



The Games Lift Graduation presents 5 promising game projects from the Hamburg-based incubator for game developers

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Hamburg, December 9, 2020:

As the grand finale of this year's Games Lift Incubator of Gamecity Hamburg, the five supported teams presented their game projects in a live-stream from designxport on the evening of December, 8. The founders and start-ups showed how they were able to implement the input of their mentors and the knowledge gained in the coaching sessions of the three-month incubator program.

The Games Lift Incubator, which was conducted by Gamecity Hamburg for the first time this year, supported five teams of game developers from September to December with start-up financing of 15,000 euros each, office space in a co-working space, as well as workshops, mentoring, and coaching by selected game experts.

In the Graduation live-event, the teams gave the first public insight into the development of their projects and presented their plans for the future of their games. During the incubator program, some developers already set the course for important decisions such as changing the project title or hiring additional staff, while others put aspects of their game concepts to the test and made changes through the advice of their mentors to successfully market their game in the highly competitive games market.

The awarding committee and mentors were impressed by the progress the teams made during the incubator and expressed this in their speeches.

The following teams completed the Games Lift Incubator with their game concepts:

Curvature Games - The Amusement

In "The Amusement", players discover the history and secrets of a 1920s theme park - and move through the stylishly staged VR-world thanks to the



“Redirected Walking” technology developed by Curvature Games, without the limits of the gaming environment.

www.curvaturegames.com

Julia Reberg - Alchymia

Alchymia is a turn-based strategy and simulation game in which players must use alchemy to protect their city from an impending zombie invasion.

Team Crumbling – Crumbling

In the VR-game “Crumbling”, gamers move the game character through the world of crumbling with a unique control system that corresponds to haptic playing with action figures.

www.crumbling-game.com

Impawsible Games - Jonah Weingarten's Ninja Brigade

In Jonah Weingarten's Ninja Brigade, the game character (real-life metal keyboardist Jonah Weingarten) is pulled into an arcade machine and fights his way through the worlds of feudal Japan.

www.impawsiblegames.de

Leif's Adventure: Netherworld Hero - OneManOnMars

The 2D action-adventure with asymmetric co-op function tells a heroic story in an unusual setting with lovingly drawn graphics.

www.leifsadventure.com

The application phase for the next Games Lift Batch will start in the second half of 2021. All information about the application and the incubator can be found at <https://gamecity-hamburg.de/incubator/>

The video of the live event on 8 December is now available on YouTube



<https://youtu.be/kiW2iaFXQ9A?t=514>

Images for editorial use:

Pictures 1-4: Photo Selim Sudheimer

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About 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.

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 designxport are part of the Hamburg Kreativ Gesellschaft mbH.