

KOELNMESSE · COLOGNE

GAMESCOM DEV · 23-25 AUG
GAMESCOM · 26-30 AUG 2026

PRESS WIRE · COMPILED & REDESIGNED

THE BEST OF GAMESCOM 2026 & GAMESCOM DEV 2026

Every headline reveal, show-floor playable, national showcase and developer-conference session — drawn from the official releases filed in Cologne.

90+

GAMES &
STORIES

05

NATIONAL
SHOWCASES

01

FULLY BOOKED
SHOW FLOOR

5,400+

GAMESCOM DEV
ATTENDEES

BREAKDOWN BY DAVID L. \$MONEY TRAIN\$ WATTS · FUTURXTV & HHBMEDIA.COM

SOLD OUT. THEN BIGGER THAN EVER.

For the first time in the event's history, gamescom's entire available exhibition area was **fully booked**. Koelnmesse and game — The German Games Industry Association are already drawing up expansion concepts for 2027. Newly confirmed exhibitors included aerosoft, Embark Studios, Giants, Konami, Level Infinite, NC and Tencent Games.

OPENING NIGHT LIVE · 25 AUGUST

Geoff Keighley & Eefje "sjokz" Depoortere

The pair opened the festival with world premieres and updates from across the industry, including news on METRO 2039 and The Witcher 3: Wild Hunt — Songs of the Past, both expected in 2027.

Rebellion put Alien Deathstorm in players' hands for the first time; Paradox Development Studio broke a decade of historical settings with Afterworld; and Wizards of the Coast showed the first gameplay for Warlock.

On the floor, SEGA built five worlds in Hall 7, KRAFTON brought five titles to Hall 9, and Level Infinite handed over the first console hands-on for Dune: Awakening.

The indie halls carried the weight, though — national delegations from Spain, Greece, Belgium, Brazil and Japan, plus megaboos from Infernozilla, 2P Games and Shueisha.

And three days before any of it, gamescom dev opened at the Confex Center under its new name, with an opening keynote on what the industry reset actually did to the business.

12

ONL REVEALS

36

SHOW-FLOOR PLAYABLES

36

INDIES & NATIONS

220

DEV SESSIONS IN 2025



BIGGEST STAND

SEGA · Hall 7

Five playable titles, each with a dedicated themed zone and a stamp card.



NATIONAL SHOWCASES

Spain, Greece, Belgium, Brazil, Japan

Five delegations brought curated lineups to Halls 10.1 and 10.2.



THREE DAYS EARLIER

gamescom dev 2026

Europe's leading developer event, under a new name for the first time.

EIGHT DAYS IN COLOGNE

From the developer conference on Sunday to the closing of the public show the following weekend.

SUN 23 AUG

gamescom dev opens

Europe's leading developer conference begins a three-day run at the Confex Center, with speaker and VIP receptions in the evening.

MON 24 AUG

Keynote & leadership day

Amir Satvat's opening keynote, the leadership summit, and the Green Shoots panel on Europe's talent recovery at 3:45pm.

TUE 25 AUG

Opening Night Live

Geoff Keighley and Eefje "sjokz" Depoortere open the festival, with news on METRO 2039 and The Witcher 3: Songs of the Past.

WED 26 AUG

Trade & media day

The show floor opens to trade visitors and press; the public show runs from the same day.

WED-SUN

gamescom GDQ

Games Done Quick comes to Europe for the first time, with nearly ten hours of live speedrunning daily from Friday, raising funds for Gaming for Democracy.

SUN 30 AUG

The doors close

Five days, a fully booked exhibition floor, and expansion concepts already in progress for 2027.

NEXT ON THE CALENDAR

gamescom asia x TGS

Bangkok, Thailand · 29 October – 1 November 2026

FEBRUARY

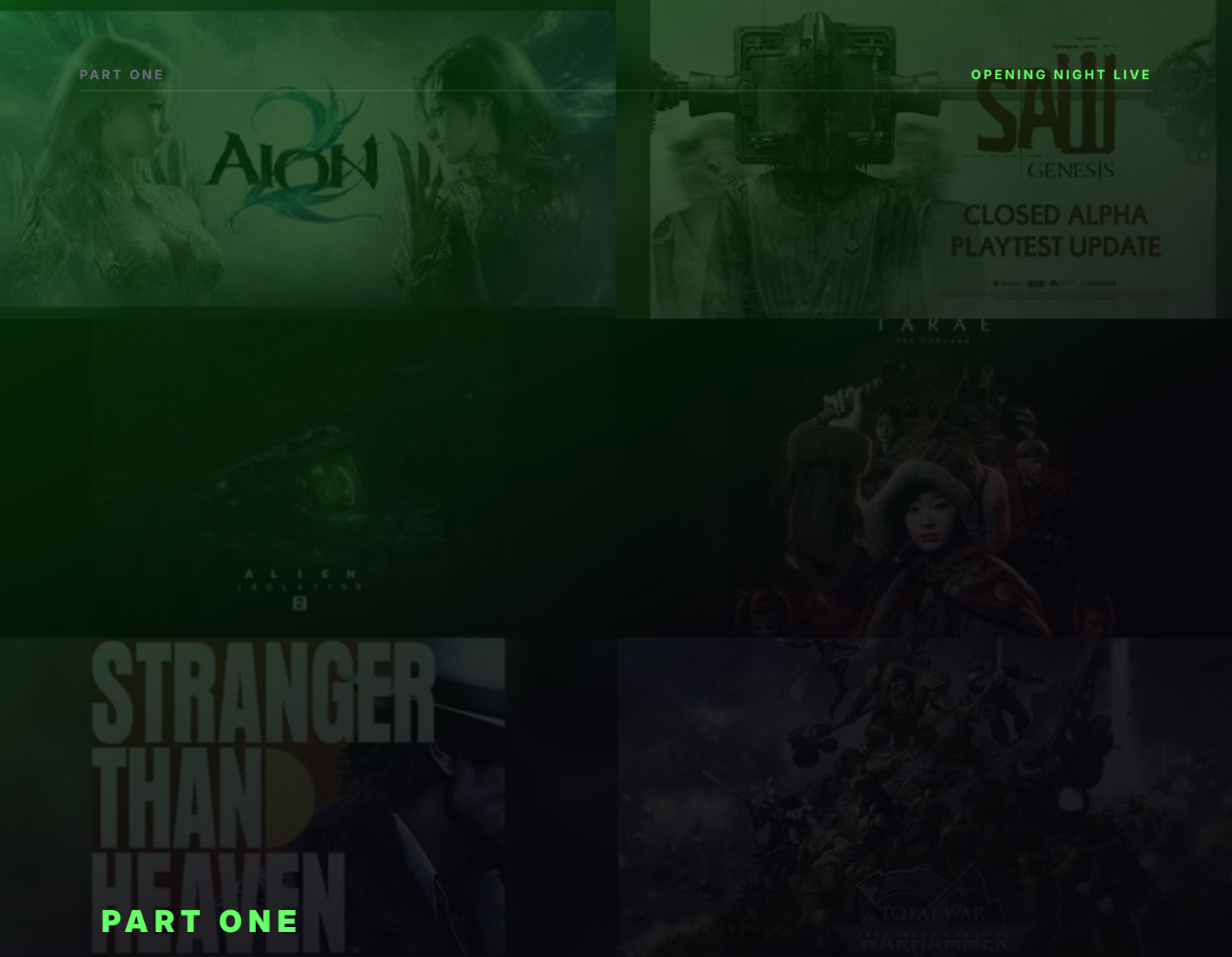
gamescom lan

Cologne, Germany · 19–21 February 2027

LATER IN 2027

gamescom latam

São Paulo, Brazil · dates to be confirmed



PART ONE

OPENING NIGHT LIVE

AION

SAW
GENESIS

CLOSED ALPHA
PLAYTEST UPDATE

ALIEN
ISOLATION

TARAE
The Unbreed

STRANGER
THAN
HEAVEN

PART ONE

TOTAL WAR
WARHAMMER

TRANSPORT
FEVER 3

OPENING NIGHT LIVE

Geoff Keighley opened the festival on the evening of 25 August. These are the reveals that filed out of it — new IP, release dates, and first playable builds.

12

REVEALS
COVERED

07

FILED ON
THE NIGHT

2027

WHERE MOST
OF IT LANDS

REBELLION

ALIEN DEATHSTORM

Alien Deathstorm

XBOX, PC & PS5 · SPRING 2027

Rebellion's action-horror FPS got a new gameplay trailer and its first-ever playable outing. The Reactor mission demo drops you into a storm-wrecked colony. Day one on Game Pass.

FOCUS / SABER

ROAD KINGS

Road Kings

PS5, XBOX & STEAM · MARCH 11, 2027

First gameplay for the Unreal Engine 5 truck simulator, hauling 40-ton loads across the American South through natural and man-made disasters. Rookie to fleet owner, one job at a time.

NEKCOM / 4DIVINITY

SHOWA AMERICAN STORY

SHOWA AMERICAN STORY

PC & PS5

An outlandish post-apocalyptic RPG set in an alternate 1980s where Japan has bought out most of America. Narrated by the anime-loving President.

PARADOX

AFTERWORLD

Afterworld

PC · COMING SOON

Paradox Development Studio's first original, non-historical setting in a decade — a post-apocalyptic grand strategy game about growing a few survivors into a continent-spanning empire.

INVOKE / WIZARDS

WARLOCK: DUNGEONS & DRAGONS

Warlock: Dungeons & Dragons

PC, PS5 & XBOX · 2027

Debut gameplay for the dark fantasy open world, starring Tricia Helfer as Kaatri and Maggie Robertson as her patron Tasha. Every spell is a key that unlocks a new path.

SABER INTERACTIVE

TUROC: ORIGINS

Turok: Origins

PC, PS5, XBOX & SWITCH 2 · SPRING 2027

An extended cut of the ONL story trailer for the dinosaur-hunting revival, pitting the Order of the Turok against dinosaurs and an alien threat across the Lost Lands.

GENIGODS LAB

GENIGODS: NEZHA

Genigods: Nezha

PS5, XBOX & PC

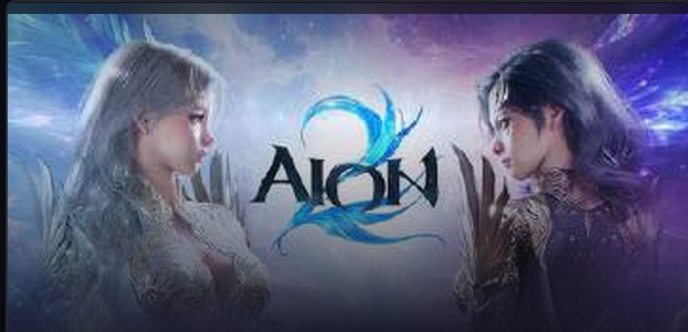
A hardcore action RPG reinterpreting Chinese creation myth through a rare matriarchal lens, built on a heavily customised UE5. Playable at official platform booths all week.



The Witcher 3: Songs of the Past

PS5, XBOX & PC · 2027

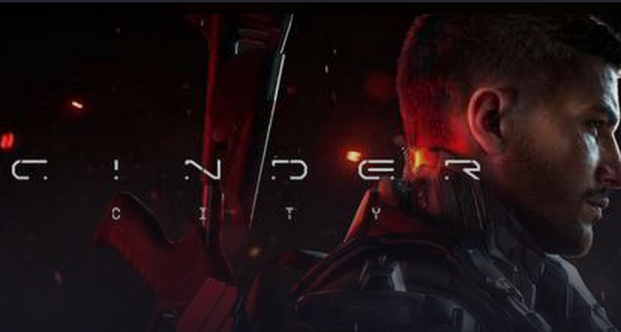
CD PROJEKT RED brought new information to Opening Night Live, with guided booth presentations across both the business and entertainment areas.



AION 2

EARLY ACCESS FROM SEPT 30, 2026

NC's Unreal Engine 5 MMORPG headlined the publisher's ONL slot, with Founder's Pack sign-ups already open ahead of early access.



CINDER CITY

IN DEVELOPMENT · NEW ONL TRAILER

NC debuted a new story trailer for its open-world cinematic third-person shooter, offering a deeper look at the game's setting.



SAW: Genesis

CLOSED ALPHA · STEAM

Bloober Team, Broken Mirror Games and Anshar Studios entered closed alpha ahead of the show: a 3v1 asymmetrical horror game where three Accused escape a Judge's maze of traps.

NC

PROJECT BONFIRE

Project Bonfire

REVEALED PUBLICLY FOR THE FIRST TIME

The third title in NC's gamescom slate, unveiled during Opening Night Live — title and all — after months under wraps.

PART TWO

THE SHOW FLOOR

SURVIVE THE MOST DANGEROUS PLANET IN THE UNIVERSE
DUNE
AWAKENING

TOTAL WAR
WARHAMMER
LARGE
The Unbreed

BELLWRIGHT

PART TWO

THE SHOW FLOOR

Publisher stands, playable debuts and hands-on builds across Halls 6 to 10
— from SEGA's five themed zones to a truck simulator and a Warpgate
built from asteroid factories.

36

PLAYABLES
& LINEUPS

10

HALLS IN
KOELNMESSE

26–30

AUGUST
2026



Alien: Isolation 2

SEGA · HALL 7 · EUROPEAN PLAYABLE DEBUT

Playable in Europe for the first time, with a confined sci-fi set piece built at the stand to carry the atmosphere of the playable prologue.



Crazy Taxi: World Tour

SEGA · HALL 7 · ON-SITE LEADERBOARDS

The frantic energy of the original transplanted into a brand-new adventure, with leaderboards at the stand and photo ops with the iconic taxi.



Stranger Than Heaven

SEGA · RGG STUDIO · HALL 7

A trip back in time to an underground jazz club, complete with a photo stage. Producer Hiroyuki Sakamoto and director Mikinobu Abe signed autographs on-site.



Persona 4 Revival

SEGA · HALL 7

The remake of the RPG classic, played inside a stand recreation of the Junes shopping centre — messages sent via the TV Stack.



Total War: WARHAMMER 40,000

SEGA · PLAYABLE FOR THE FIRST TIME

Take command of the Emperor's finest across three gameplay scenarios at a stand built to reflect the game's war-torn setting.



NO LAW

KRAFTON · NEON GIANT · HALL 9

An open-world FPS RPG set in the cyber-noir port city of Port Desire, one of five KRAFTON titles playable across the week.



Project ZETA

KRAFTON · HALL 9

A third-person Multi-team Tactical Arena where four teams of three compete for the Prism, with shifting team dynamics and evolving item builds.



Age Twisters

KRAFTON · TWO-PLAYER CO-OP

A co-op narrative adventure across near-future Barcelona, playing a grandfather and granddaughter who shift between life stages to solve puzzles.



TARAE: The Unbound

KRAFTON · ISOMETRIC ACTION RPG

An Eastern dark fantasy inspired by the Six Realms of Rebirth, with six classes reimagined from real historical Eastern professions.

PUBG STUDIOS

UNANNOUNCED PUBG TITLE

Unannounced PUBG Title

KRAFTON · GLOBAL DEBUT

A new project from PUBG STUDIOS set in the Pacific Northwest made its global debut as part of KRAFTON's five-title Hall 9 lineup.



CONTROL Resonant

REMEDY · LEVEL INFINITE · SEPT 24, 2026

First public hands-on for the action-RPG sequel ahead of launch, casting players as Dylan Faden in a paranaturally twisted Manhattan.



Dune: Awakening

FUNCOM · FIRST CONSOLE HANDS-ON

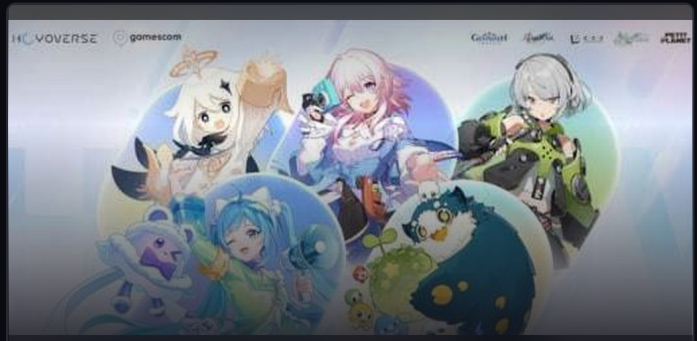
The open-world survival title set on Arrakis offered its first-ever console hands-on at the Level Infinite booth, with a themed photo opportunity.



Hunt: Showdown 1896

CRYTEK · BLOOD MOON PREVIEW

Crytek previewed a new in-game Blood Moon event, with developer meet-and-greets and an expanded public session on August 26.



HoYoverse — Five Worlds

HALL 6.1 · ~660 M²

Honkai: Nexus Anima and Petit Planet made their gamescom debuts with hands-on demos, alongside zones for Genshin Impact, Honkai: Star Rail and Zenless Zone Zero.



Transport Fever 3

URBAN GAMES / PARADOX · HALL 8.1

Publicly playable for the first time, with 275+ vehicle models — the largest fleet in series history — plus helicopters and freight trains debuting for the series.



Arknight: Endfield

GRYPHLINE · HALL 8.1

The industrial sci-fi RPG returned to Cologne with a significantly larger booth than 2025, following its Anime NYC debut the week before.



Bellwright

DONKEY CREW · SNAIL GAMES · HALL 8.1

The medieval open-world survival RPG passed a million Steam early access players before its console launch; the next phase was shown in Cologne.



For The Stars

SNAIL GAMES · HALL 8.1

Uncover alien civilisations, seek out exotic creatures and tame deadly biomes, establishing and upgrading outposts across distinct ecosystems.



Honeycomb: The World Beyond

FROZEN WAY · SNAIL GAMES

Crossbreed flora and fauna on a strange, exuberant planet, conducting experiments to develop new species on a bioengineering journey.



Vikings Dynasty

TOPLITZ · PLAYABLE DEMO

Explore the rugged terrain of a Scandinavian archipelago, navigate dangerous fjords and begin the journey to becoming a jarl.



Wild West Pioneers

TOPLITZ · RELEASING LATER THIS YEAR

A classic city builder: raise a frontier town from first tents to timber houses, plan production chains and prepare the land for the railroad.



Permafrost

TOPLITZ · EARLY ACCESS OCT 9, 2026

A story-based open-world survival sandbox that brought sub-zero temperatures to the show floor in playable form ahead of early access.



Go Slimey Go!

ESDIGITAL · INDIE ARENA BOOTH

A precision platformer built on momentum, following an adventurous slime that rolls, bounces and launches through colourful stages. A gamescom latam BIG Festival finalist.



REMEDIUM

SOBAKA STUDIO · ESDIGITAL

Twin-stick shooting and RPG progression in a brutal post-apocalyptic Renaissance ravaged by the Grey Plague, armed with alchemical weapons.



Sky of Tides

LOFTY SKY · ESDIGITAL

A narrative sci-fi adventure across five planets held together by fragile orbital forces, following Rin D'Lorah's search for her family.



BattleJuice Alchemist

ALCHEMICAL WORKS · ESDIGITAL

An award-winning action RPG combining isometric combat with deep alchemy mechanics and cinematic one-on-one duels.



EONA

SUPER AC · HALL 10.1 · PC, SUMMER 2026

A horror action-adventure about a girl cursed to a mysterious puppet, infiltrating the fairy Mélusine's castle. The final version was playable, weeks before release.



LANCELOT: The Silver Knight

SUPER AC · WORLDWIDE PLAYABLE DEBUT

An Arthurian action-adventure inspired by early Zelda: rescue Queen Guinevere from Meleagant across a Britain of legendary creatures and forgotten dungeons.



Era One

TEAM COMPLEX · HOME OF INDIES, HALL 10

The space strategy game premiered its long-awaited multiplayer as a world exclusive, and announced the date it leaves early access for 1.0.

GIANTS SOFTWARE

FARMING SIMULATOR 25: BEANS & ALPACAS

Farming Simulator 25: Beans & Alpacas

HALL 6 · PREMIERE, PLAYABLE

First hands-on with Catuaí, a South America-inspired region introducing coffee beans as a crop alongside alpacas — plus Project Motor Racing and the return of the straw hats.

AEROSOFT

AEROSOFT SIMULATION LINE-UP

Aerosoft Simulation Line-Up

HALL 9, B-043 · 12+ TITLES

Professional Ship Simulator, Winter Resort Simulator 3 rebuilt in UE5, and the newly announced Firefighters Code Red, alongside Seaworks, Bergwerk and Autobahn Police Simulator 4.

ROCKETWERKZ

FIVE TITLES, ONE STAND

Five Titles, One Stand

HALL 10.1, A-044

Dean Hall's studio brought Torpedia and Art of the Rail for their public debuts, plus Kitten Space Agency's first in-person outing, Icarus and Stationeers.

HOUSE 16 SOFTWARE

ORMOD: DIRECTIVE

ORMOD: Directive

HALL 10.1, A033 · STEAM, H1 2027

The open-world survival game hit nearly 325,000 Steam wishlists ahead of its first public appearance, debuting a build with content never before playable.

SHUEISHA GAMES

SIX TITLES AT HOME OF INDIES

Six Titles at Home of Indies

HALL 10.2, E010G-D011G

Headlined by the first reveal of 5X strategy game Conquista and the first public demo of Wild Wild Eden, plus new builds of BAKUDO, Chronoscript, UN:Me and Schrödinger's Call.

2P GAMES

NINE PLAYABLES IN HALL 10.1

Nine Playables in Hall 10.1

STAND B-078

The publisher behind Sultan's Game and The Hungry Lamb brought Aurebloom Tales, Cohen 1939, R.I.P., Kotama and Academy Citadel, The Piper of Dawn and more.

INFERNOZILLA

THE SHARED MEGABOOTH

The Shared Megabooth

HALL 10.2 · 78 M² · NINE INDIES

Five IZilla Games titles — BLACKWOOD, A.A.U. Blacksite, Here Comes The Swarm, Away From Life and Medic: Pacific War — alongside four client projects.

PART THREE

INDIES & NATIONS



BOX KNIGHT

LUMINAS
PARASITE REIGN

EXOVIA

GREEK NATIONAL
DELEGATION

gamescom

MEET THE GREEK GAMES

PART THREE

INDIES, NATIONS & NEWCOMERS

Five national delegations, three megabooths and a long tail of solo developers — the part of the show floor where most of the discoveries actually happen.

36

INDIES &
SHOWCASES

05

NATIONAL
DELEGATIONS

10.2

THE HALL TO
GET LOST IN

ICEX

GAMES FROM SPAIN

Games From Spain

HALL 10.2 & HALL 4.1 · LARGEST SHOWCASE YET

Thirty playable games, fifty companies and more than a hundred professionals across the public arena and business area — the biggest Games From Spain edition to date.



The Zibbo Show

TESSERA STUDIOS · GAMES FROM SPAIN

One of thirty Spanish titles playable at the Hall 10.2 booth, representing the breadth of the national industry.



SKULD

SUPER MONKEY STUDIO · GAMES FROM SPAIN

Part of the Spanish showcase on the public floor, shown alongside Runeomicon, Old Thunder, Tuned In and Super Bomba League.



Drillbound

TIMESEEKER · GAMES FROM SPAIN

Shown on the Games From Spain floor alongside Project Node, ATSF: All Things Should Fall and Hi Score Science.



Rebels of the Solar Speedway

RETRO REACTOR GAMES · SPAIN

Racing under the Games From Spain banner, part of a lineup enriched by Entalto Publishing, El JAP and ACADEVI selections.



Operation Highjump: The Fall of Berlin

MANSION GAMES · SPAIN

One of the historical entries in the Spanish delegation's Hall 10.2 lineup.

GREEK NATIONAL DELEGATION

GAMESCOM 2026

gamescom
28-30 August
Cologne, Germany

MEET THE GREEK GAMES



The Greek National Delegation

EKKOMEA · HALL 10.2, E-041G · 9 GAMES

Greece's second consecutive official presence returned with an expanded B2C booth and nine recently released and upcoming Greek games.



Astra: Fading Stars

DIMENSION OMEGA · METROIDVANIA · 2026

A hand-drawn 2D Metroidvania where Celina's Astra Call ability parries attacks and reshapes the environment, rewarding curiosity with real secrets.



Bassai-Dai

KALOPLAY · ACTION-ADVENTURE · TBA

Wield a giant ink brush to create paths, solve puzzles and fight, in a world drawing on both Greek and Japanese mythology.



Dunestake

ETEROS STUDIOS · AUTOBATTLER · Q1 2027

A high-risk single-player autobattler where you place bets on gladiator combat — predict outcomes for gold, or death.



Luminas: Parasite Reign

SOTO GAME STUDIO · STEAM · JUL 2026

Control three magical creatures at once against the parasites of Solaris, with deep synergies between eight Luminas and 90+ swappable upgrades.



Mechanis Obscura

NOBUDGETSTUDIOS · HORROR · Q2 2027

A first-person escape-room thriller beneath Thessaloniki, blending puzzles with live-action FMV, ARG elements and early-2000s internet horror.



RuneSmith

TERAHARD · RPG / SIM · Q4 2026

A humorous RPG about a grudge-holding dwarf runesmith, with an engraving system whose interactions chain into combos — or tavern-grade accidents.



The Purple Peacock

CASUS AENIGMA · POINT & CLICK · Q1 2027

A 2D point-and-click adventure following Virgil Russ on a quest to find a rare, elusive stamp.



Theropods

LOST TOKEN / DIONOUS · AUG 2026

A wordless point-and-click adventure where a prehistoric hunter and a stranded spaceman free an enslaved village, told entirely through animation.



Belgian Games at the Indie Arena Booth

VAF · HALL 10.2 · 6 GAMES

Six standout Flemish games curated by the Indie Arena Booth, spanning factory automation to quirky puzzle-horror.



Biofactory

BIOREACTOR STUDIOS · FACTORY AUTOMATION

Build a living factory from organs and fleshy biomachines — transport materials through pulsating colons and manage energy via veins and hearts.



Please, Watch the Artwork

STUDIO WATERZOOI · Q1 2027

Night observation duty at the museum, except the paintings are alive. Spot anomalies across 40+ real Edward Hopper works.



Stip

SIXTYFOUR · PUZZLE THRILLER · Q4 2026

A number puzzle game hiding secrets inside maze-like rooms. Winner of Most Anticipated Game at the Belgian Game Awards 2025.



We Build Below

EVERHEART · ROGUELIKE / TOWER DEFENSE

A roguelite factory-builder for one to three players, where parasites exploit your carefully placed belts and force adaptation every run.



SKINFACE

ADAM PYPE & TIES GROEN · Q4 2026

A faceless hitman steals the faces of others to win a target's trust, in dark Soviet-era apartment blocks.



Brazil Games

ABRAGAMES / APEXBRASIL · FIRST DEDICATED INDIE PAVILION

An expanded delegation across the business and consumer areas, with original IPs, co-development and specialised production services on show.



OKU

BYTEROCKERS' GAMES · HALL 10.2

As the lone apprentice to a vanished haiku master, capture the beauty of Japanese landscapes in poetry to restore forgotten paths.



Exovia

BYTEROCKERS' GAMES · HALL 10.2

A physics-based mining and automation sandbox in space: engineer zero-G logistics without conveyor belts and build a Warpgate from asteroid factories.



The Regreening

BYTEROCKERS' GAMES · HALL 10.2

A cozy 'soilpunk' simulation about restoring nature — grow living ecosystems, befriend ancient spirits, and hug all the animals.



DeeSicks

BYTEROCKERS' GAMES · HALL 10.2

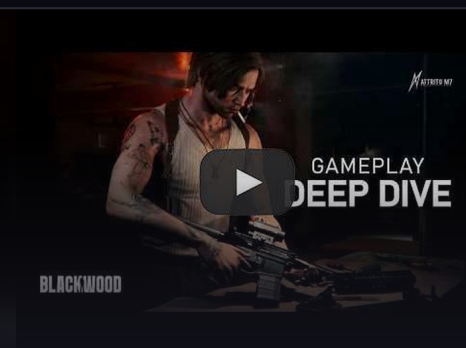
Rise from lowly insect to bullet hell god in a primordial purgatory, combining physics-based dice rolling with spell-and-relic synergies.



Box Knight

WE MADE A THING · STEAM · AUG 25, 2026

Hades meets The Office: a roguelike beat 'em up where a cardboard-wielding office worker fights corporate corruption floor by floor, solo or in couch co-op.



BLACKWOOD

ATTRITOM7 / IZILLA · FIRST PUBLIC DEMO

A cinematic third-person thriller about Anton Blackwood, who runs a Brooklyn DVD store by day and works as a contract killer by night in 2012 New York.



NAME OF THE WILL

ZEITGEIST / HYPER REAL · STEAM, EARLY 2027

Award-winning daylight horror inside HOPE, a 34-storey wellness compound governed by a seven-strike Conduct System. Hand-drawn, and scored by hirsk.



S.O.N.A.R.

ABYLIGHT STUDIOS · STEAM

Submarine Operators Not Actually Ready: a chaotic multi-station co-op sim where underqualified crews juggle operations, stealth and underwater combat.

FIRECHICK

ATTUNED

Attuned

HOME OF INDIES, HALL 10.2 · STEAM PLAYTEST

An MMO-inspired co-op roguelike for one to four players, forming a tank/healer/DPS party across randomised dungeon runs. Public Steam playtest from August 26.

VARSAV GAME STUDIOS

BARKOUR

BARKOUR

PC, PS5 & XBOX · Q4 2026

Agent T.H.U.N.D.E.R. reports for duty. A 15–18 hour action platformer with a stealthy twist, 30+ gadgets and a very good dog whose thoughts are translated by gadget.

DODO TAKO / TRIPLE BORIS

HACK 'N' STACK

Hack 'n' Stack

STEAM & SWITCH · SEPT 24, 2026

Up to four players build walls and towers against relentless waves in a fully physics-driven world where everything — including teammates — can become a weapon.

JOE YU STUDIO

KATUBA'S POACHER

Katuba's Poacher

RED DUNES GAMES · ACTION ROGUELITE

A solo-developed, jazz-powered roguelite where every boss has its own swing-jazz theme and attack patterns synchronised to the music.

MINNAPAD

DHALMAN

DHALMAN

STEAM · Q3 2027 · HALL 10.2, E043G

From the Capcom artist behind Street Fighter II: Metroidvania exploration, 2D fighting-game bosses and a curry restaurant sim — with a new Time Attack mode for the show.

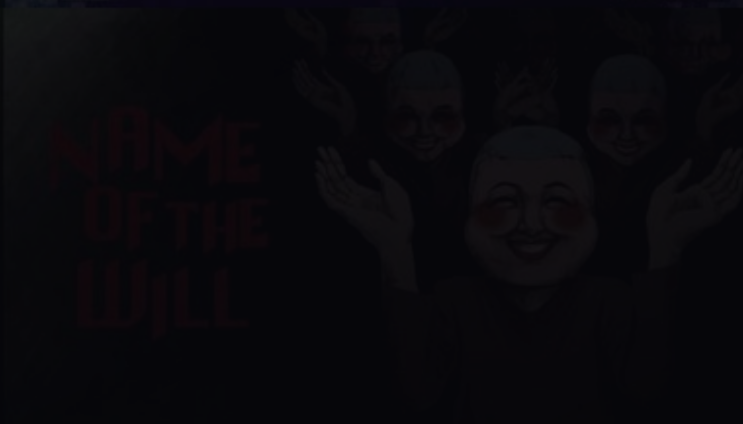
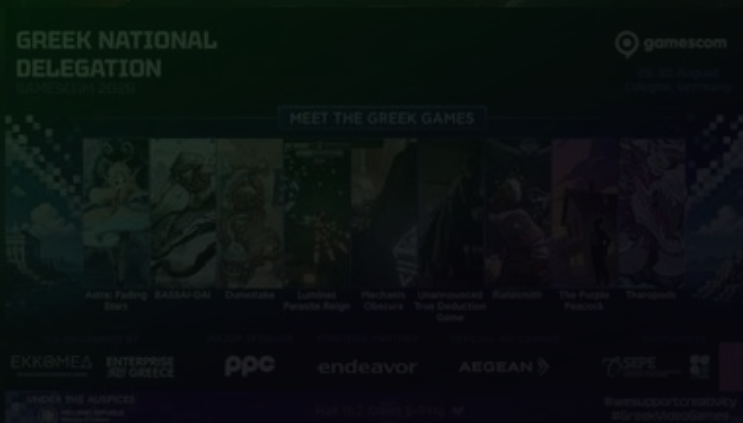
RUCKYGAMES

UKU'S HEART BALLOON

Ruku's Heart Balloon

SWITCH, XBOX & STEAM · MADE IN JAPAN

A gentle watercolour puzzle adventure playable with only the D-pad and A button, built by a developer whose child's hands were too small for complex inputs.



THE BUSINESS OF GAMES

Payments infrastructure, European expansion, hardware partnerships and a show floor that ran out of room — the filings that had nothing to do with trailers.

06

BUSINESS
STORIES

4.1

THE B2B
HALL

2027

EXPANSION
BEGINS

ZBD

THE MONEY LAYER FOR GAMES

The Money Layer for Games

HOBOKEN, US · PRODUCT LAUNCH

A full stack of embedded financial infrastructure: accounts, payouts, rewards and branded debit cards, extending from mobile to PC and console. 1047 Games and Joygame are

MIDWEST GAMES

LISBON AS EUROPEAN HUB

Lisbon as European Hub

HALL 4.1, C020G · PORTUGUESE B2B PAVILION

The publisher's first public activation in Portugal, bringing its modular, for-hire publishing model to Europe. Adam Orth joins as COO and Cisco Maldonado as Chief Strategy Officer.

4DIVINITY & XPG

CONTENT MEETS HARDWARE

Content Meets Hardware

HALLS 4.2, 7.1 AND 6.1

ADATA's gaming brand made its gamescom debut as Premier Sponsor of 4Divinity's showcase, with hardware displayed alongside four of six titles across three halls.



Mini Arcade Twin

IMP GAMING · HALL 2.1, A002 · FROM £24.99

A two-player adaptor kit that converts two Mini Arcade Pro docks into a single head-to-head Switch 2 cabinet — and converts back again for solo play.

VRKIWI / STUDIO CHIPO Y JUAN

DETECTIVE VR

Detective VR

PSVR2 & STEAM · SEPT 9, 2026

One of the few PSVR2 titles with full controller-free hand tracking. Motion-captured performances mean hesitation and eye contact carry the clues.

KOELNMESSE / GAME

SOLD OUT, AND GROWING

Sold Out, and Growing

EXPANSION CONCEPTS FROM 2027

The exhibition area was fully booked for the first time in the event's history, with aerosoft, Embark Studios, Giants, Konami, Level Infinite, NC and Tencent Games newly confirmed.

PART FIVE

GAMESCOM DEV 2026

Three days at the Confex Center before the show floor opened. Europe's leading developer event ran under its new name for the first time, with a keynote on what the reset actually changed.

5,400

ATTENDEES
IN 2025

89

COUNTRIES
REPRESENTED

390

SPEAKERS,
220 SESSIONS

THE INDUSTRY RESET, EXAMINED

Amir Satvat — Business Development Director at Tencent Games and founder of ASGC — opened the conference with "The Games Industry Reset: What Happened and What Comes Next?", a data-driven analysis of labour market disruption, funding trends, player demand and hiring realities since 2022.

TRACK 01

Level Design

A first-time track co-curated by **Blake Rebouche** (Guerrilla Games), **Miles Tost** (CD PROJEKT RED) and **Seth Marinello** (Double Fine), on world-building, player guidance and environmental storytelling.

TRACK 03

AI in Gameplay & Production

Spanning both conference days, co-curated with the team behind **AI and Games**, with perspectives from Tencent Games, Electronic Arts, Wargaming, JetBrains, Room 8 Group and Katapult.

TRACK 02

Animation

Co-curated with **Mike Jungbluth** (Animation Director, Compulsion Games), exploring character performance, animation pipelines and production challenges.

SESSION SPOTLIGHT

Green Shoots

"Mapping Europe's Game Talent Recovery in 2026 and Beyond" — authored by **Fiona Cherbak** of Rocket Game Talent, unpacking which hiring indicators separate real recovery from short-term contract spikes. Monday, 3:45pm.

FIRST SPEAKERS CONFIRMED

Amir Satvat — Tencent Games / ASGC

Kim Belair — Sweet Baby Inc.

Mia Ginaé Watkins — Riot Games

Blake Rebouche — Guerrilla Games

Konstantinos Dimopoulos — Zero Parades

Donald Barrett — Insomniac Games

Kevin Boyer — Rogue Factor

Shraddha Gupta — AI and Games

Seth Rosen — Short for a Knight

Fiona Cherbak — Rocket Game Talent

Noor Amin — Riot Games

Miles Tost — CD PROJEKT RED

Magnus Brauckhoff — KING Art Games

Mike Jungbluth — Compulsion Games

Ramin Safarpour — Ubisoft Mainz

Duygu Cakmak — AI and Games

Fleur Marty — Gearbox

Nikky Armstrong — Perfect Garbage

Emi Nguyen — Riot Games

Seth Marinello — Double Fine

Alexandre Zenga — Rogue Factor

Julius Gierbig — CD PROJEKT RED

Tommy Thompson — AI and Games

Matthias Siemonsmeier — AI and Games

LISBON, AND A CHANGING OF THE GUARD

LEADERSHIP SUMMIT · POWERED BY XSOLLA

Third edition, back in Lisbon

February 24–26, exclusive to C-level executives, founders and senior decision-makers. Unlike a traditional conference, the agenda is shaped by attendees themselves — confidential, high-level exchange over presentation.

Leadership, Talent & Organizational Resilience

Production Excellence in High-Constraint Environments

Future-Fit Business Models & Strategic Growth

Tech Strategy, Engine Leverage & Ecosystem Risks

Creative Risk, Player Experience & Market Relevance

AI Adoption, Regulation & Strategic Implementation

GAME EVENTS GMBH

Stephan Reichart hands over

Effective May 2026, **Frederik Hammes** became managing director of game events GmbH, succeeding **Stephan Reichart**, who stepped down at his own request after leading devcom — now gamescom dev — since 2017. Hammes brings over 20 years in the industry, including a long tenure as managing director at Travian Games. Reichart stayed on to support the transition through August 2026.

SUMMIT SESSIONS

Two that stood out

Dr. Tommy Thompson on "Biting the Silver Bullet: AI in the Games Industry in 2026 and Beyond." **Pawel Rohleder & Adam Lason** (PixelAnt Games) on buying their studio back: "Dream. Fall. Rise again."



Green Shoots · Mapping Europe's Game Talent Recovery — moderated by Fiona Cherbak with Carlos Estigarribia (OV Entertainment), Joe Kataldo (Mad Wave Audio), François Roughol (Design Direction on Demand) and Fabio Cristi.

19

SUMMIT SPEAKERS
& HOSTS CONFIRMED

06

EXPERT-LED
ROUNDTABLES

23–25

AUGUST · CONFEX
CENTER, COLOGNE

FULLY BOOKED. SEE YOU IN 2027.

What this is

A compiled and redesigned digest of the official press releases filed around gamescom 2026 and gamescom dev 2026 — nine press wires and three press digests, condensed into one read.

Where to go next

gamescom.global for the show, dev.gamescom.global for the developer conference, and dev.gamescom.global/leadership-summit-2026 for the Lisbon summit programme.

Still to come

gamescom asia x Thailand Game Show in Bangkok (29 Oct – 1 Nov 2026), gamescom lan in Cologne (19–21 Feb 2027), and gamescom latam in São Paulo later in 2027.



OPENING NIGHT LIVE
25 August



THE INDIE HALLS
10.1 & 10.2



CONFEX CENTER
23–25 August

COMPILED FROM OFFICIAL RELEASES BY

Rebellion · Focus Entertainment & Saber Interactive · NEKCOM & 4Divinity · Paradox Interactive · Wizards of the Coast & Invoke Studios · Genigods Lab · XPG — ADATA · CD PROJEKT RED · We Made A Thing Studios · HoYoverse · RocketWerkz · FIRECHICK · Infernozilla · Shueisha Games · Aerosoft · House 16 Software · GIANTS Software · RuckYgAMES · Minnapad · Games From Spain / ICEX · Dodo Tako / Triple Boris · Joe Yu Studio / Red Dunes Games · 2P Games · Dimension Omega · ZBD · VARSAV Game Studios · Midwest Games · VRKiwi / Studio Chipoy Juan · KRAFTON · iMP Gaming · ByteRockers' Games · SUPER AC · Team Complex · NC · Abylight Studios · Urban Games / Paradox · HYPER REAL · Level Infinite · Brazil Games / Atragames & ApexBrasil · SEGA · Bloober Team · AttritoM7 Productions & IZilla Games · EKKOMED · VAF · Toplitz Productions · ESDigital Games · Snail Games · GRYPHLINE · Rocket Game Talent · gamescom dev · game events GmbH · Koelnmesse · game — The German Games Industry Association.

The Best of gamescom 2026 & gamescom dev 2026.

Compiled and redesigned by David L. \$Money Train\$ Watts for FuTurXTV & HHBMedia.com. Covers gamescom dev (23–25 August) and gamescom (26–30 August 2026), Koelnmesse, Cologne. All game artwork, logos and trademarks are the property of their respective publishers and developers. Dates, booth numbers and details were accurate as announced and are subject to change.