



GAME ON NRW!



WELCOME TO NRW!

#connect



North Rhine-Westphalia

is Germany's No. 1 games hub. No other federal state unites more media companies with more employees. The local conditions in the „Digital Media Region NRW“ are first-class.

> The State Government provides the Film- und Medienstiftung NRW with 3 million Euros funding for the games industry. As a co-initiator, the federal state of NRW supported the setting up of the esports player foundation. Prime-Minister Armin Laschet established a successful dialogue event with the creation of the „Games Summit“.

> The international computer and games industry comes together each year at the gamescom. Whether virtual or physical present in Cologne – it is the world's largest trade fair for digital games. The presentation of the German Developers Award is also a top industry event in North Rhine-Westphalia.

> The Mediennetzwerk.NRW provides visibility to the media hub and its games companies and supports with networking and internationalisation. Cross-sectoral meetups and global networking at trade fairs and conferences are bolstering the sector.

We are presenting a selection of the players in the NRW games industry in this brochure. We are successful together with such industry players as publishers, developers, creatives and experts – including from the research and academic communities: the next level for North Rhine-Westphalia's games hub.

The high score is our goal. **#gameonrw**



Nathanael Liminski
Head of the State Chancellery
of the Federal State of
North Rhine-Westphalia



Petra Müller
CEO
Film- und Medienstiftung NRW



Sandra Winterberg
CEO
Mediennetzwerk.NRW
c/o Mediencluster NRW

Games industry in North Rhine-Westphalia

The games sector in NRW

287

companies

3.856

employees

The core market of developers and publishers

108

companies

1.260

employees

3 Mio. EUR

funding budget per annum for Digital Games and Interactive Content by the Film- und Medienstiftung NRW

„NRW is the home of the games industry and central meeting point for national and international gamers.“

Sandra Winterberg
CEO, Mediennetzwerk.NRW

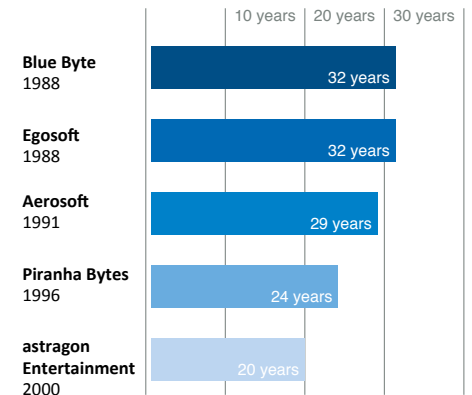
373.000

visitors at gamescom 2019

1.153

exhibitors at gamescom 2019

The German games industry has its roots in NRW



Gaming Hotspot

Germany has a total of 614 games companies, 287 of which are located in North Rhine-Westphalia. This puts NRW in second place among the federal states. But the long-term goal is clear: North Rhine-Westphalia is aiming to be the No. 1 games hub in Germany. "The heart of gaming" – this is the self-proclaimed title of gamescom, the world's largest consumer fair for video games, which brings together all the big names of the video game industry and numerous fans year after year. With ESL One Cologne, the largest "Counter Strike: Global Offensive" eSports tournament in the world takes place annually in NRW.

Big Player

The German games industry has its roots in NRW with developers such as Blue Byte (founded in 1988 and taken over by Ubisoft in 2001) and Egosoft (founded in 1988). Global players like Electronic Arts has also located their German office in the heart of NRW. The German computer game publisher astragon Entertainment was founded in 2000 and is celebrating its 20th anniversary this year. But Indies also feel comfortable and prosper well due to the well networked infrastructure, which NRW provides. Many start-ups, such as Rivers and Wine Studios, find their business location in NRW.

sources:

- www.filmstiftung.de
- www.gamescom.de/die-messe/gamescom/gamescom-report/
- Jahresreport der deutschen Games-Branche 2019

#evolve



COMPANIES



Fata Deum

42 Bits Entertainment

The young indie developer studio 42 Bits Entertainment with headquarters in Jüchen develops strategy and simulation games for PC and console (Xbox and PlayStation) for the international market. The company's first work is the *Fata Deum* "god simulation" which follows in the tradition of such games as *Black&White*, *FromDust*, *Populous* or *Reus* by letting the player slip into the role of a god in a fantasy world. The production of *Fata Deum* is supported by the Film- und Medienstiftung NRW.

Game: Fata Deum

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Simulatoren

Aerosoft

The Aerosoft GmbH was founded in 1991. In the beginning, the development of software for training and exam preparation of pilots and the distribution of professional procedure trainers were the main focal points. These days, the label Aerosoft houses an even broader range of titles in different genres. About 30 employees and more than 50 freelancers work for Aerosoft today. Aerosoft can be counted as one of the world's leading publishers in the simulation genre. Thanks to strong distribution partners Aerosoft today generates over 50% of their turnover abroad. Numerous international awards from the industry repeatedly prove the high-quality standard of the products.

Games: XPlane 11, OMSI 2, Fernbus Simulator, Tourist Bus Simulator, Notruf 112 – Die Feuerwehr Simulation 2, On The Road, Rescue HQ – The Tycoon, Autobahn Polizei Simulator 1 & 2

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Fiete Sports

Ahoiii Entertainment

The Cologne-based specialists for children's apps have managed to generate over 6.5 million downloads and inspire children around the world with their *Fiete* apps. The apps are translated into 20 languages and have already won numerous awards. Apart from the apps, the *Fiete* brand is also available in book form. A TV series about *Fiete* is also being planned. The Ahoiii team also works as a consulting agency for companies in the children's segment and has a wealth of experience to offer on all aspects of digital value creation.

Games: Fiete World, Fiete Sports, Fiete Soccer

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Ahoiii



PRIMAX®-MemoApp

AppPlusMobile Systemhaus

The mobile experts for developing mobile solutions, platforms, games and enterprise solutions. For native, cross platform and gaming apps and gaming engines such as Unity or Unreal including VR and AR technologies. We create the idea, design the concept and implement for any mobile platform and web. Our apps combine elements of Gamification and technology.

Games: PRIMAX®-MemoApp, Volksbanken und Raiffeisenbanken, Devilstriker

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articy:draft 3

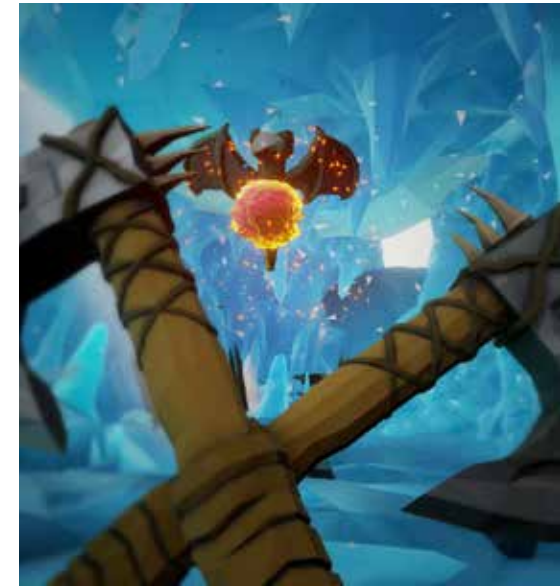
articy Software

Articy Software is an innovative software developer focused on solutions for interactive storytelling and game narrative. We believe that the future of stories is interactive and made it our mission to transform the way that interactive narrative experiences are created. We want to provide writers and narrative designers with the best tools that enable them to execute their creative vision in a fast and more efficient way. Our latest product is *articy:draft 3*, a complete solution that helps game writers and narrative designers plan, write and organize all narrative content in a visual and writer friendly way with easy exports to game engines.

Game: articy:draft 3

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Viking Rage

Arvur Interactive

Small, Cologne-based Game Development Studio focused on Virtual Reality Games & Applications.

Game: Viking Rage

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Landwirtschafts-Simulator

astragon Entertainment

Simulation games – who likes to play stuff like that? We at astragon encounter this question quite often and not just since the amazing success of the *Farming Simulator* series. Our answer is as easy as it is pleasing: Just about everyone! Core gamers and casual players, teenagers and pensioners, whole families, bus drivers and office workers – the sometimes small, sometimes gigantic but always lovingly modelled vehicles and machines of our simulation games manage to enthrall and inspire new fans every year. Players around the globe are digging, ploughing and transporting left and right on PC, consoles and mobile devices. With that in mind: Simulation games – who doesn't like to play them?

Games: Bus Simulator, Landwirtschafts-Simulator, Construction Simulator, Drone Swarm, Liftoff: Drone Racing

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Kniffel Dice Clubs

b-interaktive

We love what we do and we're translating this passion into our products. The core of our international team consists of talented individuals with decade-long mobile games experience working together in Germany and Poland. We have founded b-interaktive in 2011 and today, our multicultural team speaking over six native languages is an established creator of innovative social games for the broad audiences world wide.

Games: Kniffel Dice Clubs,
Mensch ärgere Dich nicht!

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Resort

Backwoods Entertainment

Backwoods Entertainment is an award-winning indie game studio from Germany. We set out to make original and fun story-driven games. In 2018 we released our debut title *Unforeseen Incidents*, which was well received all over the world. We're currently working on two new games: The interactive mystery *Resort* and *Pen & Paper Stories: Morriton Manor*.

Games: Unforeseen Incidents (2018),
Resort (in production), Pen & Paper Stories:
Morriton Manor (in production)

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Game of Goats

Bootcamp Bros.

Bootcamp Bros. is a mixed team out of newcomers and professionals, who committed themselves to develop the best mobile game in 2020. Our studio was founded in September 2017 and is based near Bonn. Over the time we quickly grew to up to nine members who highly focus on quality and "friendship-destroying" PVP mobile games. Our first baby is called *Game of Goats* and will be available in your favourite app store soon.

Game: Game of Goats

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Rail Nation

Brigh Future

From soccer management and magical plant cultivation to railway entrepreneurship, Bright Future's mission is to create compelling scenarios for many different tastes. The company started business in early 2006 in Cologne to further develop the *Football Manager* series. We have been part of the Travian Games family as an external development studio since 2012. While our roots lie in the development of sports management games for PC, we now follow our passion to create successful and appealing video games for various platforms. Our games *Rail Nation* and *Miramagia* are just two wonderful examples of how we have inspired more than 5 million players with our cooperative gameplay approach.

Games: Rail Nation, Miramagia, Truck Nation, Admirals: Caribbean Empires, FUSSBALLFAN – Das Browser Spiel

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Notruf 112

Crenetic

Looking back on 20 years and more than 250 projects, Crenetic gained a lot experiences developing casual games, multi-player games, simulations and some serious games. Currently we work on mobile apps and simulations. *Emergency Call 112 - The Fire Fighting Simulation* was developed in close cooperation with the Fire department in Mülheim an der Ruhr, Germany, and a second part is in progress. All of our projects are created with high-quality 2D and 3D graphics and love for detail.

Games: Notruf 112 (Emergency Call 112), Pet World – My Animal Hospital, Horse World – Show Jumping

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Artwork aus M.O.L.L.Y. Alone

Ducks on the Water

To catch a players attention in today's fast-paced world, one element is key: a good story. Our Cologne-based studio Ducks on the Water has specialized in narrative content. We enjoy dissolving the boundaries between digital and classic content and telling stories in several different media at once. Our app *No Money, Dude!* e.g. is a small readable story with playable content. With our combined knowledge of apps/games and book/storytelling we are located exactly at the interface between games and books and can boldly go where no duck has gone before ...

Games: M.O.L.L.Y. Alone, No Money, Dude!, Arschleder (WDR)

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X4: Split Vendetta

EGOSOFT

EGOSOFT, founded in 1988, is one of Germany's leading game developers. Its team of industry veterans and dedicated game enthusiasts entered the international stage with the widely-acclaimed X-Beyond the Frontier space simulation game in 1999. EGOSOFT is now exclusively dedicated to setting new standards in the space game genre and continuing to improve the gameplay experience for fans of the *X Universe*.

Games: X4: Split Vendetta (2020), X4: Foundations (2018)

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EA SPORTS FIFA 20

Electronic Arts

Electronic Arts is a global leader in digital interactive entertainment. The Company develops and delivers games, content and online services for Internet-connected consoles, mobile devices and personal computers. In fiscal year 2020, EA posted GAAP net revenue of \$5.5 billion. Headquartered in Redwood City, California, EA is recognized for a portfolio of critically acclaimed, high-quality brands such as *EA SPORTS FIFA*, *Battlefield*, *Apex Legends*, *The Sims*, *Madden NFL*, *Need for Speed*, *Titanfall* and *Plants vs. Zombies*.

Games: EA SPORTS FIFA 20, Apex Legends, The Sims 4, Need for Speed Heat

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Faith+Honor: Barbarossa

encurio

Founded in 2007 by Sebastian Rahmel, encurio is an internet company and game studio based in Cologne, Germany. encurio has been developing software, portals, websites and online shops for the finance, beauty, gaming and entertainment industry. Using the knowledge and expertise from their internet and gaming business ventures has naturally led to the development of video games. *Valnir Rok* was the first game from encurio GmbH. It is an online sandbox survival RPG inspired by Norse mythology. Our second game, *Faith + Honor: Barbarossa* entered the production phase in June 2020 and is a turn-based tactical RPG set in an authentic medieval world during the crusades.

Games: Valnir Rok, Faith+Honor: Barbarossa

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LOCH

epicsauerkraut studio

Epicsauerkraut is an indie game studio based in Cologne Germany. The studio focuses on visually attractive and minimalistic hypercasual games for mobile. The illustrator and concept designer Paul Kolvenbach is the founder of the studio and is responsible for the games. Always with the epic taste of sauerkraut!

Games: KLOTZ, LOCH, PLOP (in production)

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Swan Song

Fantastic Foe

Fantastic Foe is a small indie studio based out of Cologne, Germany. We build imaginary worlds that hit close to home. Our goal is to make games that leave a lasting impact on how people feel about the world around them. We believe that experiences do not have to compromise fun to be meaningful. Our team is supported by the Cologne Game Lab incubator program and the Gründerstipendium NRW startup fund. We also develop VR training games for the industry, with a focus on emergency services and firefighting.

Games: CPR Rescue, Swan Song (in production), Enclosed Encounter (in production)

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Knights of Fortune

Flying Sheep Studios

Flying Sheep Studios uses HTML5 to create mid-core mobile games playable in mobile browsers, instant messengers and native apps. Our focus lies on adapting game concepts in a way that they can be played in short sessions on mobile. We are currently working on a hero brawler as well as a social farming and collecting game. Since the company's founding in 2014 in Cologne, we have produced over 150 HTML5 games, often working with world renowned brands such as *LEGO*, *Barbie* and *DreamWorks*. We use this experience and know-how to create our own IPs and usher in the next generation of high quality web games.

Games: Knights of Fortune - 3v3 hero brawler, Sunrise Roots - social farming and collecting game

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Rough Justice

Gamma Minus

Gamma Minus is a young, independent game development studio founded in April 2018 by Jeremiah Costello. Currently in development are two titles: *Cold Comfort* – an asymmetrical, tactical 5v5 PvP FPS, set in the immediate aftermath of the zombie apocalypse, and *Rough Justice* – a single-player, time management game, where you run a private security agency. Manage and deploy agents, deal with fugitive recovery, repossession, and private investigative tasks. The remote, multi-cultural teams include industry veterans that have worked on franchises such as *Battlefield*, *Call of Duty*, *Homefront* or *Tomb Raider* before, and consists of a majority of developers from NRW.

Games: Cold Comfort, Rough Justice

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Maze Slaughter

Giant Gun Games

Giant Gun Games is a small developer from Duisburg in the Ruhr region. The team of about nine people is currently working on a rogue-like first person shooter called *Maze Slaughter*. The team is a closely-knit mix of veterans and juniors, and some prototypes had already been created by the core team prior to the company being set up. Development is done exclusively on the Unreal Engine and only for PC/console. Giant Gun Games was founded in 2018 by Sascha Henrichs. He began his career in 1998 as a 3D environment artist at Piranha Bytes. He worked on *Gothic 1-3* and *Risen 1-3*.

Game: Maze Slaughter

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Siebenstreich

Golden Orb

Golden Orb is an award-winning indie game studio located in the beautiful German Ruhr area. We take traditional lore, rewrite it and then generously sprinkle it with current day topics to create fun, yet thought-provoking games. Currently, we are working on *Siebenstreich*, a hand-drawn pop culture adventure about sustainability in times of magic. The heroes: An awesomely hip tailor & his vegan carnivorous plant Trudie. Their epic quest: Saving the kingdom of Mirrormore from very contemporary troubles! A soy free 2D indie adventure made with love and free-range pixels. May contain nuts and humor.

Games: Cinderella - An Interactive Fairytale, Siebenstreich

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The Inner World

Headup Games

Headup is a hybrid games publishing and development company providing players worldwide with the best content in the independent gaming sector. Established in 2009, it is active on all major platforms such as consoles, mobile devices and PC, and was awarded as "Best Publisher" at the German Developers Awards in 2012, 2013 and 2017. With over 80 million customers served on mobile and further several million players on the PC and consoles, Headup is always looking to raise awareness and commercial success for developers thinking outside the box.

Games: Bridge Constructor Portal, Trüberbrook, The Inner World

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Holocafé

Stranded Sails

Holocafé

The Holocafe GmbH with its HQ in Düsseldorf is Germany's first location-based virtual reality franchise to develop exclusive games and an entire store management platform. The company was founded in 2016 by three game developers and after a successful pop-up store collaboration with Media Markt, Metro and Unibail-Rodamco, the company quickly established a franchise of virtual reality cafés in Aachen, Troisdorf and Düsseldorf. After building an internationalized platform for ticketing, business intelligence and store automation, the company is now expanding its licensing business to new territories, including venues in Cologne, Bochum, Finland, Canada and USA.

Games: Fun Factory, Pulse, Holo Arena, Chaos Commando, Carpe Lucem

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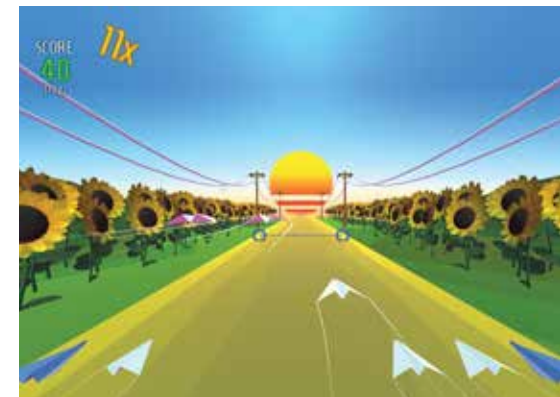
Lemonbomb Entertainment

Since its founding in 2015 Lemonbomb Entertainment focused on the development of games for PC and Consoles. Both the action packed *Nova Nukers!* and the upcoming farming adventure *Stranded Sails – Explorers of the Cursed Islands* were built around distinctive characters, strong mechanics and stylized art. For *Stranded Sails – Explorers of the Cursed Islands* Lemonbomb Entertainment teamed up with roka play while *Nova Nukers!* got published by Assemble Entertainment. Lemonbomb Entertainment is capable of developing original IPs creating games out of pre existing ideas of a partner.

Games: Nova Nukers!, Stranded Sails

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Project MMM

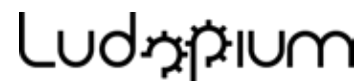
Ludopium

Ludopium is an independent game development studio based in beautiful Cologne Germany. We specialise in creating games with an emphasis on gripping gameplay and music. Our passion for sound, visually striking art and relentless experimentation powers the creation of our games.

Games: Vectronom, Noclip (working title, in production), Project MMM (in production)

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MagentaGaming

MagentaGaming

Deutsche Telekom is Europe's largest telecommunications company. We operate technical networks for the operation of information and communication services (landline and mobile), data networks or on-line services as well as the in-house television service *MagentaTV*. In addition to the eSport engagement with SKGaming, our offer in the gaming area also includes the mobile radio option *StreamOn Gaming* and the cloud gaming offer *MagentaGaming*.

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Adventure Roots

Manatea Entertainment

Manatea Entertainment is an independent studio located in Paderborn. Founded in 2020 by students from the University of Paderborn, we strive to deliver exciting gaming experiences and satisfying gameplay for everyone. Our first release *Q – A Neon Platformer* is a 2D jump 'n' roll platformer which challenges the player as a physics cube through spike-filled obstacles in a neon world.

Games: *Q – A Neon Platformer* (released 18th June 2020), *Adventure Roots* (unreleased)

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Spitlings

Massive Miniteam

We make games to make friends – Massive Miniteam is a young indie studio with a love for feel-good gameplay. We started with four people in Cologne in 2018, now we're ten in a shiny new office with space to grow in Pulheim. Our first title, the action arcade platformer *Spitlings* was published by HandyGames (THQ Nordic) on Google Stadia in 02/2020, with all other consoles to follow soon. We're also building a portfolio in porting games to console, relying on our technical expertise and release experience.

Games: *Spitlings*, *Beethoven: Folge der Musik*, *Squishies*

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Meister Cody – Namagi

Meister Cody

Meister Cody provides parents, teachers and therapists an award-winning, clever training concept that's proven through research studies to improve math, reading and writing skills of elementary and primary school children. Meister Cody is an integral part of dyslexia and dyscalculia therapy. We partner in close cooperation with leading scientists, researchers, psychologists and pedagogic experts and listen carefully to our users. Through this feedback loop, we improve our concept every day and ensure our products always lead with latest research.

Games: *Meister Cody – Talasia* (live & on-going), *Meister Cody – Namagi* (live & on-going), *Meister Cody – Testcenter* (live & on-going), *Meister Cody – Schule* (live & on-going), *Ferdi-Screening* (live)

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SuperBAMM

MOVR

The MOVR team specializes in professional games and apps for business clients. We have many years of experience in the fields of VR, AR and AI, but also in making games and gamification for small, medium and large enterprises. With our know-how we have successfully implemented projects for brands such as *Bayer*, *E.ON*, *Fraunhofer IAIS*, *Samsung*, *Staufenbiel Institut*, *toom*, *Westwing*, *ZooRoyal* and more. Furthermore, our expertise also supports B2B and B2C live communication at events and trade fairs. Whether you have a first idea in your mind, or a finished concept already in your hands - let's get in touch.

We're looking forward to hearing from you!

Games: Power Pigs Race, SuperBAMM / SuperBAMM SMASH!, Bobby2Go, Xix – Samsung VR Training

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Panini Adrenalyn XL™ Evolution Liga BBVA 2019-20

Neopoly

Neopoly is a German tech agency that focused on developing online and mobile games for clients in B2B. Our games support campaigns, sport events and promotions since 1998. With projects such as the virtual sticker album for the *FIFA World Cup 2018* (6.7 million users), the official fantasy manager of the *Bundesliga*, as well as numerous tailor-made prediction games for *Red Bull*, the Neopoly team recommends itself today more than ever as the leading provider of complex game platforms.

Games: Red Bull Rally Dakar Predictor, Official Bundesliga Fantasy Manager, Panini FIFA 365 Adrenalyn XL™, Red Bull UCI Mountain Bike World Cup Predictor, Panini FIFA virtual Sticker album World Cup Russia, SRF World Cup Russia Predictor

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Laufen und Raufen

Nurogames

Nurogames GmbH is an independent game development and software engineering company founded in 2006 in Cologne, Germany, which covers the entire value chain of game development from the initial idea to the final product and develops games for all major mobile, web, PC, console, VR, AR, and XR platforms with a track record of more than ten years. Nurogames has developed over 15 games to multiple platforms, such as *World of Kingdoms* for iOS and Android. Currently, Nurogames is working on new games for PC, consoles and also for VR.

Games: The Expendables Game, Bibi's Stardust Chase, Fast Fin, School for Vampires, World of Kingdoms, Laufen und Raufen, Tales of Times (in production)

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ELEX

Piranha Bytes

Piranha Bytes are based in Germany's old industrial heartland, the Ruhr region. It was founded in 1997 and have since developed various singleplayer open world RPGs for PC and consoles. Piranha Bytes have acquired fame with their RPG successes *Gothic* (2001), *Gothic II* (2002), *Gothic – Night of the Raven* (2003), *Gothic 3* (2006), *Risen* (2009), *Risen 2: Dark Waters* (2012), *Risen 3: Titanlords* (2014) and *ELEX* (2017) that have sold several million copies worldwide.

Games: Gothic, Risen, ELEX

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Colt Canyon

Retrific

Retrific, founded in 2013, is a German, independent, one-man game studio by Jonathan Mannshoven that specializes in gameplay focused 2D games, prioritizing fun over narrative and following the passion of making small but polished gaming experiences. From time to time, Retrific also works on even smaller and completely free game prototypes and demos for game jams or as experiments that might become full games later on. The most recent example being *Colt Canyon*, an atmospheric and punchy cowboy shooter with roguelike elements and an emphasis on game feel. Released Summer 2020 for PC and consoles.

Games: Colt Canyon, Just Get Through, Invisibox

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Mars Vice

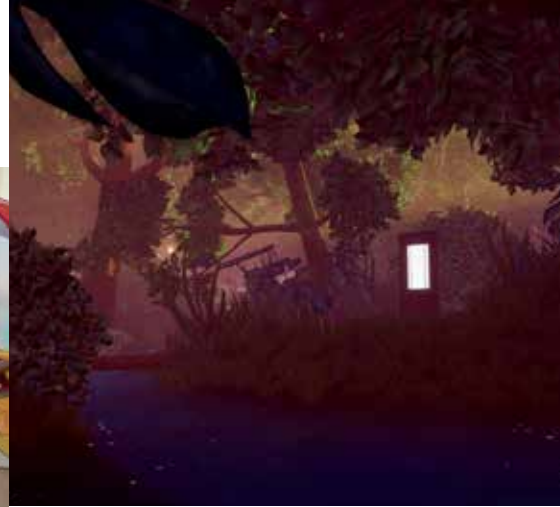
Rho Labyrinths

Rho Labyrinths is an Indie game studio founded with a diverse team of developers from a wide range of experiences in the Video Game Industry, focusing on developing Narrative driven Experiences and Serious Games. Currently in production with our debut title: *Mars Vice*, a Queer Biopunk Adventure Game.

Game: Mars Vice

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Upside Drown

Rivers and Wine Studios

Rivers and Wine Studios offer conception, development and production of authentic games, with a versatile full-time team of artists, programmers, designers and writers. Framed by an overall emphasis on high quality and deep meaning, the focus lays on worldbuilding and storytelling. Rivers and Wine Studios are working on their upcoming title *Upside Drown*, a game with a strong focus on emotions, exploration and story. Upside Drown won multiple awards already and early concepts of the game could be playtested on several occasions before.

Game: Upside Drown, Tba.

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The Innsmouth Case

RobotPumpkin Games

Founded in 2019, RobotPumpkin Games is an up and coming game development studio from Germany. We're a mix of experienced game developers and newcomers to the gaming industry. Together we've decided to swim against the tide of idle and freemium games and produce captivating story-based games. Our first titles are text adventure games, but in the future we also want to play around with other genres. In any case we put great value on a humorous undertone.

Games: The Innsmouth Case (Release Date: June 23rd 2020), Plan B From Outer Space (Project title, starting August 1st 2020)

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The Lost Shapes

RockAByte

Founded in 2008, we focus on the production of games and apps for the platforms Online, Mobile (iOS & Android), Handheld and Console. As a full service provider we manage all levels easily - starting with the idea up to the final product. Taking over contractual work, we offer both turnkey solutions as well as the implementation of parts of the production chain. We think ahead as well as along the lines of our customers. We love to pick up your idea, craft a cradle, tailor the cloth and rock your "baby" until it's mature enough to walk on its own. And even then, we'll continue watching your back. We develop internally – no offshoring! Made in Germany. Made with love in Cologne.

Game: The Lost Shapes

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Super Paperman

Secret Item Games

Secret Item Games is an indie game developer, a console porting service provider and an indie game publisher all in one. We are a small flexible team working on bringing our own games, as well as the games of our partners and clients to consoles. Our company has worked on over a dozen games and we always have a new secret project (a "secret item") in the pipeline. You want your game on consoles but cannot port or publish it yourself? Let us take care of that. We port and publish your game. No need to figure out how complicated console publishing can get. We do it for you!

Games: Super Paperman, Grave Danger, 3D Billiard, 3D MiniGolf

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Hell Pie

Sluggierfly

We are Sluggierfly, a small, independent game development studio. Founded 2015 in Essen, Germany, we released our first game *Ben and Ed* the same year. We try to create games with charme and personality, characters you can remember, and think that dark and funny work well together. We are inspired by a wide range of influences, from silly entertainment to meaningful art and want this to show in our products.

Games: Ben and Ed, Ben and Ed - Blood Party, Hell Pie (in production)

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Igor – the electrician

Springwald Software

Springwald Software is located in Bochum in the heart of the Ruhr area and can look back on 25 years of experience in computer game development. Already in the early 1990s the members published graphic adventures and jump'n'run games. In addition to multimedia projects and intelligent assistants, the focus of game development in the recent past has been primarily on virtual reality and arcade games.

Games: Igor – the electrician, MiniTrue - in security we trust!, PumpkinJumpin, MWK Touchgames

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One Hundred Ways

Sunlight Games

Cologne-based Sunlight Games was founded in 2008 and transformed into a GmbH in May 2013. Sunlight Games consists of a team of experienced game designers led by development veteran Marco Sowa-Israel. Marco Sowa-Israel has worked on over 90 titles for PC, Mac, Nintendo Wii, Nintendo DS, Android, iOS and Xbox One. Sunlight Games creates games for PC, Mac, consoles and mobile. Since 2019 Sunlight Games is member in game – The German Games Industry Association (game).

Games: Gold Rush! Anniversary, Game Tycoon 2, One Hundred Ways, Gold Rush! 2, Gangsters 1920

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Ultimate ADOM

Team ADOM

Team ADOM is a small indie studio founded by the original team behind the classic rogue-like ADOM in March 2019. Led by Dr.-Ing. Thomas «The Creator» Biskup, Team ADOM seeks to revolutionize the rogue-like genre once again. The small team is scattered all over Northrhine Westphalia and has already worked together for years on various previous projects, including the 2012's relaunch of the original ADOM. We are creating the games we want to play - full of depth, choice and complexity but not complicated to play. Our design philosophy is to allow our players to play the games the way they want to, including allowing them to dive in as deep as they wish.

Games: Ultimate ADOM: Caverns of Chaos (Win, Mac, Linux) - Q4 2020, Ultimate ADOM: Caverns of Chaos (PS4/5, Switch, Android, iOS) - Q3 2021

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Blautopf VR

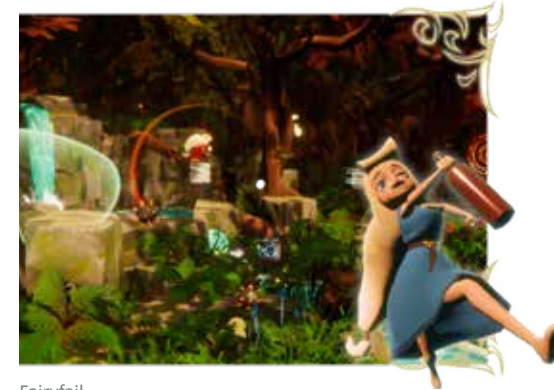
TELLUX next

TELLUX next produces cross-platform entertainment projects for film & TV as well as the online and games sector, and serves as both a production house and creative agency for its partners. As part of the TELLUX Group, TELLUX next is one of Germany's largest independent film and media companies. With its vision of telling original and moving stories, TELLUX next produces high-quality dramas, impressive documentaries and transmedial experiences.

Games: Blautopf VR, goRome!

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Fairyfail

TeraKnights

Our team of 3D animation specialists with headquarters in Niederkassel is pathing its way towards the gaming industry. Since TeraKnights' foundation in 2015 we always took a lot of time between clients and after work to concept our own game. With the current project *Fairyfail* in progress the studio is breathing the professional IndieDev Air for the first time. Using our expertise in aesthetics, visual storytelling and animation we are keen to keep on producing beautiful game experiences.

Games: History Voices (Art), Fairyfail

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Squirrel & Bär: Lernen Englisch

the Good Evil

the Good Evil is an award-winning Indie Game Studio based in Cologne, Germany. We create games, that make the world a better place! Our games are designed to inspire and educate audiences with stories and topics that matter! Made for mobile, console, desktop or web and audiences including kids, teens, adults, and cats. For our clients, ranging from private enterprises to educational institutions and NGOs, we co-design experiences around their requirements, ensuring high-quality games through iterative development, rapid-prototyping, and user-testing. Right now we are developing *Squirrel & Bear: Rascal's Escape* – a European Jump & Travel Adventure for 1-2 players.

Games: Squirrel & Bär: Lernen Englisch, Serena Supergreen, Simkult, Marla

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Jessika

TriTrie Games

TriTrie Games is an international micro-indie with roots in Cologne and Bonn. Taken together, the three founders combine knowledge, creativity and the demand for high-quality software solutions and digital games with a narrative focus. They have been part of the German developer scene for many years and are committed to playing a role in the up-and-coming industry on the banks of the Rhine. The goal is to develop sustainable, commercially successful and socially relevant entertainment software. The long-term plan as a multicultural employer in Cologne includes accessibility, unconditional equality and inclusion of employees of all faiths, regardless of their origin and according to European standards and values.

Game: Jessika – Underneath the system

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The Settlers series

Ubisoft Düsseldorf

Ubisoft Düsseldorf is home to diverse teams dedicated to deliver AAA excellence and innovation across a wide portfolio of games and technologies. The studio is the leading developer behind beloved games like *The Settlers* and the innovative VR escape room experience *Prince of Persia: The Dagger of Time*. As renowned co-developers within the Ubisoft group, Ubisoft Düsseldorf contributes to high-profile projects such as *Tom Clancy's Rainbow Six Siege* and *Uplay*. Ubisoft Düsseldorf is part of the Ubisoft Blue Byte studio network, consisting of the three studios Ubisoft Berlin, Ubisoft Düsseldorf and Ubisoft Mainz.

Games: The Settlers series, Prince of Persia: The Dagger of Time (VR-Escape Room), Tom Clancy's Rainbow Six Siege (Co-Development)

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VR Chemical Technician

Weltenmacher

At Weltenmacher we combine the importance of education with the amusement of gaming: All in the realm of Virtual Reality technology. This allows us to create innovative training applications for companies whose biggest asset are its employees. Our digital laboratories are workspaces of the future. Since 2017 our Duesseldorf based team forges innovation in digital education, goal oriented, cross-functional and fully committed. It consists of experts for didactics, programming, Game- and UX-Design. Immersing our users in digital worlds is what we truly know best – for it is surely not by chance that Weltenmacher can be loosely translated as World Creators.

Games: VR peritoneal dialysis training (in progress), Titanium Space, VR Chemical Technician, VR peritoneal dialysis training (in progress)

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RoboManiac - Heavy Metal auf Centerra?!

YEPS!

YEPS! develops and operates exciting, lively online games that are completely playable in the browser and mobile. Founded in Cologne in 2015, the development studio focuses on cross-platform multiplayer games and is currently working on its own production of *ROBOMANIAC – Heavy Metal auf Centerra!* In addition, YEPS! is reinterpreting the term of “social gaming”: genuinely social, not just “playable” on Facebook & Co., and is promoting lasting social projects related to the topic. Revenues are generated by the sale of creative, novel premium content.

Game: RoboManiac - Heavy Metal auf Centerra?!

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Pilot Sports

Z-Software

Z-Software is an independent game studio founded in 2008 in Dortmund. In this time the company developed and shipped more than 15 games for a variety of platforms. These include current generation platforms like Playstation 4, Xbox One, Nintendo Switch, PC, iOS and Android. Simulators, sports games, arcade casual games, story-driven adventures ... Z-Software loves to put its spin on different game genres. Some highlights: *Pilot Sports*, a colorful casual flying simulation with a hilarious local multiplayer mode, *Dustwind*, a postapocalyptic real time tactics game, developed together with Dustwind Studios UG and the successful *Autobahn Police Simulator series*, which already spawned various sequels.

Games: Pilot Sports, Dustwind, Autobahn Police Simulator 2

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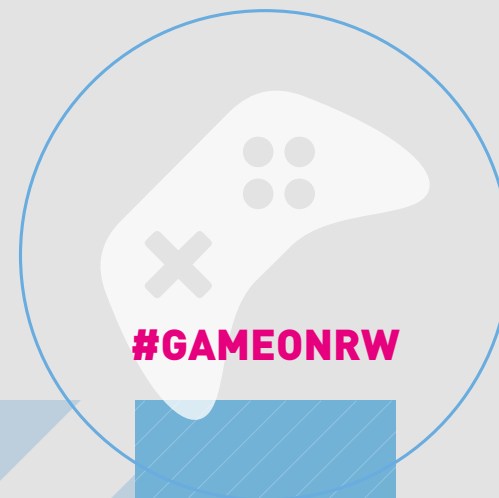
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Please be aware that this industry register does not represent the entire developer or publisher landscape in North Rhine-Westphalia. The Mediencluster NRW GmbH does not claim the brochure to be complete. The Mediencluster NRW GmbH is not liable for the accuracy and/or completeness of the information provided by the individual companies. If you are a developer or publisher based or with a local office in NRW and are missing your company, please contact info@medien.nrw.de

August 2020



#accelerate



KEY PLAYERS

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On behalf of the State Chancellery of North Rhine-Westphalia we support the development of the digital media industry through sustainable networking and placement activities, both within the industry and across disciplines. Our main industry events for the games sector are the meetup „Game-treff NRW“ as well as the streaming format „IndieZone NRW“. Further events include the webvideo meeting “Content Creators Club” and our networking event “Match Me If You Can!” – twice a year across all media sectors. We offer founders and young creatives a comprehensive range of advice and information on funding and financing in NRW.

In this context we collaborate with our local partners such as Film- und Medienstiftung NRW and Mediengründerzentrum NRW plus the associations games.nrw and EDFVR. We create visibility for the digital media location NRW and its companies at trade fairs and markets in Germany and abroad. We offer international networking opportunities via digital or physical presences at gamescom, Slush Helsinki, GDC San Francisco and others.

Film und Medien Stiftung NRW

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With an annual funding volume of 40 million Euros, the Film- und Medienstiftung NRW is one of the largest regional funding institutions in Europe. Its shareholders are the federal state of North Rhine-Westphalia (NRW) and the broadcasters WDR, ZDF and RTL.

Within its responsibility for film and media, the Film- und Medienstiftung NRW holds interests in institutions and companies such as ifs internationale filmschule köln, Mediengründerzentrum NRW and Mediencluster NRW/Mediennetzwerk.NRW.

The Filmstiftung's brief includes the promotion and presentation of the media region. As the central point of contact for film and media in NRW, the Film- und Medienstiftung provides funding for the development and production of films, series, web content and games.

#learn



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The Premier of the State of
North Rhine-Westphalia



EUROPÄISCHE UNION
Investition in unsere Zukunft
Europäischer Fonds
für regionale Entwicklung



EFRE.NRW
Investitionen in Wachstum
und Beschäftigung

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