Premiere of Pixel & Popcorn: Indie Games on Screen on October 20: Hamburg's indie games on the big screen

The event "Pixel & Popcorn: Indie Games on Screen" brings indie games to the cinema, organized by NERDIC and Hamburg Kreativ Gesellschaft with their initiative Gamecity Hamburg.

- **October 20, 7 pm at the Savoy Filmtheater in Hamburg**
- **Three Hamburg indie games live on the big screen**
- **Journalist and podcaster Dom Schott in conversation with developers**

Hamburg, October 1: The event begins at 7 pm with game stations and casual networking in the cinema foyer. The show starts at 8 pm: Three selected indie games will be played live and presented in a moderated format. Journalist and podcaster Dom Schott will host the evening, talking to the developers about the creative process, challenges, and experiences in game development. A unique opportunity to take a look behind the scenes of game development.

The following games and studios will be featured at the premiere:

Map Map – A Game About Maps by Pipapo Games
In this lovingly designed cartography exploration game, players explore tropical islands and create maps of their surroundings. Instead of following predefined quest markers, players follow their sense of adventure and chart the islands themselves in search of a legendary treasure.
Developed by the young Hamburg-based studio Pipapo Games, which has already received several awards for Map Map, including the German Developer Award for Best Newcomer.
https://pipapo.games/

Lou's Lagoon by Tiny Roar
In this open-world adventure with Saturday morning cartoon charm, players take over a seaplane delivery company in the tropical Limbo Archipelago – left behind by their missing uncle Lou.
Seasoned indie studio Tiny Roar combines a relaxed adventure with crafting, exploration, and life simulation in a colorful world full of secrets.
http://tinyroar.de/

IKUMA: The Frozen Compass by Mooneye Studios
This atmospheric co-op adventure is set in the 19th century on an undiscovered Arctic island. Players control cabin boy Sam and his husky Ellie as they search for a way home. IKUMA tells an emotional coming-of-age story that can be experienced solo or in co-op.
IKUMA was developed by Mooneye Studios, known for immersive narrative experiences such as Lost Ember.
https://www.mooneyestudios.com/

Tickets are available at the Savoy Filmtheater: https://savoy.premiumkino.de/film/pixel-und-popcorn-indie-games-on-screen

Pixel & Popcorn is part of the KinoGames project. KinoGames is an initiative by SpielFabrique, which is being rolled out across Europe in cooperation with NERDIC. The project aims to bridge the gap between traditional cinema and the dynamic world of video games. KinoGames is co-financed by a three-year program from Creative Europe Media and supported by Futura Cinema.

For more information about the KinoGames project, visit: https://nerdic.org/kinogames/

For further questions please contact:

Anna Jäger
Gamecity Hamburg
PR Manager
T +49 40 23 72 435- 78
anna.jaeger@gamecity-hamburg.de

Gamecity Hamburg

Gamecity Hamburg supports, connects and makes the gaming hub Hamburg visible. 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.

Hamburg Kreativ Gesellschaft

Since 2010, Hamburg Kreativ Gesellschaft has been the municipal economic promotion agency for the creative industries in Hamburg. It plays a pioneering role in promoting the creative industries throughout Germany and sets standards in this field. As one of the largest and oldest institutions of its kind in Germany, it supports creative professionals in all eleven sub-markets – from design and music to film and architecture to games and advertising. As a publicly funded, independent institution, Hamburg Kreativ Gesellschaft creates support programs, consultations, networking events, and innovation formats.