## Games from Spain

# Who is Who 2024

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



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



ELISA CARBONELL CEO, ICEX

### Dear reader,

ICEX, Spain Trade and Investment, is proud to present the new edition of our Guide to Games from Spain 2024, the perfect way to discover the Spanish gaming industry at a glance.

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

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

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

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

We are excited about the possibility of collaborating with you.

Elisa Carbonell CEO ICEX





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

### Games from SPAIN











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# The Revolution of the Spanish Videogame Industry



Blasphemous 2 (The Game Kitchen)

The concept of the golden age of Spanish videogames has always been associated with the 80s, microcomputers and 8-bit videogames—until now. With the emergence of **digital markets** and **the boom of the indie world,** Spanish video games have exploded, reaching **unthinkable levels of quality and international success.** This growth began early last decade and seems to have reaached its peak in 2023; for many players, our industry's best year in terms of quantity and quality.

### The best year for the Spanish videogame industry

As if they had come to an agreement or it were a superhero movie, it seems that **2023 has been the year chosen by most of the developers of the Spanish video game industry to publish their latest works**, giving gamers a year that will probably be unrepeatable.

Studios such as *Tequila Works, Fictiorama, Deconstructeam,* and *The Game Kitchen,* which we already recognize as veterans and have earned the reputation of being synonymous with quality, decided to launch their video games in 2023. They were joined by several of the most talented solodevs in Spain, such as *Octavi Navarro, Dr.Kucho, Francisco Téllez, Alva Majo,* and *ViJuDa* and young or new studios full of ambition and talent with very clear ideas such as *Talpa Games, Team Ugly,* and *Tanuki Game Studio.* 

All of them accompanied, of course, by two of the oldest active studios in our country: *Devilish Games* and *Pendulo Studios*.

The result is a varied lineup of video games that stands out for their originality and impress with their quality. Until not long ago, we were happy if one game of this magnitude came along each year. Now we are faced with the difficult task of choosing whether to start by suffering with the excellent Blasphemous 2; getting lost in the stories of American Arcadia, The Cosmic Wheel Sisterhood, The Library of Babel, and The Fabulous Fear Machine; experiencing unique ideas like



Minabo, Do not Feed the Monkeys, and Painting Werther; feeling the **retro nostalgia again with** UnMetal, Moons of Darsalon, and Super Woden GP; suffering and crying with Laika: Aged Through Blood, Wordless, and Ugly; **feel the horror of** Midnight Scenes and The Kindeman Remedy; **dive into** VR with Call of the Sea and Red Matter 2; **or laugh and have fun with** Pineapple on Pizza, Koa and the Five Pirates of Mara, **and** Pan and Federico.



Laika Aged Through Blood (Brainwash Gang)

### Growth in the number of video game trade fairs and events

The expansion of video gaming has also resulted in an increase in organized events and in these events gaining importance. The Gamelab Barcelona, Gamergy, and Dreamhack editions attracted thousands of national and international visitors who were able to attend talks, try out video games in development, participate in tournaments, and be entertained by the increasingly booming world of eSports. Also noteworthy is the growth of events aimed at the most independent sector of videogames, highlighting the Indie Dev Day, which has established itself as the indie event par excellence in Spain, but also fairs scattered throughout the country as the Guerrilla Game Festival, Granada Gaming, and the Valencia Indie Summit that attract professionals and fans interested in exploring the sector's latest developments. To all this we should add the numerous retro fairs peppered throughout Spain, which are geared towards the press such as the release of the DEV white paper and the DeVuego Yearbook, presentations such as the OXO Talks and Women in Games, congresses and workshops focused on training, etc.

Finally, it should be noted that, both in-person and online, **jams continue to play an important role in the Spanish industry,** serving as a source of experience for developers who see them as a way to increase their portfolio, establish connections with other workers, and experiment with different ideas that could potentially become commercial videogames in the future. **In 2023, more than 10 jams were held in Spain,** with the *Indie Spain Jam* being the most popular, with **177 video games created.** 

### Economy: the industry grows but is not immune to global problems

In 2023, more than 300 new video games were released in Spain, making it the most productive year in the industry's history. If we also count ports or updated versions of games, the figure is almost 400.

Around **60 studios have made their first appearance**, but in a sector like the videogame industry where many companies do not go beyond their first release, what matters is that many studios have been able to consolidate themselves through hard work, focusing on slow but steady growth, without sacrificing creativity and originality, such as *Mc2games*, *Out of the Blue*, *Talpa Games*, *Chibig*, *Piccolo Studio*, *Aeternum Game Studios*, and *Brainwash Gang*.



DEV's white paper estimated that in 2023 about 10,000 people worked directly or indirectly in the video game market and the forecasts were for growth until 2025. However, the start of 2024 has shown that the production of excellent video games does not always mean studios are profitable and successful or workers have good conditions. The global video game industry is going through a major economic crisis and layoffs have sadly become a frequent occurrence, even in major Spanish studios such as Novarama, Digital Sun, and Pendulo Studios. It seems that we are undergoing a moment of change, where the industry must seek a new balance, focusing on the creation of projects with realistic budgets and expectations that do not compromise the stability of the companies.

### Finding Stability in 2024

If everything looked like a bonanza in 2023, 2024 has shown up with **difficult curveballs in the form of layoffs**, illustrating that, although the videogame sector is powerful economically, there still appears to be instability at the labor level. At a global level, this seems to be a critical year where the focus is being put on workers and their rights and important initiatives are being created, such as the creation of CSVI, the Videogame Trade Union Coordinator, to fight for a healthy and inclusive industry and advocate for the interests of the members of the industry, trying to improve their working conditions.

In terms of releases, following a frantic 2023 that saw the biggest national productions, we can expect a calmer 2024 with the main developers working on new projects, leaving plenty of room for surprises and for *new studios to take advantage of the free space in the market*. Nevertheless, high numbers of releases are expected again and some names are already marked on the calendar, such as Aureole, Slam and Roll, Hermetica, Operation Highjump: *The Fall of Berlin, Camper Van, and Asphalt Legends*.

Gregorio Espinar (@Gdejota)

### **ACTIVITIES CHART**

AMES F	FROM COMPANIES	ACTIVITIES	CONSULTANCY	DEVELOPER	PR & MARKETING	GAME SERVICES	PUBLISHER	EVENTS	EDUCATION	INCUBATOR	OTHERS	PAGES
	ABYLIGHT			•			•					13
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	AETERNUM GAME STUDIOS			•			•					15
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	BEAUTIFUL GLITCH			•								17
	BLITWORKS GAMES						•					18
	BRAVE ZEBRA		•	•		•						19
	CANDELA GAMES			•					•		•	20
	CHIBIG			•			•					21
	CKOLMOS NARRATIVE			•								22
	COMBAT TIME			•			•					23
	CREEK GAMES			•								24
	CROWTEC		•	•		•						25
	DAYDREAM SOFTWARE		<u> </u>	•					•			26
	DIDACTOONS GAMES			•								27
	DIGITAL SUN			•								28
	ENDFLAME			•								29
	EPGAMES			•			•					30
	EPICTELLERS ENTERTAINMENT			•			<u> </u>					31
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	FRIENDLY FIRE STUDIOS			•					•			34
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	GAMELOFT BARCELONA			•		*	<u> </u>					36
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	GROUND GAME ATELIER			•			<u> </u>					38
	HEROBEAT STUDIOS			•								39
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	KANEDA GAMES			•		•	<u> </u>					41
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GAMES FROM SPAIN COMPANIES	ACTIVITIES	CONSULTANCY	DEVELOPER	PR & MARKETING	GAME SERVICES	PUBLISHER	EVENTS	EDUCATION	INCUBATOR	OTHERS	PAGES
PÓNTICA			•								62
PROMINEO STUDIOS			<b>♦</b>								63
RECOTECHNOLOGY			<b>•</b>					<b>♦</b>			64
ROLLDBOX GAMES			<b>♦</b>								65
SOEDESCO			<b>♦</b>	<b>♦</b>	•	<b>♦</b>					66
SUPERLUMEN			<b>•</b>								67
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ZEROUNO GAMES DIGITAL

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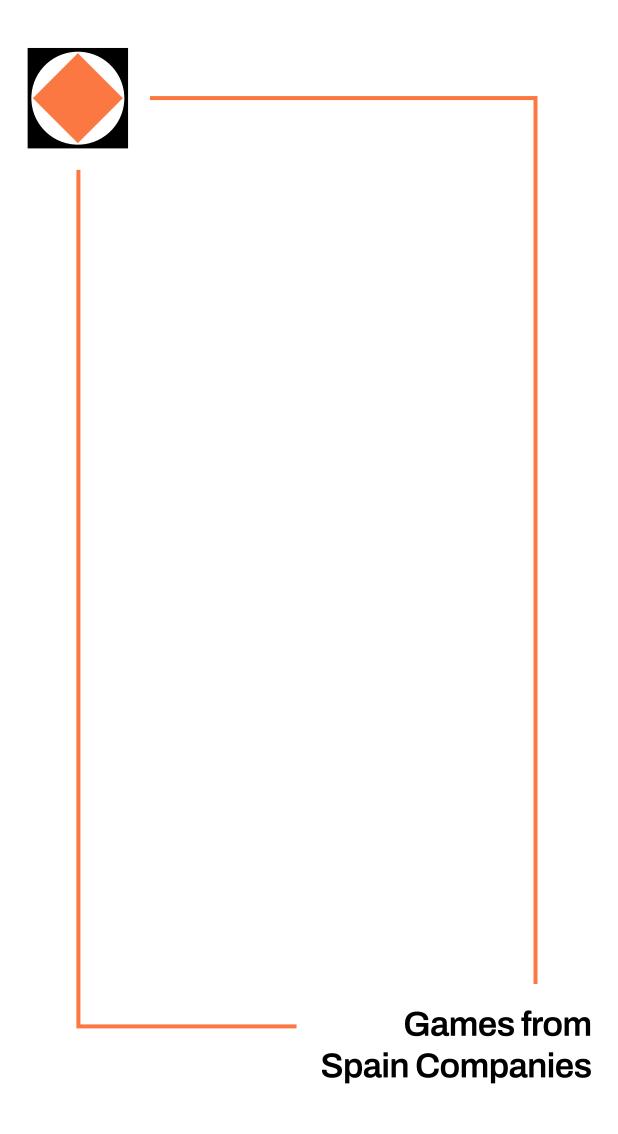
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OTHER COMPANIES	ACTIVITIES	CONSULTANCY	DEVELOPER	PR & MARKETING	GAME SERVICES	PUBLISHER	EVENTS	EDUCATION	INCUBATOR	OTHERS	PAGES
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# **One Military Camp**



PLATFOR

DC.

GENRE BUILDING

**MANAGEMENT** 

TARGE

LAUNCHED

LAUNCH DATE

07/20/2023

One Military Camp is a base builder game with sense of humor and no violence in it.

Build and upgrade your facilities, recruit and train personnel and send them on crazy missions behind enemy lines.

LOOKING FOR: USER ACQUISITION, FINANCING







CONTACT
EVA GASPAR GÓMEZ
CEO
eva@abylight.com

Abylight Barcelona is the video game studio behind One Military Camp. We are a group of talented professionals, artists, and above all, game enthusiasts, ranging from veterans of the 8-bit era to young talents. We create indie games with a keen eye for detail, focusing on technical achievements, deep gameplay, and fun.

Abylight Studios is the indie publisher that brought you titles like Cursed Castilla Ex (Metacritic: 81), Super Hydora (Metacritic: 82) or the award winning Hyper Light Drifter Special Edition for Nintendo Switch

You can find our games either in digital stores or physical collector's editions. Now working on the release of One Military Camp, a humorous tycoon game developed by our own studio, Abylight Barcelona.

**ACTIVITIES:** DEVELOPER, PUBLISHER

PORTFOLIO: MALDITA CASTILLA EX, SUPER HYDORAH, HYPER LIGHT DRIFTER (NINTENDO SWITCH)

AWARDS: BEST GAME DESIGN GAMEPOLIS (2023), BEST COMPANY DEVUEGO AWARDS (2023), FINALIST TIGA

AWARDS BEST STRATEGY GAME (2023)



### Xerme 🕞 🤊

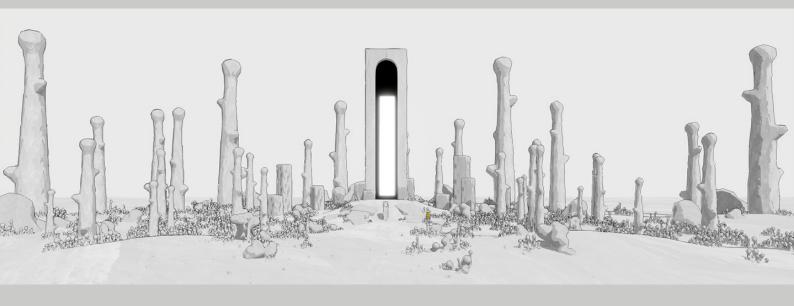
 PLATFORM
 GENRE
 TARGET
 STATE
 LAUNCH DATE

 PC
 PUZZLE
 7, 12, 16, 18
 PRODUCTION
 12/31/2024

XERME is an exploration and puzzle-solving video game where you embody different humanoids capable of interacting with the life force that moves the world. By collecting this energy, you store it in your avatar and will need to transfer it to solve the puzzles. Your objective is to keep progressing, which may require sacrificing your character to pass the torch to the next generation.

Curiosity is your best guide to advance and discover the rules of this mysterious universe. With simple gameplay, XERME is a journey through a white land speckled with beings and elements that hold energy and meaning. As you progress, you'll encounter stunning environments full of mysteries to unravel.

LOOKING FOR: PUBLISHERS, FINANCING, TRANSLATION & LOCALIZATION, USER ACQUISITION, MARKETING & PR



### acariño games



CONTACT

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Acariño means in Galician to treat with affection or to caress someone. Acariño Games was born in 2022 as a space that expands the production lines of Acariño Films, betting on an artistic and daring catalog while prioritizing originality and the independence of our productions, aiming to establish itself as an interdisciplinary cultural agent.

Venturing into the production of XERME has been an organic journey that has arisen from the complicity between an artist with very strong artistic and philosophical intentions and an emerging production company with the will to bet on independent authorial perspectives.

ACTIVITIES: DEVELOPER
PORTFOLIO: WWW.XERMEGAME.GAL

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



### Eden Genesis Do

PLATFORM

NINTENDO SWITCH, PS4 / PS5, XBOX, PC GENRE

ACTION-ADVENTURE

TARGET

12

STATE

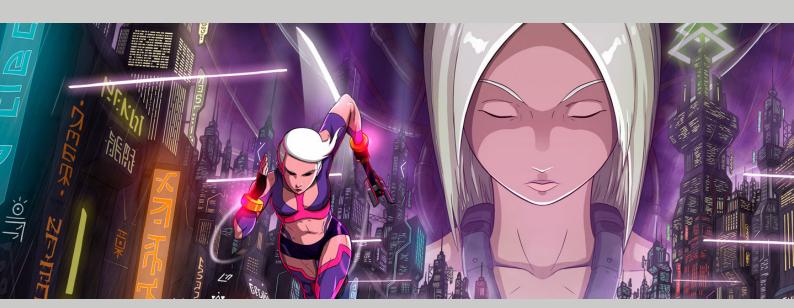
TESTING,
PRE-LAUNCHED

Eden Genesis is a platform game focused on fast-paced trials, quick reflexes, and a rich story in a cyberpunk world dominated by neon lights and corporations. Take control of Leah, a young cyborg lady, and overcome challenging trials to liberate her corrupted mind!

In the not-so-distant future, corporations rule the world providing ways of increasing the physical and intellectual capabilities of the common folk, at a high price...Those who wear cybernetic implants are doomed. Their lifetime is coming to an end in a matter of time, but luckily for them, there may still be hope. The biggest tech conglomerate just announced a promising solution for this terrible disease!

You play as Leah, a young cyborg lady who joins this experimental treatment to find a cure for what is killing augmented people. Overcome the trials. unlock your full mind potential and eliminate the corruption that is destroying your neurons.

LOOKING FOR: USER ACQUISITION, MARKETING & PR







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Aeternum Game Studios is a video game studio headquartered in Talavera de la Reina. They are a large and talented team of professionals in disciplines such as marketing, programming and design. Aeterna Noctis is their first major project for PC and consoles, winning the Best Spanish Video Game of 2022 at the 3Djuegos Awards.

They're currently working on a new IP called Eden Genesis, a platformer set in a cyberpunk world. The team is also committed to expanding the Aeterna Universe with the release of the highly anticipated sequel Aeterna Lucis.

ACTIVITIES: DEVELOPER, PUBLISHER

PORTFOLIO: AETERNA NOCTIS, SUMMUM AETERNA, EDEN GENESIS



# 

NINTENDO SWITCH, PC

POINT & CLICK

TARGE

PRODUCTION

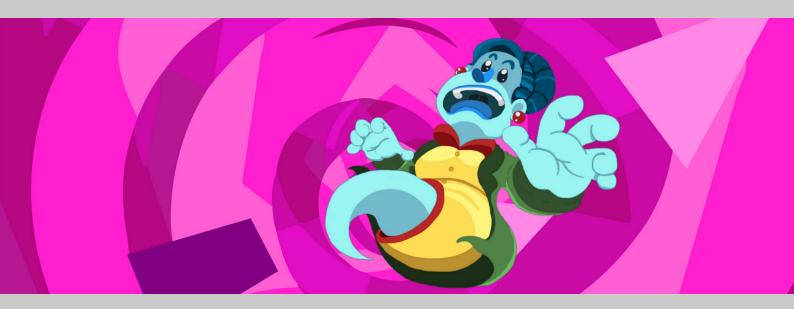
LAUNCH DATE

12/31/2024

Shadows of the Afterland is a supernatural comedy adventure. Wield magic, master crossing between realms, possess the living, and confront sinister forces.

Unravel the mysteries of your death and your memories of the future in a tale about identity, courage and destiny!

LOOKING FOR: PUBLISHERS, FINANCING







CONTACT

SILVIA IZQUIERDO 
Co-Funder & Production Manager silvia@arumastudios.com

We are an indie studio making story-driving video games with a puzzle component. Our favorite genre is point-and-click adventure games.

The team is still fairly small. We are one producer and one software engineer.

We are currently working on a new game for PC.

**ACTIVITIES:** DEVELOPER

PORTFOLIO: INTRUDER IN ANTIQUONIA (2022 - STEAM) - SHADOWS OF THE AFTERLAND (PC AND NINTENDO

SWITCH)



# Monster Prom 3: Monster Roadtrip **⊙9**

PLATFORM

PC

GENRE
MULTIPLAYER
VISUAL NOVEL
WITH SURVIVAL
MECHANICS

LAUNCHED

10/21/2022

Embark on a road trip like no other in this co-op narrative survival adventure. Visit fun locations, meet wacky characters, and manage your resources wisely. And yes: you still can date some hot monsters;)

Hit the road with Monster Prom 3: Monster Roadtrip, a vibrant sequel that twists the Monster Prom formula in an exciting new way. You and up to 3 friends will face all kinds of absurd conflicts, choosing from options in order to manage your road trip resources. If a resource hits zero... you can kiss your trip goodbye!

But fulfill the right requirements and you may reach one of the dreamy destinations that will put an epic end to this experience.

LOOKING FOR: PUBLISHERS, OTHER DEVELOPERS, FINANCING







CONTACT

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Creative Director
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Beautiful Glitch is an indie game studio whose narrative games shine for its charming characters and hilarious dialogues. We're the creators of the renowned franchise Monster Prom, comprised by several multiplayer narrative adventures.

The games have achieved success through a big loyal fandom, many sales, and various awards and recognitions.

**ACTIVITIES:** DEVELOPER

PORTFOLIO: MONSTER PROM: SECOND TERM, MONSTER PROM 2: MONSTER CAMP, MONSTER PROM 3: MONSTER

ROADTRIP



# Kingdoms and Castles •

PLATFORM NINTENDO SW

GENRE SIMULATOR TARGET

STATE LAUNCHED

LAUNCH DATE

01/12/2023

NINTENDO SWITCH, PS4 / PS5, XBOX

Kingdoms and Castles is a city-building simulation game about growing a kingdom from a tiny hamlet to a sprawling city and imposing castle.

Your kingdom must survive a living and dangerous world.

Do the viking raiders make off with your villagers? Or are they stopped, full of arrows, at the castle gates?

Does a dragon torch your granary, your people dying of starvation in the winter, or are you able to turn the beast back?

The success of your kingdom depends solely on your skill as a city and castle planner.

LOOKING FOR: MARKETING & PR







CONTACT

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CEO

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We are an indie game publisher based in Spain that has been born from extensive experience in the business of porting and publishing PC premium games on consoles.

Our main focus is to help indie developers to reach new horizons.

We are always in search of good games to launch on PC and console platforms.

We can take care of all the processes, from porting to the new platform to QA/Testing and publishing.

**ACTIVITIES: PUBLISHER** 

PORTFOLIO: KINGDOMS AND CASTLES, EVERHOOD, TRAIN VALLEY, PIRATES OUTLAWS



### **Hive of Witches ©**

PLATFORM

NINTENDO SWITCH, PS4 / PS5, XBOX, PC GENRE

ADVENTURES

**TARGET** 

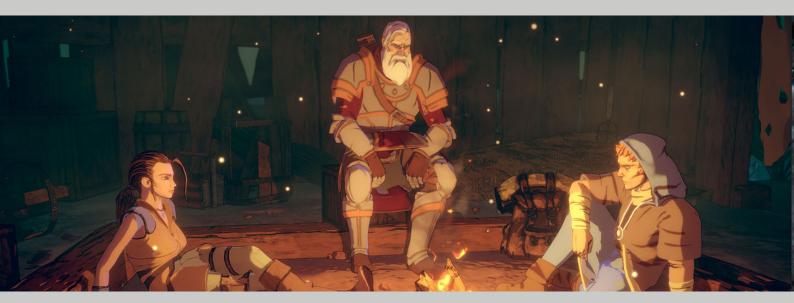
12, 16, 18

STATE

PLANNING: IN CONCEPT., PREPRODUCTION

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

LOOKING FOR: PUBLISHERS, FINANCING







CONTACT

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Managing Director

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Brave Zebra serves as the co-development and work-for-hire arm of Digital Sun, the renowned creators behind the successful title Moonlighter.

After the development of Moonlighter, Brave Zebra emerged with a mission to extend its expertise and support to fellow indie studios and publishers. Our goal is to empower others by leveraging the insights and experiences gleaned from our past successes.

Since our inception, we've assisted numerous studios with main focus in quality and seamless colaboration. Our services span across 2D and 3D art, animation, rigging, as well as tackling low-level technical challenges such as game optimization, multiplayer integration, game prototyping, demo creation, features implementation and UI/UX design. Additionally, we provide project guidance and consultancy services.

Moreover, we collaborate with both studios and publishers to facilitate game ports to platforms like PS5, Xbox, Switch and mobile.

Established in 2013, our studio comprises over 80 talented professionals, with more than 25 dedicated to the Brave Zebra unit. With a collective experience exceeding a decade in game development, we've cultivated a robust network within the industry.

ACTIVITIES: DEVELOPER, GAME SERVICES, CONSULTANCY
PORTFOLIO: HTTPS://WWW.BRAVEZEBRA.COM/GAME-PORTFOLIO/

HTTPS://DRIVE.GOOGLE.COM/DRIVE/FOLDERS/1EGGSTDH4XNYSBMWIXNN0Q3GWJAHNROQS



# Operación Almacén 7 🕞

PLATFORM GENRE

MOBILE ADVENTURE,
PUZZLES,
MISTERY

GET STATE
LAUNCHED

LAUNCH DATE **04/01/2022** 

Operación Almacén 7 (OA7) is a video game with cultural, educational, and recreational purposes designed for mobile devices. It falls within the genre of 2D graphic adventure with elements in 3D.

The main concept of the video game is to learn while playing, where getting to know, protect, and preserve our cultural and archaeological heritage becomes the central element of the plot. Discovering our past and our history helps us identify with it and learn from past experiences. By knowing and respecting our past, we can improve our future.

Likewise, OA7 addresses historical heritage and the promotion of Spanish culture from an educational and digitized perspective, focusing on current issues related to its defense.

LOOKING FOR: GAME SERVICES, TRANSLATION AND LOCALIZATION







CONTACT

DAVID DOMÍNGUEZ

CEO

info@candelagames.com

Candela Games is a video game studio based in Seville, created by the cultural production company Golmersa Servicios, SLU.

Composed of a team of experts in the various disciplines of the sector, they have recently stood out in the video game industry with the release of Operación Almacén 7, an exciting game of intrigue and adventure that combines a passion for heritage and culture with the secret world of espionage.

ACTIVITIES: DEVELOPER, EDUCATION, OTHERS

PORTFOLIO: OPERACIÓN ALMACÉN 7. CULTURAL ADMINISTRATIONS: MUSEUMS, LIBRARIES, FOUNDATIONS, CULTURAL CENTERS. PUBLIC ADMINISTRATIONS: TOWN HALLS, PROVINCIAL, AUTONOMOUS OR STATE COUNCILS. AWARDS: AWARD FOR ONE OF THE BEST PROJECTS IN THE CULTURAL AND CREATIVE INDUSTRIES. MINISTRY OF CULTURE AND SPORT (2021), GRANADA GAMING: AWARD FOR BEST VIDEO GAME REPRESENTATION. ANDALUSIAN GOVERNMENT (2022), GAME INVEST MÁLAGA: FINALISTS FOR THE AUDIENCE AWARD (2022), DEVUEGO: FINALISTS FOR BEST MOBILE GAME (2023), INDIE GAMES MÁLAGA: FINALISTS FOR BEST MOBILE GAME (2024)



# Mika and the Witch's

NINTENDO SWITCH, PS4 / PS5, XBOX, PC

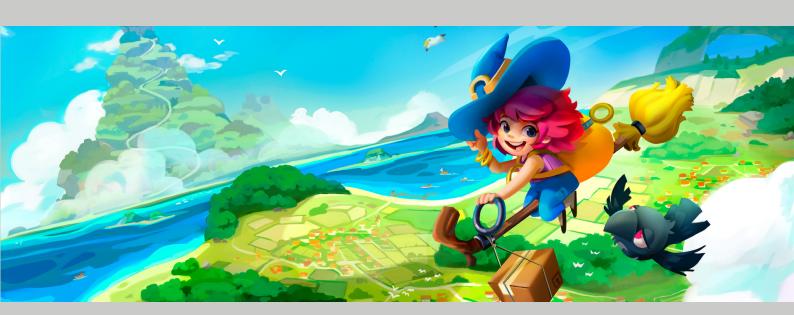
ADVENTURE

STATE PRODUCTION LAUNCH DATE

04/16/2024

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

LOOKING FOR: PUBLISHERS







CONTACT **ABRAHAM COZAR** Founder abraham@chibig.com

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

ACTIVITIES: DEVELOPER, PUBLISHER

PORTFOLIO: DEILAND (2018), SUMMER IN MARA (2020), DEILAND POCKET PLANET (2021), ANKORA LOST

DAYS (2022), KOA AND THE FIVE PIRATES OF MARA (2023).



# The Murder of Sherlock Holmes •

PLATFORM

MOBILE

GENRE

ESCAPE ROOM

TARGE1

STATE

LAUNCHED

LAUNCH DATE

05/10/2024

The Murder of Sherlock Holmes combines the fascinating genre of Escape Rooms with the total immersion in first-person virtual reality.

With a unique Voxel Art artistic style, players will be transported to the vibrant universe of Oniria, where every detail comes to life. Find the murderer of this famous character by investigating his own house.

The immersion of virtual reality and the challenges of the escape room offer a unique gaming experience.

LOOKING FOR: FUNDING







CONTACT

JORGE GARCÍA COLMENAR Designer

& Developer contacto@oniria.world

Indie studio of narrative transmedia videogames. Only projects with cibersoul. Since 2011.

Developers of Oniria World transmedia project.

ACTIVITIES: DEVELOPER PORTFOLIO: ONIRIA CRIMES



# Songs of Steel: Hispania 🕞 🤊

PLATFORM

GENRE

TARGET

STATE

PC

STRATEGY

12,16,18

PRODUCTION, TESTING

Relive the conflict between the mighty Roman Republic and the brave Celtiberian people of Numantia.

Featuring hand-drawn illustrations, classic turn-based strategy mechanics and combat tactics, with decision-making and side missions.

Your skill and decisions will mark the fate of your people!

LOOKING FOR: OTHERS







CONTACT
FCO. JAVIER RUBIO
Gerente
combattimegames@gmail.com

Combat Time was born in 2017 with the aim of producing video games linked to historical events. His first release in the sector was the turn-based strategy video game "Numantia".

Being aware that the title could have more potential and travel, and with the experience gained in these years, they decided to completely redesign it, creating what we currently know as "Songs of Steel: Hispania", together with the Meteorbyte studio, whose launch is scheduled for Q2 2024.

This video game, much more ambitious and complete, inaugurates the "Songs of Steel" saga, which will address military conflicts in which siege is a common denominator.

ACTIVITIES: DEVELOPER, PUBLISHER PORTFOLIO: SONGS OF STEEL: HISPANIA



# Fragments of Child •

PLATFORM

PS4 / PS5, XBOX, PC

GENRI

TARGET

ACTION, ADVENTURE 12, 16, 18

STATE

LAUNCHED

The game tells the story of "B", who, upon waking up in a factory with a TV for a head, becomes

Unleash the power of "B", her various TV-Heads, weapons and the skills of her companions, to execute devastating combos on any robot that gets in her way.

Explore vast and spectacular areas teeming with fun and unique characters.

embroiled in a conflict between two factions: The Supervisor and The Union.

LOOKING FOR: PUBLISHERS, FINANCING, TRANSLATION & LOCALIZATION, MARKETING & PR





CONTACT
FRANCISCO G. ARROYO
CEO
fran@creekgames.es

Creek Games is a video game company based in Madrid, Spain, passionate about Hack 'n Slash and action-adventure games with a strong narrative component.

With a team of 23 individuals encompassing diverse profiles, we strive to create captivating gaming experiences.

**ACTIVITIES:** DEVELOPER

AWARDS: BEST GAME DESIGN AWARD AT PLAYSTATION TALENTS 2023, BEST ADVENTURE GAME AT INDIE DEV DAY 2021, SECOND PRIZE FOR BEST INDIE GAME AT AMAZON GAMERGY 2021, EPIC MEGAGRANT RECIPIENT



# Map of History **⊙**

PLATFORM

MOBILE, VR/AR

ADVENTURE

STATE

PLANNING: IN CONCEPT., PREPRODUCTION

Map of History -MoH-, offers an Augmented Reality experience where the game unfolds in the real world.

It seamlessly blends a virtual realm, where the player assumes the role of the main character in a story, with the physical world.

LOOKING FOR: FINANCING







CONTACT

MERIEM EL YAMRI 
Founder & CEO

meriem@crowtec.co

We are a boutique, Madrid-based company that was launched by computer engineers.

We develop unique solutions that bring together the real and virtual worlds. Using cutting-edge technology and agile approaches, we enjoy working with creative ideas and turning them into technological innovations.

ACTIVITIES: DEVELOPER, GAME SERVICES, CONSULTANCY

AWARDS: INNOVATIVE SME BY AENOR, EXCELLENCE OF THE MADRID SOCIAL ECONOMY FOR THE BEST ENTREPRENEURIAL PROJECT BY ASALMA, TOP 100 STARTUPS SANTANDER X GLOBAL, PITCH COMPETITION FINALIST STARTUP OLÉ, IMPULSA VISION ACCELERATION PROGRAMME RTVE, IBM AWARD AT GLOBAL URBAN DATAFEST, FIRST AWARD STARTUP PROGRAMME ENTERPRISE, CHALLENGE PWC SPECIAL AWARD, RAFAEL DEL PINO FOUNDATION, REDEMPRENDIA AWARD V EDITION UNIVERSITY ENTREPRENEUR AWARDS UCM, BEST FINAL YEAR PROJECT BY SOPRA



# Risko - Shepherd's leap •

 PLATFORM
 GENRE
 TARGET
 STATE
 LAUNCH DATE

 MOBILE
 ARCADE, CASUAL
 3
 LAUNCHED
 05/30/2022

In the mountains of the Canary Islands, the ancient shepherds dedicated their lifes to their land with such intensity that their learning, experiences and teachings remain eternally leaping over the cliffs of the canarian geography with their astias..."Run and leap down the cliffs using the ancient canarian technique of shepherd's leap.

LOOKING FOR: PUBLISHERS







CONTACT

ADAY MELIÁN CARRILLO

Founder
info@daydreamsoftware.es

We are Daydream Software, a small team from Canary Islands, Spain. We have published several products like games and apps on different digital platforms. We are developing new projects for clients as well as own products.

We are always looking for new and challenging projects to improve our skills and create new and stunning experiences.

ACTIVITIES: DEVELOPER, EDUCATION PORTFOLIO: SPHERIA, ECROSSMINTON



# **Glitch Hero**

CONSOLE, PC,

MOBILE

EDUCATIONAL

IN DEVELOPMENT

Glitch Hero is an adventure game mixed with coding puzzles.

LOOKING FOR: MARKETING & PR, USER ACQUISITION







CONTACT **DAVID RIOJA REDONDO** Co-founder info@didactoons.com

Didactoons is a development studio specialized in educational video games.

Out titles are present in all major plarforms and markets around the world.

**ACTIVITIES:** DEVELOPER

PORTFOLIO: BODYQUEST, MATHLAND, ABC DINOS, 123 DOTS, DINO TIM, MONSTER NUMBERS, FRACTION

CHALLENGE, MATHE



# Cataclismo • 9

PLATFORM

PC

GENRE STRATEGY

12, 16, 18

STATE

PRE-LAUNCHED

LAUNCH DATE

07/16/2024

From the creators of Moonlighter, Cataclismo is a real-time strategy game about building castles brick-by-brick and defending humanity against swarms of horrors.

Design fortresses, optimize production in the citadel, train and deploy a wide range of troops, and make impactful tactical choices.

LOOKING FOR: USER ACQUISITION







CONTACT

### **ALBERT MILLAN**

Business Development albert.millan@digitalsungames.com

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

ACTIVITIES: DEVELOPER

PORTFOLIO: MOONLIGHTER (2018), THE LEAGUE OF LEGENDS SPIN-OFF THE MAGESEEKER (2023), AND THE

UPCOMING FORTRESS BUILDER RTS CATACLISMO.

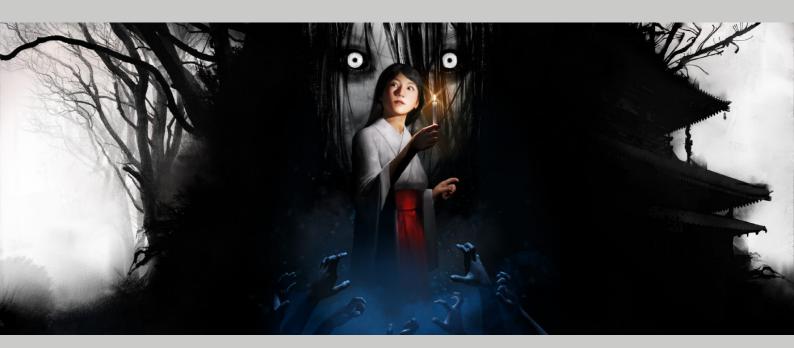




**PLATFORM TARGET** STATE LAUNCH DATE CONSOLE, PC **TERROR** LAUNCHED 03/29/2022

Fear and anxiety prevail after the darkest tales from Japanese folklore come to life in this first-person psychological horror game. Set in a feudal era, Ikai revolves around the priestess of a shrine struggling to defeat the spirits of her past and her present.

LOOKING FOR: PUBLISHERS, FINANCING







CONTACT LAURA RIPOLL CEO contact@endflame.com

Endflame is an interdisciplinary team of developers that have got together with the aim to immerse players into remarkable experiences by bringing stories to life.

**ACTIVITIES: DEVELOPER** 

PORTFOLIO: IKAI

AWARDS: WINNER: "I NEED TO GET MYSELF AWAY FROM THIS" INDIEDEVDAY (2021), "EXCELLENCE IN AUDIO" BUSAN INDIE CONNECT FESTIVAL 2020 (BIC FEST 2020), "AUDIENCE AWARD" THREE HEADED MONKEY AWARDS

(3HMA) (2020), "BEST NARRATIVE" PLAYSTATION TALENTS, VII EDITION (2020).
NOMINATION: "BEST GAME OF THE YEAR" PLAYSTATION TALENTS, VII EDITION (2020), "BEST ART"

PLAYSTATION TALENTS, VII EDITION (2020)



# Oppidum •

**PLATFORM** 

NINTENDO SWITCH, PS4 / PS5, XBOX, PC GENRE
ACTION,
ADVENTURE,

MANAGEMENT, NARRATIVE CLOSED BETA

LAUNCH DATE

2024

Online coop adventure game with immersive narrative.

Explore, collaborate, craft, fight and dive into a captivating story to uncover a powerful truth.

A world hanging by a thread needs your help – will you answer the call?

LOOKING FOR: MARKETING & PR







CONTACT

JENNIFER BARBA

Producer
jen.barba@epgames.gg

Starting as a solo developer's dream in Madrid in 2004, EP Games has grown into a tight-knit team. From a range of projects, we've found our passion in creating high-quality video games for everyone.

Now, we're all about making fun, engaging multiplayer games for all major consoles and PC. Even though we're spread out, working remotely, we're united in our goal to deliver awesome gaming experiences.

EP Games is more than a studio – we're a crew who love crafting adventures for players to enjoy together.

ACTIVITIES: DEVELOPER, PUBLISHER

PORTFOLIO: QUEENDOOM (2016), A GUMMY'S LIFE (2018, 2021), IMMORTAL REDNECK (CREMA, 2017),

TEMTEM (CREMA, 2022)



# Forbidden Land

PLATFORM

PS4 / PS5, XBOX, PC

GENRI RPG TARGET **16, 18** 

STATE

PLANNING: IN CONCEPT., PREPRODUCTION LAUNCH DATE

08/08/2026

Embark on an adventure set in the captivating universe of Forbidden Lands. Explore treacherous realms, forge alliances, and uncover ancient secrets in our debut title, where every choice shapes your destiny.

LOOKING FOR: PUBLISHERS





CONTACT **ALBERT JANE**Founder

contact@epictellers.com

We are Epictellers, a passionate crew of experienced game developers who have united over a shared love of computer role-playing games (cRPG).

Inspired by our Catalan mantra "Llum, Foc, Destrucció" - translating to Light, Fire, Destruction - we're set on brightening the gaming world, igniting new creativity, and challenging industry conventions.

ACTIVITIES: DEVELOPER
PORTFOLIO: THE OCCULTIST



### The Truth about Alice

PLATFORM

PC, CONSOLES, VR

CHARACTER-DRIVEN
PSYCHOLOGICAL
HORROR

Imagine a game that combines the immersive and emotional storytelling of a psychological thriller, the action of a survival game, and the mind-bending mysteries of classic sci-fi.

With death as a mechanic, evolving narrative, and a world where everything is not as it seems, this game will keep you on the edge of your seat for hours.

Interact with unique characters that react dynamically to your decisions and get ready to experience a gripping adventure that will challenge your skills, test your survival instincts, and keep you guessing until the very end.

LOOKING FOR: FUNDING AND INVESTORS







CONTACT

JOAQUÍN RUIPÉREZ GARCÍA

joa@estudiofuture.co

Estudio Future is a leading VR production company focused on pushing the boundaries of Virtual Reality, Mixed Reality and Augmented Reality for entertainment, education and training. We are an awarded immersive content studio with a passion for innovation and interactive storytelling.

The company was founded in 2014 in Madrid, Spain by a team of computer graphics experts with a shared vision to apply real-time CGI and gaming technologies to new markets. With a deep technical background of more than 15 years working with 3D graphics, the quality of our work has allowed us to work with the leading companies in VR.

Our dynamic in-house team walks clients through every single facet of the production pipeline. From artistic direction to scripting, to character development, sound, FX and more, we are about immersive design and full cycle development that will leave you absolutely stunned.

ACTIVITIES: DEVELOPER, DESIGN AND CONTENT PRODUCTION, CONSULTANCY
AWARDS: INTERNATIONAL EMMY NOMINATION FOR BEST ORIGINAL INTERACTIVE CONTENT. TAKE BACK THE MIC
VR&LOS ANGELES, UNITY VISION SUMMIT (BEST 12 VR COMPANIES WORLDWIDE). LOS ANGELES - BEST VR
CONTENT IN SPANISH, THE GIANT GEODE VR, MADRID - SIGGRAPH OFFICIAL SELECTION,
SUMMER CAMP, LOS ANGELES - SIGGRAPH OFFICIAL SELECTION. VIVO TECHNOLOGY. VANCOUVER - VIRTUAL DAYS
XR BASE INVESTORS NOMI-NEE. AMSTERDAM - VR BEYOND PRIZE WINNER. BURJ KHALIFA CONTEST . DUBAI VIFF SELECTION. THE TRUTH ABOUT ALICE. VANCOUVER





**PLATFORM** 

PC

GENRE

POINT & CLICK

TARGET 7, 12, 16, 18

POST-LAUNCHED

LAUNCH DATE

12/01/2017

Hostil is a short emotional interactive tale about a young astronaut who has crashed on a extremely dangerous planet.

No one will come to rescue him and his only hope is to move forward.

LOOKING FOR: PUBLISHERS, FINANCING





CONTACT

LUIS LODOS 
Director

info@eterustudio.com

Eteru Studio is an independent studio from the Canary Islands dedicated to the development of narrative video games with 2D art, distributing mainly on PC on Steam.

Specialized in the genre of visual novels.

ACTIVITIES: DEVELOPER

PORTFOLIO HTTPS://DOCS.GOOGLE.COM/PRESENTATION/D/1TKOMF5CAP119G0ESYTAASMO\_RAT7RZKCH0SYPARBOIA

AWARDS: CHUPETE 2019, BEST APP FOR KIDS



# A Long Survive 9

**PLATFORM** 

PC, VR/AR

GENRE

SHOOTER AND STRATEGY VR **TARGET** 

12,16,18

STATE

PRODUCTION

LAUNCH DATE

06/14/2024

"Its was our fault. Our home, Earth, was attacked and devastated. But we survived. We succeded in expelling the Lerp. We know they will attack again. But we will be ready"

A Long Survive is a cooperative VR shooter focused on surviving waves of enemies and resource management.

Join the Space Corp, the result of human unity in the pursuit of survival and the battle against the Lerp, an alien race that attacked Earth seeking revenge. Cooperate with the Kepler Squadron to find a new home and explore uncharted planets while unraveling the truth behind the Lerp invasion.

This immersive VR standalone game, featuring crossplay connectivity, revolves around real-time strategy, construction, and action as vital elements.

Teamwork will be crucial, along with your ability to build and fortify your combat zone to withstand increasingly stronger and numerous enemies.

Only the most capable will survive. Are you one of them?

LOOKING FOR: PUBLISHERS, FINANCING, OTHER DEVELOPERS





CONTACT

JAVIER REQUENA

CPO

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"Never betraying, always entertaining".

In a world full of big companies, we are a small game studio with big dreams. Here, creativity and the emotion to create flow from each of us, contributing a piece of our essence, to collectively form Friendly Fire Studios.

As a team scattered across Spain (Seville, Alicante, Navarre...), we seamlessly operate remotely, maintaining constant communication among all members. In addition, our diverse backgrounds and geographical spread bring a rich tapestry of perspectives to the table, infusing our game with a wealth of rich viewpoints.

We were born from the collaboration of several experienced developers, aiming to create our own video game. Previously focused on the VR world, we wanted to imagine our favorite games from behind a VR headset.

**ACTIVITIES:** DEVELOPER

AWARDS: BEST INDIE AWARD GAME4PLAYPRO 2023



# Elemental Raiders 9

PLATFORM

GENI RPG TARGET

LAUNCHED

LAUNCH DATE

11/20/2022

NINTENDO SWITCH, PS4 / PS5, XBOX, PC, MOBILE, MAC

A free-to-play trading card game with role-playing game elements. Experience a unique twist on the genre, blending the excitement of TCGs with the depth of RPG mechanics into an epic, fun and strategic experience that will challenge your deck building and turn-based combat skills.

7, 12, 16, 18







CONTACT

CHRISTIAN GASCONS

COO & Co-founder

christian@gfal.com

GFAL aims to revolutionize gaming with cutting-edge technology and a commitment to innovation, offering a diverse range of engaging games a seamless platform experience.

ACTIVITIES: DEVELOPER, PUBLISHER, GAME SERVICES

PORTFOLIO: ELEMENTAL RAIDERS

AWARDS: APP OF THE YEAR 2023, SAMSUNG DEVELOPERS SPAIN



# Asphalt: 9 Legends 🕞 🤊

**PLATFORM** 

NINTENDO SWITCH, PS4 / PS5, XBOX, PC, MOBILE RACE

**TARGET** 

STAT

LAUNCHED, POST-LAUNCHED \_AUNCH DATE

07/25/2022

Race game with spectacular real-life locations and prestigious cars (Ferrari, Porsche, McLaren, etc.) to collect, upgrade, and customize.

LOOKING FOR: USER ACQUISITION







CONTACT

INES ALCOLEA

PR & Communications Manager ines.alcolea@gameloft.com

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

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

**ACTIVITIES: DEVELOPER** 

PORTFOLIO: ASPHALT 9: LEGENDS AND DISNEY SPEEDSTORM

AWARDS: 2018 TOUCHARCADE'S BEST IPHONE GAMES - RACING, 2018 TABBYAWARDS - IPHONE GAME AWARDS WINNERS - RACING, 2019 POCKET GAMER MOBILE GAMES AWARDS - BEST AUDIO/VISUAL ACCOMPLISHMENT, 2019 15TH IMGA GLOBAL AWARDS - BEST TECHNICAL ACHIEVEMENT, 2019 23RD WEBBY AWARDS - SPORTS - WINNER + PEOPLE'S VOICE WINNER, 2019 GOOGLE PLAY AWARD - MOST BEAUTIFUL GAME, 2019 APPLE DESIGN AWARDS (WWDC) - WINNER, 2019 BEST OF GALAXY STORE AWARDS (SDC) - BEST RACING GAME, 2020 KOTAKU'S BEST ANDROID GAMES, 2020 HUAWEI EDITOR'S CHOICE AWARDS - BEST SPOT & RACING GAME, 2021 NYX GAME AWARDS - BEST RACING GAME / BEST GAMEPLAY (SWITCH), 2022 AMOA OPERATOR'S CHOICE AWARD - WINNER (LAI GAMES FOR ASPHALT LEGENDS ARCADE 5D DX SIMULATOR)



#### Hermetica 9

PLATFORM
PS5, XBOX X, PC

GENRE
ROGELIKE GAME

TARGET

STATE
DEMO

LAUNCH DATE
2024

Facies Hermetica is an alchemy game set in 16th-century Toledo, with strong elements of Hack&Slash and adventure. Facies Hermetica is like taking a bit of A Plague Tale, adding a generous amount of Hades, and seasoning it with hints of Potion Craft, all presented in a 3D world with psychedelic details.

The player will have to prepare their build through alchemy. Then, they will invade an alchemical world where they can combat, explore, and interact with the environment and its inhabitants. This allows them to gain understanding and power. When they return to the real world, they can use their newfound knowledge to prepare alchemical recipes in the laboratory and improve their build for the next run.

LOOKING FOR: PUBLISHERS, OTHER DEVELOPERS, USER ACQUISITION, FINANCING







CONTACT

DANIEL SÁNCHEZ MATEOS 
Director

daniel.sanchez @gammeranest.com

Gammeranest was founded in 2013 as a company devoted to developing interdisciplinary narratives that integrate the realm of entertainment, specifically video games, with fields such as museums, art, audiovisual media, and literature. Our philosophy is centered around collaborative project development, involving sectors that are typically distant from the realm of video games. Our aim is not only to create products with multiple interpretations and perspectives but also to emphasize the significance of the creative process and the individual and collective learning inherent in each project.

ACTIVITIES: DEVELOPER, PUBLISHER, GAME SERVICES, CONSULTANCY, EDUCATION

PORTFOLIO: TALLERES VIDEOJUEGO MUSEO ARQUEOLÓGICO NACIONAL (2013-ACTUALIDAD), VERNE. VIAJES

EXTRAORDINARIOS (ESPACIO FUNDACIÓN TELEFÓNICA, 2017), ACES OF THE MULTIVERSE (PLAYSTATION,

DICIEMBRE 2019), ASTURES. LA LEYENDA (IOS, ANDROID, SEPTIEMBRE 2020), THE DEDAL GAMES (MUSEO

NACIONAL THYSSEN-BORNEMISZA, JUNIO 2021), WAY DOWN (MEDIASET, 2021), METEOHÉROES: ¡JUNTOS POR

EL PLANETA! (MONDO TV, 2022), MALNAZIDOS (MEDIASET, 2022), RAGESTORM: THE CLOCKWORK CHRONICLES

(PROYECTO 5G RED.ES, 2022), TADEO JONES. LA TABLA ESMERALDA (MEDIASET, 2022), VONA/SHE (GENDER

MUSEUM UKRANIA, 2023), TADEO JONES. CRAZIEST AND MADNESS EDITION FOR NINTENDO SWITCH (MEDIASET,
2023), THE MANY PIECES OF MR. COO (GAMMERA NEST DISTRIBUIDO POR MERIDIEM. 2023), REGGIA DI

CASERTA (TUOMUSEO & REGGIA DI CASERTA, 2023), THE SECRET TRAIL OF MOON (GAMMERA NEST & HOSPITAL

PUERTA DE HIERRO, 2024), NEON BLOOD (PS TALENTS. PS5, PC, 2024), RETRIEVAL (GAMMERA NEST

DISTRIBUIDO POR MERIDIEM, 2024) AND MANY MORE

AWARDS: PLAY STATION TALENT AWARDS 2023: BEST GAME FOR THE PRESS, DEVUEGO AWARDS MOST ANTICIPATED INDIE GAME 2024, PLAYGENPRO 2024 BEST ART



### The Time I Have Left •9

PLATFORM

PC

MARRATIVE,

ADVENTURE, RPG

TARGET 12

STATE

IN DEVELOPMENT

AUNCH DATE

12/31/2024

Time-driven escape adventure game.

Face grotesque turn-based combats with active elements while exploring and unveiling the secrets of the story.

LOOKING FOR: PUBLISHERS, FINANCING



|G|R|O|U|N|D|GAME ATELIER



CONTACT

JUAN ESTÉVEZ (YITE) 
Studio Head & Creative Director yite@groundga.com

Great ideas do not expire.

We shape our work by distilling the essence of the forgotten gems that we love and bring our personal take on what a game can be, say, and mean.

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

**ACTIVITIES:** DEVELOPER

PORTFOLIO: THE TIME I HAVE LEFT IS THE DEBUT TITLE FOR THE STUDIO



# Endling - Extinction is Forever • •

**PLATFORM** 

CONSOLE, PC, MOBILE

**GENRE** 

**METROIDVANIA** 

ADVENTURE, SURVIVAL 16

TARGET

STATE

LAUNCHED

LAUNCH DATE

07/22/2022

As the last mother fox on Earth, your cubs need all your care to survive in a merciless world that slowly destroys itself. And you should never forget that extinction is forever – in the real world and in this 2023 BAFTA award winning experience.

Experience a world ravaged by mankind through the eyes of the last fox on Earth in this eco-conscious adventure. Discover the destructive force of the human race, like it, day after day corrupts, pollutes, and exploits the most precious and valuable resources of the natural environment.

Explore various 3D side-scrolling areas and defend your tiny furballs, feed them, watch them grow up, notice their unique personalities and fears, and most importantly, help them to survive. Spend the day resting in an improvised shelter and plan your next movement carefully since it could be the last for you and your pups.

LOOKING FOR: PUBLISHERS, FINANCING







CONTACT

JAVIER RAMELLO 
CEO

iramello@herobeatstudios.com

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

ACTIVITIES: DEVELOPER

PORTFOLIO: ENDLING: EXTINCTION IS FOREVER

AWARDS: WINNER: BAFTA - GAME BEYOND ENTERTAINMENT 2023, 3DJUEGOS - BEST GAME OF THE YEAR 2022, 3D WIRE - BEST VIDEO GAME 2018, A LINK TO THE PODCAST - INDIE ESPAÑOL 2022, BIG - INNOVATION 2022, DEVUEGO - MEJOR JUEGO ABSOLUTO 2022, EXPSHARE+ - MOST IMPACTFUL 2022, GAME PRO - SPECIAL AWARD SOCIAL VALUE 2022, PREMIOS DE ANIMACIÓN COMUNIDAD DE MADRID 2019, PÄDAGOGISCHER MEDIENPREIS 2022, SAGA (BEST VIDEOGAME 2022, BEST VISUAL ART 2022, BEST SOUNDTRACK 2022, BEST NARRATIVE 2022), TOMMI - 3RD PLACE 2022, TWOTY - MEJOR JUEGO ESPAÑOL 2022, VANDAL - BEST INDIE BGW 2018, WEIRD - PREMIO RTVE INTERACTIVO 2022, ZOOM FESTIVAL - 2022, GAMES FOR CHANGE AWARDS - GAME OF THE YEAR 2023, AND MANY MORE



# Dance of Death: Du Lac & Fey •

POINT & CLICK

PLATFORM

NINTENDO SWITCH, PS4 / PS5, XBOX GENRE

STATE

POST-LAUNCHED

LAUNCH DATE

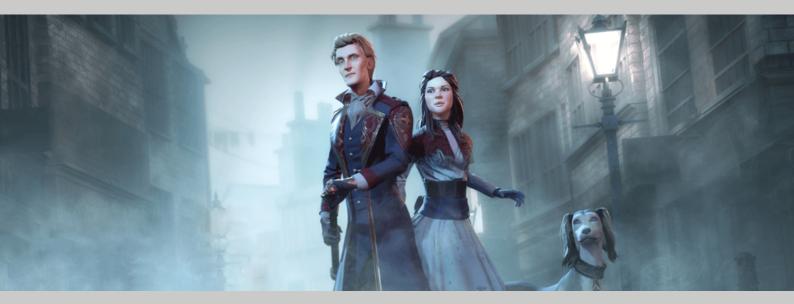
01/27/2023

1888. The Ripper stalks London's streets.

Play as Arthurian immortals Sir Lancelot Du Lac and Morgana Le Fey on a thrilling quest to stop history's most infamous murderer and save the city.

Team up with Whitechapel local – Mary Jane Kelly – as you explore the capital's underbelly, meet the intriguing characters who live there, and work with them to solve the crimes. But remember, every decision you make will influence their fates.

LOOKING FOR: FINANCING





CONTACT

MANUEL MARCO VIDAL 
Publisher &

Project Manager

Welcome to Hidden Trap, your trusted partner in publishing PC games into captivating experiences on the leading console platforms.

We specialize in porting, QA, marketing, and publishing, enabling indie developers to expand their reach and conquer new horizons.

ACTIVITIES: PUBLISHER

PORTFOLIO HTTPS://HIDDENTRAP.COM/GAMES/

AWARDS: WINNER BEST AUDIO DESIGN (TIGA GAMES INDUSTRY AWARDS), FINALIST BRITISH HERITAGE (TIGA GAMES INDUSTRY AWARDS), NOMINATED BEST DIALOGUE IN AN INDIE GAME (G.A.N.G. AWARDS), NOMINATED BEST CHARACTER - DU LAC AND FEY (TIE) (AGGIE AWARDS)



#### Smoots Jet Ski 🕞

PLATFORM CONSOLE, PC

GENRE
SPORTS ARCADE

TARGET

STATE LAUNCHED

LAUNCH DATE

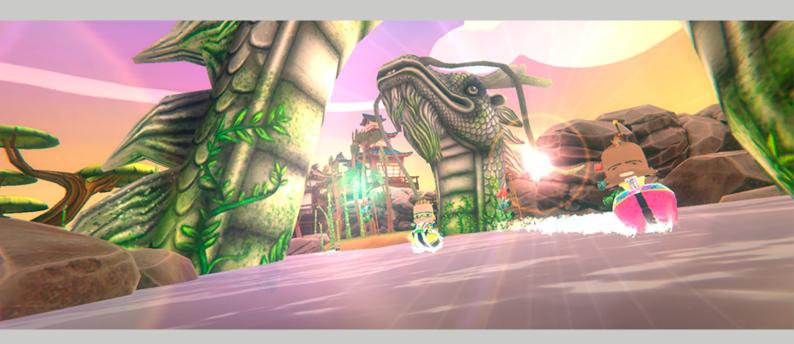
09/01/2023

Smoots Jet Ski is a videogame based on Jet Ski racing sport. This game shows the Smoots characters with a cartoon style which fits perfectly with an arcade game like this.

You will find Championship, Slalom, Time Trial, Battle Royale and Practice game mode where you can play up to 4 players locally.

Play with 12 Different characters with their own stats. Will you be the Winner?

LOOKING FOR: PUBLISHERS, FINANCING







CONTACT

JORDI ARNAL 
CEO

jordi.arnal@kaneda-games.com

Kaneda Games is a company with over 10 years of experience developing high quality videogames with competitive prices. We set our greatest passion to create video games with a high degree of technical and artistic knowledge.

Our expertise allows us to use the most appropriate technology depending of the needs of the client and project.

ACTIVITIES: DEVELOPER, GAME SERVICES

PORTFOLIO: SMOOTS GOLF, SMOOTS SUMMER GAMES, SMOOTS WORLD CUP TENNIS, HOLMES & MYCROFT



### **Toy Tactics** •

PLATFORM CONSOLE, PC

GENRE
REAL TIME
STRATEGY

TARGET 12

EARLY ACCESS

LAUNCH DATE

Q3 2024

The ultimate quest for glory. Draw formations on the battlefield and direct toy troops to surround, deceive, and outsmart your rivals. But beware! When contenders collide, physics will send helmets flying like a scene out of a cartoon. Lead your army to victory in the wobbliest strategy game around!

Toy Tactics is a physics-enhanced RTS where you can sketch unit formations and direct wobbly toys to victory. Under the guidance of legendary generals, master the ability to draw configurations into the battlefield and send miniature legions to war against hordes of undead foes. Load up your army with artifacts and destructive spells to help smash quirky enemies in real-time.

Think fast, deploy your units strategically, and lead them to victory!

LOOKING FOR: PUBLISHERS, FINANCING







CONTACT

DANIEL BLASCO

CEO

contact@krakenempire.com

Kraken Empire is a development company specialized in the creation of interactive experiences with the highest innovation and immersion level. We apply software engineering methodologies to technological research in our quest for new visual, artistic paths and user interaction models:

- Video Game and 3D/VR/AR Interactive Applications Design and Development
- Proprietary Technology Creation and Commercial Engine Based Solutions
- Physics Simulation and Artificial Intelligence
- Software Engineering and Agile Development

**ACTIVITIES: DEVELOPER** 

PORTFOLIO: TOY TACTICS, KROMAIA, KROMAIA OMEGA, HI SCORE SCIENCE

AWARDS: WINNER BEST AEVI GAME INDIEDEVDAY (2021), FINALIST GAME CONNECTION (2023), FINALIST TIGA

AWARDS (2023)



### Land of Goals **©**

PLATFORI MOBILE GENRE SPORTS

TARGET

12, 16, 18

LAUNCHED,

TESTING

LAUNCH DATE

07/12/2023

A mobile video game where players will be able to face the stars of LALIGA or team up with them. 3v3 matches where players will have to equip themselves with the best skins to improve their skills and 1v1 matches where the player will have to demonstrate his skill with the ball.

Soon users will be able to compete online.



# LALIGA **ENTERTAINMENT**

CONTACT

DAPHNE VILLEGAS HUÉLAMO

General Manager

dvillegas@laligaentertainment.com

LALIGA ENTERTAINMENT is a company focused on digital entertainment that develops and publishes Land of Goals.

ACTIVITIES: DEVELOPER, PUBLISHER

PORTFOLIO: LAND OF GOALS



# Code Land: Coding for kids •

PLATFORMGENRETARGETSTATELAUNCH DATEMOBILEEDUCATIONAL3LAUNCHED10/21/2023

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

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

LOOKING FOR: USER ACQUISITION







CONTACT

GEMMA MALET CODINACH

Co-founder

info@learnyland.com

At Learny Land, we love to play, and we believe that games must form part of the educational and growth stage of all children; because to play is to discover, explore, learn and have fun.

Our educational games help children learn about the world around them and are designed with love.

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

**ACTIVITIES:** DEVELOPER

PORTFOLIO: CODE LAND: CODING FOR KIDS



### **Chemical Battles ©**

PLATFORM
NINTENDO SWITCH,
PS4 / PS5, XBOX, PC

ROGUELIKE - RTS

12, 16, 18

PRODUCTION

LAUNCH DATE

01/01/2025

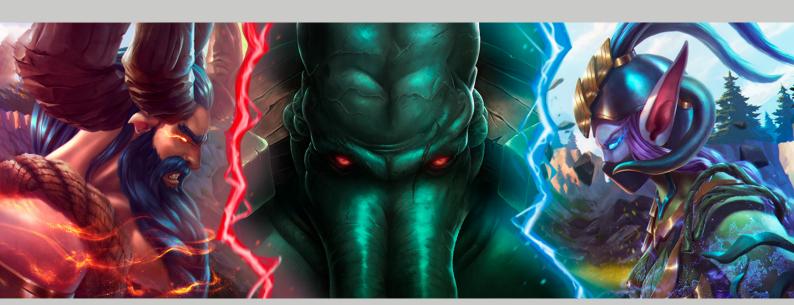
Chemical Battles is a high quality 3D Deck Building-Roguelike-RTS videogame with an epic fantasy - chemical world setting.

The main character, a famous scientist, is abducted after a failed experiment into a fantasy world from where we must escape using a growing army of fantastic living chemical components and powerful reactions in real time strategy PVE battles.

With each run we will gain resources for improving our base, deck and scientists in order to face increasingly more defying challenges.

Gather your forces, prepare your reactions and defy your destiny in Chemical Battles! Invent the victory formula!

LOOKING FOR: PUBLISHERS, FINANCING







CONTACT

MARÍA SUÁREZ

CMO

maria.suarez@magicfennec.com

Magic Fennec specializes in Virtual Production, XR, 3D, and Unreal Engine game development. Our expert team merges cutting-edge technology with limitless creativity to deliver immersive 3D experiences that dazzle and captivate audiences worldwide.

From virtual content production to the creation of state-of-the-art digital worlds, we are here to bring your boldest visions to life.

**ACTIVITIES: DEVELOPER, GAME SERVICES** 



### Remnant 2 9

TARGET

18

STATE

LAUNCH DATE 07/25/2023

PS4 / PS5, XBOX, PC

THIRD PERSON **SHOOTER** 

LAUNCHED

Remnant II pits survivors of humanity against new deadly creatures and god-like bosses across terrifying worlds.

Play solo or co-op with two other friends to explore the depths of the unknown to stop an evil from destroying reality itself.

LOOKING FOR: GAME SERVICES





CONTACT **JULIEN LUDWIG** Senior BIZDEV hello@starloopstudios.com

Magic Media & Entertainment Spain, S.L. is a full-cycle game development studio located in Spain.

We take pride in delivering incredible games for publishers, developers, world-class brands and private companies. Since inception in February 2011, we produced more than 100 games, with more than 100 million downloads on all platforms.

ACTIVITIES: DEVELOPER, PUBLISHER, GAME SERVICES

PORTFOLIO: PIXELMON, THE OIKOS, SOCIAL EMPIRES: BATTLE 2, OVERKILL VR, CRYPTOWARS, LINGO, TMNT: MUTANT MADNESS, ZOO EVOLUTION, FIELDRUNNERS ATTACK!, ESPIRE 1, DRAGONRIDE VR, HELLO

**GUEST** 

AWARDS: NOMINATE FOR BEST ACTION GAME IN THE GAME AWARDS 2023, WENT TO TOP OF STEAM SELLERS

LIST



#### **CLeM ⊙ 9**

NINTENDO SWITCH. PS4 / PS5, XBOX, PC

TARGET **ADVENTURE** 12, 16, 18

STATE LAUNCHED LAUNCH DATE 02/06/2024

CLeM is a narrative-driven puzzle adventure game with a dark twist. Wake up in a world where puzzles intertwine with exploration, weaving a unique narrative rooted in alchemy.

A voice awakens you. It gives you purpose. To guide you, you find a notebook with mysterious entries and a house to explore.

LOOKING FOR: FINANCING





CONTACT

**JAVIER GÁLVEZ GUERRERO** 

Co-founder, Narrative Designer, Programmer & Producer javier@mangoprotocol.com

Mango Protocol has been crafting narrative-driven games since 2013.

The studio has recently released CLeM, a mystery puzzlevania adventure for PC and consoles. CLeM is the fourth installment in the Psychotic Adventures series, following the studio's three previous games, MechaNika, Agatha Knife and Colossus Down.

**ACTIVITIES:** DEVELOPER

PORTFOLIO: CLEM (2024) - COLOSSUS DOWN (2020) - AGATHA KNIFE (2017) - MECHANIKA (2015)

AWARDS: BEST NARRATIVE INDIEDEVDAY 2022, INDIE COMMUNITY CHOICE AWARD HONORABLE MENTION, 2022,

MOST ANTICIPATED GAME INDIEDEVDAY 2021



# Outer Ring MMO •

 PLATFORM
 GENRE
 TARGET
 STATE

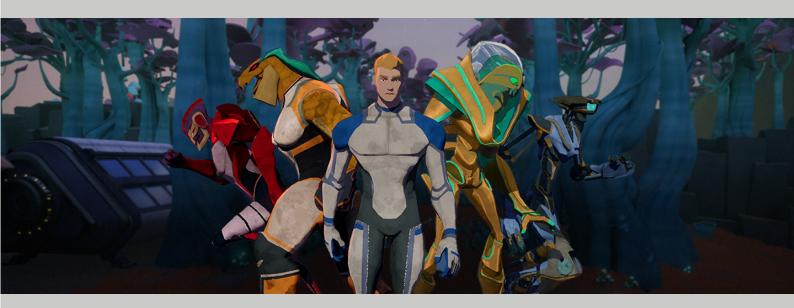
 PC
 MMORPG
 16
 PRODUCTION

Outer Ring MMO is a captivating free-to-play 3rd-person sci-fi action RPG. In this immersive universe, the treasures you amass and the rewards you earn transcend the confines of the screen.

Begin your journey by crafting unique characters from among five alien species: Earthlings, Oracles, Scavengons, Va'an, and Mech. These diverse beings coexist within a tiny corner of the Milky Way, sharing planets, embarking on adventures, pursuing interests, and conducting business—all under the watchful eye of the Republic of Sentients.

Here, you are the author of your own narrative—a story shaped by your decisions and influenced by the dynamic player-driven economy. The possibilities are boundless. Will you align with the Republic or ignite a rebellion? Seek allies for daring escapades, forge partnerships for lucrative ventures, or even find friends to share movie nights—whether in the game or the real world.

So step into this uncharted territory and unlock new dimensions of gaming. Welcome to Outer Ring MMO!







CONTACT

GUILLAUME EPPE

CMO

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Maniac Panda Games is a spanish independent video game studio, founded in 2019 by a group of friends who share a passion for gaming, each boasting a wealth of experience in development. As the years unfold, our humble dream has evolved into an ambitious mission, actively pursuing a revolution in the way people engage with gaming, driven by a team of global and talented professionals.

And now, we're not just imagining; we're actively crafting new ways to immerse players in the exhilarating world of gaming with thrilling games in the oven. Rooted in our dual mission of delivering entertainment and fostering a global gaming community, we continually push innovation thanks to Web3 technology but not only, ensuring enduring value for each player.

ACTIVITIES: DEVELOPER

PORTFOLIO: OUTER RING MMO, RACERLOOP, ONE LAST BREATH, UNDERGROUND WAIFUS, WARLANDS



# Operation Highjump: The Fall of Berlin •

PLATFORM
NINTENDO SWITCH,
PS4 / PS5, XBOX, PC

ACTION-ADVENTURE

12,16,18

STATE

Based on WWII legends, it's a 2D game blending classic Run&Gun with video-adventure narrative and puzzles.

April 20, 1945, In a race against time, the OSS sends its best man, Lieutenant Joseph "Joe" Kawalski, a tormented man haunted by his past. on a suicide mission, He will fight his own war with the Dogs of War Squad, to settle old scores with the ones who took everything from him.

The objective? To locate and eliminate the main leaders of a fallen empire before they escape from justice and steal their advanced secret technology to prevent it from falling into the wrong hands.

An epic chase through the ruins of Berlin will lead him to a final duel between the forces of good and evil .lts outcome will decide a hidden war waged in the shadows and will seal the fate of the world. Mission Start!

LOOKING FOR: PUBLISHERS, FINANCING







CONTACT

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CEO

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We develop and design interactive universes of action and adventure with a transmedia base, merging video games, literature, cinema and technology.

Taking the video game as a base to expand into different formats and media that are enjoyed in a personalized way.

**ACTIVITIES:** DEVELOPER

PORTFOLIO: OPERATION HIGHJUMP: THE FALL OF BERLIN

AWARDS: 1094% FOUNDED IN KICKSTARTER, PROJECT WE LOVE BY KICKSTARTER, II AWARD FOR THE BEST

GAMING AND ESPORTS PROJECT IN THE VALENCIAN COMMUNITY BY AVEPE



# Create your own monster

PLATFORM GENRE TARGET STATE LAUNCH DATE

MOBILE EDUCATIONAL 3 LAUNCHED 10/28/2022

Step into a world of imagination where you can bring fun creatures to life and enjoy exciting minigames!

Create Your Own Monster is an educational, free, and family-friendly game where you can unleash your imagination to create and play with entertaining creatures.

#### **INFINITE MONSTERS!**

Use your creativity to create as many characters as you want. Create your monster by selecting parts of its body, color it as you like, choose its voice, give it a name, and make it unique in the entire universe. Will it be a hero? A pet? You decide!

#### **FUN MINI-GAMES!**

Have a blast with your monsters in fun and original mini-games to level them up and earn many rewards to unlock new monsters and game content for free.

#### FOR THE WHOLE FAMILY!

Easy, intuitive, and entertaining gameplay for the whole family. Both young and old, of all ages, can develop their creativity, expand the boundaries of their imagination, and learn emotional intelligence by connecting with their monsters.

LOOKING FOR: PUBLISHERS, USER ACQUISITION, FINANCING







CONTACT

RAFAEL GARRIDO TOLEDANO 
Cofounder & CEO
info@mechanicgames.net

We create games and apps that improve our world.

ACTIVITIES: DEVELOPER, GAME SERVICES, CONSULTANCY, OTHERS

PORTFOLIO: CREATE YOUR OWN MONSTER



#### Mitos **•**

 PLATFORM
 GENRE
 TARGET
 STATE
 LAUNCH DATE

 PS4/PS5, XBOX, PC
 ACTION ADVENTURE
 12
 IN CONCEPT
 02/28/2027

What if Don Quixote wasn't crazy? Mitos is an action-adventure game where the player becomes a modern-day teenager magically transported to the legendary land of La Mancha.

Don Quixote - A voice in your head - will guide the player through a story full of unexpected turns and Castilian magic.

LOOKING FOR: PUBLISHERS, FINANCING





CONTACT
VÍCTOR ROCA
Financial & RRHH Management
victor@melbot.es

Melbot Studios is a dynamic and forward-thinking game development studio located in Barcelona.

Our primary focus is crafting distinctive and immersive experiences for PC and console gamers worldwide.

Our team is united by a shared passion for gaming and a commitment to delivering high-quality, unconventional fun.

With a strong emphasis on creativity, collaboration, and cutting-edge technology, we aspire to redefine the boundaries of gaming and share our vision with millions of players.

**ACTIVITIES: DEVELOPER** 

PORTFOLIO: MELBITS WORLD, MELBITS POD & MY LITTLE PONY: A MARETIME BAY ADVENTURE



#### Neon Blood **⊙ 9**

PLATFORM
NINTENDO SWITCH,
PS4 / PS5, XBOX, PC

ADVENTURE, RPG

TARGET 16

IN DEVELOPMENT

LAUNCH DATE

12/31/2024

Viridis, year 2053. Growing inequality drives Bright City and Blind City further and further apart until idealistic detective Axel McCoin starts a revolution to change the world in this fast-paced cyberpunk adventure.





CONTACT
SERGIO PALACIAN
CEO
info@meridiem-games.com

We are Meridiem, a video game publisher and distributor that aims to leave its mark on the industry and in the hearts of players. Our role is clear: to provide our resources, love and experience so that video game culture keeps the emotional meaning of its beginnings.

We do this by fostering talent through investment in independent projects with potential, bringing back classic titles and incorporating AAA games while continuing to support the physical format.

That is why we start every game to unlock much more than screens and skills, we play to create moments that can last forever, we play to unlock memories.

When we stop working on video games, we celebrate by playing video games.

**#PLAYTOREMEMBER** 

ACTIVITIES: PUBLISHER, PR & MARKETING, DISTRIBUTOR

PORTFOLIO: DAYMARE 1998 (DESTRUCTIVE CREATIONS), FAHRENHEIT 15TH ANNIVERSARY (QUANTIC DREAM),

PANG ADVENTURES (DOTEMU), CALL OF THE SEA (RAW FURY/OUT OF THE BLUE), SONG OF HORROR (RAISER

GAMES), GERDA, A FLAME IN WINTER (DON'T NOD), THE MANY PIECES OF MR COO (GAMMERA NEST), ART OF

RALLY (SERENITY FORGE)



#### FallCats •

 PLATFORM
 GENRE
 TARGET
 STATE

 MOBILE
 PUZZLE
 7,12,16,18
 PRE-LAUNCHED

Fall Cats is a charming puzzle video game designed for mobile platforms, wherein your skill and meticulousness are essential to achieve success. The objective is to remove pieces from a tower and rescue a cat trapped on the roof of a house situated at the very top of the tower.

Aiming to offer more difficult puzzled towers to resolve on each stage, it is a journey along several challenging levels, which are set in stunning locations that are customized following the most trendy topics.

The game includes a lot of different cats, inspired by the cutest Naolito character style, that made it popular over the years. The users will have the chance to collect the mayor amount of cats and also to get fashionable accessories for them, offering several customization options for the cats.

The game will be available in Play Store and Apple Store.

LOOKING FOR: FINANCING







CONTACT

CRISTINA GARCÍA MORENO 
Producer
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Naolito is an independent animation and video game studio focused on creating engaging entertainment with its original IPs. It also has worked for international brands like Netflix, Amazon, PlayStation, and others. The studio aims to produce video games and movies that are not only fun but also establish meaningful connections with audiences. Central to their work are cute characters, deep relationships, and immersive fantasy worlds offering adventure and personal growth.

As an independent entity, Naolito invests in its internal talent, fueling growth and success. The studio values strong connections with its team, partners, and followers. Its business model merges economic goals with a commitment to creativity and innovation in digital entertainment. Naolito's approach blends creative and production elements, emphasizing emotional connections in their video games and movies.

ACTIVITIES: DEVELOPER, GAME SERVICES, PR & MARKETING, ANIMATION SERVICES



## Human Fall Flat 2 9

PLATFORM

DC.

GENRE

PUZZLE-PLATFOMER

TARGET

STATE

PRODUCTION

Human Fall Flat 2 is the bigger, better and clumsier sequel to the puzzle platformer global sensation featuring brand new levels, customisable characters, and even wilder physics-based fun.

Each intricate level comes packed with new toys and devices to fiddle with as you'll solve a range of fiendish puzzles on your own or in teams of up to eight friends.

A new physics-engine, new gameplay interactions and new mechanics will make every session uniquely silly and more dynamic than ever before. Along with refined controls, visuals and music, Human Fall Flat 2 is a slapstick experience unlike any other!







CONTACT
SITARA SHEFTA
Studio Director
sitara@nobrakesgames.com

Two studios, one creative force. Driven by our passion for creating fun and original games, we strive to deliver incredible physics-based games to our players around the world.

We're currently hard at work on Human Fall Flat 2, the outrageous new sequel to the much-loved capers of everyone's favourite physics-based human friends.

**ACTIVITIES:** DEVELOPER

PORTFOLIO: HUMAN FALL FLAT, HUMAN FALL FLAT 2



## Hacker By Accident **©**

PLATFORM

MOBILE

GENRE
CASUAL,
EDUCATION,
CIBERSECURITY

TARGET

12, 16, 18

STATE

LAUNCH DATE

06/01/2023

Face the challenges and dangers of the cybercrime. Help Harry to get his new position and avoid the obstacles in this adventure. This visual novel will help you to discover that networks hide more dangers than meets the eye.

A Casual Hacker. Harry's Misadventures in the World of Cybersecurity is a rare example of entertaining formation. Enjoy learning about cibersecurity. Check what you know and discover how much you ignore.

Harry isn't the best worker at his company, maybe he's one of the worst. But life tends to smile at him, and thanks to his natural talent, he is one of the candidates with the most options to be the next Director of Cybersecurity. And you are Harry!!!

In the six chapters of A Casual Hacker. Harry's Misadventures in the World of Cybersecurity you will get advices, information and challengers that will help you to improve your cibersecurity. To learn is fun wih Harry!

LOOKING FOR: PUBLISHERS, FINANCING







CONTACT

DANIEL CAÑETE

CEO

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Novelingo is a company dedicated to the development of training solutions. Our app, platform and video game dedicated to the artist Maruja Mallo is available on iOS, Android, Uptodown and PC.

We have received several awards such as a special mention of Art and Technology at CM Málaga Culture & Museums 2022, and winners in the Mobile category of the 2022 edition of the National Indie Video Game Awards.

**ACTIVITIES: DEVELOPER, EDUCATION** 



#### Ovrdark 9

PLATFORM

VR/AR

GENRI

TERROR, HORROR, SCAPE ROOM & PUZZLES SOLVING TARGET

18

STATE

PRE-LAUNCHED

LAUNCH DATE **03/07/2024** 

OVRDARK: A new videogame, designed and developed exclusively for virtual reality platforms, maintaining the essence of Do Not Open, A darker, more immersive and lunatic story.

Story: The narrative of OVRDARK takes place a few months after the Goreng family's fatal death in their home in Burkittsville, Maryland. It all begins when George, a doctor in microbiology and inmmonology and co-director of a research project with Goreng at Xavier University in New Orleans, goes to Burkittsville due to the absence of communication from his partner and friend.

LOOKING FOR: PUBLISHERS, FINANCING, USER ACQUISITION, GAME PORTING







CONTACT

ADRIAN CUESTA ESTEBAN ©

CEO

adrianc@noxnoctisgames.com

NoxNoctis, is a videogame development studio from Valencia. It launched its first video game called Do Not Open in november 2022, for the platforms; PC, Playstation 4 and 5, in digital and physical format.

They are currently developing the sequeal titled OVRDARK, a DNO story, an exlusive Virtual Reality game, which will be released Q1 2024. It will be avaliable on the platforms; PC VR, PSVR2, Pico and Meta.

ACTIVITIES: DEVELOPER, GAME SERVICES, CONSULTANCY

PORTFOLIO: DO NOT OPEN, OVRDARK



#### Les Mills XR Dance **•**

PLATFORM

VR/AR, META QUEST 2 & META QUEST 3 GENRE

RHYTHM GAMES

TARGET

12, 16, 18

STAT

LAUNCHED

12/14/2023

Get moving with the new dance fitness program by LES MILLS. Join their official presenters in more than 40 songs by Monstercat!

Choose your favorite genre and groove on to different music styles from Jam, to urban latin rhythms, Club and Pop!

Learn and master dancing in the most fun way!

+25 Dance routines and over 40 music tracks from Monstercat

Enjoy Pop, Club, Vibe and Jam choreos

5 official presenters to guide you on your dance journey

3 difficulty levels for both beginners and masters of dance!





CONTACT

JAIME PICHARDO GARCÍA

Chief Business Officer
jaimepichardo@odderslab.com

Odders is an innovatibe studio, passionate about XR and new technologies.

Our team started in 2014 with IoT technology for e-health projects. In 2019, we jumped into the VR world and now we have 4 successful games in a competitive and technologically advanced industry.

Now we are heading into new realms of XR with the exciting devices that are emerging in the market.

**ACTIVITIES: DEVELOPER** 



# Pineapple 9

PLATFORM

NINTENDO SWITCH, PC, MOBILE GENRE

ADVENTURE

TARGET

12

STATE

PRE-LAUNCHED

LAUNCH DATE

07/01/2024

An unconventional gaming adventure, PINEAPPLE combines a humorous storyline with delightful mini-games for an engaging experience

This interactive tale weaves amusement, ease, and wit, unfolding a rib-tickling story about the quirks of bullying.

LOOKING FOR: PUBLISHERS









CONTACT

BEATRIZ OSORIO

Co-Founder
beatriz@peworks.info

We are Patrones & Escondites, a small video game studio on a mission to create unique experiences, challenging the common conception.

Our vision is to establish ourselves as an independent studio in Barcelona, exploring the boundaries of video games as a narrative tool.

**ACTIVITIES:** DEVELOPER

PORTFOLIO: UNMEMORY GAME , DELETE AFTER READING, YOUR HOUSE, PINEAPPLE



#### The Occultist **•**

PLATFORM

CONSOLE, PC

GENR

TERROR, FANTASY,
ADVENTURE, PUZZLE

TARGET

16

\_\_\_\_\_ S1/

PRODUCTION, VERTICAL SLICE

LAUNCH DATE

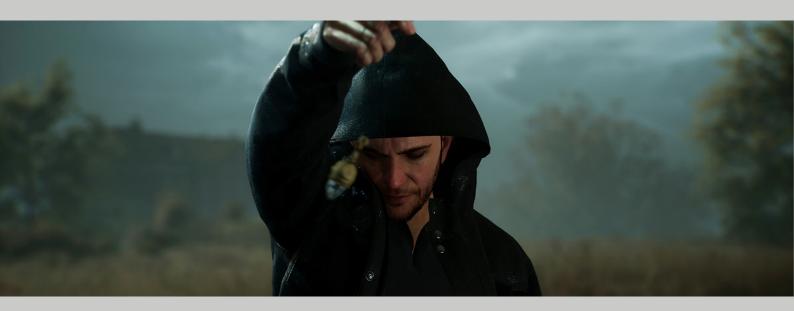
Q1 2025

The Occultist is a dark narrative-rich game in which you'll step into Alan's shoes, a gifted paranormal investigator where the veil between life and death is thrillingly thin.

Alan's father mysteriously vanishes, leaving behind only echoes of the strange stories he told in Alan's childhood. Tales of GodStone, a fictional island where he claimed to have grown up.

Compelled by suspicion, Alan sets course for this elusive place. Accompanying him is a family heirloom - a mystical pendulum, the unique artifact in this game, stirring intrigue and awakening ancient powers.

LOOKING FOR: PUBLISHERS, MARKETING & PR, GAME PORTING, FINANCING







CONTACT

DAVID LORENZO

CEO

dlorenzo@pentakillstudios.com

Pentakill Studios is a videogame development studio from Valladolid.

We are currently developing The Occultist, a first person horror videogame.

**ACTIVITIES:** DEVELOPER

AWARD: FINALISTS BEST EUROPE VIDEOGAME (EURO PLAY 2021, GAMESCOM, 2021), FINALISTS BEST NARRATIVE, BEST GAME FOR THE PRESS, BEST USE OF DUALSENSE AND WINNERS BEST USE OF DUALSENSE (8TH EDITION PLAYSTATION TALENTS AWARDS 2021), WINNERS BEST INDIE VIDEOGAME (FREAKCON 2022 AND GAMEPOLIS 2022), FINALISTS BEST VIDEOGAME (VALENCIA INDIE SUMMIT 2022, GAME CONNECTION 2023, WN ISTANBUL 2023, MADRID OTAKU 2023, INDIEGG 2023), FINALISTS BEST ACTION VIDEOGAME (TIGA 2022), WINNERS BEST CONSOLE VIDEOGAME (INDIE GAMES MÁLAGA 2022), TOP 10 WINNERS BEST VIDEOGAME (GTR 2022), WINNERS BEST HORROR VIDEOGAME (SOEDESCO 2022), WINNERS BEST AUDIENCE AWARD (VALENCIA INDIE SUMMIT 2023), WINNERS BEST GAMEPLAY (KOKORO JAPAN EXPO 2023), FINALIST BEST SOUND DESIGN, BEST VISUAL ASPECT AND WINNERS BEST BUSINESS PROPOSAL(INDIEGG 2023), WINNERS BLOCKBUSTER (DEVCOM 2023), WINNERS INDIE CONTEST (GAMEBCN 2023), WINNERS BEST HORROR VIDEOGAME (INDIEDEVDAY 2023), FINALIST BEST INDIE GAME (INDIEX 2023), FINALIST BEST ITC INDUSTRY (2023)



# The Old Man and his Cat 9

**PLATFORM** 

CONSOLE, PC, MOBILE

GENRE
ADVENTURE,

SANDBOX, PUZZLES

TARGET

12

STATE

LAUNCH DATE

IN DEVELOPMENT

07/15/2024

The Old Man and his Cat is a narrative puzzle game where the player takes the role of Domino, a cat that after years of roaming the streets of a little town by the Mediterranean Sea, a lonely mid-70s widower has adopted. After the man saves Domino's life by adopting her, it will be time for her to help him be happy again.

The game offers a calm and wholesome experience, encouraging players to take their time to explore the beautiful environments filled with life, and with the freedom to interact with the surroundings, think outside the box to discover unique solutions to the many different puzzles set in the way of Domino and her new human companion in this small but charming story.

Join our fluffy hero and help her new friend find happiness and discover their unbreakable bond come to life!

LOOKING FOR: PUBLISHERS, FINANCING, OTHERS



#### PLAYSTARK.



CONTACT

JOSEP PEDROS SENTAÑES 

CEO

josep.pedros@playstark.com

PlayStark is a video game company specializing in full-cycle development for publishers and other gaming companies. We develop our own video games as well.

Our mission is to deliver high-quality video games and services with an emphasis on innovation and user experience.

PlayStark is committed to providing our clients with customized solutions that meet their unique needs and challenges.

ACTIVITIES: DEVELOPER, GAME SERVICES

PORTFOLIO: AGENTS: BIOHUNTERS, DIE AFTER SUNSET

CLIENTS: OUTRIGHT GAMES, STARLOOP STUDIOS, NEXXYO, GAMIUM, APPYLUCK, NAKIMA, ROLLDBOX, OTHERS



# Vegangsters 9

**PLATFORM** 

PC

GENRE
ROGUELIKE
DECKBUILDER

16, 18

PRODUCTION

Fight against the worst criminals in a series of turn-based combats determined by the speed of your cards.

Make your way through this deckbuilder roguelike with real-time mechanics, and save the city from the Vegangsters!

LOOKING FOR: PUBLISHERS







CONTACT

DAVID GARCIA MATEO 
Lead Marketing & PR
dgarciamateo.22@gmail.com

Poison Pill Games is an independent videogame studio created in Barcelona. A multidisciplinary group of young people, working with enthusiasm to create a niche in the industry with our first project, Vegangsters. Besides that, we are going event after event, making our game known everywhere we go.

We went to Indie Dev Day, Dreamhack, and some other local events, and we also gave some talks in videogame schools and events in Barcelona.

ACTIVITIES: DEVELOPER



# Plus Ultra: Legado 🤋

PLATFORM

NINTENDO SWITCH, PC

METROIDVANIA

TARGET **16, 18** 

STATE

IN DEVELOPMENT

LAUNCH DATE

09/30/2024

Immerse yourself in a Mesoamerican metroidvania adventure, featuring vivid ligne-claire comic visuals set in the 16th century.

Explore the intersection of two worlds in this spellbinding tale based on historical background with rich lore, dynamic combat, and a captivating soundtrack.

LOOKING FOR: PUBLISHERS, FINANCING, MARKETING & PR







CONTACT
DIEGO RODRÍGUEZPONGA ALBALÁ
CEO
diegoponga@pontica.es

We are a passionate indie game studio founded by two brothers dedicated to crafting innovative, high-quality gaming experiences, driven by creativity and community.

**ACTIVITIES:** DEVELOPER

PORTFOLIO: PLUS ULTRA: LEGADO



### Garfield Food Truck ©

**PLATFORM** MOBILE

**PUZZLE** 

3, 7, 12, 16, 18 LAUNCHED LAUNCH DATE

02/14/2019

Jon Arbuckle has decided to take his newfound passion for cooking in a new direction: a food truck to travel cross-country!

He takes Garfield and Odie along in a quest to create the most delicious sandwiches, scrumptious lasagnas and the sweetest pies and lemonade, but they are not alone!

Help your favorite cat sneak some yummy food for himself and meet your favorite Garfield characters as you go along: Liz, Arlene, Nermal, Squeak and much more are all here!





CONTACT **AITOR SALAS** CEO aitor@promineostudios.com

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

This is why we consider ourselves a growing company and a growing family.

**ACTIVITIES: DEVELOPER** 

PORTFOLIO: GARFIELD SNACK TIME, GARFIELD FOOD TRUCK



#### El Coco

PLATFORM
NINTENDO SWITCH,
PS4 / PS5, XBOX, PC

GENRE ACTION-ADVENTURE

TARGET **7,12** 

IN DEVELOPMENT

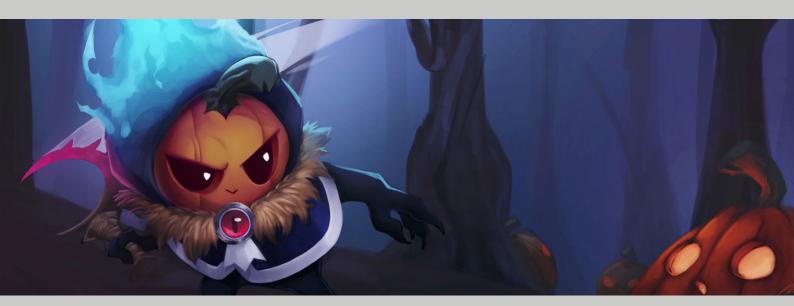
LAUNCH DATE

02/07/2025

EL COCO is a 3D action-adventure game in which a kid is dragged to The Uncertain, a place inhabited by creatures of dreams and nightmares.

After waking up without memories, he asks for help to the first being he finds: El Coco. He tells him that if he wants to recover his memories and return home, he must eliminate the three Supreme Nightmares.

LOOKING FOR: PUBLISHERS, FINANCING, MARKETING & PR







CONTACT
PACO ENCINAS
CEO
pacoencinas@recotech.es

Recotechnology is a company founded by professionals in the entertainment and media industry with extensive experience in the field of video games. Our goal is to become a leading development studio and publisher in the video game and new technology market.

The vision of the Company is to take part in the great revolution of the gaming business, from boxed product to digital & online distribution and the fusion with other ways of entertainment and industrial applications.

Our intention is to create own brands that add value to the Company, and once established, expand these brands / IP not only in the area of video games but through alliances with publishing, audiovisual (animation series, TV...), merchandising and toys, creating a transversal strategy that exponentially increases the monetization of the product.

ACTIVITIES: DEVELOPER, PUBLISHER

AWARDS: BABY SHARK SING & SWIM, POCOYO PARTY, 1971 PROJECT HELIOS, NUMANTIA, KYURINAGA'S

REVENGE, YASAI NINJA, TORO



# Project Dream Escape •

PLATFORM

PC:

GENRE

**ROGUELIKES** 

\_\_\_\_\_ IA

16

STATE

PREPRODUCTION

Project Dream Escape is a roguelike-lite game at the Vertical Slice stage. It is a game about power, and throwing everything at your will with the use of telekinesis!

You are Iret, a girl who obtained this power and with it, the task to prevent an Old Mighty Creature from devouring your world.

Empower yourself or your allies in this journey while the world reacts to your decisions and your character grows stronger in a roguelike or roguelite style, all up to you!

Build up your skills, relics, cards, shards and runes to create custom setups to defeat every realm's boss and ultimately face the Mighty Creature! How many builds will you try?

LOOKING FOR: PUBLISHERS







CONTACT

#### **CONXI PEREZ**

Managing Director & Co-Founder conxi.perez@rolldbox.com

#### **FERRAN PEREZ**

Creative-Game Designer Director & Co-Founder ferran.perez@rolldbox.com

We are a studio based in Barcelona, passionate about collaboration, creativity and innovation.

We believe that video games can bring positive energy to our lives and we create IPs that leave you in a positive mood. We thrive on teams eager to learn and evolve daily, feeling aligned with our purpose.

We champion the power of diversity in gender and age, the talent of individuals, their creativity, and their passion and abilities for turning game ideas into reality.

Our founders, advisors, and team, with diverse backgrounds in the industry, bring extensive experience, innovative ideas, and the drive to realise them.

**ACTIVITIES:** DEVELOPER

PORTFOLIO: THOSE WHO CAME: HEALING SOLARUS, DEFINITIVE EDITION (RELEASED), PROJECT DREAM ESCAPE (VERTICAL SLICE), THE LAST LIGHT (DEMO)



## **Magical Bakery**

CASUAL GAME

PLATFORM

NINTENDO SWITCH, PS4 / PS5, XBOX, PC GENRE

STATE LAUNCHED

In Magical Bakery we put ourselves in the shoes of a little witch-baker trainee who has just finished his studies and needs to pass the practical part of the Bakery Pocus Academy.

As a trainee, you have been assigned a local Magical Bakery and a Supreme Sorceress tutor. Your goal? Getting your witch permit so you can replace the Supreme Sorceress, who needs to retire, and have her bakery as your own.





CONTACT

JUAN CAÑETE

Marketing Manager

juan.canete@soedesco.com

SOEDESCO is an independent video game developer, publisher and distributor founded in 2002 by Soedesh Chauthi with its headquarters in Rotterdam, the Netherlands and offices in Madrid, Spain & Pilsen, Czech Republic.

We deliver creative content across multiple genres and platforms for a worldwide audience in physical and digital formats.

ACTIVITIES: DEVELOPER, PUBLISHER, GAME SERVICES, PR & MARKETING

PORTFOLIO: TRUCK DRIVER, OWLBOY, CHARON'S STAIRCASE, AIROHEART, DOLLHOUSE



#### **Desolatium 2**

PLATFORM
NINTENDO SWITCH,
PS4 / PS5, XBOX, PC

POINT & CLICK

TARGET

STATE TESTING

Desolatium II is a graphic adventure that will narrate the first confrontation between Hunter and, the already legendary, The Man of the Mask. Set in the 80s, the player will control Hunter Custer, who goes to a small town, Blackstone, to investigate the disappearance of his sister.

Hunter's skills will be pushed to the limit as he will have to deal with one of the most dangerous beings on the planet: The Man of the Mask. But that s not all. Blackstone is controlled by a dangerous cult and another primordial god: The Wendigo. Along the way, he will have to learn to control magic, while trying not to lose his sanity.

The town will be the starting point of a journey into darkness in which the player will have to enter ancient forests and face a hidden and terrible truth. Hunter will have to use all his detective skills to unravel the clues and puzzles behind this great mystery.







CONTACT

JUAN CAÑETE

Marketing Manager

juan.canete@superlumen.es

Superlumen, recently acquired by Soedesco, is a small indie studio based in Murcia, Spain.

With more than 6 years of experience, it has won with the Desolatium project the awards of Most Innovative Game of 2018 at the PlayStation Awards, Best Sound at Gamepolis 2019 and finalist in Best AR/VR Game at the TIGA Awards 2021.

SUPERLUMEN always pursues innovation and interaction in the pursuit of new gaming experiences.

**ACTIVITIES:** DEVELOPER

PORTFOLIO: SANATORIUM, DESOLATIUM: PROLOGO, DESOLATIUM



# **Debris Infinity** •

PLATFORM

NINTENDO SWITCH, XBOX, PC GENRI

ACTION, ARCADE, SHOOTER, CO-OP TARGET

STATE

LAUNCHED

LAUNCH DATE

09/21/2018

Debris Infinity is an award-winning action-packed game that puts your reflexes to the limit, allowing you to manipulate time itself to make impossible maneuvers while being ranked by an advance scoring system.

With 3 different single-player game modes you can test your skills in exciting scenarios, tackle them in co-op mode, or fight in Versus Mode, where you can use enemies as weapons or bait!

LOOKING FOR: PUBLISHERS, USER ACQUISITION, FINANCING







CEO & Game Designer sergio@svcgames.com

With 25 years of expertise, SVC Games is an indie studio and publisher for Nintendo, Xbox and PlayStation, creating highly polished videogames and applications with focus on engaging gameplay and memorable quality-feeling experiences.

Debris Infinity have earned numerous recognitions and it have been published world-wide on Nintendo Switch and Xbox, being a success of both critic and public, including nominations for Best Spanish Console Game and Best Spanish Programmer.

ACTIVITIES: DEVELOPER, PUBLISHER, GAME SERVICES, CONSULTANCY, EVENTS, EDUCATION PORTFOLIO: DEBRIS INFINITY

AWARDS: 4 NOMINATIONS AT DEVUEGO AWARDS 2018: BEST CONSOLE GAME, BEST SOUND, BEST PROGRAMMER (SERGIO DEL VALLE), BEST COMMUNICATION. 2 NOMINATIONS AT INDIEBURGER DEVELOPER AWARDS 2018: COOLEST GAME, CANDY AWARD. 6TH BEST REVIEWED SPANISH GAME OF 2018 BY INTERNATIONAL MEDIA (DEVUEGO). TOP 20 INDIE RETRO GAMES ON NINTENDO SWITCH (NINDIESPOTLIGHT). TOP 100 INDIE GAMES ON NINTENDO SWITCH (NINDIESPOTLIGHT).



## Synergy Land **•**

 PLATFORM
 GENRE
 TARGET
 STATE
 LAUNCH DATE

 PC
 RPG
 12
 PRE-LAUNCHED
 10/16/2023

Synergy Land, crafted by Synergy Games, is not just a game; it's a living, breathing world. Powered by Unreal Engine, it delivers top-tier graphics and seamless gameplay. Dive into dungeons, engage in thrilling PvP battles, and explore life skills like farming, crafting, and housing.

LOOKING FOR: PUBLISHERS, FINANCING





CARLOS BOLAÑOS (CEO carlos.bolanos@synergygames.es

Synergy Games is a game development studio established by professionals with more than 15 years of experience in the video game industry.

**ACTIVITIES:** DEVELOPER





PLATFORM

CONSOLE, PC, MOBILE

GENRE PUZZLE

**ADVENTURE** 

TARGET

STATE

LAUNCHED

LAUNCH DATE

03/16/2023

Loop is a vibrant Contemplative Puzzle Game; where you and your companion travel through a mysterious, ethereal temple.

During this Journey, you will traverse many riddles and face the ultimate enigma: can the endless loop be broken?

Loop will help you relax within beautiful and varied environments. The gameplay is centered in playing along with a partner which acts both as a reliable guide through the temple and as a faithful companion to discover the world with. The game narrative will take you through rich environments and unique and creative puzzles.

The story is beautifully told without any dialogue, everything is visual.

LOOKING FOR: PUBLISHERS, OTHER DEVELOPERS, GAME SERVICES, MARKETING AND PR, USER ACQUISITION, GAME PORTING, TRANSLATION AND LOCALIZATION, FINANCING







CONTACT

ALVARO ORTUÑO CEO & Game Director alvaroortunom@gmail.com

CONTACT

**TOMÉ COSTA** 

Art/Creative Director trfcosta@gmail.com

Team Chili is a group of developers having fun making games and bringing them to you!

We focus on quality entertainment, artistic vision and varied gameplay. After publishing "Loop" on all major platforms, we are currently developing "Lumina", our next adventure game and "Oink Splash Party", an online multiplayer game.

ACTIVITIES: DEVELOPER, PUBLISHER, GAME SERVICES

PORTFOLIO: LOOP THE GAME

AWARDS: MUSIC AWARD FOR SPANISH AUDIOVISUALS 2023 -2°, BEST ORIGINAL VIDEO GAME MUSIC -

MUSIMAGEN - FIMUCITÉ



# Song of Nunu: A League of Legends Story 🕞 🤋

NINTENDO SWITCH, PC

ACTION-ADVENTURE

TARGET

IN DEVELOPMENT

LAUNCH DATE

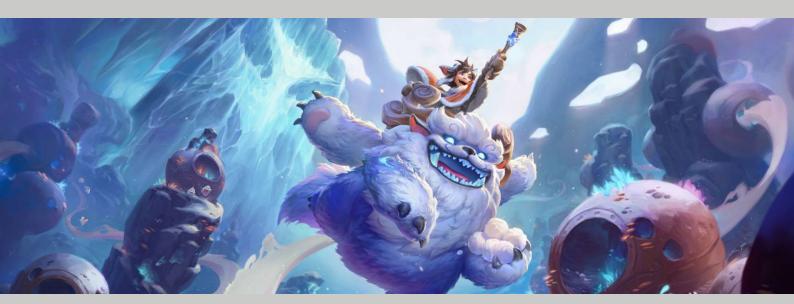
11/01/2024

Join best friends Nunu and Willump on an adventure across the frozen wilds of the Freljord. Discover the unbreakable bond between boy and yet as you traverse a land both beautiful and treacherous, making new allies (and enemies) on a journey of family, friendship, and magic.

Song of Nunu: A League of Legends Story is a single-player story adventure developed by Tequila Works.

Dive headfirst into an immersive narrative set in the undiscovered reaches of the Freljord, where every snowy step brings you closer to the truth about Nunu and Willump's past.

LOOKING FOR: PUBLISHERS, FINANCING







CONTACT

LARA ISABEL RODRÍGUEZ

Comms & Marketing Manager
lara.rodriguez@tequilaworks.com

Always looking for the answer to the questions: "Where is the beauty?, where is the craziness?", Tequila Works is a boutique studio that unites tradition and creativity.

Our creations explore the limits of interactive creation in a mature equilibrium of handcrafting and innovation. Inside it an interesting mix of professionals and new young talent, provide a surprising bouquet in our works. Creating things with gusto, that is our philosophy. Combining beauty and madness, our challenge.

ACTIVITIES: DEVELOPER

PORTFOLIO: DEADLIGHT, RIME, THE SEXY BRUTALE, THE INVISIBLE HOURS, GROUNDHOG DAY LIKE FATHER

LIKE SON, GYLT, SONG OF NUNU: A LEAGUE OF LEGENDS STORY



# Project ST 9

PLATFORM

PS5, XBOX X, PC

GENRE

SH00TER

THIRD-PERSON

TARGET

STATE

LAUNCH DATE

Q3 2025

Jump into the madcap world of Project ST, a free online single player & multiplayer party shooter stuffed with colorful characters, wacky weapons, massive robots, and fast-paced 5-on-5 battles!

LOOKING FOR: PUBLISHERS, OTHER DEVELOPERS, FINANCING







CONTACT
FERRAN PUNTI GARCIA

The Breach Studios is a videogame developer company based in Barcelona, with a team of 80 professionals.

The company is focused on its own AAA developments and IP creations for PCs and Consoles.

ACTIVITIES: GAME SERVICES, CONSULTANCY

PORTFOLIO: LALIGA TOP CARDS (2018-2019), THE HARVEST (2019 - 2022), PROJECT ST (2021 - PRESENT)



### All on Board! •

**PLATFORM** 

PC, VR/AR

SIMULATION. STRATEGY, INDIE,

CASUAL, RPG

12, 16, 18

STATE PRODUCTION,

TESTING

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.

LOOKING FOR: FINANCING, USER ACQUISITION





CONTACT **MAURICIO GARCÍA** 

mgarcia@thegamekitchen.com

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

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

ACTIVITIES: DEVELOPER, PUBLISHER, PR & MARKETING, INCUBATOR

PORTFOLIO: THE LAST DOOR, BLASPHEMOUS I, BLASPHEMOUS II, ALL ON BOARD!, ESCAPE FROM GALAXEN,

**TORMENTURE** 



## **Project Echo**

**PLATFORM** 

NINTENDO SWITCH, PS4 / PS5, XBOX GENRE

ACTION-ADVENTURE TARGE

IARGEI

STATE
PLANNING: T

PLANNING: IN CONCEPT., PREPRODUCTION

LAUNCH DATE

01/01/2026

A stylish hack and slash game with a deep narrative.

Our next studio title, now in early phases of prototyping and fundraising.

LOOKING FOR: PUBLISHERS, FINANCING



### titutitech

CONTACT

FEDERICO SAURET

Producer fsauret@titutitech.com

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

ACTIVITIES: DEVELOPER, GAME SERVICES

PORTFOLIO: WE HAVE OFFERED CO-DEVELOPMENT AND PORTING SERVICES FOR THE FOLLOWING TITLES: ARAGAMI 2, ENDLING, MONSTER PROM 1, 2 AND 3, TOY TACTICS, PROJECT ST, WE FULLY DEVELOPED OUR

TITLE: OH MY GODHEADS



# RailGods of Hysterra 🕞

CONSOLE, PC

ACTION-

**ADVENTURE** 

IN DEVELOPMENT

02/15/2024

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

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

LOOKING FOR: PUBLISHERS, FINANCING, OTHERS







CONTACT SAVERIO CAPORUSSO 🛅 saverio@troglobytesgames.com

Our mission: To entertain and shock players around the world using the latest technologies, while primarily focusing on unconventional gameplay mechanics and aesthetics.

Our vision: We want to step up our game and pursue new challenges in the multiplayer gaming world.

What we do: We develop our games and port them on all major gaming consoles. We also offer porting and publishing services to other game dev studios.

ACTIVITIES: DEVELOPER, PUBLISHER, GAME SERVICES

PORTFOLIO: HYPERPARASITE (2020), RAVENOUS DEVILS (2022), BLIND FATE: EDO NO YAMI (2022), THE KINDEMAN REMEDY (2023), RAILGODS OF HYSTERRA (2024)



# Tales from Candleforth • 9

PLATFORM
CONSOLE, PC, MOBILE

GENRE
PUZZLE
POINT&CLICK

TARGET

IN DEVELOPMENT

LAUNCH DATE

10/31/2023

Tales from Candleforth is a folk horror 2D point and click game with puzzles and escape room mechanics, that narrates the fairy tales from the village.

The text contained in this ancient and evil book is now bleeding out, mixing the world of nightmares with the real one through handmade 2D graphics.

LOOKING FOR: PUBLISHERS, OTHER DEVELOPERS, GAME SERVICES, MARKETING AND PR, USER ACQUISITION, GAME PORTING, TRANSLATION AND LOCALIZATION, FINANCING







CONTACT
ÁNGEL CUSTODIO
CUENCA HERMOSILLA
Art Director & Co-Founder
angel@underthebedgames.com

Under The Bed Games is a independent videogame studio based in Málaga, Spain.

We focus on the creation of narrative works with a dark aesthetic exploring genres such as horror or mystery from a less usual point of view.

**ACTIVITIES:** DEVELOPER



### Toymaker

CONSOLE, PC

**TARGET** 

STATE

PROTOTYPE

**CRAFTING SIMULATOR** 

Toymaker: Threads of Joy is a crafting simulator game where after inheriting your mother's plushie shop, "Los Soñadores", you set sail to reconcile with the craft and the memory of your mother. You can create plushies and teddies and sell them to a varied clientele...but mystery is at your door...

Two figures will offer you guidance and your choice will change the fate of Salamanca, your hometown.

- Craft incredibly cute toys and sell them to interesting customers
- Improve your skills, unlock new patterns, new toys to make and ascend as a craftsman
- Follow a truly interesting story rooted in a folk legend from Salamanca

LOOKING FOR: PUBLISHERS, FINANCING







CONTACT **CELER GUTIÉRREZ DÁVILA** Game Director & Co-CEO celer@uprising-studios.com

Uprising Studios SL is a spanish videogame company founded in 2017. Its last published project, a 3D adventure game, was funded by THQ Nordic and released in late 2021.

Uprising Studios can provide help in the different areas of video game and game experience development, from concept phase to full product development.

ACTIVITIES: DEVELOPER, GAME SERVICES

PORTFOLIO: SCARF



### **Lumen •**

PLATFORM

VR/AR

ADVENTURE,
PUZZLE

TARGET 16,18

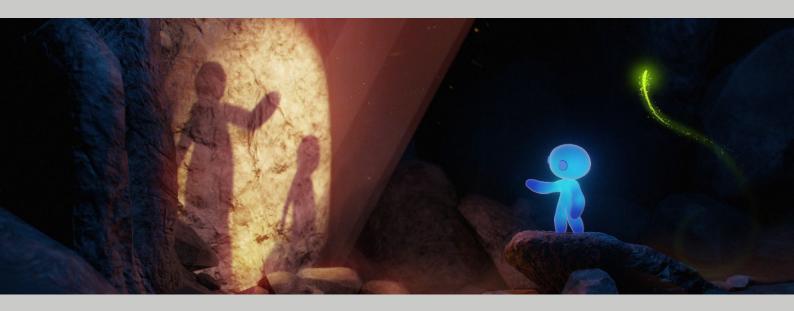
STATE

PREPRODUCTION

When the temple of his birth collapses, young Lumen embarks on a journey alongside two fellow pilgrims.

Along the way, he encounters mysterious signs that question the course of his predestined future.

**LOOKING FOR:** PUBLISHERS, FINANCING, MARKETING & PR, DISTRIBUTOR, INVESTOR, COPRODUCER, VR EXPERT, MERCHANDISING





CONTACT
MARIA BURGUÉS
Co-Director
hello@vanova.tv

VANOVA is an independent creative studio and audiovisual production company based in Barcelona, and focused on developing and producing art-house audiovisual content.

VANOVA is an incubator of original IPs merging diverse formats and genres, and aimed at multiple types of audiences.

VANOVA is currently developing the prize winning project "Lumen", a VR cinematic game awarded at the following relevant events: Next Lab Workshop 2022, MIFA Pitches 2023, and Stereopsia Europe 2023. Among its other projects, VANOVA is pre-producing the animated short film "IBIS" (Best Short Film Project at the CEE Animation Forum) while it is also distributing its first original production: the VR experimental short film "Children of Matter", premiered at Sónar+D.

ACTIVITIES: DEVELOPER, ART & ANIMATION SERVICES PORTFOLIO: CHILDREN OF MATTER (VR SHORT FILM)

AWARDS: NEXT LAB WORKSHOP 2022. STEREOPSIA BOOSTER PRIZE AT MIFA PITCHES 2023. IMPULSE |

CONTENT PRIZE AT STEREOPSIA EUROPE 2023



# Crisol:Theater of Idols • 9

PLATFORM PC, CONSOLES

GENRE
ACTIONADVENTURE

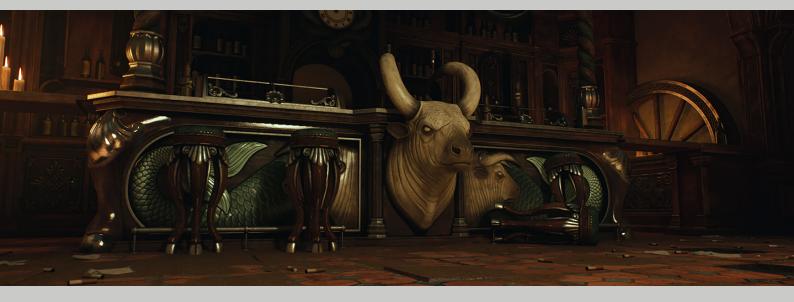
TARGET 16

STATE LAUNCHED

Buried in the shadows of the ancient country of Hispania les a small island called Tormentosa. Very few remember its name, but many know its legend. Tales of sorrow and tradition, bitter memories buried in the deep sea.

Gabriel, a skeptic soldier with a sense of life as dark as his past, will be dragged to a twisted adventure that will shudder the pillars of his own reality.

LOOKING FOR: FINANCING, OUTSOURCING WORKS







CONTACT

NATALIA BORÓ

People, Office & Culture Manager
nboro@vermila.com

Founded in 2020 and based in Madrid, Spain, we at our game studio love to play with fire, forging our games on the coals of hard work and determination.

With a very firm premise and always fighting against adversity, we are guided by the flames of passion. For this reason, throughout these past years we have been working on the foundations that will support our first video game: Crisol: Theater of Idols.

ACTIVITIES: DEVELOPER

AWARDS: EPIC MEGAGRANT IN 2019, BEST INDIE GAME AT GAMEPOLIS IN 2023; BEST ADVENTURE GAME AT INDIE DEV DAY IN 2023; AND MOST ANTICIPATED GAME AT GAMESCOM ASIA IN 2023



### Mini Soccer Star

 PLATFORM
 GENRE
 TARGET
 STATE
 LAUNCH DATE

 MOBILE
 SPORTS
 7, 12, 16, 18
 LAUNCHED
 05/21/2022

Play matches with your dream team, score goals, win international cups and become a world champion! Mini Soccer Star is a funny and easy to play sports game where you can simulate a soccer career, from your local team to the best squads in the globe.

Free kicks, goalkeeper mode, training challenges, customization options... and a very advanced AI to challenge you in every match!

LOOKING FOR: OTHER DEVELOPERS







CONTACT
FRANCISCO RUEDA ÁLVAREZ
CEO
hello@vivastudios.com

VIVA Games is a publisher and incubator that helps teams around the world scaling their games.

From marketing, user acquisition and monetization to art, QA, audio, analytics or finances, we provide all the necessary so the team can only focus on its project.

After more than 20 years in the business, we have published more than 40 games and over-passed +700 million downloads.

**ACTIVITIES:** PUBLISHER, INCUBATOR

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



## Eden's Guardian 🕞 🦻

PLATFORM
NINTENDO SWITCH,
PS4 / PS5, XBOX, PC

METROIDVANIA

TARGET

LAUNCHED

LAUNCH DATE

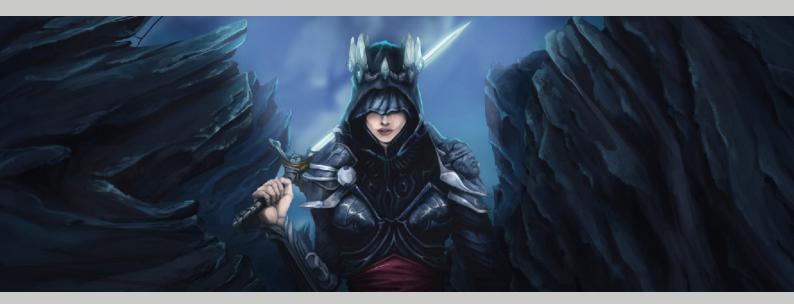
09/30/2025

Eden's Guardian is a 2D metroidvania game with a pixel art graphic style inspired by classic video games of the genre.

The game is focused on giving the player a challenging experience with a tight and smooth gameplay, boss fights, a vast connected world, and another take on some mechanics of the metroidvania games.

The game also offers an enhancement skills system where the player's skill improves along with the character's abilities. All of this mixed with an interesting, deep and unique lore.

LOOKING FOR: PUBLISHERS, FINANCING, OTHER DEVELOPERS





CONTACT

JESÚS MARTÍNEZ CENTENO

CEO

jesus@voraginestudios.com

Video game company based in Madrid, whose team is composed by developers experienced in the industry.

They are currently developing their first title Eden's Guardian, a 2D metroidvania with pixel art graphic style where we are trying to show the full potential of the team.

ACTIVITIES: DEVELOPER

AWARDS: BEST PIXEL ART GAME AT GUERRILA GAMES FESTIVAL 2022



### **VR Laser Tag •**

PLATFORM VR/AR

GENRE ARCADE

TARC

STATE

LAUNCHED,

POST-LAUNCHED

TEAM VS TEAM COMPETITIVE GAME

Enter an exciting VR combat arena, where freedom of movement immerses you in an epic confrontation.

LOOKING FOR: USER ACQUISITION





CONTACT
ROBERTO MARTINEZ
CEO
info@vrlasertag.es

VR LASER TAG develops and markets virtual reality arenas.

From 1 to 4 players can play the same virtual game in the same real space. Thanks to the freedom of movement without cables, without cameras on ceilings, without heavy backpacks, it allows us to immerse ourselves in the game with greater reality. It does not require expensive works.

#### Advantages of VR Laser Tag:

- Multiplayer VR system for 1 to 4 players.
- Real play space of 6mx6m or customized.
- The latest in wireless VR gaming systems with freedom of movement (FREE ROAMING)
- Compelling price, high return on investment and low labor cost.
- Regular software and game updates.
- Unique system, offers experiences that cannot be replicated at home.
- Different game systems in the same place, laser tag, cooperative games, escape room, etc., all in virtual reality.
- Great complementary attraction to Laser Tag or Paintball, cafes, event companies, kaing, lei sure venues, etc.
- Offers team-versus-team eSports VR Laser Tag championships.

ACTIVITIES: DEVELOPER, PUBLISHER

PORTFOLIO: PACK DE JUEGOS ARENAS VR LASER TAG, VR COOPERATIVOS, VR ESCAPE ROOM



## The Path Project **©**

PLATFORM

PS5, PC, VR/AR

GENRE
ADVENTURE,
NARRATIVE,
PLATFORMS,
PUZZLE, STEALTH

TARGET

12

STATE

IN DEVELOPMENT

LAUNCH DATE

01/19/2026

In a damned fortress hidden on a lost island, a caught young shipwrecked man, who must escape from there before the creature that rules the place sacrifices him.

He will have to get around the guards, free his mates, solve riddles, run away from the beast and overcome powerful enemies to find his way out.

The player will live the whole experience through the Virtual Reality and Unreal Engine 5.

LOOKING FOR: PUBLISHERS, OTHER DEVELOPERS, GAME SERVICES, MARKETING AND PR, USER ACQUISITION, GAME PORTING, FINANCING, OTHERS







CONTACT
ISRAEL HERNÁNDEZ CABRERA 
CEO
ceo@windlanders.com

We are located in the Canary Islands, where they have the best tax incentives for video games in the world: 45% Tax Rebate. We provide access to them through our services:

- 1°. Co-development service.- We not only co-develop your IP giving access to 45% of the tax incentive, but we also provide professionals, high ranged equipment and software.
- 2°. Lodging Service.- Hospitality service for video game business production companies.

ACTIVITIES: DEVELOPER, GAME SERVICES, CONSULTANCY, EVENTS, EDUCATION, OTHERS

PORTFOLIO: THE CROWS



### The Zebra-Man! 🕞 🤊

CONSOLE, PC

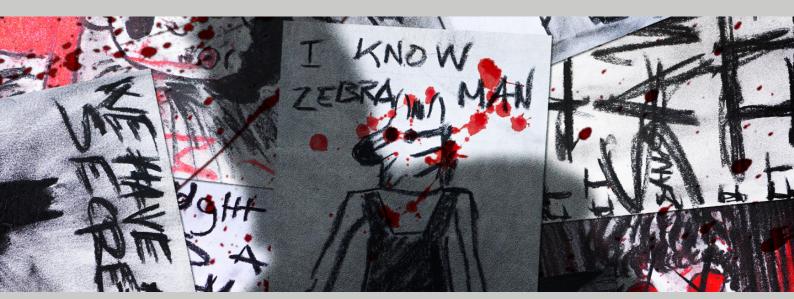
RETRO, PIXEL, SHOOTER, TOP-DOWN

18

LAUNCH DATE LAUNCHED

11/24//2023

The Zebra-Man! is a hyper-charged top-down action game with brutal fist fights and blood spilling in your wake.







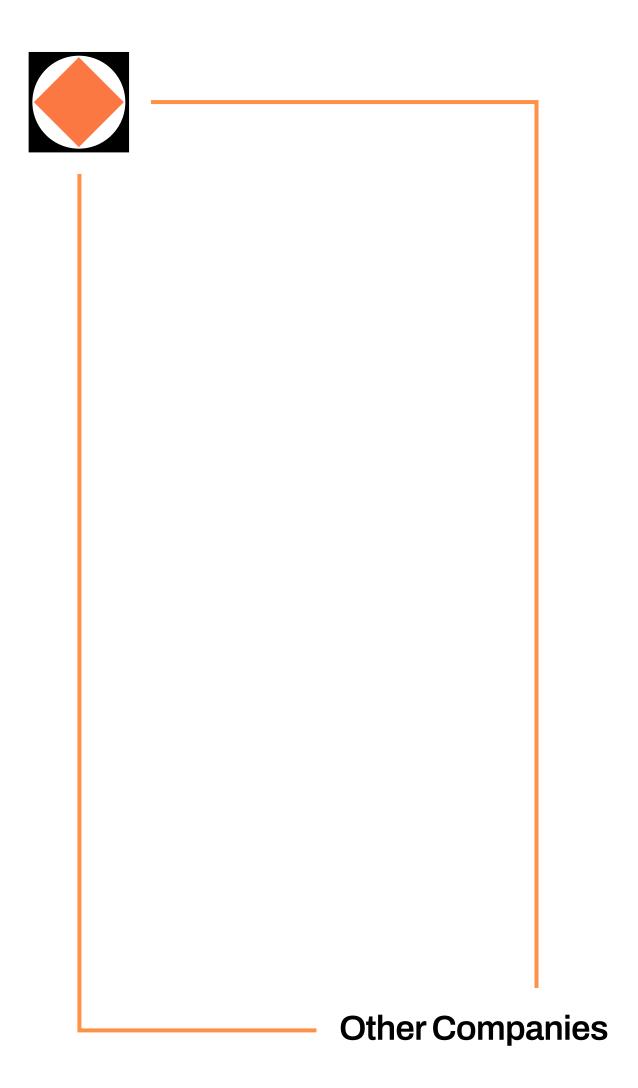
CONTACT **JUAN CAÑETE** Co-Founder jcanete@zerounogames.com

The Zerouno Games team is made up of professionals from each of the departments involved in the videogame industry, such as development, programming, art, communication, marketing, production, business development...

ACTIVITIES: DEVELOPER, PUBLISHER, GAME SERVICES, CONSULTANCY PORTFOLIO: RETRO GOLDEN AGE (GOODY, LIVINGSTONE SUPONGO O OPERATION ALEXANDRA), METAL TALES OVERKILL, FAR S ULTRA: DEFENTRON, BLEEP BLOOP, LA SAGA BAOBABS MAUSOLEUM AND OTHERS.

METAL TALES (JUST FOR GAMES ), RUNNER HEROES (FUNSTOCK), COFFEE CRISIS (GRAFFITY GAMES), WRSTLEQUEST (MEGACAT STUDIOS ), ASTRIA ASCENDING, BITE THE BULLET, SCLASH, CYBER HOOK, SHAPE OF THE WORLD AND MANY MORE.









CONTACT

#### **TORSTEN OPPERMANN**

CEO

Torsten.Oppermann@msm.digital



We are a global, integrated marketing powerhouse with expertise in consumer electronics, gaming and technology. Uniting our agencies and units under one international roof, our passionate and skilled team of 300+ experts provide tailored solutions in PR and Marketing in 29 languages for leading brands.

With offices across the key EMEA regions, we focus on driving brand growth, awareness, and sales success in the international market through innovative strategies, creative excellence, and technical mastery.

**ACTIVITIES:** CONSULTANCY, PR & MARKETING





CONTACT
LUIS DELGADO
Director
luisdelgado@101games.es



Discover the heart of Spain's gaming community with 101 Games, your dedicated partner in crafting extraordinary industry events and business agendas. With over a decade of experience, we've fostered strong relationships across the local, national, and regional gaming landscape, connecting you with the right institutions, media, and event organizers.

At 101 Games, we specialize in ensuring a smooth and successful entry into Spain's gaming market. Whether it's bespoke events or strategic business plans, we use our expertise to create tailored experiences for your company. Partner with 101 Games and open the door to the welcoming and dynamic world of Spanish gaming.

ACTIVITIES: GAME SERVICES, CONSULTANCY, PROFESIONAL EVENTS

PORTFOLIO: PROFESSIONAL SERVICES FOR VIDEO GAME EVENTS, BUSINESS DEVELOPMENT IN VIDEOGAME

PARTNERSHIPS, PROFESSIONAL TRAINING AND RESKILLING PROGRAM IN VIDEOGAMES, SUPPORT, DESIGN, AND

DEVELOPMENT FOR GAME HUBS IN DIFFERENT TERRITORIES



### Antidote



CONTACT

ALEIX CANALS

CEO

aleix@antidote.gg



Antidote is an online solution with its own player base for game studios and publishers to get actionable insights on their target players' experience from concept to release that will save costs and time in development. The core services go from User Research & Playtesting to Marketing & Intelligence.

Customers can use the online platform as a self-organized tool or let the highly skilled UX team take care of everything.

Antidote has helped game studios and publishers improve the User Experience for games on platforms such as PC, Mobile (Android and iOS), VR, and Browser.

**ACTIVITIES:** GAME SERVICES

PORTFOLIO: OUR CUSTOMERS GO FROM INDIE DEVELOPERS, TO ESTABLISHED GAME STUDIOS AND PUBLISHERS.

SOME OF THEM ARE: REMEDY, BANDAI NAMCO, THQ NORDIC, NETEASE GAMES, GAMELOFT, FOCUS INTERACTIVE, THUNDERFUL, SCHELL GAMES, FUN PLUS AND MORE.SOME OF THE PUBLISHED GAMES PLAYTESTED ON ANTIDOTE WERE ALAN WAKE II FROM REMEDY, TCHIA FROM AWACEB & KEPLER INTERACTIVE, DESTROY ALL HUMANS 2 FROM BLACK FOREST GAMES & THQ NORDIC, STRAYED LIGHTS FROM EMBERS, AND MORE.

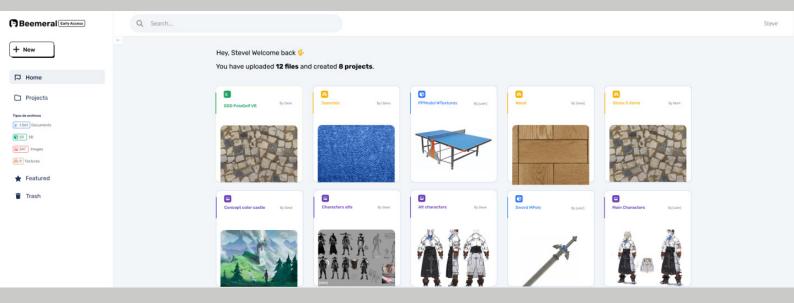






CONTACT
FRANCISCO CALDERÓN REYES
CEO
hollo@boomeral.com

hello@beemeral.com



Beemeral is a cloud-base software designed to help 3D creative teams. Upload, share, analyze and optimize 3D elements in seconds.

Organize and review your workflow to improve technical and organizational decisions.

**ACTIVITIES:** GAME SERVICES







YULIA TRU TO Founder & CEO
yulia@beetested.com

**LOOKING FOR: OTHERS** 



A better way to playtest your game. Beetested is an end-to-end AI-powered crowdtesting platform that delivers actionable player insights and improves the gameplay experience.

A video game has to be fun to be successful. That's why the fun factor and the correct audience are the most critical risks after the technical development challenges.

To mitigate this risks and ensure the success of video games, we take the best part of the crowd-testing concept, the AI advances and mix them to streamline the testing process. Players play the demo, recording their faces and the game, and our complex ML model measures the emotional feedback and matches this information with in-game elements and events.

This gives developers actionable, accurate information about their demo and the opportunity to co-create their game with their public audience.

Better demos. Better games. Better world.

**ACTIVITIES:** GAME SERVICES

PORTFOLIO: HITORI KAKURENBO (INFINITE THREAD STUDIO) - BLOODRUSH (FAS3) - ZEBRA-MAN (ZEROUNO)







CONTACT

JOSEP PALUMÉ 
Director Of Procurement &
International Sales
josep@blade.es

**LOOKING FOR: DISTRIBUTORS** 



Since 2001, we have been committed to improving the gamers experience in terms of Gaming and Pop Culture.

During this time, Blade has developed its own brand called FR-TEC, offering a wide range of products always ensuring high quality gaming accessories and peripherals!

Blade will develop and commercialize during the next three years accessories for videogames licensed by Warner Bros.

Under its own brand FR-TEC, present in large distributors and specialized stores.

It will be a reality to have in our setups the official products of such emblematic sagas as Superman, The Flash or Batman, among others!

ACTIVITIES: DESIGN, MANUFACTURING AND DISTRIBUTION OF GAMING ACCESSORIES AND PERIPHERALS PORTFOLIO: ACCESSORIES AND PERIPHERALS FOR PLAYSTATION 4, PLAYSTATION 5, XBOX ONE, XBOX SERIES, NINTENDO SWITCH AND PC

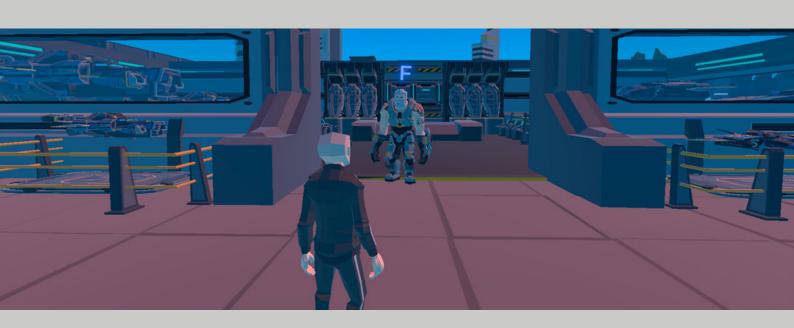






CONTACT
PABLO COPELLI YAÑEZ
CTO

pablo@bronixia.es



We are the first hybrid Metaverse, where users can choose to use the decentralized Blockchain model or the normal gaming model.

Primeverze is a fantasy MMO (Massive Online Game) that is constantly in development creating new neighborhoods, and new experiences.

An open world where users can play, study, have fun and work.

Our goal is to create a unique universe that is far removed from any concept of a metaverse that exists today.

ACTIVITIES: DEVELOPER, GAME SERVICES

PORTFOLIO : PRIMEVERZE.COM





CONTACT

JOSE MARIA MARCOLAIN

CEO

jm.marcolain@capacitanes.com

# CAPACITANES

Capacitanes is an organization with educational foundations that leverages esports and gaming to foster a comprehensive approach to professional talent and social skills development, as well as digital content creation.

With a track record in renowned projects supported by governmental entities, such as the Villa de Capacitanes initiative and the GAMEYOU tool —which links gaming styles to professional vocations—, CAPACITANES promotes educational and social inclusion events.

We are dedicated to the community, providing opportunities for young talents to explore careers in technology and digital media, while also advocating for health and well-being values. Our aim is to positively impact the local economy and the educational sector, thereby enriching the gaming ecosystem.

ACTIVITIES: GAME SERVICES, EDUCATION.

PORTFOLIO: CAPTAINS CENTER (OWN HUB IN THE CENTER OF LOGROÑO),

THE VILLAGE OF CAPTAINS: THE TOWN OF CONTENT CREATORS, GAMEYOU:

THE GAMING TOOL TO DETECT PROFESSIONAL VOCATIONS, COMPETITION TEAMS IN ESPORTS, PROMOTERS OF THE ITINERANT EXHIBITION THE HISTORY OF VIDEO GAMES, APPRENTICES OF MASTERS: GENERATIONAL RELAY PROJECT.







CONTACT

ALVARO ANTOÑANZAS 
Cofounder & COO

info@deusens.com

LOOKING FOR: OTHER DEVELOPERS, GAME SERVICES, MARKETING & PR, AGENCIES TO CO-CREATE GAMING ENVIRONMENTS FOR BRANDS



DeuSens is a tech development studio specialised in creating customised offline/online solutions for the marketing, communication and innovation departments of top brands worldwide: L'Oréal, AUDI, McDonald's, The Coca-Cola Company, Benetton... and many more.

They're specialised in understanding emerging technologies and leveraging them to create hyperexperiences. In 10 years of experience, DeuSens has developed over 500 projects for 200 clients in 10 different countries and has won more than 15 awards and nominations, such as the Helixa Innovation Awards, The Hop or AENA Ventures.

Some solutions: Immersive Experiences (AR/VR/MR), Metaverse, Spatial Computing, Gaming and influencers, Interactive technologies, Artificial Intelligence, Virtual Avatars.

ACTIVITIES: DEVELOPER, GAME SERVICES, CONSULTANCY, PR & MARKETING

PORTFOLIO: HTTPS://DEUSENS.COM/EN/PORTFOLIO

AWARDS: EL DORADO (LATINOAMÉRICA)







CONTACT

DANIEL NAVARRO

CEO

dnavarro@doloresentertainment.com

LOOKING FOR: OTHER DEVELOPERS, TRANSLATION AND LOCALIZATION, FINANCING



Dolores Entertainment is a Catalonian game company founded in 2010. We are a porting and publishing studio with several console games published around the world.

Dolores is official developer for PS5, PS4, Xbox Series X/S, Xbox One, Switch.

Our pipeline is quite simple. The original developer sends us the source code and we do all the job. We do the port, translate to different languages, testing and publishing to consoles.

ACTIVITIES: DEVELOPER, PUBLISHER

PORTFOLIO: ICE CREAM SURFER, BIT DUNGEON PLUS, A HOLE NEW WORLD, BEHOLGAR, GHOULBOY, MAHLUK DARK DEMON, SIX SIDES OF THE WORLD, PATH TO MNEMOSYNE, BALTHAZAR'S DREAM, MUSHROOM HEROES, PACHI PACHI ON A ROLL, IN CELEBRATION OF VIOLENCE, BLACKJACK WORLD TOUR, INDIGO 7 QUEST OF LOVE

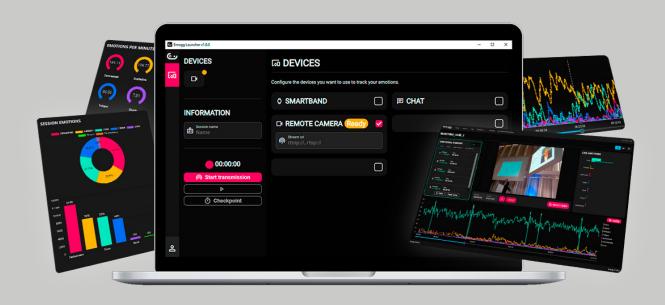






CONTACT

EDGAR SANJUÁN 
Founder & CEO
edgar@emogg.com



 $Revolution ize\ your\ playtest\ gaming\ experience\ with\ Emogg,\ a\ cutting\ -edge\ technological\ solution.$ 

Witness the power to measure, visualize, and analyze attention levels and emotional impact in real-time during gameplay or through deferred video analysis.

Elevate your understanding of player engagement, gaining invaluable insights for enhanced game development. Shape the future of playtesting analytics with Emogg.

ACTIVITIES: GAME SERVICES PORTFOLIO: ANTIDOTE





CONTACT
ALEXIS SANS
CEO

LOOKING FOR: PUBLISHERS, FINANCING, GAME SERVICES, MARKETING & PR



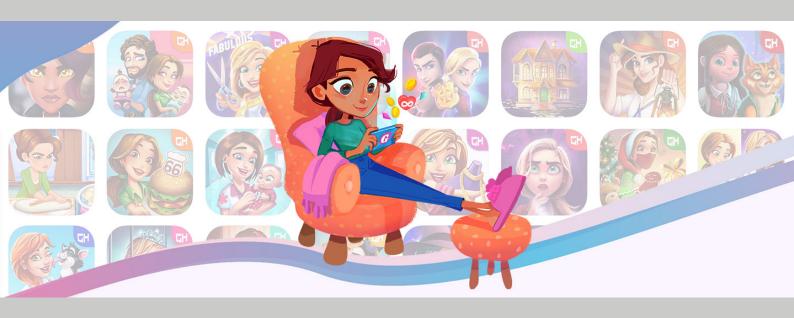
Artificial intelligence-based crowdtesting platform that measures real player reactions and thus helps developers to improve their games according to their target audience and before official launch.

ACTIVITIES: DEVELOPER, PUBLISHER, GAME SERVICES



# **GAMEHOUSE**® We all need our game time!

CONTACT
SIMONETTA LULLI 
CEO
simonetta@gamehouse.com



At GameHouse we create & publish casual games tailored to women's gaming interests, providing a fun and engaging "me time" experience on mobile and PC. We are quite unique in providing both F2P and subscription offerings for our players.

With 25 years of existence, we have been creating and publishing over 3000 games and apps that have been played for over 100M players globally and we are one of the top mobile and PC Game studios and publishers for a female audience.

ACTIVITIES: DEVELOPER, PUBLISHER

PORTFOLIO: OVER 3,000 GAMES PUBLISHED BOTH ON MOBILE AND PC ON F2P AND SUBSCRIPTION MODELS TARGETING FEMALE PLAYERS FIRST. WE HAVE OVER 19 IPS LIKE DELICIOUS OR HEARTS MEDICINE.







CARLOS LUCAS (III)
CEO
carlos.lucas@hisplayer.com



HISPlayer is the premium video streaming Player SDK for Unity and Unreal Engine games and metaverses. Its technology is a combination of media player software with advanced rendering software, creating a unique product that allows the inclusion of premium video streaming inside Unity and Unreal applications.

HISPlayer is available for Android, iOS, WebGL, Windows, MacOS as well as for the most popular VR/AR headsets.

ACTIVITIES: DEVELOPER, VIDEO STREAMING PLUGIN FOR UNITY AND UNREAL ENGINE PORTFOLIO: UBISOFT, HOLORIDE, BELL MEDIA, BRITISH TELECOM, XCLUSIVERSE, 360 VUZ, AND MANY MORE.



### KLEVERPLAY

CONTACT

#### PEDRO DIEZMA

CTO & Founder pedro.diezma@kleverplay.com

LOOKING FOR: USER ACQUISITION



Kleverplay is your go-to partner for turning work into an engaging game. We specialize in gamification for businesses, crafting custom video games that bring teams and employees together in exciting ways.

Our mission is to boost team spirit and employee engagement through fun, dynamic online experiences. With cutting-edge artificial intelligence and immersive virtual environments, including the vast possibilities of the Metaverse, we're redefining teamwork.

Whether it's for training, team building, or just adding a spark of joy to the daily grind, Kleverplay designs experiences that empower, entertain, and educate.

ACTIVITIES: DEVELOPER, GAME SERVICES

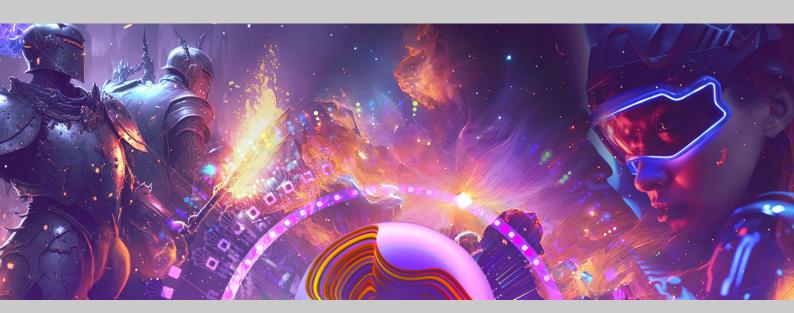
PORTFOLIO HTTPS://WWW.KLEVERPLAY.COM/EXPERIENCIAS.HTML







CEO alun@freeverse.io



LAOS is the first Layer 1 protocol that connects without bridges to Ethereum, Polygon, their respective L2s, and any other EVM-compatible chains. It allows for the minting of unlimited NFTs on these chains without incurring native gas fees, eliminating the need for bridges or wrapped currency, while still being fully compatible with their DApps and marketplaces.

This gives game developers the ability to easily give NFTs to players, just like in regular free-to-play games, so they can focus on making the game fun instead of dealing with gas fees.

ACTIVITIES: BLOCKCHAIN INFRASTRUCTURE PROVIDER

PORTFOLIO: FREEVERSE.IO





CONTACT
NINA LAMPINEN
Localization Manager



Localsoft, S.L. is one of the leading video game localization companies in the world.

With thousands of localized game titles completed, we offer premium localization services for the games industry including translation, proofing, desktop publishing, subtitling, audio and testing. We take pride in our work and guarantee the highest quality of service.

We specialize in mid to large size projects and set up project teams that match your specific requirements.

Localsoft provides a one shop solution for all of your localization needs. Rest assured that your projects will be delivered on time, on budget and with the highest level of quality and confidentiality.

**ACTIVITIES:** GAME SERVICES





CONTACT

IVÁN DE ROSA GUILLÉN 

QA Manager



Welcome to Lollipop Robot, a Spanish company specialist in Quality Assurance and Testing for Video Games and Applications.

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

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

**ACTIVITIES:** QA TESTING COMPANY

PORTFOLIO HTTPS://LOLLIPOPROBOT.COM/TESTED-GAMES/

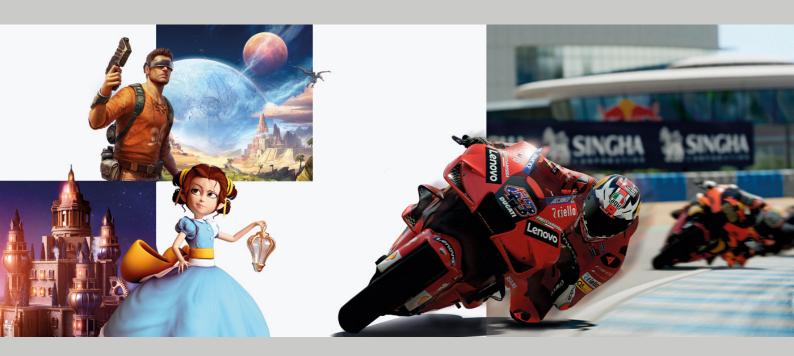




Virtualization & Streaming Services



CONTACT
TERESA LOPEZ
Project Manager
teresa.lopez@ludiumlab.com



Ludium Lab is a technology company founded in Barcelona (Spain) in 2012. Expert and leader in cloud services and solutions, the company works in more than 60 countries worldwide.

Its activity is currently focused on adapting its technology to cloud gaming platforms (SoraStream development), automotive (ICE), metaverse solution, SaaS and XR (Vr/Ar).

The team has been working for more than a decade on virtualisation and cloud streaming technologies to provide highest quality solutions at low cost.

**ACTIVITIES:** GAME SERVICES, CLOUD GAMING







CONTACT
SERGI CERRATO
CEO
Sergi@mcr-agency.com





Spanish agency that represents more than 60 gaming content creators around LATAM & Spain exclusively.

Leading the gaming influencers in YouTube and TikTok, headquartered in Barcelona, but with operative offices in Madrid and Ciudad de Mexico.

**ACTIVITIES:** PR & MARKETING

PORTFOLIO: MORE THAN 60 GAMING CONTENT CREATORS REPRESENTED EXCLUSIVELY IN LATAM AND SPAIN.





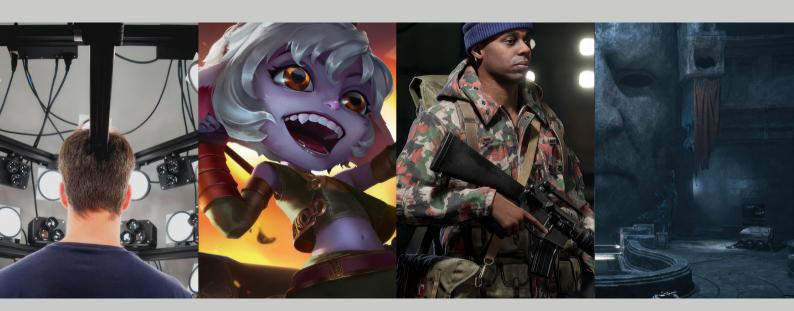


CONTACT

MARIO MENÉNDEZ STABILE 

CEO

contact@ophionstudios.com



Based in Valencia and Madrid, Ophion Studios is a boutique Art Outsource Studio renowned for its commitment to quality and cutting-edge technology.

With a dedicated team of professionals we specialize in pre production and art production (Characters, Environment, Weapons, Vehicles), 3D scanning services and consultancy.

Our track record includes successful partnerships with industry titans like Sony, Disney, and Konami, underscoring our commitment to quality and client fulfillment.

Over 10 years successfully helping our clients bring their games to life.

ACTIVITIES: GAME SERVICES, CONSULTANCY, 3D ART OUTSOURCING, 3D SCAN SERVICES

PORTFOLIO: HTTPS://WWW.ARTSTATION.COM/OPHIONSTUDIOS



# 01/0



CONTACT
SHEYNA GARICANO
Head of Communications
sgaricano@owogame.com



OWO has developed and patented a haptic system for you to feel video games, movies or interact in the metaverse.

It can create infinite different sensations thanks to the Sensations Technology.

Physically feel everything that happens to avatars in the virtual world, feel the wind, a ball, a gunshot, or a dagger wound.

The system is compatible with all platforms.

**ACTIVITIES:** OTHERS

PORTFOLIO: OWO'S MISSION IS TO TURN THE VIRTUAL WORLD INTO REALITY







CONTACT
SERGIO LOPEZOSA BURGUI
COO

slopezosa@perfectsound.es

LOOKING FOR: PUBLISHERS, OTHER DEVELOPERS



Perfect Sound is an audio recording studio founded in 2010 that specializes in Spanish dubbing and localization for video games, films, TV series, and other audiovisual works.

Our Madrid facilities were created with the utmost care and the latest technology, with two identical recording booths and cutting-edge equipment to help our passionate team of localization veterans, obtain the best results.

ACTIVITIES: TRANSLATION AND LOCALIZATION, OTHERS

PORTFOLIO: UBISOFT: MARIO + RABBIDS: SPARKS OF HOPE, TOM CLANCY'S RAINBOW SIX: EXTRACTION,

SKULL & BONES, GHOST RECON BREAKPOINT, ASSASSIN'S CREED: VALHALLA, THE CREW 2, CD PROJEKT

RED: CYBERPUNK 2077, PLAION: SCARS ABOVE, MUNDFISH: ATOMIC HEART, MY.GAMES: WORLD WAR 3, BLAST

BRIGADE VS. THE EVIL LEGION OF DR. CREAD



### peris.digital



CONTACT

ALEJANDRO TOLEDO

Creative Director
info@peris.digital



Peris Digital offers 3D digitised costumes and characters for videogames.

We are part of Peris Costumes Group, the world largest costume house for film and TV.

Our dedicated photogrammetry studio gives 3D digital life to our huge collection of costumes.

Photogrammetry allows us to squeeze times and costs in character creation.

We scan the real outfits and turn them into digital assets ready to enter your creative pipeline.

ACTIVITIES: CHARACTER CREATION, DIGITAL WARDROBE FOR VIDEOGAME CHARACTERS

PORTFOLIO: DIGITAL DOUBLES FOR THE 1899 SERIES, NETFLIX - DIGITAL DOUBLES FOR THE WARRIOR NUN
SERIES, NETFLIX - DIGITAL CLOTHING FOR THE WINNING TIME SERIES, HBO - DIGITAL DOUBLES FOR THE
PHENOMENA MOVIE AND MANY MORE



# pinknoise



CONTACT

ALEJANDRO GUTIÉRREZ LIZARDI

Head of Client Solutions

alejandro.lizardi@pinknoise.es



With over 20 years of experience, Pinknoise stands as the foremost authority in Video Game Localization and Audio Projects. In the era of decentralized video game creation due to technological disruption, we remain a reliable and independent partner committed to unparalleled quality.

Our global presence is fortified by our studios in Madrid, Paris, and Mexico City, supplemented by a robust network of certified partners worldwide.

Pinknoise strives to be the world's premier provider of Multilingual Audio Localization services, upholding our distinctive company essence while adapting to the evolving landscape of the gaming industry. As a trusted partner, we navigate the dynamic challenges of the field, ensuring seamless communication and immersive experiences for gamers across the globe.

ACTIVITIES: GAME SERVICES, GAME LOCALIZATION

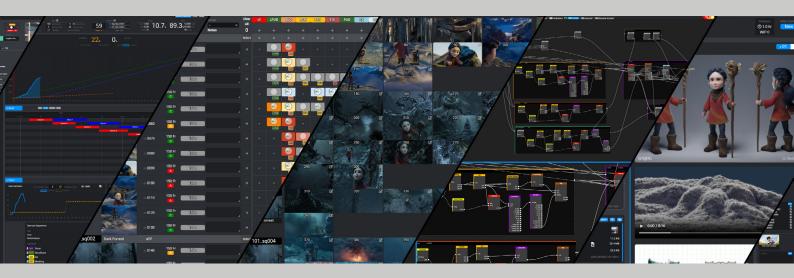
PORTFOLIO: BACK FOR BLOOD, CROSSFIRE: LEGION, DRAWFUL 2: INTERNATIONAL, GOTHAM KNIGHTS, HOGWARTS
LEGACY, MONOPOLY NEXT, MORTAL KOMBAT 11, MORTAL KOMBAT 1, QUIPLASH 2 INTERNATIONAL, QUIPLASH 3,
TEE-KO, THE JACKBOX PARTY PACK 9, THE JACKBOX PARTY PACK 10, TRIVIA MURDER
PARTY 2.





CONTACT
RODRIGO MEDINILLA
CEO
medinilla@PipelinePro.io

LOOKING FOR: OTHER DEVELOPERS



PipelinePro is a platform that enables centralized control over all the production stages of a Game, Animation Series, Movie, VFX, or Virtual Production project. Scripts, Animatics, production planning, bidding, Asset Manager, code versions of DCC software tools (Maya, Blender, Nuke, ...), and much more are all brought together in one place.

We coordinate your artists, automate tasks, and manage your files, allowing for seamless and simplified production.

ACTIVITIES: DEVELOPER, CONSULTANCY, SOFTWARE FOR PRODUCTION





CONTACT

DANIEL G. BLÁZQUEZ 
CEO

daniel@playjoy.com

LOOKING FOR: USER ACQUISITION, FINANCING, PARTNERSHIP



PlayJoy is a social gaming company that specializes in connecting people through games. We strongly believe in the potential of video games to bring people together and have reimagined the ideal social hub for all lovers of traditional games.

Our goal is to be the digital playground where adults can enjoy, compete and meet new people.

PlayJoy offers a cross-device, real-time gaming experience combined with a Whatsapp-style messaging platform. With nearly 1 million players worldwide, we are committed to providing a fun, safe and inclusive gaming environment that fosters meaningful connections between people.

ACTIVITIES: DEVELOPER, PUBLISHER

PORTFOLIO: PLAYJOY APP







#### INÉS BORAO HURTADO

Marketing &

Communication Manager ines.borao@playoffnations.com

LOOKING FOR: OTHER DEVELOPERS, GAME SERVICES, MARKETING & PR, USER ACQUISITION



Leading technology company in connecting brands with new-generations through non-conventional media.

Founded in 2019 with the goal of taking brands where they are not able to reach with traditional media.

Offering a proposal designed to provide the perfect combination of technology, gamification and creativity, using the disruption of new-media and audiences, fundamental resources with which to impact in the present and endure the future of the new era of advertising.

ACTIVITIES: DEVELOPER, PUBLISHER, CONSULTANCY

PORTFOLIO: PRINGLES (ROBLOX), CHOCOFLAKES (ROBLOX), MARATÓN DE VALENCIA (ROBLOX), MEDIAMARKT

(FORTNITE)









in

CONTACT

LUCA CONTATO

CEO

luca.contato@risingpixel.com



Rising Pixel specializes in developing gamification experiences for lead generation, education, and team building using HTML5 technology. Our tailor-made solutions can meet the needs of companies of any size and industry, including specialized sectors and public institutions. Our expertise has led us to work with companies around the world in our 12 years of experience, where we have always kept our commitment to the environment and its preservation.

ÜConsole enables the creation of custom gamified experiences for both companies and individuals, whether in physical or virtual settings. Simply scan the QR code with your phone to transform it into a controller on a shared screen where the magic unfolds. With each experience personalized to your needs, ÜConsole can energize meetings, events, and conferences with 8 to 150 players.

ACTIVITIES: DEVELOPMENT, PR & MARKETING, APPLIED GAMING, GAMIFICATION PORTFOLIO: SPACE WAVE RACE, JOURNEY ON INCLUDIVIUM (CREATED WITH GAME2VALUE), FOREST AND OCEAN KEEPERS (CREATED FOR THE ELDER MUSEUM, SPACE CREW (CREATED FOR SNAM)







JUAN ALBERTO BRINCAU 🛅

CEO

jabrincau@savegames.es

LOOKING FOR: PUBLISHERS, OTHER DEVELOPERS, MARKETING & PR



Save Games Studio is a company dedicated to the development of applications (software) and video games, offering its services in programming, art, music composition, localization and publishing.

ACTIVITIES: DEVELOPER, PUBLISHER, GAME SERVICES, CONSULTANCY, TRANSLATION AND LOCALIZATION PORTFOLIO: THE ORIGIN: BLIND MAID (BADLAND PUBLISHING), THE WATCHMAKER (BADLAND PUBLISHING), SOOT (BADLAND PUBLISHING), YOUTUBERS LIFE OMG! (RAISER GAMES), YOUTUBERS LIFE 2 (RAISER GAMES), DIG -DEEP IN GALAXIES- (MOLTON STUDIOS)







JAVIER PUERTAS

Head of Gaming

jpuertas@selecta-vision.com

LOOKING FOR: OTHER DEVELOPERS, MARKETING & PR





SelectaPlay publishes and distributes video games with unique added value in both physical and digital formats worldwide.

SelectaPlay is a label of SelectaVisión, an audiovisual distributor that has been providing entertainment experiences for 40 years. The SelectaVisión catalog encompasses anime and live-action feature films, TV series, and TV movies. Specializing in releasing iconic anime classics, the latest Japanese productions, and gripping horror movies, SelectaVisión targets young and dynamic audiences.

ACTIVITIES: PUBLISHER

PORTFOLIO: BLASPHEMOUS 2 COLLECTOR, LUTO, BUBBLE GHOST, MORKULL, ONE LAST BREATH, MINABO, MAIL MOLE, EVOLAND 10° ANNIVERSARY, NINJA KIDZ, FIGHT N RAGE, AETERNA NOCTIS, FIGHTING LEGENDS, TADEO JONES 3, UNREAL LIFE, BLASPHEMOUS



## SuperIndie. Games

TURN YOUR GAME INTO A SUPERHIT!



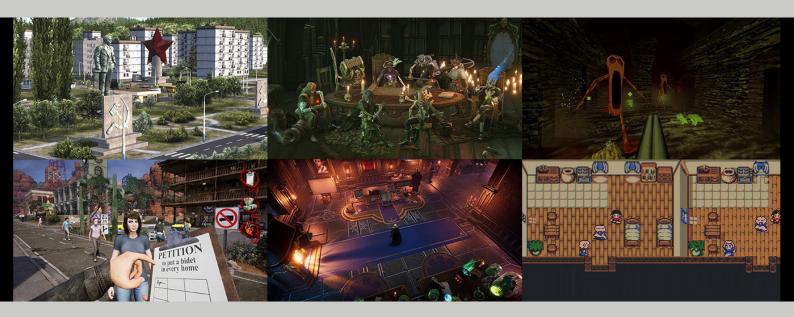
CONTACT

ALBERTINO ROBELLÓ

Founder

albertino.robello@superindie.games

LOOKING FOR: PUBLISHERS, OTHER DEVELOPERS, GAME SERVICES



SuperIndie.Games is one of the largest international Marketing agencies specialized in indie games in the world.

Since 2013, we have promoted more than 1000 video games in areas such as Public Relations, Community Management, Email Marketing, Licensing and In-Game Advertising.

Our database contains 14k studios, 10k youtubers and streamers, 7k journalists, and 3k media planners.

**ACTIVITIES:** GAME SERVICES, CONSULTANCY

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







CONTACT JUAN TAMARGO Managing Partner jtamargo@theTEAagency.com



The TEA agency provides business representation and consultancy services to worldwide talented studios, making the bridge between developers publishers, investors, and other industry makers.

Contract Negotiation



Strategic Advisory

WWW.THE TEAAGENCY.COM

The TEA agency provides Business Representation and Consultancy services to worldwide talented studios, making the bridge between developers, publishers, investors and other industry makers.

We establish publishing deals, seek investing partners, and source of work for hire projects and other business opportunities exclusively for our clients.

If you're looking for great new titles to publish or reliable and promising studios to invest in, let's meet! If you are a studio seeking publishing and/or investing partners open to a business representation collaboration, feel free to contact us!

**ACTIVITIES:** GAME SERVICES, CONSULTANCY

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







CONTACT
FERRAN LLOBET To Founder
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We are a company founded by sports training specialists who have developed a digital academy where esports players can improve their performance in the video game, working on specific skills such as aiming, dodge and last-hit among other.

We are professionals in sports science and we want to use all the knowledge that we have in sports training science to professionalize the League of Legends training.

Esports players, currently train exclusively by playing the video game. However, nowadays, there is a lot of sports science and training methodology that focuses on creating tasks to optimize the performance more than just the 5v5 match. With our knowledge onboard, we decided to develop a "simulator" to train esports players because the most important thing they have to train is the cognitive structure, just like in Formula 1.

We have developed different tasks to train the League of Legends skills (aim, dodge, kiting, ...) with greater complexity than in the videogame, seeking for an improvement of the users' performance when they go back to the game. Training in a higher stress way, makes it easier when they return to the videogame.

ACTIVITIES: DEVELOPER, PUBLISHER, EDUCATION

PORTFOLIO: DECEMBER 2022 USERS: + 30.000 FROM MORE THAN 30 COUNTRIES.







CONTACT

ESTER ROMÁN 
Account Manager
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Uptodown is a multi-platform app store focused on Android. Our goal is to offer free access to a large app catalog without restrictions. We aim to promote a more open mobile app industry.

Over 130 million users per month choose Uptodown to download apps. We are available in 17 languages, offering a legal software distribution platform that is accessible from any web browser.

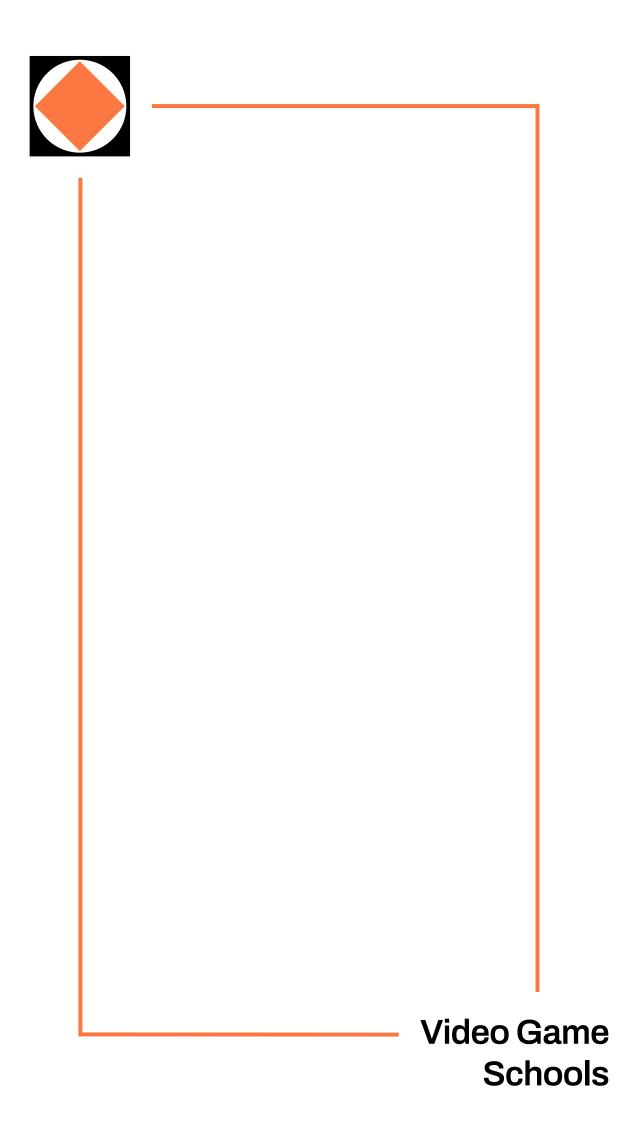
Uptodown focuses its efforts on offering a different way of bringing apps to a wider audience, leading the way in the acquisition of organic traffic, as well as high-impact advertising campaigns for developers who want to increase their user acquisition.

Over 40,000 apps and games from developers who already rely on Uptodown to publish their products.

ACTIVITIES: APP STORE

PORTFOLIO: OVER 35,000 DEVELOPERS TRUST US TO DISTRIBUTE THEIR PRODUCTS. TENCENT, MIHOYO, MICROSOFT, BRAVE, AXES IN MOTION, BINANCE, WONDERSHARE, ZEPTOLAB AND MANY OTHERS.













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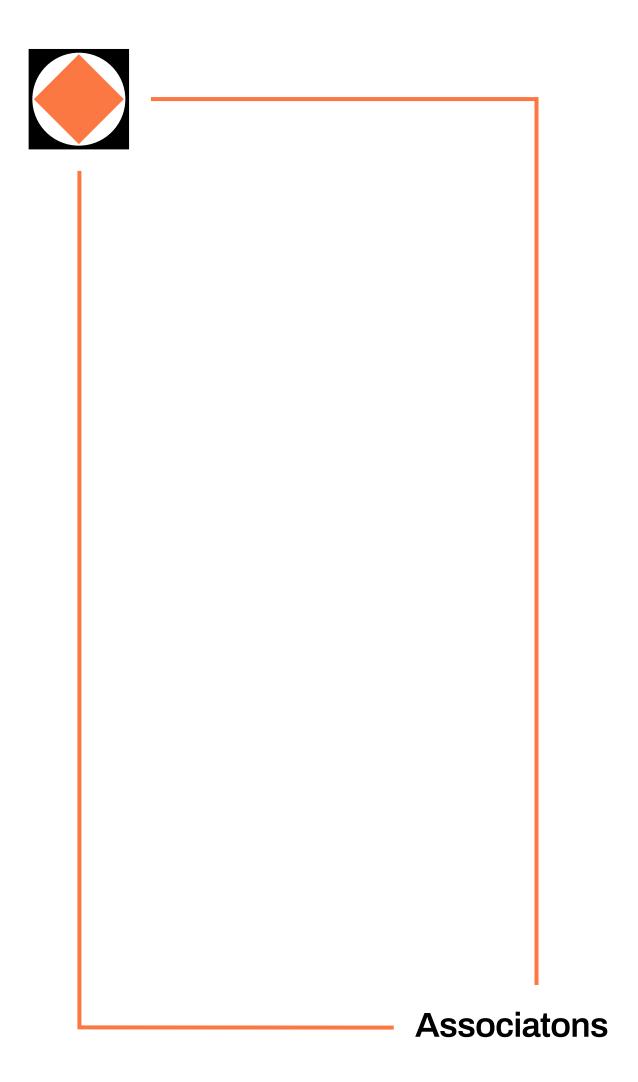




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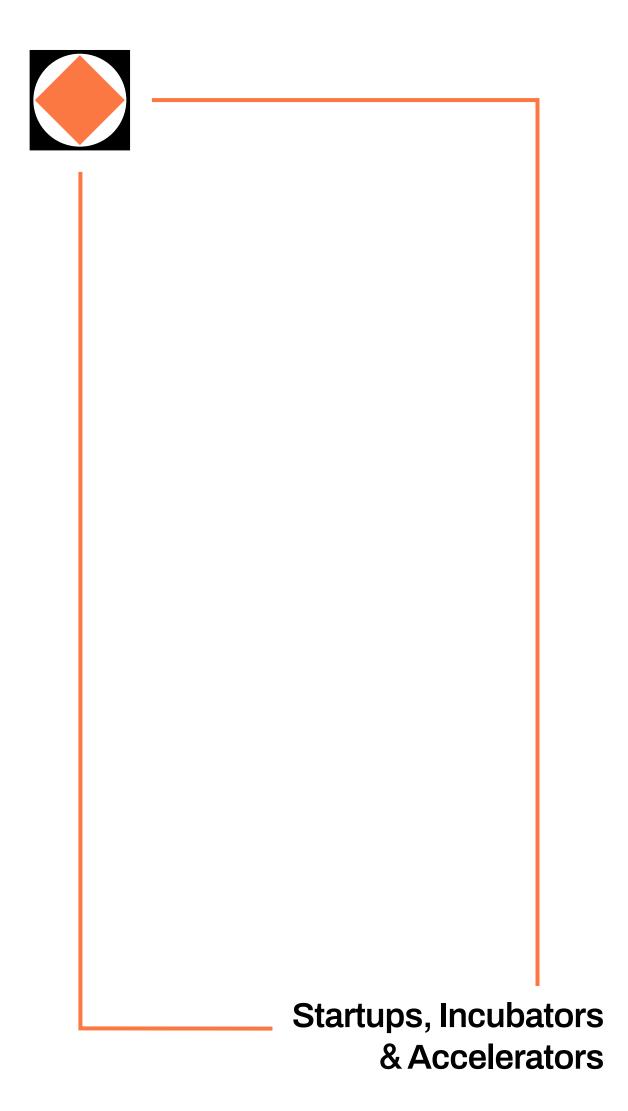




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## Games from SPAIN









