



pqube



— THE ASSOCIATION FOR UK INTERACTIVE ENTERTAINMENT



Fruit smoothies, with special thanks
to TAKE OFF

Water provided, thanks to Bastion

A light lunch will be provided,
courtesy of Kwalee

Our sweet shop will be open, thanks to Zam Zam Distribution

Ice-cream afternoons, thanks to our friends at Kwalee

9am Fruit smoothies

10am Breakfast for exhibitors

2pm Lunch for exhibitors

4pm Ice-cream afternoon

6pm Drinks on the Ukie stand for exhibitors and their clients, courtesy of Coutts Bank

9am Fruit smoothies

10am Breakfast for exhibitors

2pm Lunch for exhibitors

4pm Ice-cream afternoon

6pm Drinks on the Ukie stand for exhibitors and their clients, courtesy of of Green Man Gaming

9am Fruit smoothies

10am Breakfast for exhibitors

2pm Lunch for exhibitors

4pm Ice-cream afternoon

Featured articles

Playstack on why Britain works for games

Page 6 >>

Join Ukie today

Page 6 >>

ukie

Visit the UK Industry stand

Hall 3.2, Stand C20-F39

The Most Pro Games Parliament in Europe?

The UK games industry has never had stronger government backing. We are seeing a real change in how Westminster views our sector, with politicians that grew up with games who understand both the creative and economic potential of interactive entertainment.

Launched earlier this year, the Modern Industrial Strategy places games at the heart of the UK's economic growth agenda.

Where previous administrations relegated our £6 billion industry to an afterthought within broader "screen" policies, today's ministers recognise interactive entertainment as a frontier sector worthy of dedicated support and strategic investment.

While there's still work to be done in bringing more MPs on board the Industrial Strategy's Creative Sector Plan delivers targeted support that will make a meaningful difference to games businesses across the UK. We've seen investment in the UK Games Fund triple, renewed backing for the London Games Festival, and increased funding through the British Business Bank are amongst a flurry of support measures that will supercharge the industry.

The plan has also seen the establishment of the UK's first Games Council which has given us an influential seat (or 15 seats) at the table and a direct line into government where we can deliver targeted policy asks and help shape the sector for decades to come. That

does not mean the hard work is done. Influence, once gained, needs to be exercised. Seats at the table come with responsibilities as well as opportunities, and there will be pressure from inside and outside the sector to show that this moment is not just rhetoric.

Over the next three years, we hope to see a new generation of British games emerge: original IP that captures imaginations, studios rooted in communities right across the UK, and innovation in the tools and technology that underpin the entire industry. This is an open invitation to our colleagues across Europe and around the world: come and meet the UK sector. Collaborate with us. Help us build the next wave of globally successful, uniquely British games.

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Our exhibitors

Business Area Key

D = Developer **M** = Media **P** = Publisher **S** = Service

		Business Area	Page			
1	505 Games	<div><div></div><div></div></div>	10	35	Moore Kingston Smith	<div><div></div></div>
2	Aces High Sport	<div><div></div></div>	10	36	Mythwright	<div><div></div></div>
3	Amikus	<div><div></div></div>	10	37	nDreams	<div><div><div></div><div></div></div></div>
4	Ansible Communications	<div><div></div><div></div></div>	10	38	Northern Ireland Screen	<div><div><div><div></div><div></div></div><div></div><div></div></div></div>
4	Bastion	<div><div></div></div>	11	39	Other Things	<div><div></div></div>
5	Big Games Machine	<div><div></div></div>	11	40	Outlier Games	<div><div></div></div>
6	Blackstaff Games	<div><div></div></div>	11	41	Outright Games	<div><div></div></div>
7	Boom Clap Play	<div><div><div></div><div></div></div></div>	11	42	Outsider Games	<div><div></div></div>
8	BULKHEAD	<div><div></div></div>	12	43	PlanetPlay	<div><div><div></div><div></div></div></div>
9	Can You Eat It?	<div><div></div></div>	12	44	Pitstop Productions	<div><div></div></div>
10	Channel37	<div><div><div></div><div></div></div></div>	12	45	Pixel Helix Ltd	<div><div><div></div><div></div></div></div>
11	Code Wizards	<div><div></div></div>	12	46	Player One Consulting	<div><div></div></div>
12	Contact Sales	<div><div><div></div><div></div></div></div>	13	47	Playstack Ltd	<div><div><div><div></div><div></div></div><div></div><div></div></div></div>
13	Coutts & Co	<div><div></div></div>	13	48	PQube	<div><div></div></div>
14	Cupboard Games	<div><div><div></div><div></div></div></div>	13	49	Premier PR	<div><div></div></div>
15	Curve Games	<div><div></div></div>	13	50	Quantic Lab	<div><div></div></div>
16	Department for International Trade	<div><div></div></div>	14	51	Reedpop	<div><div><div></div><div></div></div></div>
17	ECI Games	<div><div></div></div>	14	52	Renaissance PR	<div><div><div></div><div></div></div></div>
18	Exient Ltd	<div><div><div><div></div><div></div></div><div></div><div></div></div></div>	14	53	Rokky	<div><div><div></div><div></div></div></div>
19	Exertis Ztorm	<div><div></div></div>	14	54	Room 8 Group	<div><div></div></div>
20	Firefly Studios	<div><div><div></div><div></div></div></div>	15	55	RSM UK	<div><div></div></div>
21	Fireshine Games	<div><div></div></div>	15	56	Secret Mode	<div><div></div></div>
22	Flix Interactive	<div><div></div></div>	15	57	Silver Lining Interactive	<div><div><div></div><div></div></div></div>
23	Fluid	<div><div><div></div><div></div></div></div>	15	58	Skillsearch	<div><div></div></div>
24	Fourth Floor Creative	<div><div></div></div>	16	59	SLAP-BANG! Digital	<div><div></div></div>
25	GameMill Entertainment	<div><div></div></div>	16	60	Sporty	<div><div><div></div><div></div></div></div>
26	Genba Digital	<div><div></div></div>	16	61	Swipe Right	<div><div></div></div>
27	Green Man Gaming	<div><div><div></div><div></div></div></div>	16	62	TAKEOFF	<div><div></div></div>
28	Hasbro	<div><div></div></div>	17	63	Universally Speaking	<div><div></div></div>
29	ICO	<div><div><div></div><div></div></div></div>	17	64	Ukie	<div><div></div></div>
30	Impress	<div><div><div></div><div></div></div></div>	17	65	W4 Games Ltd	<div><div><div><div></div><div></div></div><div></div><div></div></div></div>
31	Iron Gecko	<div><div></div></div>	17	66	Wiggin LLP	<div><div></div></div>
31	Jagex Ltd	<div><div></div></div>	18	67	Wired Productions	<div><div></div></div>
30	Koffeecup	<div><div><div><div></div><div></div></div><div></div><div></div></div></div>	18	68	Wise Monkey Games	<div><div></div></div>
31	Kwalee Ltd	<div><div><div></div><div></div></div></div>	18	69	Wizards of Coast	<div><div><div><div></div><div></div></div><div></div><div></div></div></div>
32	Liquid Crimson	<div><div><div></div><div></div></div></div>	18	70	Xsolla	<div><div><div><div></div><div></div></div><div></div><div></div></div><div></div><div></div></div>

Contents

06

Playstack on why Britain works for games

Join Ukie today

10 ~ 28

Exhibitor Profiles

This edition has been printed on 100% recycled paper

Visit the UK Industry stand
Hall 3.2 | Stand C20 - F39

Stand opening times

Wednesday 20 August	9:00 am – 7:00 pm
Thursday 21 August	9:00 am - 8:00 pm
Friday 22 August	9:00 am - 8:00 pm

With special thanks
to our sponsors

Bastion for our water

Green Man Gaming for our coffee,
tea & networking drinks

Coutts for our networking drinks

Kwalee for our lunch & ice cream

TAKE OFF for our fresh smoothies

ZamZam for our sweet shop

Ukie staff at
Gamescom 2025

Nick Poole OBE
Chief Executive Officer

Sam Collins
Chief Commercial Officer

Colm Seeley
Insight & Innovation Manager

Gareth Jandrell
Programme Communications Officer

Daniele Schmidt-Fischer
Senior Policy and Public Affairs Manager

Helen Johnson
Senior Membership Account Officer

Isabell Becker-Ebert
Senior Project Manager

Julia Kurpik
Team Officer

Kiera Beasley
Team Administrative Officer

Leo Harvey
Membership Officer

Logie MacDonald
Communications Manager

Thomas Goodman
Finance Officer





It has been a year where surprise hits have reshaped the charts, and few know that better than Harvey Elliott, CEO of Playstack, the UK publisher behind genre-pushing games and breakout titles like Balatro.

As Gamescom kicks off, we spoke to Harvey about the UK’s unique role in the global games industry and the importance of creative infrastructure.

What makes the UK such a strong home for games businesses like Playstack?

“The UK is the heart of the global gaming community. We have access to an incredible depth of talent who fundamentally understand the games industry, and how to create and craft innovative and successful games.

Playstack is building channels directly to this talent, either as part of our team directly – or as a developer that we get to partner with to bring their game to market.

I started Playstack to close a widening gap in the market: talented independent teams were building standout concepts, yet few had the resources or commercial ability to cut through in an industry that now launches in excess of 20,000 games a year. The UK has an astounding indie community, perhaps exemplified best by games such as VOID/BREAKER that we are releasing during Gamescom and was developed by solo dev Stubby Games based in the UK.”

How has being based in the UK shaped the kinds of games or studios Playstack supports?

Playstack on why Britain works for games



“Because of the breadth of talent available to us we are fortunate to be able to support games in almost any genre. We can look for great games, knowing that we have or can access the resources or skill to maximise each game's success.

Our discovery team searches around the globe, and when we find a title we love we work closely with the developer to not only produce the game, but make sure that we match-make it with its ideal audience.

Our experience from the UK market has helped hone our key skills and use these to help games achieve their potential.”

What changes or opportunities are you most excited about in the UK games industry right now?

“The games industry is one of harnessing technological and creative development. In recent years there has been a growing disconnect between UK policy frameworks and the real-world dynamics of modern games production.

The R&D Tax Credit and Video Games Expenditure Credit schemes do offer some support, but only in very specific circumstances - it means we do not have enough tools to truly compete. I’m

therefore very keen to see the impact of the changes announced as part of the government’s industrial review, as well as the reach of the new UK Video Games Council. We will all need to see how proposals turn into action and whether they deliver on the change that is needed, but this is the right first step.”

What’s one thing international investors or partners often overlook about the UK games scene?

“International investors and partners often look at London, but overlook the number of regional game development hubs across the UK which are home to rich talent pools covering every discipline of game creation. Alongside London, there are thriving clusters in Guildford, Dundee, Leamington Spa, Sheffield, Brighton, Cardiff, Belfast and beyond.

Many of these emerged from legacy studios and publishers, and now boast specialised expertise, strong university pipelines, and active local support networks. With these hubs, well-designed games courses, and a thriving indie scene, the UK continues to punch above its weight in creativity and technical innovation, and can lead the way in beating the challenges facing the global games industry.”

Join Ukie

Ukie brings together the UK’s biggest and brightest games companies, including co-development teams, universities, and indie creators, forming the industry’s largest and most diverse network.

Publishing, investment and International trade to research and education, interna-

tional collaboration is central to how our sector grows and evolves. We know that the most important challenges and the most exciting opportunities are shared ones. Ukie exists to support that collaboration. We bring together a broad network of over 700 developers, publishers, platforms, service providers, educa-

tors and investors, all working to create the conditions for a globally competitive and culturally ambitious UK sector.

Our members shape the policy agenda, contribute to research, access business support and take part in trade opportunities that open doors around the world.

Whether you're looking to scale your business, influence policy, forge new partnerships or simply stay connected to the beating heart of the UK games industry, Ukie membership is the place to start. Join us, and help shape the future of games in the UK and beyond.

Get in touch at supercharged@ukie.org.uk



The games event that provides answers to your funding questions

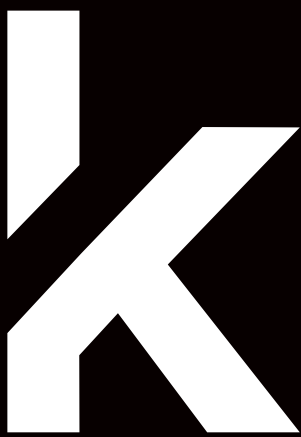
November 11th, 2025
London, United Kingdom

- Why attend?**
- Network with leading games funders including publishers, platforms, business angels and venture capitalists**
 - Listen and learn from experts via three speaker tracks**
 - 1. How to secure funding for your company
 - 2. Building for growth; honing internal systems, community management and monetization
 - 3. The opportunities of user generated content on leading online platforms
 - Engage with your peers and build lasting collaborations**
- For more information contact Ukie sam@ukie.org.uk



PLAYING FOR THE PLANET





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Out 21st August 2025





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505 Games



505 Games, a Digital Bros’ subsidiary, is a global publisher focused on offering a broad selection of video games for players of all ages and skill levels. The company publishes and distributes premium and free-to-play games on console and PC platforms as well as mobile devices.

We are looking to meet
Distributors, Merchandise and consumer products Licensees.

Our main aims and objectives of the show are
Business development and Licensing.


Platforms
Console, Mobile, PC / Mac

DP

505games.com
sales@505games.com
✂ @505Games

+44 (0)1908 607 772
3rd Floor, 409 Ashton House,
Silbury Boulevard, Milton Keynes
MK9 2AH, United Kingdom

Amikus



Amikus is a specialist, multi award winning agency with over 25 years’ experience recruiting for the games industry and supporting the sector. Based in the UK, working with studios locally and internationally, we are trusted to deliver quality and results across all development disciplines and all industry support functions, at all levels. There’s no recruitment challenge we haven’t experienced, we know we can help to grow teams of any size, from experienced right through to Board level hiring. Whether you’re looking for a new CFO, a whole dev team for a project, maybe it’s a couple of short-term contract roles that you need help or one crucial backfill for a perm role, whatever you need, we’re here for you, we have an exceptional track record of delivery and success for our clients, large and small. We create long lasting partnerships with clients and candidates through credibility, integrity, expertise and trust. We’re proud to have won many industry awards over the years and are truly happy that people appreciate the work that we do. Come and meet us at gamescom or get in touch at hello@amikus.com to arrange a call.

We are looking to meet
We are looking to meet Game developers, publishers and service providers looking to grow your team now or in the future.


Our main aims and objectives of the show are
Our main aims and objectives at gamescom are to connect, to talk about your business and to learn how we can support your growth plans.

S

amikus.com
hello@amikus.com
✂ @weareamikus

+44 (0)1925 839 700
820 Birchwood Boulevard, Birchwood
Warrington, Cheshire, WA3 7QZ

Ace High Sports Ltd



Ace High Sports is an independent game studio creating original titles that fuse the strategic depth of card games with the energy and drama of the World's biggest sports. We're starting with a title based on a seamless blend of American Football and Texas Hold'em Poker that delivers a fast-paced, tactical experience unlike anything currently on the market. All our titles feature fresh mechanics, thrilling game modes and unique Special Plays that add depth, unpredictability and replay value, all geared towards revitalising the card game genre and giving players something new and unique to play. Our studio is led by industry veterans with a proven record of global success. We have developed hit games for the world's most iconic brands and IPs, including LEGO, Star Wars, DC, Marvel, Coca-Cola, and UEFA with over three billion plays across platforms. Our goal is to create distinctive, premium gaming experiences with global appeal, designed for players who crave strategy, competition and originality.

We are looking to meet
We are looking to meet with potential publishing partners for our first PC and mobile game, 'Touchdown Poker'.

Our main aims and objectives of the show are
Our aims and objectives at Gamescom are to meet with as many publishers as possible and follow up with them post-show to identify and secure a long-term publishing deal.


Platforms
Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse

D

acehighsports.com
mike@acehighsports.com
✂ @acehighsports

+44 (0)7976 624855
Towngate House, 2-8 Parkstone Road
Poole, Dorset, BH15 2PW

Ansible Communications



You're ready to take your first daunting steps out of the stealthy shadows, or maybe you've been treading the same old ground without making progress? From concept to delivery and beyond, let Ansible now be your guide. Supporting the full life-cycle of your projects with superluminal strategies designed to grow or sell your business, we work in step with you, acting as an extension to your leadership team and tackling each problem in tandem. With our friends from Quantum Tech Partners, and Vivrato, our network of advisors will determine what you really need, what truly matters, and where to focus, helping you to confidently make the right decisions and build the best foundations for long term commercial success.Greatest Hits include; Epic Games Unreal Engine, JECO, 10Six Games, Nilo, Press X To Continue Podcast, Pitchify, Green Man Gaming, Polystream, The Space, Digital Schoolhouse, Bossa Studios, Furious Bee, Outright Games, Mez Breeze Designs, Plug-In-Digital, and London Games Festival.

We are looking to meet
Looking for game tech businesses growing or selling who need robust tech reviews, investment / M&A planning, team building & org chart structuring, pitch deck perfection, event logistics, GTM campaigns.

Our main aims and objectives of the show are
Our main objective is to find new clients to support.

Platforms
Console, PC / Mac, VR / AR / MR, Web / metaverse


MS

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KT14 7DA, United Kingdom

D = Developer M = Media P = Publisher S = Service Ukie Times 2025 11

Bastion



Bastion is a multi-award-winning agency with three decades of experience in video game marketing and communications, committed to crafting stories that authentically engage players, communities and the industry. We work closely with many of the industry's leading players including Amazon Games, Bandai Namco, Epic Games, Riot Games, IO Interactive and Wizards of the Coast. Through Bastion and our OneVoice network we deliver impactful global campaigns, all with a distinct local touch. Our three divisions strengthen our offering to developers, publishers and other companies in games: G2M provides strategic consultancy, store front optimisation & go-to-market planning. Pinpoint cultivates genuine connections through collaboration and storytelling to create engaging and impactful campaigns. Folgate provides high level corporate communications advice and guidance from compelling brand stories to crisis management strategies. Additionally, Bastion co-owns Europe's leading developer conference, Develop:Brighton and produces the Develop:Star Awards.

We are looking to meet
Developers, publishers and brands looking to reach audiences authentically and effectively.

Our main aims and objectives of the show are
Meet new companies looking for support and strategic advice on reaching audiences in a authentic way.


Platforms
Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse

M

bastion.co.uk
hello@bastion.co.uk
✂ @thisisbastion

+44 (0)20 3927 6430
35-41 Folgate Street, London
E1 6BX, United Kingdom

Blackstaff Games



Independent game development studio with over 10 years experience in cosy, family friendly titles across a range of genres in the indie space. Creating original IP, working on collaborations and providing high quality games and interactive experiences.

We are looking to meet
Meet publishers and partners in the cosy, family-friendly space to help bring our newest title Travel Pack! to release. Particularly those looking to work together long term, across successive projects.

Our main aims and objectives of the show are
Find partners to work together long term across successive projects.


Platforms
Console, Mobile, PC / Mac

D

blackstaffgames.com
contact@blackstaffgames.com
✂ @bssgameshq

Belfast
Ireland

Big Games Machine



BGM is a PR & Marketing agency for the global games industry offering Consumer and B2B services. We boost visibility for your games, products, and services, attracting players, partners and industry decision-makers worldwide Services include - PR (B2B & Consumer), Influencer Marketing, Social Media, Creative Services, Events, Research & Insight. Want to make a big splash with your launch? We'll get you in all the right places, from IGN and Polygon to Eurogamer and more. Need help building your reputation in the industry? We'll craft amazing content and run smart campaigns that attract inbound leads and press coverage from top sites. Let's chat about how we can help you reach your goals.

We are looking to meet
Game studios, tech companies, publishers and developers of any size who are looking for marketing, PR and social media services to promote themselves and their games and services.

Our main aims and objectives of the show are
We want to meet with interesting companies, make new connections, and see for ourselves the latest trends and business opportunities in the global games industry.


Platforms
Console, Mobile, PC / Mac, VR / AR / MR, esports

M

biggamesmachine.com
hello@biggamesmachine.com
✂ @biggamesmachine

+44 (0)7712 577557
International House, 64 Nile Street
London, N1 7SR, United Kingdom

Boom Clap Play



Boom Clap Play is a nimble, Belfast-based creative studio that excels in producing play-driven, immersive storytelling across animation, interactive installations, XR, and bespoke audio. Their standout strength is the seamless integration of narrative, experimental tech, and community involvement—positioning them uniquely in the creative technology and design landscape.

We are looking to meet
We are looking to find publishers aligned to our goals.


Our main aims and objectives of the show are
To find publishers aligned to our goals.

Platforms
Mobile, VR / AR / MR

DS

boomclap.co
andy@boomclap.co

310 Newtownards
Road, Belfast, Antrim
BT4 1HE, Ireland



Department for
Business & Trade

Department for International Trade


The Department for International Trade is the UK Government department that secures UK and global prosperity through promoting and financing international trade and investment, and championing free trade.

We are looking to meet
Any UK-based video games company.

Our main aims and objectives of the show are
To raise awareness of DIT services and support.

S

businessandtrade.gov.uk
drian.walewski@businessandtrade.gov.uk



ECI Games

ECI Games is a global external games production company and the leading localization partner in China and the Nordics. We help 4 out of 5 of the worlds largest publishers with their localization, LQA and audio needs. Developed by a team of passionate games professionals, driven to exceed the expectations of players and developers by elevating the standard of external games services. Focusing on the modern requirements of developers and publishers.

We are looking to meet
We are looking to meet with Publishers and Developers interested in innovating their localization, LQA & audio services to expand their game’s reach.


Our main aims and objectives of the show are
Our main aims and objectives at gamescom are to build new connections and maintain existing networks.

Platforms
Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse

S

ecigames.net
info@ecigames.net
✕ @ECIGames

2nd Floor, 167-169
Great Portland Street, London
W1W 5PF, United Kingdom



Exient Ltd

Exient are a trusted global leader in family-friendly game development with over 25 years experience of crafting beloved titles that entertain, engage, and connect players across generations. Our teams of passionate creatives are able to deliver high-quality games that bring fun and excitement to players of all ages. We work across a vast portfolio of fan-favourite genres, and partner with global brands to expand the boundaries of gaming entertainment.

We are looking to meet
Developers and publishers.


Our main aims and objectives of the show are
To meet with like-minded developers and publishers who are looking for a reliable partner to help them bring their games to life.

Platforms
Console, Mobile, PC / Mac

D P S

exient.com
ben.ellis@exient.com

SAS House, Friarswood
Kings Langley, Choose County
WD4 9JB, United Kingdom



Exertis Ztorm

State-of-the-art digital distribution service delivering top gaming & software brands globally, both online & in-store.

We are looking to meet
Exertis Ztorm are looking to meet new publishers and content makers.


Our main aims and objectives of the show are
Our main aim at this Gamescom is to continue to find new content and partners to bring to the 3P digital market. via our secure technical platform.

Platforms
Console, PC / Mac, Web / metaverse

S

exertisztorm.com
Sales@exertisztorm.com

+46 (0)73 573 8130
Langsholmgaten 34, Stockholm
117 33, Sweden



Firefly Studios

Creators of the BAFTA nominated Stronghold series, Firefly Studios is a Devolver Digital games developer with over 20 years of experience publishing historical real-time strategy titles on PC and mobile. Enjoyed worldwide by a community of millions, their games have a dedicated international following and rich legacy in strategy gaming. Founded in 1999 by Simon Bradbury and Eric Ouellette of Caesar and Lords of the Realm fame, the company has brought to market many high profile and commercially successful strategy games. These include the Stronghold series with lifetime sales of more than 11 million and Stronghold Kingdoms, which currently has ten million registered players.

We are looking to meet
We are looking to meet press, existing and new business partners to discuss our upcoming releases such as Stronghold: Definitive Edition


Our main aims and objectives of the show are
Our main aims and objectives at gamescom are to speak with journalists about our upcoming games, develop existing relationships and forge new partnerships where possible.

Platforms
Mobile, PC / Mac

D P

fireflyworlds.com
nick@fireflyworlds.com
✕ @fireflyworlds

Thomas House, 84 Eccleston Square
Pimlico, London, SW1V 1PX
United Kingdom



Flix Interactive

Flix Interactive is an award-winning independent AAA game studio, working on titles such as Sea of Thieves, Sniper Elite 5, Manor Lords, Zombie Army and many more. As a premier Unreal Engine development studio, Flix has become a key co-development partner for multiple studios world-wide, helping to build and ship genre-defining games.

We are looking to meet
Flix are seeking meetings with AAA game developers and publishers.


Our main aims and objectives of the show are
Flix are seeking co-development opportunities with game developers and publishers. We’re looking to leverage our experience in AAA game development and Unreal Engine specialism to support development on upcoming titles.

Platforms
Console, Mobile, PC / Mac

D

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✕ @FlixInteractive

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Unit 6, Sugarbrook Court, Aston Road
Bromsgrove, Worcestershire, B60 3EX



Fireshine Games

At Fireshine Games, we do both physical and digital publishing. We discover hidden gems and showcase them to players across the world. We publish quirky, unique, and memorable indie games, giving our partners complete creative freedom to bring their visions to life. Our close-knit team of gaming connoisseurs support all aspects of digital and physical video game publishing, from marketing and PR, to sales and production. We understand what gamers want. Introducing talented new indie developers to the gaming community and shining a spotlight on their ideas is what we know and love to do. We have worked with devs such as Pugstorm, Stonewheat & Sons, Spiral Circus, ColePowered Games, and many more to bring their innovative games to consoles and PC. We continue to collaborate with brilliant studios such as Team 17, Rebellion, and Frontier Developments for physical publishing as well. Last year we published Lies of P physically as well to great success.

We are looking to meet
Publishers interested in taking their titles to physical. Developers looking for publisher support. Platform holders. Existing partners and potential new ones.


Our main aims and objectives of the show are
We are looking to sign games both physically and digitally, expand our network and build relationships in the industry.

Platforms
Console, PC / Mac

P

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London, EC4Y 8EN, United Kingdom



Fluid

Fluid are an internationally award winning full service creative agency that for 30 years have provided the world’s most famous entertainment brands with beautiful and strategic campaigns. We approach each project as a unique mission. We strive to understand every nuance of our clients, their product and audience to deliver on their creative vision. Our company ethos ‘Never Not Creating’ ensures every project we undertake benefits from an ingrained passion and cultural knowledge, earning Fluid a global reputation for consistently evolving creativity.

We are looking to meet
We are looking to meet game studios and publishers who need creative and tech marketing support for product announcements, launches, or creative campaigns.


Our main aims and objectives of the show are
Our main objective is to meet friends and clients, and forge new relationships.

Platforms
Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse

M S

fluidstudio.co.uk
enquiries@fluidesign.co.uk

12 Tenby Street,
The Jewellery Quarter, Birmingham
B1 3AJ, United Kingdom



Fourth Floor Creative

Fourth Floor Creative delivers data-driven, creative campaigns that help games companies reach, engage, and activate today's audiences. Sitting at the intersection of gaming, content, and culture, the agency turns brand stories into meaningful experiences that players genuinely care about. Fourth Floor combines strategic thinking with love for games. Its in-house insights platform, built on over 30 million data points, helps shape ideas that don't just look good, but actually work. The agency's services span three core areas: Creator Campaigns: Collaborating with passionate, trusted creators to bring brands to life. Video Production: With Explosive Alan, an award-winning in-house studio, Fourth Floor produces premium, inventive content that surprises and entertains, from trailers and livestreams to behind-the-scenes stories and motion graphics. Social & Community: Helping brands build real connections with their audience via channel management, social listening, moderation, paid media, and real-time optimisation of content. Fourth Floor Creative is a team of people who live and breathe games, combining passion, data, and bold ideas to build campaigns that make an impact.

We are looking to meet
Publishers, developers and tech providers looking for marketing partners.


Our main aims and objectives of the show are
Make new contacts and connections.

Platforms
Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse

M

fourthfloorcreative.co
contact@fourthfloorcreative.co

+44 (0)207 135 2270
King William House, 13 Queen Square
Bristol, UK, BS1 4NT, United Kingdom



GameMill Entertainment

At GameMill Entertainment, we have established a proven track record for leveraging the equity of some of the world's most beloved brands in the \$100 billion video game market. Our team of industry professionals working in partnership with the industry's top developer talent enables us to nimbly bring to life games that delight die-hard and casual gamers alike.


We are looking to meet
We are looking to meet our existing retail and distribution partners. We do not need localisation or QA services.

Platforms
Console

P

www.gamemill.com
gamemilleu@gamemill.com
X @GameMillEnt

7900 West 78th Street, Suite 310
Edina Minnesota, MN 55439
United States



Genba Digital

Genba Digital is a global digital distribution company that leverages API technology to help Publishers distribute their content securely and efficiently to a broad network of etailers. Beyond distribution, we offer comprehensive support to Publishers by managing contracts, marketing, data analysis, real-time sales tracking, and more. Our platform provides Publishers with full visibility into the PC market from a third-party perspective—helping titles that may not receive prominent exposure on platforms like Steam gain traction through our extensive network.

We are looking to meet
We are looking to meet our existing network of publishers and retailers, as well as potential partners in the industry.


Our main aims and objectives of the show are
Our main objectives at gamescom are to strengthen publisher relationships, showcase our API-driven distribution platform, explore new business opportunities, and gain insights into emerging trends within the global PC market.

Platforms
PC / Mac

S

genbadigital.com
genba-bizdev@azerion.com

The Crane Building, 22 Lavington Street
London, SE1 0NR, United Kingdom



Green Man Gaming

Green Man Gaming is an independent global leader in Distribution, Publishing, and digital eCommerce services in the video game industry, connecting developers and gamers worldwide through a core belief that games are for everyone. With a catalogue of over 10,000 games available in more than 195 countries, Green Man Gaming is the largest independent digital retailer worldwide outside of first party platforms. Trusted by more than 1,250 publishers, the company partners with leading gaming brands across PC and console. Its publishing division offers a flexible model, enabling studios to retain full IP ownership while accessing targeted services such as funding, localisation, platform integration, and creative strategy. Its in-house marketing services leverage billions of first-party data points to deliver highly targeted, performance driven campaigns.

We are looking to meet
Publishers, Developers & Indie Studios looking to improve revenue via global distribution +20-30%, need funding or Publishing support, learn about our global marketing services or get access to our store.


Our main aims and objectives of the show are
To meet new partners and explore ways we can continue to grow our businesses together

Platforms
Console, PC / Mac

PS

greenmangaming.com
bizdev@greenmangaming.com
X @GreenManGaming

+44 (0)207 135 2270
Green Man Gaming Limited
124 Finchley Road, London, NW3 5JS



Hasbro

Hasbro is a global play and entertainment company on a mission to “create joy and community for all people around the world, one game, one toy, one story at a time.” It reaches over 500 million fans globally through both physical and digital play experiences.

We are looking to meet
We’re looking to partner with world-class studios to license our iconic and diverse IP portfolio—including Monopoly, Dungeons & Dragons, Magic: The Gathering, Peppa Pig, Clue, and more.


Our main aims and objectives of the show are
Hasbro’s Digital Licensing team aims to secure new partnerships, showcase iconic IPs, expand our digital footprint, and drive revenue through innovative licensing deals across gaming, metaverse, and immersive entertainment platforms.

Platforms
Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse

S

hasbro.com
claire.huntergregson@hasbro.co.uk

4 The Square, London, London
UB11 1ET, United Kingdom



IMPRESS

IMPRESS creates tools for Influencer monitoring, coverage reporting, press kits, and Steam analysis to grow your games business. For indie devs, publishers, and PR professionals.

We are looking to meet
Indie game marketers from indie studios, publishers and PR/community/influencer agencies. Particularly those interested in creator engagement and coverage.


Our main aims and objectives of the show are
Connect with indie games marketers looking to better understand and engage with their Steam game coverage across Twitch, YouTube, TikTok, social and the web.

Platforms
PC / Mac

MS

impress.games
ashley@impress.games
X @impressgames

+44 (0)7876 782949
44 Abel Yard, Rope Walk, Bristol
BS1 6ZL, United Kingdom



ICO

ICO is a videogames self-publishing agency offering Communications, Marketing and Crowdfunding services. We’ve worked on all sorts of projects, from League of Legends and Baldur’s Gate 3 to single-developer titles. Meet us in Cologne to check out what we can bring to your project and discover more of how we can help you self-publish your title. We also often help small to medium size publishers with their portfolio, so if you fit this category we're also happy to talk.

We are looking to meet
Game studios looking to self publish. Small and mid-size publishers looking for publishing support. Anyone interested in crowdfunding.


Our main aims and objectives of the show are
Connect with studios and publishers we haven't with before.

Platforms
Console, PC / Mac, VR / AR / MR, esports

MS

icopartners.com
contact@icopartners.com
X @icopartners

Victoria House, 125 Queens Road
Brighton, East Sussex, BN1 3WB
United Kingdom



Iron Gecko

Iron Gecko is an indie studio based in Northern Ireland focused on creating fun and memorable gaming experiences. Specializing in cooperative survival and horror genres, our studio crafts titles that blend slapstick multiplayer gameplay with atmospheric storytelling. Our titles emphasize player collaboration and liminal environments, delivering both scary and wacky adventures!

We are looking to meet
We are looking to meet a wide range of publishers that are specialized in titles similar to our demo and studios vision as well as industry contacts.

Our main aims and objectives of the show are
To gain as much traction to our title and studio through promoting our Steam page and Discord server while gaining player feedback on our demo.

Platforms
PC / Mac

D

irongecko.games@gmail.com
X @IronGeckoGames

+44 (0)7708 634874
30b Doon Road, Belfast
Antrim, BT11 9GU, Ireland

Jagex Ltd



Jagex Ltd is a UK-based game developer best known for creating RuneScape, one of the longest-running MMORPGs with over 300 million accounts. Jagex has grown into a leader in live-service gaming, now owned by CVC Capital Partners and focused on developing “forever games.”

In 2025, Jagex launched RuneScape: Dragonwilds, an open-world survival RPG set in a new region of Gielinor. Built in Unreal Engine 5, Dragonwilds blends RuneScape’s skill-based progression with co-op survival, crafting, and dragon-slaying in the volatile land of Ashenfall, powered by magical energy called Anima.

Platforms

Mobile, PC / Mac

D

+

44 (0)1223 427 250


220, Cambridge Science Park, Milton Rd

Cambridge, Milton, CB4 0WA, United Kingdom

jagex.com

partnerships@jagex.com

Koffeecup



We brew high quality video games and industry-defining immersive experiences that ignite curiosity and push the boundaries of what’s possible. Whether we are working with our partners IP or building our own creations, we guide you through everything from strategy to launch and beyond. Our unique mix of creative passion, sharp thinking and relentless execution makes sure every project reaches its full potential. We’ve got a team of over 80 Koffeecuppers spread over 3 territories, providing a global reach for our clients and projects. Plus we develop our own IP in-house, by way of our own resources that span creative, design & UX, audio, SFX & haptics, dev, QA, data, marketing & support. We’ve got all of this under one roof. Koffeecup has delivered close to 300 projects since it began almost 15 years ago. Interested to know more? Let’s spark a conversation and see what we can create together.

We are looking to meet

We're here to meet IP Holders, Brand and Games Publishers, potential co-dev partners and studios looking to build fantastic games and immersive experiences!

Our main aims and objectives of the show are

We're wanting to forge new relationships and create long lasting partnerships with IP Holders, Brand & Games Publishers, plus to connect with Studio's looking to launch their own IP.

Platforms

Console, Mobile, PC / Mac, VR / AR / MR, Web / metaverse

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M

+

44 (0)207 249 9969

1 Long Lane, London


SE1 4PG, United Kingdom

koffeecup.net

hello@koffeecup.net

☒ @_koffeecup

Kwalee Ltd



Kwalee is a dynamic game studio - a developer and publisher of Hyper Casual, Hybrid Casual, and Casual mobile games as well as video games for PC and consoles. With an emphasis on creativity and innovation, our game studio has established itself as a leading force in the industry, producing high-quality games for players around the world. As a game company, we are committed to pushing the boundaries of what's possible in gaming, and our team of skilled professionals is dedicated to delivering unforgettable gaming experiences.

We are looking to meet

Press, Influencers, Developers (mobile and PC/Console), Agencies

Our main aims and objectives of the show are

Press appointments for our PC and console games
Meeting potential dev partners for mobile and PC/console games

Platforms

Console, Mobile, PC / Mac

D

P

+

Southam Rd, Sydenham Royal

Radford Semele, Leamington Spa


CV31 1FQ, United Kingdom

kwalee.com

press@kwalee.com

☒ @kwalee

Liquid Crimson



Liquid Crimson is an award-winning creative agency built by games industry veterans who live and breathe games. We specialise in high-impact trailers, social media content, community-focused communications, and brand storytelling all crafted with a rock n roll spirit and the highest standards. We are trusted by some of the biggest names in games, from indie legends to AAA giants. What makes us different? We are not just creative partners; we are genuine players, former devs, and community architects who understand game development. We dive deep into every project, blending technical expertise, strategic insight to create work that moves players and builds worlds beyond the screen. Whether it's a launch campaign, social media content, or a complete brand refresh, we bring a collaborative approach that feels like an extension of your team.

We are looking to meet

Game studios, publishers, platform holders and indie teams looking for creative partners who live and breathe games, and who want to build unforgettable content that connects with players worldwide.

Our main aims and objectives of the show are

To forge new partnerships, champion our expertise in trailers and communications, and support studios of all sizes in telling their stories with creativity, authenticity, and rock-solid strategic thinking.

Platforms

Console, PC / Mac, VR / AR / MR, esports

M

S

+

31a Egley Road, Woking

Surrey ,GU22 0AY


United Kingdom

liquidcrimson.co.uk

info@liquidcrimson.co.uk

☒ @liquidcrimson

Lucky Ghost



Lucky Ghost is a small, independent game studio developing Skygate Zero - a hoverboard-powered open world adventure set in a flooded future Earth. Players explore ruined islands, master momentum-based traversal, and uncover the secrets of a vanished civilisation - all wrapped in a bold junkpunk aesthetic. Founded by former Rockstar Games UI/UX design director James Whitcroft, Lucky Ghost is focused on building games with strong creative identity and a player-first ethos. We’re currently developing a vertical slice for Skygate Zero and are seeking the right partners to take the project into full production.

We are looking to meet

Publishers, platform holders, and investors who support distinctive indie titles - especially those excited by traversal gameplay, bold aesthetics, and atmospheric worldbuilding.

Our main aims and objectives of the show are

Showcase Skygate Zero, gather partner feedback, and secure interest for full development funding - while expanding our network of collaborators and creative allies.

Platforms

Console, PC / Mac

D

+

Preston Park House


South Road, Brighton

BN1 6SB, United Kingdom

luckyghost.studio

hello@luckyghost.studio

Mad Moon Studios



We’re a small passionate team that started this journey with a vision to bring back the wild fun from the games we loved growing up. Based in Northern Ireland, we're proud to be part of a vibrant game dev community and excited to add our own twist to making awesome games. We're currently in early develop with SOL DRIFT, an energetic space flight adventure, completely committed to bringing that arcade plug-and-play atmosphere back into the industry. Learn more about SOL DRIFT here; <https://www.madmoonstudios.co.uk/soldrift>.

We are looking to meet

Mostly Publishers; Curve Digital, Kepler Interactive, Fireshine Games, Devolver, No More Robots, Team 17, Secret Mode, Playstack, Yogscast Games, Firestoke Games, Silverlining Games, Alibi Games, New Blood Interactive, Outersloth

Our main aims and objectives of the show are

We’re keen to connect with publishers who might want to team up with us and equally as eager to meet anyone interested in sharing some insightful Game Dev wisdom.

Platforms

PC / Mac

D

+

44 (0)855 818 6637

Ormeau Baths, 18 Ormeau Ave


Belfast, Antrim, BT2 8HS

madmoonstudios.co.uk

info@madmoonstudios.co.uk

☒ @MadMoonStudios

Moore Kingston Smith



Moore Kingston Smith are accountants and advisers to companies working across the games industry, with expertise in: Video Games Tax Relief and Video Games Expenditure Credit Growth strategy | Planning for an exit | Business planning Cashflow management | Business outsourcing and bookkeeping | Tax compliance and planning | Audit and accountancy | Employee services | International expansion

We know how hard it is to keep your focus on creating great games alongside the practicalities of running a thriving business. We are focused on helping you succeed at every point of your business' life cycle by providing you with a suite of services aligned to your needs. Whether you are starting your games business from scratch, expanding fast or preparing for exit, our specialist games team will be by your side to turn your creative dreams into commercial success.

We are looking to meet

We are looking to meet developers, publishers and external development partners.

Our main aims and objectives of the show are

Our main objectives are to meet businesses that would benefit from our expertise, to expand our network, to find out new things, and to immerse ourselves in the games community.

Platforms

Console, Mobile, PC / Mac

S

+

44 (0)204 582 1000

Charlotte Building, 17 Gresse Street


London, W1T 1QL, United Kingdom

mooreks.co.uk/games

rhusband@mks.co.uk

☒ @MooreKSw1

Mythwright



Publisher of indie games in the simulation, strategy and management space.

We are looking to meet

Looking to meet developers.

Our main aims and objectives of the show are

To chat to developers about their funding and publishing needs.

Platforms

Console, Mobile, PC / Mac

P

+

124 City Road

London, EC1V 2NX

United Kingdom

mythwright.com

publishing@mythwright.com

☒ @MythwrightGames

nDreams

nDreams is the world’s biggest and most experienced VR game developer and publisher. Headquartered in Farnborough, UK, we are the studio behind award-winning and groundbreaking titles including Reach, Synapse, Phantom: Covert Ops, Ghostbusters: Rise of the Ghost Lord, Far Cry: Dive Into Insanity, and Fracked. We also boast a dedicated and extremely experienced publishing team to partner with the industry’s brightest developers on projects ranging from the critically-acclaimed Little Cities to PowerWash Simulator VR.

We are looking to meet
We are interested in meeting press and content creators to demo our upcoming VR title, Reach.

Our main aims and objectives of the show are
Our main objectives are to secure coverage from press and content creators for our upcoming VR title, Reach.

Platforms
Console, PC / Mac, VR / AR / MR

DP

ndreams.com

press@ndreams.com

✂ @nDreams

+44 (0)1252 546 082

Spectrum Point, 279 Farnborough Rd,
Farnborough, GU14 7LS, United Kingdom

Other Things

Other Things is a creative agency focused on the video games sector. We make game trailers, design and build websites, take in-game and in-engine captures, craft key art, brand games and companies, manage socials and influencers, and all sorts of other things...

Ultimately, we help video game publishers and studios of all sizes present their brands in the best possible light so that they look awesome, attract the best talent, and sell more games. You focus on what you do best, we’ll handle the other things.

We are looking to meet
We are looking to meet studios and publishers that want support with their creative services, want to attract the best talent to their teams, and want to sell more games.

Our main aims and objectives of the show are
We would like to spread the word about the great work that we do and meet people passionate about games - be they potential clients, suppliers, or just nice people.

Platforms
Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse

S

otherthingsagency.com

matt@otherthingsagency.com

✂ @otherthingsxyz

+44 (0)7506 677403

Platform, New Station Street, Leeds
Yorkshire, LS1 4JB, United Kingdom

Northern Ireland Screen

Northern Ireland Screen is the national screen agency for Northern Ireland and is committed to maximising the economic, cultural and educational value of the screen industries for the benefit of Northern Ireland. Northern Ireland Screen has 3 objectives: **1.** That Northern Ireland will have the strongest screen industry outside of London in the UK and Ireland; **2.** That this industry will be supported by vibrant and diverse cultural voices that are recognised and celebrated equally at home and abroad; **3.** That the sector will be underpinned by the most successful screen and digital technologies education provision in Europe, ensuring that education is within reach and of value to the most socially disadvantaged. Northern Ireland Screen's activities make a considerable contribution to Growing a Sustainable Economy; Creating Opportunities & Tackling Disadvantage; and, Building a Strong & Shared Future.

We are looking to meet
We are looking to meet investors, publishers and companies that are interested in partnering with companies based in Northern Ireland.

Our main aims and objectives of the show are
We want to showcase a range of companies for the Northern Irish Interactive Sector and explore partnerships and opportunities that can bring growth to the sector.

Platforms
Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse

DMS

northernirelandscreen.co.uk

rebekah.farmer@northernirelandscreen.co.uk

✂ @NIScreen

+44 (0)2890 232 444

3rd Floor Alfred House, 21 Alfred
Street, Belfast, BT2 8ED, Ireland

Outlier Games

Founded by experienced entrepreneurs from the tech and entertainment industries, Outlier creates premium strategy/simulation games for PC and consoles. The company’s first title, This Means Warp, released on PC in 2022 and consoles in 2023. The studio is now working on Mars Attracts, a park simulation game set in the iconic universe of Mars Attacks.

Our main aims and objectives of the show are
Exhibiting

Platforms
Console, PC / Mac

D

www.outlier.games

info@outlier.games

✂ @OutlierSocial

51 Bracken Road

Dublin, D18 CV48

Ireland

Outright Games

We specialise in working with some of the world’s most-loved brands, bringing iconic characters and storylines to life in interactive adventures that allow fans to explore their favourite worlds in fresh, immersive ways. From putting your silliest ideas to the test in SpongeBob SquarePants™: The Patrick Star Game, to diving into the chaos with the Turtle Brothers in Teenage Mutant Ninja Turtles: Mutants Unleashed, or teaming up in a world of creativity and imagination in Barbie Project Friendship™. All our games are designed to be enjoyed by all ages.

We are looking to meet
We are looking to meet developers, distribution partners, cloud gaming companies and mobile.

Our main aims and objectives of the show are
Meet new people and explore new opportunities.

Platforms
Mobile, PC / Mac

P

outrightgames.com

pr@outrightgames.com

+44 (0)7917 533392

4 Meteor Way, Unit 54 Merlin House
Lee-on-the-Solent, Select, PO13 9FU
United Kingdom

PlanetPlay

PlanetPlay is a platform that empowers gamers worldwide to contribute to environmental action through in-game purchases and gameplay with our affiliated game studios. Alongside the pioneering eco-conscious games store, it is also a movement designed to inspire, educate, and mobilise players to take action for our planet and its rich diversity of life.

We are looking to meet
Games studios and publishers who are or want to take action for the planet, predominantly mobile and PC, in a simple impactful way which also drives real business results too.

Our main aims and objectives of the show are
To secure new partnerships with games that want to support the planet, meet existing partners and drive more awareness of green gaming driving business results such as UA and monetisation.

Platforms
Console, Mobile, PC / Mac

MS

planetplay.com

felix.b@planetplay.com

✂ @PlanetPlayGames

Altgasse 43

Baar, 5340

Switzerland

Outsider Games

Previously on Outsider Games...In 2012, a crew of comicbook creators and programmers assembled with the goal of combining the narrative heft and design language of comicbooks with the immersion of games. Since that fateful day, Outsider Games’ has pointed their pencils at indie game development, renowned for their hand-drawn games; Wailing Heights, Jennifer Wilde & Tax-Force, available across PC and Console.

We are looking to meet
We are looking to meet publishers, funders and journalists to talk about our upcoming slate of games.

Our main aims and objectives of the show are
Our main objectives are to find to new partners that can expand our audience and provide funding to bring new projects to market.

Platforms
Console, PC / Mac, VR / AR / MR

D

outsidergames.com

contact@outsidergames.com

✂ @OutsiderGames

11 Ballantine Walk

Lisburn, Antrim

BT27 5FW, Ireland

PitStop Productions

A multi-award-winning provider of audio services, PitStop Productions have worked with many of the world’s leading developers and publishers. Since PitStop was established in 1997, we have collectively worked on hundreds of titles and products. Our talented team of creatives have earned a reputation for providing the highest quality audio services to the video game and entertainment industries. At PitStop, we handle projects of all sizes and budgets, from boutique Indie titles, to AAA blockbusters.

We are looking to meet
We are looking to meet, developers and publishers who may be interested in working with PitStop Productions for their audio needs, including sound design, music, voiceover and motion capture.

Our main aims and objectives of the show are
Our main aims and objectives at gamescom are to meet with new and existing clients, to network and build relationships.

Platforms
Console, Mobile, PC / Mac, VR / AR / MR


S

pitstopproductions.co.uk

paige.grant@pitstopproductions.co.uk

+44 (0)7300 859448

1 Capitol Court, Capitol Close
Dodworth, Barnsley, S75 3TZ



Pixel Helix Ltd

Pixel Helix is a strategic marketing agency committed to delivering best-in-class campaigns for your games. With award winning experience across a wide range of campaigns, whether you’re developing the next indie classic or driving acquisition for a next gen metaverse platform, we are passionate about your games and specialise in finding product market fit.

We are looking to meet
We are looking to meet Game Developers, Publishers and Retro Hardware and live service companies seeking marketing support.


Our main aims and objectives of the show are
Our main objectives at gamescom is to build great relationships across the industry.

Platforms
Console, PC / Mac, VR / AR / MR, Web / metaverse

MS

pixelhelix.co.uk
hello@pixelhelix.co.uk
✂ @pixelhelixgames

Cambridge
United Kingdom



Player One Consulting

We provide industry-leading advice on strategy, operations and product marketing to enable games companies to grow their revenues and profits. Building on years of games business experience and using proven strategic techniques, our expert consultants help your company take its next steps towards increased revenue & profit.

From AAA to indie, PC/console to mobile & VR, we work with studios, publishers and "games-adjacent" companies across all areas of business, with particular specialities in Business Growth Strategy, Operational Effectiveness, Marketing Strategy & Planning and Investment, IP & Partnerships. We work with companies of all sizes and have bespoke consulting packages that can be flexible to your specific needs & budget - get in touch for an initial free consultation today!

We are looking to meet
We're looking to meet ambitious game companies that want both the best strategy to grow their revenues, and an experienced team to help them implement it.


Our main aims and objectives of the show are
Our main objectives are to demonstrate our industry expertise, identify business opportunities and build new client relationships that lead to future consulting projects.

Platforms
Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse

S

playeroneconsulting.com
contact@playeroneconsulting.com

Orchard Cottage, Ruscombe Lane
Ruscombe, Reading, RG10 9JT
United Kingdom



Playstack Ltd

Playstack’s mission is to embrace the diversity of brilliant ideas. We publish fearless and delightful games to their fullest potential with dedication, expertise and extensive planning. We give our development partners the security and resources that allow them to play to their strengths as creative leaders, entrusting our experienced team to mastermind the marketing and publishing campaign. We're all-in with the games we sign. We offer end-to-end publishing and marketing expertise for all platforms and monetisation models.

We are looking to meet
We’re excited to meet developers seeking publishing deals and to share a sneak peek of our pre-release games with the press.


Our main aims and objectives of the show are
Our main objectives at Gamescom are signing exciting new games and building relationships with talented developers, while also connecting with the press to showcase our upcoming titles.

Platforms
Console, Mobile, PC / Mac, VR / AR / MR

DMP

playstack.com
info@playstack.com
✂ @PlaystackGames

+44 (0)207 118 1618
56A Poland Street London
W1F 7NN, United Kingdom



PQube

PQube is a leading international creator, publisher and distributor of interactive entertainment. The company is committed to publishing games they love by working closely with development partners all over the world and reaching consumers globally on all major platforms. PQube manages a rich portfolio of brands including Tormented Souls, Kitaria Fables, New Super Lucky's Tale, BlazBlue, Gal*Gun, White Day, Kill La Kill, Potion Permit and many more. PQube was established 16 years ago and one of our unique selling points is that we strike a perfect balance between our origins, releasing and localising Japanese games for a Western release, and our next stage, which involves funding the development of fresh independent games from anywhere, including majorly underrepresented regions like Latin America and Southeast Asia, but also countries where gaming has a long and established history like the UK, US and Canada.

We are looking to meet
PQube is continually looking to grow relationships with developers with a view to collaborating together in the future. We mainly specialise in single-player games across PC and console.


Our main aims and objectives of the show are
Our main aims and objectives at gamescom are to meet with both existing as well as future partners whose games would be a good fit for our portfolio.

Platforms
Console, PC / Mac

P

pqube.co.uk
pr@pqube.co.uk
✂ @PQubeGames

+44 (0)1462 487 373
Spirella Building, Bridge Road
Letchworth Garden City, Hertfordshire
SG6 4ET, United Kingdom



Premier PR

Premier Games is where gaming and culture connect. As the dedicated games division of Premier, the UK's leading entertainment PR agency, we specialise in shaping the biggest moments in gaming. With over 20 years of experience in global creative communications, we work with major publishers, indie studios, consumer tech brands, and industry events to deliver impactful campaigns that resonate worldwide. Our passionate team of experts offer a complete solution to communications needs and excels in consumer PR, influencer marketing, creative campaigns, brand partnerships, corporate communications, content creation, social marketing, and event production. Whether launching AAA blockbusters, championing indie innovators, supporting the latest in gaming hardware, or helping non-gaming brands authentically engage with gamers, we create meaningful connections that both resonate and last long after the campaign is over.

We are looking to meet
We are looking to meet publishers, developers, and technology (both hardware and software) brands who are looking for PR support to help them create and shape culture globally.


Our main aims and objectives of the show are
Our main aims and objectives at gamescom are to connect with both gaming and non-gaming brands who we can help connect with gamers worldwide.

Platforms
Console, Mobile, PC / Mac, VR / AR / MR, Web / metaverse

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premiercomms.com
hello@premiercomms.com
✂ @premier_games

+44 (0)207 292 8330
2-4 Bucknall Street, London
WC2H 8LA, United Kingdom



ReedPop

ReedPop is the largest producer of pop culture events in the world. We build and deliver once-in-a-lifetime experiences for fans around the globe, both in person and online. Our events include New York Comic Con, PAX, EGX, MCM Comic Con, Star Wars Celebration, and many more. We own and operate, Popverse, a website and membership platform with unrivaled comics and pop culture coverage. ReedPop is a division of global event leader, RX.

We are looking to meet
We're seeking game developers from AAA studios to indie creators, interested in showcasing their games to enthusiastic fans and industry professionals in the UK


Our main aims and objectives of the show are
At Gamescom, we aim to build strong developer relationships and create opportunities for the industry to showcase their games to 130,000+ fans at the UK's largest pop culture consumer event.

Platforms
Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse

MS

reedpop.com
hannah.potter@reedpop.com
✂ @renaissancepruk

+44 (0)7798 805582
Gateway House 28 The Quadrant, Richmond
Surrey, TW9 1DN, United Kingdom



Quantic Lab

Quantic Lab is a leading service provider for the global gaming industry. With over nineteen years of experience in all forms of digital interactive entertainment, we offer a broad range of services, specializing in Localization, Functionality, Compliance Certification, User Experience, Compatibility and beyond. We're proud to have contributed to the release of thousands of games and apps worldwide, and our teams are renowned for their expertise, short response time, and flexibility. We relish working with companies of all sizes, fostering long term relationships to bring high quality software to market.

We are looking to meet
We are looking to meet Publishers, Developers, Indies and others who need advice or help in achieving the best quality for their games.


Our main aims and objectives of the show are
Our mains and objectives at Gamescom are to meet with new or existing partners to drive business in QA and Localisation sector.

Platforms
Console, Mobile, PC / Mac, VR / AR / MR, Web / metaverse

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quanticlab.com
office@quanticlab.com
✂ @QuanticLabRo

+44 (0)7394 123250
West 2, 5 Rock Place, Kemp Town Brighton
East Sussex, BN2 1PF United Kingdom



Renaissance PR

Renaissance is a multi award-winning communications agency based in the UK, with a newly launched headquarters in the U.S. Our mission is to create the ideal conditions for your studio, game, or products to succeed — attracting players, investors, influencers, media, and more. Our team —currently 17 people strong—covers traditional PR, corporate communications, influencer campaigns, industry analytics and research, and community support. Each member has at least 10 years experience in the field. From in-house to agency role. Our clients include 505 Gamescom, Tencent Games, GSC (Stalker 2), Funcom, Infold Games (Infinity Nikki), Sharkmob (Exoborne). From small indie to big publisher we provide world class local to global campaign. Passionate, Data Driven and KPI oriented Renaissance focus on delivery the best possible condition for your product to be covered by media and influencers as well as been featured in the best showcases

We are looking to meet
Developer and Publisher in needs of tradtional PR, Organic influencers and or corporate Communication.


Our main aims and objectives of the show are
Meeting new clients and expand our network of contact globally.

Platforms
Console, Mobile, PC / Mac, VR / AR / MR

MS

renaissancepr.co.uk
stefano@renaissancepr.biz
✂ @renaissancepruk

+44 (0)7828 692315
6 Bullock Crescent, Kingsmoor Park, Woking
Surrey, GU22 9FW, United Kingdom



Rokky

Rokky is a PC game distribution platform delivering publisher-approved keys to global markets. The company partners with over 200 stores around the world to help publishers take full control of their distribution beyond Steam. Rokky enables developers and publishers to enter the alternative distribution space safely — expanding their reach and protecting their games from unauthorized resellers. Publishers like Nacon, Team17, and Offworld choose Rokky not just for streamlined distribution, but for real, data-backed growth — tapping into new revenue streams and reducing reliance on large platform monopolies.

We are looking to meet
Publishers / developers / digital stores / marketing agencies


Platforms
Console, PC / Mac

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rokkyy.com
gamescom@rokkyy.com

44(0)203 405 0982
18-20 Kew Rd, Sovereign Gate
London, TW9 2NA, United Kingdom



Room 8

Room 8 Group is an end-to-end strategic partner in external game development. Working across all platforms, we provide creative and technical expertise across game development, technology, art, trailers, and QA for AAA and AA games. Since 2011, we've built creative partnerships with world-leading publishers such as Microsoft, Nintendo, Ubisoft, Sony, Gameloft, Take2, EA, and more. While leveraging our own cutting-edge tools and R&D capabilities, we've co-created a multitude of award-winning projects for video game IPs and franchises including Call of Duty, Diablo, Assassin's Creed, Star Trek, The Walking Dead, Doctor Who, and many more. Through primarily organic growth, we are proudly independent, now home to around 1,100 creatives based in Europe, North America, and South America.

We are looking to meet
We're looking to meet publishers and developers seeking creative and technical expertise across game development, tech, art, trailers, and QA — for AAA and AA projects across all major platforms.


Our main aims and objectives of the show are
Our goal is to connect, exchange ideas, and show how Room 8 Group can support your success with creative and technical expertise across game development, tech, art, trailers, and QA.

Platforms
Console, Mobile, PC / Mac, VR / AR / MR, Web / metaverse

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room8group.com
s.read@room8group.com

+44 (0)7857 964445
9 Vasili Michailidi
Limassol, 3026, Cyprus



RSM UK


RSM UK is a leading provider of audit, tax and consulting services, globally. As an integrated team with over 5,000 partners and staff operating from 31 locations across the UK, we have a culture of understanding what it means to deliver value. As part of the RSM International network, we have access to more than 65,000 people across 120 countries, helping us meet the needs of clients who are trading and expanding internationally. Our team of passionate specialist advisors understand your business and will support you in achieving your goals. We are business partners with a wide range of studios, developers and publishers, from owner-managed and private equity-backed businesses to multinationals. We understand what it takes to succeed in a competitive industry, where creativity and innovation are at the forefront. We can help you with this, in addition to accessing funding and creative tax reliefs like the Video Games Expenditure Credit (VGECE) and the Research and Development (R&D) tax credits.

We are looking to meet
We are looking to meet with a wide range of studios, developers and publishers, of all shapes and sizes.

Our main aims and objectives of the show are
Meet and connect with existing contacts and meet new studios, developers and publishers.

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rsmuk.com
richard.heap@rsmuk.com



Secret Mode

Secret Mode is an independent publisher and the winner of the Ukie Best UK Publisher 2024 award and the Debug Indie Game Best Influencer Marketing 2025 award. Our titles include Still Wakes the Deep, A Little to the Left, Wobbledogs, Loddlenaut, and recently released indie action RPG Empyrean. We believe that games are for everyone, and that creativity has no limits. We believe quality and fun are everything.

Our main aims and objectives of the show are
We are looking to meet press and content creators interested in covering our upcoming games.


Our main aims and objectives of the show are
Our main objectives are to connect with press and content creators and introduce them to our games for future coverage opportunities.

Platforms
Console, Mobile, PC / Mac

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wearesecretmode.com
sm-press@secretmode.games
X @WeAreSecretMode

Bedford Street Studios, 76 - 86 Bedford
Street, Leamington Spa, Warwickshire
CV32 5DY, United Kingdom



Silver Lining Interactive

Silver Lining Interactive is an independent games publisher based in the North of England. Founded by a team of seasoned professionals, the studio has been the cornerstone of the indie game scene for two decades, under a different name - Merge Games. Under this name, we published indie gems such as Smalland: Survive the Wilds, Bramble: The Mountain King, Spirit of the North, and delivered Dead Cells, Streets of Rage, Terraria, Frostpunk, House Flipper 1 & 2, Indika, The Thaumaturge + many more to physical formats.

In just nine months since launch, Silver Lining has worked on a variety of iconic games. We've brought Ninja Gaiden: Ragebound, The Alters, the Bendy series and Teenage Mutant Ninja Turtles: Anniversary Edition to retail, published Spirit of the North 2, Sugardew Island and Fruitbus and are actively working on exciting upcoming titles such as Outbound, Captain Wayne and Slain 2 to name a few!


Platforms
Console, PC / Mac, VR / AR / MR

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P

silverliningint.com
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X @silverliningint

School House, Alderely Road, Chelford
Macclesfield, Cheshire, SK11 9AP
United Kingdom



Skillsearch

Skillsearch is a specialist recruitment company connecting exceptional talent with forward-thinking companies across the globe. We focus on high-growth sectors including Games, Virtual Reality, Augmented Reality, and Extended Reality, with a continued drive to support emerging technologies and innovation. Headquartered in Brighton, our reach is truly global, with expert consultants supporting clients and candidates across Europe, North America, MENA, and APAC. In the past year alone, we've delivered talent solutions in over 35 countries. While we help people find new roles, our mission goes far beyond placements. We're here to make hiring faster, easier, and more human, offering dedicated support throughout the process to ensure seamless, successful outcomes for everyone involved. Wherever you are in the world, if you're building the future of games or interactive experiences, we're ready to help you find the people to make it happen.

We are looking to meet
We're looking to meet partner studios needing hiring support, developers exploring publishing or investment, and candidates seeking new roles.


Our main aims and objectives of the show are
Our main goals are building new partnerships, expanding our global network, and supporting studios with hiring, publishing, and investment needs.

Platforms
Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse

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skillsearch.com
gf@skillsearch.com

+44 (0)1273 287 007
Huntingdon House, 20 North Street
Brighton and Hove, East Sussex
BN1 1EB, United Kingdom



SLAP-BANG! Digital

SLAP-BANG! Digital is a Belfast-based independent game studio founded in 2024 by Mark Skelton. We create games that are easy to pick up, hard to master, and brought to life with bold, striking visuals. Our focus is on building simple, intuitive core mechanics and exploring them to their fullest potential. We favour shorter, more focused experiences—crafted to deliver a thrilling, memorable ride from start to finish..

We are looking to meet
We're keen to meet publishers, platform holders, and collaborators who share our passion for bold, accessible games — especially those supporting unique indie voices, original IP, and short, high-impact experiences.


Our main aims and objectives of the show are
We're seeking a publishing deal for our debut game, Smash 'N Grab, while building awareness and starting to grow an audience as we continue development on the project.

Platforms
Console, PC / Mac

D

slapbangdigital.com
slapbangdigital@gmail.com

+44 (0)7587 157839
Apt 24, 32 Old Bakers Court
Belfast Antrim, BT6 8QX



Sporty

A **developer** and publisher of sports games.

We are looking to meet
Anyone who can help us to deliver world-class sports games - particularly in the free-to-play market.

Our main aims and objectives of the show are
To meet interesting people who can help us develop and publish world-class games.

Platforms
Console, Mobile, PC / Mac


D

P

sportygroup.com
studio@sportygames.com

+44 (0)7505 209523
26 Avenue Road, Bournemouth
BH2 5SL, United Kingdom

Swipe Right



Swipe Right is a leading global esports and gaming communications agency who elevate brands and help build communities. We're a London-based agency with an international network of media, influencers and partners and we deliver strategic and creative campaigns that help our clients form their brand identity and deliver their message to the right audiences.

With years of experience, we have managed communications for some of the biggest tournaments, platforms and games in the world, alongside the most prolific teams and talent in the industry. Ensuring we are always pushing the latest trends in the sector, we keep our clients ahead of the game.

We are looking to meet
Brands and games companies looking to elevate their brand within the industry and with consumers.


Platforms
Console, PC / Mac

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swiperightpr.com
hello@swiperightpr.com

129 Oxford Street
London, W1D 2HT
United Kingdom

Universally Speaking



Universally Speaking - We are a pre-eminent, end-to-end, game services provider for the global gaming market Our client portfolio ranges from long-term partnerships (3 years +) with AAA Publishers/Developers through to i-iii start-ups and growing games studios. We are multi-award winning in Localisation and Quality Assurance, working across all time zones. We work closely with our clients and pride ourselves on our ability to become an extension of their internal teams. We currently have a spectrum of services including (but not limited to):

- Localisation
- Language Quality Assurance
- Function Quality Assurance
- Compliance QA
- Audio
- Player Support
- Customer Support.

All our QA services are done in house, and we work around the clock Gaming is our passion and our primary focus!

We are looking to meet
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Our main aims and objectives of the show are
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Platforms
Console, Mobile, PC / Mac, VR / AR / MR, Web / metaverse

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usspeaking.com
info@usspeaking.com

+44 (0)7375 699884
Knowledge Centre Wyboston Lakes
Great North Road, Wyboston Beds
Wyboston, MK44 3BY, United Kingdom

TAKEOFF



Good ideas are at the heart of what we do, with them you'll reach bigger audiences faster. We are experts in crafting engaging marketing campaigns that sell video games. We support Marketers with great ideas from conception in branding to campaign launches and beyond with engaging brand awareness.

We are looking to meet
Publishers and developers who are looking for new marketing ideas.

Our main aims and objectives of the show are
To meet publishers and developers who are looking for new marketing ideas.


Platforms
Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse

M

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+44 (0)203 983 4125
Unit 101, Building C1, Design District
1A Cripps Yard, Soames Walk, London
SE10 0BQ, United Kingdom

Ukie



Ukie (UK Interactive Entertainment) is the only trade body for the UK's games and interactive entertainment industry. A not-for-profit, it represents businesses of all sizes from small start-ups to large multinational developers, publishers and service companies, working across online, mobile apps, consoles, PC, eSports, VR and AR. Ukie aims to support, grow and promote member businesses and the wider UK games and interactive entertainment industry by optimising the economic, cultural, political and social environment needed for businesses to thrive. Ukie makes connections for businesses and help them access the opportunities a digital economy offers, via a successful International Trade programme, running UK Games Industry stands.


S

ukie.org.uk
info@ukie.org.uk
X @uk_ie

+44 (0)207 534 0580
Black Bull Yard, 24-28 Hatton Wall
London, EC1N 8JH

D = Developer M = Media P = Publisher S = Service Ukie Times 2025 27

W4 Games Ltd



W4 Games is the preferred enterprise partner for Godot Engine. We offer Godot enhancement products such as console ports (W4 Console), CI/CD (W4 Build) and multiplayer backend (W4 Cloud). We also offer bespoke professional services for Godot developments.W4 Games is a new company created by Godot Engine veterans Juan Linietsky, Rémi Verschelde and Fabio Alessandrelli, and veteran entrepreneur Nicola Farronato. Our mission is to strengthen the open source Godot ecosystem by providing companies with the commercial products and services they need. W4 Games was incorporated in Dublin, Ireland with a seed funding round that was led by OSS Capital (a leading investment fund in Open Source Software) and Lux Capital (a Silicon Valley giant) and also included investments from Bob Young, the founder of Red Hat, and Sisu Game Ventures, an early-stage venture capital fund focused on games. The company has continued to grow and today has team members located in 12 countries around the world.

We are looking to meet
Indie game developers, AR/VR developers, indie publishers, cIndies using Godot Engine, Unity users

Our main aims and objectives of the show are
Showcase W4 Games products and services for Godot Engine


Platforms
Console, Mobile, PC / Mac, VR / AR / MR, Web / metaverse

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w4games.com
info@w4games.com
X @W4Games

Unit 4A, Avonbeg Industrial
Estate, Long Mile Road
Dublin, D12 D422, Ireland

Wired Productions



Founded in 2008, driven by passion, Wired Productions are a true Indie Publisher and are proud to present a specially curated and unique range of diverse and award-winning indie gaming titles, from some of the greatest storytellers and independent developers. With over 100 games published and produced for PC, console and handheld gaming systems, Wired have built a global publishing and distribution network with product availability including physical retail and digital download, alongside its own online store, home to exclusive products such as the Black Label variant and only at the Wired store. Wired is developing a legacy built on creativity, integrity, hard work; and working with respect whilst fighting for every developer and their Indie gaming titles. Soundtracks from Wired games have been released both digitally and physically, with hand-crafted limited edition Vinyl collector albums sold globally. There is a passion for music, an ear for quality and a desire to do things differently... the Wired way. This is why we have also created Black Razor Records. A natural evolution based on this experience and a desire to push the boundaries of music and games.

We are looking to meet
We are looking to meet developers of new unsigned games, and Biz Dev opportunity's as well as partners.

Our main aims and objectives of the show are
Business development & finding the next viral hit game and to meet partners.


Platforms
Console, PC / Mac, VR / AR / MR

P

wiredproductions.com
gamescom@wiredproductions.com
X @WiredP

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Unit 4 Watford Interchange, Colonial Way
Watford, Herts, WD24 4WP, United Kingdom

Wiggin LLP



We're a law firm that specialises in media, technology and IP. We help you realise the value of your ideas in a digital age.

We are looking to meet
Games developers, publishers, distributors, IP owners and tech businesses.

Our main aims and objectives of the show are
Connecting with new contacts to discuss the legal aspects of operating interactive entertainment businesses.


Platforms
Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse

S

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peter.lewin@wiggin.co.uk

+44 (0)207 612 9612
Met Building, Percy Street
London, W1T 2BU, United Kingdom

Wise Monkey Games



Small UK Indie Game Studio making the next generation of Comedy Murder Mystery Games. With the view of one day besting and overtaking Agatha Christie as the head of the genre!

Our main aims and objectives of the show are
Discuss our debut 'No Stone Unturned' the Murder Mystery that asks "Why did the chicken cross the road?" with interested parties!


Platforms
Console, PC / Mac

D

www.wisemonkey.gg
info@wisemonkeygames.co.uk
X @wisemonkeyltd

44(0)7908 591919
Flat 1 Carisbrooke House,
17-19 Carisbrooke Road, London
Walthamstow, E177EE, United Kingdom

Wizards of Coast



We create entertainment that inspires creativity, sparks passion, forges friendships, and fosters communities around the globe.

Our main aims and objectives of the show are
We're hoping to catch up with games industry friends and colleagues!

Platforms
Console, Mobile, PC / Mac


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wizards.com
EMEAPR@Wizards.com

4 The Square, Uxbridge
Middlesex UB11 1ET
United Kingdom

YRS TRULY



We're YRS TRULY, a very nice and multi-award-winning marketing agency for the games industry. We work across creator, creative and social, and are lucky enough to regularly collaborate with some fantastic clients, including Hasbro, 2K, Electronic Arts, Bethesda, Ubisoft (and many more!). We're also B Corp certified: independently verified to meet the highest standards of social and environmental performance, transparency, and accountability.

We are looking to meet
We're looking to meet publishers and developers interested in social, creative or creator campaigns.

Our main aims and objectives of the show are
We're looking to catch up with existing clients, partners and friends, and meet new great games people.


Platforms
Console, PC / Mac

M

yrstruly.uk
hello@yrstruly.uk
✕ @yrstrulyuk

1 Westgate Street
London, E8 3RL
United Kingdom

Xsolla



Xsolla is a leading global video game commerce company with a robust and powerful set of tools and services designed specifically for the industry. Since its founding in 2005, Xsolla has helped thousands of game developers and publishers of all sizes fund, market, launch, and monetize their games globally and across multiple platforms. As an innovative leader in game commerce, Xsolla's mission is to solve the inherent complexities of global distribution, marketing, and monetization to help our partners reach more geographies, generate more revenue, and create relationships with gamers worldwide. Headquartered and incorporated in Los Angeles, California, with offices in London, Berlin, Seoul, Beijing, Kuala Lumpur, Raleigh, Tokyo, Montreal, and cities around the world.

We are looking to meet
We're interested in meeting game developers and publishers who are seeking innovative solutions for monetization, global distribution, and scaling their games globally across multiple platforms and business models.

Our main aims and objectives of the show are
Our main objective at Gamescom is to connect with industry leaders, explore new collaboration opportunities, and highlight innovative solutions that help developers expand their reach, increase revenue, and succeed worldwide!

Platforms
Console, Mobile, PC / Mac, VR / AR / MR, Web / metaverse

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15260 Ventura Blvd.
Suite 2230, Sherman Oaks
CA 91403, United States

ZamZam Distribution



ZamZam are one of the largest Distribution Companies across MENA, South Africa, Turkey, India, Pakistan and South East Asia regions. We have a rich but humble 35+ year history and like the industry we work within; we are always evolving to deliver a best in class service to our partners no matter their size. We consider ourselves as a 360 solution for partners covering Distribution, PR, Marketing, Events, Age Rating Approvals and eSports. We have our own power retail stores and e-commerce sites located across KSA, UAE, Oman, Bahrain, Qatar and Kuwait under the ZGames brand. We already work with some of the most talented teams in gaming including EA, Ubisoft, Capcom, Bandai Namco, Konami, Focus, Skybound, GameMill, Milestone, U&I, Meridiem, Numskull Games, Funbox Media and many more.

We are looking to meet
We are looking to meet developers and publishers of all sizes to promote their products and ensure the are fully supported and serviced within the regions we cover.

Our main aims and objectives of the show are
Our main aims and objectives at gamescom are to connect with developers and publishers with the view to become their distribution partner within the regions we service.


Platforms
Console, PC / Mac, VR / AR / MR, esports

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zamzamdistribution.com
chris.gray@zamzamdistribution.com

Office #C601, Opus Tower by Omniyat
Al Amal Street, Business Bay, Dubai
Dubai, United Arab Emirates




GOT THE SPARK? SILVER BULLET FUELS THE FIRE


Silver Lining's SILVER BULLET PROGRAMME backs bold, wildly creative developers, building unforgettable games.

- Up to \$100,000 in dev funding
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- Flexible & friendly business terms

If your game is very beautiful and a little dangerous:

EMAIL: SILVERBULLET@SILVERLININGINT.COM





NO FUSS JUST SUPPORT. YOUR GAME, YOUR WAY.



ZAMZAM GROUP

TAKING DISTRIBUTION IN THE MENA REGION & BEYOND TO THE NEXT LEVEL

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Leaders in Growth**

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VISIBILITY**

**TRUSTED
PARTNER FOR
GROWTH**

**SECURE
KEYCODE
DISTRIBUTION**

To find out more visit:
<https://genbadigital.com>



Creating, publishing and distributing great games globally.
Come and talk to us at the UK Industry Stand...
(Hall 3.2 Business area, stand C20 - F39)