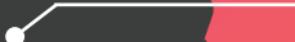


SWEDISH PAVILION

Gamescom 2022



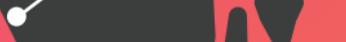
ARCTIC
GAME



The Great Journey



SWEDEN
GAME | ARENA



Game
Habitat

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Welcome to Sweden!

Sweden Game Arena is representing Sweden at Gamescom together with the Swedish clusters Arctic Game Lab, The Great Journey and Game Habitat. Together, we bring fantastic companies within our clusters for you to explore.

In just one decade, the turnover in the Swedish games industry has increased from just over SEK one billion to almost SEK 35 billion.

Swedish game development has become an export industry in a highly globalized market and more than one in eight people on earth have played a Swedish computer game. This means that the game business has grown from a hobby for enthusiasts to a global industry with cultural and economic significance.

**SWEDEN
GAME** | ARENA

ARCTIC
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The Great Journey

CO-FINANCED BY

Swedish Agency
for Economic and
Regional Growth

SWEDEN GAME ARENA

The creators of *Valheim*, *V Rising*, *Goat Simulator*, *Satisfactory* and *HiberWorld* have at least two things in common.

They have all created successful games and platforms, with players from all corners of the world. They are also a part of **Sweden Game Arena**. With a close-knit community of professional and aspiring game developers and studios in Skövde and Gothenburg, Sweden Game Arena is a center for game development, business and research.

+200
Professional game devs
in our community in
Skövde

+500
Game students every
year at University of
Skövde

+100
Games released by
companies in Skövde

October 13-14
in Skövde!

SWEDEN GAME CONFERENCE 2022

This year, we invite all parts of the Swedish games industry and innovation system to discuss this year's theme, *Strengthening the Swedish games industry*, and welcome both aspiring and professional game devs.

swedengameconference.se



Sweden Game Startup

It's not a coincidence that the world is talking about the Swedish Game Wonder. In fact, Sweden is one of the world's leading game nation. A lot of the successes have started in our startup program at Sweden Game Startup, such as *Iron Gate Studio* with *Valheim*, *Coffee Stain Studios* with *Goat Simulator* and *Stunlock Studios* with *Battlerite*.

Since the program started, we have helped more than 100 game companies with business development. Needless to say, we have a long history of supporting teams to develop their idea into a sustainable game company.

+20
Current teams in
Sweden Game Startup

+100
Companies started
through Sweden Game
Startup

+850
Sweden Game Startup
graduates

@swedengamearena
 @swedengamearena

swedengamearena.com
 @swedengamearena

FINANCIERS

SCIENCE PARK
SKÖVDE

UNIVERSITY
OF SKÖVDE

SKÖVDE

VÄSTRA
GÖTALANDSREGIONEN



SOUPMASTERS

Soupmasters is a indie game studio reating new pixel-art experiences with a focus on engaging gameplay, and highly animated characters.

Their debut game is Big Boy Boxing, the slapstick boss-rush game where every fight comes with a punchline. Challenge and defeat all the former champions and reignite the glory days of boxing! It aims to be relased to PC and consoles in the end of 2023.

Looking for

Connecting with platform holders

CONTACT US

- @realsoupmasters
- @realsoupmasters

- soupmasters.com
- martin@soupmasters.com



MISTWAVE
INTERACTIVE

MISTWAVE INTERACTIVE

Mistwave Interactive is a Swedish studio developing an ambitious Action-Metroidvania called Project Emit (working title) which will dissect the Metroidvania genre and stitch the best parts together.

Beyond this, the project embraces modern graphics, combat and innovative mechanics, creating a memorable experience.

Looking for

Funding

CONTACT US

- daniel@mistwave.se
- rikard@mistwave.se

pixel valley

PIXEL VALLEY

Pixel Valley is a small gaming studio in Sweden. With a dedicated team we're working on our first title - The Ember Chapters, which brings a new type of competitive gaming to the RPG world.

TEC is from its roots designed for competitive gameplay, but still highly available when you feel like playing casual.

Looking for

Networking, funding, project feedback

CONTACT US



/people/The-Ember-Chapters/



erik@pixelvalley.se



FLAMEBAIT GAMES

Flamebait Games is a small award-winning game studio focused on delivering strange and charming games to the masses.

The first game, Passpartout, was launched in June 2017 and has since become a major success. Since then, Flamebait released two more games, Verlet Swing and Forge and Fight! Currently, Flamebait is working on Passpartout 2: The Lost Artist, a sequel to the first game.

Looking for

PR and bizdev collaboration

CONTACT US



Flamebait Games



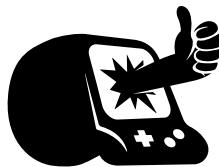
@FlamebaitGames



flamebaitgames.com



miya@flamebaitgames.com



THE FULLY ARCADE

THE FULLY ARCADE

The Fully Arcade is a Swedish studio focusing on innovative multiplayer action & sports games – heavily invested in unique concepts and groovy core mechanics. First out is Fenderball, a game most easily described as: Multiplayer pinball, played in bubble soccer suits.

Fenderball is a groundbreaking sports game. The retro romantic theme combines the high-concept ideas of blockbusters Honey, I Shrunk the Kids and Jumanji as the players magically shrinks down, are put into pinball machines and forced to master the bizarre game of Fenderball.

Looking for

Funding and future collaborations

CONTACT US

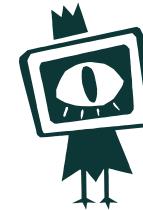
@thefullyarcade

hello@thefullyarcade.com



thefullyarcade.com/

/TheFullyArcade



ODDIKO

ODDIKO

Oddiko is a startup studio based in Gothenburg, Sweden with a vision to deliver games packed with creative artwork and unique gameplay experiences.

The team is working on their first, and already award-winning title Beer & Plunder. A hectic co-op management game with fighting mechanics where you and your friends take on the roles of viking pub-owners. Beer & Plunder is set to be released in late December 2023.

Looking for

Funding and publisher

CONTACT US

@oddikogames

linda@oddiko.com

oddiko.com/



ARCTIC GAME

Arctic Game is a cluster that is working to create a strategic platform for the games industry in northern Sweden; with **business development**, **investment support**, **game educations** and **events** to build a strong games community.

We are creating an opportunity for studios to grow and give individuals the chance to enter the industry.

TALENT IS THE GOLD THE ENTIRE INDUSTRY IS SEARCHING FOR

In this area there are about:

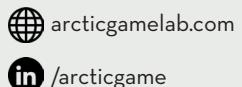
- 75 game companies and studios
- 500 professionals working in this industry
- 18 game educations at university and higher vocational educations with 800 students



MORE

Since 2016, a regional investment in the gaming industry – funded by the municipalities of **Umeå, Skellefteå, Piteå, Luleå** and **Boden** – has been underway in northern Sweden. Skellefteå Science City is tasked with driving this initiative, with financial support from the municipalities, local regions and government and EU-funded projects.

ARCTIC GAME IS NOW NORTHERN EUROPE'S FASTEST GROWING GAME CLUSTER.



STRATEGIC PARTNERS





AURORA PUNKS

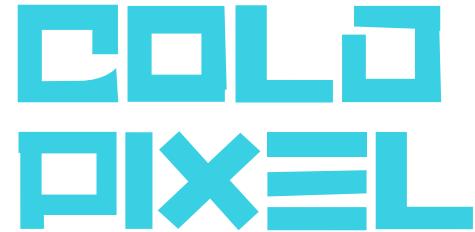
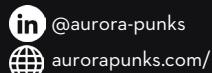
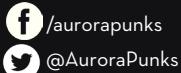
We are a collective of independent studios collaborating on brilliant games, from ideation to release.

Member studios of The Collective have access to funding, expertise, networking, and resources to develop their games; games that are an exploration between arcade and art, retro and innovation, playfulness and passion.

Looking for

Investors, developers and publishing partners

CONTACT US



COLD PIXEL

The ultimate wingman for the games industry. We are marketers, but we are more than that. We are gamers. We are designers. We are creatives. We understand the work you do and the fans you want to reach.

Marketing, sales and business strategy, we do it all - so you can focus on doing what you do best, creating the games that entertain and inspire us or products that revolutionize the industry. We offer flexible collaborations, even when your marketing budget is limited. Reach out to us and if it's a match - magic can happen!

Looking for

Developer studios, publishers, marketing partners and investors

CONTACT US



Game Habitat

Malmö and south Sweden provide **the best environment for developing digital games**. At least according to the thousands of developers already living here. The region features world-class studios, talent, games, opportunities to grow professionally, a nurturing ecosystem, a social and inclusive developer community, and high, affordable living standards.

Sounds too good to be true? No, it actually is that great - come check it out for yourself!

Lend an office at DevHub for 3 months for free and try Malmö out - **explore your future at www.WelcomeHome.Dev!**

About us

Game Habitat is a community-focused non-profit organisation based in Malmö, south Sweden. We help create, nurture, and grow a thriving, supportive, and inclusive ecosystem for game development in southern Sweden. Our work is supported by the regional games industry, Malmö Stad and Region Skåne.



GAME DEVELOPMENT IN Malmö IN NUMBERS

- 1500+ game developers and 100+ game studios
- One of the highest concentrations of game developers and studios in the world – home to renowned AAA and indie studios alike
- Strong IP's in development, such as Star Wars, James Bond and Avatar
- 6 game education programs with 350 students (+4 programs with another 550 students in the region)
- Home to 6 of Sweden's 7 largest studios
- 33% of all game employees are foreign-born, 50+ nationalities in the city's game studios
- It's cheap – it's 19% cheaper to run a business in Malmö than in Berlin, and apartments in central Malmö cost about half compared to Berlin and a 1/3 compared to Stockholm
- Home to Game Habitat's DevHub, the world's largest dedicated house for game development with 150 developers and 25 studios under one roof

transcendors



Transcenders Media lets you interact with interesting characters, explore existential questions and co-create a memorable story.

In 2019 we released Knife Sisters, a visual novel about emotions, power and dependence. Knife Sisters was part of IndieCade Showcase at E3 and went on to win the Longest Feature Award at A Maze Festival.

We're currently working on our next title,
to be released in 2023.

Looking for

Publishing and/or funding partners, and to chat with anyone who's interested in making the industry a more inclusive place

CONTACT US

/TranscendersMedia
 @transcenders

bobbi@transcenders.se
 transcendersmedia.com



VoDoo Studios

VoDoo Studios is an independent game studio with a focus on strategy games. We pride ourselves by having a lot of effort put in the quality of our work and making games rich in content and re playability.

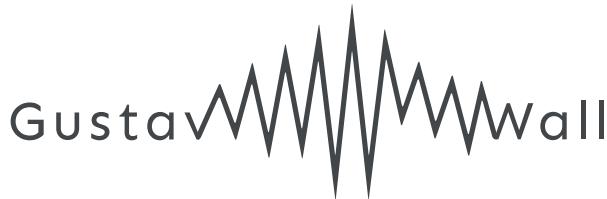
Their first game, The Hero We Need, a tower defense with realtime strategy elements is set to release in November 2022 on Steam.

Looking for

Press and publishers

CONTACT US

@vodoostudios
 @VoDooStudios
 hello@vodoostudios.com
 vodoostudios.com



GUSTAV WALL SOUND

Gustav Wall is a Sound Designer & Composer. He has a history of composing for films, tv and media with clients such as Kärnfilm, Volvo, Astrid Lindgrens Näs.

Today he is fully focused on Sound Design for digital games.

Looking for

Work as Sound Designer



MANA BRIGADE

Manabrigade is a small newly-formed Swedish game studio with a dedication to bring interesting experiences to new forms of media.

As of now they're focused on VR development with their debut game BlackForge VR; A blacksmithing simulator focused around the players creative freedom through the help of procedural generation.

Looking for

Foremost funding, possibly investment if visions align

CONTACT US



CONTACT US





TARSIER STUDIOS

Tarsier Studios are the developers of Statik and the award-winning Little Nightmares franchise.

The studio is currently working with their own IPS and are embarking on the creation of new world-class games. Founded in 2004, Tarsier Studios is located in the vibrant city of Malmö, Sweden.

Looking for

Talented, self-motivated individuals with the capability and drive to make something extraordinary

CONTACT US



/TarsierStudios



@TarsierStudios



info@tarsier.se



tarsier.se



**Expansive
Worlds**
AVALANCHE STUDIOS GROUP

EXPANSIVE WORLDS

Expansive Worlds is a creative division within Avalanche Studios Group and a leading developer and publisher of outdoor games. Since 2009, Expansive Worlds has been devoted to delivering highly immersive outdoor gaming experiences for millions of players.

It is best known for the long-standing and successful theHunter franchise, as well as the recently announced Call of the Wild: The Angler. Expansive Worlds develops games using the proprietary Apex engine, enabling vast open worlds with endless creative possibilities.

Looking for

Partners for current and upcoming titles

CONTACT US



@cotwtheangler



@theHunterCOTW



callofthewild.thehunter.com/



cotwtheangler.com/



Systemic Reaction

AVALANCHE STUDIOS GROUP

SYSTEMIC REACTION

Small but fierce, we are veterans from within Avalanche Studios Group, crafting new and empowering games with unique settings. Drawing from our experiences within the industry, we want to create games that appeal both to us, and to you - our players.

We want to play in a sandbox that lets your creativity thrive. Our focus is freedom, exploration, and a drive to create games like the ones that kept us up at night as kids.

So far, we have Generation Zero launched and Second Extinction in Early Access, but we are also excited to present our coming projects soon. Come join us in the sandbox!

CONTACT US



systemicreaction@avalanchestudios.se
avalanchestudios.com



SPELKOLLEKTIVET

Spelkollektivet is the world's largest co-living and co-working space for game developers from all over the world.

We provide bedrooms, offices, electricity, high-speed internet and not to forget; we have chefs cooking you meals every day of the week, Monday to Sunday.

While giving you all of this, we also aim to be super affordable so that people who dreams of taking the leap of quitting their job to pursue their dream of creating their own game, can afford to do so!

Looking for

Meet teams interested in publishing

CONTACT US



james@spelkollektivet.com
spelkollektivet.com/



Your great game dev-journey awaits!

A growing games industry is emerging in the deep forests of Värmland, Sweden. Värmland is your go-to place for lush forests, affordable housing, and the next step in your game journey.

About The Great Journey

Our mission is to build the games industry in Värmland, but there is much more.

Our accelerator Fasttrack allows you to work on your game full-time, funded, and with industry mentors. We also offer a community of game developers, from students to entrepreneurs, to share knowledge and wisdom.

With our partners Changemaker Educations and FutureGames, we welcome over 100 new students this fall and offer 3+ game development programs.

We value sustainability and have partnered up with Safe in our World and their #levelupmentalhealth campaign for a healthier and sustainable games industry.

We also value diversity and inclusivity as we continue working for a more open and safe industry with our partnership with Wings Interactive, queer jams, and meetups for women, nonbinary and trans people.

This and much more is growing in the deep forests of Värmland!

The games industry in Värmland

- 10+ game studios started since 2020
- 25+ Talk+ Q&A with industry people from various game studios like DICE, Star Stable, and Iron Gate Studio
- 3350+ attendees have enjoyed talks, game jams, meetups, and many more activities
- Our own pitch event where we have invested 500k+ sek in 12 studios'
- Embracer Group, Europe's biggest holding company in the games industry, has its HQ here in Karlstad and is building a game archive to preserve and tribute to game culture.

Join our community over at our discord-server



thegreatjourney.se

[/the-great-journey](https://www.linkedin.com/company/the-great-journey/)

[@thegr8tjourney](https://twitter.com/thegr8tjourney)



OMNISCAPES INTERACTIVE

OmniScapes Interactive's game in development, **FlipScapes**, is a Pinball universe made in Unreal Engine 5.

The company is based in Karlstad, Sweden.

Looking for

Partners who want to be notified about our future updates. Additionally, we would like to hear about any interest in our new Pinball-game

CONTACT US



Info@omniscapesinteractive.com



AGERA GAMES

A small studio with a lot of spunk!

Makers of the bananas VR platformer TOSS! 🍌

Looking for

Partners to help us with funding, marketing, and/or connections with VR platforms for our title production. Viable & accelerating partnerships of all kinds

CONTACT US



albin@agera.games



LUKAS LUNDIN

I am a solo developer based in Sweden focusing on cute pixel art games.

My current project is Honeymancer, a mix of farming simulator and a wave defender with an environmental theme.

Looking for

Making all kinds of new connections and learn more about the industry



FORGEBYTE STUDIO

Forgebyte Studio is a small VR indie game studio based out of Karlstad, Sweden.

Currently developing Dynamic Arms VR, featuring weapon mechanics that only work in VR.

Looking for

Partners to help us with funding, marketing, and/or connections with VR platforms for our title production.
Viable & accelerating partnerships of all kinds

CONTACT US



CONTACT US





INSANTO STUDIOS

A women-led indie game studio with team members based in Sweden, Germany & the UK and a focus on narrative games.

We are currently developing a Point and Click adventure called A Trail of Ooze.

Looking for

Funding, press contacts, and inspiring connections

CONTACT US



johanna@insantostudios.com



TEAM VELOCITA

Team Velocita is a game studio based in Sweden.

We focus on developing fun, stylized, and unorthodox games, with our current project being the Roguelite Racing game Octane Remix.

Looking for

Investors and publishers that can help us with funding, marketing and contacts

CONTACT US



Linus@teamvelocita.com

Philisophic GAMES

PHILISOPHIC GAMES

Philisophic Games is a one-person studio focused on making unique and memorable game experiences, mainly within the horror genre.

Looking for

Partnerships to help with marketing and funding for my current Hell Punk Awakening project

CONTACT US

 philisophic.com/

 philisophicgames@gmail.com

SHAPING GAMES

Bringing meaningful games to life

SHAPING GAMES

Our vision is to bring meaningful games to life. We create learning experiences with great values using well-known children's book IP's.

Currently rebooting the Mulle Meck (aka Gary Gadget/Freddy Fixer/Willy Werkel) game series.

Looking for

Partners regarding Project funding and Publishing. Experience with ethically sound games for children and making multi-cultural titles emphasized

CONTACT US

 shapinggames.com

 simon@shapinggames.com



Photos: Arctic Game Week 2022

Photos: Sweden Game Conference 2021

THANKS FOR THE VISIT!

SWEDEN
GAME | ARENA
swedengamearena.com
swedengameconference.se

 ARCTIC
GAME
arcticgamelab.com

Game
Habitat
gamehabitat.se

The Great Journey 
thegreatjourney.se