



Made in Hamburg: Indie games at the Gamecity Hamburg booth at Indie Arena Booth 2022

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Hamburg, July 25, 2022:

In August, gamescom 2022 will open its real life doors at Messe Cologne for trade visitors and gaming fans for the first time since 2019. The Indie Arena Booth (IAB) is one of the big crowd favorites: For years, it has been the largest joint booth for developers from all over the world. The booth concept and the curated selection of games have already received several awards, including a special prize from the jury of the German Computer Game Award 2020.

Gamecity Hamburg has been working with the makers of the IAB, Super Crowd Entertainment from Hamburg, for years. As part of this collaboration, Gamecity Hamburg presents six games from Hamburg via the "Road to gamescom" program.

The carefully curated line-up shows the diversity of the indie game scene: Creative games of various genres can be found here. The indie scene in the City of Hamburg is also diverse and wide-ranging, with numerous studios and solo developers. We present below the six teams and projects from Hamburg that will be exhibiting at the Gamecity Hamburg booth at IAB through the "Road to gamescom 2022" program:

XEL by Tiny Roar

(Publisher: Assemble Entertainment)



Short facts: Tiny Roar was founded in 2015 in Hamburg, Germany, and has since released or contributed to six games. Tiny Roar was the first studio to receive federal computer game funding back in 2019 with their multiplayer game "Bomb Bots Arena," as well as for

their current project, the sci-fi fantasy action adventure "XEL," which was released on July 12, 2022, for Switch and PC. During the development period for XEL, the indie studio grew its staff to 20 employees.



The game leaves players stranded on the alien planet "XEL" where the protagonist Reid has been shipwrecked. There, she has to fight through dungeons and solve tricky puzzles without any memory of her past.

Tiny Roar lets the players create their unique gaming experience through the exciting narration, and different weapon and skill options.

They combine old-school gameplay with new features, unique design, and a timeless soundtrack.

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

Press kit: <https://data.assemble-entertainment.com/download/301487e0-fcf8-480f-9851-089c7a4969c4>

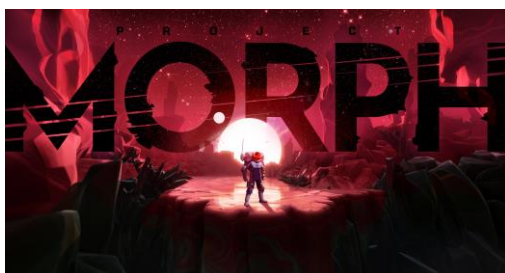
Trailer for the game: <https://youtu.be/qN37sD0WosQ>



PROJECT MORPH by THREAKS

Short Facts: THREAKS was founded in 2009 in Hamburg and has developed games and projects for PC, consoles, mobile games, VR & AR. Some of their best-known games are the award-winning music action game "Beatbuddy" or the rogue-lite sci-fi arcade shooter game "Battle Planet," which they developed for multiple platforms.

PROJECT MORPH



"Transform into the monsters you fight!" - THREAKS was one of the first projects to receive Hamburg Prototype Funding for PROJECT MORPH 2020. The game is a Souls-like action role-playing game in which players use the DNA of their

opponents to "transform" themselves into different alien creatures.

Thus, they expand their abilities, beat their opponents with their weapons, and open up new scenarios. The game's goal is to save the galaxy from the apocalypse.

Website: www.threaks.com

Game Trailer: <https://youtu.be/bi7087sZALU>





"Leif's Adventure: Netherworld Hero" by OneManOnMars

Short facts: OneManOnMars founder Roman Fuhrer has been in the game industry for over 20 years. As a solo developer, art, programming, and game design come from a single source. In 2020, he successfully went through Gamecity Hamburg's Games Lift incubator program with "Leif's Adventure" and also received federal computer games funding 2020.

Leif's Adventure: Netherworld Hero



Mysterious phantom warriors attack the village of the title character Leif. 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 back

home.

The game is designed in hand-drawn 2D art and includes an additional co-op mode for two players. Each level will have additional gameplay elements as well as 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/>

Game Trailer: <https://youtu.be/MsV2Rve3xb0>



Soulitaire by Beardshaker Games

Short Facts: In 2012, Beardshaker Games founded their indie studio in



Hamburg. They've already developed eight games and serious games for browser and mobile platforms, including "Nono Craft" and "Skat Island," a popular Skat learning game in an exciting pirate setting for young and old.

Soulitaire

In 2020, Beardshaker Games received Hamburg Prototype Funding for "Soulitaire," a cozy story game in which players of the popular card game Solitaire can see into the future of their guests.

The game focuses on the "Choose your own Adventure" mechanic, in which players can become part of their customers' lives. The game

is planned for the PC, Switch, and mobile platforms. At gamescom, Beardshaker Games will publicly show impressions from the game for the first time.



Website: www.beardshaker.com

Press kit: <https://beardshaker.com/presskit-soulitaire/>

Trailer for the game: <https://youtu.be/IGizw1OL3VQ>

Wild Woods by Octofox Games

(Publisher: Daedalic Entertainment)

Short facts: Octofox Games was founded by former master students of the HAW Hamburg. They developed their first ideas for their couch co-op game "Wild Woods" during their studies. With their game concept, they won the Ubisoft Newcomer Award at the German Developer Award in 2019 and secured Prototype Funding from Gamecity Hamburg in 2020. They are currently working on the development of Wild Woods for PC.



Wild Woods



In Wild Woods, one to four players take on the role of brave cats who cross a dangerous forest in their wooden wagons. They have to protect their wagons from bandit rabbits and badgers, constantly collect resources, and improve their equipment.

Alternating between day and night modes, they face various challenges that they can only solve together. Will they succeed in the fight against the bandit king? Both an online and a local co-op mode are planned for the game.



Website:

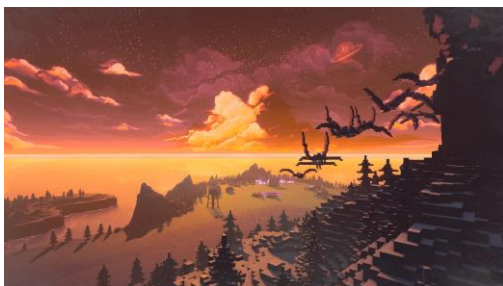
https://store.steampowered.com/app/1975580/Wild_Woods/

Trailer: <https://youtu.be/2RdtXPhs5R0>

CRATR.games with Heart of Muriet

Short facts: CRATR.games from Hamburg are known for browser games such as Knightfight or MonstersGame, among others. With the online game portal moonID, CRATR.games offers a platform for numerous online games. With Heart of Muriet, they team up with Microtale to develop a real-time strategy game with voxel optics, set in the fantastic setting of the enchanted land of Muriet.

Heart of Muriet



The focus of the real-time strategy game Heart of Muriet lies on pursuing grand strategies instead of small-scale management of individual units. Players build and expand settlements, unlock powerful spells, and deploy units for epic battles.



At the core of the story is the "Seener," once powerful wizards who want to find their way back to their old strength with the help of a young wizard. The game is currently in alpha version, is scheduled for release in late 2022 for PC, and a playable demo is already available.



Website: <https://www.cratr.games/games/heart-of-muriet>

Press kit: https://docs.google.com/presentation/d/e/2PACX-1vSxH_291zMuRebpHLJ9dE23bviBdfNGS8U91ZT3j8vPC_WrSe-JG4kUTbA7PRpHnh5R9I7gcFkgNTq4/pub?start=true&loop=false&delayms=10000&slide=id.ga27747edfd_0_1

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

We are happy to contact the developers and arrange interviews.

For further questions please contact:

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About Gamecity Hamburg

Gamecity Hamburg supports, connects and makes the gaming hub Hamburg visible. The aim is to improve the general conditions for companies and founders of the games value chain in the city, to support them in their further development and to anchor Hamburg in the public perception as one of the leading 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.



Gamecity Hamburg
Kreativ Gesellschaft

About the Hamburg Kreativ Gesellschaft

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