



Gamecity Hamburg presents: Games made in Hamburg at the Indie Arena Booth Online 2021

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Hamburg, 24. August, 2021:

Once again, gamescom 2021 will be open to visitors exclusively as digital event. The initiators and organizers of the Indie Arena Booth (IAB), Super Crowd Entertainment from Hamburg, were already able to impressively demonstrate in 2020 how to transform the crowd favorite IAB from an on-site highlight into an interactive online multiplayer-world that invites all visitors to explore a wide range of indie gems in their web-browser.

In 2021, the Indie Arena Booth Online will once again feature the diversity of the indie game scene in form of a curated line-up of games from a wide variety of genres. A scene that is also vibrant and broadly positioned in the Hanseatic City of Hamburg with numerous studios and solo developers.

Here, we present the five teams and projects from Hamburg that will be represented at the Gamecity Hamburg joint booth at IAB through the "Road to gamescom 2021" program:

Tiny Roar announce new project „XEL“

(Publisher: Assemble Entertainment)

Short Facts about the studio: Tiny Roar was founded in Hamburg in 2015 and has since already published or contributed to six games, including the popular reinterpretation of "Leisure Suit Larry" or the "BBC Earth Quiz App". In 2019, Tiny Roar was the first studio to receive funding from the Federal Ministry of Transport, Building and Urban Affairs (BMVI) for its multiplayer-game "Bomb Bots Arena", as well as for its latest project, the science-fiction-fantasy 3D-action-adventure "XEL", on which Tiny Roar is currently working with its now 17 employees.





XEL



The adventure game “XEL” immerses players in an alien world, where the character Reid is shipwrecked. With no memory of the past, Reid fights her way through dungeons and has to solve tricky puzzles. Tiny Roar puts a lot of emphasis on narration, combat, and puzzles and combines old-school gameplay with new features, unique design, and a timeless

soundtrack.

At the gamescom 2021, the game will be officially announced with a trailer and Tiny Roar will give first glimpses of the gameplay in the live program of Gamevasion (a streaming program organized by Hamburg-based internet broadcaster Rocket Beans TV).

Website: <https://tinyroar.de/>

Press kit:

https://drive.google.com/drive/folders/14MzEJ4C9ze5_ChH_Gjd2Z20ndhuLUWp9?usp=sharing

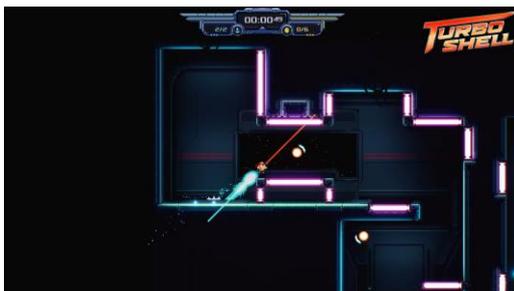
Trailer: <https://youtu.be/hYkcnHFEq6M>

“Turbo Shell” by Radioactive Dreams

Short Facts: In 2020, three experienced members of the Hamburg games industry joined forces under the name Radioactive Dreams to develop a 2D platform game with novel game mechanics. The team received prototype funding from Gamecity Hamburg for their game "Turbo Shell" 2020.



Turbo Shell



"Turbo Shell" is a 2D platformer in retro-pixel style, where players have to use a unique movement mechanic: With the help of a tool, the game character - an egg named Craig - can be pushed off or pulled towards walls or surfaces in order to survive the levels with their obstacles and traps. This makes for a challenging gameplay experience in several

colorfully and playfully designed levels with a high-score kick.



Website: <http://radioactivedreams.com/>

Press kit: <https://indiearenabooth.de/gamescom2021/games/show/3152>

Trailer: <https://youtu.be/BhrWEkVDjMY>

“Leif’s Adventure: Netherworld Hero” by OneManOnMars

Short Facts: OneManOnMars founder Roman Fuhrer has been in the game industry for over 20 years and started his own studio in 2017. As a solo developer, the game’s art, programming, and game design, among other things, come from a single source - him. In 2020, he successfully participated in Gamecity Hamburg’s Games Lift Incubator program with his current project "Leif's Adventure". "Leif's Adventure" additionally received the federal games funding in 2020.



Leif’s Adventure: Netherworld Hero



The home village of the title character Leif is attacked by mysterious phantom warriors. In search of his brother, the hero is pulled through a portal into the "Netherworld" and finds a supernatural helper in a spirit creature to fight his way through the new world back to his home.

The game is designed in hand-drawn 2D art and includes an additional co-op mode where two players control either Leif or the ghost. Each of the six levels gets additional gameplay elements as well as its own enemy types.

The game is scheduled for release in 2022 on various platforms.

Website: <https://www.leifsadventure.com/>

Press kit: <https://www.leifsadventure.com/presskit/>

Trailer: <https://youtu.be/ERwt4qF-Ngg>



Mooneye Indies present: „Haven Park“

Short Facts: Mooneye Studios was founded in Hamburg in 2014. They released their first game in 2019: the exploration adventure "Lost Ember" - which promptly won numerous awards and became an indie hit with a loyal fan base. Since 2021, the Mooneye Studios team has also been publishing up-and-coming indie gems under their new "Mooneye Indies" publishing label, using the know-how from their in-house releases to help other developers reach the right audience for their game. The first publishing project is the game "Haven Park" by solo developer Fabien Weibel, which was released on August 05.



Haven Park



"Haven Park" takes players into a lovingly animated nature and camping park. The main character, Flint, is tasked with fixing it up for his grandmother, and players gather resources to repair the park, meeting new friends, and creating their peaceful recreational world.

As an open-world game, "Haven Park" allows players to freely explore the world and offers several side quests with over 30 characters.

Website: www.mooneyestudios.com

Press kit Haven Park: <https://www.mooneyestudios.com/press/havenpark>

Press kit Mooneye: <https://www.mooneyestudios.com/press/mooneye>

Trailer: https://youtu.be/AqTT2_PXWNA

„Unbuild“ by Klickaffen Studio

Short Facts: Klickaffen is the brainchild of freelance motion & interactive designer Matthias Mach, who has been working in Hamburg for over 20 years and has published 10 games to date, since founding Klickaffen in 2011. Klickaffen Studio focuses on mobile games, with playful and interactive content for young and old. For the tenth anniversary, Matthias Mach is currently working on the anniversary game "tinyPLAY", in which 10



mini-games will be integrated. At gamescom, Klickaffen will present his latest game "Unbuild".

Unbuild



"Unbuild" is a mobile game that turns the principle of the classic game Jenga on its head. 20 buildings made of 3D blocks have to be dismantled brick by brick without collapsing the construction. The type of stone the players are allowed to move is decided by chance. The player who dismantles the buildings and constructions without making any mistakes breaks the high score.

Website: <https://klickaffen.tv/unbuild/>

Press kit: <https://indiearenabooth.de/gamescom2021/games/show/3155>

Trailer: <https://youtu.be/wcEWtg61UH0>

We are happy to establish contact with the developers and arrange interviews.

For further inquiries please contact:

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About Gamecity Hamburg

Gamecity Hamburg supports, connects and makes the gaming hub Hamburg visible. The aim is to improve the general conditions for companies and founders of the games value chain in the city, to support them in their further development and to anchor Hamburg in the public perception as one of the leading games locations in Germany. Gamecity Hamburg is the contact point for Hamburg's games funding as well as the Games Lift Incubator and also offers programs, events, and services in close cooperation with the games industry to strengthen local developers. At the same time, the exchange of knowledge within the sector and with other industries is promoted. The promotion of young talent, the development of new formats that activate the strong network of games companies in the city, and internationalization are the focus of the location initiative's activities. Gamecity Hamburg is part of Hamburg Kreativ Gesellschaft.

About the Hamburg Kreativ Gesellschaft

Since its foundation in 2010, Hamburg Kreativ Gesellschaft has seen itself as a central contact point for all players in Hamburg's creative industries from the eleven sub-markets of architecture, visual arts, design, film, literature, music, press, radio, software/games, theatre/dance, and advertising. It supports creative professionals with contemporary services and promotes innovation within the framework of the "Cross-Innovation Hub" project. Since 2017 the industry-specific initiatives Gamecity Hamburg, nextMedia.Hamburg and designxport are part of the Hamburg Kreativ Gesellschaft mbH.