



## **Made in Hamburg: Indie-Games at the Gamecity Hamburg area at Indie Arena Booth 2023**

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Gesellschaft mbH**

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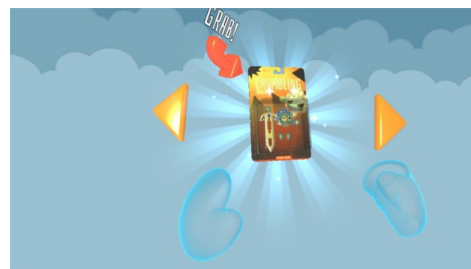
Hamburg, July 2023:

In August 2023, gamescom, the world's largest video game exhibition for industry professionals and game enthusiasts, will once again open its doors in Cologne. With the "Road to gamescom" program, Gamecity Hamburg brings five indie studios and their games to the Indie Arena Booth (IAB): the largest joint booth for developers from all over the world. With the "Road to" program, the teams receive a free booth presence to showcase their game to the public, trade visitors and partners, and to make important business contacts on site.

The carefully curated line-up shows the diversity of indie games - you will find creative games from a wide range of genres. The indie scene in the Hanseatic City of Hamburg with its numerous studios and solo developers is diverse and wide-ranging. Here, we present the five teams and projects from Hamburg that will be featured at the Gamecity Hamburg booth at the IAB through the "Road to gamescom 2023" program:

### **Crumbling by Crumbling Games**

**Short facts about the studio:** At the heart of the Crumbling Games development team is Ole Jürgensen. With his game Crumbling, which is currently in development, he wants to revive a nostalgic way of playing with action figures. As a VR expert and former lead developer of the Deutscher Computerspielpreis (German Computer Game Award) winning Tower Tag, Jürgensen knows all the strengths of VR and is incorporating them into the development process of Crumbling. Crumbling first received funding from the Gamecity Hamburg Games Lift Incubator in 2020 before the team qualified for Prototype Funding in 2021.



#### **Crumbling**

Crumbling is a VR game in which the players' controller becomes their very own action figures - complete with stylish packaging from which they first must be freed. And then it's time to send the action figure off on their first big adventure.



Soon the action figure is being placed in lovingly designed dioramas, where not only plenty of puzzles await, but also dangerous monsters. To overcome these obstacles, players will have to master Crumbling's unique control system, think outside the box, and have a keen sense of timing.

Crumbling will be released on Steam and Meta Quest 2 for PC in 2024. A free demo version is already available.

Website: <https://crumbling-game.com>

Press Kit: <https://drive.google.com/drive/folders/1EeEzjhyxufGP7UEFEvJTIFRn1A9juCq-?usp=sharing>

Game Trailer: <https://youtu.be/kDldjRkaATc>

## Light of Atlantis by DrownTown

**Short facts about the studio:** DrownTown is a Hamburg-based studio founded in 2022 by five students from the games master program (M.A.) at HAW Hamburg. Light of Atlantis received the Gamecity Hamburg Prototype Funding in 2023 and is funded with 70.000€.



In addition, in 2023 Light of Atlantis won the "Nachwuchspreis Bester Prototyp" (Young Talent Award Best Prototype), which was awarded as part of the Deutscher Computerspielpreis (German Computer Game Award). This prototype will also be available to play at gamescom 2023.

### Light of Atlantis

In Light of Atlantis, players dive deep into the underwater city of legend and take on the role of a small robot exploring the ancient ruins.



On its journey, the robot not only encounters tricky riddles, but also dangerous enemies. In this 2D Metroidvania with puzzle elements, the element of water plays a crucial role. The water influences the movement of your robot as well as the behavior of the enemies, changes the environment and is the dynamic core mechanic of the game. Using various levers in the environment,

the water level can be changed in a variety of ways to allow interacting with enemies and puzzle elements in a variety of ways.



A playable demo is available for Windows, Mac and Linux. The game is available for pre-order via Steam.

Website: <https://downtown.itch.io/light-of-atlantis>

Press Kit: <https://drive.google.com/drive/folders/1g82GyA4Nv6MoozrOZgljdhKXxFfigj-R>  
Game Trailer: <https://youtu.be/oebNcFiFmJw>

## Turbo Shell by Radioactive Dreams

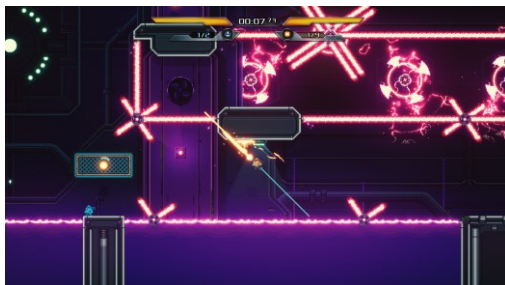
**Short facts about the studio:** Radioactive Dreams UG is a Hamburg-based developer studio founded in 2020 and consists of three regular members with a total of almost 20 years of industry experience.



As employees of a larger studio, the team was able to gain extensive skills in programming, game design, cinematics, and product management before starting their own business. Turbo Shell received the Gamecity Hamburg Prototype Funding in 2020.

### Turbo Shell

Turbo Shell is a fast-paced 2D platformer with a unique movement mechanic: Instead of relying on running and jumping, the game features a unique tool with unusual push/pull mechanics that enable players to push off or pull themselves up against walls.



This unique movement mechanic creates high-speed gameplay, in which fast reflexes and the quickest time are of the essence. Using this method, a brave little egg navigates its way through tricky levels entirely without touching the ground - as it should, otherwise its shell could crack.

Turbo Shell was successfully released for PC in 2023, is available on Steam and will be playable at gamescom.

Website: <http://radioactivedreams.com/>

Press Kit: <http://radioactivedreams.com/press/>

Game Trailer: <https://youtu.be/JNfVI3REBaA>



## Misgiven by Symmetry Break Studio

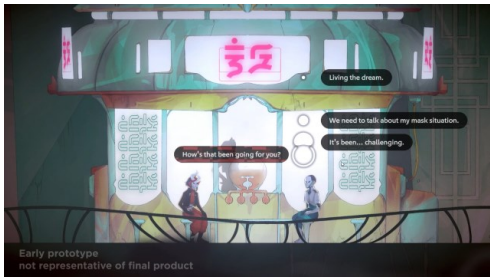


**Short facts about the studio:** Anca Tutescu and Jan Burow met in 2018 during their games master studies (M.A.) at HAW Hamburg. They founded Symmetry Break Studio together with Julian Heinken. Misgiven is their debut game and received Gamecity Hamburg funding through Games Lift in 2021, followed by Prototype Funding

in 2022. A playable demo will be available at gamescom 2023.

### Misgiven

Misgiven is a 2D narrative adventure with science fiction elements, in which dialogues play a very special role. Users explore a city shrouded in toxic fog. As a result, all inhabitants wear masks that not only protect them from the fog, but also disguise their emotions.



Different dialogue options have different emotional weight: depending on how players behave, certain options can only be expressed with difficulty, others can't be uttered at all. But honesty often carries a risk: some characters will appreciate candor, while others will immediately exploit it as a weakness. Only by

communicating delicately with the NPCs will players be able to see behind the masks and decipher the secrets of the hostile environment.

A first demo of Misgiven will be playable at gamescom.

Website: <https://www.symmetrybreak.com/>

Game Trailer: <https://youtu.be/3tZCNjJgwK8>

## About Cannons & Sparrows by About Cannons + Sparrows



**Short facts about the studio:** About Cannons + Sparrows was founded in 2020 by Niko Tziopanos, Daniel Balzer and Martin Hess, who previously spent 20 years in the advertising film industry. Their skills in storytelling, 3D animation and cinematography are incorporated



creatively into their first game, About Cannons & Sparrows, which is currently in development and received funding from the Gamecity Hamburg Games Lift Incubator in 2022.

### **About Cannons & Sparrows**

About Cannons & Sparrows is a physics-based sidescroller with puzzle and platformer elements, in which players take on the role of a small cannon that shoots its way through the forest. But it's not quite that simple: the little cannon learns more and more new skills over the course



of its adventure, which it uses to overcome the increasingly complex obstacles. The clever level design is completed by a cinematic atmosphere and a touching story about opposites and friendship.

Website: <https://www.cannonsandsparrows.com/games>

Press kit:

<https://www.dropbox.com/scl/fo/o4hey1t8xctqb1bjoleu/h?rlkey=peffok36pt9g70c7opy4yp1gd&dl=0>

Game Trailer: [https://youtu.be/BrRTtW\\_-Raw](https://youtu.be/BrRTtW_-Raw)

**We are happy to connect you with the developers and help arrange interviews.**

**For further questions please contact:**

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### **About Gamecity Hamburg**

Gamecity Hamburg supports, connects and makes the gaming hub Hamburg visible. Founded in 2003, Gamecity Hamburg is the longest existing public funding institution for the games industry at the state level in Germany and celebrates its 20th anniversary this year. The aim is to improve the general conditions for companies and founders of the games value chain in the city, to support them in their further development and to anchor Hamburg in the public perception as one of the leading games locations in Germany. Gamecity Hamburg is the contact point for Hamburg's games funding as well as the Games Lift Incubator and also offers programs, events, and services in close cooperation with the games industry to strengthen local developers. At the same time, the exchange of knowledge within the sector and with other industries is promoted. The promotion of young talent, the development of new formats that activate the strong network of games



companies in the city, and internationalization are the focus of the location initiative's activities. Gamecity Hamburg is part of Hamburg Kreativ Gesellschaft.

### **About the Hamburg Kreativ Gesellschaft**

Since its foundation in 2010, Hamburg Kreativ Gesellschaft has seen itself as a central contact point for all players in Hamburg's creative industries from the eleven sub-markets of architecture, visual arts, design, film, literature, music, press, radio, software/games, theatre/dance, and advertising. It supports creative professionals with contemporary services and promotes innovation within the framework of the "Cross-Innovation Hub" project. Since 2017 the industry-specific initiatives Gamecity Hamburg, nextMedia.Hamburg and Design Zentrum are part of the Hamburg Kreativ Gesellschaft mbH.