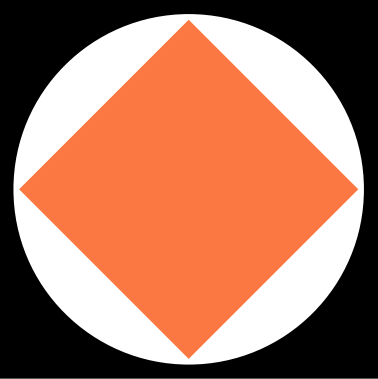


Games
from  **SPAIN**

GAMES FROM SPAIN

Who is Who 2026

A PUBLICATION OFFERING A COMPREHENSIVE
OVERVIEW 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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Message from the CEO of ICEX, Spain Trade and Investment



Dear reader,

ICEX is pleased to present the new edition of the *Who is Who Games from Spain Guide 2026*, a strategic overview of the companies, talent and institutions driving one of Europe's most dynamic and fast-evolving game development ecosystems.

In an increasingly competitive and globalized industry, building the right connections is more important than ever. This guide is designed to facilitate those connections by offering a comprehensive view of Spain's gaming ecosystem. Beyond showcasing developers, publishers and service providers, this 2026 edition expands its scope to present the full picture of Spanish game development, from emerging talent and education, to clusters, institutions and support structures that enable sustainable growth and international reach.

Spain is seizing its moment. 2026 marks a new chapter in the story of Spanish game development. A new generation of studios, developers and entrepreneurs is combining technical mastery with distinctive artistic vision, delivering games of the highest international standard. Guided by a central idea, captured in the 2026 campaign's motto - **"Spain: Where Talent Ignites, Stories Travel Further"**- we celebrate a country where creativity meets excellence, where world-class production capabilities meet bold, original ideas, and where a thriving ecosystem drives lasting global impact. Innovation, creativity and technical capabilities brought together.

Within these pages, you will find a wide range of companies, from established studios and global partners to emerging developers shaping the next wave of innovation. You will also discover the broader ecosystem that supports them: institutions, clusters and initiatives fostering excellence, investment and internationalisation.

We invite you to explore, connect and collaborate. Spain's game development industry is ready to build new partnerships and create new opportunities with you. We are eager to Spain up your life.

Elisa Carbonell
CEO ICEX

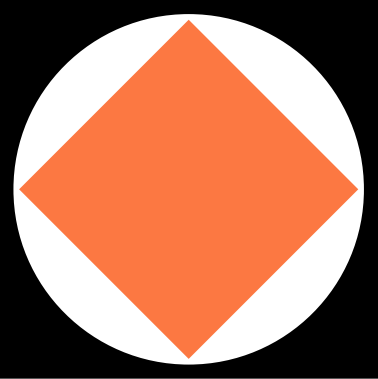


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Our Driving Force: Relentless Passion

The success of one studio often lights the way for others to follow.

Last year was one of the toughest for the video game industry. It was the climax of a perfect storm that had been brewing over the last five years, driven by the post-pandemic slump, soaring development costs, industry consolidation, and an attention crisis that has shifted the spotlight away from major blockbusters. This has taken a toll on studios worldwide, and Spain has been no exception. We saw legendary studios like Pendulo Studios and Tequila Works close their doors. I've known Pendulo for over 30 years, ever since I played their first point-and-click adventure, *Igor: Objetivo Uikokahonia*. From that point on, they set the benchmark in the genre with *Runaway*, until the lukewarm reception of *Tintin*, their final release. Tequila is a studio I've followed closely since its early days, when they were creating *Deadlight*, a 2D action game that remains, to this day, one of the most commercially successful titles ever to come out of this country.



Success Lies in Diversification

However, the story of 2026 won't be defined by the fall, but by rebirth. We are witnessing a fascinating "Phoenix effect" that perfectly highlights something that defines us: established studios have the ability to reinvent themselves thanks to an inextinguishable passion, and that passion is contagious. I know this firsthand. Three years ago, after watching a handful of developers make their mark in the adventure scene, I took the plunge, and today I find myself in the final year of developing my own project.

That's why we take every success to heart. When we see studios like Digital Sun or Nomada Studio grow with projects like *Moonlighter 2* or *Neva* (and its recent expansion, *Prologue*), we don't just feel proud. They blaze a trail for other developers to take that first leap into an industry as complex as it is fascinating. The most recent example is Vermila with their debut title, *Crisol: Theater of Idols*, a title that has been met with widespread acclaim for its ambition and visual design.



Only this kind of passion can explain how ex-developers from Tequila Works managed to regroup just months after its closure to form a new studio, Vercors Games. While their project remains strictly under wraps for now, they are recruiting creative talent from the ashes. Meanwhile, our industry giants have managed to weather the storm through sheer perseverance and strategic alliances. Mercury Steam has successfully diversified, maintaining a strong partnership with Nintendo — from which a new *Metroid* is expected following the success of *Dread* — while continuing to explore their own ideas with the recent *Blades of Fire*. The Game Kitchen hasn't relied solely on the success of their *Blasphemous* franchise; they've actively sought new opportunities, such as their collaboration with Dotemu to create *Ninja Gaiden: Ragebound*, while continuing to experiment with highly original games like *The Stone of Madness*. All of this clearly illustrates the current landscape and the roadmap for 2026 and beyond: don't bet everything on a single, overly ambitious project. Instead, branch out into several more manageable and sustainable games where creativity and artistic talent take center stage.



Forging a Distinct Identity

What's more, in recent years Spain has become a premier destination for international studios looking to establish new subsidiaries, increasingly resembling the kind of development hub that countries like Canada have long served as for the industry: a place rich in creative talent where major productions can take root. THQ Nordic will release in 2026 the remake of the cult classic RPG *Gothic*, with its core studio based in Barcelona. CI Games previously relied on national talent for *Lords of the Fallen*, and its sequel is slated for this year. IO Interactive and Saber Interactive have opened studios in Barcelona and Madrid, respectively, to develop 007: *First Light* (the latest James Bond game) and *Turok: Origins* (a new installment in the classic dinosaur franchise).



Sometimes, this passion needs a little push. The Madrid Video Game Cluster has fostered projects launching this year, such as *Hidalgo*, *Operation Highjump*, and *Alchemice*, while Vermila and their game *Crisol* were born out of one of these very startup programs. Not every developer goes through this process, though. There are countless creators with a different philosophy who operate quietly, letting their games speak for themselves. Out of the Blue has been demonstrating its quality for years, and it will do so again this year with *Call of the Elder Gods*, a sequel to its successful *Call of the Sea*. There are also solo devs who have found success through hard work, like ViJuDa, whose *Super Wooden Rally* put our country on the map in the racing genre. Or my peers in the adventure game space, Postmodern Adventures and Aruma Studios, who have shone this year with *The Dark Rites of Arkham* and *Shadows of the Afterland*.

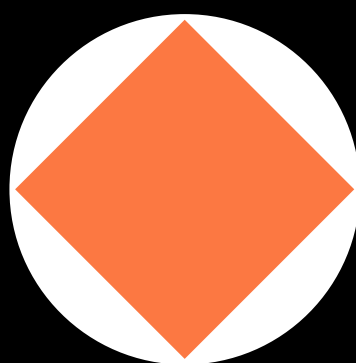
When I set out to create my video game, Edu Verz from Brainwash Gang (creators of *Laika: Aged Through Blood*) told me I needed to realize that making a game was “akin to building the most complicated feat of engineering you can imagine.” I still remember his words, and I constantly ask myself: why do we do it then? It can’t just be for financial gain; I wouldn’t be the only one to point out that there are much easier ways to make a living. That is why I always come back to that passion. Every studio mentioned here possesses it, and because of it, we rise again, no matter the circumstances.

Today, the biggest concern is how generative AI will impact the sector. Despite the hype, it is taking a silent toll, gradually eroding internal workflows in programming and art departments — especially in concept art, where outsourcing studios are taking the hardest hits. Yet, at the same time, it is proving something undeniable: human creativity, artistic sensitivity, and original design are, once again, the true differentiating



factors that attract and move players. You can see how these adverse circumstances are pushing the Spanish industry to develop its identity even further. More than ever, it is looking inward, drawing from its own culture and iconography, and designing with a unique artistic inspiration that turns heads both inside and outside our borders. The moment you pick up the controller, you can feel its identity. Because it was forged by a single driving force: a relentless passion.

Alejandro Pascual—
Senior Editor at 3DJuegos and game developer

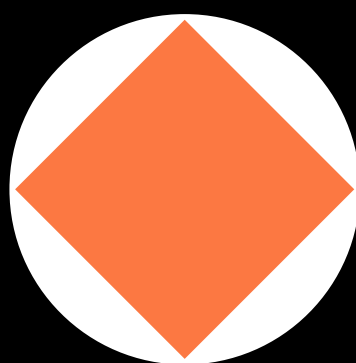


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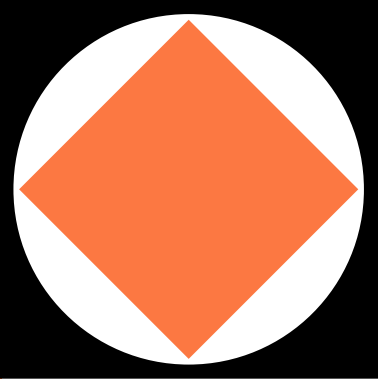
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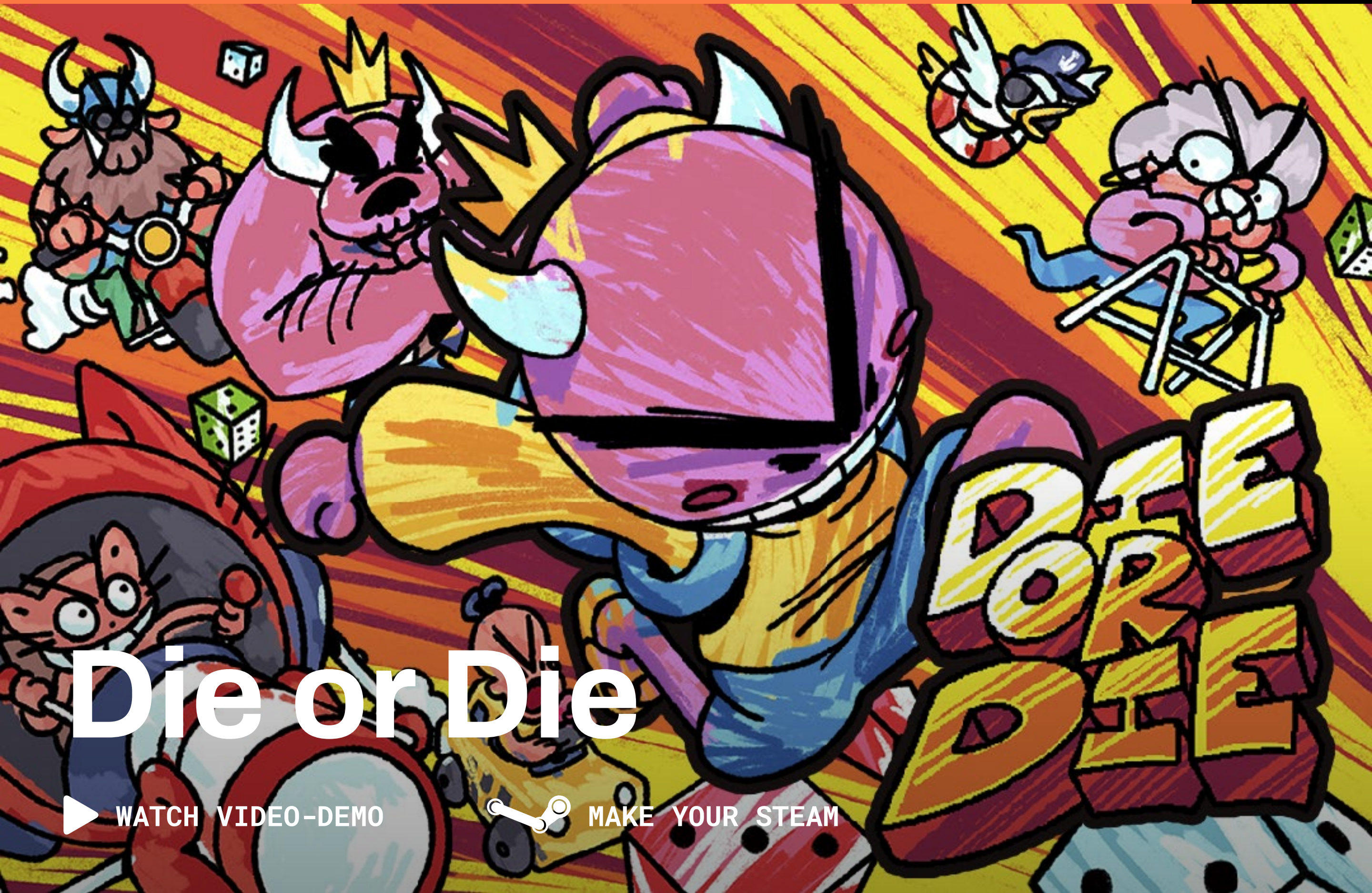
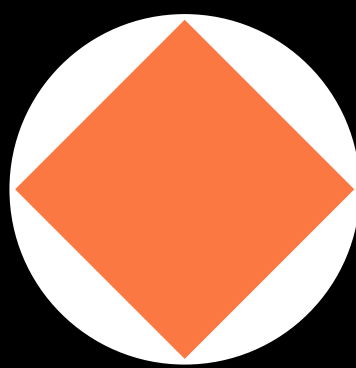
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Ggtech Studios	◆		◆				33
Hell Yeah!	◆						34
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Mechanic Games	◆		◆				43
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Remulla Games	◆			◆			54
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Die or Die

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

PLATFORM **NINTENDO SWITCH, PS4 / PS5, XBOX, PC** GENRE **ROGUELIKES**
TARGET **7+** STATUS **PRODUCTION** LAUNCH DATE **15/04/2026**
LOOKING FOR **PUBLISHERS, FINANCING**

Demoñete is exhausted. Tired of his life, tired of his job as a taxi driver, tired of the city... just tired. He wants to leave it all behind. However, life has other plans. Die or Die is a top-down shooter with roguelite elements where you will have to roll your dice to deal with everything life throws at you. Until your luck runs out!

Run, shoot, and dodge to annihilate all enemies and move from one level to the next. Your skill is key in Die or Die, but just as important is how you manage the results of your dice rolls!

AO NORTE is a trans-inclusive and LGTBQ+ friendly independent game development studio set in the beautiful region of Galicia, in the north of Spain. The studio is dedicated to crafting colorful, imaginative, and genuinely enjoyable gaming experiences for everyone.

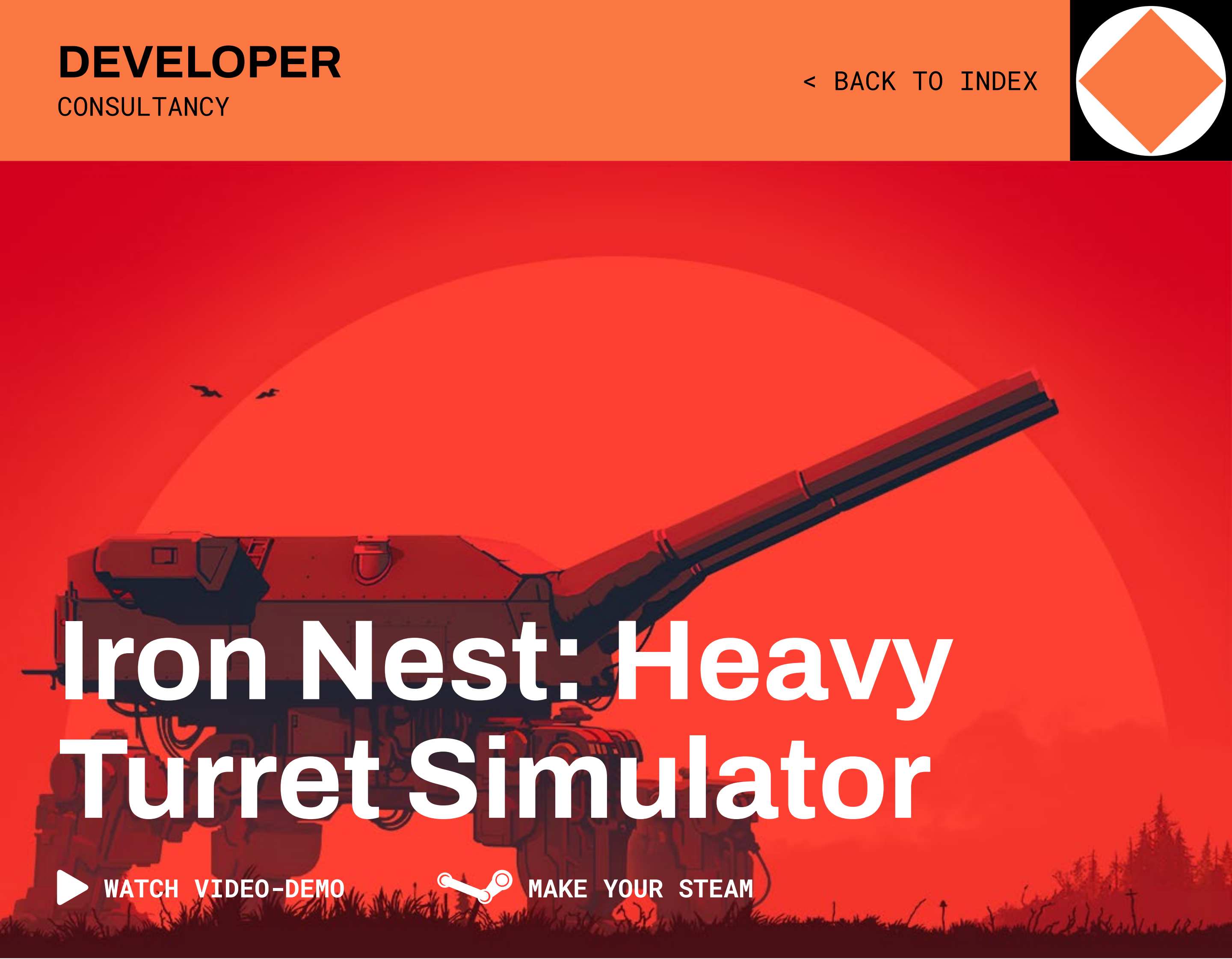
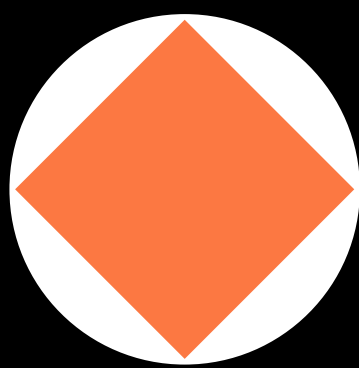
PORTFOLIO **TINY GARDEN**

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Iron Nest: Heavy Turret Simulator

 WATCH VIDEO-DEMO

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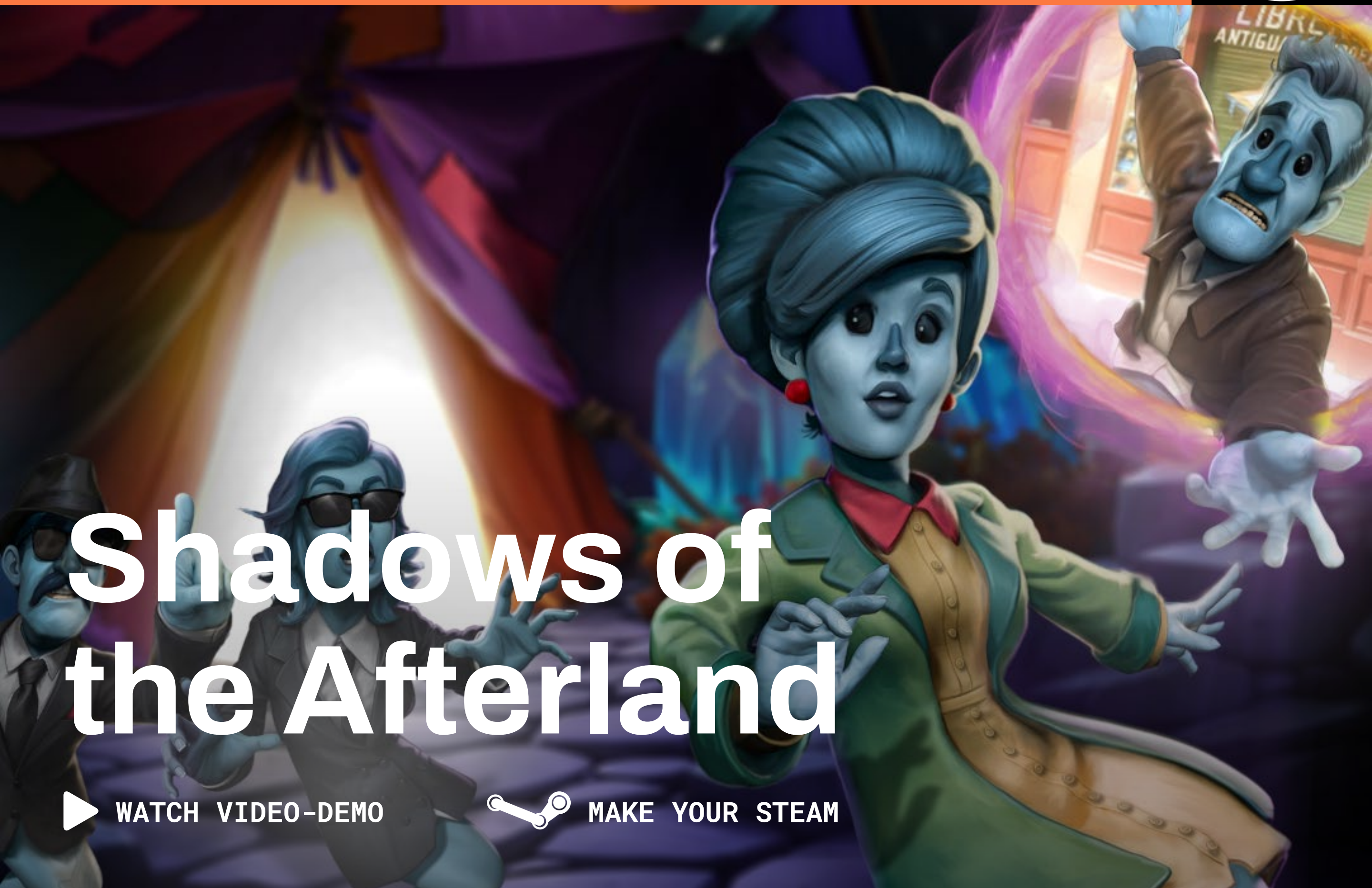
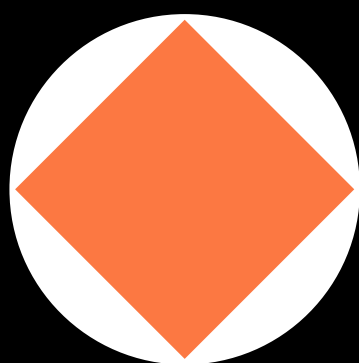
PLATFORM **PC** GENRE **SIMULATOR** TARGET **12+** STATUS **TESTING**
LOOKING FOR **FINANCING, MARKETING & PR**

Iron Nest is a brutal dieselpunk heavy-artillery game where you dominate the battlefield through a colossal war machine. Take map measurements based on the received coordinates, strain the hydraulics, and gunlay the cannons to unleash devastating blows. Will you obey High Command, Operator?

APOLLO INTERACTIVE is a small independent game studio based in Barcelona, founded in 2025 by Nick Talmers. The studio is currently focused on developing Iron Nest: Heavy Turret Simulator, a PC simulation title that has already attracted strong international interest.

CONTACT
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Shadows of the Afterland

▶ WATCH VIDEO-DEMO  MAKE YOUR STEAM

PLATFORM **NINTENDO SWITCH, PC** GENRE **POINT & CLICK** TARGET **16+**
STATUS **PRE-LAUNCHED** LOOKING FOR **PUBLISHERS**

Shadows of the Afterland invites you to embark on an enchanting point-and-click adventure that will take you to the mysterious realms of the afterlife. You’ll enter this surreal world without remembering your demise, but packed with the experiences of a future life - that of a brave policewoman named Carolina, who hasn’t been born yet. Your journey, unfolds as you strive to unravel the mystery of your own demise and these perplexing memories of your future self.

ARUMA STUDIOS

The heartbeat of Aruma Studios is an insatiable love of storytelling, a fondness for brain-teasing puzzles, and an unwavering passion for technology. The soul of the studio is a producer and software engineer who, driven by a shared love of adventure games, often join forces with talented artists to bring ideas to life.

So far, Aruma has successfully released four games, with an exciting fifth title currently in development.

PORTFOLIO **INTRUDER IN ANTIQUONIA / STAR BALLOON**

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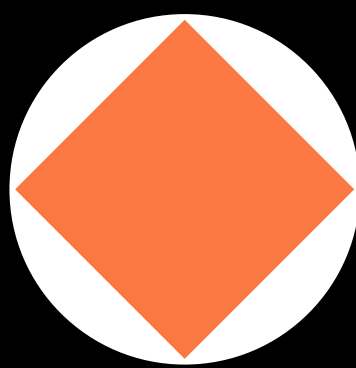
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Speed Rivals

▶ WATCH VIDEO-DEMO  MAKE YOUR STEAM

PLATFORM **PC** GENRE **SIMULATOR** TARGET **3+** STATUS **LAUNCHED**
LAUNCH DATE **22/11/2025** LOOKING FOR **PUBLISHERS, USER ACQUISITION, MARKETING & PR**

Speed Rivals is a fast-paced slot-car racing game where precision, timing, and creative track design define every victory. Players race on circuits inspired by real slot racing, compete in global leaderboards, and build their own tracks using a powerful in-game editor with Steam Workshop support. The game blends arcade accessibility with competitive depth, offering tournaments, themed worlds, and a growing collection of cars. Designed for both casual players and racing enthusiasts, Speed Rivals delivers a nostalgic yet modern racing experience that evolves with its community.

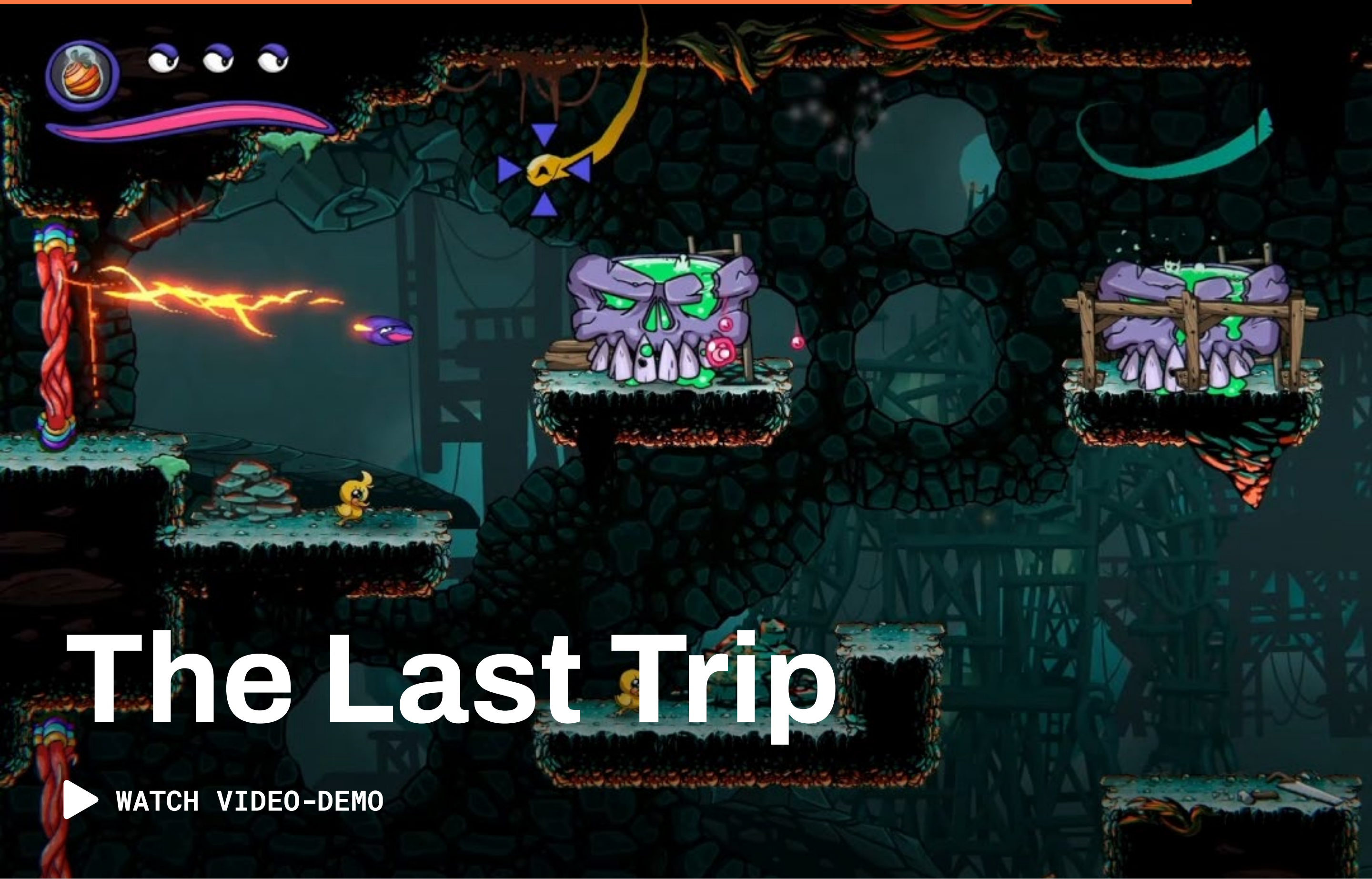
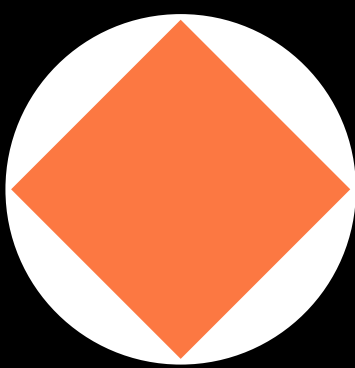
BABELGAMES is an independent game studio focused on creating high-quality, accessible racing experiences and advanced creative tools for players. Our flagship title, Speed Rivals, combines slot-car arcade racing with a powerful track editor, community competitions, and Workshop support. Beyond our own games, we also develop Unity tools and educational projects for external partners. Our mission is to deliver fun, polished interactive experiences while fostering a passionate and long-term community around our creations.

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The Last Trip

▶ WATCH VIDEO-DEMO

PLATFORM **NINTENDO SWITCH, PS4 / PS5, PC** GENRE **ACTION-ADVENTURE**
TARGET **18+** STATUS **PREPRODUCTION** LAUNCH DATE **23/09/2027**
LOOKING FOR **PUBLISHERS, FINANCING**

The Last Trip is an action and adventure game where players will embark on an epic and deeply personal journey through a hostile and visually stunning psychede...The Last Trip is an action and adventure game where players will embark on an epic and deeply personal journey through a hostile and visually stunning psychedelic world, driven by one central question: who you really are. Along the way, every decision you make matters and shapes the experience ahead.

BEARDED PIXELS

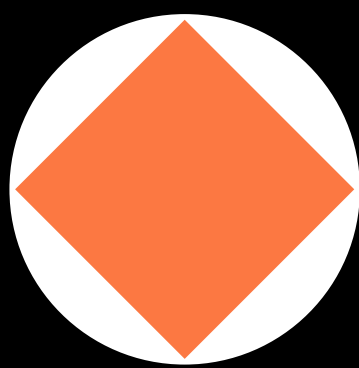
At Bearded Pixels we are a multidisciplinary group of hipsters whose vision is to create transgressive games that break established conventions and challenge new generations of gamers. Led by industry veterans whose experience and knowledge merge with the talent of younger generations, we create visually mesmerizing games with fresh mechanics and organic gameplay, forging a new kind of gaming experience.

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IGLIx



Bion Clash

 MAKE YOUR STEAM

PLATFORM **NINTENDO SWITCH, PS4 / PS5, XBOX, PC, MOBILE** GENRE **MMORPG**
TARGET **12+** STATUS **PREPRODUCTION**
LOOKING FOR **PUBLISHERS, FINANCING, CO-DEVELOPMENT, MARKETING & PR**

Bion Clash throws you into a vibrant, low-poly party royale where you’ll compete in an ever-changing lineup of absurd minigames. Set in a comically dystopian sci-fi world, you’ll navigate a society of sky-dwelling elites, industrious surface-dwellers, and outcast subterranean inhabitants. Inspired by the satirical humor of “Futurama,” Bion Clash is designed for endless, chaotic fun and universal appeal.

BIONIC APE is a versatile company with extensive experience in developing complex systems and architectures, as well as creating video games and plugins. With strong expertise in backend, multiplayer, and VR/XR systems, we license our proprietary technologies and offer consulting, outsourcing, and co-development services. With a team of experts skilled in C++, Unreal Engine, and advanced game mechanics, Bionic Ape offers a wide range of services to cater to the gaming and virtual world development needs of its clients. Additionally, we have international presence developing Deep Learning training systems, defense contracts, and self-driving cars.

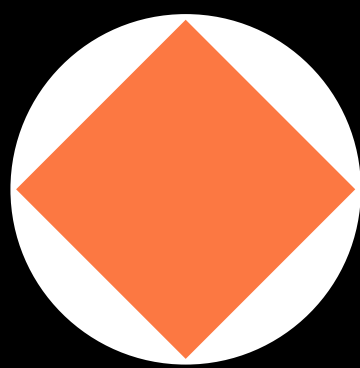
PORTFOLIO **THE PRISON / DENBORA**

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Founder & CEO
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Tenebrea

▶ WATCH VIDEO-DEMO

PLATFORM **PS4 / PS5, XBOX, PC** GENRE **HORRROR** TARGET **16+** STATUS **PRODUCTION**
LAUNCH DATE **01/01/2026** LOOKING FOR **PUBLISHERS**

Tenebrea is a psychological horror game inspired by real events, set in a student residence in Valencia, Spain. Players take on the role of Laura, exploring the building while uncovering a dark family history tied to unexplained supernatural phenomena. Using a mobile phone equipped with an EMF detector, the game blends meticulous exploration, environmental puzzles, and narrative-driven investigation. Tenebrea focuses on tension, atmosphere, and realism, with a high psychological horror. Through fragmented memories, documents, and interactive clues, the game invites players to slowly piece together the truth behind the residence and the tragedy hidden within its walls.

BOWL OF TENTACLES is an independent game studio founded in 2022, specialized in horror and mystery video games with a strong narrative focus. Originally rooted in virtual reality development, the studio has expanded its expertise to PC and console platforms while keeping immersion at the core of every project. Its games combine exploration, puzzle-solving, and carefully crafted atmospheres inspired by psychological horror, Lovecraftian themes, and real events. With a clear international vision, Bowl of Tentacles is committed to technological innovation, artistic quality, and the creation of interconnected universes designed to leave a lasting impact on players.

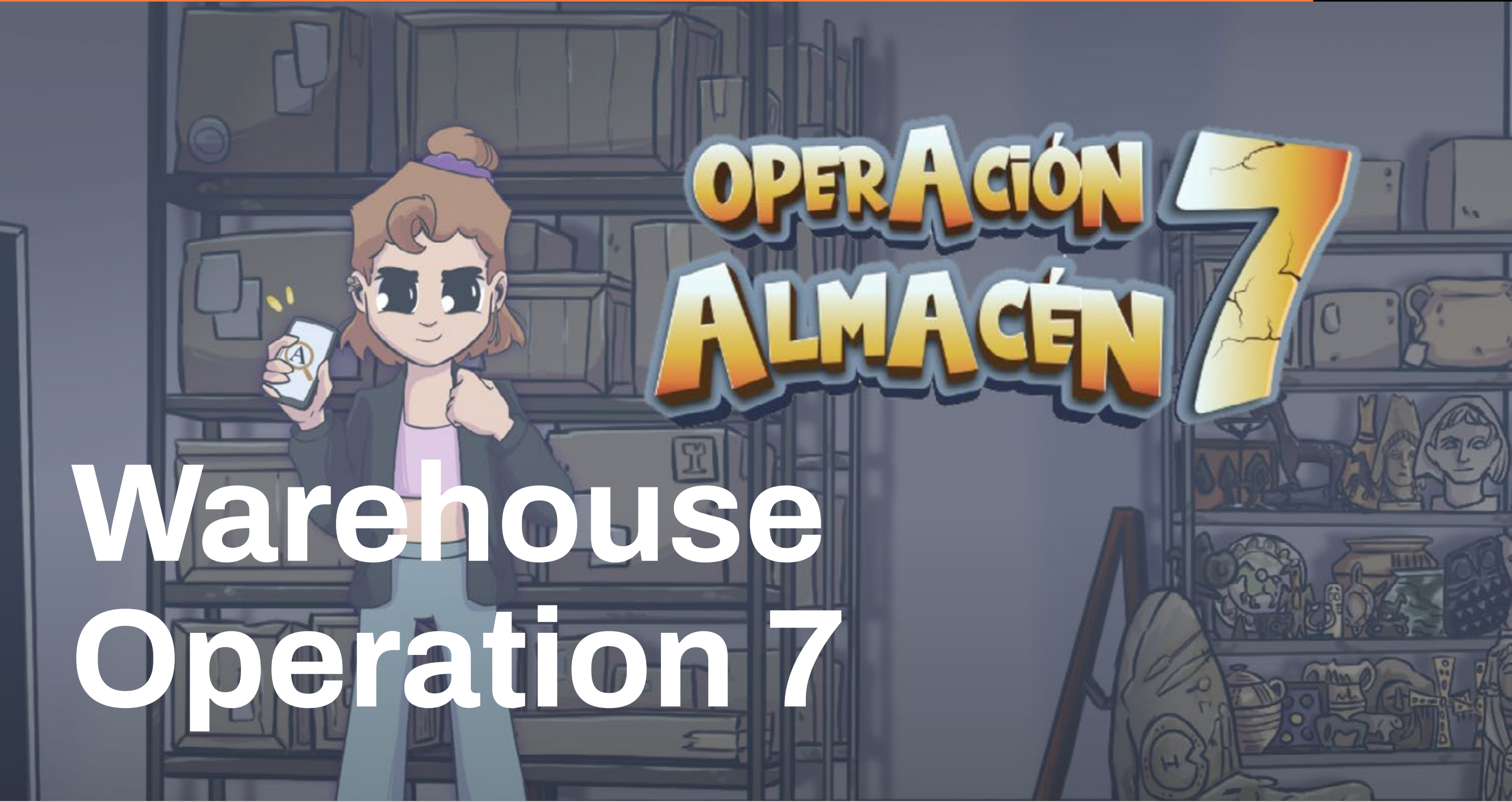
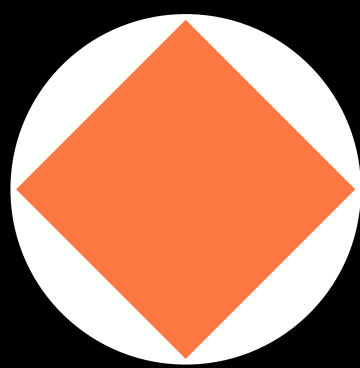
PORTFOLIO **AIMTROPOLIS / EVIL INSIDE**

CONTACT
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Warehouse Operation 7

PLATFORM **MOBILE** GENRE **PUZZLE** TARGET **3+** STATUS **LAUNCHED**
LAUNCH DATE **01/01/2022** LOOKING FOR **FINANCING**

That night, everything was calm, no one realized that nothing would ever be the same again... Numerous archaeological objects have disappeared from the museum!

Immerse yourself, as the main agent, in a world of adventures and enigmas. You will know all the secrets of History and culture, and you will be able to prevent their destruction. Follow the clues, solve challenges and puzzles and unravel the mystery to discover the culprit of this serious crime.

Operación Almacén 7 mobile game is now available for free.

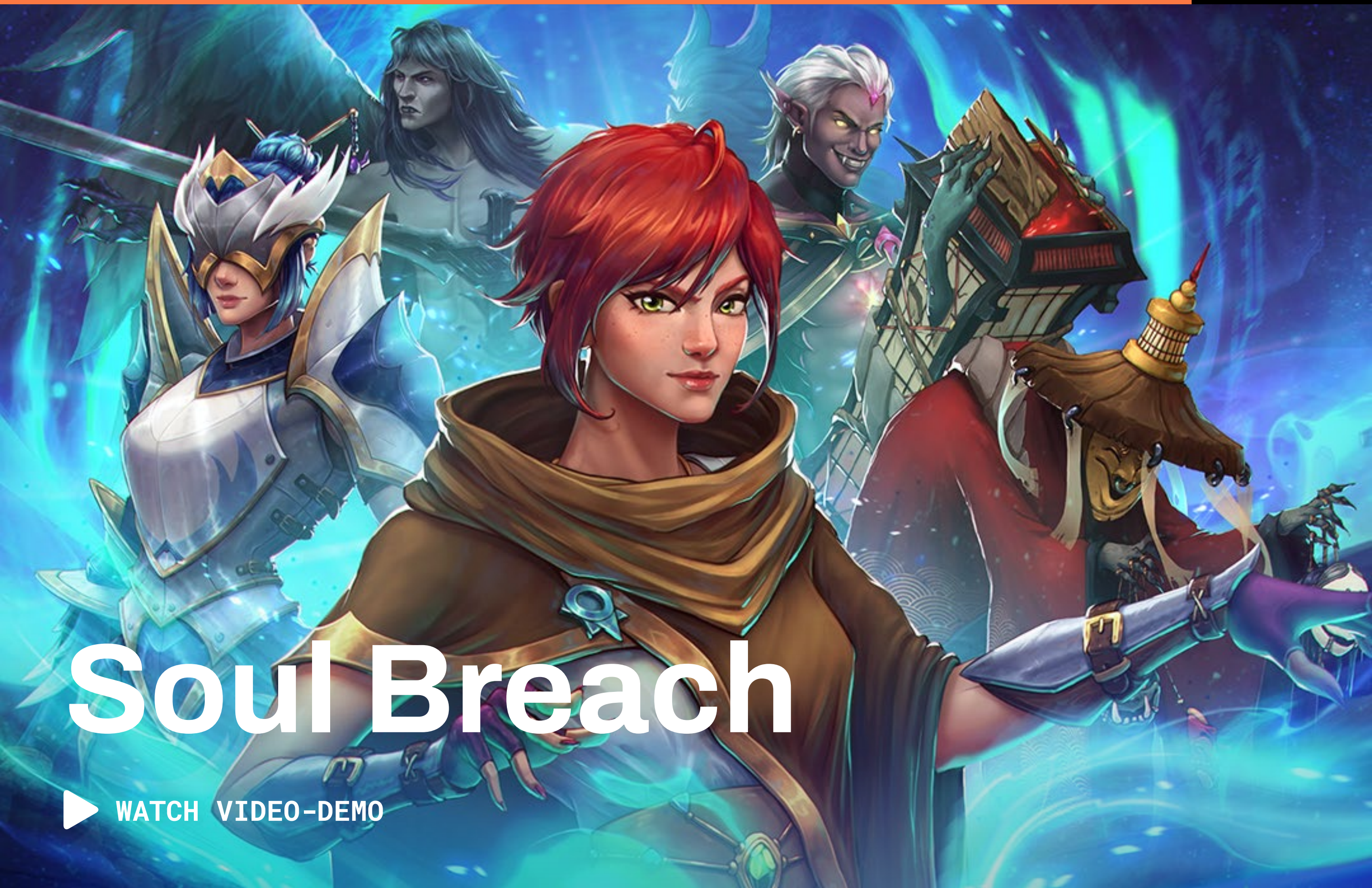
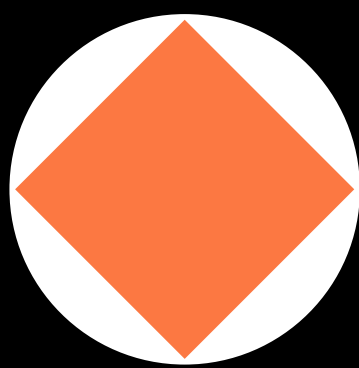
CANDELA GAMES is an independent video game development studio whose primary interest is bridging new technologies and the entertainment of video games with relevant social and cultural topics. Our flagship product, Operación Almacén 7, perfectly unites both worlds, shining a much-needed spotlight on the importance of archaeological heritage and its preservation.

CONTACT
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Soul Breach

▶ WATCH VIDEO-DEMO

PLATFORM **PC, MOBILE** GENRE **RPG** TARGET **7+** STATUS **PRODUCTION**
LOOKING FOR **PUBLISHERS, FINANCING**

Soul Breach is a F2P turn-based combat RPG that challenges you to collect, upgrade, and command a collection of legendary creatures in tactical battles. Every creature is shaped by ancient forces, evolving with each battle and ensuring no two are ever the same. Master the battlefield by unleashing powerful hero abilities, using sacred relics to enhance your creatures or weaken your enemies. Develop your strategy, refine your synergy, and prove your dominance in a world shaped by power and destiny.

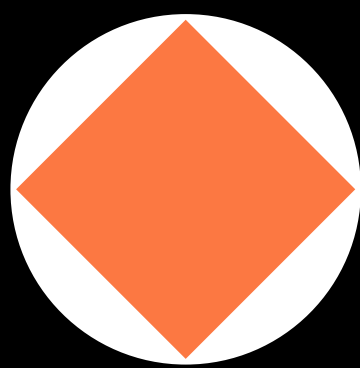
COSMIC SPELL is a cutting-edge video game development studio focusing on free-to-play RPG and card-based games. Founded by entrepreneurs with 20+ years of experience in successful startups and former professional eSports players, we combine industry expertise with a passion for creating games that captivate and challenge players.

CONTACT
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The Occultist

 WATCH VIDEO-DEMO  MAKE YOUR STEAM

PLATFORM **PS4 / PS5, XBOX, PC** GENRE **HORROR** TARGET **16+**
STATUS **PRE-LAUNCHED** LAUNCH DATE **08/04/2026** LOOKING FOR **PUBLISHERS, FINANCING, MARKETING & PR**

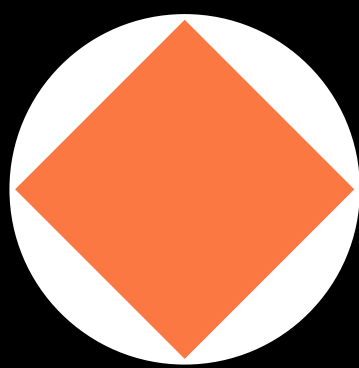
The Occultist is a first-person narrative thriller set on a remote and eerie British island. You play as Alan Rebels, a determined paranormal investigator who travels to the abandoned GodStone island following the mysterious disappearance of his father. Explore its dark corners, face terrifying supernatural entities, and uncover long-buried occult rituals.

DALOAR STUDIOS is a Spanish team of 23 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.

CONTACT
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Naals Tales

▶ WATCH VIDEO-DEMO  MAKE YOUR STEAM

PLATFORM **NINTENDO SWITCH, PC** GENRE **ADVENTURE** TARGET **3+**
STATUS **PRODUCTION** LAUNCH DATE **27/10/2026**
LOOKING FOR **PUBLISHERS, FINANCING**

Naals Tales is a fast-paced 3D adventure and platformer set on the hostile moon of Naltione, where an alien species with extraordinarily long tails has learned to survive through speed, agility, and creativity. Players control Scark’Tee as he swings, glides, and fights using his tail in physics-based challenges across open environments full of secrets and dangers. With a strong focus on momentum-based movement and thrilling traversal, the game also features local split-screen couch multiplayer, allowing friends to explore, compete, and experiment together in a mysterious and dynamic world.

DAYDREAM SOFTWARE is an independent game studio dedicated to creating imaginative, culturally inspired interactive experiences. We design thoughtful, engaging games that blend storytelling, creativity, and accessible mechanics for players of all ages. Our projects often highlight unique traditions and local heritage while exploring new ways to learn through play. With a focus on quality, originality, and meaningful design, Daydream Software aims to connect players with memorable worlds that inspire curiosity, reflection, and a lasting appreciation for diverse cultures.

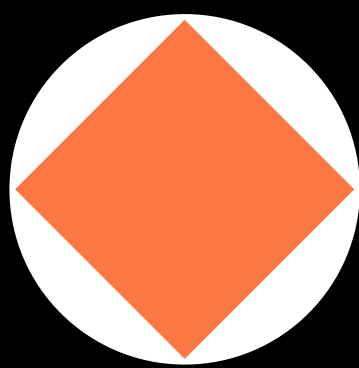
PORTFOLIO **SPHERIA / ECROSSMINTON / RISK0 - SHEPHERD’S LEAP**

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 WATCH VIDEO-DEMO  MAKE YOUR STEAM

PLATFORM **PC** GENRE **ACTION-ADVENTURE** TARGET **16+** STATUS **PRODUCTION**
LOOKING FOR **PUBLISHERS, FINANCING, MARKETING & PR**

The Magic Forest is in danger. Caught in the middle of an ancient conflict, brothers Azulín and Gordi lead an inexperienced group of recruits on a mission to save their home. Unicorn Wars is a 2D handcrafted action platformer with characters and environments based on Alberto Vázquez’s acclaimed film. Train your recruit at the bear camp, hold back the invasion from the forest, and remember: good unicorn, dead unicorn.

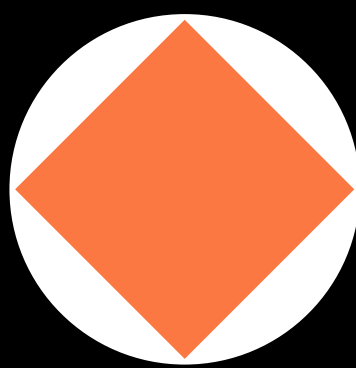
DEP GAMES is an independent video game development studio based in A Coruña, Spain, bringing together a diverse range of creative professionals fully committed to artistic creation. The studio is led by director Camilo López alongside artistic director Alberto Vázquez, and is currently developing its debut title, Unicorn Wars, a handcrafted 2D action platformer.

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Moonlighter 2: The Endless Vault

 WATCH VIDEO-DEMO  MAKE YOUR STEAM

PLATFORM **PC** GENRE **RPG** TARGET **12+** STATUS **LAUNCHED**
LAUNCH DATE **19/11/2025** LOOKING FOR **FINANCING, CO-DEVELOPMENT**

Moonlighter 2: The Endless Vault is an action RPG that blends dungeon crawling and shop management in a vibrant fantasy world. Players take on the role of a merchant-adventurer who explores dangerous dungeons to obtain valuable loot, which is then sold in their own shop to fund new gear and upgrades. The game expands the original Moonlighter experience with deeper progression systems, new environments, refined combat mechanics, and a stronger narrative focus, offering both returning fans and new players a rich and engaging adventure.

DIGITAL SUN is an independent video game development studio based in Valencia, Spain, specialized in the creation of premium PC and console titles. The company develops original intellectual property with a strong focus on gameplay quality, distinctive visual identity, and technical excellence. Digital Sun collaborates with international publishers and partners to distribute its products worldwide, combining creative autonomy with a solid production and business approach. Its objective is to strengthen its international presence and contribute to the global growth of the Spanish video game industry.

PORTFOLIO **MOONLIGHTER / CATACLISMO**

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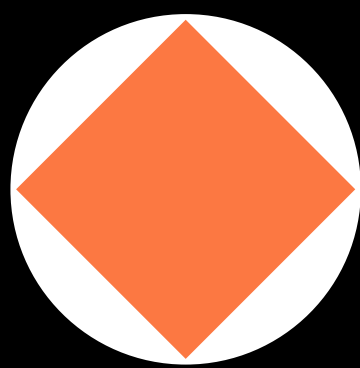
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Silent Road

 WATCH VIDEO-DEMO  MAKE YOUR STEAM

PLATFORM **PC** GENRE **HORROR** TARGET **16+** STATUS **PRODUCTION**
LOOKING FOR **PUBLISHERS, FINANCING**

Drive through Japan’s suicide ring in your night-shift taxi as the region’s newest driver, navigating roads marked by a long and tragic history. Pick up strange passengers, fulfill their unsettling requests, and follow the silent road as their stories make each ride darker than the last. Keep your eyes open — you never know what lurks beyond the windshield, or in the back seat of your cab.

ENDFLAME is an indie video game development studio based in Barcelona, Catalunya, founded in 2019. Passionate about games with a strong narrative identity, the studio focuses on creating unique experiences that fully immerse players in their stories and leave a lasting emotional impact. With a catalogue that includes titles such as Ikai (2022) and Instants (2025), Endflame develops primarily for PC with a notable attention to linguistic diversity.

PORTFOLIO **INSTANTS / IKAI**

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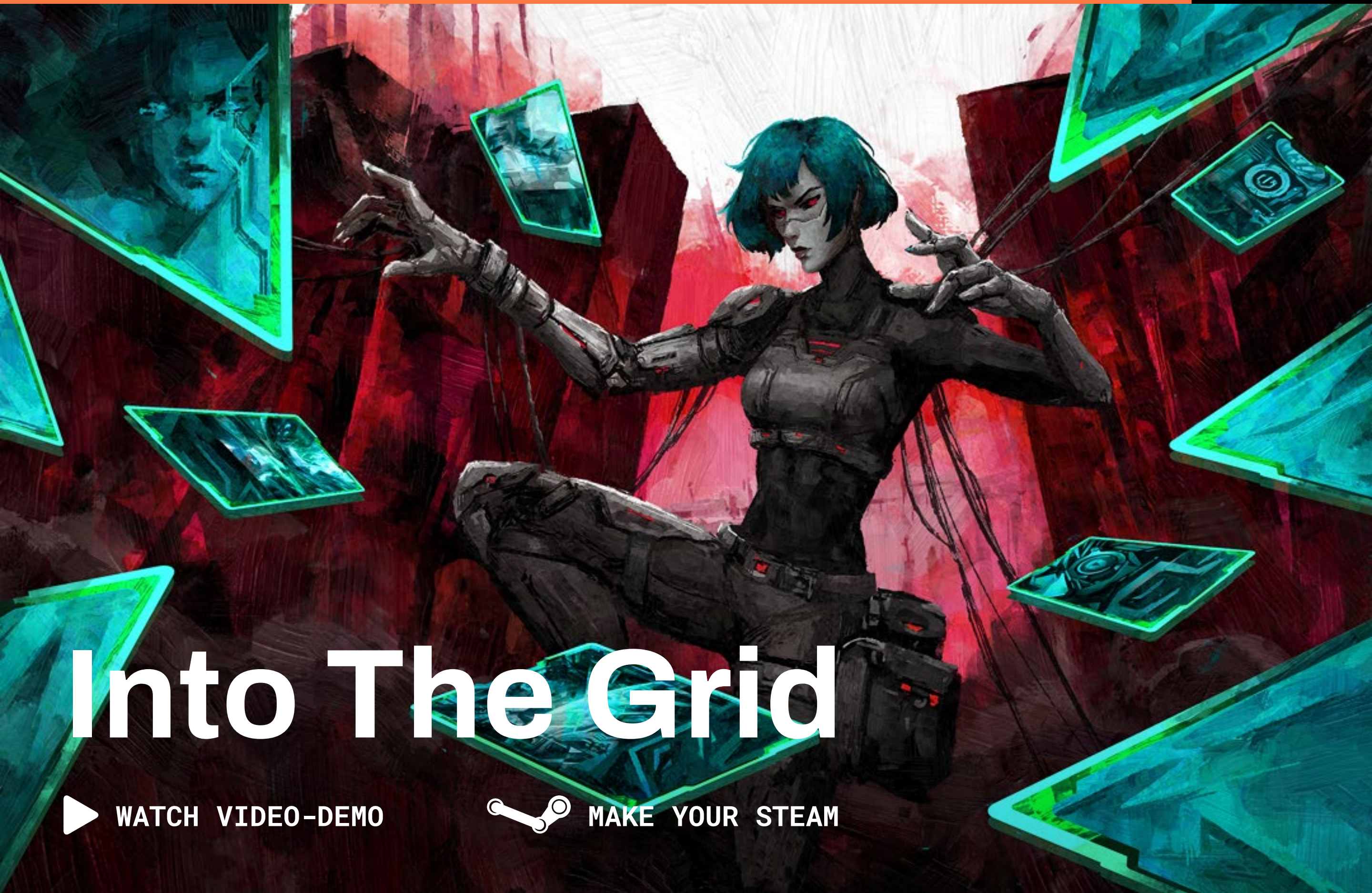
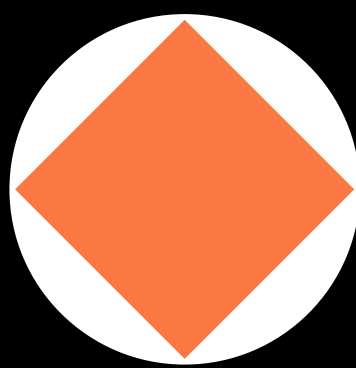


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Into The Grid

 WATCH VIDEO-DEMO  MAKE YOUR STEAM

PLATFORM **PC** GENRE **ROGUELIKES** TARGET **12+** STATUS **LAUNCHED**
LAUNCH DATE **10/11/2025** LOOKING FOR **FINANCING**

Become a master hacker in this cyberpunk roguelike deckbuilder set in a grimdark dystopia. Explore cyberspace, fight evil corporations, and build a deck of powerful programs. The universe of Into The Grid touches on crime, violence, and societal injustice — without glorifying them. Dive Into The Grid!

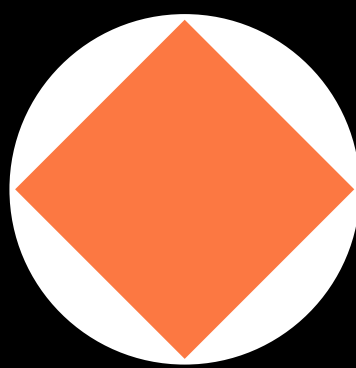
FLATLINE STUDIOS is an Argentinian-founded and Barcelona-based indie game development studio focused on creating games set within “The 2112 Narrative Universe,” a richly crafted cyberpunk world set a century ahead from now, where dark dystopian stories of crime, power, and resistance come to life.

CONTACT
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Arico: Tales from the Abyss

PLATFORM **NINTENDO SWITCH, PS4 / PS5, XBOX, PC** GENRE **METROIDVANIA**
TARGET **12+** STATUS **PRE-LAUNCHED** LAUNCH DATE **01/02/2027**
LOOKING FOR **PUBLISHERS, USER ACQUISITION, MARKETING & PR**

“Arico: Tales From the Abyss” is a 3D metroidvania adventure that follows a lone survivor exploring a mysterious abyss after a devastating tragedy. Guided by their companion Arico, players uncover the secrets of an ancient civilization buried deep below the surface. Through exploration, resource gathering, and skill upgrades, they must overcome environmental dangers and hidden threats while gradually revealing the truth about the past—and whether they are truly alone in the depths.

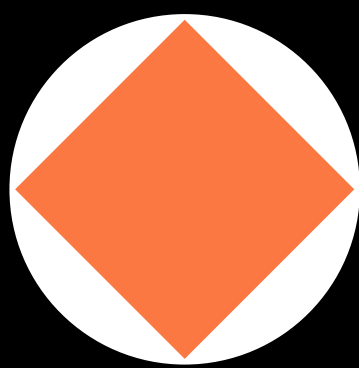
FOXTER STUDIO is an independent video game development studio based in Santa Cruz de Tenerife, formed by experienced industry professionals and focused on creating original intellectual property. Its activity centers on developing video games with a distinctive identity, such as “Arico: Tales From the Abyss,” combining creative talent and technical capability to produce competitive products and establish a presence in the international market.

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Asphalt Legends

WATCH VIDEO-DEMO MAKE YOUR STEAM

PLATFORM **NINTENDO SWITCH, PS4 / PS5, XBOX, PC, MOBILE** GENRE **ARCADE RACING**
TARGET **7+** STATUS **LAUNCHED** LAUNCH DATE **25/07/2018**
LOOKING FOR **USER ACQUISITION**

Speed through intense arcade races, perform jaw-dropping stunts, and charge to victory in the coolest hypercars! Join global multiplayer races, challenge up to 7 opponents across platforms, or dominate in local split-screen. Connect with friends, create private lobbies, and join racing Clubs for exclusive rewards. Choose from over 250 hypercars such as Ferrari and Porsche, conquer iconic tracks worldwide, and enjoy high-speed racing with detailed vehicles and stunning effects. Customize your ride with unique paint, rims, and parts to showcase your style on the road to racing greatness!

GAMELOFT BARCELONA

Celebrating 25 years of Gameloft and a legacy of excellence in racing games, our Barcelona studio continues to bring high-speed action to billions of players. With our latest cross-platform projects, Asphalt Legends and Disney Speedstorm, we keep pushing the boundaries of innovation and quality in the genre.

PORTFOLIO **DISNEY SPEEDSTORM**

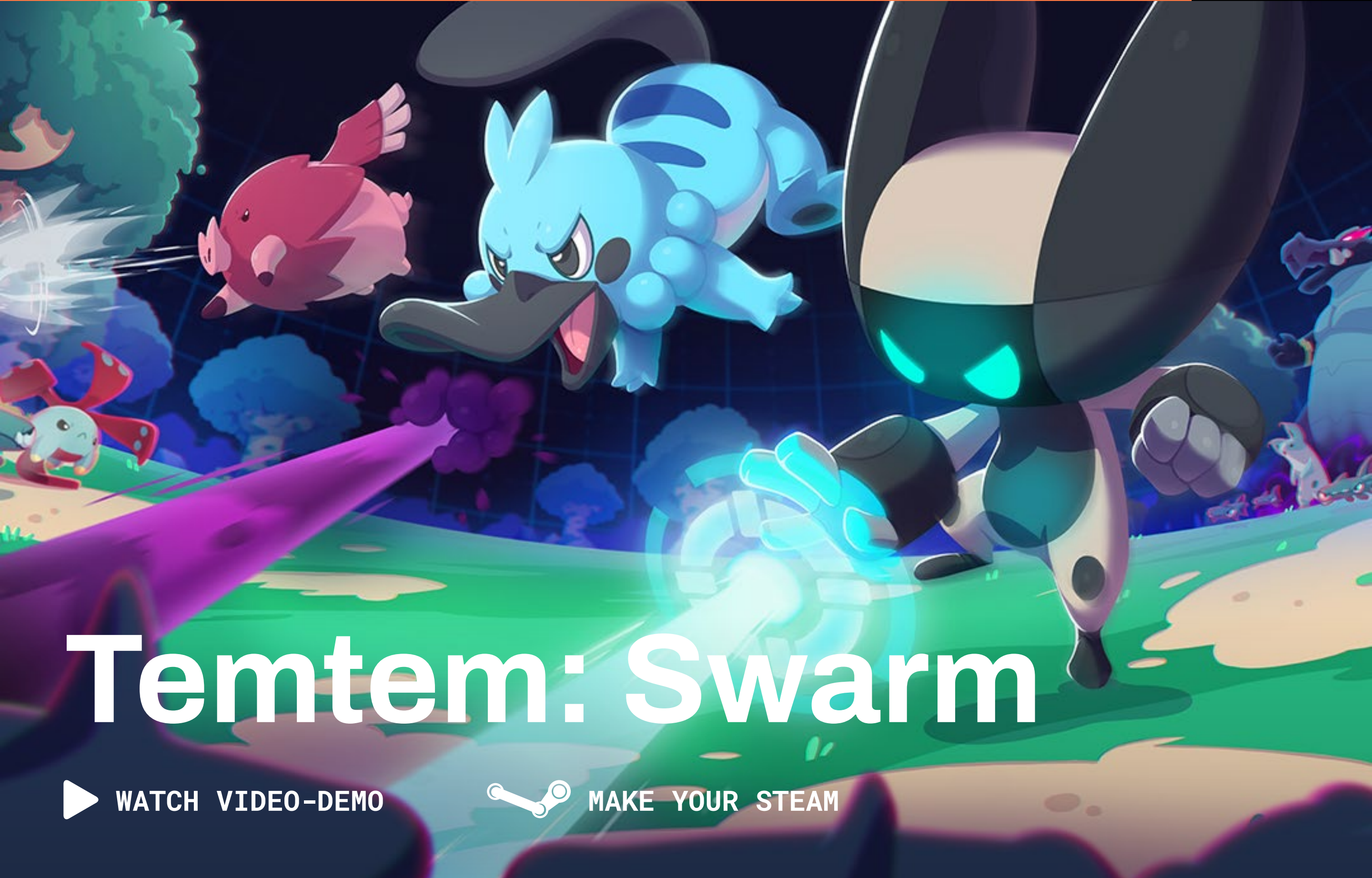
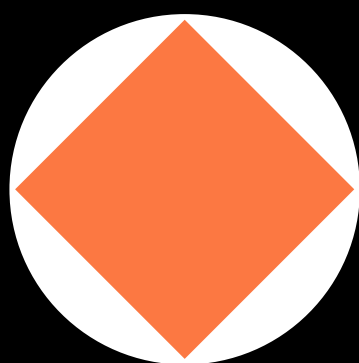
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Temtem: Swarm

WATCH VIDEO-DEMO

MAKE YOUR STEAM

PLATFORM **PC** GENRE **ROGUELIKES** TARGET **12+** STATUS **LAUNCHED**

LAUNCH DATE **13/11/2024** LOOKING FOR **USER ACQUISITION**

Swarm is a twin-stick shooter spinoff of the original Temtem game — a survivor-like bullet heaven where you must ask yourself: can you survive the swarm? Unlock mighty abilities and upgrades, find and collect Tems to evolve and become stronger, discover overpowered strategies, and battle massive bosses. Play solo or online co-op with up to 3 players, building the wildest synergies.

GGTECH STUDIOS

We are a team of spanish game developers, fueled by a love for crafting and improving game experiences. We are the game development division of GGTech Entertainment, a global leader in esports and technology. We have developed games for PC, Consoles and mobile devices working with partners like Snapchat, Nitro Games and Amazon. Additionally, we’ve collaborated with iconic brands like Disney and RIOT Games by creating custom content in eWorlds, our own game.

PORTFOLIO

EWORLDS & TEMTEM: SWARM

CONTACT

Juan Castillo

Game Director

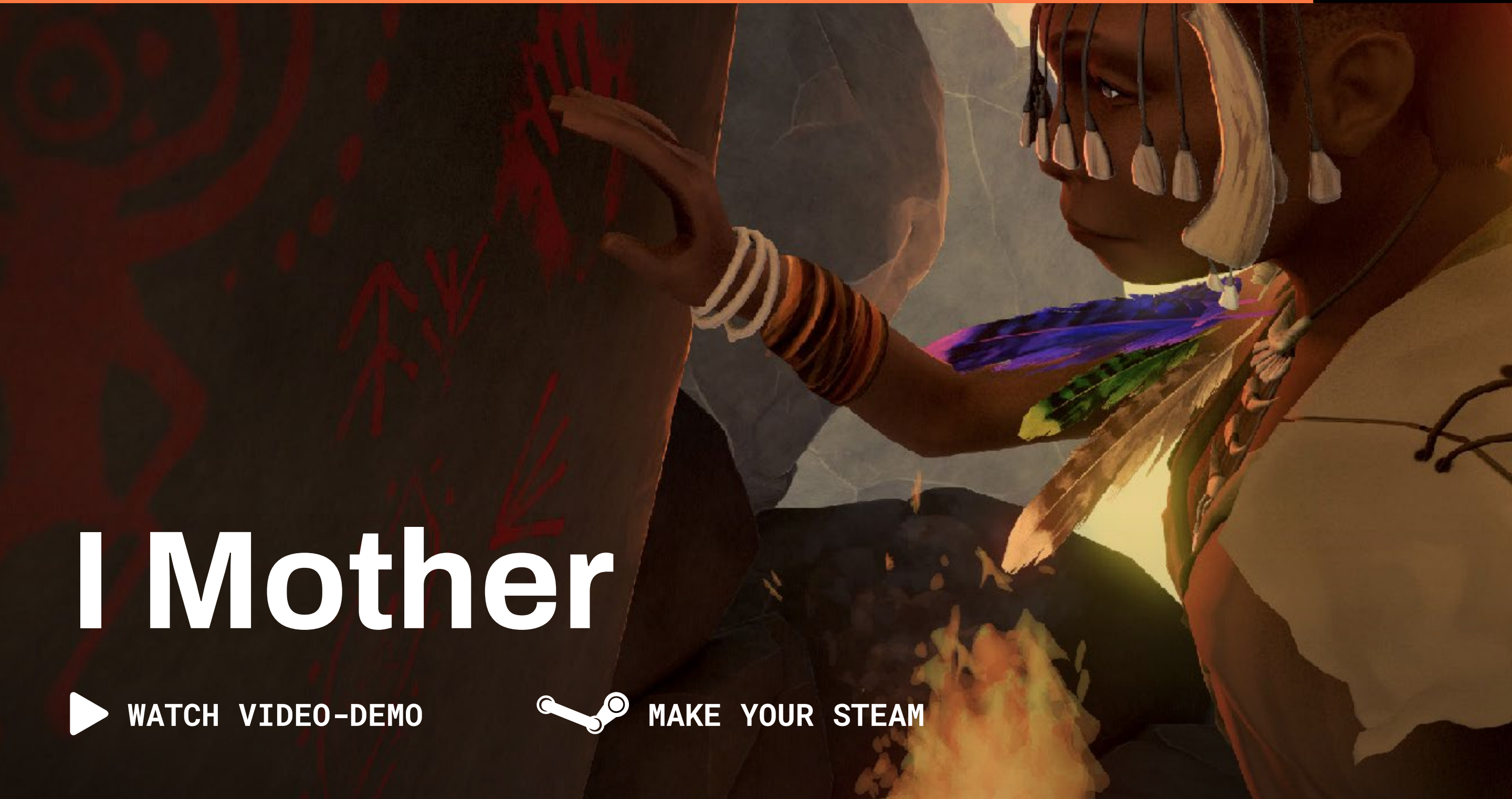
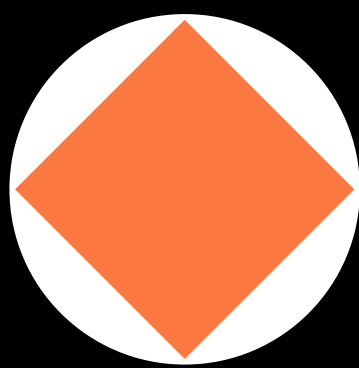
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I Mother

 WATCH VIDEO-DEMO  MAKE YOUR STEAM

PLATFORM **PC** GENRE **ACTION-ADVENTURE** TARGET **12+** STATUS **LAUNCHED**
LAUNCH DATE **22/10/2025** LOOKING FOR **USER ACQUISITION, MARKETING & PR**

Imagine a world before maps, technology, or written words. I Mother is an emotionally driven adventure told through symbol and instinct. As a solitary Neanderthal woman, stranded far from your tribe, explore the genesis of written language and the evolutionary success of Homo Sapiens. It is a story of triumph over adversity that explains why, to this day, roughly 4% of our DNA is Neanderthal in origin.

HELL YEAH!

We’re Hell Yeah!—a small, family-driven game studio run by a brother and sister duo. He’s a game dev with a knack for storytelling and a shelf full of awards, she’s a marketing strategist who actually enjoys the spreadsheets—together, we’re a sibling-powered studio with a shared love for making things that matter.

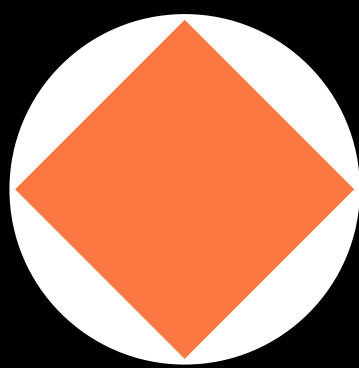
PORTFOLIO **VOYNA / RE.CALL / THE SECRET GARDEN VR**

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CEO
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Greedy Tales

▶ WATCH VIDEO-DEMO

PLATFORM **PS4 / PS5, PC** GENRE **ADVENTURE** TARGET **3+** STATUS **PRE-LAUNCHED**
LAUNCH DATE **01/06/2026** LOOKING FOR **PUBLISHERS, FINANCING**

Follow a greedy dwarf through harsh and forgotten mines, where ambition drives every swing of the pickaxe. Mine, craft, and explore hostile depths while uncovering buried secrets and unresolved mysteries. Humor is dry and sharp, and the journey is shaped by choices, consequences, and the true cost of greed beneath the stone.

HONESTREE STUDIOS

A game studio specialized in creating high-quality, high-end video games with original narratives and innovative mechanics. Built on a proprietary development framework within Unreal Engine 5, the studio combines great technological power with a strong creative vision to craft unique experiences tailored to meet the expectations of modern gamers.

CONTACT

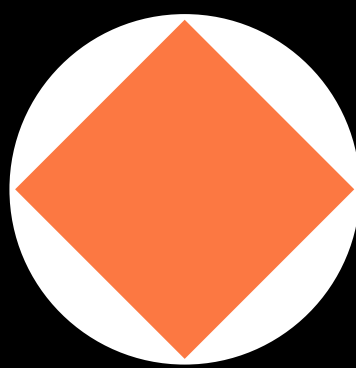
Andrés Saussol

EU Project Manager

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Hidalgo, A Don Quixote Adventure

 WATCH VIDEO-DEMO  MAKE YOUR STEAM

PLATFORM **NINTENDO SWITCH, PS4 / PS5, XBOX, PC** GENRE **ADVENTURE** TARGET **7+**
STATUS **PRODUCTION** LAUNCH DATE **30/09/2026** LOOKING FOR **FINANCING**

Hidalgo is a narrative puzzle-adventure game where players control a father and son as they reenact Don Quixote’s journey using a handcrafted tabletop diorama. The game weaves two stories in parallel: the surreal exploits of Don Quixote and Sancho Panza, and the emotional reconnection of a modern family through play. Featuring local co-op and solo gameplay, handcrafted art, and first-person puzzles, Hidalgo explores themes of imagination, memory, and intergenerational bonds. With its warm tone and accessible mechanics, it offers a heartfelt and visually striking experience for players of all ages.

INFINITE THREAD GAMES is an independent studio based in Spain, focused on crafting narrative-driven experiences with strong cultural and artistic impact. Our flagship project, Hidalgo, blends handcrafted 3D animation, meaningful storytelling, and local co-op gameplay, supported by more than 1,000 international Kickstarter backers. We combine creative ambition with technical excellence to deliver premium, emotionally resonant games for PC and consoles.

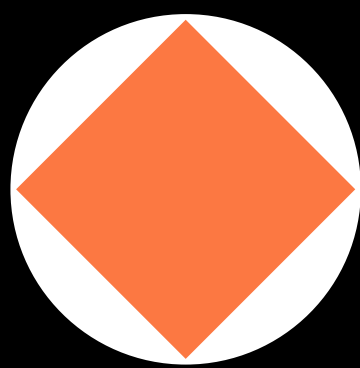
PORTFOLIO **HITORI KAKURENBO ONLINE**

CONTACT
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The Path Project

PLATFORM **PC, VR/AR, STEAMVR (PC VR); META QUEST; PLAYSTATION VR2**
GENRE **ACTION-ADVENTURE** TARGET **12+** STATUS **PREPRODUCTION**
LAUNCH DATE **01/11/2028** LOOKING FOR **PUBLISHERS, FINANCING, CO-DEVELOPMENT, TRANSLATION & LOCALIZATION, MARKETING & PR**

The Path Project is a narrative VR fantasy adventure with auteur-led art direction and a hand-crafted, stylized world inspired by the emotional tone and visual sensibility of Japanese anime. Players journey through a magical realm shaped by ancient myths, uncovering environmental storytelling through exploration, dialogue, and choices with meaningful consequences. With intuitive VR interactions, light puzzle-solving, and a strong focus on immersion and atmosphere, the project is conceived for international co-development and publishing partnerships, offering a distinctive creative proposition and a production structure that can be efficiently optimized from the Canary Islands within a highly competitive fiscal and funding framework.

KANAEGAME STUDIO is a Canary Islands-based video game development and co-development studio. We deliver full production and premium services (technical art, animation, 3D, integration and optimization) for international partners, with clear, milestone-driven pipelines. Producing from the Canary Islands enables access to a 45% tax deduction for technological innovation in game development on eligible local spend, supported by specialist tax and legal guidance to structure projects and de-risk budgets. We also develop original IP designed to fit Canary funding schemes and incentives efficiently.

PORTFOLIO **DELIVERYPSE** **NOW**

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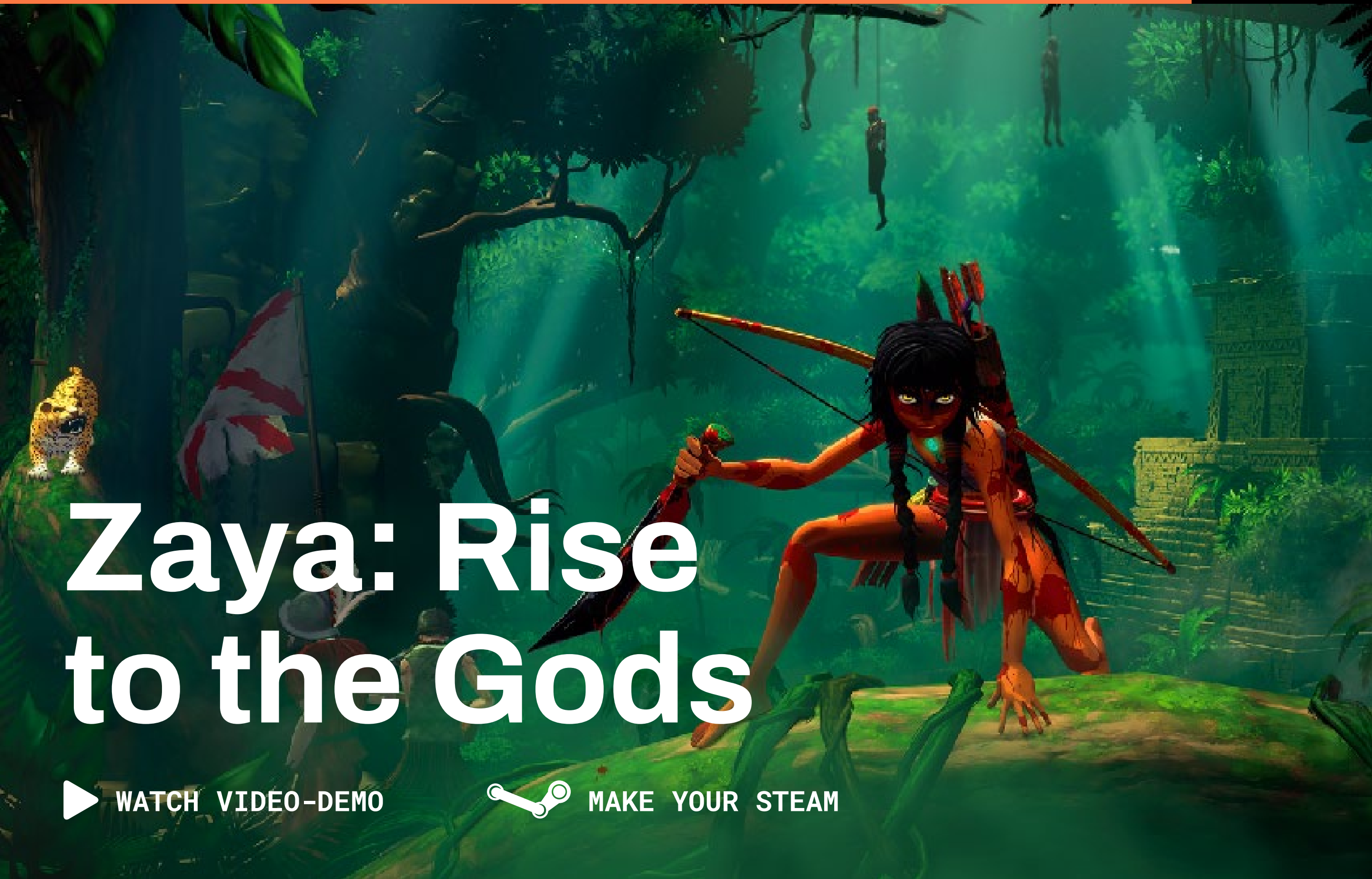
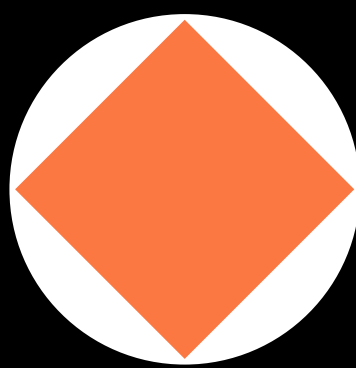


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Zaya: Rise to the Gods

▶ WATCH VIDEO-DEMO  MAKE YOUR STEAM

PLATFORM **NINTENDO SWITCH, PS4 / PS5, XBOX, PC** GENRE **METROIDVANIA**
TARGET **16+** STATUS **PRODUCTION** LAUNCH DATE **01/02/2027**
LOOKING FOR **PUBLISHERS, FINANCING, CO-DEVELOPMENT, OUTSOURCING**

In Zaya: Rise to the Gods, play as Zaya, a young warrior whose fate will become entwined with that of the gods themselves. Explore the different lands of this action-adventure game, learn about Maya culture, gain new abilities to grow stronger, and protect her home from the curse that plagues both humanity and the deities.

KANEDA GAMES is a company with more than 10 years of experience specializing in video game development. We create and grow our own IPs while also partnering with studios and publishers through work-for-hire services. Our team provides end-to-end support or targeted expertise, ensuring high-quality solutions tailored to the needs of each third-party project.

CONTACT
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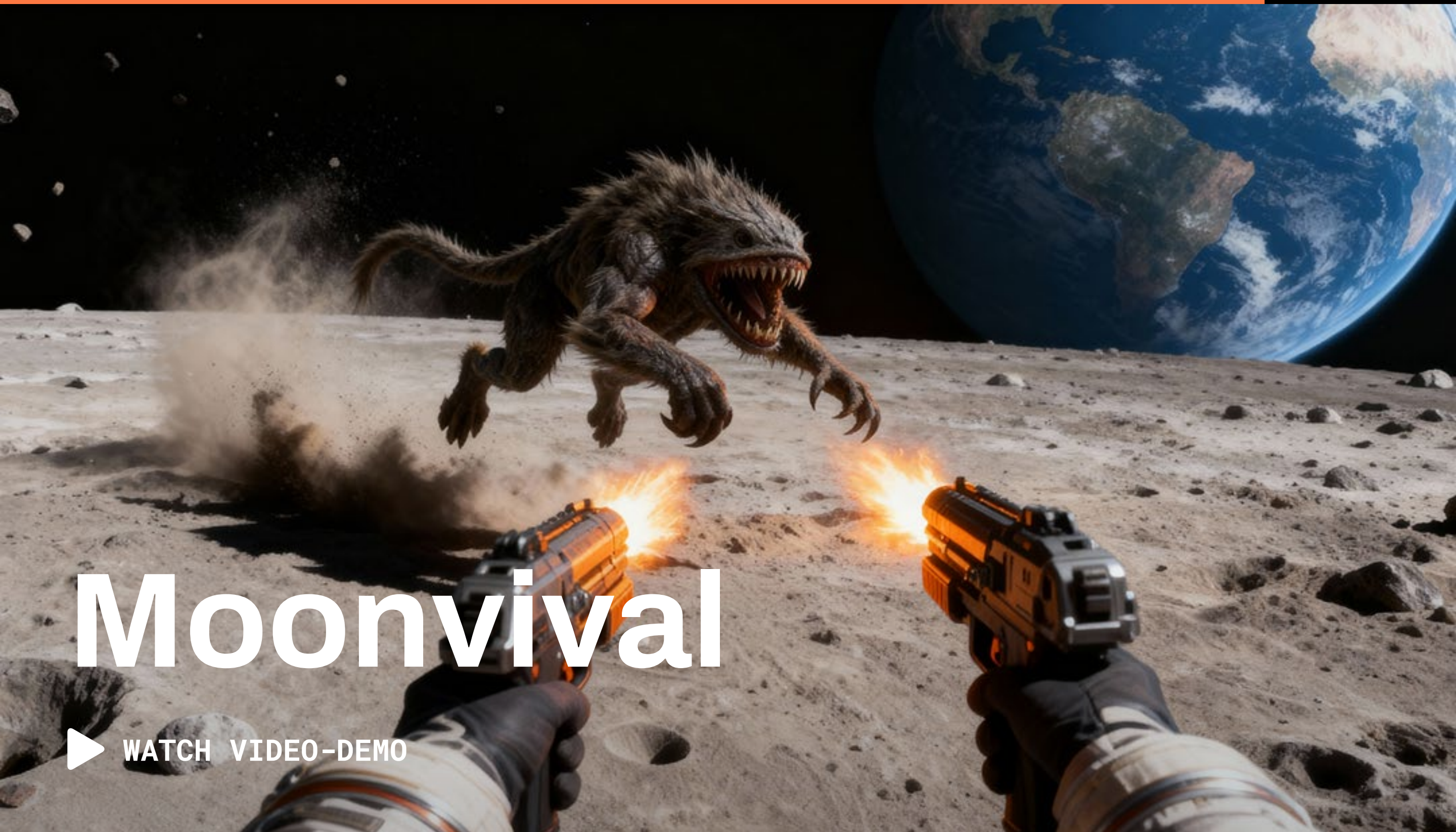
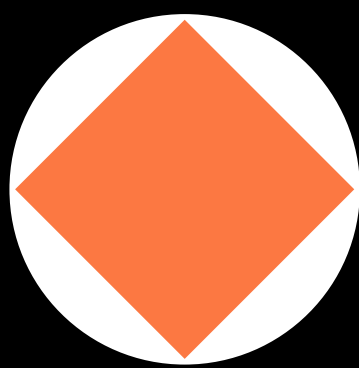
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Moonvival

▶ WATCH VIDEO-DEMO

PLATFORM **PC, MOBILE, SOCIAL MEDIA INTERACTION** GENRE **ACTION-ADVENTURE**
TARGET **16+** STATUS **PRE-LAUNCHED** LAUNCH DATE **01/06/2026**
LOOKING FOR **FINANCING, MARKETING & PR**

Moonvival – The world’s first AI-generated lunar survival social media game. Six civilians are stranded on the Moon’s most hostile frontier, each allowed to bring only one object from Earth. Every breath, repair, and decision counts. The player becomes Mission Control — sending virtual resources, voting on eliminations, and even reviving players after near-fatal crises. A fusion of science, storytelling, and interactivity where survival depends not just on skill, but on the crowd.

KLEVERPLAY GAMES specializes in business gamification, creating custom video games that bring teams and employees together in meaningful and exciting ways. Our mission is to elevate team spirit and employee engagement through dynamic, enjoyable online experiences.

By harnessing cutting-edge artificial intelligence and immersive virtual environments—including the limitless possibilities of Virtual and Augmented Worlds—we are redefining how organizations collaborate, learn, and grow. Whether you’re looking for innovative training solutions, impactful team-building experiences, or simply a way to spark joy in everyday workflows, Kleverplay designs digital adventures that empower, entertain, and educate.

PORTFOLIO

THE OFFICE QUEST / THE HEIST

CONTACT

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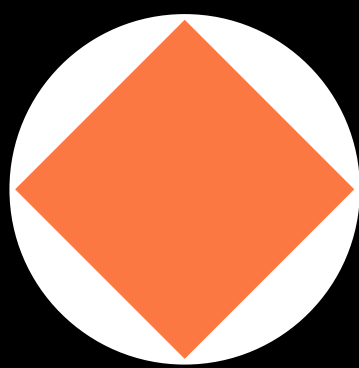


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Number Land: Math for Kids

▶ WATCH VIDEO-DEMO

PLATFORM **MOBILE** GENRE **EDUCATIONAL** TARGET **3+** STATUS **LAUNCHED** LAUNCH DATE LOOKING FOR **USER ACQUISITION / DISTRIBUTION**

Number Land is an educational game designed for kids of all ages, where learning happens naturally through play. From early learners discovering their first numbers to older children developing more advanced skills, the game adapts to each child’s level and helps them grow with confidence.

Number Land turns essential math concepts into engaging challenges, puzzles, and interactive mini-games. Children explore numbers, counting, addition, subtraction, geometry, logic, patterns, multiplication, and introductory coding challenges through hands-on experiences created by education experts.

LEARNY LAND

At Larny 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.

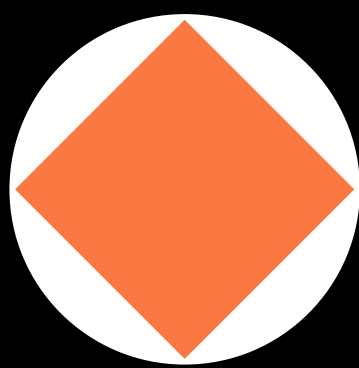
PORTFOLIO CODE LAND / CODE TEENS / NUMBER LAND

CONTACT
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Co-Founder
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 MAKE YOUR STEAM

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

A Pentiment-like set in 19th-century Malaysia, featuring pirates, East Indiamen, headhunters, a locked-room murder mystery, a blade of meteoric ore, a tarot deck, a mountain of light, and a tiger. It’s time to put your thinking cap on; as for those voices in your head – probably best to ignore them.

LOKI

We are a game localization agency active since 2015. Our primary services are translation (in all its forms: vanilla, transcreation, ad-libbing, post-editing, etc) and testing from our LQA lab in Barcelona.

Over the years we’ve worked on hundreds of titles, from AAA to solo-developer indies, and our focus has always been on quality above all else. Our customers include companies such as Electronic Arts, Plaion, Humble Games, Milestone, Dotemu, and Equinox.

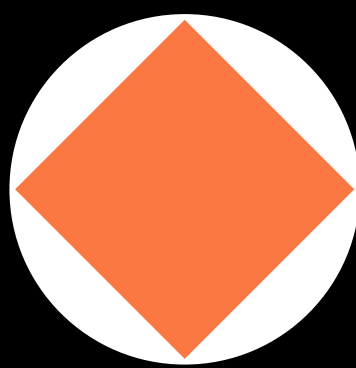
In addition, we are now taking our first steps into game development proper, as we’ve begun working on a title of our own, The Island of Crossed Destinies.

CONTACT
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Angie Magica



PLATFORM **NINTENDO SWITCH, PS4 / PS5, XBOX, PC** GENRE **ACTION-ADVENTURE**
TARGET **12+** STATUS **PRODUCTION** LAUNCH DATE **01/12/2027**
LOOKING FOR **PUBLISHERS, FINANCING**

Angie Magica is a magical zelda-like adventure. Unravel the secrets of Lamentia by harnessing the powers of the Wand of the Eternal Smile with skill and wit while you learn delicious recipes in this gourmet adventure. Fulfill the prophecy and reclaim your rightful place as the ultimate magical girl!

MANGO PROTOCOL

Indie video game studio founded in 2015 and located in Barcelona, Spain. Creators of the Psychotic Adventures, a genre-spanning video game series, including MechaNika and Agatha Knife (two twisted point and click adventures), Colossus Down (a really cool and shameless beat'em up), CLeM (a dark yet sweet puzzlevania) and, next, Angie Magica (a magical zelda-like gourmet adventure).

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

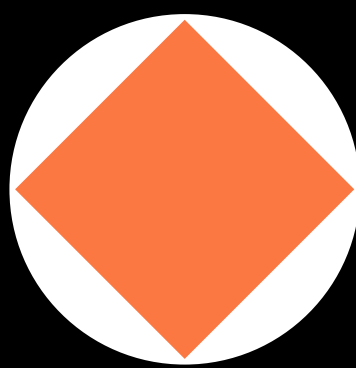
CONTACT

Javier Gálvez
Co-Founder, Narrative Designer,
Developer & Producer
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Create Your Own Monster

PLATFORM **MOBILE** GENRE **CASUAL GAME** TARGET **3** STATUS **LAUNCHED**
LOOKING FOR **USER ACQUISITION**

Create Your Own Monster is a free, family-friendly mobile game that empowers kids to unleash their imagination by designing unique, playful creatures.

Players mix and match shapes, colors, and accessories to bring their own monsters to life, then interact, play, and complete fun challenges with them.

The game promotes creativity, self-expression, and learning in a safe environment that meets Google’s Family standards.

With regular events, collectible rewards, and a vibrant visual style, Create Your Own Monster offers an engaging experience for young audiences around the world.

MECHANIC GAMES is an independent game development studio focused on creating meaningful, impactful experiences that go beyond entertainment.

We design and build innovative video games and gamified solutions for companies and public institutions, combining creativity, technology, and social purpose.

Our work spans serious games, educational projects, and commercial titles with global reach.

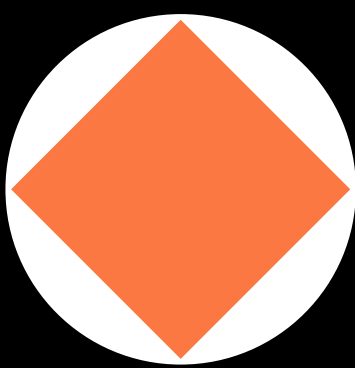
Guided by values such as inclusion, ethics, and sustainability, we aim to inspire players to create a better world through play.

CONTACT
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CEO & Co-Founder
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Bubble Ghost Remake

WATCH VIDEO-DEMO

MAKE YOUR STEAM

PLATFORM NINTENDO SWITCH, PS4 / PS5, PC GENRE PLATFORM

TARGET 7+ STATUS LAUNCHED

Guide a small ghost and its bubble through an enchanted castle full of dangers and challenges in this incredible remake of the popular classic “Bubble Ghost”. With over 40 levels of skill that include ingenious puzzles and challenging obstacles, get ready for hours of addictive gameplay.

NAKAMA GAME STUDIO

We love video games. That’s why we make them.

At Nakama Game Studio, we create original games with personality, great pacing, and a passion for fun. Worlds that draw you in, mechanics that keep you hooked, and details you’ll enjoy.

We’re gamers before we’re developers — and it shows in everything we do.

PORTFOLIO

JAMBOY: A JELLYCIOUS HERO / COLORATURA

CONTACT

Pedro Seco de Herrera

CEO

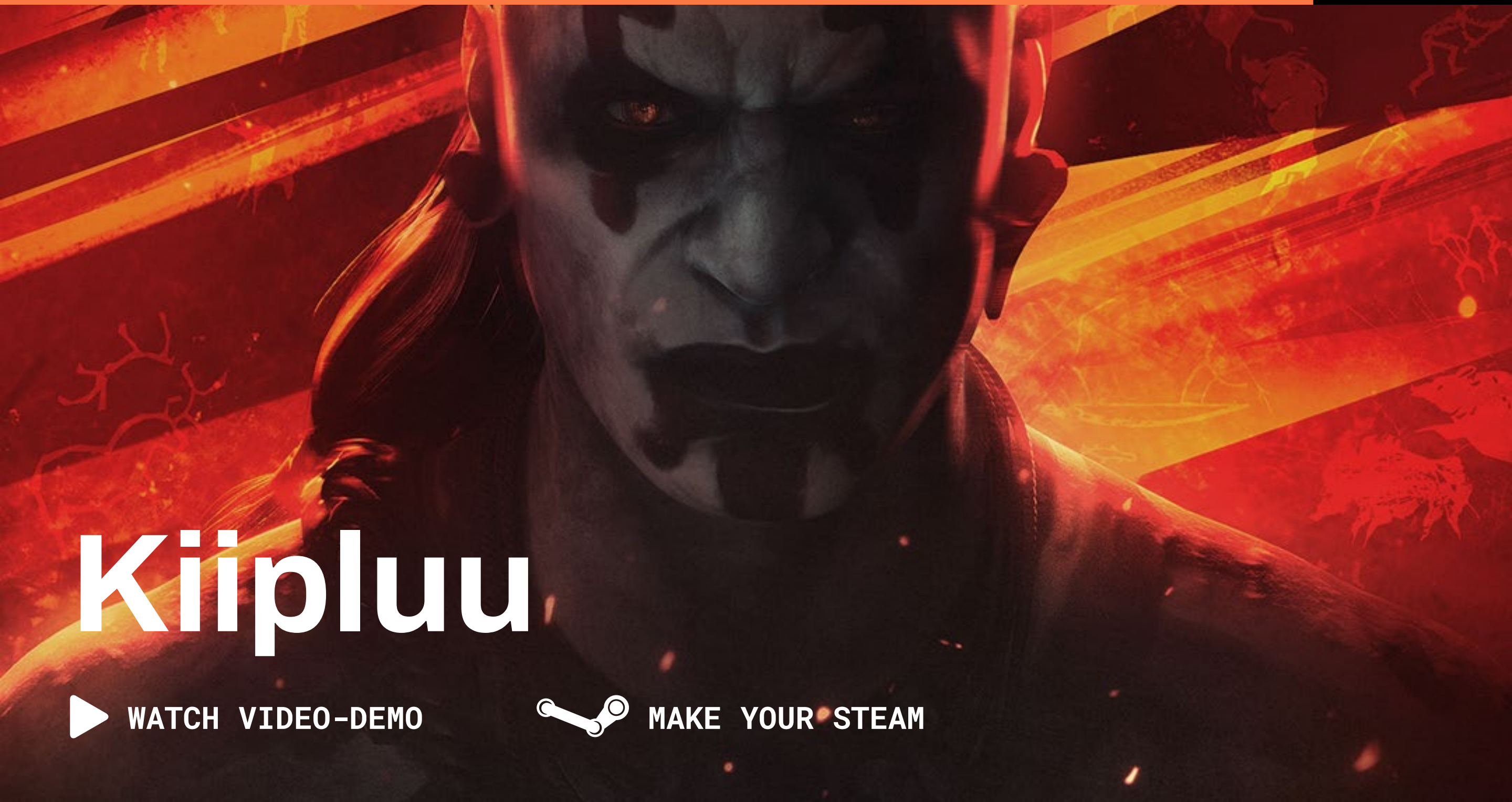
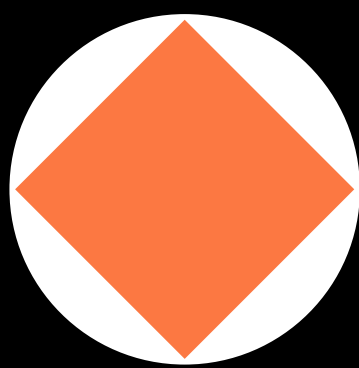
pseco@vidibond.com



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Kiipluu

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

PLATFORM **PC** GENRE **ACTION-ADVENTURE** TARGET **16+** STATUS **TESTING**
LAUNCH DATE **01/07/2027** LOOKING FOR **PUBLISHERS, FINANCING**

Kiipluu is a hardcore stealth adventure set in a brutal Neolithic world. Play as Kiipluu, a young hunter fleeing hostile lands while pursued by the cannibalistic Na’ush. Outnumbered and under-equipped, you must rely on stealth, planning, and careful movement to survive. Direct combat is possible but always risky and often a last resort.

Every encounter is a tense survival puzzle. Study patrol routes, use tall grass, shadows, sound, and terrain to stay hidden. Set traps, strike from ambush, or slip past unseen. Being discovered can quickly become fatal. Combat is fast, brutal, and unforgiving, with primitive weapons and meaningful injuries.

This is a story of fear, survival, and growing up in a world that wants you dead.

NIEKO GAMES

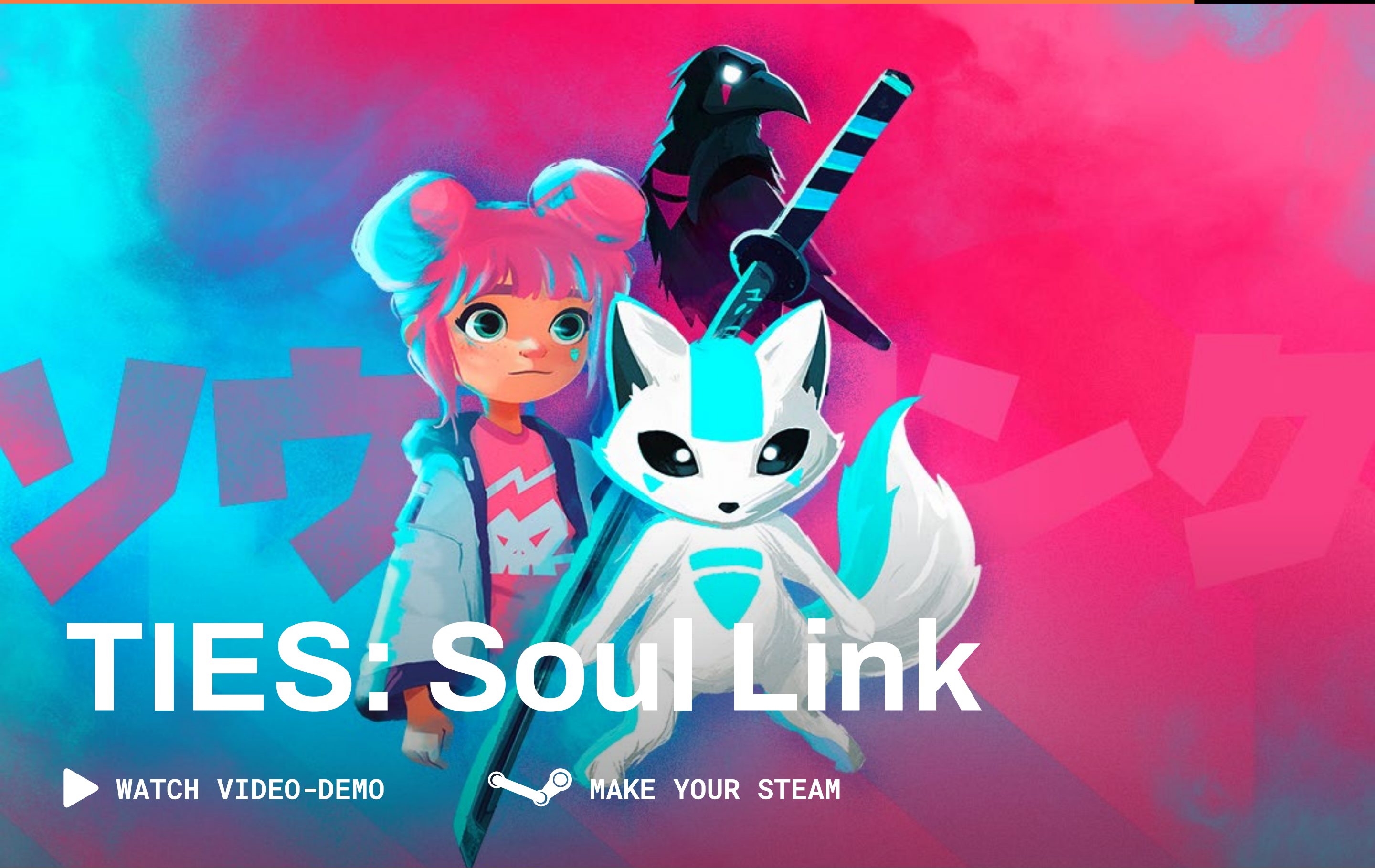
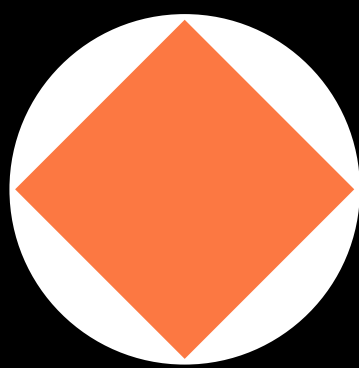
Meet Nieko — a leading game development studio with offices in Las Palmas and Vilnius, specializing in game art, game development and innovative solutions for the private and public sector. Our services include concept art, character art, 3D modeling, rigging, animation, and game development, connecting top-tier gamified solutions to publishers and developers. As passionate game developers ourselves, we know just how to transform any idea into a vibrant and captivating experience. We are game developers, we make stories happen!

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NIEKO

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TIES: Soul Link

 WATCH VIDEO-DEMO  MAKE YOUR STEAM

PLATFORM **NINTENDO SWITCH, PC, MAC** GENRE **METROIDVANIA** TARGET **16+**
STATUS **PRODUCTION** LAUNCH DATE **01/07/2026** LOOKING FOR **PUBLISHERS, FINANCING, USER ACQUISITION**

TIES: Soul Link is a 2D Metroidvania set in a world of science fiction and fantasy, blending action RPG elements, platforming, and a strong, immersive narrative. Players explore cities with linear paths and hidden areas full of secrets while upgrading Kiro’s abilities to solve puzzles and defeat enemies. The story takes place in 2097, in a world rebuilt after climate collapse, where humans and machines coexist. The game centers on the Soul Link, a spiritual bond between humans and animals. After an accident, Kiro must travel through a dangerous world to reunite with Chloe and save them both.

NORTH TOKYO is an indie game studio based in Málaga, Spain, founded by gamers with the vision of creating unforgettable experiences in the indie world. We develop games that tell great stories with ambition, passion, and a clear goal: to create some of the greatest indie games around.

CONTACT
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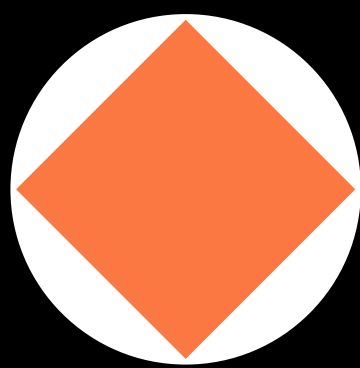
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Les Mills Bodycombat

Ultimate Fitness Pack

▶ WATCH VIDEO-DEMO  MAKE YOUR STEAM

PLATFORM **VR/AR** GENRE **VR FITNESS** TARGET **3+** STATUS **POST-LAUNCHED**
LOOKING FOR **FINANCING, USER ACQUISITION**

Get the most complete BodyCombat collection ever created and train at home with over 100 full workouts and 160 music tracks of pure, adrenaline-pumping training intensity. No subscriptions, no hidden fees, and no limits — just endless, high-energy fitness available whenever you are ready to push yourself further.

ODDERS is a technology company with strong expertise in XR and fitness, focused on building the gym of the future. We specialize in innovative AR fitness solutions that combine immersive experiences with physical training. Through agile development processes, we design and deliver scalable digital products that enhance user engagement and performance. Our multidisciplinary team works at the intersection of technology, design, and sports, positioning Odders as one of the most innovative companies in the AR fitness sector.

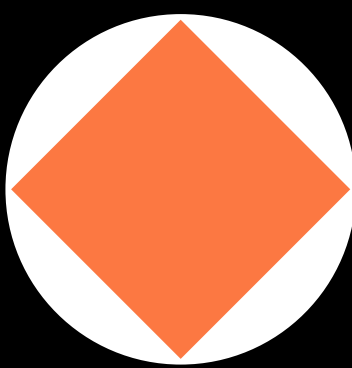
PORTFOLIO **LES MILLS XR DANCE / OHSHAPE**

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The Midnight Barber

WATCH VIDEO-DEMO

MAKE YOUR STEAM

PLATFORM **NINTENDO SWITCH, PS4 / PS5, XBOX, PC** GENRE **NARRATIVE RHYTHM GAME**

TARGET **16+** STATUS **PRODUCTION** LOOKING FOR **PUBLISHERS, FINANCING, MARKETING & PR**

The Midnight Barber is a narrative rhythm adventure set in a supernatural version of Barcelona during Spain’s transition to democracy. You run a mysterious barbershop for the enchanted, and by trimming to the beat, you can uncover your clients’ darkest secrets.

The city’s political turmoil and supernatural intrigue come alive through hand-drawn art and a reactive, atmospheric soundtrack. By offering a unique blend of relaxing rhythm-based mechanics and deep, character-driven storytelling, the game delivers one of the most immersive experiences in the narrative indie landscape.

OMAET GAMES is an independent game studio creating innovative narrative-driven experiences that stay with players long after they finish playing. Founded by industry veterans with over 30 years of combined experience, the studio focuses on small-scope games that tell rich stories through distinctive worlds and novel mechanics. The team is currently developing its first title, The Midnight Barber, a narrative rhythm adventure set in a supernatural barbershop in late-1970s Barcelona.

CONTACT

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Founder, Design & Narrative

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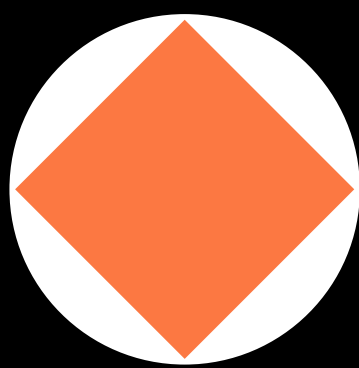


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PLATFORM **PC, MOBILE** GENRE **CASUAL GAME** TARGET **18+** STATUS **POST-LAUNCHED**
LOOKING FOR **PUBLISHERS, FINANCING, USER ACQUISITION**

PlayJoy is a multiplayer platform that combines classic board games and casual casino titles with a built-in mobile-messaging experience. Players can enjoy Parchís, Domino, Ludo, Bingo and Slots while chatting in real time, and staying connected with friends. Available on mobile and web, PlayJoy brings traditional games into a simple, modern and social environment designed to make playing and talking happen in the same place.

PLAYJOY GAMES

At PlayJoy we have digitized traditional games by bringing them together in a single app, with the ability to chat and meet people from around the world. We help people disconnect from their daily lives by giving them a great time playing their all-time favorite games. Based in Valencia and founded in 2018 by entrepreneurs with experience in successful startups, PlayJoy has quickly secured a relevant position in the Social Casino sector, reaching players in LATAM, Russia, and Spain with 7 games and over 200,000 recurring users. Let’s Play Together!

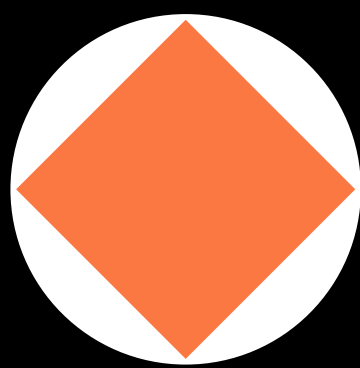
CONTACT
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Kiriko the Mystic

▶ WATCH VIDEO-DEMO

PLATFORM **NINTENDO SWITCH, PS4 / PS5, XBOX, PC, NINTENDO SWITCH 2**
GENRE **RPG** TARGET **7+** STATUS **PRODUCTION** LAUNCH DATE **21/09/2027**
LOOKING FOR **PUBLISHERS, FINANCING, OUTSOURCING**

Kiriko the Mystic is a heartwarming narrative adventure set in the sacred valleys of Mount Kiridake. Players follow Shunma, a young Mugen-dōshi, as he learns to command the Kiriko, mystical fog spirits that maintain the balance between nature and human life. When the harmony of his village is threatened, Shunma embarks on a journey to heal, protect, and rebuild, using fog techniques to solve puzzles and aid the villagers. Through discovery, choice, and gentle guidance from the mist, he uncovers ancient secrets and learns the true meaning of coexistence, responsibility, and harmony in a magical world.

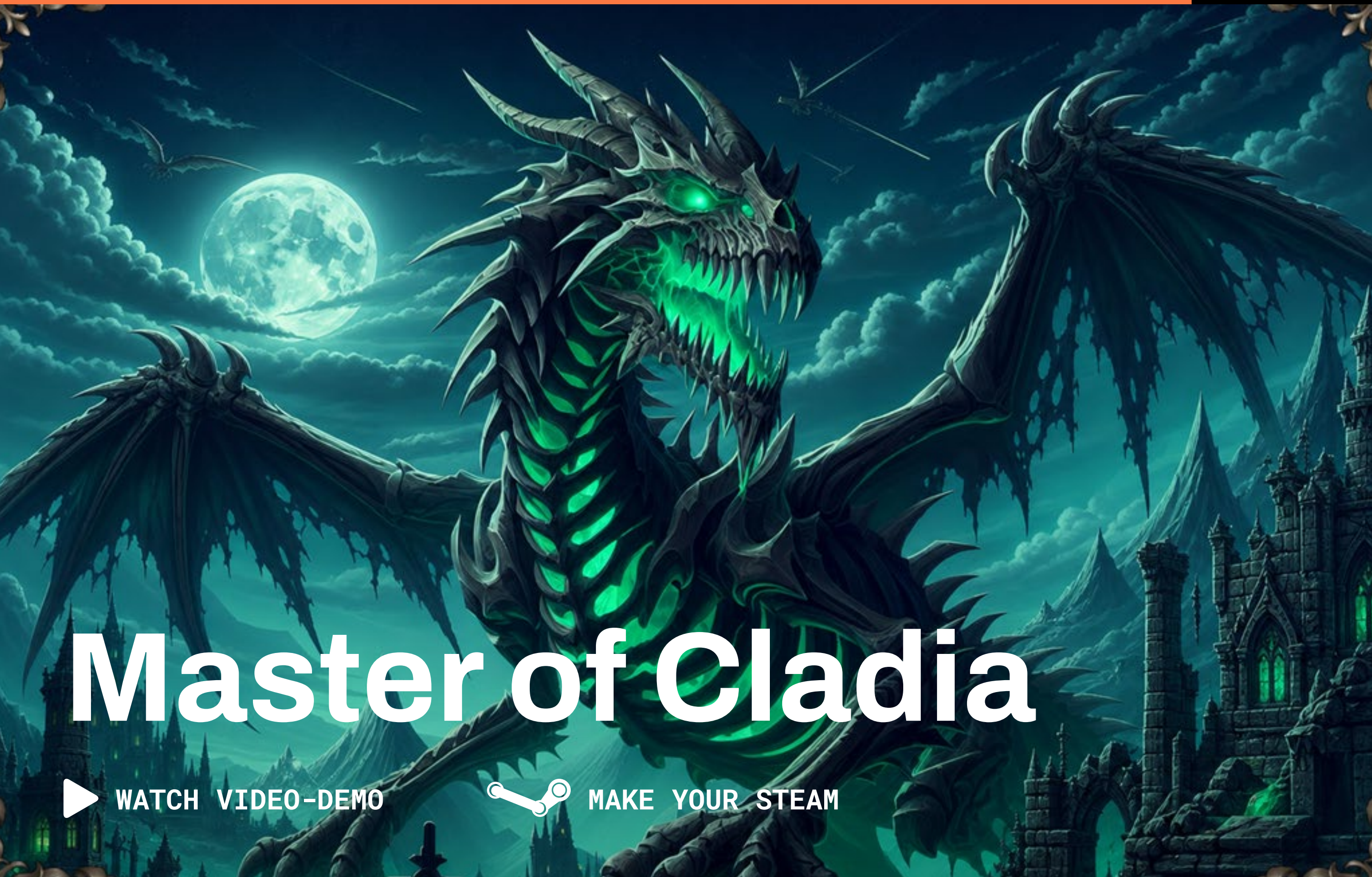
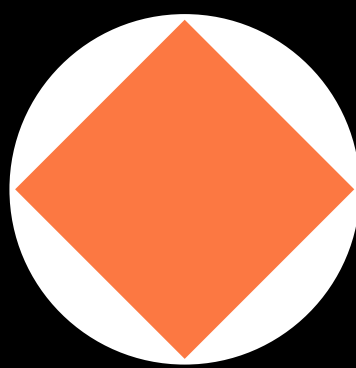
QUANTUM BOX GAMES is an independent video game development studio founded in 2022 by experienced professionals from the video game industry. The company develops original IPs and narrative-focused games for PC and console, and also works on co-development projects with international partners, with a strong focus on collaborations with Japanese studios. Based in the Canary Islands, the studio takes advantage of the region’s specific tax incentives for the creative industries.

CONTACT
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Master of Cladia

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

PLATFORM **PC, MOBILE** GENRE **STRATEGY** TARGET **12+** STATUS **PRE-LAUNCHED**
LAUNCH DATE **14/08/2026** LOOKING FOR **PUBLISHERS, CO-DEVELOPMENT, MARKETING & PR**

Master of Cladia is a dark fantasy turn-based strategy game where you play as a powerful and mysterious alchemist. Explore the decaying lands of Cladia, command fearsome dragons, and forge deadly alchemical formulas to dominate cities, creatures, and rival alchemists. Your goal is to reassemble the talisman — by gathering its fragments scattered across the continent, or simply by destroying everyone else. Asynchronous multiplayer lets you play epic turn-based matches without needing to be online at the same time.

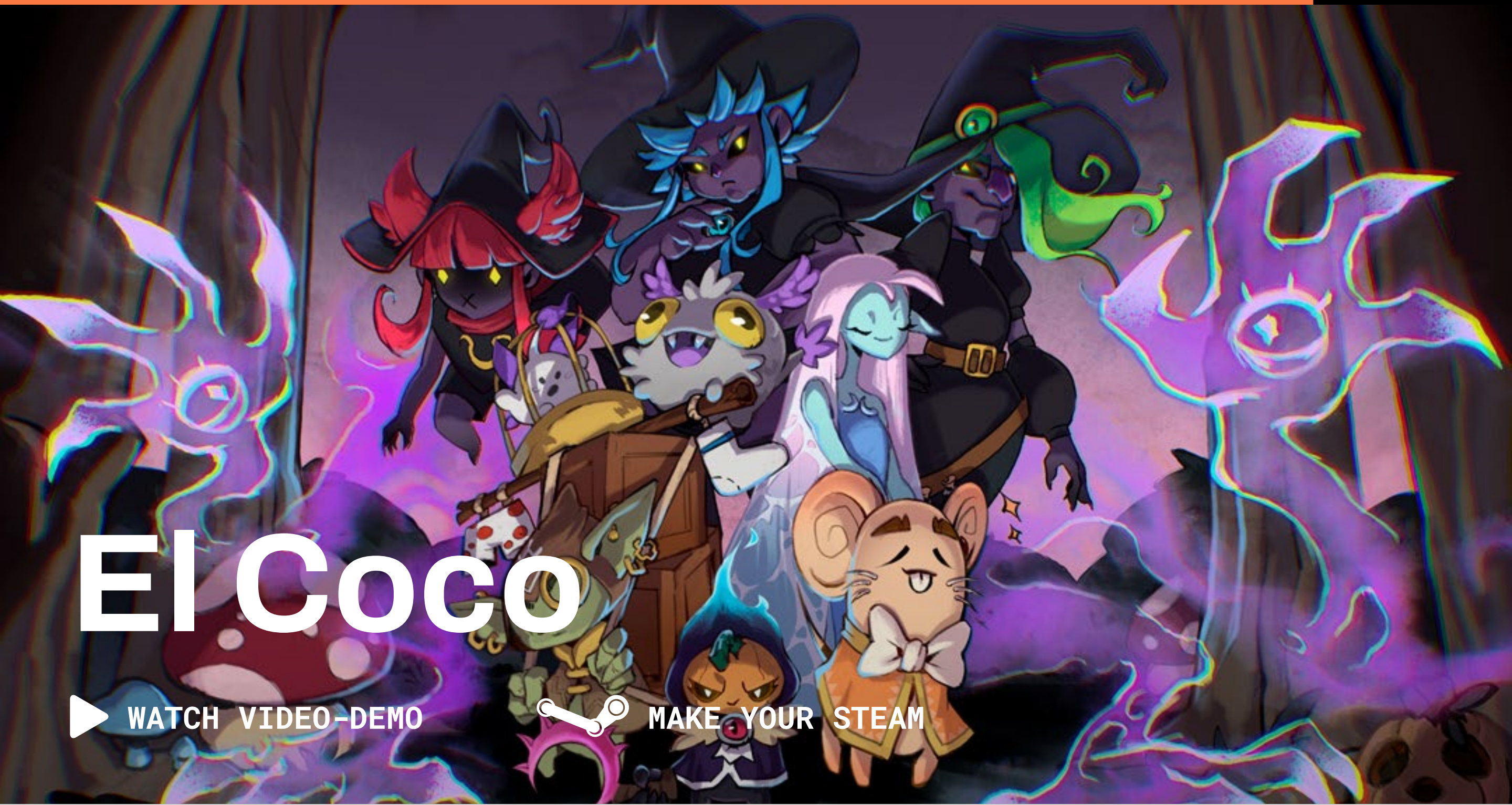
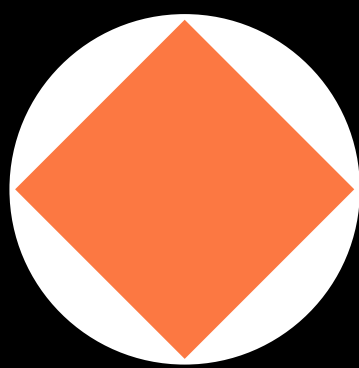
QUASAR FACTORY GAMES is a company within BackGRID, where we have nearly a decade of experience in custom software development for businesses. We have expertise in web, desktop, and mobile application development, and have even built our own ERP software, trusted by a growing number of clients every day. If you are looking for a technology solution, feel free to visit our main website.

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PLATFORM **NINTENDO SWITCH, PS4 / PS5, XBOX, PC** GENRE **ROGUELIKES** TARGET **3+**
STATUS **PRE-LAUNCHED** LAUNCH DATE **28/11/2025** LOOKING FOR **PUBLISHERS,**
FINANCING, CO-DEVELOPMENT

El Coco is a 3D roguelike action game that immerses us in the story of a boy trapped in The Uncertain, a place inhabited by creatures of dreams and nightmares.

Waking up without memories and surrounded by the unknown, the boy meets his first guide: El Coco. This disturbing figure promises to help him recover his memory and return home... but only if he dares to descend into the Hole and face the nightmares that haunt him.

RECOTECHNOLOGY is a company founded by professionals from the entertainment and media industries with extensive experience in the video game sector. Our goal is to become a leading game development studio and publisher in the video game and new technology market. The company’s vision is to be part of the ongoing transformation of the video game business, from physical and digital distribution to its convergence with other forms of entertainment and industrial applications. We aim to create and develop our own IPs, and once established, expand them beyond video games through a cross-media strategy that enhances monetization via partnerships with publishers, audiovisual producers (animation series, TV), merchandising, and toys. We strive to remain at the forefront of innovation in video games and technological transformation. The new revolution is already here.

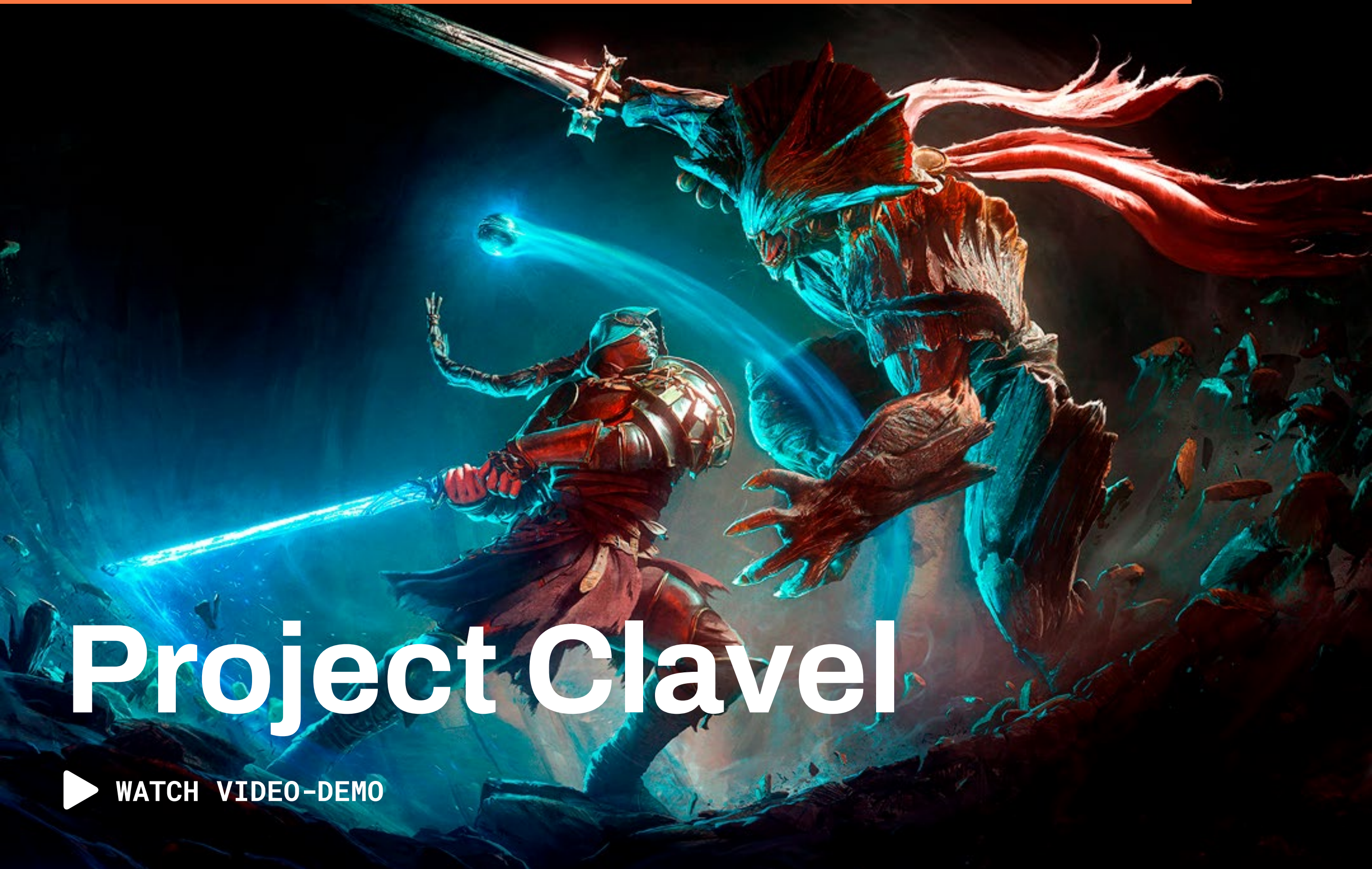
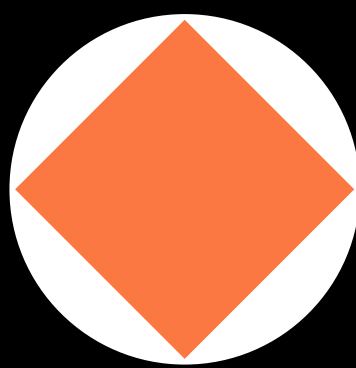
PORTFOLIO **BRATZ RHYTHM & STYLE / BABY SHARK: SING & SWIM PARTY / POCOYO PARTY**

CONTACT
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Project Clavel

▶ WATCH VIDEO-DEMO

PLATFORM **PS4 / PS5, XBOX, PC** GENRE **ADVENTURE** TARGET **16+**
STATUS **PLANNING: IN CONCEPT** LAUNCH DATE **02/11/2028**
LOOKING FOR **PUBLISHERS, FINANCING**

Project Clavel is a narrative action and adventure game set in a cursed fantasy world ornamented with folkloric Spain, where grief, legacy, and choice shape everything around you. It is a journey of fighting back against darkness, discovering a lost world, and understanding your own legacy — and how our deepest feelings have the power to change our reality.

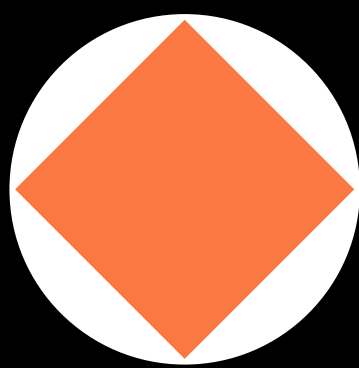
RED THRONE STUDIO is a Spain-based game studio specializing in narrative, action, and adventure games. Led by a compact core team with experience in character development, animation, stylized visuals, and story-driven production, the studio combines expertise in narrative pipelines and cinematic execution to craft the genre-defining experiences it is building.

CONTACT
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PLATFORM **NINTENDO SWITCH, PC** GENRE **NARRATIVE-DRIVEN** TARGET **12+**
STATUS **PRODUCTION** LAUNCH DATE **01/02/2027** LOOKING FOR **PUBLISHERS,**
TRANSLATION & LOCALIZATION

Kachin! is a narrative-driven simulation game, filled with humor and colorful characters. Play as Din Dino, the mob’s top ex-hitman, who runs away from their past to pursue their true passion: selling custom t-shirts. Design T-shirts, get to know your clients and confront your past!

REMULLA GAMES is a vibrant indie studio popping up from the sunny streets of Valencia. We specialize in crafting narrative-driven games that burst with color and appeal, populated by a diverse cast of characters, who tell their stories with emotion and humor.

PORTFOLIO **MUERTO DE RISA / BALEFIRE: ASHES TO ASHES**

CONTACT
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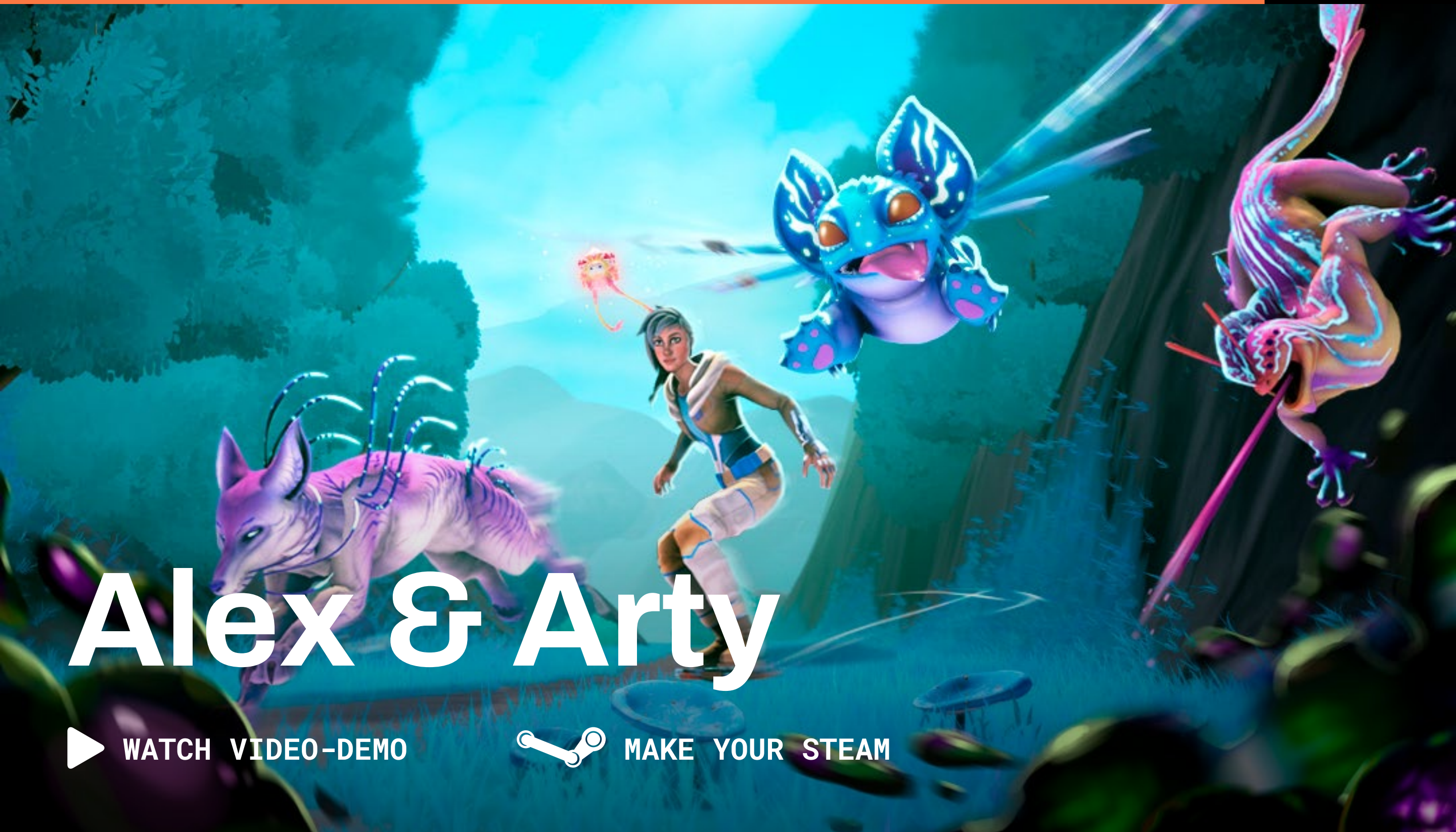
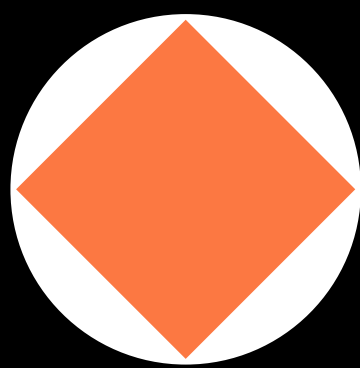


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Alex & Arty

▶ WATCH VIDEO-DEMO  MAKE YOUR STEAM

PLATFORM **PC** GENRE **ACTION-ADVENTURE** TARGET **12+** STATUS **PRE-LAUNCHED**
LOOKING FOR **PUBLISHERS, FINANCING**

Two souls. One mission. Play Alex to remove the pollution. Play Arty to interact with creatures!

On a planet at the brink of oblivion, a young dreamer and a lonely creature forge a bond capable of healing what greed and a rogue AI destroyed. Amidst ruins and toxins, an unexpected friendship is born that could bring light back to a world that no longer believed in hope.

Actions: Inverse Combat - Cleansing; Explore an incredible world!; Nurture a polluted world and build your own space; Act with the Planet Earth: your actions have an impact in real life! “

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. We create action-adventure games without weapons! Our diverse team values learning, growth and alignment with our purpose, embracing talent across all genders and ages.

With our 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.

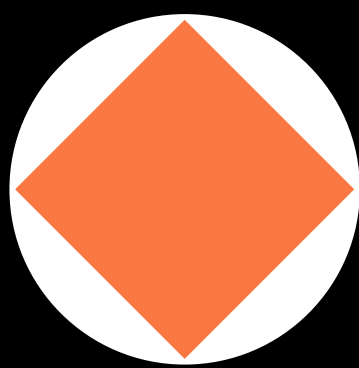
PORTFOLIO THOSE WHO CAME:HEALING SOLARUS / MASKS OF THE VOID:ORIGINS

CONTACT
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NeuroGlint

▶ WATCH VIDEO-DEMO

PLATFORM **PC, VR/AR** GENRE **CASUAL GAME** TARGET **3+** STATUS **PRE-LAUNCHED**
LAUNCH DATE **01/03/2026** LOOKING FOR **FINANCING, USER ACQUISITION**

NeuroGlint is an innovative B2B platform that uses video game-based environments, immersive technologies and behavioural science to analyse emotions, attention and user experience in real time. By combining serious games, interactive stimuli and advanced data analytics, NeuroGlint captures cognitive and emotional responses in a natural and engaging way. The solution is designed for sectors such as customer experience, health, education and organisational wellbeing, helping organisations better understand human behaviour, improve decision-making and design more empathetic, effective and user-centred digital and physical experiences

SPARKLING TECH SOLUTIONS is a deep-tech startup based in the Canary Islands, specialised in the development of innovative solutions rooted in video games, artificial intelligence, extended reality (XR) and neuroscience. The company leverages serious games, gamification and interactive digital environments to analyse behaviour, emotions and user experience in sectors such as health, rehabilitation, education and customer experience. With a strong R&D focus and close collaboration with universities and research centres, Sparkling Tech Solutions transforms video game technologies into ethical, human-centred tools that support wellbeing, engagement and data-driven decision-making.

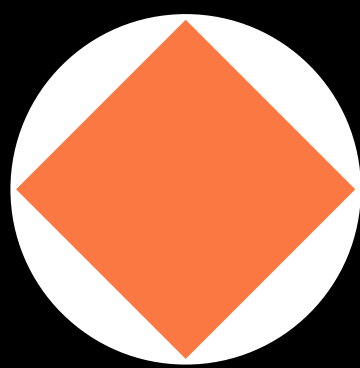
CONTACT
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CEO & Researcher
info@sparklingtech.es



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Debris Infinity

▶ WATCH VIDEO-DEMO

PLATFORM **NINTENDO SWITCH, XBOX** GENRE **ARCADE** TARGET **3+**
STATUS **POST-LAUNCHED** LAUNCH DATE **21/09/2018**
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 advanced 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 your 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

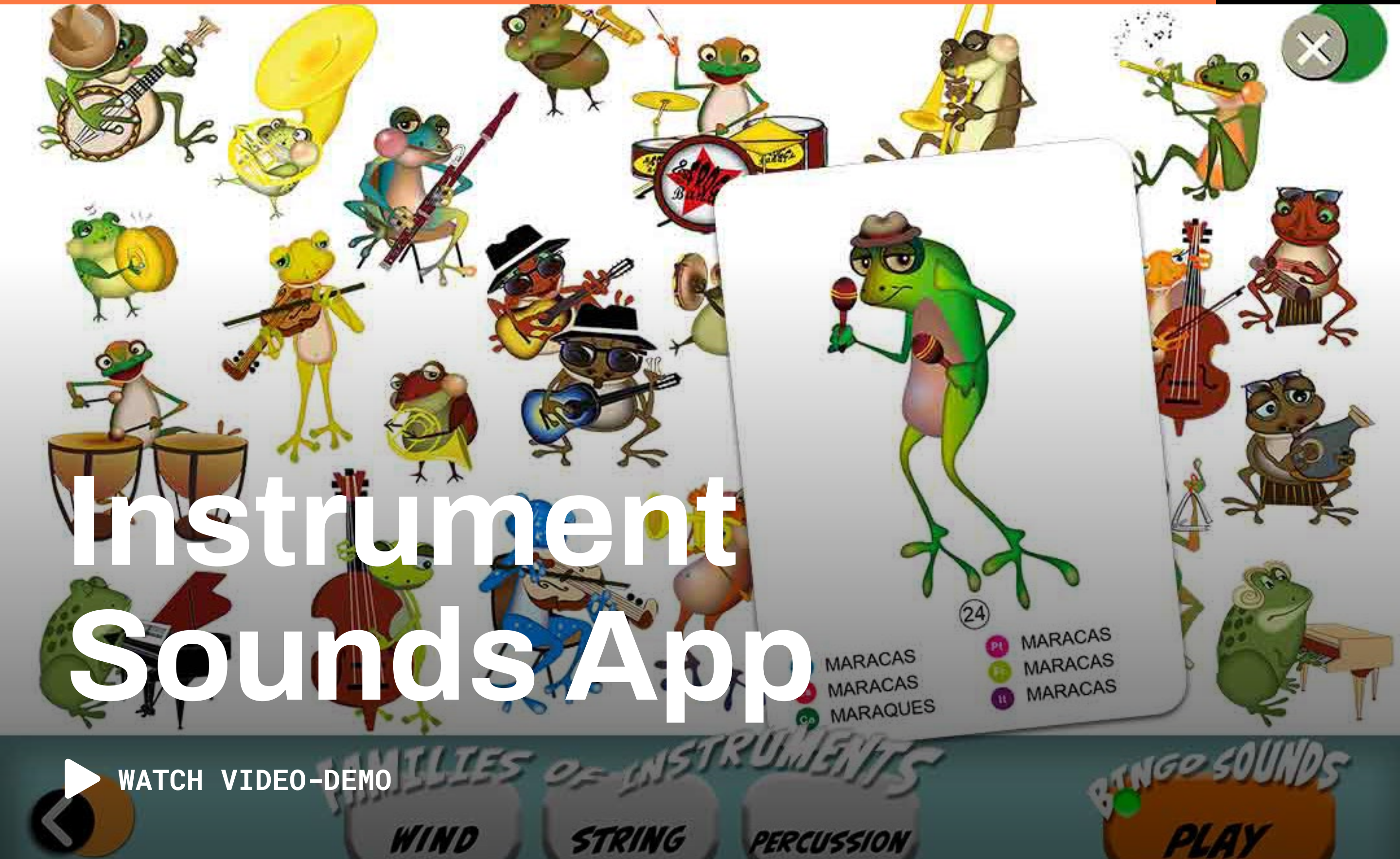
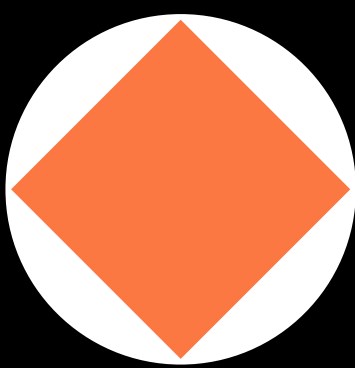
With more than 25 years of expertise, SVC Games is a small indie studio based in Santander, that creates highly polished videogames and applications with focus on engaging gameplay and memorable quality-feeling experiences. Our latest game, Debris Infinity, has earned numerous recognitions and it has 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.

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PLATFORM **MOBILE, VR/AR** GENRE **EDUCATIONAL** TARGET **7+** STATUS **PLANNING:**
IN CONCEPT LAUNCH DATE **31/12/2026** LOOKING FOR **USER ACQUISITION**

Instruments Sounds App is an interactive educational application developed in Unity that introduces users—especially children—to musical instruments through sound, visuals, and playful card-based interactions. The app combines instrument audio, animated characters, and localized content to create an engaging learning experience across multiple languages. Using a structured UI flow, addressable assets, and scalable architecture, the project is designed to be easily expandable with new instruments, cards, and activities. The goal is to foster musical curiosity, auditory recognition, and early learning through intuitive and accessible gameplay.

TANGIBLE FUN

At Tangible Fun, we design multi-platform digital stories and educational games covering key learning areas for the educational development of preschool and primary school children. Our video games are carefully enhanced with tangible physical resources, making learning a more meaningful, enriching, and genuinely engaging experience for young players and their families.

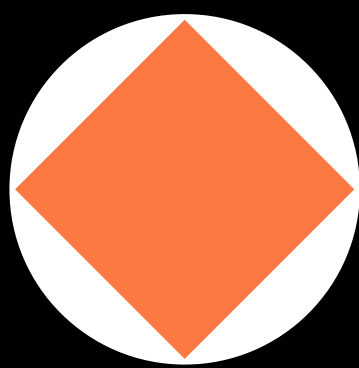
PORTFOLIO **HONEY TINA & BEES, MUSIC GAMES / THE FROGGY BANDS / NINI LEARNS TO COUNT**

CONTACT
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Co-Founder
info@tangiblefun.com



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IGYTFB



Focus - Train your Brain

▶ WATCH VIDEO-DEMO  MAKE YOUR STEAM

PLATFORM **MOBILE** GENRE **BRAIN TEASER** TARGET **3+** STATUS **POST-LAUNCHED**
LOOKING FOR **USER ACQUISITION, MARKETING & PR, PARTNERSHIP**

Focus - Train your Brain is a cognitive stimulation app by Tellmewow designed to keep the mind active through fun, casual mini-games. Developed in collaboration with neuropsychologists, it targets five key areas: memory, attention, reasoning, coordination, and visuospatial skills. The app functions as a daily “”mental gym,”” offering personalized workout plans that adapt to the user’s level. It is particularly renowned for its senior-friendly interface, ensuring accessibility for the elderly. With progress tracking and diverse exercises, Focus makes maintaining brain health simple, engaging, and effective for users of all ages.

TELLMEWOW is a mobile game development studio based in Bilbao, Spain, specializing in casual puzzle games, educational games for kids and cognitive stimulation apps. Founded in 2015 and now part of Sandbox & Co, the company creates accessible digital experiences for all ages, with a unique focus on the senior and kids market. Their portfolio includes popular titles like Hangman, The Smurfs, Masha and The Bear or Focus Train Your Brain, often developed with neuropsychologists to ensure cognitive benefits. With over 1,000 million downloads, Tellmewow is dedicated to making gaming inclusive, user-friendly, and mentally stimulating for everyone from children to the elderly.

PORTFOLIO **HANGMAN / DEAL OR NO DEAL**

CONTACT
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hafo@sbxgroup.com

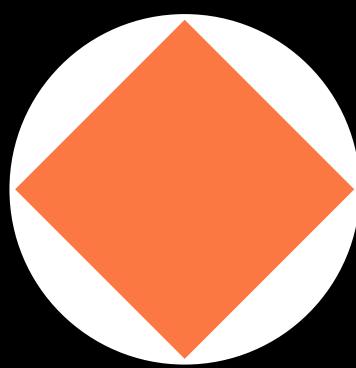


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Westlanders

PLATFORM **PS4 / PS5, XBOX, PC** GENRE **ADVENTURE AND PROGRESSION** TARGET **18+**
STATUS **PRODUCTION** LOOKING FOR **PUBLISHERS, FINANCING**

Westlanders takes players to survive the untamed wilds of the American Frontier in a cooperative Open World Survival Craft game based on the dangers that awaited at the end of the trail West. Become one of the pioneers that travelled beyond the frontier to build a new home.

THE BREACH STUDIOS is composed of a dynamic group of video game industry veterans with experience on some of the best titles across various platforms. We have combined this expertise to create The Breach Studios, a talented team capable of achieving remarkable things.

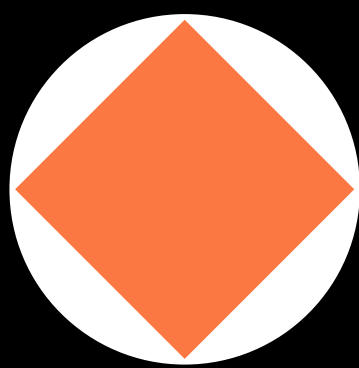
At The Breach Studios we have several development teams working on diverse video game projects for different platforms and at different scales. Our main goal is to push the boundaries of established genres with new and innovative ideas that deliver authentic and exciting experiences.

CONTACT
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All On Board!

PLATFORM **VR/AR** GENRE **VR GAME** TARGET **3+** STATUS **LAUNCHED**
LAUNCH DATE **27/02/2025** LOOKING FOR **USER ACQUISITION**

Built for people who love board games, All On Board! brings game nights back to life.

The laughter, the rivalry, the quiet focus before a decisive roll, it’s all here in VR/XR. Gather around a virtual table that feels real, no matter how far apart you are.

All On Board! is a tool that lets you enjoy digital versions of the tabletop games you love. The library includes free classics and reknown licensed titles sold separately as DLC (DLC purchase is required only to host, you can join any game with just the base app).

THE GAME KITCHEN is an independent game development studio based in Seville and Tenerife, Spain. Best known for the successful metroidvanias Blasphemous (2019) and Blasphemous II (2023), the studio is also behind acclaimed titles such as the point-and-click adventure The Last Door (2013), NINJA GAIDEN: Ragebound (2025), The Stone of Madness (2025), and All On Board! (2025), a constantly evolving VR platform that allows players to create, share, and enjoy board games with friends.

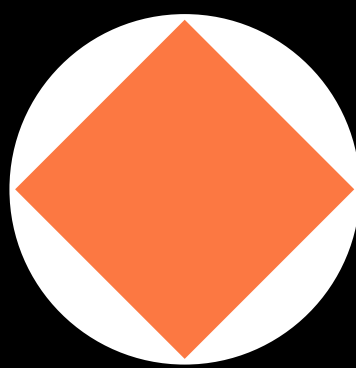
PORTFOLIO **BLASPHEMOUS I & II / NINJA GAIDEN: RAGEBOUND / THE LAST DOOR**

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Toymaker: Threads of Joy

 WATCH VIDEO-DEMO  MAKE YOUR STEAM

PLATFORM **NINTENDO SWITCH, PC** GENRE **CRAFTING SIMULATOR** TARGET **12+**
STATUS **PRODUCTION** LOOKING FOR **PUBLISHERS, FINANCING, TRANSLATION & LOCALIZATION**

Toymaker is a toy-crafting and store management simulator set in the 1910s Spain. Meet unique customers and colorful locals in a bustling city, and discover a magical story based on a folk legend. Follow two different mythic paths, and change the future of your hometown!

UPRISING STUDIOS is an independent video game studio from Spain. It was born in 2017 with the goal of creating unique interactive and narrative experiences. Their first project, Scarf, a poetic adventure about what it means to be a hero, was funded by THQ Nordic and published by Handy Games in late 2021. Scarf was released in Steam, Play Station and Xbox as well as offered through Prime Gaming. Uprising Studios is currently developing Toymaker, a crafting video game that takes place in Salamanca, Spain, in the early 1910s. Players will create unique plushies in an old workshop full of stories and charm.

PORTFOLIO **SCARF**

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contact@uprising-studios.com

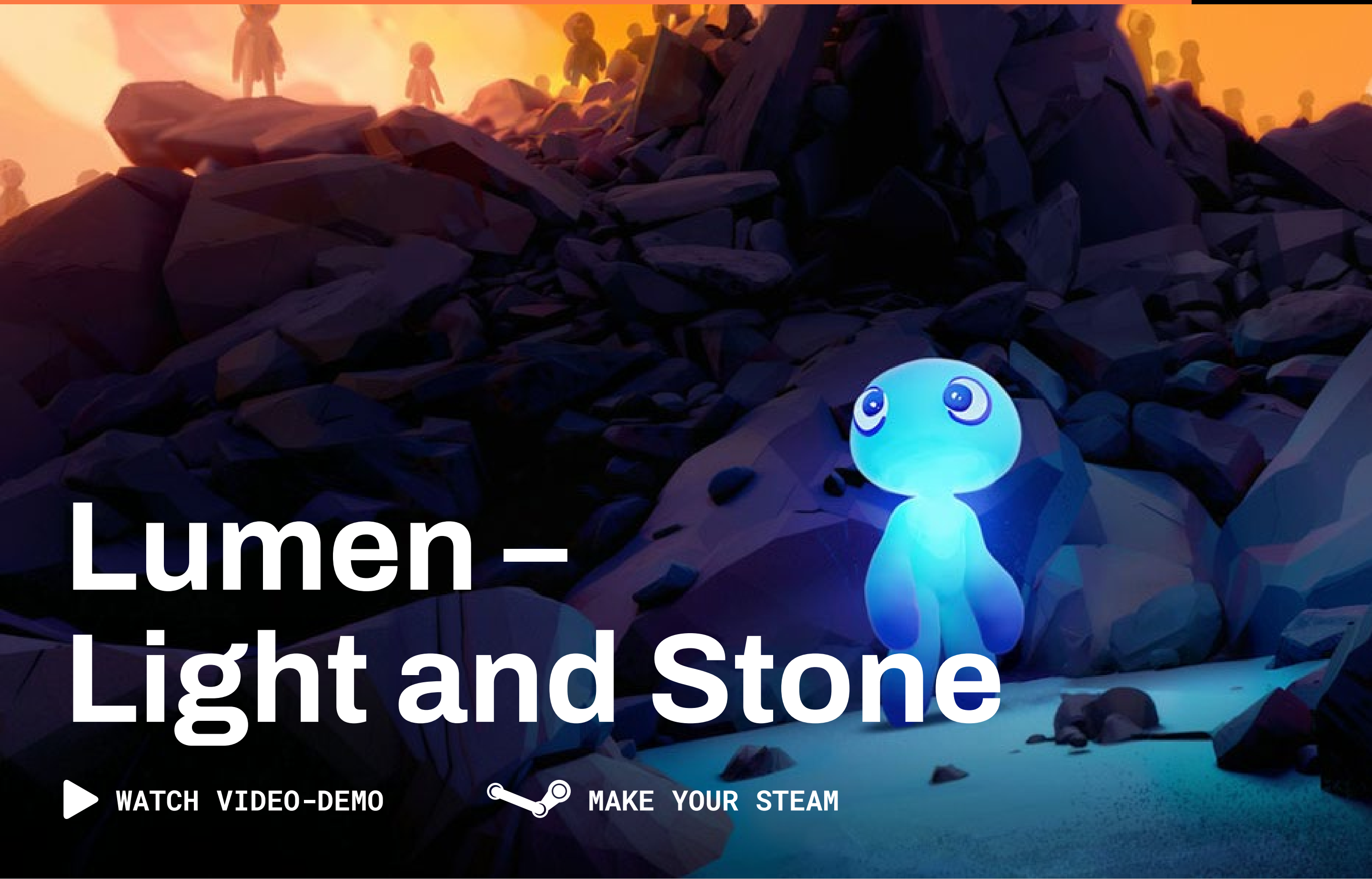
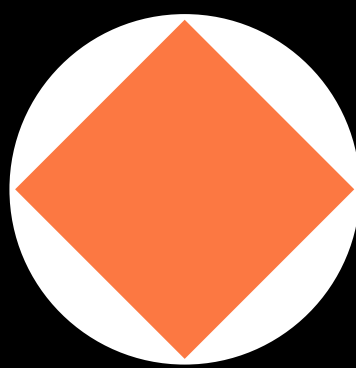


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Lumen – Light and Stone

 WATCH VIDEO-DEMO  MAKE YOUR STEAM

PLATFORM **VR/AR** GENRE **CASUAL GAME** TARGET **12+** STATUS **PRODUCTION**
LOOKING FOR **PUBLISHERS, FINANCING, MARKETING & PR**

Lumen – Light and Stone is the company’s first game and tells a story of grief, healing, and the creation of a new family unit through an adventure of friendship and companionship, set in a magical world of stone and light. It is a narrative platformer that delves into the emotions of Lumen, the protagonist, through thoughtfully designed puzzles, accompanied by immersive and emotionally charged art and sound.

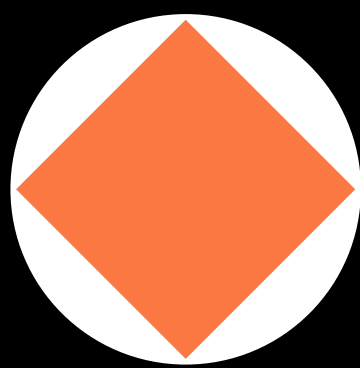
VANOVA is an independent and creative audiovisual and game development studio based in Barcelona, focused on creating and producing artistic and immersive content. The studio was founded with the goal of developing original ideas that merge different formats and genres, including films and video games, aimed at diverse audiences.

CONTACT
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Crisol: Theater of Idols

▶ WATCH VIDEO-DEMO  MAKE YOUR STEAM

PLATFORM **PS4 / PS5, XBOX, PC** GENRE **ACTION-ADVENTURE** TARGET **18+**
STATUS **TESTING** LAUNCH DATE **16/02/2026** LOOKING FOR **FINANCING, OUTSOURCING**

Crisol: Theater of Idols, the debut of Vermila Studios, distils 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.

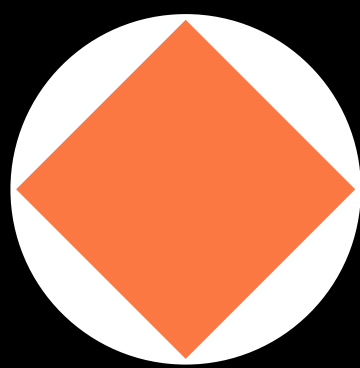
VERMILA STUDIOS is a boutique video game studio awardee of an Epic MegaGrant that creates projects and outsources high-end 2D, 3D, animation, and tech art services to other major studios worldwide. We are about to launch our game in early 2026, “Crisol: Theater Of Idols”, which even before its release has already received numerous awards and has a wish list on Steam of almost 200,000 people.

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Tales of Kid Goblin: Dawn of the Hero

PLATFORM **NINTENDO SWITCH, PS4 / PS5, XBOX, PC, MOBILE** TARGET **3+**
STATUS **PRODUCTION** LOOKING FOR **FINANCING, CO-DEVELOPMENT, USER ACQUISITION, MARKETING & PR**

Tales of Kid Goblin is a 2D puzzle and adventure video game developed by WhiteSword Games, combining classic design principles with a visual style inspired by 8-bit systems. Players guide Kid Goblin through a series of fixed-camera puzzle temples, where careful planning of each movement is essential to avoid falling into the void. Gameplay centers on tile-based puzzles, enhanced by special mechanics, timed challenges, and replayable variations. The experience gradually expands toward an interconnected world structure with non-linear progression and exploration. Save Games Studio participates in the project as publisher, supporting its development and positioning within the Spanish independent games landscape.

WHITESWORD STUDIO is an independent Spanish game development studio focused on the creation of 2D video games with a strong emphasis on gameplay-driven design. The studio is led by a developer with extensive professional experience on high-profile international productions, bringing a solid background and industry expertise to its projects. WhiteSword Games draws inspiration from classic game mechanics, particularly from the 8-bit and 16-bit eras, reinterpreted through modern development practices. Its work prioritizes accessible yet challenging experiences, built around carefully crafted systems and a clear, readable visual style.

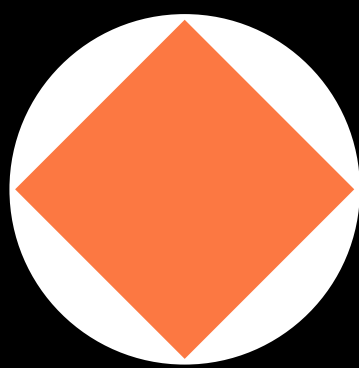
PORTFOLIO **TALES OF KID GOBLIN: PUZZLE CRUSH!!**

CONTACT
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CEO & Art Director
whitesword.sgp@gmail.com



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PLATFORM PC, PS5 AND XBOX SERIES S AND X GENRE ACTION RPG TARGET 18+
STATUS IN PRODUCTION LOOKING FOR GAMES FOR PUBLISH OR DISTRIBUTE

The Blood of Dawnwalker is an open-world dark fantasy action RPG set in 14th-century Europe. You play as Coen, human by day and vampire by night, fighting to save your family in a story shaped by your actions and the secrets you uncover.

BANDAI NAMCO ENTERTAINMENT IBÉRICA

Part of the Japanese Bandai Namco Group, a leader in the global entertainment industry, Bandai Namco Entertainment Iberica publishes and distributes video games and entertainment products in Spain and Portugal. Based out of our office in Madrid we’re responsible for distributions of our own brands like PAC-MAN, TEKKEN and DARK SOULS along many others... as well as the distribution of partners like Electronic Arts, Ubisoft, Square Enix, CD Projekt or Koei Tecmo.

PORTFOLIO ELDEN RING / TEKKEN 8 / LITTLE NIGHTMARES 3

CONTACT
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Business Development Manager
camusategui@bandainamcoent.eu

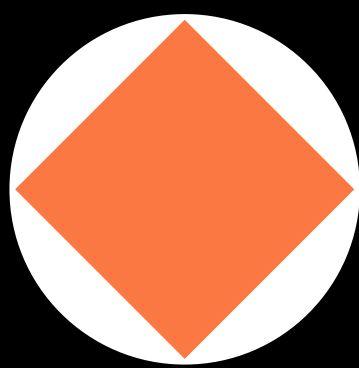


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Focus Train Your Brain

▶ WATCH VIDEO-DEMO

PLATFORM **MOBILE** GENRE **HEALTH & FITNESS** TARGET **3+** STATUS **POST-LAUNCHED**
LOOKING FOR **PUBLISHERS**

Focus – Train Your Brain is a science-backed app offering 30+ expert-designed games to boost memory, concentration, and mental agility. Developed in partnership with Cruces University Hospital, it delivers a guided, personalized training experience aligned with each user’s cognitive objectives. Its varied, engaging games strengthen five essential areas: Attention, Memory, Reasoning, Coordination, and Visuospatial skills. Trusted by over 2 million users and leading telecom partners, Focus delivers proven results—making cognitive improvement both accessible and genuinely fun.

COOLMATH GAMES BY TELMEWOW

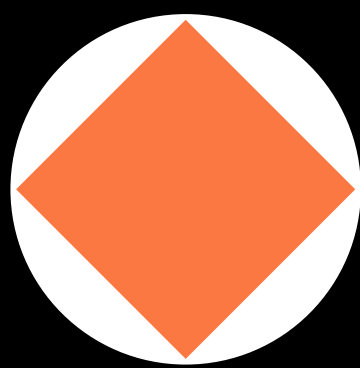
Mobile products with WOW factor. CoolMathGames.com by Tellmewow is a premier web and mobile game publisher with offices in Spain & USA. Our leading web gaming platform Coolmath Games is the #1 “fun+thinking” gaming website, with over 30 million monthly users. We are a young team of professionals who are passionate about designing awesome projects. We love our work and we make our best to bring you high-quality digital content.

CONTACT
Abhinav Arya
President



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Beholgar

PLATFORM **NINTENDO SWITCH, PS4 / PS5, XBOX, PC** GENRE **METROIDVANIA**
TARGET **12+** STATUS **LAUNCHED** LAUNCH DATE **26/01/2024**
LOOKING FOR **PUBLISHERS**

Beholgar is a retro-inspired 2D action-adventure game that blends classic platforming with modern design. Players explore a dangerous world filled with monsters, traps, and hidden secrets as they uncover the story of a warrior chosen to break an ancient curse. With precise combat, challenging environments, and a nostalgic pixel-art style, Beholgar delivers an immersive journey for fans of old-school Metroidvania-style experiences.

DOLORES ENTERTAINMENT is an independent video game developer and publisher focused on delivering creative, engaging, and accessible experiences to players around the world. With a diverse portfolio spanning multiple genres and platforms, the company specializes in supporting innovative projects and helping developers reach new audiences. Known for its dedication, flexibility, and hands-on approach, Dolores Entertainment works closely with studios to ensure high-quality releases on consoles, PC, and digital storefronts.

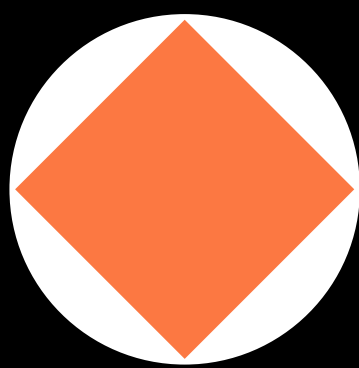
PORTFOLIO **AMBER ALERT / A PIZZA DELIVERY**

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CEO
dnavarro@doloresentertainment.com



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Two Strikes

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

PLATFORM **NINTENDO SWITCH, PS4 / PS5, XBOX, PC, MOBILE** GENRE **FIGHTING**
TARGET **16+** STATUS **POST-LAUNCHED** LAUNCH DATE **23/05/2025**
LOOKING FOR **IP COLLABORATIONS**

Dive into the very heart of ancient Japan in Two Strikes, a 2D combat extravaganza featuring breathtaking and meticulously crafted hand-drawn animations that b...Dive into the very heart of ancient Japan in Two Strikes, a 2D combat extravaganza featuring breathtaking and meticulously crafted hand-drawn animations that bring every moment to life. As a fearless samurai, a disciplined warrior monk, or a daring and unpredictable outlaw, you will engage in electrifying one-on-one duels where every single strike you make could easily be your last.

ENTALTO PUBLISHING is the publishing arm of Entalto, a video game developer and publisher from northern Spain.
Founded in 2021 and consisting of professionals with more than a decade in the videogame industry, Entalto positions itself as a publisher for all, fully focused on supporting sustainable developments from teams all over the world, always prioritising deals where the developer is the one who sees the biggest cut.

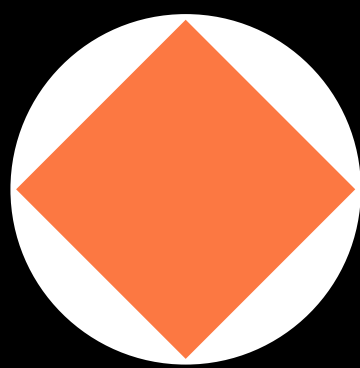
PORTFOLIO **SHOGUN SHOWDOWN, KNIGHTICA**

CONTACT
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CEO
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Baptiste

▶ WATCH VIDEO-DEMO



MAKE YOUR STEAM

PLATFORM **NINTENDO SWITCH, PS4 / PS5, XBOX, PC** GENRE **HORROR** TARGET **16+**
STATUS **PRE-LAUNCHED** LAUNCH DATE **26/03/2026** LOOKING FOR **FINANCING**

Baptiste is a psychological horror game that follows Sara and her son Tom as they seek a fresh start at Jagged Shore Cliff, a remote cliffside home in the UK. The game immerses players in a first-person experience filled with intense atmosphere, eerie sound design, and unsettling visuals. The story revolves around a cursed doll named Baptiste, locked in a glass cabinet with a warning never to free it. Players must explore, solve puzzles, and struggle to maintain their sanity as horror and mystery unfold. Baptiste is set for release on PC, PlayStation 5, Xbox Series X, and Nintendo Switch 2.

FIRENUT GAMES is a Spanish indie game publisher and developer offering a range of services including game development, marketing, communication, and porting for multiple platforms. They focus on unique, narrative-driven, and horror-themed games, supporting independent developers with solid teams and creative projects. Firenut Games carefully selects a few titles to treat with dedicated care, aiming to bring innovative and immersive gaming experiences to a broad audience, especially through consoles.

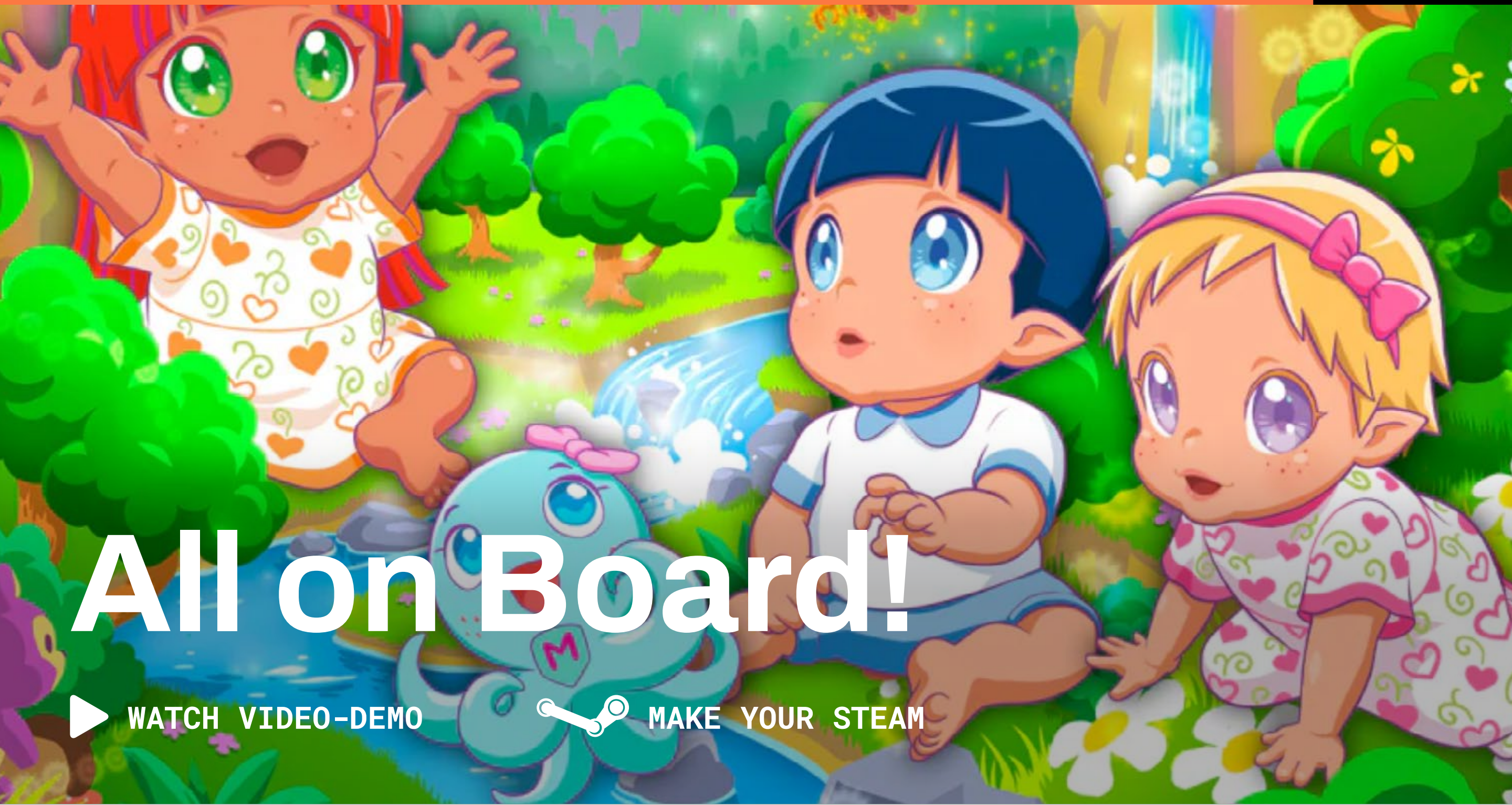
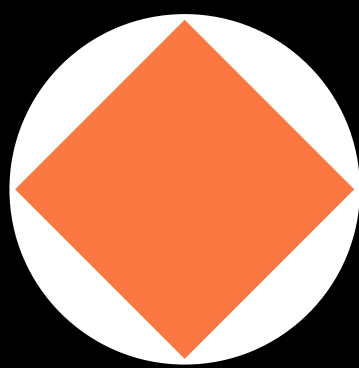
PORTFOLIO **BACKROOMS** **LEVEL X** / **LEGENDS** **BMX**

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Owner
info@firenut.es



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All on Board!

▶ WATCH VIDEO-DEMO 🔗 MAKE YOUR STEAM

PLATFORM **PC, VR/AR** GENRE **SIMULATION, STRATEGY, INDIE, CASUAL, RPG**
TARGET **18+** STATUS **PRODUCTION, TESTING** LAUNCH DATE **01/01/2026**
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.

GAME TROOPERS started as a Microsoft Store specialized publisher and expanded to other gaming platforms applying the same formula. We focus on providing the best visibility for our games applying a strong social media strategy and doing the best set up on the publishing side to make your game be noticed.

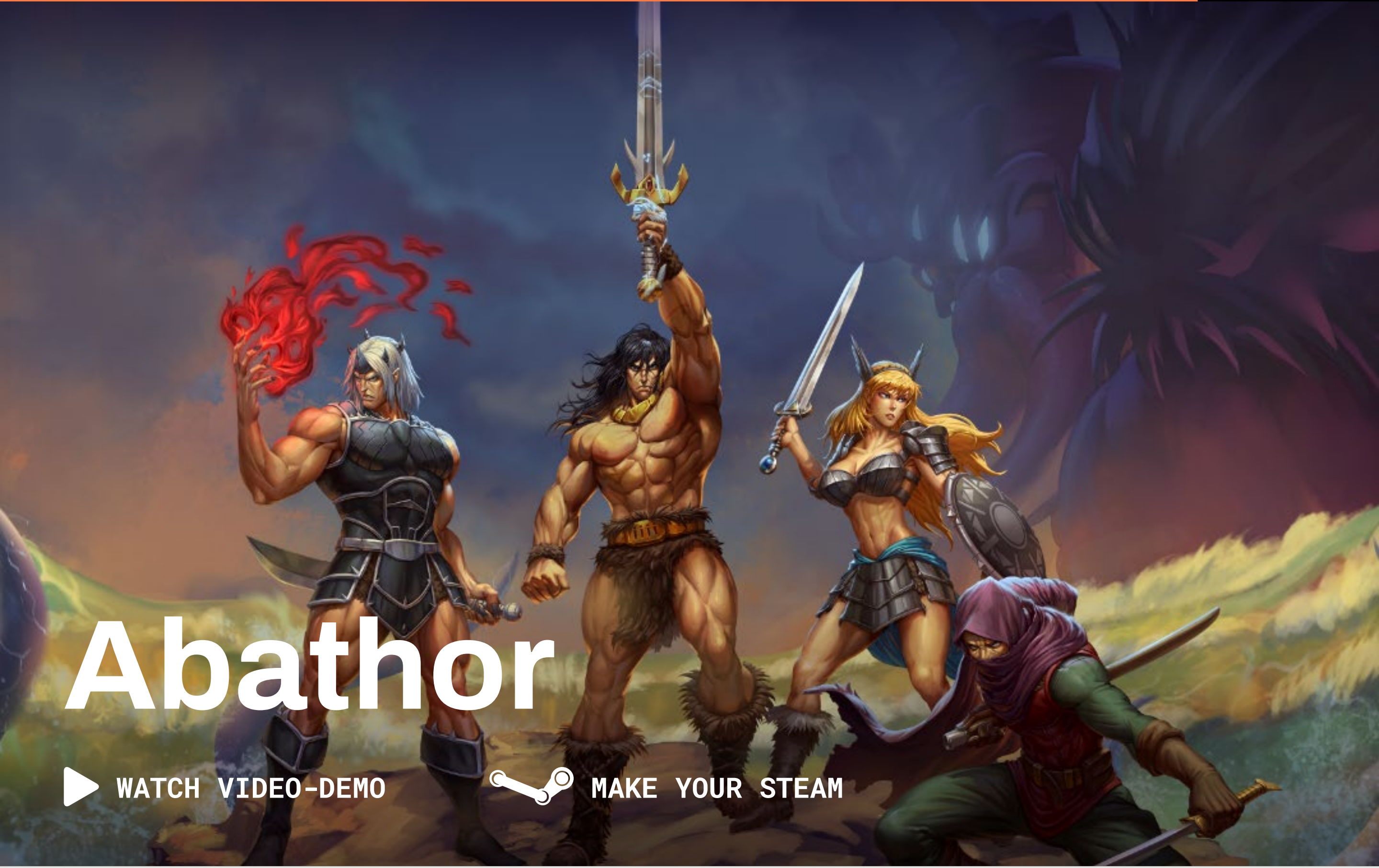
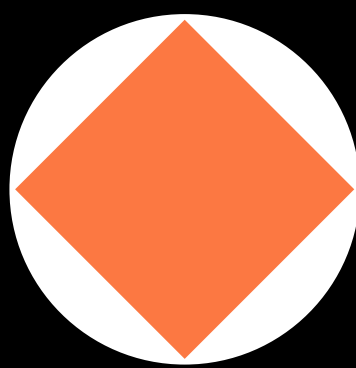
PORTFOLIO **IMPERIA ONLINE / FORGOTTON ANNE / TINY TROOPERS**

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PLATFORM **NINTENDO SWITCH, PS4 / PS5, XBOX, PC** GENRE **ACTION-ADVENTURE**
TARGET **12+** STATUS **LAUNCHED** LAUNCH DATE **25/07/2024**

Abathor is a challenging 2D action platformer for solo play or up to 4 players. Embark on an epic 16-bit quest inspired by Golden Axe, Rastan, and Castlevania IV. Traverse Atlantis, battle demons, and defeat vicious bosses to save your progress! Enjoy an amazing OST from classic-era musicians!

JANDUSOFT is a Catalanian game company based in Barcelona, with a strong track record of mobile, PC, and console titles. Over the years the company has grown steadily and shifted its focus toward brand new PC and console experiences. JanduSoft also offers publishing and porting services to external developers, helping bring their games to all platforms. Led by people who have shipped multiple games globally, the team combines passion, experience, and a commitment to quality.

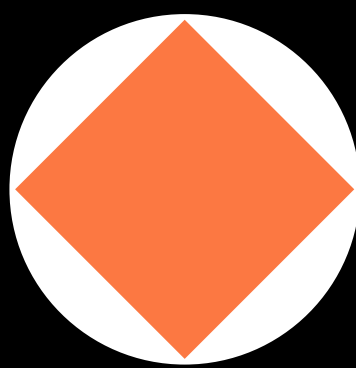
PORTFOLIO **FARLANDS / THE LAST CASE OF JOHN MORLEY**

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CEO
jandujar@jandusoft.com



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Luna’s Room

PLATFORM **PC** GENRE **POINT & CLICK** TARGET **16+** STATUS **PRODUCTION**
LOOKING FOR **FINANCING, CO-DEVELOPMENT, USER ACQUISITION, MARKETING & PR, DEVELOPMENT STUDIES TO SUPPORT**

A mysterious room where the walls seem to bubble with memories. Luna awakens with no recollection of how she arrived, accompanied only by her cat, Miga. Beyond a door stands a horned guardian who speaks in riddles. Will you help Luna uncover the secrets hidden within the room?

SAVE GAMES is a versatile and experienced video game developer and publishing partner specializing in innovative interactive experiences, immersive VR solution... Save Games is a versatile and experienced video game developer and publishing partner specializing in innovative interactive experiences, immersive VR solutions, and richly narrative-driven titles. We actively support creators with production, localization, marketing, and both physical and digital distribution, helping to bring ambitious independent projects to global audiences with craftsmanship, clear strategy, and a genuine commitment to creative identity.

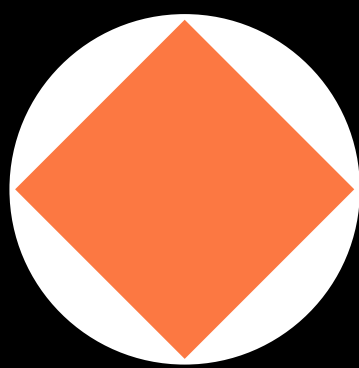
PORTFOLIO **FOOTBALL CARDS / MATCH PALADINS / SEMANA SANTA NAZARENO SURVIVOR**

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CEO & Art Director
jabrincau@savegames.es



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Terrifier: The ARTcade Game

 MAKE YOUR STEAM

PLATFORM **NINTENDO SWITCH, PS4 / PS5, XBOX, PC** GENRE **BEAT'EM UP** TARGET **18+**
STATUS **LAUNCHED** LAUNCH DATE **21/11/2025** LOOKING FOR **PUBLISHERS,**
OUTSOURCING, TRANSLATION & LOCALIZATION, MARKETING & PR, PRODUCERS

Step into a world of pixelated carnage with Terrifier: The ARTcade Game, a gory retro fighting beat ‘em up packed with intense action, dark humor, and tons of fun! Inspired by the classic beat ‘em up games of the 80s and 90s. Become Art The Clown, the sinister and unpredictable villain from the Terrifier series, as you unleash chaos across a variety of locations. Each stage is a movie set where a film about Art is being produced, but you’re here to disrupt the show!

SELECTA PLAY is the video game publishing label of Selecta Visión, the company’s dedicated branch for bringing games to players everywhere. Selecta Play is the video game publishing label of Selecta Visión, the company’s dedicated branch for bringing games to players everywhere. Working closely with talented studios that create unique video game experiences, Selecta Play helps them publish their titles in both physical and digital formats, reaching audiences across Europe and worldwide.

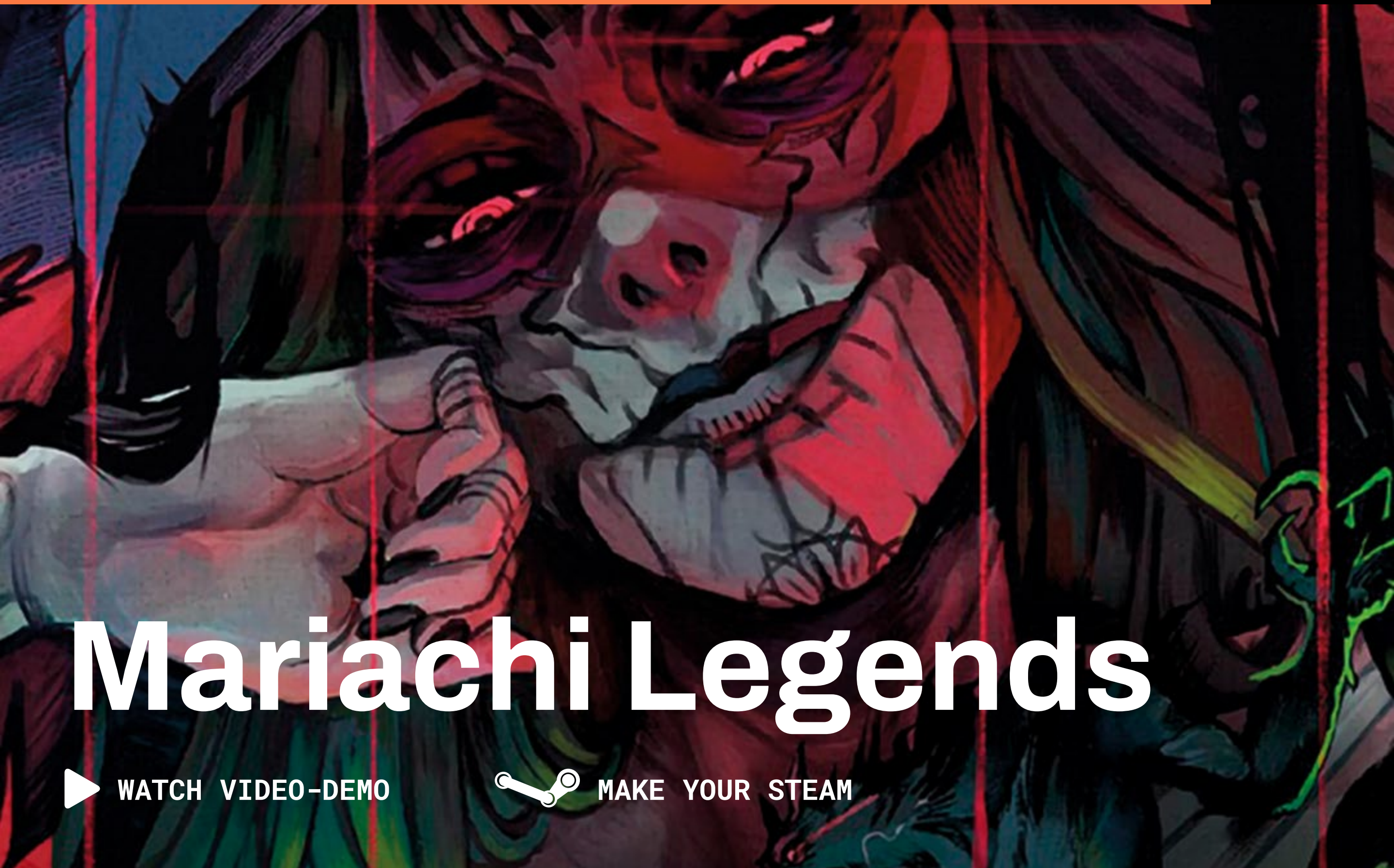
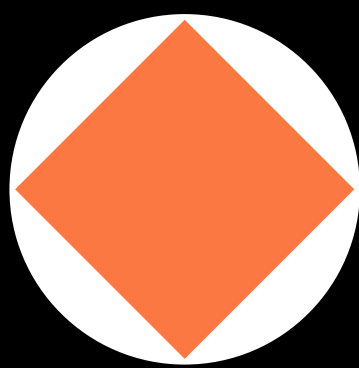
PORTFOLIO **LUTO / MASTERCHEF**

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Mariachi Legends

▶ WATCH VIDEO-DEMO  MAKE YOUR STEAM

PLATFORM **PLAYSTATION 5, XBOX SERIES X/S, NINTENDO SWITCH, PC (STEAM AND EPIC)** GENRE **METROIDVANIA** STATUS **IN DEVELOPMENT**
LOOKING FOR **PHYSICAL DISTRIBUTION**

Mariachi Legends is a brutal, pixel art, combat-oriented Metroidvania set in the heart of Mexico. You play as Pablo Cruz, a detective who has agreed to a deal with Death herself. She has given Pablo the ability to transform into the mighty La Sombra, allowing him to fight back against evil.

TESURA GAMES is a Spanish video game publisher and distributor. Formed by an enthusiastic team of professionals, indie games lovers, we are willing to give our all to make the most out of our titles. Our goal is to bring partners the longing existence in the industry, as well as all different types of games to cover market needs. The broad catalog of games, edited and distributed in Spain and internationally, is not just a coincidence, but the fruit of a team that lives and breathes video games.

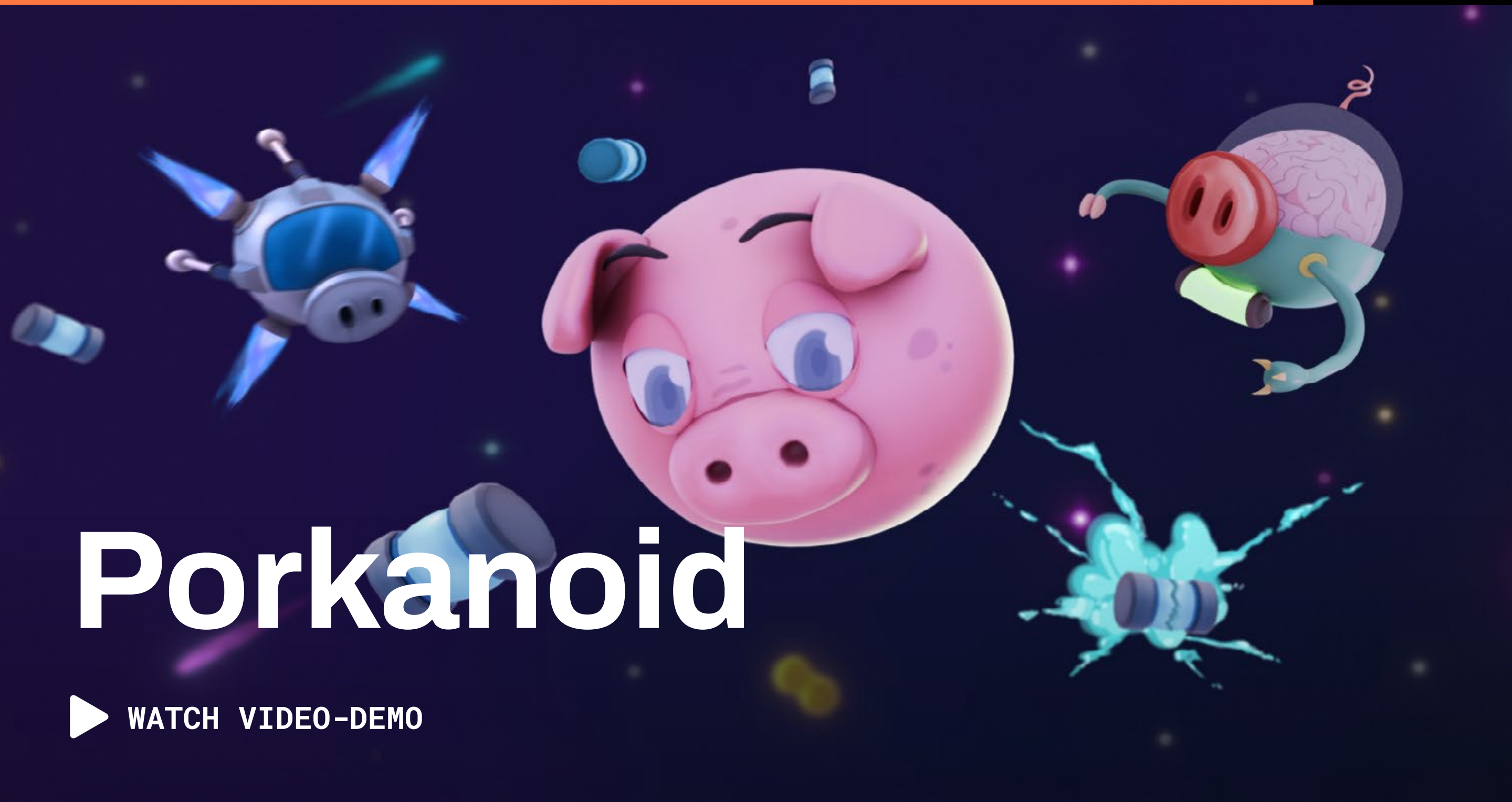
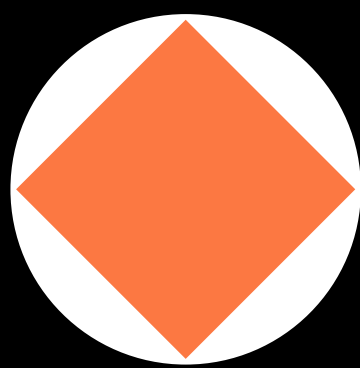
PORTFOLIO **PAMPAS & SELENE / OPERATION HIGHJUMP / EDEN GENESIS**

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Porkanoid

▶ WATCH VIDEO-DEMO

PLATFORM **PC FIRST** GENRE **INCREMENTAL, ROGUELIKE, CASUAL, ROGUELITE, ACTION ROGUELIKE, BULLET HELL, BULLET HEAVEN** TARGET **3+** LOOKING FOR **FINANCING, CO-PUBLISHING, DISTRIBUTION**

Rescue your friends, trapped in their cosmic worlds, by smashing floating brick circles with your pig-headed ball... and keep moving if you don't want to lose it after too many rebounds. Master a fast-paced and highly addictive gameplay, unlock devastating power-ups, and combine innovative mechanics that turn every run into a unique experience as you slide in a rotating, piggy universe.

TROGLOBYTES GAMES is a full-fledged independent PC and console publisher studio based in sunny Barcelona, Spain. Troglobytes is a full-fledged independent PC and console publisher studio based in sunny Barcelona, Spain. The core team is made of both industry veterans and young talents working together toward a shared mission: to entertain and shock players all around the world with juicy, engaging, and addictive gameplay mechanics, unconventional aesthetics, and unique stories.

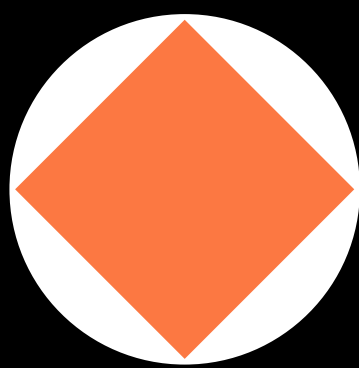
PORTFOLIO **BLIND FATE: EDO NO YAMI / THE KINDEMAN REMEDY / RAILGODS OF HYSTERRA**

CONTACT
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ALGON GAMES is a dynamic and innovative company specializing in the intersection of esports, gaming, and education. We create immersive digital environments and experiences that blend entertainment with education, fostering community engagement and promoting skill development. Our mission is to build bridges between traditional education and the world of gaming, offering unique and engaging pathways for learners and professionals alike.

PORTFOLIO **GRUPO PLANETA** / **GAMEBREAKERS** / **INSTITUTO DE EMPRESA**
(**IE UNIVERSITY**)

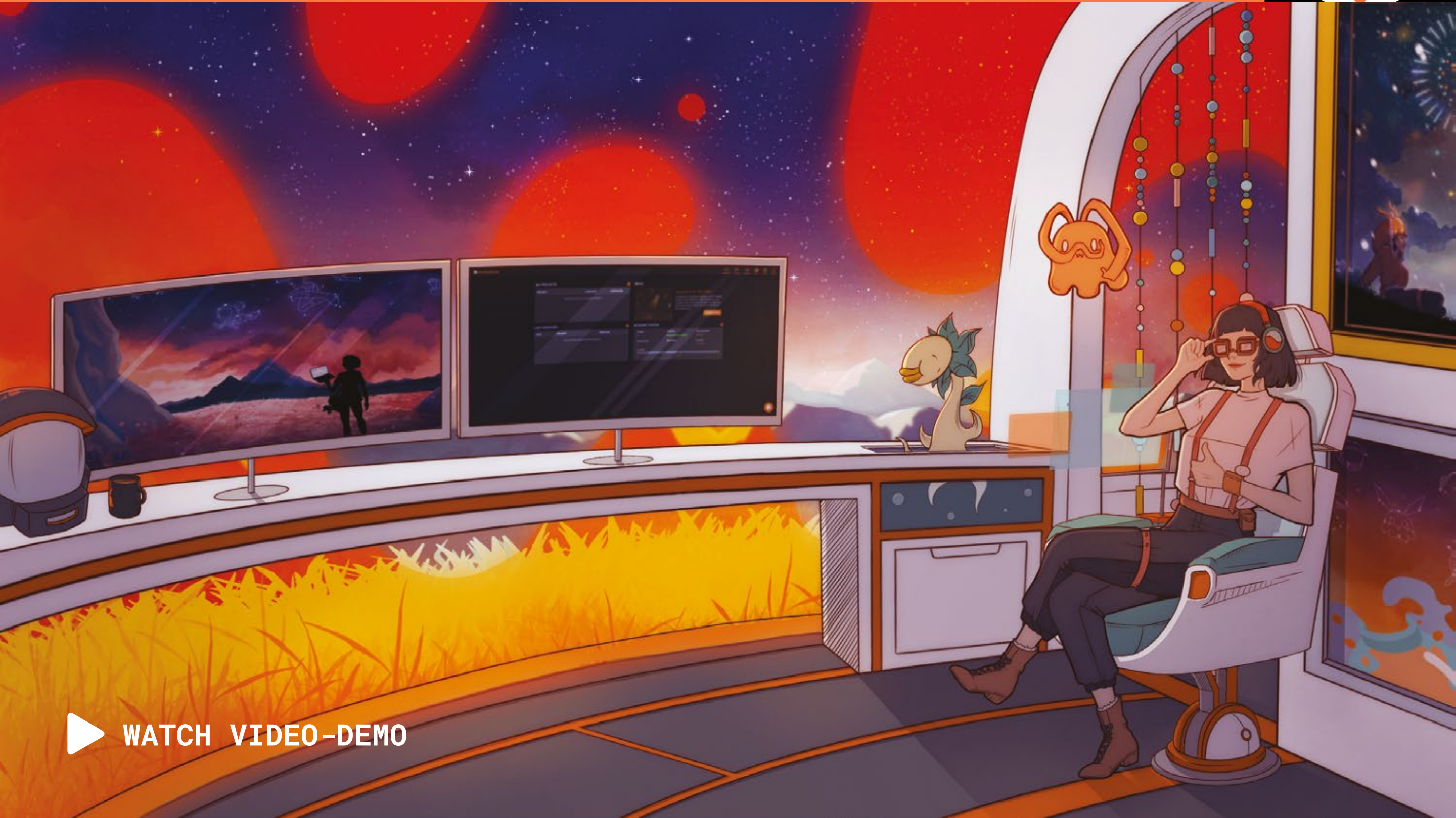
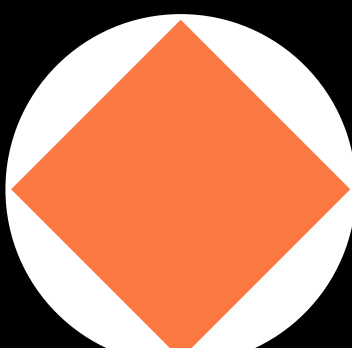
CONTACT
Álvaro Esteban Vázquez Sánchez
CEO
avazquez@algongames.com



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▶ WATCH VIDEO-DEMO

ANTIDOTE is one ecosystem to test and validate every phase of your game. We make it easy to gather feedback from your target players, helping you move forward with confidence and de risk your development process.

With our own player base, studios and publishers get actionable insights on player experience from concept to release, saving development time and costs. Core services cover user research and playtesting as well as market research. Use the platform self serve, or let our UX team manage everything end to end.

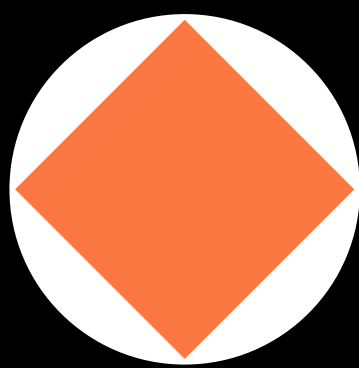
PORTFOLIO **CLAIR OBSCUR: EXPEDITION 33 (SANDFALL) / REMATCH (SLOCLAP) / ALAN WAKE II (REMEDY)**

CONTACT
Aleix Canals Pou
Co-Founder & CEO
aleix@antidote.gg



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▶ WATCH VIDEO-DEMO

BISUALA

We are a dynamic motion design studio specializing in the creation of captivating experiences within the realms of video games and advertising. Founded by Marc Vilarnau, our journey began with a passion for storytelling and a commitment to excellence. After honing our skills through years of freelancing and collaborating with diverse companies, we chose to establish Bisuala in the vibrant city of Bilbao, Spain. At Bisuala, we understand the power of emotion in connecting with audiences on a profound level. Through meticulous attention to detail, we craft narratives that resonate deeply, coupled with stunning visuals and immersive soundscapes. We believe that every project is an opportunity to evoke joy, wonder, or even introspection.

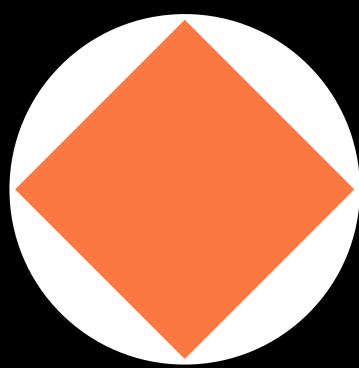
PORTFOLIO MATCHDAY-CHAMPIONS / SOULBOUND LEGIONS

CONTACT
Marc Vilarnau
Founder
marc@bisuala.com

Bisuala

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BITBOTNETWORKS

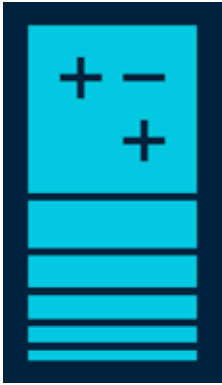
We help you build great multiplayer games. Our services include backend development, meta-game programming, and adapting single-player games for multiplayer. We are an experienced team of developers who love networks, challenges, and games.

We adapt to different models of collaboration, from co-development with full access to repositories and team meetings to scheduled deliveries of standalone software. Our recommendation? Every project has its own needs, so let’s sign an NDA and agree on what works best for you.

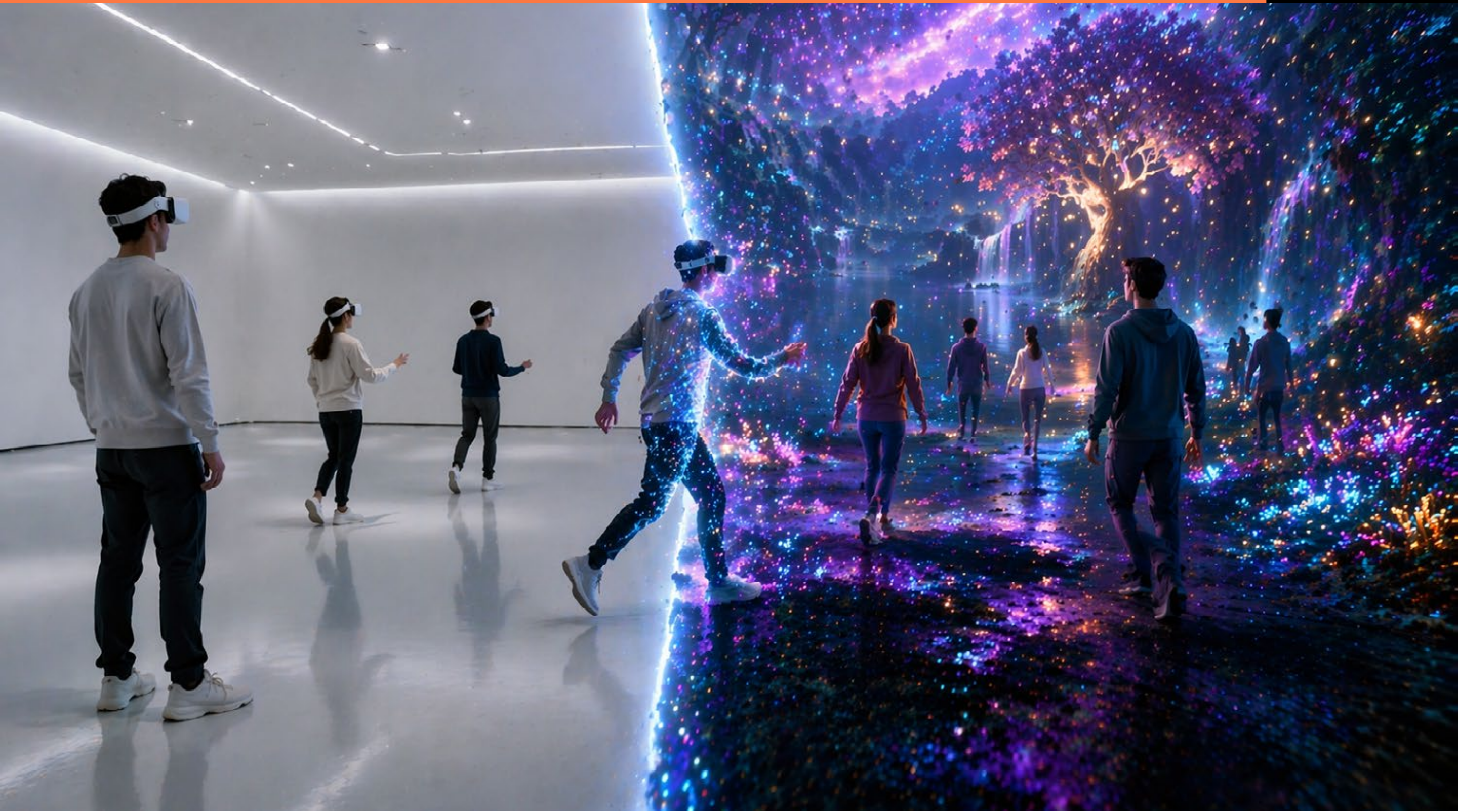
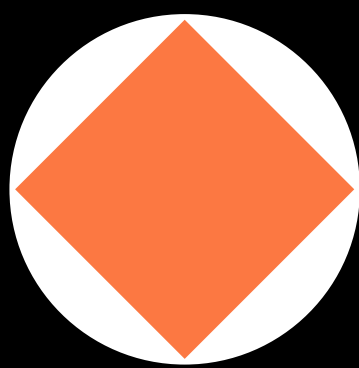
We are a small team, but we love what we do. Our commitment is to never take on anything we cannot complete with the level of quality that makes us proud.

PORTFOLIO **KING OF MEAT (GLOWMADE + AMAZON GAMES)** / ZEPTOLAB / GAMELOFT

CONTACT
Jairo Canales
Director
jairo.canales@bitbotnetworks.com



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CROWTEC

At Crowtec, we are a specialized engineering and technology consultancy dedicated to bridging the gap between complex hardware and immersive software. While we provide high-end custom development and system integration, we truly excel in crafting advanced immersive experiences-spanning Shared VR (SVR), Mobile AR, and hyper-realistic PCVR - that push the boundaries of digital interaction. Our multidisciplinary team combines technical precision with a passion for innovation, delivering robust tools and specialized support for the gaming ecosystem. Whether through tailored engineering or cutting-edge immersive tech, we act as the strategic partner you need to turn ambitious concepts into high-performance realities.

PORTFOLIO AYUNTAMIENTO DE MADRID / IKEA / NETFLIX

CONTACT
Meriem El Yamri
Co-Founder & CEO
meriem@crowtec.co

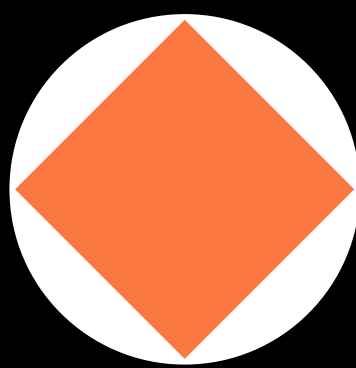


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▶ WATCH VIDEO-DEMO

HUBAPPS

The story of Hubapps began with the dynamic duo that is Maria and Pablo, two mobile marketing specialists who saw the same problem from different angles.

María de la Puente had been deep in mobile gaming since 2011, back when most marketers were still figuring out that games weren’t just another app category. While others were applying traditional digital marketing playbooks, María was learning a hard truth: mobile games are entertainment experiences that need completely different acquisition strategies.

Meanwhile, Pablo Elizalde brought technical expertise from his background as an iOS Developer and Scrum Master at The Mobile Company and Woov in Amsterdam.

The team met in Amsterdam, and the rest, as they say, is history!

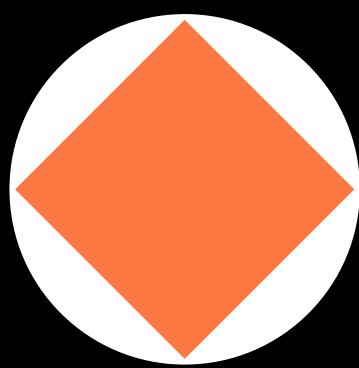
PORTFOLIO DECA GAMES / FUNPLUS / PLAYSIDE

CONTACT
María de la Puente
Co-founder
maria@hubapps.team



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IGLIYT



KAIJU GROUP is a Spanish cultural and creative group focused on the video game industry as a driver of innovation, education, and tourism. Its flagship projects include OXO Museo del Videojuego Madrid and OXO Museo Málaga, two pioneering spaces dedicated to preserving, showcasing, and experiencing the history and cultural impact of video games. Kaiju Group is also behind EVAD (Escuela Superior de Videojuegos y Arte Digital), a higher education institution specializing in videogame development, digital art, and interactive entertainment, which fosters new talent for the global creative industries.

PORTFOLIO **DOMINO’S PIZZA / DIPUTACIÓN DE MÁLAGA - TURISMO COSTA DEL SOL / LEGO**

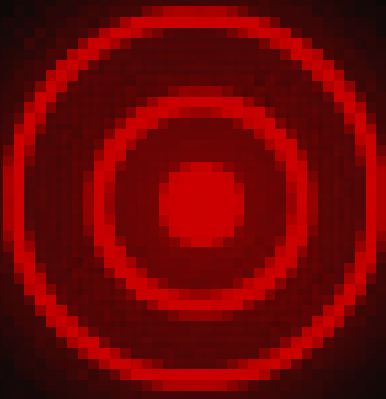
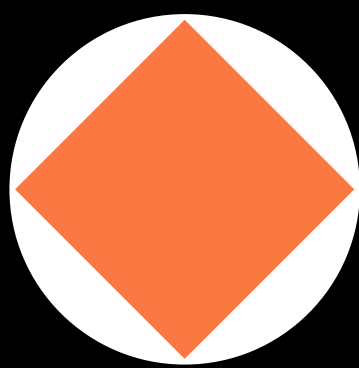
CONTACT
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Marketing & Communications Director
kaiju@kaiju.es



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L33T PRO GAMES

L33T PRO SERVICES

With over 30+ years of experience in gaming market, we help publishers, studios and other ecosystem actors in the GtM strategy, optimize their funnels and scale their business. L33t Pro Studio is the digital production arm of L33t Pro Services, S.L. — a Spanish technology company operating at the convergence of gaming, artificial intelligence and decentralised technologies.

We don’t just consult — we build. Our studio ships games every month, runs live AI agent deployments and has integrated Web3 payment and asset systems into real products. Every service we offer is battle-tested in our own products first.

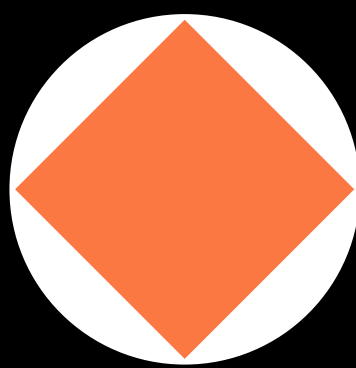
Based in Segovia, Spain. Operating globally.

CONTACT
Alfredo Bárcena
CEO
alfredo.barcena@l33tpro.com



L33T PRO GAMES

+INFO



LOC&CAPTURE

▶ WATCH VIDEO-DEMO

LOC&CAPTURE is a company specialising in localization, subtitling and video production for the video game sector. We are committed to innovation and continuous training. Our core offering is comprehensive multimedia localization in any language, including film and television adaptations.

Primarily marketing to the video game and entertainment industries, our main objective is to help our clients reach all cultures simultaneously with their advertising campaigns.”

PORTFOLIO AAA GAMES / INDIE GAMES

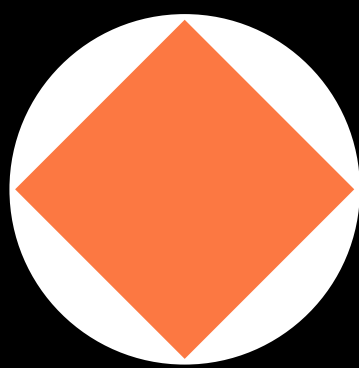
CONTACT
Jose Antonio Pobre
Operations Manager
jos@locncapture.com



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MCR AGENCY is an international agency specializing in influencer marketing and strategic content for the gaming industry. We were founded in 2019 with the goal of professionalizing a sector that was growing rapidly but lacked clear structures. Today, we work with over 70 content creators across Latin America and Europe, and collaborate with global brands such as Tencent, Activision, and Scopely.

PORTFOLIO **ACTIVISION** / **TENCENT** / **SCOPELY**

CONTACT
Sergi Cerrato
CEO & Co-Founder
sergi@mcr-agency.com



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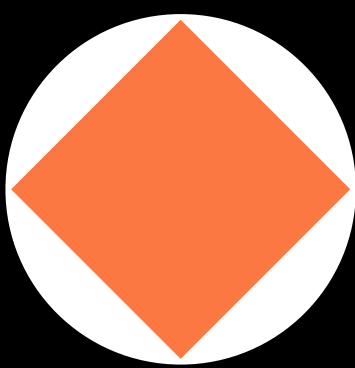
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SERVICES

PR & MARKETING / CONSULTANCY

< BACK TO INDEX



MGA AGENCY was founded in 2018 with the goal of helping small independent development studios with their marketing and communication efforts. If your project does well, we do well as an agency, and there's no better marketing than word of mouth. That's why our multidisciplinary team strives to offer personalized solutions for each project, so it can achieve its recognition and sales goals.

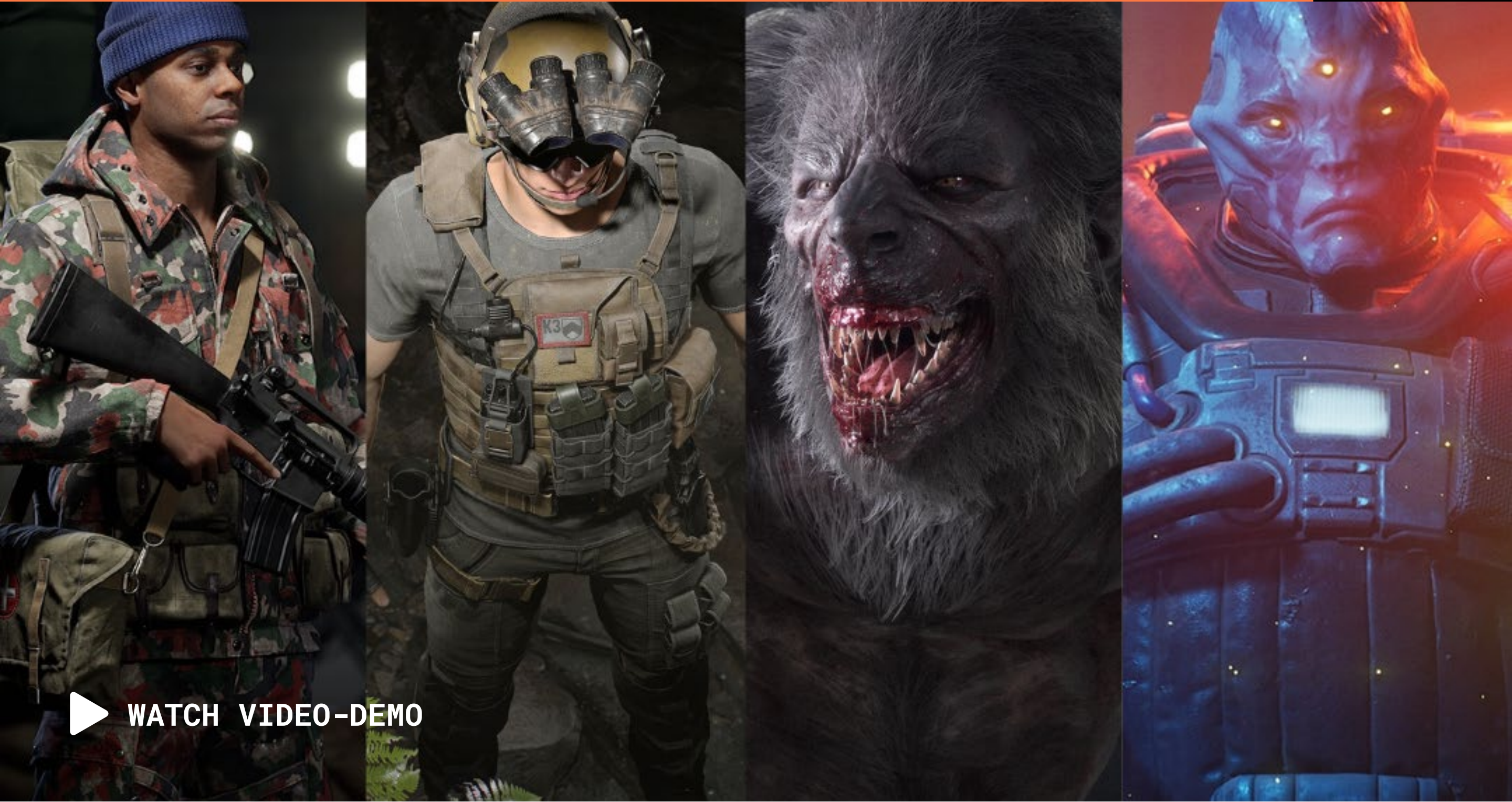
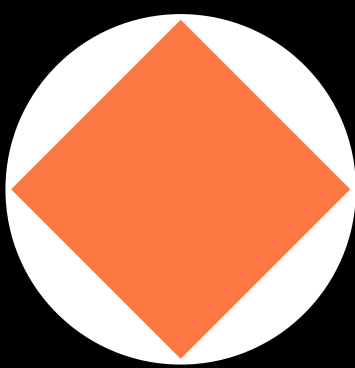
PORTFOLIO OUT OF THE BLUE GAMES / TEQUILA WORKS / THE GAME KITCHEN

CONTACT
Lara Isabel Rodríguez
CEO & Creative Director
lara@makegoodartagency.com



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▶ WATCH VIDEO-DEMO

OPHION STUDIOS is a 3D art outsourcing company specialized in end-to-end game art , pre-production, production and technical art for AAA titles. Our services cover concept design, 3D modeling,characters, weapons, environments, and props. On the technical side, we provide photogrammetry and 3D scanning services for props and full characters, including facial performance capture as well as technical art and pipeline development/support, ensuring seamless in-engine integration and optimized workflows that align with client requirements.

PORTFOLIO **SILENT HILL 2 / ARMA REFORGER / 3D SCANNING PROJECTS**

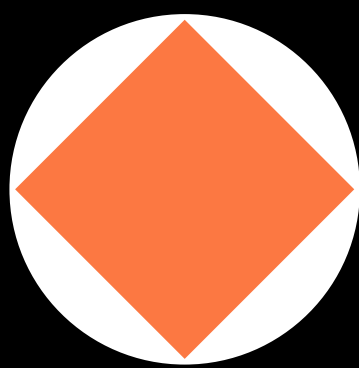
CONTACT
Mario Menéndez Stabile
CEO
contact@ophionstudios.com



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PIXEL-NEXUS specializes in pipeline tools and automations. We develop, expand, and install custom and off-the-shelf pipelines.

Our custom automations free artists from non-creative tasks through a versatile framework, integrating DCCs and other tools tailored to client needs. We have expertise integrating or building pipelines around Universal Scene Description (USD).

Mid-sized studios rely on us as their outsourced pipeline department, or to maintain/expand existing setups. Larger studios engage us as “”developers as a service”” for short-term team reinforcement.

While prioritizing artists, we also focus on producers, building dashboards, custom views, charts, and KPIs for their production tracking.

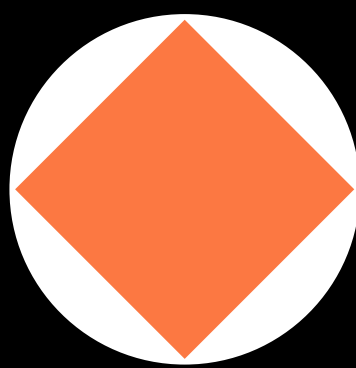
CONTACT
Juanmaría García Roy
Business Developer
juanmaria@pixel-nexus.com



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PLAYOFFNATIONS

Being a creative professional is an attitude in life and ours is to bring together the most innovate strategies to reach young audiences. Because, if you are a brand, capturing the the attention of new audiences is the closest thing to make someone fall in love.

We aim to provide value to customers and users with integrated and meaningful actions, so we strive to know their wishes, build trust, and understand their language to create lasting connections.

The perfect fusion of Know-How, technological disruption and creativity, achieving a massive impact and value generation placing brand and user in the epicenter. Things are changing, and we transform brands into leaders of that change.

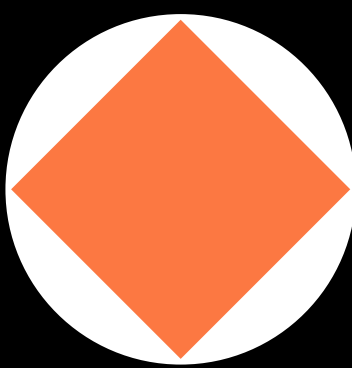
PORTFOLIO TELEFÓNICA / REVLON / MCDONALDS

CONTACT
Santiago Rodríguez-Losada
Founder & CRO
santiago.losada@playoffnations.com



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PROMINEO STUDIOS

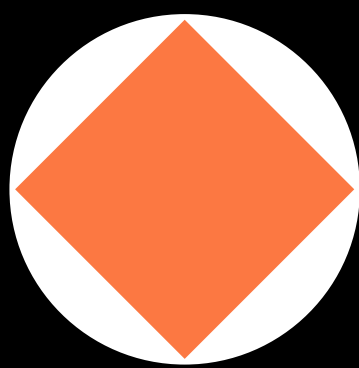
At Promineo, we work hard to nurture an open and amicable work environment, based on trust, individual freedom, and responsibility. Our colleagues work together on projects in a flat structure with little hierarchy. We firmly believe that when talented people collaborate instead of competing, amazing things happen! This is why we consider ourselves a growing company and a growing family.

CONTACT
Aitor Salas
CEO
aitor@promineostudios.com



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QUAN STUDIOS EUROPE is a boutique audiovisual studio specialized in high-quality animation and cinematic content for the video game industry. We partner with game developers and publishers to create trailers, cinematics, and marketing assets that bring game worlds to life and support successful launches across global markets. With a strong focus on storytelling, visual clarity, and production efficiency, Quan Studios helps games stand out in competitive environments—delivering impactful content that connects gameplay, narrative, and audience expectations.

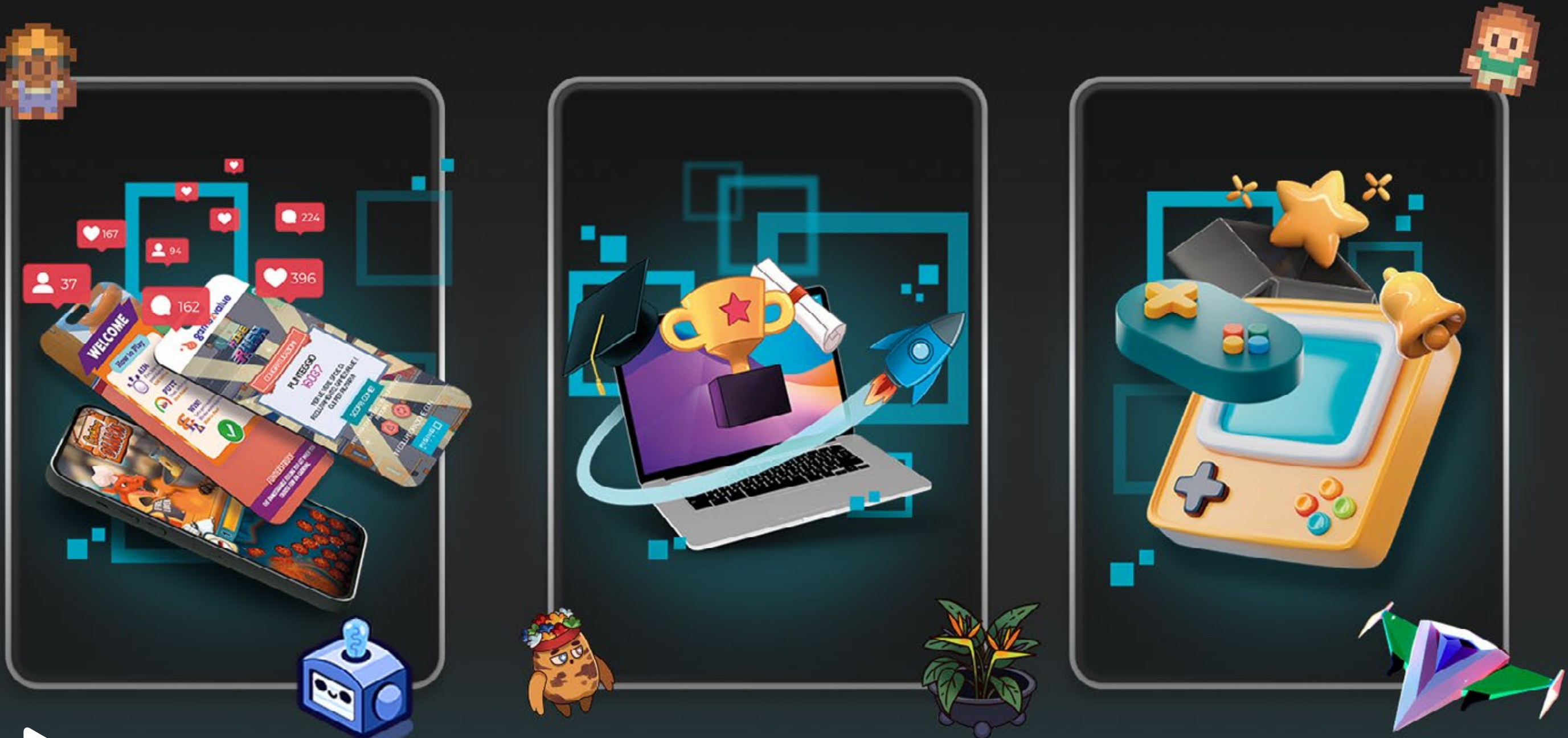
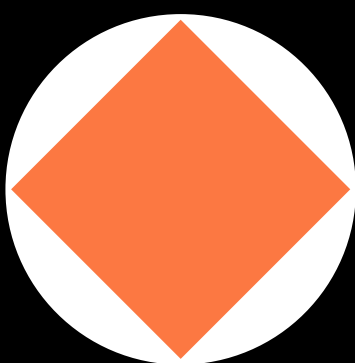
PORTFOLIO **OUTRIGHT GAMES** / **DRAGON’S ASCENT** / **POLKAPET WORLD**

CONTACT
Jose Luis Sabogal
General Director
jose@quanstudios.com



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▶ WATCH VIDEO-DEMO

RISING PIXEL specialises in gamification for education, recreation and advertising. With over 13 years of experience and more than 150 games developed for B2B clients, we focus on HTML5 to create Web Games for entertainment, Serious Games for learning, and LeadGames for branding and engagement. We also built ÜConsole, a tool that energises talks and events with no downloads, just scan a QR code and play from your phone. Committed to accessibility, we develop audiogames for visually impaired players. Rising Pixel is a solution-driven studio dedicated to one big purpose: Innovate with you.

PORTFOLIO **ECOPAPAS: TRAZA Y RECICLA / WORK DOWN / ALFA ACCIAI E-WORLD**

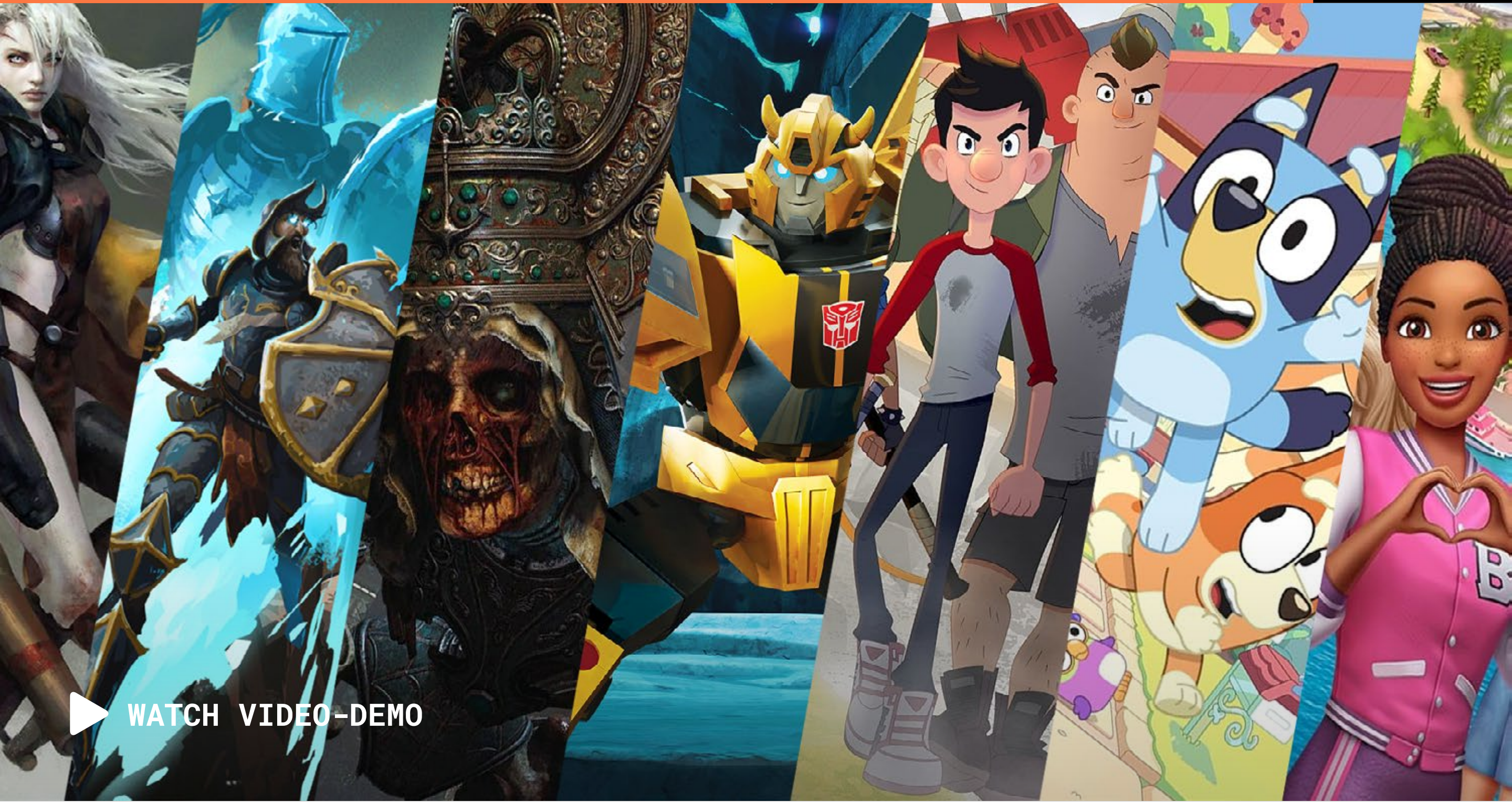
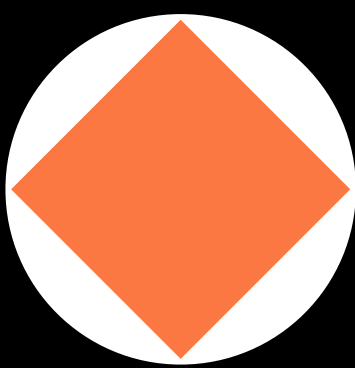
CONTACT
Luca Contato
CEO
info@risingpixel.com



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▶ WATCH VIDEO-DEMO

TEA - TOP ENTERTAINMENT 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 or work with, let’s meet!

If you are a studio seeking publishing and/or investing partners open to a business representation collaboration, feel free to reach out to us!”

PORTFOLIO **TESSERA STUDIOS / THE BREACH STUDIOS / KRAKEN EMPIRE**

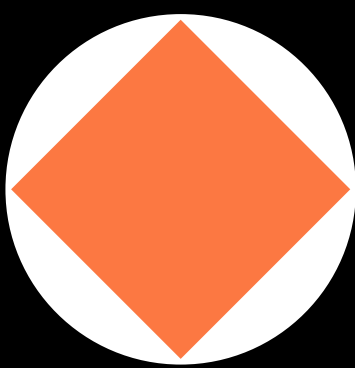
CONTACT
Juan Tamargo
Managing Partner
bizdev@theTEAagency.com

TOP
ENTERTAINMENT
AGENCY_____

INTERACTIVE ENTERTAINMENT REPRESENTATIVES & CONSULTANTS

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TERRA LOCALIZATIONS helps video game studios reach players worldwide through expert localization, LQA and audio services. We combine linguistic excellence, technology, and gamer insight to deliver creative, player-first solutions in over 40 languages. With 25+ years of experience and a fully virtual team across the U.S., Latin America, Europe, and Asia, we support AAA studios and indie devs alike with 24/7 capabilities and deep industry knowledge. Our approach is people-centered, quality-driven, and innovation-focused—crafted by gamers, for gamers.

CONTACT
Melisa Ilari
Business Development Manager
melisa@terralocalizations.com



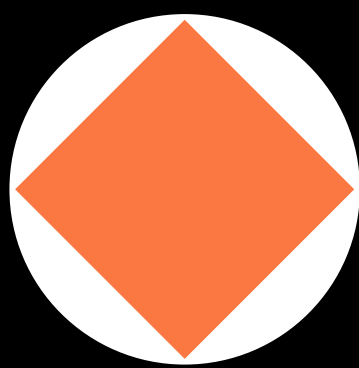
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BLADE

We’ve been dedicated to enhancing the gaming and pop culture experience since 2001. Through our Blade brand, we offer high-quality, officially licensed accessories and peripherals.Our work includes designing and manufacturing our own product lines, as well as importing merchandise.

CONTACT

Josep Palumé

Head of Global Sales & Procurement

josep@blade.es



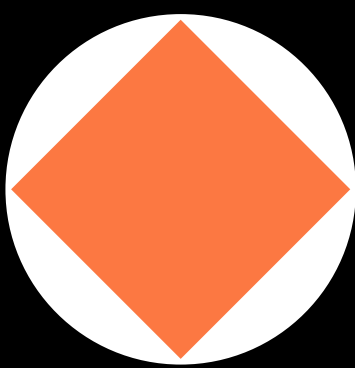
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OWO GAME is a patented haptic technology that uses electrical pulses to reproduce sensations directly on the body. Integrated with video games and immersive experiences, it allows players to feel sensations such as impacts, recoil, and environmental effects as part of gameplay. OWO Game is already commercialized globally, with thousands of units sold since launch, validating both product-market fit and the scalability of its technology in the gaming sector.

CONTACT

Pablo Reyes

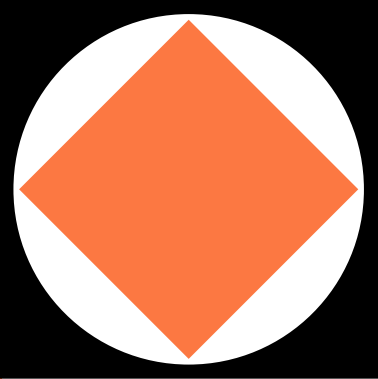
CTO

preyes@owogame.com

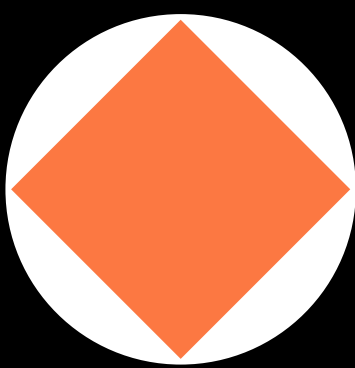


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Markets & Events



GUADALINDIE is the videogame fair that aspires to be the event of reference in southern Spain. It was born thanks to the collaboration between the MálagaJam association and FYCMA, from Málaga City Council, and with the support of the National Digital Content Pole. Under the slogan, “where video games flow”, it aims to be a meeting point for professionals, developers and attendees where there will be more than fifty exhibitors so that developers can showcase their video games, international presentations and business and networking areas.

The aim of Guadalindie is to promote the national talent of independent video game creators, to promote Malaga as a leading city for talent, industry and video game culture at a national and industrial level, to give visibility to women and non-binary video game creators working in the sector and to promote gender, racial and thematic diversity in video games.

CONTACT
Lucía Herrero
Organisation
guadalindie@malagajam.com

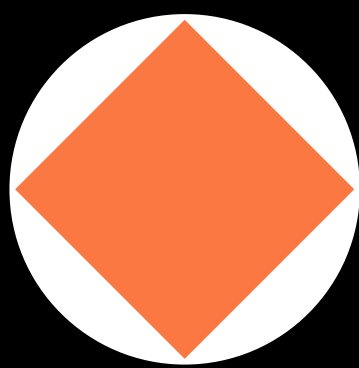


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SAGA BARCELONA GAME FEST stands as the leading video game industry event in Southern Europe, bringing together creators, players, and professionals in a single space to celebrate innovation and the future of gaming. Hosted at Fira Barcelona Montjuïc, in the heart of Barcelona, the festival offers a unique and accessible meeting point for the entire ecosystem.

The event combines major industry presence with a strong focus on independent development, offering exhibitions, esports, networking opportunities, and a comprehensive program of talks, workshops, and training sessions. With over 17,000 attendees, 200+ companies, and thousands of professionals, this event creates meaningful connections between studios, publishers, investors, and audiences.

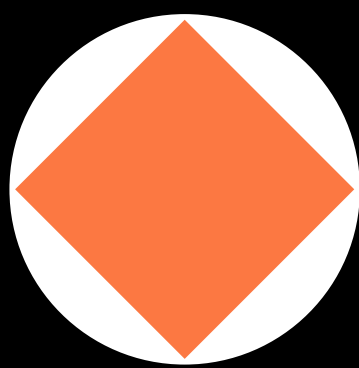
It is a space designed to showcase talent, share knowledge, and bring the gaming community closer together.

CONTACT
Daniel Santigosa
Director
dani@indiedevday.es



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IGBSK



▶ WATCH VIDEO

WEIRD MARKET is the leading professional market for animation, video games, and new media in Spain, and one of the most important in Europe. With 16 successful editions behind it, it brings together professionals every year in an environment that fosters innovative technologies and emerging talent. Its program includes conferences, screenings, project presentations, and networking spaces. It also stands out for its recruitment day, where animation and VFX companies conduct numerous interviews, showcasing the employment potential of the sector.

CONTACT
José Luis Farias
Director & Executive Producer
joseluis@paramotionfilms.com



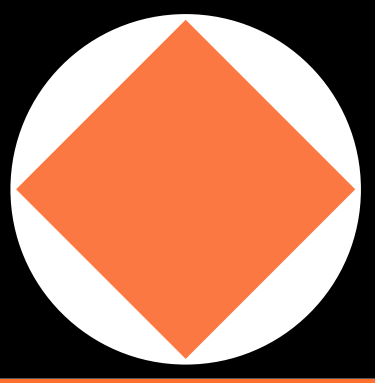
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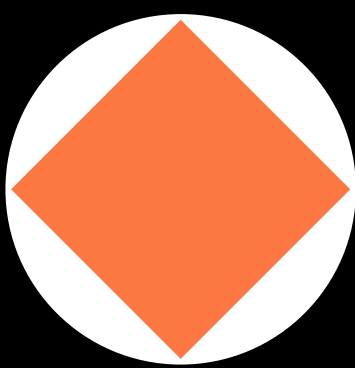
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Associations & Institutions



ACADEVI. ASOCIACIÓN CANARIA DE DESARROLLADORES DE VIDEOJUEGOS

We are the Canary Islands Video Game Developers Association (ACADEVI), a non-profit organization whose goal is to promote and support the video game sector in the Canary Islands, both locally and internationally.

With more than 11 years since our founding, our ecosystem includes over 300 members, including more than 30 companies and producers, 10 educational institutions, and 270 professionals.

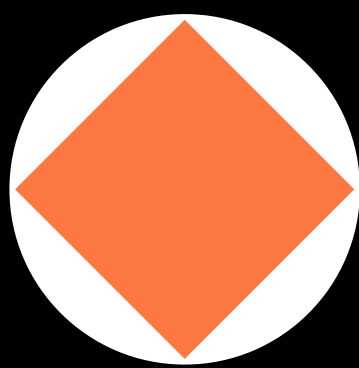
If you want to learn more about the video game industry in the Canary Islands or connect with one of the best places in Europe for game development, do not hesitate to contact us.

CONTACT
David Carmona Ballester
Presidente / Head
mgarcia@thegamekitchen.com



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AEVI
ASOCIACIÓN
ESPAÑOLA DE
VIDEOJUEGOS

AEVI

The Spanish Video Game Association (AEVI) is the leading video game organization in Spain and a member of Video Games Europe.

It represents more than 85 companies (publishers, development studios, retailers, manufacturers, esports companies) and academic centers that generate most of the industry’s jobs in our country.

It accounts for 90% of consumer spending in the Spanish market.

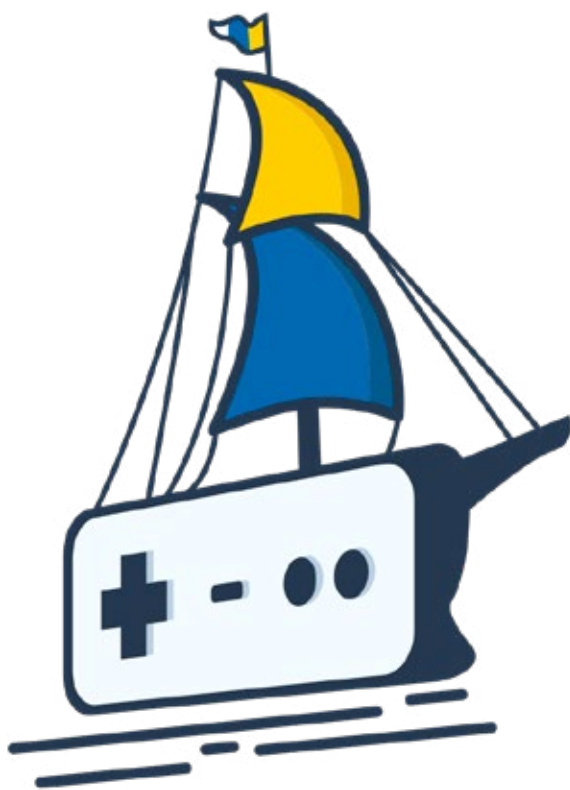
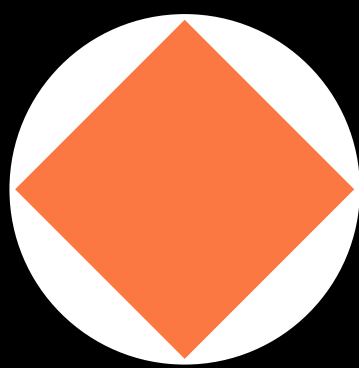
CONTACT
Ana Lafuente
Communications Manager
info@aevi.org.es



AEVI
ASOCIACIÓN
ESPAÑOLA DE
VIDEOJUEGOS

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ARCADEV

ASOCIACIÓN REGIONAL CANARIA
PARA EL AVANCE DE LOS DEPORTES
ELECTRÓNICOS Y VIDEOJUEGOS

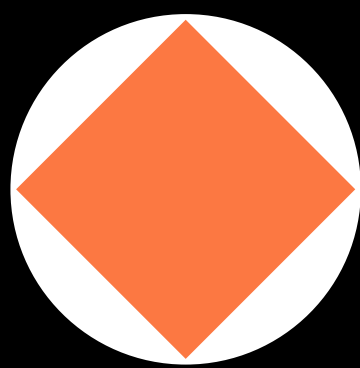
ARCADEV. CANARY ISLANDS REGIONAL ASSOCIATION
FOR THE ADVANCEMENT OF ESPORTS AND VIDEO GAMES

is an association that brings together established companies in the Canary Islands with proven experience and execution capacity, united to effectively drive the growth of the video game industry in the archipelago. It acts as an interlocutor with public institutions and as a coordination platform for the ecosystem, with the aim of aligning the sector, improving its positioning, and generating concrete development and business opportunities at both national and international levels.

CONTACT
Zulay Rodríguez Castilla
President
hola@arcadev.es



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CLÚSTER

AUDIOVISUAL

DE CANARIAS

CANARY ISLANDS AUDIOVISUAL CLUSTER represents the private industrial side of the sector, bringing together production companies, service providers, training institutions, and creative stakeholders. It also supports the growth of the video game ecosystem, encouraging collaboration between companies and talent, boosting innovation, and strengthening specialised training. The Cluster fosters the internationalisation of local companies and promotes the Canary Islands as a competitive hub for digital content creation. By connecting industry, professionals, and institutions, it helps attract new projects, partnerships, and opportunities, reinforcing the islands’ position as a benchmark for creative industries in Europe.

CONTACT

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Cluster Manager

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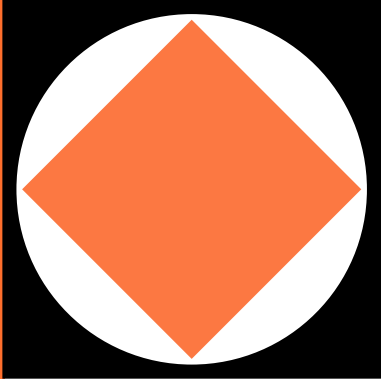
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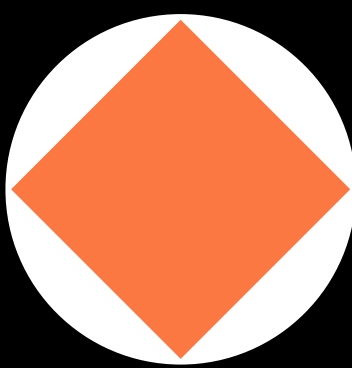
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Schools & Incubators



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BUTIC THE NEW SCHOOL

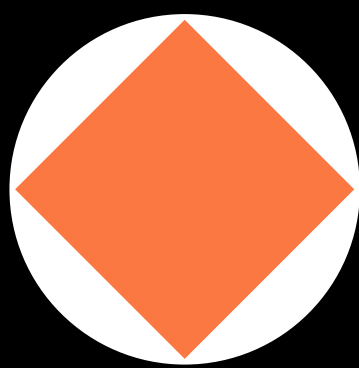
Unleash your creativity and make things happen! With a professional staff delivering the best 3D education programs in Spanish for the past 25 years, butic offers authorized and specialized programs covering fields like 3D Visualization, Visual Effects or 3D Modeling, all of them delivered by highly professional instructors, those who make us the only online school simultaneously authorized by leading companies like Autodesk, Chaos Group, Itoo Software or Epic Games Unreal Engine.

CONTACT
Marco Antonio Fernández Doldán
Director
ceo@butic.es



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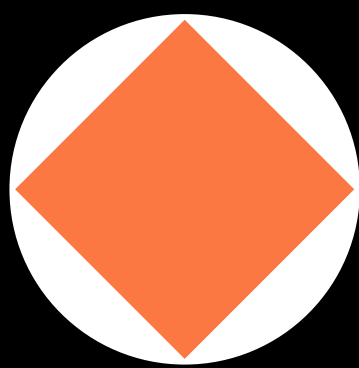
CREATIVE CAMPUS - UNIVERSIDAD EUROPEA is a unique higher education space in Madrid. It’s open, cosmopolitan, inclusive, multicultural and transdisciplinary, educating future designers, artists and creatives. We equip them with the skills required to face the global challenges generated by technological, ecological, social and economic change, ensuring that they’re able to propose innovative, bold, fair and sustainable solutions that improve the lives of people, society and the future of the planet. At Creative Campus you’ll find all the degree and master degree courses related to the creative economy: general design, fashion, interiors, product, graphics, animation, video games, digital art, fashion management and communication.

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ECAM is a non-profit cultural foundation whose founding aim is to train future generations in the audio-visual sector and promote cultural activities associated with the industry. Diplomas, Postgraduate, Intensive Courses, VFX and Media Literacy are our range of certifications that make up the educational offer, adapting to the needs of the labor market and the audiovisual industry, always from a practical approach. We like to think that the ECAM constitutes the start of a professional career and not the last few steps of an academic life. We believe that a craft can only be learnt by practicing it.

CONTACT
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Marketing Director
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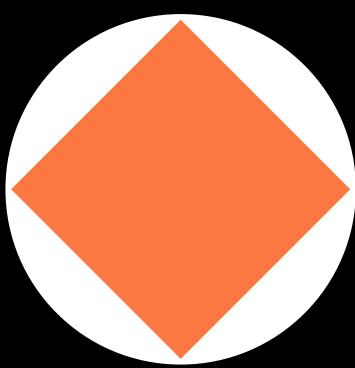
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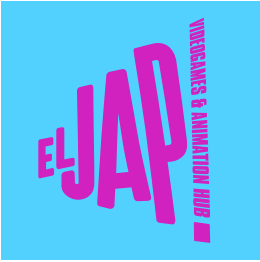
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EL JAP!

International Video Games and Animation Hub is an initiative that arose in the Spanish region of Castilla y León. It is designed to provide training, professional meetings, and tailored support programmes to help startups grow. It includes project incubation, project seeding, and business acceleration aimed at boosting business activity in these professional sectors.

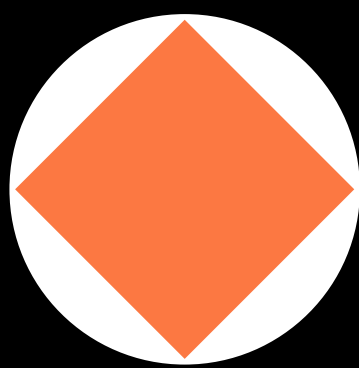
PORTFOLIO PRISUT STUDIO , FANCY CAT STUDIOS, INDIE DEV HELL, UNIVERSE MOTION

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Partnership Specialist
ptimon@air-institute.com



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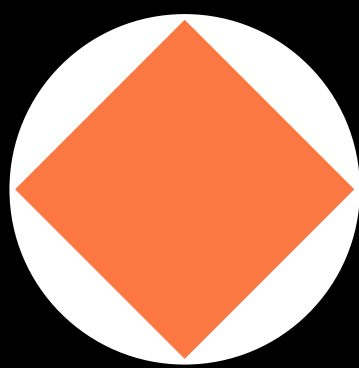
The College of New Technologies attached to the University of Barcelona (ENTI – UB) was founded as the first college offering official university degrees in video games in Barcelona (2013) and is becoming the benchmark training centre for new technologies in Catalonia, with the inclusion of new training subject areas such as music (ENTI Sound), Cyber Security and Business. All our studies are applied to new technologies and enable students to find work quickly, given its highly sought after specialisation.

CONTACT
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GAME.EUS is the leading video game acceleration program in the Basque Country, based in Vitoria-Gasteiz. Designed to boost indie studios and emerging talent, it provides intensive mentoring, business training, and production support over a six-week campus. The program emphasizes market readiness, preparing projects for international exposure at events such as Gamescom, BCN Game Fest and Big Conference Bilbao. Supported by regional institutions like the Basque Government and Diputación Foral de Álava, GAME.EUS strengthens the local ecosystem, fosters sustainable studios, and positions Euskadi as an emerging hub for game development and innovation in Europe.

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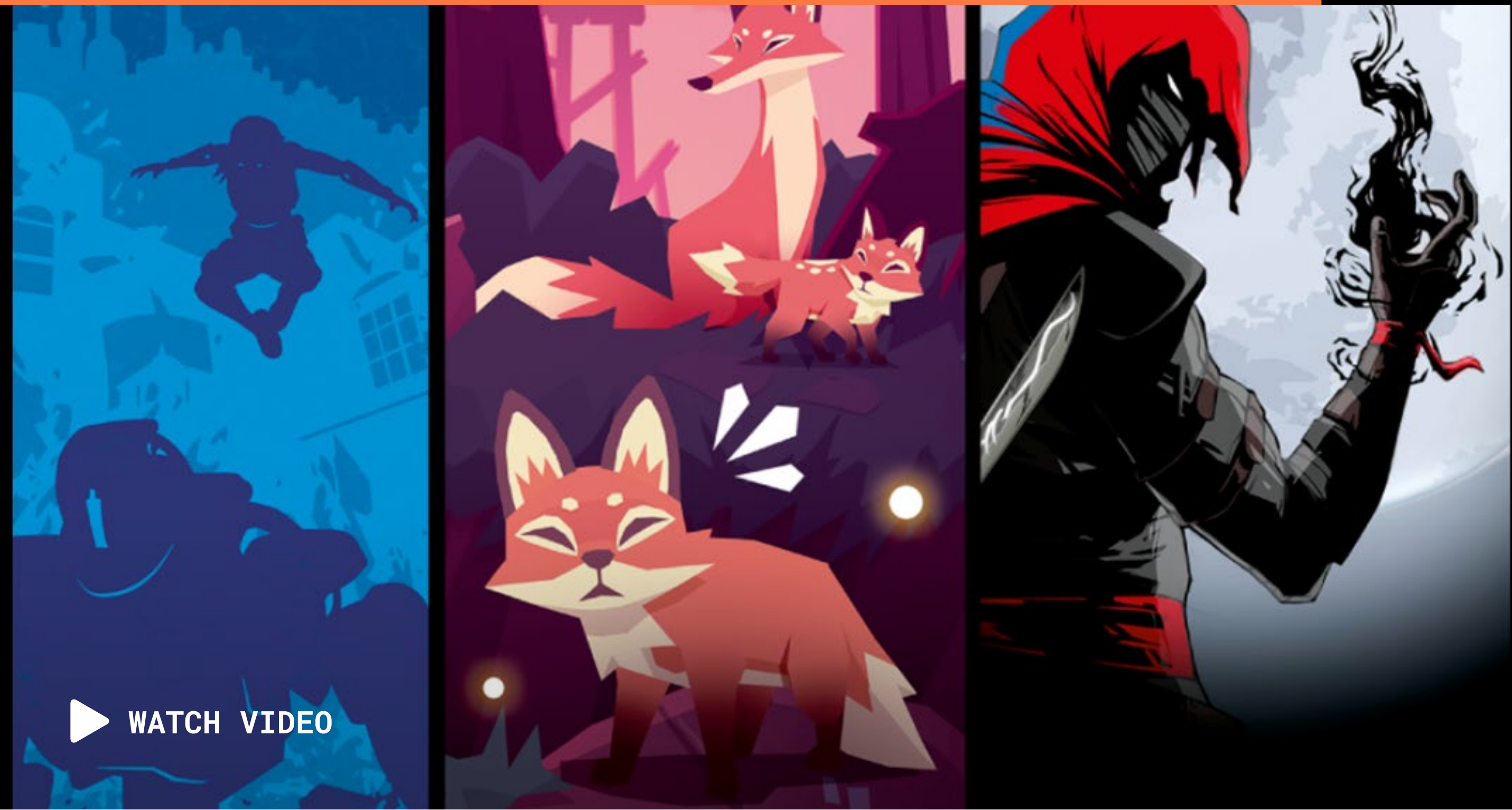
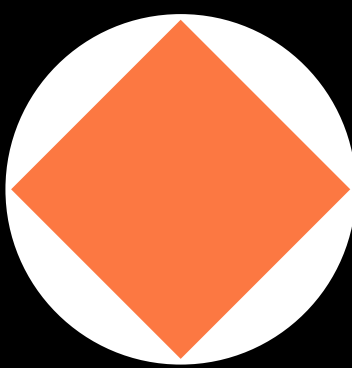


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GAMEBCN is a free video game incubation program in Barcelona focused on talent, production, business, and networking. We specialize in offering studios the training and mentoring needed to professionalize their production pipeline and maximize their business opportunities.

We’ve been in the gaming industry for 10+ years, supporting indie video game studios through our incubation programs. Our initiatives have successfully contributed to the launch of successful titles such as Endling: Extinction is Forever, Aragami or Tiny Lands.

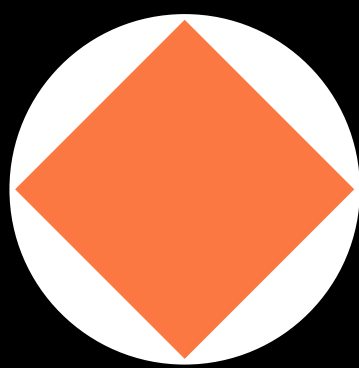
Beyond our work in Spain, we’re expanding globally with programs already established in Japan, KSA and Lithuania with further expansions on the horizon.

CONTACT
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GAMEGI (POWERED BY GAMEBCN) is the public video game incubation program of Girona, funded by the Girona City Council and powered by GameBCN. We support early-stage studios by providing training and mentorship support. Our program is built around three pillars: product validation, studio sustainability, and market readiness, ensuring teams move confidently from prototype to a vertical slice. Additionally, GameGi serves as a dynamic startup hub, connecting developers with talent and industry partners, and amplifying Girona’s voice in the game development community.

CONTACT
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MADRID IN GAME, an initiative of the Madrid City Council, aims to position Madrid as a global hub for the video game industry. With a focus on fostering creativity, entrepreneurship, and competitiveness, including through the Start in Up Program, one of the most ambitious gaming acceleration programs in the world, it promotes socio-cultural and economic change through gamification. The initiative supports companies and society, helping retain local talent and driving innovation in the video game ecosystem at local, national, and international levels. Madrid in Game is part of the Madrid Game Cluster, a non-profit association committed to advancing the gaming sector.

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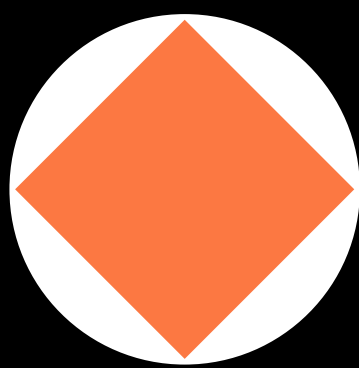
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POWERUP+ is Spain’s first free video game incubator and pre-incubator with a gender-focused approach, created to promote the professional integration of women and members of the LGBTQIA+ community within the video game industry.

The program combines specialized training, mentorship from leading industry professionals, and continuous support to help participating teams transform their ideas into solid and viable projects. Its most outstanding features include the creation of a safe and inclusive environment, the development of playable demos and professional pitches, as well as a strong focus on employability and entrepreneurship.

In addition, PowerUp+ promotes the visibility of diverse talent in the video game sector through workshops focused on neurodivergence, the improvement of soft skills, and a collaborative network with leading studios and organizations.

CONTACT
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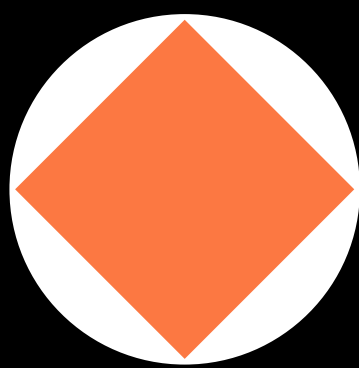


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UNIVERSIDAD EUNEIZ is a young, dynamic university with a clear mission: to provide knowledge, foster creativity, and actively contribute to societal transformation. We believe in higher education that goes beyond the classroom, connects with the professional world, and prepares individuals to lead change in digital technology, health, and sports. New technologies are a cross-cutting pillar in all our programs, reinforcing an academic offering aligned with 21st-century demands and equipping students to navigate highly digitalized professional environments. From Vitoria-Gasteiz, we drive an innovative university project that combines technology and practical training to deliver real solutions in a global context. Our location in the capital of Euskadi strengthens our commitment to the region. Amidst the expansion of programs, student body, and infrastructure, we envision a university where each student plays a leading role in shaping a reinvented future—together.

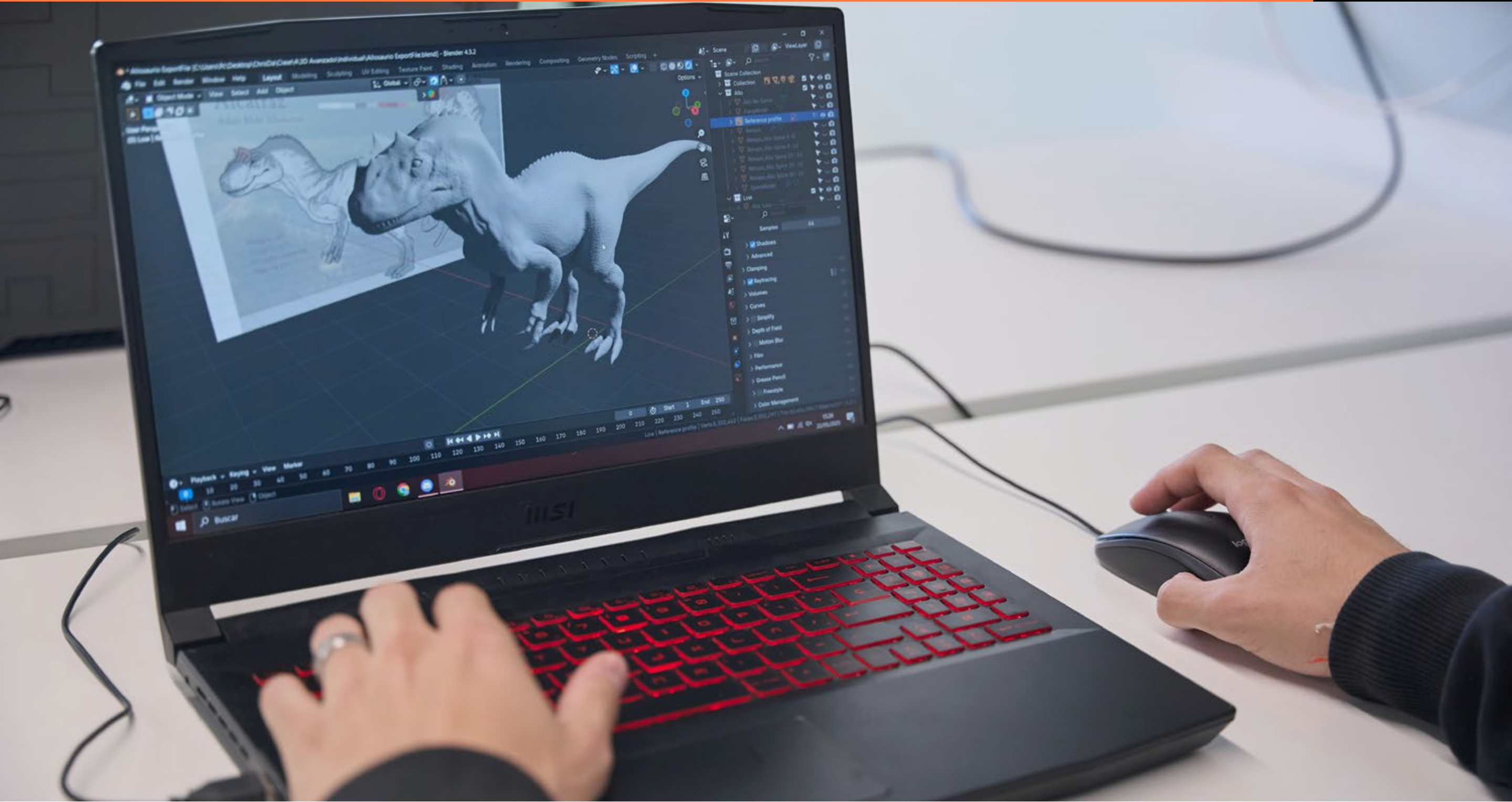
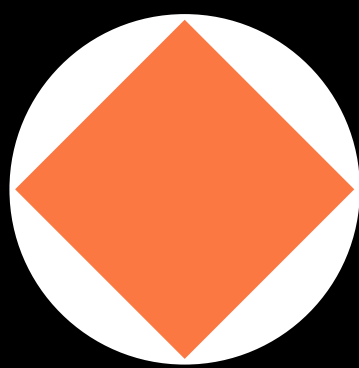
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Vitoria-Gasteiz

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UNIVERSIDAD SAN JORGE, which features a Video Game Design and Development Degree, is a leader in Game Software Engineering research through its SVIT Research Group, which specializes in accelerating development via Procedural Content Generation. Its major achievements include Best Technical Paper awards at top research conferences and automated video game content generation US patents. Furthermore, the university promotes innovation through tools like Phylogenix, an award-winning plugin that applies phylogenetics to content creation in Unity.

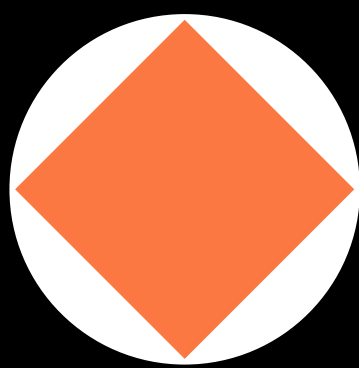
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UNIVERSITAT POLITÈCNICA DE VALÈNCIA (UPV) nurtures talent for the video game industry through a creative-technological approach. The Bachelor’s in Design and Creative Technologies integrates visual design, interactive narrative, sound, prototyping, and development of digital experiences, with modules focused on game design, game art, and human–computer interaction. The Bachelor’s in Fine Arts contributes animation (2D/3D), illustration, and art direction, essential for multidisciplinary teams. UPV promotes collaborative projects, agile methodologies, links with industry, and international student participation. This ecosystem develops hybrid profiles capable of conceiving, designing, and producing innovative video games and interactive content, ready for global, cross-disciplinary production pipelines and careers.

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Games from SPAIN