

GAMES FROM

SPAIN

GAMESCOM 2022
SPANISH COMPANIES
AT GAMESCOM 2022

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DEVELOPERS

ABYLIGHT BARCELONA



Abylight Barcelona is an indie developer based in Barcelona and founded in 2003. We'll be showing One Military Camp, a city builder/strategy game with a fresh take on the war theme.

www.abylight.com

ONE MILITARY CAMP



Build your own military camp, manage everything, recruit the best candidates to join your forces and train them to become specialists. Finally, send them on missions to achieve peace once and for all!

VIDEO ►

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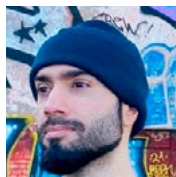


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BRAVE ZEBRA



We are an extension of your team. Specialized on indie and AA games, we have been providing outsourcing services since 2013 to indie studios and a wide variety of publishers. Among the services we provide there are: 2D/3D art, animation, coding and codevelopments. We do portings too. We are looking for studios or publishers that are going to release a game in the upcoming years and are looking to scale the team with flexibility, ease and trust.

www.bravezebra.com

THE UNSEEN



P. 05

We have been working on a co-development demo that we would like to present to publishers.

The game is a mix between Return to the Obra Dinn and Everybody's gone to the Rapture.

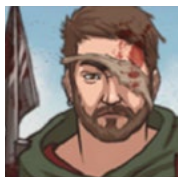
A game where everything happens at the same time, 9 characters set in a building where a murder has happened and you have to play it as many times to discover the different perspectives of every character and what they hide.

VIDEO ►

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COCOBAY



Cocobay is a free to play and create to earn game: a social-first virtual world created with the web3 community.

<https://cocobay.world>



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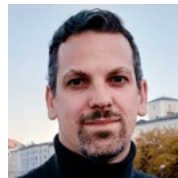


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DRAKHAR STUDIO.COM



Located in Tenerife (Spain), Drakhar Studio is passionate about creating beautiful, fun, 3D games for consoles and mobile market. Clients like Nickelodeon or SPA evidence our high quality standards.

www.drakharstudio.com



VIDEO ▶

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ESTUDIOFUTURE



Estudiofuture is an awarded studio that blends the best in technology, art, and gameplay to create great games and interactive experiences. We're looking for a publishing partner or investor to help fund, market, and distribute our upcoming Multiplayer Online Driver-Shooter game RIVALS.

www.estudiofuture.com

RIVALS COMBAT ARENA



Rivals is a Multiplayer Online Driver-Shooter, a new genre of fast-paced action where both driving and shooting skills are equally important.

You've never driven a vehicle like this! A new signature Hover mechanic allows players to perform spectacular loops and crazy maneuvers to chase and escape their rivals. Choose between 12 unique classes with their own loadout of deadly weapons, abilities, and awesome customizations.

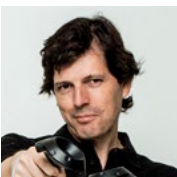
VIDEO ▶

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FICTIONRAMA STUDIOS

**Fictiorama[®]
Studios**

Fictiorama Studios is an indie game studio located in Madrid, and founded by 3 brothers united by their devotion to narrative-driven games.

www.fictiorama.com

DO NOT FEED THE MONKEYS 2099



Do Not Feed the Monkeys 2099 is a sequel to the cult hit Do Not Feed the Monkeys: a digital voyeur simulator that will allow you to spy on strangers through security cams and discover their secrets!

VIDEO ►

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FIRENUT GAMES



Get long term partnerships with publishers and partners to distribute the game around the world.

www.dejarirthegame.com

DEJAR IR - THE PANDEMIC SOULFUL TALE



DEJAR IR is an intimate and sentimental game where the story is told through different works of art that evoke what we felt during the pandemic, culminating with one of the most beautiful feelings. What will it be?

The islands, spaces, music and goals of the game will immerse you in an adventure filled with emotions, the very emotions we experienced during the pandemic.

VIDEO 

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JELLYWORLD INTERACTIVE



Jellyworld

JELLYWORLD INTERACTIVE is a videogame and serious games company created in 2016. We are looking for a publisher and /or investment for our videogame 'My Daily Pets'.

www.jellyworld.games

MY DAILY PETS



'My Daily Pets' is a videogame about taking care of an alien pet. A children's videogame where the player is a scientist who analyzes aliens.

VIDEO ►

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MAGIC RAIN STUDIOS



We are Magic Rain, an indie studio passionate about video games and personal growth. Our mission is to create adventure video games with the goal of positively impacting people's lives through inspiring stories and fun. Our goal at the Gamescom is to find a publisher for our videogame and meet people in the industry.

www.magicrainstudios.com

LUA: THE BEGINNIG OF DOWNHILL



Join Lua in this adventure that combines downhill and fantasy. Dive into epic descents and take challenging corners using the magical power of root-shooting. Help Lua face her fears while riding downhill on a longboard through the mountains.

VIDEO ►

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MIRU STUDIO



Miru Studio seeks to revolutionize the way people interact with technology and enjoy video games. Our goal at GAMESCOM is to showcase our first title, Finger Gun.

www.mirustudio.eu

FINGER GUN



Purpose-built from the ground up for hand-tracking, this first-person wave shooter is an experience meant to streamline players into awe-inspiring hands-on VR gameplay.

VIDEO ►

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NO BRAKES GAMES



No Brakes Games are the creators of the hilarious, light-hearted physics platformer Human: Fall Flat

www.nobrakesgames.com

HUMAN: FALL FLAT



Human: Fall Flat is a hilarious, light-hearted physics platformer set in floating dreamscapes that can be played solo or with up to 8 players online.

VIDEO ►

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NOX NOCTIS



UNREALITY S.L. (NOX NOCTIS branded) is a young and passionate video game studio launched during the COVID pandemic in 2021. We love new technologies and innovation, but above all, we love video games. UNREALITY is a multidisciplinary team composed of experienced 3D and VFX designers, Unity and Unreal Engine developers, software engineers and UX designers. Our goals for this Gamescom is to promote DO NOT OPEN and find investment for our next project.

www.noxnoctisgames.com

DO NOT OPEN



DO NOT OPEN is a terrifying first-person escape room experience based on procedural puzzle generation, and classic survival-horror mechanics, boosting replayability to discover the plot and lore: Each game will contain different rooms, puzzles and variations, being different to solve.

VIDEO ►

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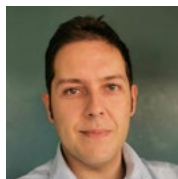


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OPEN HOUSE GAMES



OpenHouseGames, composed by four indie developers from Barcelona, was born in 2016. We focus on single player story-driven games that can provide moving experiences to a variety of players.

www.instagram.com/openhousegames

DUSTHOPPER



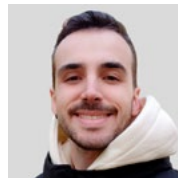
A linear exploration/adventure game where you manage and defend a walking ship in a hostile and polluted world in which only machines remain.

VIDEO ►

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ROLLDBOX GAMES



We want to generate a positive impact on society with our products focused on constructive energy.

Those Who Came:Healing Solarus is ready! Gamers: enjoy it! Publishers: let's talk about our products!

www.rolldbox.com

THOSE WHO CAME: HEALING SOLARUS

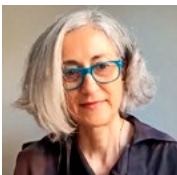


Find out who or what is destroying the planet, master the 4 energies to move around it and equip the right suit to heal Solarus and build a new home! Enjoy a sci-fi adventure, alone or with friends!

VIDEO ►

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SAONA STUDIOS



Saona is an indie studio based in Madrid. Our commitment is to pamper the art to develop fun and familiar games that, thanks to the story that they tell, attract the player to entertaining worlds. Our main goal at the Gamescom is to get feedback and showcase our work.

www.saonastudios.com

DEATH OR TREAT



"Death or Treat" is a 2D hand-painted action rogue-lite hack and slash where you play as Scary, owner of Ghost Mart - the leading Halloween candy manufacturing company. For a while now, the spirit of Halloween is being lost and Ghost Mart is on the verge of bankrupt. Clark Fackerberg, founder of FaceBoo! has started distributing Storyum: a drug that absorbs the will and illusion for Halloween of the citizens of HallowTown. Now, in order to bring back the spirit of Halloween and his business, Scary must destroy FaceBoo! and its 3 divisions: Darkchat, Deviltube and RipTok.

VIDEO ►

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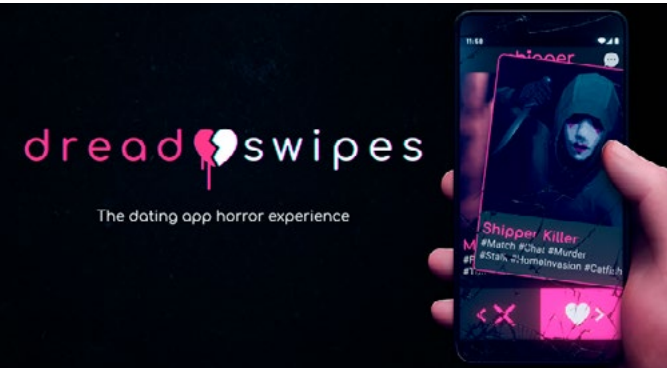
THE GAME KITCHEN GAMES



Billete Cohete it's an incubation program created by The Game Kitchen, which supported three developments. We're here to pitch the projects and looking for a good publishing agreement for them.

www.billetecohete.com

DREAD SWIPES



Horror game on a dating app (horror dating sim) in which you'll be chased by a serial killer. With cinematic moments in bizarre and creepy dates. Match. Chat. And maybe die.

VIDEO 

MAURICIO GARCÍA

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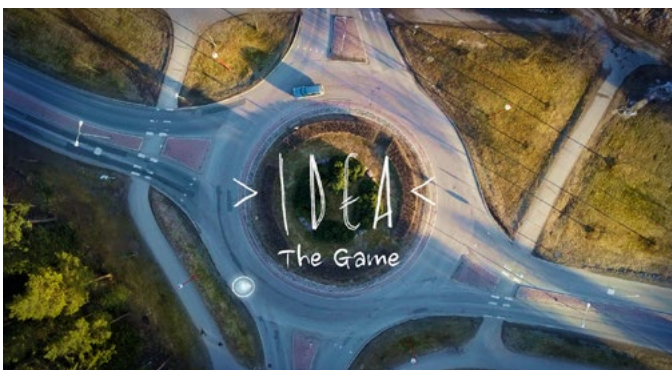
TLR GAMES



TLR Games is an indie video game studio. Co-Creators of The Longest Road on Earth @RoadonEarth published by Raw Fury @RawFury and now working on IDEA.

www.twitter.com/TLR___games

IDEA



IDEA is a game about discovering and sharing. Explore gorgeous landscapes, roll down highways and stumble upon welcoming cottages and abandoned dumpsters. Help your ideas find their way – and share them with the world when they stop, before beginning your journey anew.

VIDEO ►

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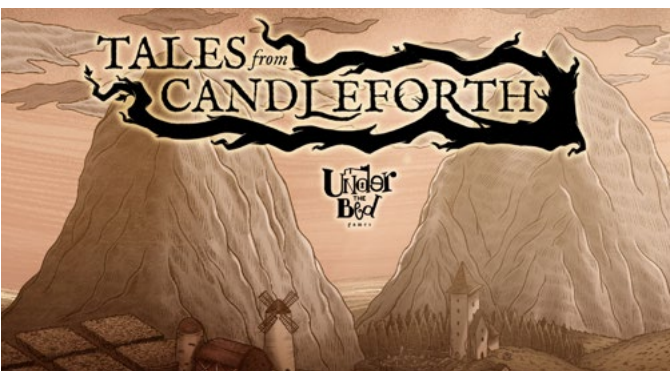
UNDER THE BED GAMES



Under The Bed Games is a videogame studio that 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. Art serves as the cornerstone of our videogames and we use it to make the players fall in love with the universe we present. In addition, we plan for Under The Bed Games to serve as a home for stories with personality that are half-written and need a home to be finished.

www.underthebedgames.com

TALES FROM CANDLEFORTH



Tales from Candleforth is a folk terror 2D puzzle adventure with refined art and unique atmosphere that takes place in a small eerie village with a doomed destiny. It is also the beginning of a unique universe that stands out for its careful artistic and narrative work. In the coming months we will be launching games and experiences on various platforms in order to build up this universe.

VIDEO ►

JOSÉ MARÍA ASENSI

Producer

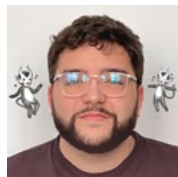
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PUBLISHERS

WEEWOO



We are a startup company based in Las Palmas de Gran Canaria in the Canary Islands dedicated to publishing free-to-play mobile video games. Our project is steadily growing, having gone from 15 to 40 employees in less than 6 months and counting. We manage a diversified portfolio with more than 150 games from different categories such as casual games, runners, car games, shooters & so on... Our main focus is the expertise on the business growth, from Marketing via User Acquisition or ASO to improvements on the product and monetization optimization.

www.weewoo.com

COOKING TEAM: RESTAURANT GAMES



COOKING and SERVING delicious meals in Chef's Jobs will help you BUILD and DECORATE your own RESTAURANT. Help Chef Roger decorate and open the new restaurant he dreamed of since childhood. You will go through incredible adventures, a beautiful story and an incredible amount of Cooking games with Many Levels.

VIDEO ►

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OTHERS



ATLAS INFORMATICA. At Atlas Informática we bring together all the essential elements for the creation of innovative gaming products: design, manufacturing, logistics and distribution at both national and international level, as well as marketing for retail, the big eCommerce players, and marketplaces. We have five global brands to our name that encompass a wide variety of products and a presence in 19 countries, as well as a multi-brand online store: Versus Gamers.

www.atlasinformatica.com | VIDEO ►

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BLADE REPRESENTACIONES. Blade is a company operating in the consumer electronics industry, specifically the video game sector. Since it was founded in 2001, it has gone through various stages, such as the management of a retail store chain and the commercial representation of software companies. Focusing on the development, manufacturing and distribution of accessories and peripheral brands for video games and FR-TEC over the past 6 years, Blade has managed to consolidate itself as a company and achieve sustainable growth over time. Blade is currently a key player in Spain and Portugal with several important clients such as Amazon, Carrefour, El Corte Ingles, Fnac, Game, Media Markt, Sonae, among others.

www.blade.es | VIDEO ►

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GAMEBCN

GAMEBCN. Is a mainly public funded global incubation program, helping video game studios professionalise their production pipeline and maximise their business opportunities. We look for studios willing to join our program as well as publishers interested in curated content for their catalogue.

PRODUCT: Antro | Crimson Tale | Hell of an office

www.gamebcn.co | VIDEO ►

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OWO

OWO. Has designed, developed and patented a haptic system that allows users to physically feel everything that happens in a video game, watching a movie or interacting with friends.

www.owogame.com | VIDEO ►

JOSE FUERTES

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PERFECT SOUND. We are Perfect Sound, the last independent localization vendor in Spain, a group of passion-driven veterans who built their own company to provide games with the localization they deserve. We rely on language-specific teams with extensive experience with more than 20 years in the video game industry.

www.perfectsound.es/en | VIDEO ►

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P. 27



RISING PIXEL. We are a dedicated team with expertise in Games, Software, Design and IT. Our job is to produce, develop and design your ideas, converting them to become winning projects, combining our continuous experimentation and innovation. GAMESCOM is an opportunity to introduce ourselves, learn from the other participants and collaborate with them towards innovation.

www.risingpixel.com | VIDEO ►

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INSTITUTIONS

CANARY ISLANDS FILM



DISCOVER THE NEW HUB FOR VIDEOGAMES.
THE CANARY ISLANDS (Spain) and our advantages:

- 4% Corporate tax rate,
- 45 Tax rebate,
- 7% Vat,
- Industry & talent ready,
- Unique quality of life...

www.canaryislandsfilm.com

VIDEO ►

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VIDEO GAME CAMPUS AYUNTAMIENTO DE MADRID



MADRID

The Madrid City Council, through its Government Area of Economy, Innovation and Employment, promotes the project 'Operational Program for the Implementation of the Madrid Video Game Campus' included in the 'Pactos de la Villa' of July 7, 2020, which takes into account the potential of the sector for the generation of quality employment and the opportunity that positioning in this strategic sector represents for Madrid, through the establishment and creation of a physical and virtual space that serves as a meeting point and nerve center of the video game industry in Spain and Europe.

www.madrid.es

VIDEO ►

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GAMES FROM SPAIN

If you want to know more about
Games from Spain

