GAMES IN ITALY

TOKYO GAME SHOW 2024

Makuhari Messe, 26-29 September
Italy Pavilion - Hall 8 Booth n. 08-N01

Company Profiles

English Version

madeinitaly.gov.it

Ministry of Foreign Affairs and International Cooperation

ITA ITALIAN TRADE AGENCY

IDEA Italian Interactive Digital Entertainment Association

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34BIGTHINGS

Established in 2013, with a growing team of over 80 talented people, 34BigThings is a developer for premium games across PC, console, and mobile devices. We use cutting-edge technology to create innovative genre-leading games that redefine genres, receive critical acclaim, and capture the imagination of gamers around the world.

We are a hard-working bunch of AA/AAA gaming veterans who strive for excellence in every project we take on, a close-knit family who loves what we do. We have released over 10 premium games topping charts on all gaming platforms.

Since November 2020, 34BigThings is part of the Embracer Group.

Redout 2 is a tribute to classic arcade racing games and the sequel to the critically acclaimed Redout, where racing through the dystopian wastelands of a semi-abandoned Earth is one of the galaxy's most popular sports.

Reach impossible speeds in exhilarating futuristic races across an extensive single-player campaign and competitive multiplayer.

Deep control systems, robust hovership customization and a killer soundtrack make Redout 2 the premier anti-gravity racer.

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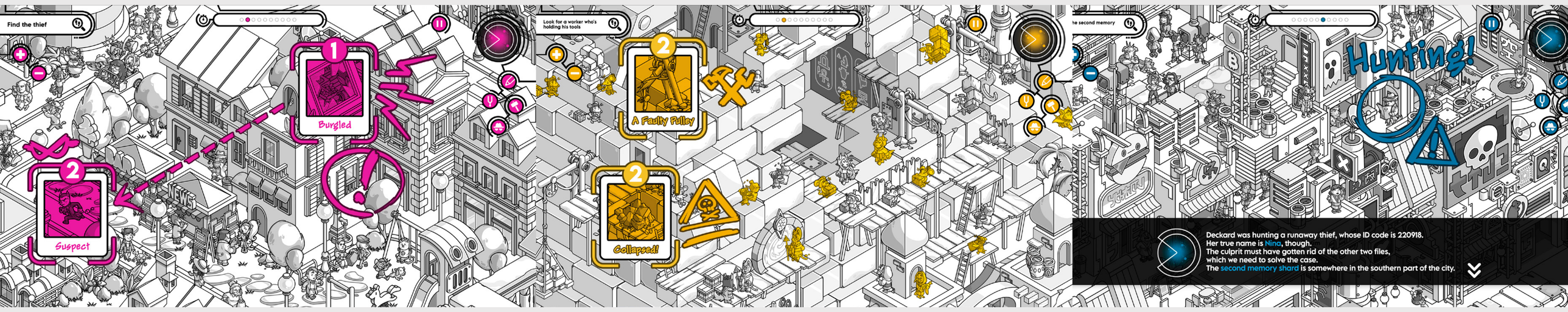
Bad Seed is an Italian game studio. We've been creating innovative games in Milan since 2014.
We believe in delivering high-quality, far-reaching and fun experiences to gamers all over the world.

Our core team of industry veterans had a dream: to bring our signature quality and innovation across platforms, making the gaming world a little brighter and braver.

During the years, we developed different labels to appeal to a variety of gamers: the casual ones, the core gamers, those more into tales and narrative.
Following the successful release of Crime O'Clock in 2023—a fully black-and-white crime investigation game set on vast maps—we are now working on an exciting new, unannounced project.



Crime O'Clock is a hidden objects investigation and time exploration game with a deep storyline. Investigate cases through time and evolving maps by unveiling a multi-eras linked story. Will you be observant enough to solve the mysteries? Crime waits for no man!

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FUNNY TALES was born from the merge of 2 Italian studios Digital Tales and Just Funny Games, with 17 years of presence on the market and 20 titles produced. The company boasts 25 employees in three offices between Italy and USA: Milan, Imola (BO) and Miami. FUNNY TALES develops award-winning games on PC, console, mobile, VR and XR platforms. We develop serious games (Advertising, Educational, Health..) and high-quality e-learning apps (also in VR, AR and XR) for B2B clients worldwide (e.g. Bulgari, Technogym, Meta, Osmo..). Our latest title is VRider SBK, the world's most anticipated “simcade” motorcycle racing VR game, available on Meta Quest 3, 2, & Pro! More references on https://funnytales.us

VRider SBK is the first licensed WORLD SUPERBIKE CHAMPIONSHIP VR Racing Game!

Step into the heart-pounding world of VRIDER: the official game of the WSBK,

Throttle up to speeds over 200 mph (320 km/h), compete with riders globally, and truly immerse yourself in this multi-sensorial multiplayer VR thrill!

VRIDER has pushed the boundaries of what’s possible with META’s Quest, bringing a realistic and insanely fun racing game to VR. More on https://vridergame.com/

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GEAR GAMES

Gear Games has been building Mobile games for over 15 years.
We develop our games in-house, managed by our experienced product department, with a careful process for data-driven decisions and releases.
We also work with different partners and apply different models:
- Build a new game going through various stages, validating each stage by KPI, from Alpha Build until Global Launch
- Take over the feature development and live operations of a game either in production or already live
- We can also focus exclusively on the Live Operations of the game pushing out events, sales and monitoring game revenue and KPI.

Arcane Rush Battlegrounds:
an enthralling card game that immerses you in a captivating adventure featuring mystical heroes and epic battles.
- Engage in intense card-based battles and choose from a roster of legendary heroes.
- Collect a vast array of cards, from mythical creatures and mighty spells to enchanted artifacts.
Soft Launch: 2023

Match & Score: Football game with a dual strategy and live duel and tactical moves on a match-3 board.
- Create a great team, recruit soccer superstars and win all-time classic football games.
- Take part in real-time fast-paced 1:1 matches against players from all over the world.
Soft Launch: 2023

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Idra Interactive Studios is a development company founded in 2020 in Rome. Our activity in the video game industry began that same year with Code#DNA, leveraging our expertise in developing commercial video games as well as creating applied games and interactive works with significant cultural impact. The goal of Idra Interactive Studios is to design distinctive video games to be published on the national and international market, both within the edutainment sector and in the commercial sphere.

Explore the virtual world of **Vigamus Ville** and dive into the extraordinary Video Game History museum collection. This exceptional VR experience allows users to immerse themselves in a unique virtual universe, offering unprecedented engagement. Vigamus Ville combines new technologies and interactivity with user-generated content from a diverse audience, enhancing the dissemination of cultural knowledge in a participatory manner.

Vigamus Ville https://www.roblox.com/games/14062100349/Vigamus-Ville, 2023

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INVADER STUDIOS

Established in 2016, Invader Studios™ is an Italian independent software house based in the Roman countryside. The studio was originally set up by a group of professionals who share common ideas on game development and united by the passion for the survival horror genre and the 90's videogame development golden age. Invader Studios' first release has been the worldwide acclaimed third-person story-driven survival horror game titled "Daymare: 1998™", available on PlayStation 4, Xbox One, Steam and GOG.com (2020).

The new installment of the Daymare saga, a prequel to the first game called Daymare 1994: Sandcastle™, has been released on PlayStation 5, Xbox X/S Series, PlayStation 4, Xbox One and PC Steam, GOG and Epic Store in August 2023.

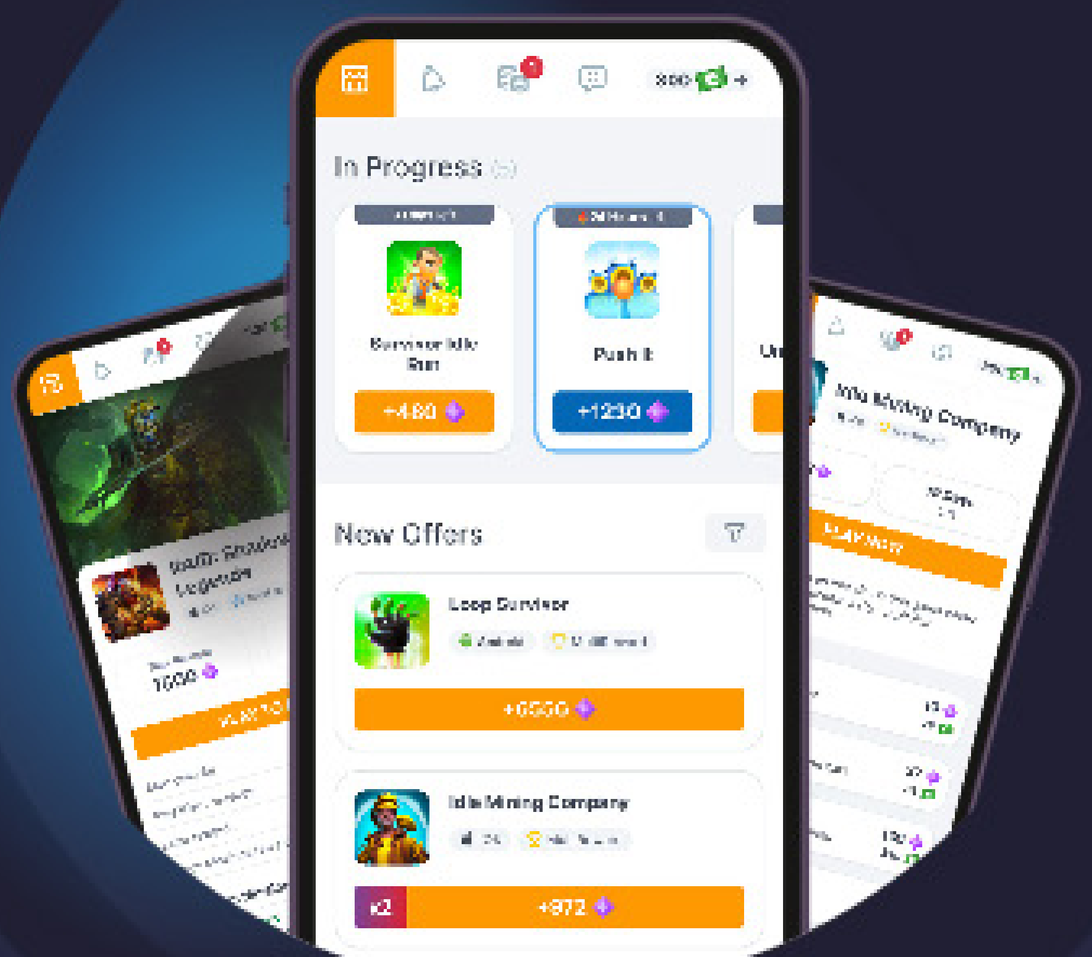
DAYMARE:1998
(https://daymarethegame.com/daymare-1998/, 2019-2020)

DAYMARE:1994 SANDCASTLE
(https://daymarethegame.com/daymare-1994-sandcastle/, 2023)

Daymare is a third person survival horror saga composed by Daymare: 1998 and Daymare: 1994 Sandcastle

MAF

Transforming Advertising into Discovery



We offer an all-in-one solution for app growth and monetization. Unlock incremental ad revenue for your mobile game with our global offerwall, or expand your game's reach to a worldwide audience of high-quality users.

- Acquire high-quality users
- Maximize ad revenue
- Boost retention rates
- Increase player LTV

Nacon Studio Milan is an Italian video game developer dedicated to crafting unforgettable experiences. Established in 2016 by industry veterans, the studio rapidly evolved from a super-indie team into a key player in the Italian scene, with over 70 team members.
Since 2021, NACON, one of Europe's leading video game publishers, has held a 100% stake in the company. Nacon Studio Milan operates on two production fronts: racing, under the wholly owned RaceWard Studio division, and survival. The company's upcoming release is the open world game Terminator: Survivors.

RiMS Racing is the first motorbike simulation that combines a realistic racing challenge with engineering and mechanics.

TT Isle Of Man: Ride on the Edge 3 is the Tourist Trophy official game, with 200km of open roads and challenging physics.

Terminator: Survivors is an open world game set after Judgment Day where you play as a group of survivors to scavenge resources and build a base of operations for mankind. But you're not alone. Skynet's machines and rival human factions hunt you down.

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"Operaludica was born in Bologna in 2020 from the collaboration between IV Productions, a company with thirty years of experience in the world of video games, and HEARTWOOD LABS, a company specialized in IT technologies.

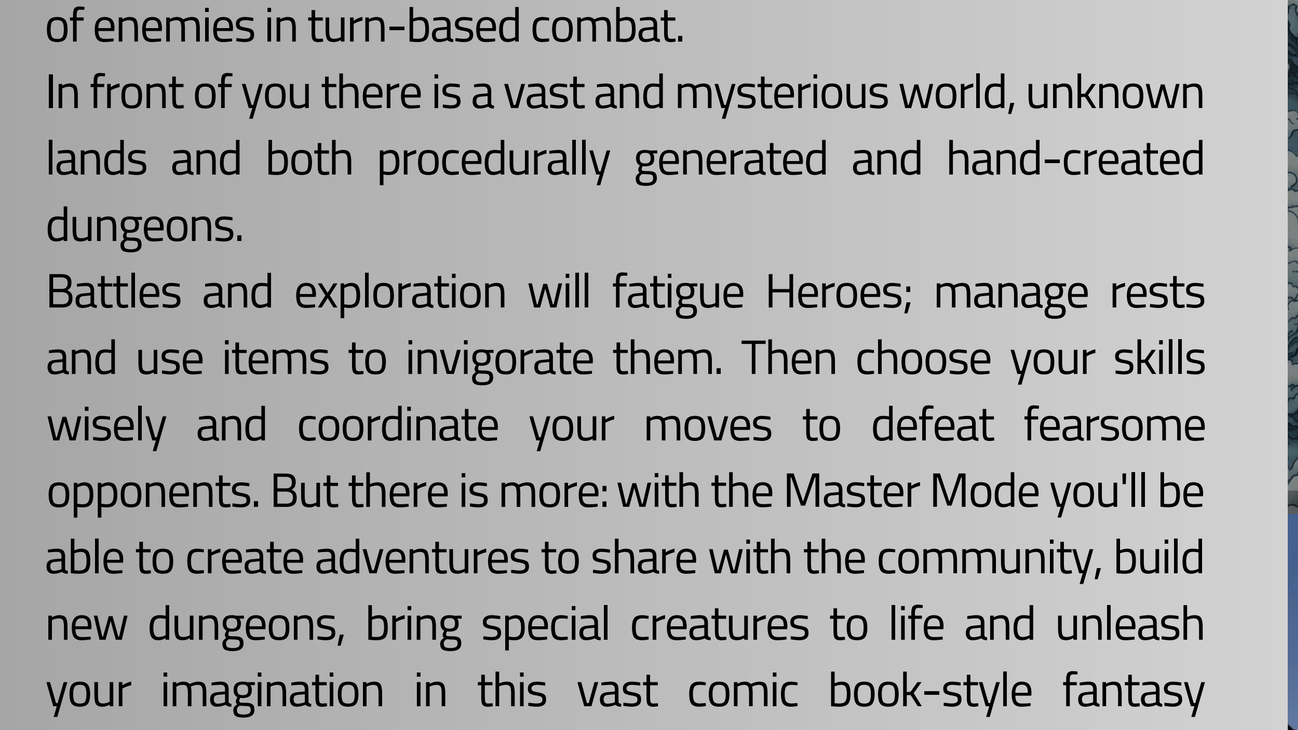
Operaludica bases its production on narrative videogames, in particular based on Sergio Bonelli Editore's characters, the first of which is **DRAGONERO**. Operaludica consists of a team of 20 people, including artists, game designers, programmers and musicians."

Guide the heroes of Erondàr in this epic adventure: Ian, Gmor, Myrva, Alben and Sera. Every character has its unique abilities and playstyle.

Tackle the story of each character before bringing them all together in the main adventure in this classic turn-based RPG with a strategic twist that will challenge you: explore dungeons, plan journeys in the open world, and face dozens of enemies in turn-based combat.

In front of you there is a vast and mysterious world, unknown lands and both procedurally generated and hand-created dungeons.

Battles and exploration will fatigue Heroes; manage rests and use items to invigorate them. Then choose your skills wisely and coordinate your moves to defeat fearsome opponents. But there is more: with the Master Mode you'll be able to create adventures to share with the community, build new dungeons, bring special creatures to life and unleash your imagination in this vast comic book-style fantasy universe.



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Revera

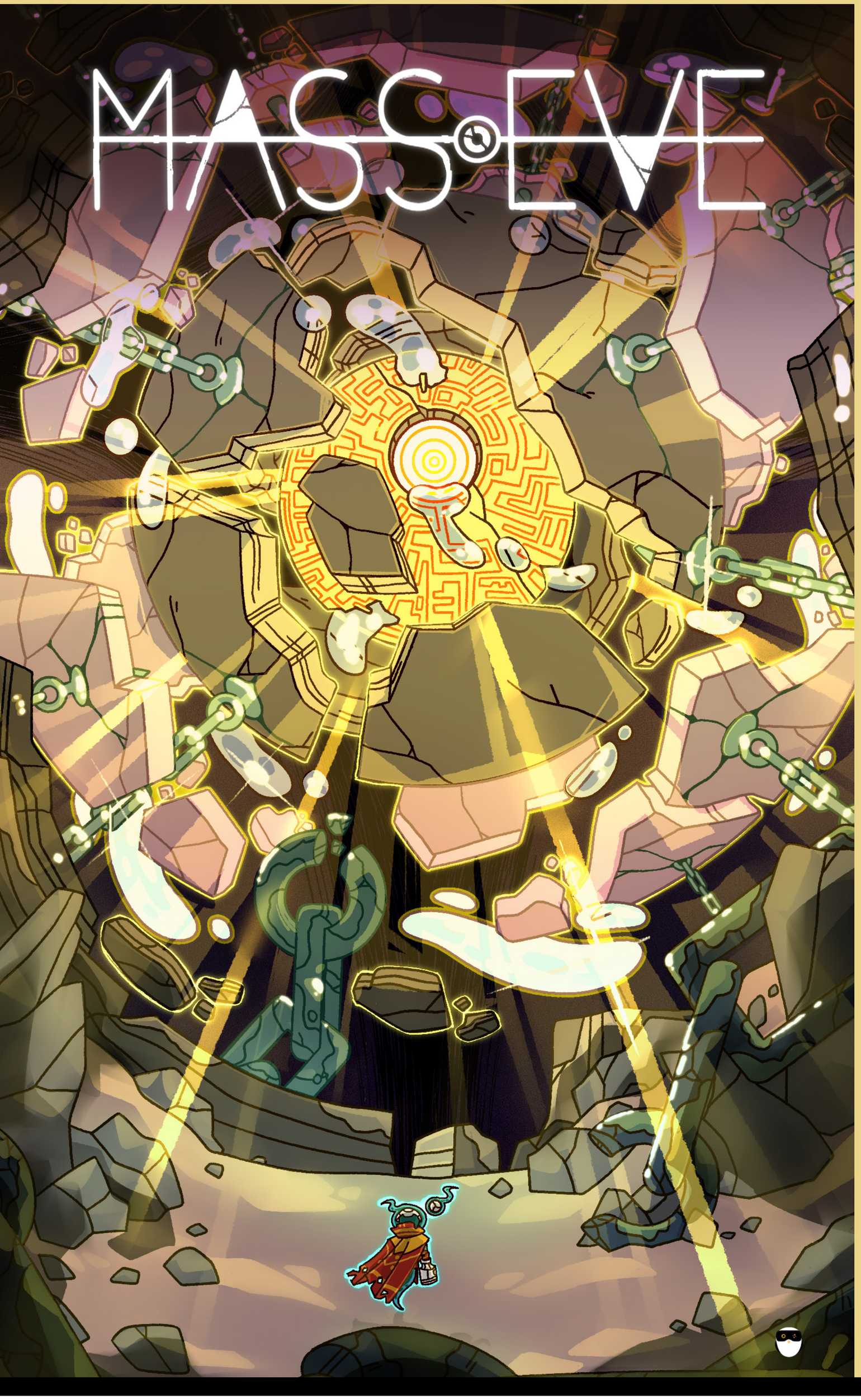
EMPOWERING REAL LIFE

Revera's founders boast solid academic backgrounds and extensive research experience. Specializing in virtual and augmented reality, the company has swiftly established significant national and international collaborations. Two examples:

- Revera undertook a prominent project in Saudi Arabia, building an immersive and narrative virtual reality experience to recreate the Nabatean archaeological site of Jabal Ikmah.

- V-Expo: webgl multiplayer application (based on dynamic and real time AWS infrastructure interaction) that allows users to autonomously create their own virtual expositions and handle online virtual events.

Despite the firmness of the company, passion for video games is what drives our work. Their inaugural project is a rogue-like game inspired by the enchanting realm of quantum physics. The company, distinguishes itself by its unwavering commitment to graphical quality and photorealism, a hallmark extending to its foray into game development.



"Mass-Eve" is a narrative roguelike game set in the Quantum World. Players embody Neutrinos, sharing consciousness via entanglement, navigating biomes to aid Higgs Bosons in containing Dark Matter. This struggle between Standard Model balance and Dark Matter's upheaval leads players on a journey of self-discovery, blending quantum physics concepts into gameplay mechanics. As Neutrinos evolve from pawns to key players, they ponder their role in the cosmic conflict's outcome.

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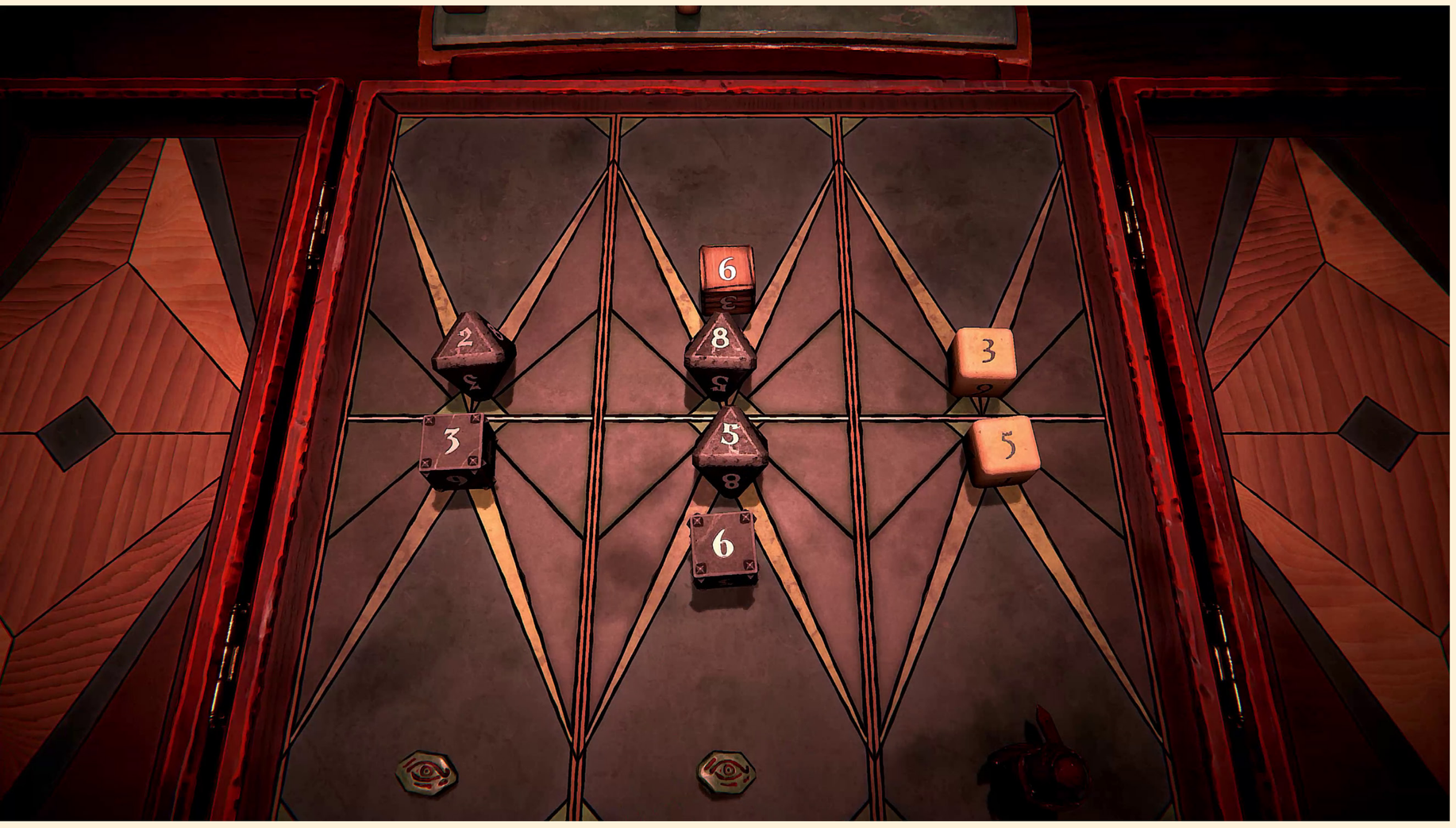
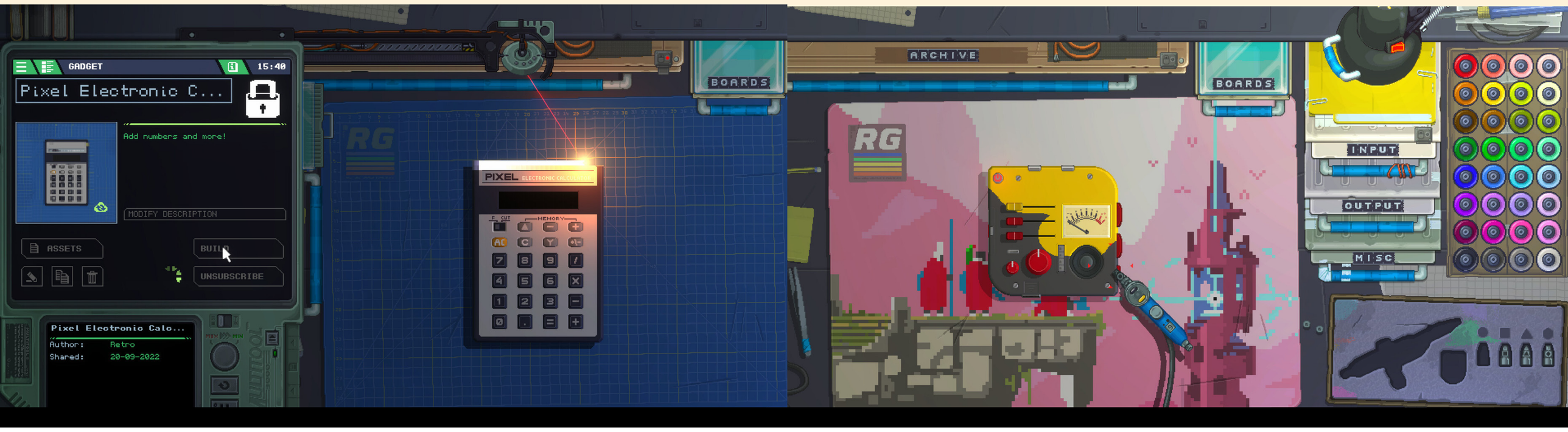
Dice of Arcana (TBA)
Dice of Arcana is a wicked roguelite dice game. Survive a blood-drenched trip on a caravan led by a malevolent puppet. Bet your fingers, break the rules with special dice, face major arcana and prevail: losing means death.



Retro Gadgets is a sandbox where you build, code, customize and share gadgets inspired by old-school electronics TBA



STUDIO EVIL

Studio Evil was founded in 2011 by three veterans of the IT industry. The team is now composed by 17 members, currently based in Bologna (Italy). Our mission is to create beautiful games mixing innovative mechanics, new technologies and a pinch of retro vibe inspired by the old school games we love. We released four self funded, original games on PC and Consoles: Syder Arcade, Super Cane Magic ZERO, Syder Reloaded and Retro Gadgets (developed in collaboration with Licorice and currently in Early Access). We recently announced our most recent title, the roguelite dice horror Dice of Arcana.

While our main purpose is to develop original games, in the last year we also specialized in developing interactive experiences for third parties, such as Motul, Ducati, Heineken and FAAC.

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TINY BULL STUDIOS

Tiny Bull Studios, founded in 2013 and based in Turin, is among Italy's leading game developers. Specializing in narrative-driven games, the studio has expanded its expertise to various genres, showcasing a versatile and passionate approach to game development. Their portfolio includes titles like "Blind," a VR psychological thriller, and "Omen Exitio: Plague," a text-based CYOA adventure with a sequel in development. In 2022, Tiny Bull Studios embarked on its largest project yet in collaboration with Don't Nod Entertainment. Balancing internal projects with work-for-hire endeavors, they have refined their skills and established authority in the international market.

Omen Exitio: Hunger (2025)

Omen Exitio: Hunger is a Lovecraftian open-world investigative visual novel set in 1920s New York. Players take on the role of investigative journalists, delving into dark mysteries and uncovering the truth behind the horrifying historical events that shaped the city.

The Hero is Back (2026)

The Hero is Back is an isometric rogue-lite that tackles the theme of the paternalistic hero archetype, with an innovative twist on the death cycle mechanic.

It is a co-production with Whitesock, another Italian game developer with a strong focus on games for social change."

Match & Score: Football game with a dual strategy and live duel and tactical moves on a match-3 board.

- Create a great team, recruit soccer superstars and win all-time classic football games.
- Take part in real-time fast-paced 1:1 matches against players from all over the world.

TRAVEL verse

Travel Verse collaborates with gaming platforms like Fortnite to create virtual environments that promote Italian cultural heritage. Users can explore historical reconstructions such as the Castello Sforzesco in Milan and the Arena of Verona, combining entertainment with cultural learning. Our partnerships with SONY and Fortnite enable us to develop new in-house games, distributing them on dedicated portals like Epic Games and PlayStation 5, offering unique and engaging gaming experiences.

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UNTOLD GAMES

For the past decade, Untold Games has been a key player behind the gaming scene, porting unforgettable videogames and providing top-tier development services using Unreal Engine. Their fortunate journey has been marked by collaborations with some of the most creative studios in the gaming industry.

From porting the adrenaline-pumping adventures of 'Journey to the Savage Planet' and the heartwarming and innovative 'It Takes Two' to Nintendo Switch, to upgrading for next gen consoles the high-octane racing 'Assetto Corsa Competizione', they've done it all.

Untold Games are currently working on something personal: City20. A groundbreaking dystopian life simulator.

City 20 is a sandbox - survival game, based on a living surrounding environment characterized by narration managed by a procedural Storyteller.
Set in a secret nuclear city, which was quarantined after a radioactive leak and left to starve behind its sealed and break-proof walls, City 20 is a mix between Kenshi for the feeling of complete freedom and the malleability of the game world and Rimworld for the procedural narrative.
The game will be released in Early Access on PC in 2024.

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Italian Interactive Digital Entertainment Association

IIDEA is the trade association of the video game industry in Italy. It currently has almost 100 members, including console manufacturers, video game publishers and developers, and esports operators. IIDEA is part of a network of industry associations at international level and at European level it is a member of Video Games Europe and the European Game Developers Federation.

34BIGTHINGS SRL

http://34bigthings.com

https://www.instagram.com/34bigthings?igsh=eXVyY2kzNTRzc2Ro

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https://x.com/34bigthings

https://www.youtube.com/channel/UCaFznj30lVlqQH6x98Ei0AQ

BAD SEED SRL

https://www.badseed.it

https://www.instagram.com/badseedsrl

https://www.facebook.com/BadSeedEntertainment

https://x.com/BadSeed_Ent

FUNNY TALES S.R.L.

https://funnytales.us/

GEAR GAMES ITALY SRL

https://www.geargames.com

IDRA INTERACTIVE SRL

http://www.idrainteractivestudios.com/

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http://www.invaderstudiosofficial.com

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(Italian Interactive Digital Entertainment Association)

https://iideassociation.com/

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