



gamescom 2022: Gamecity Hamburg presents six indie games at the Indie Arena Booth

Hamburg, July 25, 2022:

From August 24 to 28, the gamescom, Europe's largest trade fair for video games, will once again open its doors in Cologne. The location initiative Gamecity Hamburg will be participating with a booth at the Indie Arena Booth in Hall 10.2. Here, six indie studios from Hamburg will present their games to gamescom visitors, publishers and the press. Numerous other companies from Hamburg will also exhibit at gamescom, which brings together the international games industry in person again, for the first time in two years.

"With over 180 studios, publishers and games companies, Hamburg is a hotspot for games development in Europe. Hamburg's games companies employ 2,500 people and the industry is on a growth trajectory: we currently count more than 200 vacancies at the city's games companies. We're excited to see that Hamburg companies can again present themselves at gamescom 2022. They show that Hamburg not only offers future-proof jobs, top-class career prospects, unique networking, but also that high-quality games are created here by big industry players as well as by numerous indie studios," says Dennis Schoubye, Head of Gamecity Hamburg.

Gamecity Hamburg is representing the Hanseatic city with a booth at the Indie Arena Booth in Hall 10.2. Through the support program "Road to gamescom 2022", Gamecity Hamburg enables six indie studios to show their games at Europe's largest trade fair for video games free of charge. This way, the studios can establish important contacts with publishers, future partners, media and influencers, as well as present their game projects to gamers, receive valuable feedback and inspire future fans.

These six games and companies will be presented by Gamecity Hamburg at the Indie Arena Booth:

- **Tiny Roar** with "XEL": In the newly released sci-fi adventure game, players help protagonist Reid uncover her mysterious past.
- **CRATR.games** with "Heart of Muriet": The real-time strategy game transports players to the fabled land of Muriet, where they fight epic battles in a voxel graphics style.
- **Beardshaker Games** with "Soulitaire": Soulitaire reinterprets the classic card game solitaire with a mysterious, dark background story.

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- **THREAKS** with "**Project MORPH**": In this action RPG, players must save the galaxy by transforming into the monsters they fight, unlocking special abilities.
- **Octofox Games** with "**Wild Woods**": In this couch co-op game, one to four players take on the role of brave cats who have to cross a dangerous forest with their wooden cart.
- **OneManOnMars** with "**Leif's Adventure: Netherworld Hero**": In this co-op adventure game, the title character Leif not only searches for a way back to his village, but also for his place in life.

Beardshaker Games, THREAKS and Octofox Games were grantees of the Gamecity Hamburg Prototype Funding program in 2020. OneManOnMars successfully participated in Gamecity Hamburg's Games Lift Incubator in 2020 with the project "Leif's Adventure".

More information on the games and images / trailer videos:

<https://my.hidrive.com/share/ya51nd.xc3>

Companies from Hamburg present themselves at gamescom 2022

Further companies from Hamburg's games industry will also attend gamescom 2022 to publicly present new games or to use the opportunity to initiate new business partnerships. Indie publisher and development studio Daedalic Entertainment will present several new titles in the B2C area, including their highly polished action adventure game "The Lord of the Rings: Gollum" that is currently in development. Mooneye Studios, also active as a publisher and developer, will showcase new demos of the not-yet-released games "Farewell North" and "Shumi Come Home". The Hamburg-based internet broadcaster Rocket Beans TV will also cover gamescom 2022 with numerous live broadcasts from its booth. In the B2B area, which is only open to trade visitors, InnoGames (Germany's second-largest employer in the games sector), Goodgame Studios, Deep Silver FISHLABS, Tivola Games, Bytro Labs, and Daedalic Entertainment will be among the exhibitors.

Gamecity Hamburg: Targeted support programs for Hamburg's games industry

In addition to programs like "Road to gamescom 2022", Gamecity Hamburg, funded by the Free and Hanseatic City of Hamburg, supports the regional games industry with more tailored support programs: The **Games Lift Incubator**, supports up-and-coming game developers and start-up founders through an intensive coaching and mentoring program with international industry experts as well as funding. Furthermore, Gamecity Hamburg supports the development of game prototypes in Hamburg with up to 120,000 euros per project through its **Prototype Funding** program.



More background information on Hamburg as a games industry location and on the location initiative Gamecity Hamburg:

<https://my.hidrive.com/share/if6nbo1-we>

All information about Gamecity Hamburg and our programs is also available on our website <https://www.gamecity-hamburg.de/>.

For further questions please contact:

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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 game 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 Hamburg are part of the Hamburg Kreativ Gesellschaft mbH.