



The 5 up-and-coming game developer teams in Gamecity Hamburg's incubator program present their projects and progress at Games Lift Graduation 2021

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Hamburg, December 3, 2021:

At the final event of this year's Games Lift Incubator program, five teams presented their game projects live at the start-up center Factory Hammerbrooklyn in Hamburg on December 2. During the three-month intensive phase of the incubator, the teams received individual coaching, mentoring, and workshops from international games experts, as well as financial support of 15,000 euros per project and workspaces in a co-working space from the location initiative Gamecity Hamburg. All five teams reached important milestones in the development of their games and concepts.

"I'm impressed by the progress the teams have shown in just three months. I look forward to seeing more from the teams and their games in the future," comments Wolf Lang, CEO of event agency Super Crowd Entertainment, co-founder of indie studio THREAKS and member of the Games Lift Incubator awarding committee.

"The Games Lift Graduation vividly demonstrates the great effects that targeted funding programs like the Games Lift Incubator can have in leveraging the potential at Hamburg as a games location," adds Dennis Schoubye, Head of Gamecity Hamburg.

At the final event, "Games Lift Graduation," the five teams publicly presented their projects for the first time and provided insights into the progress they had made in development as well as outlooks for the future. Twitch streamer Nina Dreßler "OddNina" and Dennis Schoubye led through the evening.

For the developer teams, the incubator offered the opportunity to critically examine their ideas in exchange with experienced mentors, to refine their game concepts, and to check the market potential. For example, the young developer teams planned and tackled possible changes to game titles, the right pitch for



their ideas, and concrete plans for Kickstarter campaigns to finance further development.

These five teams successfully completed the intensive phase of Games Lift Incubator 2021 with their projects:

The Invitation by tool1

Timo Becker, Martin Kleingräber, and Stephen Sommerfeld have known each other since their university days and founded their game studio tool1 to realize the action-packed multiplayer looter-shooter The Invitation. Graphically rich and with a focus on dynamic player interactions, the players fight for survival with each other, for each other, and against each other in a post-apocalyptic world attacked by aliens.

<https://the-invitation-game.com/>

PROSPECTOR by Symmetry Break Games

The team Symmetry Break Games around HAW Hamburg University of Applied Sciences graduates Anca Tutescu, Jan Barow, Julian Heinken is working together with Franziska Blinde and Cecilia Theophil on PROSPECTOR, a sci-fi adventure with a compelling story and an innovative dialog system. In the game, all characters wear mysterious masks for protection against toxic fumes, which possess other surprising functions.

<https://twitter.com/SymmetryBreak>

Monstersongs VR by Denise Koch

Solo developer Denise Koch brings experience from the theater and musical world and is currently working on developing a "Musical 2.0": Monstersongs VR is an adaptation of the successful "Monstersongs Rock Musical" as an interactive virtual reality story in a theater filled with monsters. As the project manager, Denise Koch brings together the threads of her team of experienced composers, illustrators, and VR developers.

<https://www.monstersongs-the-game.com/>

supernightshift by consider it

Kevin Westphal and Timo Schneider from "consider it" are working on "supernightshift", a mobile game based on a map app they developed which uses real-time traffic data. The players have to get to their destination in their mysterious "nightshift" with a tight budget of time and money and different means of transportation in real cities.

<https://instagram.com/supernightshift>



The Treepoids by SUPERNATURAL GAMES

Brothers Gerrit and Patrick Henschel founded their studio SUPERNATURAL GAMES together in 2019 and are developing a 2D strategy adventure game with lovingly hand-drawn scenarios. The alien plant creatures "Treepoids" solve puzzles, engage in strategic battles, and thus have to save the environment of a mysterious green island.

<https://treepoids.com/>

The support for the five teams through the Games Lift Incubator program does not end with graduation: In the next 12 months, they will continue to have **access to the incubator's extensive contact network, as well as individual** support services from coaches, consultants, and a PR agency specializing in games. The aim is to aid the developers with long-term support in creating successful games for the international games market in Hamburg.

From May 2022, teams and developers can apply for the next Games Lift Incubator. All information about the incubator and the teams that have already completed the program can be found at: <https://www.gamecity-hamburg.de/incubator/>

The video of the graduation on December 2 is now available on YouTube :

https://youtu.be/RIUxr_cgJeY

Photos for editorial use:

- 1 – Hosts Nina Dreßler and Dennis Schoubye
- 2 – Denise Koch presenting Monstersongs VR
- 3 – Wolf Lang, CEO at Super Crowd Entertainment and member of the Games Lift awarding committee giving a laudation for the team tool1
- 4 – Team Symmetry Break Games presenting PROSPECTOR
- 5 – Group photo of all participant of the Games Lift Incubator 2021

Photo Credit: Selim Sudheimer

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About Gamecity Hamburg

Gamecity Hamburg supports, connects and makes the gaming hub Hamburg visible. The aim is to improve the general conditions for companies and founders of the games value chain in the city, to support them in their further development and to anchor Hamburg in the public perception as one of the leading games locations in Germany. Gamecity Hamburg is the contact point for Hamburg's games funding as well as the Games Lift Incubator and also offers programs, events, and services in close cooperation with the games industry to strengthen local developers. At the same time, the exchange of knowledge within the sector and with other industries is promoted. The promotion of young talent, the development of new formats that activate the strong network of games companies in the city, and internationalization are the focus of the location initiative's activities. Gamecity Hamburg is part of Hamburg Kreativ Gesellschaft.

About the Hamburg Kreativ Gesellschaft

Since its foundation in 2010, Hamburg Kreativ Gesellschaft has seen itself as a central contact point for all players in Hamburg's creative industries from the eleven sub-markets of architecture, visual arts, design, film, literature, music, press, radio, software/games, theatre/dance, and advertising. It supports creative professionals with contemporary services and promotes innovation within the framework of the "Cross-Innovation Hub" project. Since 2017 the industry-specific initiatives Gamecity Hamburg, nextMedia.Hamburg and designxport are part of the Hamburg Kreativ Gesellschaft mbH.