

SAXONY!



EXHIBITORS AT THE SAXONY! JOINT BOOTH

GAMESCOM

August 26 - 28, 2026

Cologne Trade Fair Grounds

Business Area, Hall 4.1

Booth A051g - B060g

YOU NEED

- A dynamic and growing ecosystem?
- More information about business location Saxony?
- Contacts to APITs specialists in Saxony?
- Information on R&D partners?
- An overview of funding programs in Saxony?
- A guide for your future growth in Saxony?
- Competent problem solvers for your individual concerns?

GET IN TOUCH WITH US!



**Wertschaftsförderung
Sachsen**

Saxony Trade & Invest



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STAATSMINISTERIUM
FÜR WIRTSCHAFT, ARBEIT,
ENERGIE UND KLIMASCHUTZ



Freistaat
SACHSEN



**Wertschaftsförderung
Sachsen**

This measure is co-financed through taxes based on the budget that had been accepted by the members of the Saxon State Parliament.

SAXONY! - A Gaming / APITS Location at Its Best

Strong industrial sectors form the backbone of Saxony as a business location. Whether mechanical engineering or over 100 years of "Autoland Saxony" - strong and highly efficient industries have evolved from smart ideas and intelligent solutions. And as "Silicon Saxony", the region is Europe's largest microelectronics / ICT cluster.

As a high-tech location, Saxony offers everything that ambitious developer studios and programmers need, from excellently trained software developers and innovative IT companies to inspiring cultural and creative impulses.

As part of both the software industry and the creative industries, the games / interactive technologies (APITs) sector is one of the fastest-growing fields and has great potential, particularly at the interface to the industrial branches and the education sector.

Almost 200 players are already active along the entire gaming and APITs value chain. Based on strong competencies in the field of indie games, so-called serious or applied games are also increasingly being developed, i.e. games with an educational focus or for the further education and training of employees. Saxony's specialists are also working on interactive technologies for use e. g. in the life sciences, automotive, automation and IT sectors - in the form of digital twins, smart home applications, virtual / augmented reality (VR / AR) solutions, and many more. There is also an attractive university landscape with over 20 different gaming-specific degree programs in Zwickau, Mittweida, Chemnitz, Dresden and Leipzig. In Saxony's cities, creative professionals and start-ups are supported in numerous design hubs, maker spaces, coworking spaces and accelerators.



WWW.BUSINESS-SAXONY.COM/GAMESCOM

Binary Bacteria

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Binary Bacteria is a passionate german game development studio based in Halle (Saale). The team consists of Victor and Felix, who are determined to face every challenge during development, even if their sanity is on the line.

They are currently developing the quirky puzzle game "Enter the kOS" in Unreal Engine.

In "Enter the kOS" you'll explore an old and broken operating system and learn about its weird quirks. Fix broken programs, unravel hidden secrets and get to know its sentient programs to solve the mystery that lies within.

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We support companies, startups, and entrepreneurs to grow together as one gaming ecosystem. Our focus is on digital and creative businesses, bringing together technical excellence and creative ideas.

With many talented graduates in the field of gaming, Leipzig is the perfect place to settle. The practical education at Leipzig's universities ensures international competitiveness and helps the local industry succeed.

We act as guides, consultants, and connectors. We help you find your way through the Leipzig gaming scene and the local administration. We also support you with practical steps, such as securing funding or finding office space.

The Leipzig gaming ecosystem is growing, and exciting new projects are starting. The Caggtus gaming festival is now well-established, and the R42 gaming hub has opened its doors. In addition, the associations Cluster IT Mitteldeutschland, Games & XR Mitteldeutschland, and Unternehmensverband Digitalwirtschaft Sachsen connect the IT and gaming industry, make it more visible, and strengthen the local scene.



Dreambound Studio is an independent game development studio based in Leipzig, Germany, focused on creating immersive and memorable gaming experiences. We combine storytelling, game design, and visual creativity to build worlds that players can truly dive into.

Our focus is defined by our motto: “We dream, you play.” We create imaginative worlds and experiences that invite players to explore, feel, and engage. By turning ideas into interactive realities, we aim to deliver games that spark curiosity, feel unique, engage players, have an emotional impact, and leave a lasting impression.

We are currently developing **Almos – A Dream Painter’s Tale**, a fast-paced Metroidvania set in a world where dreams are made. Follow Luka, a human boy exploring a strange realm alongside Almos, a Dream Painter, through detailed environments shaped by a strong narrative, where a spreading Nightmare has corrupted the world and taken away its color. Focus on close-range action combat, parrying, and using color as a resource to restore what was lost and overcome the Nightmare.



Ectoplastic Lab

For more than 10 years, we have been combining interactive experiences with music, art, and game technology. This includes the “Mazetools” apps, the “Modyyssey” VR application, and the 3D fashion archive “Drasta Digital”.

We view creativity as a network: with our partners in research and development, structural work, and as a cultural practice in performances, installations, and workshops.



GooseGirlGames is an independent studio creating video games and other interactive media, established in Weimar, Germany in 2023.

We love to collaborate with educational and cultural heritage institutions, where we create tailored applications that bring a playful dimension to real-life events. In prior projects, these were web-based mobile games with a low barrier of entry that helped people connect with each other and the event itself.

Currently, we are developing *The Untimely Death of Mildred the Caterpillar*, a 3D Point-and-Click adventure game for the PC. It is framed and narrated as a nature documentary. Players hop into the role of Mildred on her journey through an ever-increasingly absurdist world filled with all kinds of curious and colorful critters.

We'd love to have a chat about *Mildred* or about your ideas!



Based in Leipzig, Germany, FusionPlay GmbH is an indie developer and micro-publisher, creating games under the FusionPlay brand since 2014. For the past decade, we have been dedicated to creating unique game experiences with creative elements, specializing in retro-style games and Virtual Reality development. With more than 14 years of experience in game development and 10 years of experience in VR development, FusionPlay knows how to craft high quality games.

As a micro-publisher, FusionPlay focuses on polishing, porting and publishing small “indie gems” from regional studios. We support multiple platforms, including PC, Nintendo Switch, Xbox, Meta Quest, and Sony PlayStation 4, 5, VR, and VR2. We collaborate with major VR and console manufacturers to ensure high-quality gaming experiences.

FusionPlay is a proud member of the game - German games association and the Games & XR Mitteldeutschland.

Games & XR Mitteldeutschland e.V.

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Games & XR Mitteldeutschland e.V. is the industry association for games, XR and interactive technologies in Saxony, Saxony-Anhalt and Thuringia. Established in 2019 and headquartered in Leipzig, we represent the regional industry and connect companies, start-ups, universities, research institutions, policymakers and funding organisations.

With around 80 members and more than 870 stakeholders, our network strengthens visibility, cooperation and knowledge transfer across Central Germany. We support founders and established companies, provide access to expertise, funding and partners, and promote the use of games and XR technologies in healthcare, education, logistics, manufacturing and other sectors.

Our activities range from industry events and shared exhibition booths to innovation projects and policy engagement. One expression of this commitment is Next Level Saxony, which brings together the companies, talent, support programmes, locations and key contacts shaping the state's games ecosystem. This creates synergies, enables new partnerships and offers studios, investors and industry partners a unique point of access to Saxony: next-level-saxony.com



R42 is a unique ecosystem for the games and media industry, spanning seven floors. We combine gastronomy, events, content production, gaming, working, and living in one unmatched location in Germany. Here, the traditional business world meets the games industry, fostering innovation throughout the region. At R42, enjoy diverse culinary experiences, exciting events, and the latest gaming trends. Our state-of-the-art content production facilities are perfect for creative professionals.

The R42 Games Accelerator supports founders in the games industry. Over a 9-month program, workshops, coaching, and external mentoring provide the essential building blocks for a sustainable future. Located in the heart of Leipzig, the R42 Games Accelerator is entirely dedicated to the games industry. R42 aims to be a permanent hub for young and established companies, promoting inspiration, innovation, and technology transfer.

R42 is far more than a building; it's a community shaping the future of the games and media industry.



About Inclusive Gaming:

We develop games that are accessible for blind & visually impaired people. Furthermore, we use our knowledge and the connections into the blind gamer community in research projects on making games more accessible with ai and on projects on accessibility & gamification with cultural institutions. We organize the gaming room at SightCity, world's biggest fair for blind and visually impaired people. Our company is located in Leipzig, Central Germany.

About Zoo Chaos:

Zoo Chaos is a narrative-driven adventure with music battles for the PC. You control an animal band: Boris, Betty and Pierre. The three want to go out with a bang with their 'One Last Gig' – in the arena of show master Frank on planet Mars. But they walk into a trap, lose their powers and suddenly have to contend with musical robots and the underground mafia of the red planet...

Zoo Chaos is accessible for blind and visually impaired players – it can be played via audio.



- **+3 on the Funny Stat:** At JoyJab, we are dedicated to crafting stuff that makes people laugh. Mood-brighteners for the daily.
- **Looking for something light?** It doesn't get much lighter than pixels! We love creating digital games. On your typical JoyJab game, you will spot the tags Funny, Silly, or Goofy. In our current portfolio, you can find: Wummsen Village – a party brawler in a 2D fighting style for up to 4 peeps; Straddle – a singleplayer, roguelike deckbuilder and the result of Balatro having a baby with Tic-Tac-Toe; Flatpack – a derpy furniture-building simulator to get crafting with your friends.
- **Looking for something heavy?** We got a little carried away and started designing and building fully-fledged physical arcade machines, too. We are very happy to have worked in the past with Ur-Krostitzer, R42, as well as other industry partners. If you can imagine your brand arcade-shaped aswell, be sure to come talk to us!



- CAGGTUS Leipzig is the gaming festival by the community for the community and takes place annually with the five-year anniversary coming up from 9 to 11 April 2027
- Building on a long history of gaming events CAGGTUS Leipzig continues to expand its community every year and is the place to be for every gamer - freeplay and indie games, event stage highlights with well-known creators, cosplay and analogue games such as trading cards and tabletop as well as an extensive expo, there is guaranteed to be something special for everyone
- With more than 2.300 participants CAGGTUS also hosts the biggest LAN in the GSA region in its own hall right next to the gaming festival - 70 hours of non-stop gaming guarantee a unique festival experience
- 22.400 visitors attended the fourth edition of CAGGTUS in 2026, the gaming festival has become a permanent and important fixture in the German-speaking gaming landscape



DrillScape is an action mining roguelite in which players pilot a fast rover, mine resources, upgrade, fight, and rescue planets before aliens take control over the whole universe by spreading like an infection. Dig through alien terrain, fight hostile creatures & extract resources. The more you risk, the more you gain! ...But greed can cost you everything.

Hostile creatures emerge from the planet itself. Planets become more dangerous the more the infection spreads. The gameplay has a strong focus on mining, fighting and exploration.

- Travel to procedural generated planets, mine resources and face aliens.
- Use extracted resources to upgrade your rover.
- Find new Weapon types through exploration
- Upgrade Weapons with modules
- Risk and reward are always in tension

Each planet is controlled by a central core. Finding it means pushing through harder terrain and stronger enemies. Removing the core can stop the infection, but triggers aggressive reactions from the planet's inhabitants. Your decisions shape how the infection spreads across the overworld.



Mitteldeutsche Medienförderung (MDM) awards funding to promising film and media projects realized in the German federal states of Saxony, Saxony-Anhalt and Thuringia **#madeinMitteldeutschland**.

MDM supports all genres – feature films, documentaries, animated films, games and innovative XR content and has a long tradition in funding **international co-productions**.

The region is home to numerous promising game developers, excellent creative talent and service providers.

Introducing a new **guideline for games and XR funding** in January 2025, MDM has expanded support for regional game developers. It opens up its games funding to a broader range of content, as projects no longer have to include a narrative dimension. Additionally, funding schemes are now available for **concept development** and **project development** stages.

MEDIAstart is one of MDM's additional funding opportunities: the program supports media start-ups that were founded within the last three years and have their permanent head office in Saxony, Saxony-Anhalt or Thuringia. They receive financial support as well as tailor-made education and mentoring in order to successfully establish themselves on the market.



Gaming meets Energy Transition



With our range of services – from consulting through to implementation – we help create new ecosystems, bring innovations to market, and support the energy transition. Our customers benefit from our holistic approach in strategy development as well as hardware and software engineering. With an interdisciplinary team across three locations in Germany, and partners in Africa, Canada, and the Arabian Peninsula, we support our customers worldwide.

Consulting and Market Strategies: We provide international market expertise, develop strategies and business models and offer access to our network across research and industry.

Concept and Product Development: We develop economically viable energy systems and tailored mobility solutions. We also integrate new technologies into existing systems and into your future products.

Digital Solutions: We combine AI, data analytics, and mathematical models to optimize your processes.

HYDROGENGALAXY: With our AI-powered learning platform and hyper-personalized learning experience, we are revolutionizing vocational training in the hydrogen economy.



- PandaBee Studios is a game development studio specializing in the creation of engaging game-experiences.
- The company produces indie games and supports companies in developing games for their IP on all platforms.
- The services of PandaBee Studios range from full-cycle development, co-development to gamification solutions for companies.
- Their newest IP, "Beards Go Underground" creates an exciting mix of a dwarven mining fantasy combined with roguelike deckbuilding - a genre beloved by core gamers globally.



Polynormal Games, as the name suggests, wants to reflect the diversity of society in games as normal. Our team consists of marginalized developers who bring their lived experience into game development to create authentic experiences.

- Freshly published title *Frame of Mind* - A game of thoughts, a brief and cozy narrative game that lets you explore a character through thoughts and mementos you find in stages of their life. Experience through the eyes of a character as they return to their childhood home.
- Current working title is *Oil is Thicker than Water*, a co-op roguelite about keeping a vessel alive and a crew together. The war is over. Nobody won. You and your crew are all that's left, worn down and leaking war machines, piloting a submarine through a nuclear winter toward the only warmth left on earth: geysers buried deep in the ocean floor. Manage failing systems and dwindling resources. But the hardest thing to maintain is the fraying bonds between crew mates. Looking for a Publisher or Investor.
- Beside game development, Polynormal Games offers 3D asset creation, project & release management services as well as consultation of accessibility in games and apps.



About RAT KING: Hailing from Halle, Germany, RAT KING was founded by Friedrich Hanisch and Jana Reinhardt in 2011. Both have a love for weird, heartfelt games that emphasize on genre experimentation, atmosphere and characters. Our past games include the award winning TRI: Of Friendship and Madness as well as Solitune and various game jam darlings.

About Mops & Mobs: **You are the janitor of a dungeon – care for the monsters, decorate the place and fight intruders with magical cards!** “Mops & Mobs” is a dungeon adventure with a distinct retro dungeon crawler style. Players take on the role of janitor - they look after the welfare of the monsters, collect scattered limbs of failed adventurers, decorate gloomy dungeon rooms... and try to help the overburdened dungeon master.

From the beginning, their caretaking duties are intertwined with a secret mission: the search for a mysterious artifact hidden deep in these dungeons. As relationships with the quirky inhabitants deepen, an old threat looms on the horizon: the devastating Dungeon Wars could break out again and shake the fragile balance of the small community...



ROTxBLAU combines innovative game design with a hand-drawn art style and an examination of socially relevant topics.

Meine Oma (88) is a player-vs.-narrator thriller about a woman trapped in a strange story loop. You are a young woman visiting your dying grandmother in the hospital. As she tells stories from her life, you enter her memories as interactive worlds. Idyllic Heimatfilm-style tales unfold – beautiful, nostalgic stories that feel too perfect to be true. But when you disagree or probe deeper, the stories change. The perfect facades crack: darker family secrets, guilt, and silence emerge.

Every interaction affects your relationship with your grandmother. Push too hard, and she gets upset. Be too gentle, and the truth stays hidden. The narrator – your grandmother herself – actively resists, steering you back to the "nice" version of the story.

More than just hardware.

Everything from a single source.



IT Hardware | XR Solutions | Software | Services

Schenker Technologies, a leading provider of IT hardware and the latest Extended Reality (XR) technologies, showcases its XMG and Schenker Solutions brands. Schenker Solutions supports businesses with IT hardware from the in-house brands XMG and SCHENKER, as well as one of Europe's most comprehensive XR portfolios, additional software solutions and services ranging from setup to integration. In close collaboration with selected partners and a broad network of XR developers, Schenker Solutions delivers end-to-end solution packages - tailored to your company's needs based on use case-specific consultation.

XMG offers fully customisable high-end laptops, ultrabooks and desktop PCs assembled in Germany. Combining premium craftsmanship with top-tier components, the systems deliver performance, quality and flexibility for gaming, creative work and professional applications. Based in Leipzig, Schenker Technologies ensures the highest standards through in-house quality management. Known for outstanding customer satisfaction, the company combines technical expertise with a strong commitment to reliable performance and excellent service for business and private customers alike.

AR powered by SENSAPÉ



Key message

Sensape takes interactive brand communication to the next level. We transform standard exhibition stand design into immersive quests and bridge the gap between digital gameplay and the physical exhibition experience. Our AI-powered augmented reality systems create interactive 'phygital' touchpoints that don't just let gamers watch, but actively draw them into the action – for viral reach and a lasting emotional connection to the IP.

Our USPs for maximum attention in noisy exhibition halls:

- **Epic Community Building & Lead Generation:** We turn stand visitors into loyal fans and qualified leads, achieving interaction rates of over 70 per cent,
- **Next-Gen Immersion (SRB technology):** The 'Sensape Recognition Box' recognises age, gender, cosplay details, emotions, and gestures in real time. Content reacts dynamically to players
- **Real-Time Analytics & Quest Tracking:** With 'Phantastic Studio', success can be measured live. KPIs such as dwell time (14.7 times higher than traditional methods) and conversions are available immediately.
- **Zero-Lag Setup & Full Service:** Plug and play in under 5 minutes. We provide UI design, hardware logistics, and worldwide remote support.
- **Maximum Security:** Data security in accordance with the GDPR.



VIVID is a cozy plant survival simulation where players experience the challenges and beauty of nature through the eyes of a plant. Our innovative debut game brings this new perspective to life and marks the beginning of our journey to create games with lasting impact.

We'd love to meet you at our first gamescom participation! Visit us in the Business Area (Hall 4.1) at the Saxon Joint Booth for business meetings, or visit us in the Entertainment Area (Hall 10.2) at the Indie United Castle to experience VIVID firsthand.

Team Nava Games is an indie game development studio based in Leipzig, Germany. We create narrative-driven interactive experiences that combine creativity, knowledge sharing, and responsible entrepreneurship.

Our mission is to develop commercially viable games that deliver social and ecological value while remaining engaging and entertaining. Through sustainable business practices, fair pricing without microtransactions or dark patterns, and a strong focus on biodiversity, coexistence, and environmental awareness.



Threshold Sun Games is an independent studio creating atmospheric games with unusual, unfamiliar mechanics, that aim to convey deep, emotional messages about struggle and perseverance: lights at the end of long, dark tunnels.

The words "Threshold Sun" describe the idea that challenge and hardship can be understood as gateways, beyond which new horizons are to be found and explored. This translates into making games that stay with players after they put them down, through mechanics, mood and moments that invite reflection.

In Pyrebound, you are the last beacon against an endless night, restoring light and hope to a suffocated world. You defeat hordes of the Desiccated Undead and build magical burning Pyres of their bodies to push back the shadows. You explore the remnants of an ancient world and collect hidden Sparks of Hope for the desolate and broken survivors. Every foe is both danger and resource, every Pyre both weapon and lifeline.

Pyrebound is a dark fantasy and strange sci-fi game with unconventional mechanics that aims to make you reconsider what it means to survive.



LIVE STREAMING

- **2D & 3D Streams**

Gaming, singing, chatting, collabs – catch our talents live on YouTube, Twitch, X, and TikTok.

- **3D Live Events**

Full online concerts and themed live shows powered by high-quality 3D characters.

ENTERTAINMENT TECHNOLOGY

- **Events & Conventions**

We team up with partners in tech and communications to bring cutting-edge entertainment experiences to anime and gaming conventions worldwide.



Whispergrove Interactive is an indie game development studio based in Leipzig, Germany, focused on creating narrative-driven games with unforgettable characters and meaningful player choices.

Its debut title, **Town of Cinders**, is a dark cozy pixel adventure inspired by German folklore, exploring themes of grief, generational trauma and morality, with a host of layered characters, branching decisions and rewarding, atmospheric exploration.

The studio is committed to developing high-quality indie games, while fostering an open, inclusive and sustainable development practice, as well as more long-term collaborations within the **international indie games scene**.



Next Level: Saxony!

Saxony offers optimal conditions for the development of your game. We offer **financial support, outstanding specialists and an excellent network** that will provide you with help and advice. Come to us and reach the next level.

Good luck, have funds!

Find out more at:

<https://next-level-saxony.com/en/>

