



Have a look inside to  
meet our partners →

# INDEX

**3**

The Netherlands Partner  
Country 2019

---

**4**

Program

---

**5-6**

Dutch Drinks, August 20th

---

**7**

Dutch Games Association

---

**8**

Creative Holland

---

**9**

Creative Industries  
Fund NL

---

**11-38**

Our partners

---

**39**

Contact us

---

# THE NETHERLANDS PARTNER COUNTRY 2019

This year, the Netherlands is the official partner country for gamescom.

We are proud to have the Dutch games industry and its attendees in the spotlight, worldwide!

It is also the 10th anniversary of the Holland Pavilion! It will not only be the largest Holland Pavilion so far to gamescom, but this year will also feature a record number

of participants.

The broad selection of companies and organisations represents the Dutch games industry at its best across a wide variety of fields in entertainment, VR, esports, education, applied, services and business.

Meet them all out our Holland Pavilion and during our Dutch Drinks

We are powered by: **CREATIVE  
#OLLAND**

# PROGRAM



**Sun. & Mon. 18 – 19 August**

Dutch delegation at @devcom



**Mon. 19 August. 20:00 @Meltdown Cologne**

Courage Cologne



**Tue. 20 August. 17:30-19:00 @Holland Pavilion**

Champagne & Dutch Drinks powered by  
GGE BV and Engine Software.



**Wed. 21 August. 10:30-11:30 @Holland Pavilion**

Meet Your Neighbours by Creative Europe  
Desk

# DUTCH DRINKS, AUGUST 20TH

Dutch Games Association invites you to meet talented makers and Dutch games industry veterans to get a view on the latest and greatest in Dutch game development! We do this by hosting our annual Dutch Drinks on Wednesday August 20th at our Holland Pavilion, situated in hall 4.1, A065/B070 at 17:30h.

This year, we will also raise a glass of champagne to celebrate being 2019's partner country at gamescom.

**For more information**

Visit [www.dutchgamesassociation.nl/events/dd19/](http://www.dutchgamesassociation.nl/events/dd19/)



Dutch Drinks 2019 are powered by GGE BV & Engine Software.



Engine Software has been developing games since 1991 and is proud to once again sponsor the gamescom drinks.



GGE BV (Good Games Entertainment) is the partner to go to for all your business, technical, creative and financial support.



# DUTCH GAMES ASSOCIATION

[www.dutchgamesassociation.nl](http://www.dutchgamesassociation.nl) →

Dutch Games Association (DGA) was founded in 2008 in order to create a healthy climate for the Dutch games industry to grow, flourish and expand.

As a sector organisation, we fulfil a wide variety of needs to Connect, Serve and Inspire the industry, in the Netherlands and abroad.

DGA organises and attends relevant events and connects interested parties in order to stimulate business opportunities and general growth of the industry. Furthermore, we act as the voice to the government and (international) organisations on relevant subjects that are of concern to the Dutch games industry.

**CREATIVE  
#OLLAND**

# **CREATIVE HOLLAND**

[www.creativeholland.com](http://www.creativeholland.com) →

Creative Holland is an initiative of the Dutch Creative Industries, powered by the Ministry of Education, Culture and Science in close collaboration with many partners and operated by the Federatie Dutch Creative Industries.



**creative  
industries  
fund NL**

# **CREATIVE INDUSTRIES FUND NL**

[www.stimuleringsfonds.nl](http://www.stimuleringsfonds.nl) →

Creative Industries Fund NL is the Dutch cultural fund for architecture, design and digital culture, as well as every imaginable crossover.

The Fund strives to make a substantial contribution to the quality of professional design practice within and especially between the

disciplines of architecture, design and digital culture. Part of this endeavour is the interdisciplinary interplay between the cultural, social and economic domains. The Fund supports exceptional and innovative projects and activities of designers, makers and cultural institutions in the creative industries.



**Meet our partners**



# 2AWESOME STUDIO

[www.2awesomestudio.com](http://www.2awesomestudio.com) →

2Awesome Studio is an award winning development studio and console publisher focused on indie games.

2Awesome provides full development and publishing services (including development and porting) for all current gen consoles (PS4, Xbox One, Switch).

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industries  
fund NL**

# BlackShore

# BLACKSHORE

[www.blackshore.eu](http://www.blackshore.eu) →

Crisis mapping and the solving of world problems with BlackShore's Cerberus using an army of players and real spy satellites.

Cerberus is a crowdsourcing platform putting brain power abundantly present in the industry to good use, creating situational awareness for professions such as emergency responders.



# DEGOMA

[www.reggiegame.com](http://www.reggiegame.com) →

Degoma is an independent game studio based in Amsterdam, the Netherlands and founded by siblings Frank and Gloria.

It has developed into a well established company with a full network of freelancers and collaborators. Degoma is working towards the completion of the gravity based 2D platformer “Reggie, his cousin, two scientists and most likely the end of the world”.



# DELORYAN

[www.deloryan.com](http://www.deloryan.com) →

Deloryan is an Amsterdam-based game studio. We released our first game, Horse Reality, in October 2018. We already have 34.000+ players and this keeps growing ever since.

Our community is the soul of our game, we feel it is our duty to listen to them. We craft high-quality games, together.



# ENGINE SOFTWARE

[www.engine-software.com](http://www.engine-software.com) →

Engine Software, founded in 1995, is a veteran game development studio based in Doetinchem, The Netherlands.

Having worked on over 130 games, Engine has tons of experience working with a wide range of reputable developers, indie developers, franchise holders and publishers. We have successfully collaborated with some of the most protective IP holders in the world including Marvel, Mattel and Disney on licensed properties

like Spider-Man, Wolverine, Power Rangers, and High School Musical.

Our projects include original game development, platform adaptations, franchise building and platform porting such as the highly rated console versions of Terraria, the console versions of Oceanhorn and the Nintendo Switch versions of Into the Breach, Little Nightmares and Blossom Tales.



# FGL & TAMALAKI

[www.fgl.com](http://www.fgl.com) →

FGL & Tamalaki publish F2P games for iOS and Android. For the past 7 years, FGL & Tamalaki have mainly been successful in the Western markets with Hidden Object, Match-3, Simulation, Idle/clickers, Board games and Action Puzzlers. FGL & Tamalaki are currently looking for indie developers with (pre)-Alpha or Beta titles.





# GAME BAKERY

[www.gamebakery.nl](http://www.gamebakery.nl) →

The Game Bakery is a cooperation comprised of a collection of game developers and other creative pioneers, who all work on (decidedly game related) projects.

This is done in a manner similar to how bread is baked: proficiently, patiently and lovingly.

At the Game Bakery, professionals work in their distinctive expertise, forming a multidisciplinary collective.

The members expand their individual expertise through the broadening and strengthening of their knowledge and experiences. This allows them to be in constant development. Every member is also owner of the cooperation, which means that every member will make a maximum effort towards accomplishing the Game Bakery's success and progress.



# GAME DRIVE

[www.game-drive.nl](http://www.game-drive.nl) →

Game Drive

Game Drive is a marketing agency specialized in games. We can help you with all aspects of promoting and selling your game, from PR and strategic campaigns to community growth! Our portfolio includes games from small and large studios: Verdun, Tricky Towers, publisher Private Division, and more.



# GAMEPOINT

[www.gamepoint.com](http://www.gamepoint.com) →

The premier social gaming destination with well known games such as GamePoint Bingo, RoyalDice and much more! GamePoint's active community of players enjoys games on mobile, GamePoint.com, partners and Facebook. All their games are developed inhouse, from the conceptual stage and prototypes to deployment, quality assurance and customer

support in seven different languages.

GamePoint brings together 18 million registered users from more than 50 countries, with over 27 million minutes of gameplay a day.

GamePoint is hiring! Check out the open positions at their Dutch and Ukrainian offices.



# GAMESEAT

[www.gameseat.info](http://www.gameseat.info) →

The Gameseat MAX RF1 cockpit is designed to give you the most authentic race experience, using feedback from professional drivers.

The revolutionary design and construction of the Gameseat ensures a very rigid, stable and tough oversized cockpit. The steering wheel, pedals and gear lever can be easily

adjusted in the best position for you as a gamer and driver. Finally, in contrast to all other racing seats, this racing seat is very easy to adjust in your desired comfortable yet equally stable Rally, Race or Formula 1 cockpit position. Gameseat.info is looking for distribution & partnership deals for your country.



# GAMIOUS

[www.gamiOUS.com](http://www.gamiOUS.com) →

GamiOUS is a game developer from The Netherlands. We craft high quality, original games with a strong focus on great game play.

You may know us from our hit games Turmoil and Lines. We have new titles in development, and are open for publishing partnerships.



# GOOD GAMES ENTERTAINMENT

Good Games Entertainment works with authors to ensure that they'll be able to develop their concept in a way that will maximize its potential and studies its feasibility with them, define the budget and plan the production.

Good Games Entertainment builds the financial structure,

incurs the initial costs and seeks all the funding. They take charge of the search for relevant publishing and diffusion partners. Together with the author, they find the technical, creative and human resources necessary for the creation of the game and achieve the best possible quality.



# GOGO GAMES

[www.gogo-games.com](http://www.gogo-games.com) →

Gogo Games is a startup game development company that focuses on F2P casual mobile games. They developed three titles so far: Cable Hero, Mandala Garden and Sheepy Time.

Gogo Games is currently looking for a publisher that is willing to bring (any of) these titles to the market. Gogo Games is working

with a team of five skilled developers, but hopes to grow in order to make bigger indie titles for other platforms as well.

The development of their games was financed by the parent company 'Global Design Mainframe', a B2B tailor-made software company. Go Casual, Go Mobile, Go Gogo Games.



**H20**  
amsterdam

# H20

[www.h20.gg](http://www.h20.gg) →

H20 Amsterdam is the largest esports & gaming centre in Europe and will open its doors in the fall of 2019.

It includes 10.000 m2 gaming arena, coworking & incubator, on a campus site with thousands of students.

H20 wants to be the platform to Develop the Next Generation through

gaming, esports and creative tech. Esports is a strong growth market where youth and young adults feel strongly connected. With the H20 Esports Campus we bring worlds together and we emphatically commit ourselves to training and education. Gamers, esporters and influencers are the developers of the future.





# ICEBERG INTERACTIVE

[www.iceberg-games.com](http://www.iceberg-games.com) →

Iceberg Interactive is an independent video game publisher founded in 2009 by an international group of games industry veterans.

Located in The Netherlands and staffed with avid gamers, Iceberg works closely with an assembly of game developers around the world, both

midsize and indie. Known for many hit franchises including Starpoint Gemini, Killing Floor and Stardrive; the company has many exciting games coming soon, including Antigraviator (PS4/XBO), The Sojourn (PC/PS4/XBO), Headsnatchers (PC/PS4), Pax Nova (PC) and Railroad Corporation (PC).

# IMPROVIVE

# IMPROVIVE

[www.improvive.com](http://www.improvive.com) →

Improvive is a developer of VR games and experiences. They are showcasing a number of multiplayer VR games. ImproVive is currently looking for new VR projects, publishing partners and arcades interested in multiplayer games, or developers and clients interested in their multiplayer VR avatar system.



# KEOKEN INTERACTIVE

[www.keoken.nl](http://www.keoken.nl) →

The unique elements of the gaming industry show that the possibilities seem to be truly endless and that the limitations are only bound by one's own creativity.

Our principles and uncommon market approach have created a unique indie

developer. At Keoken Interactive we feel that we are in the experience creation industry rather than 'just' the game development industry. We aim to develop rich and believable game worlds that make you forget your surroundings and challenge the playfulness of reality.

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# LITTLE CHICKEN

[www.littlechicken.nl](http://www.littlechicken.nl) →

Little Chicken is specialised in the development of digital entertainment. Their portfolio boasts recent mobile games like REKT, Runespell: Overture and Royal Dutch Airlines' Aviation Empire Platinum, and PC games like the upcoming RTS Blaze Revolutions. Little Chicken also has a sizeable footprint in VR and AR, with Track Lab on PSVR as standout example.



# LOCAL HEROES

[www.local-heroes.com](http://www.local-heroes.com) →

World class kick-ass local game translation and dubbing services. With 22 years of experience under their belt, the team has worked on thousands of games, ranging from mobile to triple A console and PC games. Local Heroes is a truly independent company full of free minds and creative spirits, always open for drinks, laughs and good conversations.



MeetToMatch

# MEET TO MATCH

[www.meettomatch.com](http://www.meettomatch.com) →

MeetToMatch is a premium event networking service that allows you to plan meetings with business leads in an easy, relevant and cost-effective way.

For many years you can use MeetToMatch - the Cologne Edition to start the gamescom trade show with numerous valuable meetings with

publishers, investors and developers from all over the world.

MeetToMatch is used at dozens of international B2B events in the games industry and other industries. Contact us via [www.meettomatch.com](http://www.meettomatch.com) to explore how we can work together on your next events.



# MULTIVERSE NARRATIVES

[www.multiverse-narratives.com](http://www.multiverse-narratives.com) →

Multiverse Narratives delivers narrative content that surprises, stimulates, and connects people.

These elements all come together in Eloquence, the first game entirely designed by this one-man operation. As Multiverse Narratives, Gerben Grave works as a freelance narrative designer/game writer, based in Groningen in the North of The Netherlands.

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# OOGBAARD

[www.guidoboogaard.com](http://www.guidoboogaard.com) →

Oogbaard aims to create games that trigger your imagination. Guido Boogaard and Finn van der Heide lead the company. Their newest project 'Timebenders' is about bending the flow of time. Can you stay focused when time is being manipulated by yourself and the opponent?

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fund NL**



# QUALITAS GLOBAL



[www.qualitasglobal.com](http://www.qualitasglobal.com) →

With offices across Europe and India and major customers across the globe, Qualitas Global specialises in games, apps & software QA, development, publishing, localization, game culturalisation for India, customer support, video analytics, image tracking & data annotation. Qualitas Global is visiting gamescom with the intention

to meet studios looking to set up a base in India, enter the Indian market or help them with culturalisation for India. Qualitas Global offers help funding great casual games. They would also be happy connecting to companies looking to outsource QA, development, customer support & other KPO activities.



# RESISTANCE STUDIO

[www.resistancestudio.com](http://www.resistancestudio.com) →

Resistance Studio is an Independent studio and the maker of Pushy & Pully in Blockland. Their focus is fun arcade family games that are easy to play but hard to master, with visuals appealing to gamers of any age.

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fund NL**



# TACTICAL ADVENTURES

[www.tactical-adventures.com](http://www.tactical-adventures.com) →

Tactical Adventures is a video game development studio, created in 2018 by Mathieu Girard, who previously co-founded Amplitude Studios (acquired by Sega in 2016).

Tactical Adventures is a self-published studio, aiming to create immersive & tactical videogames within the RPG genre. One of the key strengths of the studio's philosophy revolves around the recruitment of experienced team members, organised in agile teams, and whose development process & decisions will be made in collaboration with their community.



# TRIPWIRE INTERACTIVE

[www.tripwireinteractive.com](http://www.tripwireinteractive.com) →

Formed in 2005 as a humble independent developer, Tripwire Interactive has developed and self-published multiple critically acclaimed titles in the wildly popular Killing Floor and Rising Storm franchises, which have collectively sold over 20 million units to date. The studio's latest project, Maneater, breaks new ground in the popular action RPG genre and finds players taking on the role of a deadly shark with the uncanny ability to evolve as it feeds.

Since then, Tripwire Interactive has expanded its business and now turns its experience and resources to include publishing titles spanning multiple platforms and genres from other talented independent studios. The publishing division aims to help like-minded independent studios bring their titles to market, including Chivalry 2 developed by Torn Banner Studios, Espire 1: VR Operative developed by Digital Lode, and Road Redemption developed by EQ Games and Pixel Dash Studios.

VANIERSEL  
LUCHTMAN  
ADVOCATEN

# VAN IERSEL LUCHTMAN

[www.vil.nl/en/gaming](http://www.vil.nl/en/gaming) →

Van Iersel Luchtman is a law firm based in the Netherlands. Their 40 lawyers are active in various sectors, one of which is the video game industry. Their unique full-service team assists developers and publishers with all legal issues. Their lawyers combine their legal expertise with a passion for video games to reach the best result for our clients.



# VERTIGO GAMES

[www.vertigo-games.com](http://www.vertigo-games.com) →

Vertigo Games is a game developer and publisher exclusively for VR games. The company is best-known for the platinum-selling VR first-person shooter Arizona Sunshine, the mind-bending VR adventure A Fisherman's Tale, and the award-winning VR strategy game Skyworld. Upcoming releases include VR action FPS After the Fall.



# CONTACT US!

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[www.dutchgamesassociation.nl](http://www.dutchgamesassociation.nl)

