **PS4/PS5, XBOX, PC** GENRE **HORROR** TARGET **18+** STATUS **PRODUCTION**  
LAUNCH DATE **25/03/2025** LOOKING FOR **FINANCING, USER ACQUISITION, MARKETING & PR**

Oxide Room 208 is a single-player body horror game offering a gripping blend of action, survival, and terror. Players control up to 10 survivors, each facing relentless ghoulish creatures, grotesque abominations, and the chilling wrath of Doc — a blood-soaked butcher in an orange jumpsuit. With multiple characters and alternate endings, the stakes are high as survival becomes increasingly uncertain.

Set in the eerie Night Soul motel, a failed deal triggers a night of terror. As an innocent girl arrives, Doc's rage ignites a brutal manhunt. Among the victims, a partygoer cop threatens the Oxide project's secrecy — no one can survive this nightmare.

## WILDSPHERE

WildSphere is a video game developer and publisher with over 12 years of experience in the industry. It has developed numerous titles in a variety of genres including "Oxide Room 104", "Timothy vs The Aliens", "Gigantosaurus: The Game", "Flying Soldiers", "Naught" and more.

Currently, WildSphere has published its titles on a variety of platforms, including the last two generations of PlayStation and Xbox consoles, Nintendo Switch and PC platforms.

PORTFOLIO **OXIDE ROOM 104 / GIGANTOSAURUS: THE GAME / TIMOTHY VS THE ALIENS / NAUGHT / FLYING SOLDIERS**

### CONTACT

**Jorge Hidalgo**  
Chief Marketing Officer  
[jorge@wildsphere.es](mailto:jorge@wildsphere.es)

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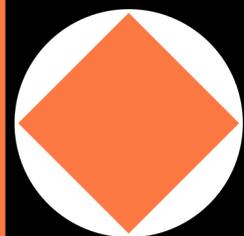


 **WildSphere**

**DEVELOPER**

PUBLISHER

[< BACK TO INDEX](#)



# The Zebra-Man!

 **MAKE YOUR STEAM**

PLATFORM **NINTENDO SWITCH, PS4/PS5, XBOX, PC** GENRE **SHOOTER** TARGET **18+**  
STATUS **PRE-LAUNCHED** LAUNCH DATE **06/02/2025** LOOKING FOR **FINANCING,**  
USER ACQUISITION

Trapped in a secret facility at an undetermined time, you are a man without an identity. Confused and lost, you receive help from the mysterious Raccoon. He is determined that you kill Alexander Cooper and will only release you if you agree. Soon you're caught up in time travel, interdimensional portals and enemies who just want to see you torn into a million little pieces.

## ZEROUNO GAMES DIGITAL

The Zerouno Games team is made up of professionals from each of the departments that touch the video game industry, such as development, programming, art, communication, marketing, production, business development...

PORTFOLIO **THEZEBRA-MAN!** / **BLEEP BLOOP** / **METAL TALES OVERKILL** / **RETRO GOLDEN AGE** - **LIVINGSTONE SUPONGO** / **THE FLEA EVOLUTION**

### CONTACT

**Juan Cañete**

Founding Partner

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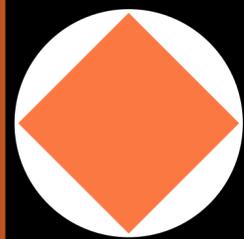
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# Publishers





# GAMEHOUSE®

## GAMEHOUSE

Mobile & PC subscription gaming publisher focused on female audience.

PORTFOLIO GAMEHOUSE SUBSCRIPTION PLATFORMS

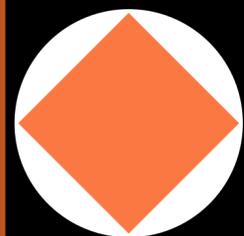
### CONTACT

Simonetta Lulli 

CEO

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[entaltostudios.com](http://entaltostudios.com)

shuttleupwards

## ENTALTO PUBLISHING

The Game Kitchen is an indie video game studio based in Sevilla, Spain. Their motto is “We make meaningful indie games”. The studio was Founded in 2010. They are well known for both their terror point-and-click adventure The Last Door (2013) and more recently for the best-selling indie game Blasphemous (2019) and Blasphemous II (2023).

The Game Kitchen is currently working on several undisclosed projects that will be revealed soon. The studio also has a VR department funded in early 2022 that’s been working on All On Board!, a VR platform powered by user-generated content where players will be able to create, share and play board games with friends.

PORTFOLIO MANITAS KITCHEN / TWO STRIKES / INK INSIDE / SHOGUN SHOWDOWN / STICKIN’ THE LANDING

[▶ WATCH COMPANY’S VIDEO](#)

### CONTACT

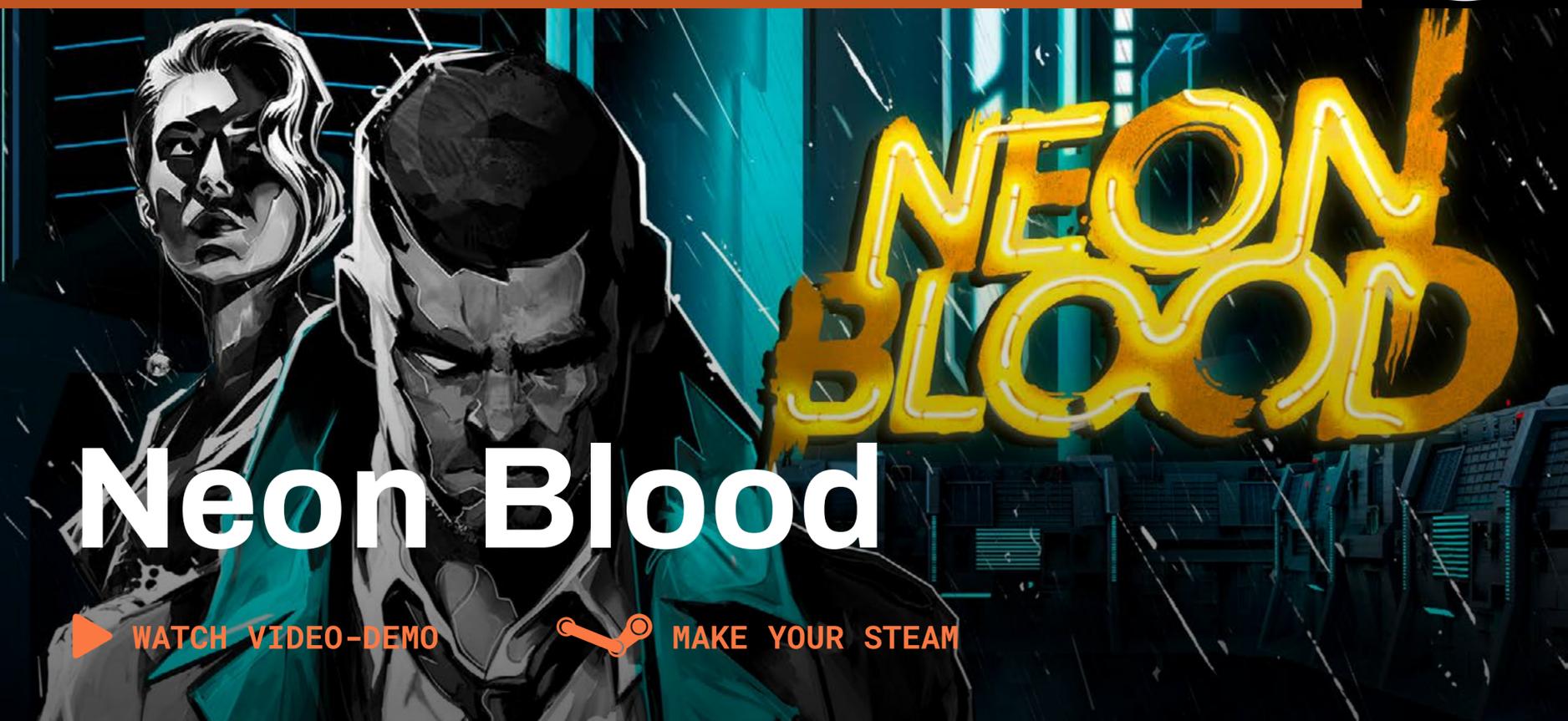
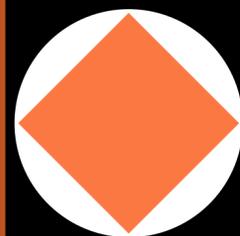
Enrique Martínez [in](#)

CEO

[emartinez@entaltostudios.com](mailto:emartinez@entaltostudios.com)

+INFO





# Neon Blood

[▶ WATCH VIDEO-DEMO](#)

[🔗 MAKE YOUR STEAM](#)

PLATFORM **NINTENDO SWITCH, PS4/PS5, XBOX, PC, GOG.COM** GENRE **NOIR ADVENTURE**  
TARGET **16+** STATUS **LAUNCHED**

Year 2053. The world has crumbled into a distant memory of war, leaving behind only inequality. At its center lies “Viridis”, a sprawling metropolis divided between the perilous “Blind City” and the opulent “Bright City”.

Enter Axel McCoin, a former police detective turned vigilante. Axel becomes the catalyst to expose a web of corruption and power, threatening the fragile peace of Viridis. Uncover the city’s hidden stories and join Axel in his quest to dismantle the oppressive order and bring justice to a fractured society.

## MERIDIEM

Meridiem is a passionate video game publisher and distributor dedicated to shaping the industry and touching players’ hearts. Our mission is to preserve the emotional essence of gaming culture by fostering talent, supporting indie projects, reviving classics, and distributing AAA titles — all while championing the physical format.

We believe gaming is about more than screens and skills; it’s about creating lasting memories. At Meridiem, we play to celebrate, to inspire, and to remember. When we’re not working on games, we’re playing them.

#PlayToRemember

PORTFOLIO **THE MANY PIECES OF MR COO / NEON BLOOD / CROWN OF WU / CORBID**  
AWARDS **AWARD FOR BUSINESS SUCCESS IN VIDEO GAMES INDUSTRY BY LA RAZÓN / BEST PUBLISHER BY DE VUEGO / SMART BUSINESS BY BUSINESS INSIDER / BEST DISTRIBUTOR BY ALFABETA**

### CONTACT

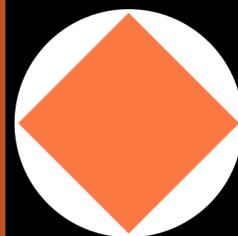
**Sergio Palacian**

CEO

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# Terrifier: The ARTcade Game

[▶ WATCH VIDEO-DEMO](#)[🔗 MAKE YOUR STEAM](#)

PLATFORM **NINTENDO SWITCH, PS4/PS5, XBOX, PC** GENRE **FIGHTING**  
TARGET **18+** STATUS **PRODUCTION** LOOKING FOR **OTHER DEVELOPERS**

Terrifier: The ARTcade Game invites you into a pixelated frenzy of gore, action, and dark humor. This retro-inspired beat 'em up channels the spirit of classic 80s and 90s arcade games while delivering relentless fun.

Play as Art The Clown, the menacing antagonist of the Terrifier series, and wreak havoc across film sets where movies about Art are being made. Each stage is your playground of destruction — embrace the chaos and disrupt the show in this thrilling homage to retro gaming carnage!

## SELECTA PLAY

Selecta Play is the video game publishing arm of Selecta Visión, partnering with talented studios to bring unique games to global audiences in both digital and physical formats.

We offer comprehensive guidance throughout production, handling each phase with care, passion, and dedication. For digital releases, we ensure games reach all major platforms, optimizing their presence for maximum visibility and success.

In physical editions, we craft meticulously designed releases that offer more than gameplay — providing an experience to touch, feel, and treasure. Selecta Play delivers unforgettable gaming experiences for true enthusiasts.

PORTFOLIO **BLASPHEMOUS II COLLECTOR'S EDITION / BUBBLE GHOST REMAKE / MORKULL RAGAST'S RAGE / ANTRO / MASTERCHEFESCAPE FROM GALAXEN / TORMENTURE**

### CONTACT

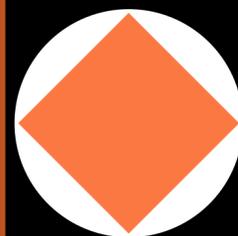
**Javi Puertas**

Head of Gaming

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SELECTA PLAY



# Mini Soccer Stars

PLATFORM **MOBILE** GENRE **SPORTS** TARGET **7+** STATUS **LAUNCHED**  
LOOKING FOR **OTHER DEVELOPERS**

Play matches with your dream team, score goals, win international cups and become a world champion! Mini Soccer Star is a funny and easy to play sports game where you can simulate a soccer career, from your local team to the best squads in the globe. Free kicks, goalkeeper mode, training challenges, customization options... and a very advanced AI to challenge you in every match!

## VIVA GAMES

VIVA Games is a publisher and incubator that helps teams around the world scaling their games. From marketing, user acquisition and monetization to art, QA, audio, analytics or finances, we provide all the necessary so the team can only focus on its project. After more than 20 years in the business, we have published more than 40 games and overpassed +700 million downloads.

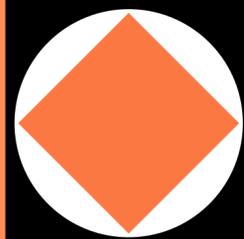
PORTFOLIO **MINI SOCCER STAR, COVER FIRE, GLADIATOR HEROES, GUNS AT DAWN, TALKING HELLO KITTY, GUMMY BEAR RUN, DOGGIE DOG WORLD, SOCCER STAR SUPER FOOTBALL, AND MANY MORE**

### CONTACT

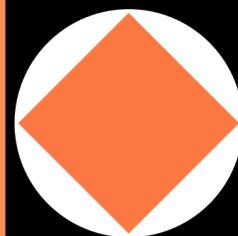
**Francisco Rueda Álvarez**  
CEO  
hello@vivastudios.com

+INFO





# Game Services



# Metaverse of Esports

▶ WATCH VIDEO-DEMO

PLATFORM PC, MOBILE, VR/AR GENRE METAVERSE TARGET 7+ STATUS LAUNCHED  
LOOKING FOR FINANCING, OTHER DEVELOPERS, GAME SERVICES, USER ACQUISITION,  
MARKETING & PR

The eSports metaverse is a groundbreaking virtual ecosystem transforming fan engagement and interaction in the gaming and eSports world. Powered by Web3 technology, it offers immersive environments featuring customizable arenas, live-streamed matches, and interactive fan zones where users connect with teams and players.

For organizations, it unlocks monetization opportunities like exclusive digital merchandise, NFT collectibles, and VIP experiences. Fans can earn rewards, achieve milestones, and join global virtual communities.

## ALGON GAMES

Algon Games is a leader in Spain's eSports and gaming sector, specializing in innovative gaming spaces and tech-driven communities. With over a decade of experience, we design professional eSports facilities and gaming hubs, blending advanced technology with customized solutions for events and organizations.

Our expertise includes integrating eSports into professional sports summits, creating interactive experiences like digital scavenger hunts, and collaborating with top brands, eSports teams, and educational institutions, including Universidad Rey Juan Carlos. Pioneering Web3 technology, Algon Games develops metaverse projects for exclusive monetization and immersive fan engagement, shaping the future of gaming and eSports.

PORTFOLIO PROFESSIONAL ESPORTS ARENA / PUBLIC UNIVERSITY PROJECTS OF ESPORTS AWARDS MADRID IN GAME PROGRAM

### CONTACT

Alvaro Esteban Vazquez Sanchez

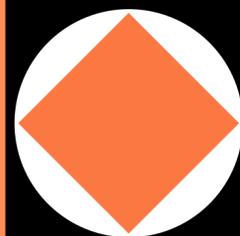
CEO

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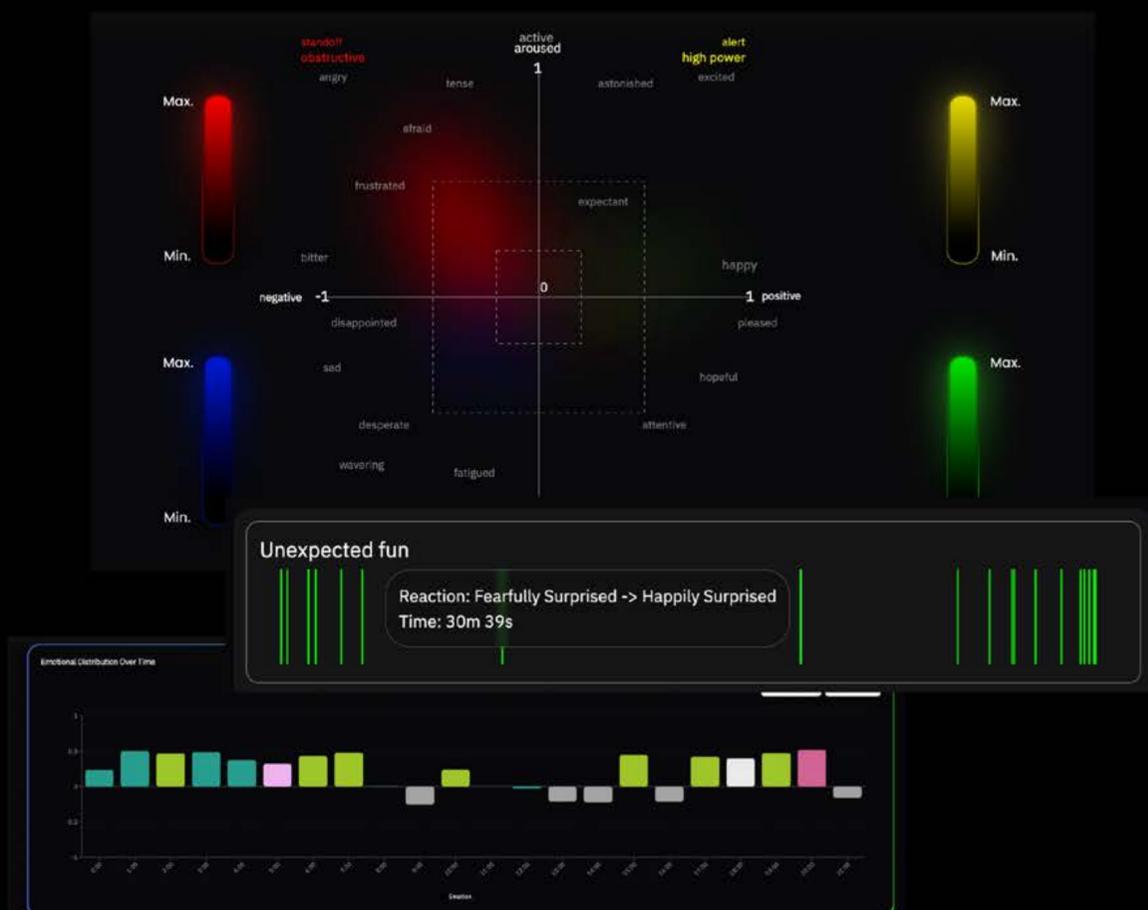




The emotional  
user  
experience  
engine



Game Smarter. Act Better



## BEETESTED

Beetested is the emotional user experience engine.

Emotional User Experience Testing is telemetry for your game's user experience: it remotely collects, analyses and interprets data about your game, hundreds of players and their emotional feedback.

Tailor your UX to the expectations of your users, select the best game offer for your portfolio or create the best trailer based on the most impactful moments of your game - you set the challenge, we provide the data.

LOOKING FOR **FINANCING**, **USER ACQUISITION**

CONTACT

Yulia Tru

CEO

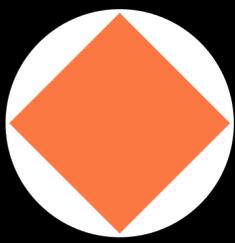
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Game Smarter. Act Better





[▶ WATCH COMPANY'S VIDEO](#)

## CLIVI

Clivi is an AI-powered tool that enables video game studios to integrate user-generated content, such as skins and custom items, enhancing player experience while reducing operational costs.

With easy SDK integration for Unity and Unreal, Clivi boosts monetization through personalized in-game microtransactions. Designed for genres where visual identity is crucial, it provides an intuitive and seamless experience for both players and developers.

PORTFOLIO **DEATH BRIDGE / THE VOID / INFINITE DROP**

AWARDS **WINNER AT MEJOR STARTUP DRAPERU SILICON VALLEY / WINNER AT ASTRO PROGRAM SILICON VALLEY**

### CONTACT

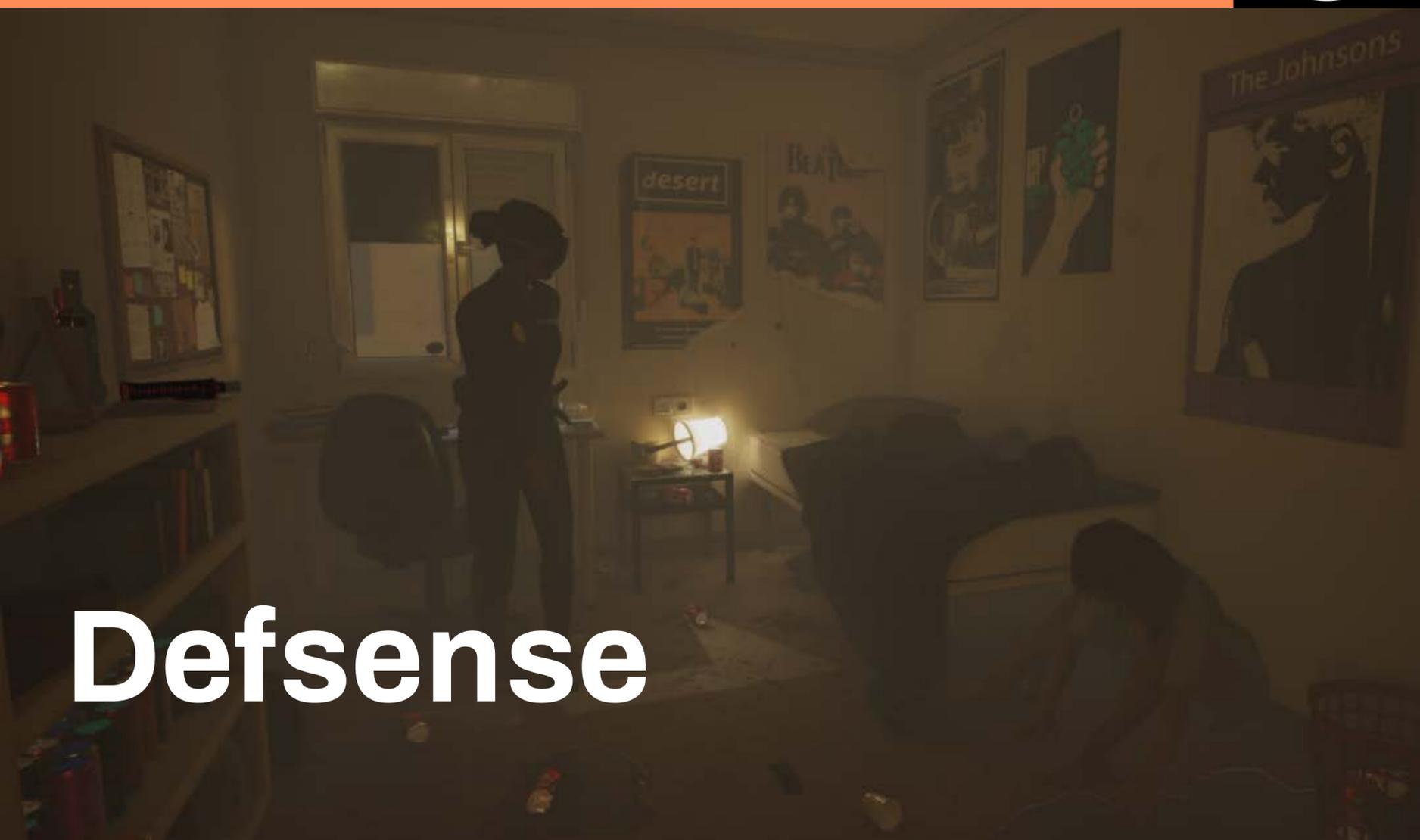
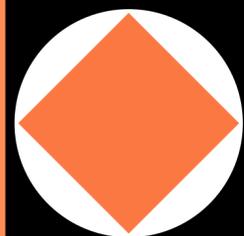
**Iñigo Martín-Calero** 

CEO

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[+INFO](#)





# Defsense

PLATFORM **VR/AR** GENRE **SIMULATOR** TARGET **18+** STATUS **TESTING**  
LOOKING FOR **FINANCING, USER ACQUISITIO**

Innovative AI-driven synthetic training environment that uses video game techniques for military, security, and emergency services.

## CROWTEC

We are a tech SME founded by three computer engineers that focuses on developing technological solutions, video games, and projects —both software and hardware—.

Our philosophy is grounded in applying the latest market technologies in project development, combined with agile methodologies. Acknowledging the volatility of the technology sector, we are committed to continuous learning and adaptability, aiming to integrate technology to add value and offer technological solutions tailored to any project.

We have great experience crafting interactive video games, augmented reality experiences, and intelligent applications, blending physical elements with digital innovation to create a distinctive fusion of technology and storytelling.

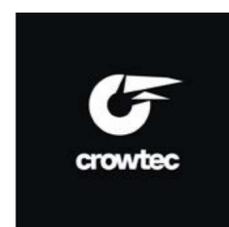
PORTFOLIO **DEFSENSE / MAP OF HISTORY / THE MAGIC MAILBOX ROUTE / YRREALIDAD AUMENTADA / LET'S WRAPS**

AWARDS **TOP 100 COMPANIES SANTANDER X GLOBAL AWARD / WINNER STARTUP PROGRAMME ENTERPRISE CHALLENGE / WINNER V EDITION UNIVERSITY ENTREPRENEUR AWARDS MADRID EMPRENDE AND REDEMPRENDIA / SPECIAL PWC PRIZE / INNOVATIVE SME BY AENOR**

### CONTACT

Meriem El Yamri   
CEO & Co-Founder  
[info@crowtec.co](mailto:info@crowtec.co)

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▶ WATCH COMPANY'S VIDEO

## DEUSENS

DeuSens is an Award-Winning development studio that creates immersive experiences for brands. The creative studio has developed in the last decade +500 projects for companies such as: McDonald's, Benetton, L'Oréal, Coca-Cola, Audi, Telefónica...

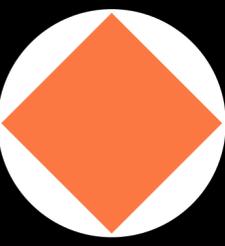
PORTFOLIO XR & METAVERSE / GAMING / DIGITAL INSTALLATIONS / NEW MEDIA AWARDS HELIXA INNOVATION AWARDS / THE HOP / AENA VENTURES / TELEFONICA OPEN FUTURE / IMMERSIVA XR

### CONTACT

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CoFounder & COO  
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+INFO





## LOLLIPOPROBOT

Welcome to Lollipop Robot, a Spanish company specialist in Quality Assurance and Testing for Videogames since 2014.

We test games like pros, fueled by lollipops and laughter.

We have fully specialized in Compliance and Functionality testing but we are able to make any compatibility testing or any other QA task your team might need

PORTFOLIO "THE LAST DOOR" / BLASPHEMOUS I / BLASPHEMOUS II / ALL ON BOARD!  
/ ESCAPE FROM GALAXEN / TORMENTURE

### CONTACT

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QA Manager

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[+INFO](#)





# HISPlayer

Highly Interactive Streaming

## HISPLAYER

HISPlayer is the premium video streaming Player SDK for Unity and Unreal Engine games and metaverses. Its technology is a combination of media player software with advanced rendering software, creating a unique product that allows the inclusion of premium video streaming inside Unity and Unreal applications. HISPlayer is available for Android, iOS, WebGL, Windows, MacOS as well as for the most popular VR/AR headsets.

PORTFOLIO **UBISOFT, HOLORIDE, BELL MEDIA, BRITISH TELECOM, XCLUSIVERSE, 360 VUZ, AND MANY MORE**

### CONTACT

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CEO

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[+INFO](#)



**HISPlayer**  
Highly Interactive Streaming



[▶ WATCH COMPANY'S VIDEO](#)

## DR. PLATYPUS & MS.WOMBAT

Dr. Platypus and Ms. Wombat is a team of professionals with technical and artistic profile. They have extensive experience in international productions of 2D and 3D animation, VFX and post production (film and television). They have also developed several multi-platform video games.

Carlos F. de Vigo and Lorena Ares are the founders of DPMW. After more than 20 years of professional career, both ended up working together on 3D and 2D animated films ( "Memoirs of a Man in Pajamas", "Hanna and the monsters", "The Swallows of Kabul"), video games (PlayStation 4, PlayStation 3, WiiU... ) and other services (post-production and special effects).

DPMW has been developing R&D projects for more than 15 years and in the last 7 years it has focused on AI projects.

PORTFOLIO ZOMBEER / MY FIREPLACE / THE ADVENTURES OF PAPALUX / QUITIDIANIA DELIRANTE

AWARDS WINNER AT SILVER AWARD FOR BEST INDIE GAME UNITY CHINA AWARDS / PROJECT SELECTED AT GAME CONNECTION SAN FRANCISCO / WINNER AT LEAST INDIE GAME AWARD INDIE BURGER AWARDS / NOMINATED AT BEST CONSOLE GAME DEVUEGO / NOMINATED AT BEST INDIE GAME ROYAL SPANISH ACADEMY OF INTERACTIVE SCIENCES

### CONTACT

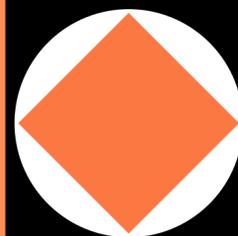
Carlos F. de Vigo [in](#)

CEO

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# Trivoo

▶ WATCH VIDEO-DEMO

PLATFORM **MOBILE** GENRE **CASUAL GAME** TARGET **16+** STATUS **LAUNCHED**  
LOOKING FOR **FINANCING, USER ACQUISITION**

Dive into our unique version trivia. Challenge yourself with quick questions across various categories and rounds. Play online with friends or compete with up to 500 players simultaneously. You can even customize questions and join tournaments to win exciting prizes!

## LAUREL GAMING

Laurel Gaming is a casual games app where users can play, compete and obtain rewards.

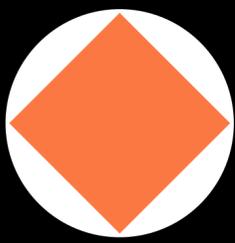
AWARDS **B-STEP SPORTSTECH INCUBATION PROGRAM FINALIST (BARCELONA) / BATCH 4 MADRID IN GAME STARTUP**

CONTACT  
**Javier Domingo**  
CEO  
jdomingo@laurelgaming.com

+INFO



**Laurel**  
Gaming



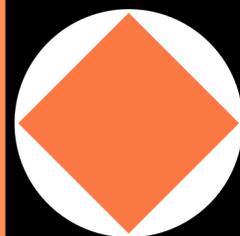
### LOCALSOFT

Localsoft, S.L. is one of the leading video game localization companies in the world. With thousands of localized game titles completed, we offer premium localization services for the games industry including translation, proofing, desktop publishing, subtitling, audio and testing. We take pride in our work and guarantee the highest quality of service. We specialize in mid to large size projects and set up project teams that match your specific requirements. Localsoft provides a one shop solution for all of your localization needs. Rest assured that your projects will be delivered on time, on budget and with the highest level of quality and confidentiality.

#### CONTACT

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Localization Manager  
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# Ludium Lab

Virtualization & Streaming Services

## LUDIUM LAB

Ludium Lab is a technology company founded in Barcelona (Spain) in 2012. Expert and leader in cloud services and solutions, the company works in more than 60 countries worldwide. Its activity is currently focused on adapting its technology to cloud gaming platforms (SoraStream development), automotive (ICE), metaverse solution, SaaS and XR (Vr/Ar). The team has been working for more than a decade on virtualisation and cloud streaming technologies to provide highest quality solutions at low cost.

### CONTACT

Teresa Lopez

Project Manager

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+INFO



Ludium Lab  
Virtualization & Streaming Services



## PERFECT SOUND

Perfect Sound is an audio recording studio founded in 2010 that specializes in Spanish dubbing and localization for video games, films, TV series, and other audiovisual works. Our Madrid facilities were created with the utmost care and the latest technology, with two identical recording booths and cutting-edge equipment to help our passionate team of localization veterans, obtain the best results.

PORTFOLIO **UBISOFT: MARIO + RABBIDS: SPARKS OF HOPE, TOM CLANCY'S RAINBOW SIX: EXTRACTION, SKULL & BONES, GHOST RECON BREAKPOINT, ASSASSIN'S CREED: VALHALLA, THE CREW 2, CD PROJEKT RED: CYBERPUNK 2077, PLAION: SCARS ABOVE, MUNDFISH: ATOMIC HEART, MY.GAMES: WORLD WAR 3, BLAST BRIGADE VS. THE EVIL LEGION OF DR. CREAD**

### CONTACT

**Sergio Lopezosa Burgui**

CEO

slopezosa@perfectsound.es

+INFO



PERFECT SOUND

ART & HAPPINESS





## PINKNOISE

The Game Kitchen is an indie video game studio based in Sevilla, Spain. Their motto is “We make meaningful indie games”. The studio was Founded in 2010. They are well known for both their terror point-and-click adventure The Last Door (2013) and more recently for the best-selling indie game Blasphemous (2019) and Blasphemous II (2023).

The Game Kitchen is currently working on several undisclosed projects that will be revealed soon. The studio also has a VR department funded in early 2022 that’s been working on All On Board!, a VR platform powered by user-generated content where players will be able to create, share and play board games with friends.

PORTFOLIO PRINCE OF PERSIA: RISE OF THE CROWN / SUPER MONKEY BALL BANANA RUMBLE / OUTCAST A NEW BEGINNING / ALONE IN THE DARK / FINAL FANTASY VII REBIRTH ANIMATION FESTIVAL

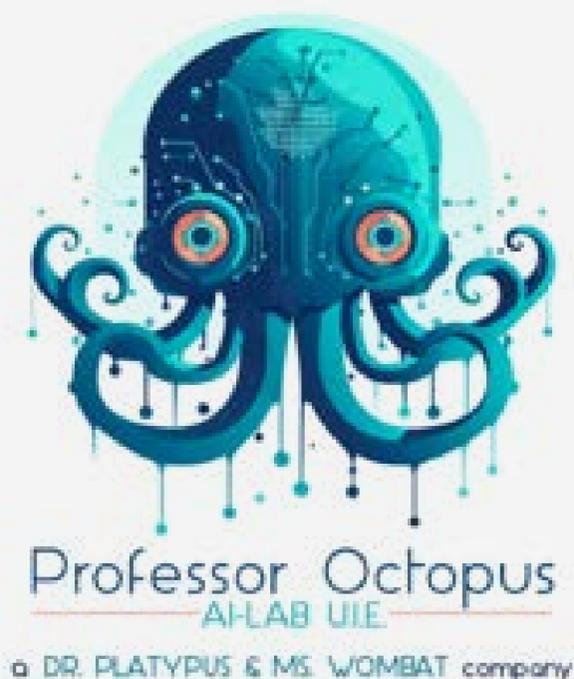
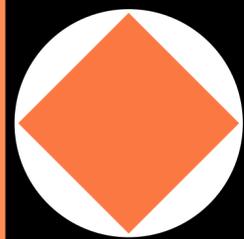
### CONTACT

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Head of Client Solutions  
alejandro.lizardi@pinknoise.es

+INFO



pinknoise<sup>■</sup>



## PROFESSOR OCTOPUS AI LAB

Professor Octopus AI Lab is a non-profit laboratory focused on the research and development of Artificial Intelligence technologies applied to the creative and digital industries. It's a project focused on innovation in the field of film production, video games and new content formats for theatres, linear television and streaming platforms.

The laboratory arises from 5 years of research with the support of more than 40 researchers with the Audiovisual Cluster of Navarra and UPNA, it is the first R&D unit of the Government of Navarra which is dedicated to the audiovisual industry and a member of the SINAI (Navarra R&D System).

The objective of the Professor Octopus laboratory is the design and creation of tools for artists and companies that allow them to transfer their creative visions and introduce them into the new technological paradigm. Professor Octopus develops its AI based on ethics and support for artists.

### PORTFOLIO EMOTIONAL FILMS

AWARDS AWARDED AT SCIENCE EKAITZA SCIENCE CONGRESS / FINALIST AT ZINEMALDIA STARTUPS CHALLENGE SAN SEBASTIAN INTERNATIONAL FILM FESTIVAL

### CONTACT

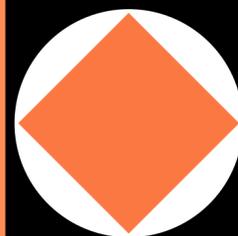
Carlos F. de Vigo 

CEO

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PLATFORM **PS4/PS5, XBOX, PC, MOBILE** GENRE **CASUAL GAME** TARGET **7+**  
STATUS **LAUNCHED** LOOKING FOR **FINANCING, USER ACQUISITION**

**Telefónica Town: Celebrating Telefónica's 100th anniversary through a story that brought the brand closer to young audiences. An experience that immersed players in an incredible adventure within Telefónica's technological city. A devastating virus has damaged part of the city, and players have a mission: Repair the fiber network and restore activity to Telefónica Town!**

The adventure featured mini-games spread across various islands, each representing Telefónica's different services, where players could enjoy the experience with their friends. At the center, we recreated the iconic Telefónica building, a space showcasing the brand's history.

## PLAYOFFNATIONS

At Playoffnations, we connect brands with younger generations by understanding their unique habits and preferences.

Specializing in gaming, social media, and virtual experiences, we create innovative campaigns that resonate with new audiences.

By blending creativity, technology, and a deep understanding of emerging consumer behaviors, we help brands forge authentic connections with the next generation.

PORTFOLIO **KRAVE (FORNITE) / PRINGLES (ROCKET LEAGUE) / TELEFONICA (ROBLOX) / MCDONALD'S (ROBLOX) / ALPIN (ROBLOX)**

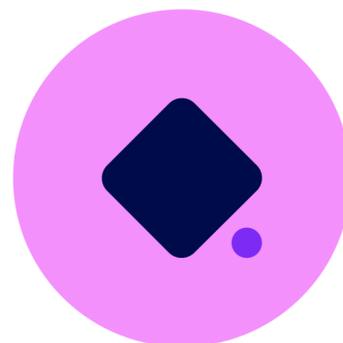
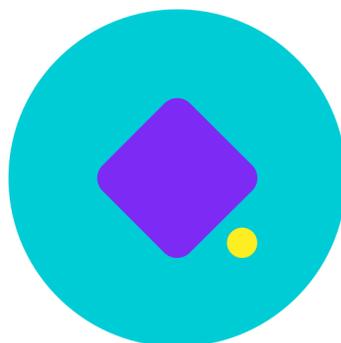
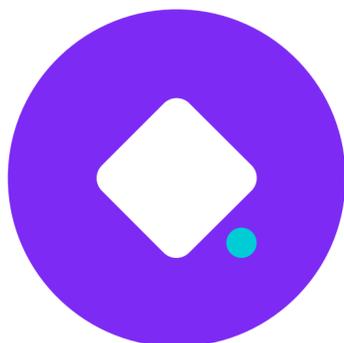
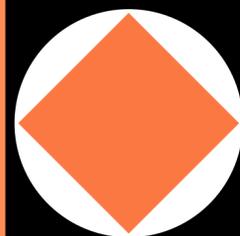
AWARDS **IAB MANSIÓN KRAVE / FEPI TELEFÓNICA ROBLOX / FEPI / EL DEL SOL DE IBEROAMÉTICA / AGRIPINA ADIDAS ROCKET LEAGUE**

### CONTACT

Marc Pérez Miralles   
Santiago Rodríguez Losada Allende  
CEO & CRO / Co-Founders  
contacto@playoffnations.com

+INFO





[▶ WATCH COMPANY'S VIDEO](#)

## QUAN STUDIOS EUROPE

Animation studio with expertise in the creation of trailers, marketing content and video localization.

PORTFOLIO **NICK JR PARTY ADVENTURES / SCATTERGORIES BLITZ / ARCANA / DRAGON'S ASCEND / POLKAPETS WORLDS**  
AWARDS **BEST SHORT DOCUMENTARY TRIBECA FILM FESTIVAL**

### CONTACT

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+INFO





# RAISED BY MONSTERS

▶ WATCH COMPANY'S VIDEO

## RAISED BY MONSTERS

Videogames Studio specialized in cinematics and realtime development. We are Authorized Service Partners of Epic Games. We've a motion capture stage with the latest technology, as well as the best profiles for VFX, 3D, animation and programming for a full development project.

PORTFOLIO CRIME BOSS: ROCKAY CITY / FORTNITE / THE CROWN OF WU / HERMÉTICA / CRIMSON HARBOR

### CONTACT

Adrian Nuñez Saa 

CoFounder

a.nunez@raisedbymonsters.eu

+INFO



 RAISED BY MONSTERS



## RISING PIXEL

Rising Pixel specializes in developing gamification experiences for lead generation, education, and team building using HTML5 technology. Our tailor-made solutions can meet the needs of companies of any size and industry, including specialized sectors and public institutions. Our expertise has led us to work with companies around the world in our 12 years of experience, where we have always kept our commitment to the environment and its preservation. ÜConsole enables the creation of custom gamified experiences for both companies and individuals, whether in physical or virtual settings. Simply scan the QR code with your phone to transform it into a controller on a shared screen where the magic unfolds. With each experience personalized to your needs, ÜConsole can energize meetings, events, and conferences with 8 to 150 players.

PORTFOLIO **SPACE WAVE RACE, JOURNEY ON INCLUDIVIUM, FOREST AND OCEAN KEEPERS, SPACE CREW**

### CONTACT

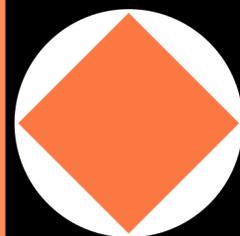
**Luca Contato**

CEO

luca.contato@risingpixel.com

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# SNGULAR

## **SINGULAR PEOPLE EUROPE**

Sngular is a global leader in technological consultancy, delivering innovative solutions that transform industries worldwide. Committed to excellence, Sngular empowers businesses with cutting-edge technologies. Within this dynamic environment, Sngular Studios specializes in elevating digital experiences. Combining creativity, technological expertise, and innovation, Sngular Studios stands out as a leader in video game development, pushing the boundaries of immersive digital entertainment.

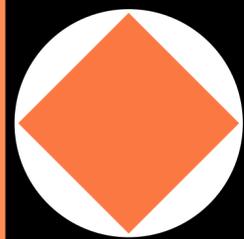
### CONTACT

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**SNGULAR**



# MoveSpark Lab

Desarrollado por



PLATFORM **PC, VR/AR** GENRE **SERIOUS GAMES / REHABILITATION GAMES**  
TARGET **3+** STATUS **PLANNING: IN CONCEPT** LAUNCH DATE **01/01/2026**  
LOOKING FOR **FINANCING, OTHER DEVELOPERS, GAME SERVICES**

MoveSpark Lab is an interactive platform for cognitive and motor rehabilitation through video games. It aims to enhance the quality of life for individuals with neurodegenerative conditions, such as Alzheimer's, and provide meaningful support to their families.

## SPARKLING TECH SOLUTIONS

Sparkling Tech Solutions S.L. is a family-founded startup established in August 2024 and headquartered in Las Palmas de Gran Canaria. The company combines neuroscience, artificial intelligence (AI), and video game technology to deliver groundbreaking solutions with significant business and societal value. Focused on innovation through research and development, Sparkling Tech Solutions has introduced two flagship products: Glint, a B2B SaaS platform leveraging neuromarketing and gamification to elevate customer engagement and loyalty, and MoveSpark Lab, an interactive platform designed to enhance cognitive and motor rehabilitation using video games. Committed to fostering inclusion, sustainability, and digital transformation, Sparkling Tech Solutions aspires to lead in harnessing video game technology for impactful technological and social progress.

PORTFOLIO **GLINT** AWARDS **DIGITAL ENTREPRENEURSHIP OF THE #SPEGC AND THE HASHTAG#EOI 2024**

### CONTACT

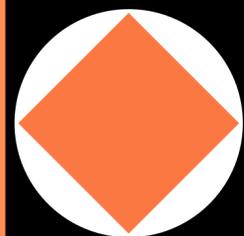
**Maica Amador**

CEO

maica.amador@sparklingtech.es

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# SuperIndie.Games

TURN YOUR GAME INTO A SUPERHIT!

## SUPERINDIE

SuperIndie.Games is one of the largest international Marketing agencies specialized in indie games in the world. Since 2013, we have promoted more than 1000 video games in areas such as Public Relations, Community Management, Email Marketing, Licensing and In-Game Advertising. Our database contains 14k studios, 10k youtubers and streamers, 7k journalists, and 3k media planners.

PORTFOLIO V RISING, POSTAL 4: NO REGERTS, YOUTUBERS LIFE, WORKERS & RESOURCES: SOVIET REPUBLIC, DUSK, REVENTURE, FIGHT'N RAGE, FIREWORKS MANIA, INFINITY, WINGSPAN, MARS HORIZON

### CONTACT

**Albertino Robelló**

Founder

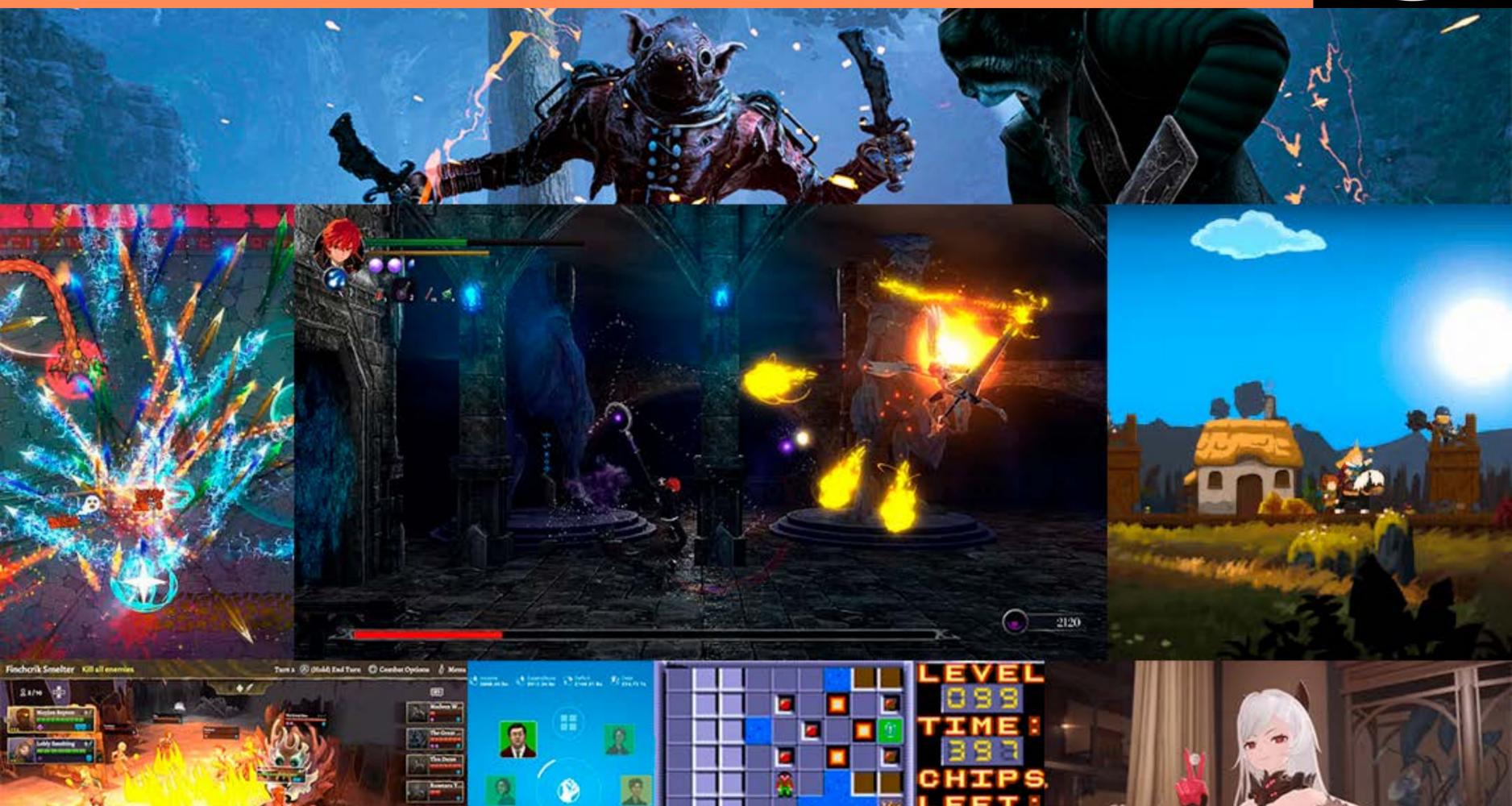
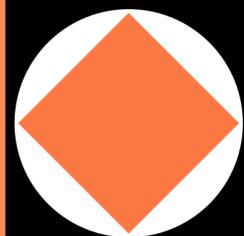
albertino.robello@superindie.games

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SuperIndie.Games

TURN YOUR GAME INTO A SUPERHIT!



### TEA -TOP ENTERTAINMENT AGENCY

The TEA agency provides Business Representation and Consultancy services to worldwide talented studios, making the bridge between developers, publishers, investors and other industry makers. We establish publishing deals, seek investing partners, and source of work for hire projects and other business opportunities exclusively for our clients. If you're looking for great new titles to publish or reliable and promising studios to invest in, let's meet! If you are a studio seeking publishing and/or investing partners open to a business representation collaboration, feel free to contact us!

PORTFOLIO ARTAX GAMES, ESTUDIOFUTURE, EVIL ZEPPELIN, FLYING BEAST LABS, FRAMEOVER, GAMEBOOK, GAMEHOUSE, KRAKEN EMPIRE, LIGHTBOX, STUDIOS, MERCURY STEAM, MINDIFF, TECHNOLOGIES, PLATONIC GAMES, PLAYSTARK, POSTCARD GAME STUDIO, RPGAMES, SPARTANGG, STAGE, CLEAR STUDIOS, STRATOSPHERE GAMES, SURGICAL SCALPES, TAGAI ARTS, TENSE GAMES, TESSERA STUDIOS, THRUSTER GAMES, XALOC STUDIOS

#### CONTACT

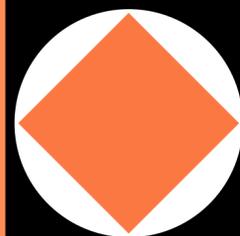
**Juan Tamargo**  
Managing Partner  
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**TOP ENTERTAINMENT AGENCY**

INTERACTIVE ENTERTAINMENT REPRESENTATIVES & CONSULTANTS



# UFO LAB

## UFOLAB

Ufolab is the first platform that allows you to create games in just minutes, thanks to its ready-to-edit-and-publish games and its powerful gamification layer.

From educators to agencies, content creators, public institutions, and NGOs, our platform provides games that enable creators to offer innovative content with higher engagement for their audiences.

With over 8 years of experience in the industry and as a leading gamification company at the national level, we are now launching this innovative product that addresses all the needs we, as an agency, were unable to meet with existing tools on the market.

Ufolab was born because it didn't exist.

Ufolab is here to democratize gamification on every scale.

PORTFOLIO EL MISTERIO DE PLAZA MAYOR / RAÍCES / MISIÓN CATIÓN / EL FUTURO NO SE DETIENE / CITY GAME MALASAÑA  
AWARDS PREMIO EMPRENDEDORAS 2024 - ACCÉSIT CENTRO DE INNOVACIÓN Y EMPRENDIMIENTO

### CONTACT

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+INFO



# UFO LAB



## YES, WE DEV

With over 10 years in the game industry, we have actively participated in feminist and diversity-focused initiatives. Specializing in internal and external communication, we are now committed to creating a more inclusive game development environment by offering diversity workshops tailored for game studios.

PORTFOLIO **FEMLOFT** / **GAMING LADIES** / **LAS NARRATIVAS DE LAS DELICIAS**

### CONTACT

Inés Alcolea Llopis 

Owner

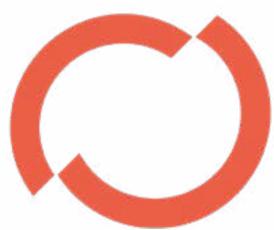
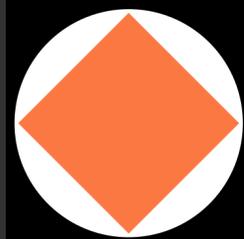
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# Gaming Hardware



# Blade

## BLADE

Here at Blade, our thing is all about leveling up gamers' experiences. We've achieved this through various activities, including manufacturing and distributing accessories and peripherals, importing merchandise, and even representing software distribution companies.

Since 2001, we've been adding fun to people's lives through our love for gaming and pop culture.

FR-TEC is Blade's brand for gaming accessories and peripherals. Our team is dedicated to anticipating and meeting the ever-changing needs of gamers, so you can focus on what matters most, enjoying your game time.

LOOKING FOR **DISTRIBUTORS**

## CONTACT

Josep Palumé **in**

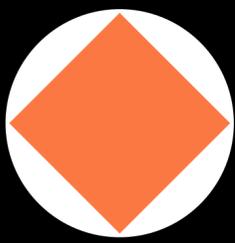
Head of Global Sales and Procurement

josep@blade.es

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# Blade



PLATFORM **PS4 / PS5, XBOX, PC, VR/AR** GENRE **ENTERTAINMENT** TARGET **18+**  
STATUS **LAUNCHED** LAUNCH DATE **01/10/2023** LOOKING FOR **PUBLISHERS, FINANCING, OTHER DEVELOPERS**

## OWO

Owo has designed, developed and patented a haptic system that allows users to physically feel everything that happens in a video game, watching a movie, or interacting with friends. Owo's mission is to turn the virtual world into reality through the sense of touch. Now, we can reach another level of immersion as we do not only use the senses of vision and hearing, but also touch. The company started in 2019, when Jose Fuertes, founder and CEO of the company, developed the idea. Using the technological knowledge and international success from his previous companies, he formed Owo's team. Together, they created a new technology for the gaming world. A product that allows everyone to feel what only existed in the physical dimension: different real sensations.

PORTFOLIO **OWO GAPTIC SYSTEM**

AWARDS **CES INNOVATION AWARD 2022 / CES INNOVATION AWARD 2023 / IF DESIGN AWARD 2024 / EUROPEAN METAVERSE AWARDS / AUREA AWARD**

### CONTACT

**Jose Fuertes** 

CEO

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[+INFO](#)



# OWO



# Institutions, Incubators & Schools



## CANARY ISLANDS GAMES

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## GAME BCN

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## MADRID IN GAME

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## POLO DE CONTENIDOS DIGITALES

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## CEV

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## UNIVERSIDAD EUROPEA

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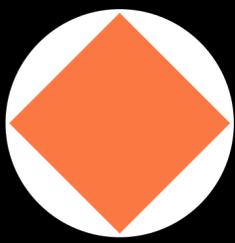
## VOXEL SCHOOL

orientacion@voxelschool.com / info@voxelschool.com  
Los Vascos 25, Madrid

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# Markets, Events & Associations



## INDIE DEV DAY

Info@indiedevday.es

October 10–12, 2025

Barcelona, La Farga de Hospitalet

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## QUIRINO AWARDS

contacto@premiosquirino.org

May 8–10, 2025

San Cristóbal de La Laguna, Tenerife



Prémios Quirino  
de Animação  
Ibero-Americana

Premios Quirino  
de la Animación  
Iberoamericana

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## NEXT LAB GENERATION

info@nxmlb.org

February 27–28, 2025

Madrid

Next Lab Generation

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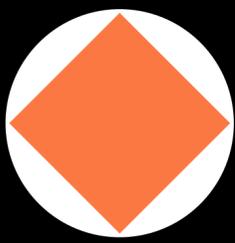
## WEIRD MARKET

info@weirdmarket.es

October 2025

To Be Confirmed (TBC)

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