

Games from SPAIN



20-24 AUGUST 2025









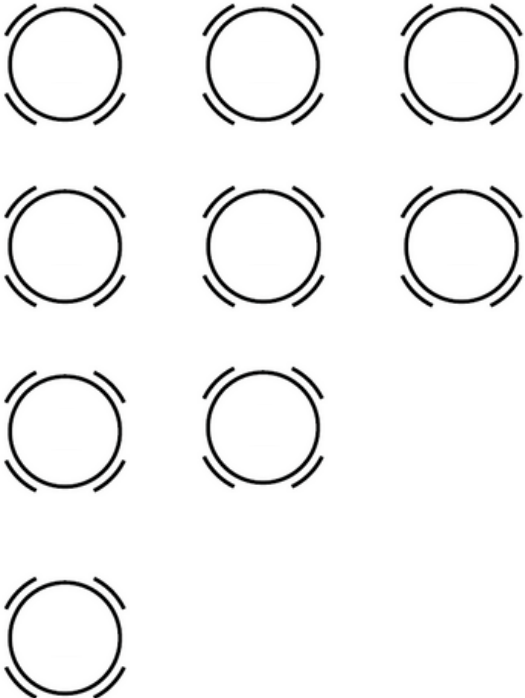
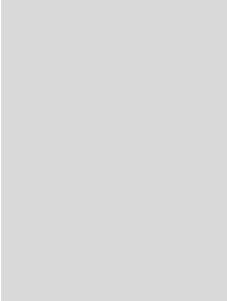


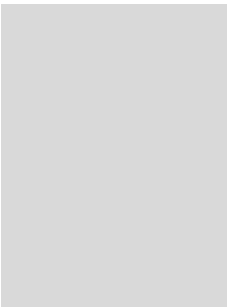





COLOGNE, GERMANY

Come play with us!

Business Area, Hall 4.1, Stand C50 - B041

Indie Area, Hall 10.2, Stand F040 - E057

Where to find us



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Developers

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PRESENT AT THE FAIR

1st Level

1st Level is the new game development studio committed to crafting immersive, high-quality interactive experiences. As part of Final Frontier, a global leader in animation, 1st Level upholds the same values of artistic excellence, innovation, and storytelling that define the group. Alongside Le Cube, Appétit, and Silk Gallery, it expands Final Frontier's creative vision, bringing its expertise in visual storytelling and craftsmanship into the world of video games.



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PRESENT WITH ITS OWN STAND

Bionic Ape

Bionic Ape is a software and game development studio specializing in advanced systems for interactive experiences. Founded in 2015, the company has developed 4 games and over 60 Unreal Engine plugins, including tools for AI, multiplayer, MMO, RPG, and cloud hosting.

Bionic Ape has released original games like The Prison, Denbora, and Oblivio, and collaborates on complex technical projects across industries. Its innovative solutions include the Hosting Suite for scalable multiplayer infrastructure and VirtualARt, an award-winning AR platform for performing arts. Bionic Ape also provides outsourcing services and licenses its proprietary systems.



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PRESENT WITH ITS OWN STAND

CoolMathGames.com by Tellmewow

CoolMathGames.com by Tellmewow is a premier web and mobile game publisher with offices in Spain & USA. Our leading web gaming platform Coolmath Games is the #1 “fun+thinking” gaming website, with over 30 million monthly users. Tellmewow also publishes hit mobile apps through its brands Edujoy (for kids) and Tellmewow (for general audience) on Android and iOS.

We also offer exclusive game packages to telcos and other companies to help you differentiate your products and increase your NPS. Learn how our brain-training Focus app or Playdia, our custom game platform service, can be leveraged to improve your content offerings and boost your revenue!

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PRESENT AT THE FAIR

Drakhar Studio



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PRESENT WITH ITS OWN STAND

Gamez Studio

Young indie videogames developer studio from Zamora (Spain). The first spanish company to release an esport videogame Dîrok. In only 2 years we managed to release 4 games with less than 10 people.



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HONESTREE STUDIOS

[MORE INFO HERE >](#)

PRESENT WITH ITS OWN STAND

Honestree Studios

Game Studio specialized in AA-AAA quality video games, we are searching for a publisher for Greedy Tales a mining Game and investment for Fate awaits (parkour) and Break human (adventure)



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PRESENT AT THE FAIR

Leonardo's Island

Solo game developer of Leonardo's Island video game.



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PRESENT IN THE MEETING AREA

Rising Pixel

Rising Pixel is a team of 15 people, specialists in gamification solutions for recreation, education, and advertising. With over 10 years of experience, we have developed over 100 games, many of them as services for third parties. While we primarily operate in the B2B market, we have also developed accessible games for visually impaired individuals (audiogames), and have recently started to develop Web Games, leveraging our expertise in HTML5 to reach a broader audience.

We create Serious Games for educational and social awareness under the "game-based learning" approach, and Lead Games for customer acquisition and brand promotion. Additionally, we have developed ÜConsole, a platform that energizes talks, events, and meetings through gaming experiences. No downloads are needed; simply share a screen, scan a QR code, and use your smartphone as a controller.

At Rising Pixel, we are a solution-oriented company, with a strong commitment to our clients and partners, always with one big purpose: Innovate with you.

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ROLL D BOX
GAMES

[MORE INFO HERE >](#)

PRESENT IN THE MEETING AREA

Roll D Box Games

We are a studio based in Barcelona, passionate about collaboration, creativity and innovation. We believe that video games can bring positive energy to our lives and we create IPs that leave you in a positive mood. We generate positive social impact through our creations.

Our track record:

- https://store.steampowered.com/app/1708570/Those_Who_Came_Healing_Solarus/
- https://store.steampowered.com/app/2542350/Masks_of_the_Void_Origins/
- New IP in advanced development under Publisher search
- Quark Toolset: a framework developed in UE and AWS as multiplayer and cross-platform, as well as a set of core systems, to speed up dev process of new IPs
- First Spanish studio which includes the possibility of doing real and certified actions with Planet Earth - Climate change, in the adventure video games created.



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PRESENT AT THE FAIR

Red Throne Studio

Red Throne Studio is a newly founded small studio based in Valencia (Spain), provided by the outsourcing company WeMakeMonsters. After several years in the industry of entertainment working as outsourcing company, we decided to create a new studio to develop what we love: Narrative, hi impact games.



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Publishers



meridiem

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PRESENT WITH ITS OWN STAND

Meridiem

We are Meridiem, a video game publisher and distributor that aims to leave its mark on the industry and in the hearts of players. Our role is clear: to provide our resources, love and experience so that video game culture keeps the emotional meaning of its beginnings.

We do this by fostering talent through investment in independent projects with potential, bringing back classic titles and incorporating AAA games while continuing to support the physical format.

That is why we start every game to unlock much more than screens and skills, we play to create moments that can last forever, we play to unlock memories.

When we stop working on video games, we celebrate by playing video games.

#playtoremember



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SELECTA PLAY

[MORE INFO HERE >](#)

PRESENT IN THE MEETING AREA

Selecta Play

Selecta Play is Selecta Visión's video game publishing branch. The company works with talented studios on unique video games and helps them publish their titles in both physical and digital formats in Europe and worldwide.



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TESURA GAMES

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PRESENT IN THE MEETING AREA

Tesura Games

Tesura Games is a Spanish video game publisher and distributor. Formed by an enthusiastic team of professionals, indie games lovers, we are willing to give our all to make the most out of our titles. Our goal is to bring partners the longing existence in the industry, as well as all different types of games to cover market needs. The broad catalog of games, edited and distributed in Spain and internationally, is not just a coincidence, but the fruit of a team that lives and breathes video games.



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PRESENT IN THE MEETING AREA

Viva Games Studios

Viva Games is a leading mobile gaming company focused on creating and publishing captivating games. We empower visionary creators to bring bold ideas to life and shape the future of entertainment.



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Services & Others

[MORE INFO HERE >](#)

PRESENT IN THE MEETING AREA

AIR Institute

The AIR Institute is a private research organisation, aimed at the promotion and development of scientific research in the field of computer science and artificial intelligence. The AIR Institute comprises a multidisciplinary team of researchers who work to promote innovation in the field of information technology, computer science, artificial intelligence and information and communication technologies (ICT).

Companies: *Dojo System* and *Red Mountain Games*.



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Bisuala

[MORE INFO HERE >](#)

PRESENT AT THE FAIR

Bisuala

Bisuala is a motion design studio based in Bilbao, specializing in UI animation and visual design for games. We've worked on projects ranging from indie titles to AAA games like FC24, handling the full motion pipeline—from concept to implementation. Our team of skilled designers and technical artists collaborates closely with studios to create motion design guidelines, marketing assets, and in-game animations that enhance gameplay and visual identity. Current projects include a puzzle game prototype and ongoing collaborations with mobile game publishers.



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[MORE INFO HERE >](#)

PRESENT WITH ITS OWN STAND

Blade

At Blade, we are dedicated to enhancing the gamer experience by designing, manufacturing, and distributing gaming accessories and peripherals featuring major pop culture licenses as well as our own original designs.

Since 2001, we've been bringing fun to thousands of people, driven by our passion for video games and pop culture.



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PRESENT AT THE FAIR

Brave Zebra

Brave Zebra is a game development studio specialized in technical co-development and work-for-hire for AA and high-end indie teams.

We help studios hit production milestones without growing their internal teams, offering support in gameplay systems, graphics programming, UI/UX, tools, and console integration.

We work with Unity and Unreal, adapting to your pipeline with zero friction.

Born from the team behind Moonlighter (now Digital Sun), we bring proven technical excellence and production expertise to external projects. Is interested in:

We are looking to partner with AA and high-end indie studios needing reliable external development for gameplay, graphics, tools, or console integration.

We also work with publishers seeking co-development or porting partners, and IP holders exploring new game projects.

Our senior team plugs into your workflow quickly, delivering results without overhead. Whether for specific features, low-level systems, or full production support, we bring ownership, expertise, and seamless collaboration.



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PRESENT WITH ITS OWN STAND

Game BCN

GameBCN is a free video game incubation program in Barcelona focused on talent, production, business, and networking. We specialize in offering studios the training and mentoring needed to professionalize their production pipeline and maximize their business opportunities.

We've been in the gaming industry for 10 years, supporting indie video game studios through our incubation programs. Our initiatives have successfully contributed to the launch of successful titles such as Endling: Extinction is Forever, Aragami, or Tiny Lands, among others.

Beyond our work in Spain, we're expanding globally with programs already established in Japan, KSA and Lithuania with further expansions on the horizon.



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GAME.EUS
ARABA ACCELERATION PROGRAM

[MORE INFO HERE >](#)

PRESENT WITH ITS OWN STAND

GAME.EUS

Game.eus is an intensive, in-person 6-week accelerator campus for indie video game teams, held in Vitoria-Gasteiz (Basque Country).

A video game acceleration program, curated to support teams with an advanced demo (a vertical slice) by focusing on the business, production, publishing, financing, and pitching aspects of getting games to market.

The program is funded by the Basque Government and Diputación Foral de Álava.



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INSTITUTO VALENCIANO
DE COMPETITIVIDAD E INNOVACIÓN

[MORE INFO HERE >](#)

PRESENT WITH ITS OWN STAND

IVACE

IVACE International promotes Valencian exports abroad offering tailored services throughout its network of delegations and organising promotion activities such as trade fairs and missions worldwide to foster the presence of Valencian products and services in international markets.

Companies: *Brave Squad, Cosmic Spell, Digital Sun, Gg Tech Entertainment, Groovel Studio, No Spoon Lab, Red Throne Studio, Valencia Game City and Vcia Innovation Capital.*



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L33T PRO SERVICES

[MORE INFO HERE >](#)

PRESENT IN THE MEETING AREA

L33T PRO SERVICES

L33T develops a wide and exciting programme of gaming equipment for beginners as well as for more experienced and professional gamers. L33T develops everything from quality gaming chairs and tables with amazing designs to cool gaming backpacks and other practical equipment and accessories, all with one focus: "the perfect gaming setup".



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PRESENT WITH ITS OWN STAND

Loki

We are a game localization agency active since 2015. Our primary services are translation (in all its forms: vanilla, transcreation, ad-libbing, post-editing, etc) and testing from our LQA lab in Barcelona. Over the years we've worked on hundreds of titles, from AAA to solo-developer indies, and our focus has always been on quality above all else. Our customers include companies such as Electronic Arts, Plaion, Humble Games, Milestone, Dotemu, and Equinox (makers of the excellent CCG Altered).



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PRESENT WITH ITS OWN STAND

Ludium Lab

Ludium Lab is a technology company founded in Barcelona (Spain) in 2012. Expert and leader in cloud services and solutions, the company works in more than 60 countries worldwide. Its activity is currently focused on adapting its technology to cloud gaming platforms (Sora Stream development), automotive (ICE), metaverse solution, SaaS and XR (Vr/Ar). The team has been working for more than a decade on virtualisation and cloud streaming technologies to provide highest quality solutions at low cost.



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PRESENT WITH ITS OWN STAND

Madrid in Game

Madrid, a light of global prominence, stands as a city of entrepreneurship and a nexus to boundless opportunities, solidifying its status as a strategic epicenter of paramount importance in both Europe and the World. With a visionar commitment to innovation, Madrid has decisively pressed the START button, embarking a transformative journey to claim its mantle as the undisrupted video game capital.

Companies: *Atabey Creations, Hechicer IA, Luminosa Venture Films, Mansion Games, Mobius Audio, Nocturnia Studios, Red Mountain, Somni Game Studios, The Twisted House and Tiny Feet Games.*

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PRESENT AT THE FAIR

Ophion Studios

Game art outsourcing studio specializing in high-quality asset creation, digital doubles, and photogrammetry.



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PRESENT WITH ITS OWN STAND

Perfect Sound

We are Perfect Sound, the last independent localization vendor in Spain. A group of passion-driven localization veterans who built their own company, with amazing values and quality, to provide games with the localization they deserve. We count on a team with extensive experience with more than 20 years in the industry.

We believe in a personal, tailored service for our clients so that we can offer what they need in terms of language, quality, and commitment. We do offer translations and recordings in more than 10 languages. We are in no way trying to compete with large companies, we simply believe that the products we offer are very different from each other.

We are proud and privileged to work for clients such as: EA, Ubisoft, CD Projekt, Plaion, Mundfish, Blizzard, Capcom, MyGames, Rebel Wolves, Vermila...



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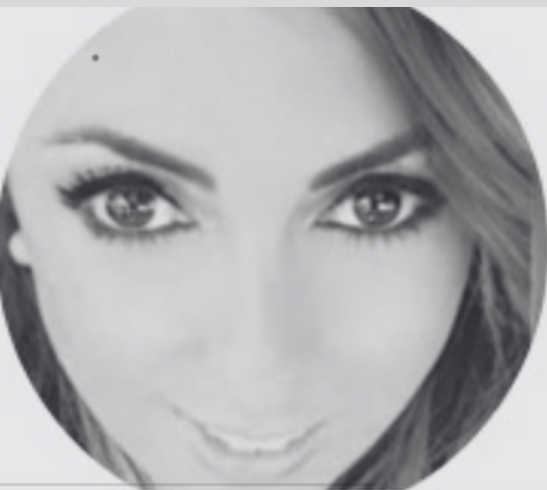
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PRESENT WITH ITS OWN STAND

Proexca

Canary Islands Government Internationalization Agency.

Companies: *Drakhar Studio, Factoría de Innovación, Foxter Studio and MoonMana Games.*



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INTERACTIVE ENTERTAINMENT
REPRESENTATIVES & CONSULTANTS

[MORE INFO HERE >](#)

PRESENT AT THE FAIR

TEA - Top Entertainment Agency

The TEA agency provides Business Representation and Consultancy services to worldwide talented studios, making the bridge between developers, publishers, investors and other industry makers. We establish publishing deals, seek investing partners, and source of work for hire projects and other business opportunities exclusively for our clients.



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PRESENT WITH ITS OWN STAND

Terra Localizations

Terra Localizations helps video game studios reach players worldwide through expert localization and LQA services. We combine linguistic excellence, technology, and gamer insight to deliver creative, player-first solutions in over 40 languages. With 25+ years of experience and a fully virtual team across the U.S., Latin America, Europe, and Asia, we support AAA studios and indie devs alike with 24/7 capabilities and deep industry knowledge. Our approach is people-centered, quality-driven, and innovation-focused—crafted by gamers, for gamers.



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ZERO FRACTION STUDIOS

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PRESENT AT THE FAIR

Zero Fraction Studios

Development company with extensive experience in PC, Consoles and VR, both in development and porting.



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Organizers

ICEX, Spain Trade and Investment

ICEX Spain Trade and Investment is a public business entity that falls under the Ministry of Economy, Commerce and Business, whose mission is to promote the internationalization of Spanish companies in order to contribute to their competitiveness and add value to the economy as a whole. Through our brand “Games from Spain”, we boost the internationalization of game developers and game services companies, by maintaining a constant presence on major markets, festivals and industry events.

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Games
from  **SPAIN**

[AUDIOVISUALFROMSPAIN.COM](https://audiovisualfromspain.com)

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