
This is Creative.
This is Wales.

GAME DEVELOPERS CONFERENCE

Wales Trade Mission

17 – 21 March 2025

creative.wales





Cymru Greadigol
Creative Wales

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We welcome correspondence
and telephone calls in Welsh

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This is Games. This is Wales. Creative Wales is proud to be at the Game Developers Conference 2025 – with the support of the Welsh Government and its Trade & Investment team – to host some of Wales’ leading games development studios, who are here to showcase their creative output in front of international audiences and make new connections.

Our ambition is to keep building on our success to date and create a thriving creative cluster for the Games sector in Wales. This includes attracting new inward investment and offering highly skilled careers for creative professionals.

We’ve seen big successes in recent years – chart-topping games like Sker Ritual, and major global company Rocket Science Group anchoring its European HQ here, thanks to the opportunities and excellent lifestyle available. Wales truly is the best place to live, work and play.

Speak to our team on the ground at GDC about the funding and support packages available to companies looking to locate their business in

Wales, as well as opportunities to do business with the excellent Welsh companies exhibiting at this year’s conference.

Find the Creative Wales team at the Cymru Wales stand **S543** or contact them directly:

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Creative Wales and Trade & Invest are internal agencies within the Welsh Government.

10six Games



10six Games is a micro game developer founded by the duo that helped bring you multiple massive hits over the last 25 years, like Bioshock, Borderlands, Grand Theft Auto and Bully.

A fully remote team that has worked together for years, we were set up to pioneer the next generation of user customisation.

Having successfully raised funding in late 2024, we are developing a new rogue-like game and platform that will offer an unrivalled level of customisation that makes the experience uniquely yours.

We build games – you make them personal.

10sixgames.com

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CEO

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The image is a vertical poster. The top half shows a brown boat with a white cabin and a red lifebuoy, sailing on a sea with a sunset sky in shades of orange, red, and purple. A person is visible on the deck. The bottom half is an underwater scene with a diver in a brown suit and helmet swimming through a dense field of green seaweed. The title 'THE PASSING PLACE' is centered in the middle, with 'THE' in a white semi-circle above a horizontal line, and 'PASSING PLACE' in large white letters below it.

THE PASSING PLACE

- 7000 BC** A hunter gatherer
- 1923 AD** A treasure hunter
- 20,000 AD** An alien entity
- 30,000 BC** A mother protecting her children

Bird in Sky



BIRD IN SKY

Bird in Sky is a North Wales games studio best known for its space sim + adventure game, **3030 Deathwar Redux**. With the help of Creative Wales, we are hard at work on our new game: **The Passing Place**, a singleplayer, third person story experienced through different epochs, all beginning in the year 7000 BC.

3030 Deathwar Redux is a unique mix of Adventure and Space Sim. Explore star systems, mine and hunt pirates in top-down mode. Leave your ship and switch into classic Adventuring mode, where you explore derelicts, talk to shady characters or head over to the space bar for a drink.

The Passing Place is a third person, single player adventure for PC and Console. From a hunter gatherer surviving climate change, to a mother protecting her children during an ice age; **The Passing Place** is an adventure that spans eons.

[Get in touch](#) for a demo of the first chapter.

birdinskygames.com

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griffithsmatt



#mattgriffiths

SET SAII!

ARENA



Breaking Change



Breaking Change is a start-up creating ambitious, simulation-driven technology and experiences for core gamers. Our founding team – comprising industry and start-up veterans – draws on deep simulation and visual computing expertise, cutting edge techniques and pipelines, and R&D partnerships, to craft deeply immersive, endlessly replayable titles. We emphasise fast iteration and both implicit and explicit player feedback, enabling us to rapidly evolve our games, discovering fresh opportunities and new ways to play.

Proudly based in Wales, we're committed to contributing to the region's thriving creative sector and raising its profile on the global stage. Through close collaborations, our mission is to deliver interactive entertainment and technology that resonates with players worldwide, while championing Wales as a hub for game development.

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Founder CEO

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breakingchange



docjaq

THE DEPARTMENT TROSEDD

HEDDLU
POLICE

COPA Gaming



COPA Gaming is a video game development company dedicated to creating immersive, story-driven games that combine cinematic quality with unique cultural perspectives. With a foundation in Film and TV, we bring a fresh approach to storytelling and visual design in gaming.

In addition to developing our own games, we support the broader game development community by providing Unreal Engine asset packs and consulting services, helping other developers bring their projects to life.

Our YouTube channel has over 16.5 million views where our lead Developer, Matt Aspland, teaches other devs about all things Unreal Engine. Our goal is to enrich the gaming experience for players and empower creators within the industry.

The Department / Trosedd is a narrative-driven detective game. Investigate crime scenes, interrogate suspects and bring the killer to justice in this gritty detective sim where how you solve the case is as important as solving it.

copagaming.co.uk

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@MattAspland

Curveball Leisure



Founded in 2004, [Curveball](#) is a market-leading worldwide distributor and publisher of video games and consumer electronics, headquartered in Swansea, Wales.

Over the last twenty years, Curveball has grown to become one of Europe's largest video game distributors, and a market-leading wholesaler and retailer of video games and consumer electronics with an established and trusted network of global distribution partners.

A trusted and well-respected provider of a wide variety of gaming and entertainment products, Curveball's customer focus drives us to prioritise the needs of our valued clients,

ensuring excellent service and support in every interaction. The thriving B2B business is complemented by an award-winning consumer retail site – The Game Collection – renowned for its superb customer service, authentic community engagement, and market-leading promotions since 2005.

Curveball's publishing arm was formed in 2024, with the aim of finding games that we love and leveraging our extensive experience and established networks to help bring them to market. In July 2024, we released our first title in collaboration with Wales Interactive, the hit FPS game Sker Ritual, following that up with a PS5 re-release of acclaimed horror-adventure Maid of Sker later that year.

curveball-leisure.com

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 [curveball-leisure](#)

 [Curveball_Games](#)

 [curveball_games](#)

 [Curveball](#)

Enaid Creative



Enaid Creative is a pioneering entertainment studio redefining emotional storytelling for the next generation. With a focus on animation, gaming, and immersive experiences, Enaid Creative is building Crystal World a multi-platform universe spanning TV, digital media, and interactive entertainment.

At the heart of Crystal World are franchises like The Crystal Bears of Crystal Cove (ages 4-8), Diamondsaurus of Diamond Ridge (ages 8-11), and Crystal Canyon (ages 12+), each designed to engage audiences through compelling narratives, next-generation AR/AI integration, and expansive transmedia opportunities.

Partnering with industry leaders like Splash Entertainment (Wales) and Rainbow CGI (Italy), Enaid Creative is producing a 52-episode CGI animated series and an innovative game experience that seamlessly blends elements of Roblox, Pokemon, and the Metaverse.

With a vision to create the next billion-dollar franchise, Enaid Creative is actively expanding its global presence, seeking publishing and distribution partners to bring Crystal World to audiences worldwide. Backed by a strong IP portfolio and a passionate creative team, the company is positioned to become a powerhouse in children's entertainment.

enaidcreative.com

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Goldborough Studio



Goldborough Studio is a small family-run indie development studio based in Southwest Wales that creates games and character-led content.

In the thirteen years since we formed, we have provided visual development, character design, and content for eleven games, four feature films, and two animated short films.

We are currently developing YAMI, a 3D third-person semi-open-world adventure game.

goldboroughstudio.com

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goldboroughstudio.com



Goldborough Studio



goldboroughstudio



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ten dates

© Ten Dates,
Good Gate Media

Good Gate Media



Good Gate Media (GGM) is an award-winning multi-threaded media company based in Cardiff, Wales and was founded in 2018 by BAFTA Cymru Award-winner John Giwa-Amu.

GGM has released multiple successful games on all major platforms. Their first interactive film, *The Complex* – a sci-fi thriller written by *The Handmaid's Tale* screenwriter – became the top-performing title for publisher Wales Interactive. Subsequent projects such as *Five Dates*, *Deathtrap Dungeon: The Golden Room*, *Night Book* and *Ten Dates* received critical acclaim for innovative narratives and gameplay, with *Five Dates* earning a BAFTA Cymru nomination and *Ten Dates* receiving two TIGA nominations.

GGM currently has two new games in production, both with VC funding, with once having already been recognised with the Fusable Innovation in Gaming Award. In 2024, GGM also produced three films with Disney/Andscape, Protagonist Pictures, Plan B, Film4 and the BFI. The company was selected for the 2023 Indie Lab Gaming and nominated for the 2024 Powerlist Awards as Business of the Year.

Last year, John Giwa-Amu had the honour of meeting The King and Queen, and was named part of the London Games Ensemble: 2025.

goodgatemedia.com

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Rarebit Studios



Rarebit Studios is an indie game development studio based in North Wales, with a legacy spanning over two decades in entertainment and game development.

From bespoke contract work to Bafta-commended original IP, we create web, PC, console and mobile games, combining bleeding edge technology with a rapid collaborative approach. Our team brings decades of experience and has earned over 30 industry awards from over 100 games created since 2008.

Our brands and projects:

Web Games – developed 100+ titles with over 1.5 billion plays worldwide.

FreeGames.org – attracting 5 million+ monthly page views, this website offers 100% free games without disruptive video ads.

MadeByChaz.com – Studio co-founder Chaz has been developing solo and collaborative games for two decades

releasing successful titles across web, mobile and PC with a Nintendo Switch port on the way. He is also a keen musician who regularly creates the soundtracks for his own games.

TurisStation – A 90s inspired retro-fantasy sci-fi adventure where every choice shapes your fate — one can of BLAND at a time!

Solitaire.io – A hub for online solitaire games in addition to real life collectible playing cards, launched via Kickstarter.

Nova Rally – A high-energy party racing game for up to 24 players. Build your dream team, outmanoeuvre opponents, and strategise your way to victory in both local and online multiplayer!

Reality Boffins – Creative industry training and education services for communities and schools.

Rarebit Studios are available to hire for bespoke game development and interactive media projects.

rarebitstudios.com

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Rocket Science Group



Rocket Science Group is an expert backend engineering co-dev studio that tackles gaming's toughest challenges, enabling top industry talents to create out-of-this-world experiences for leading developers and publishers across the globe.

Rocket Science Group has three studios that deliver comprehensive game development expertise: Atomic Theory (game co-development), Terminal Velocity (backend engineering), and Super Collider (publishing).

Their teams are in Cardiff, Wales; Austin, TX; Albany, NY and across North America and the UK.



ATOMIC THEORY



TERMINAL VELOCITY

rocketscience.gg



@rocketsciencegg



Rocket Science Group

atomictheory.gg



@atomictheorygg



Atomic Theory

terminalvelocity.gg



terminal velocity

supercollider.gg



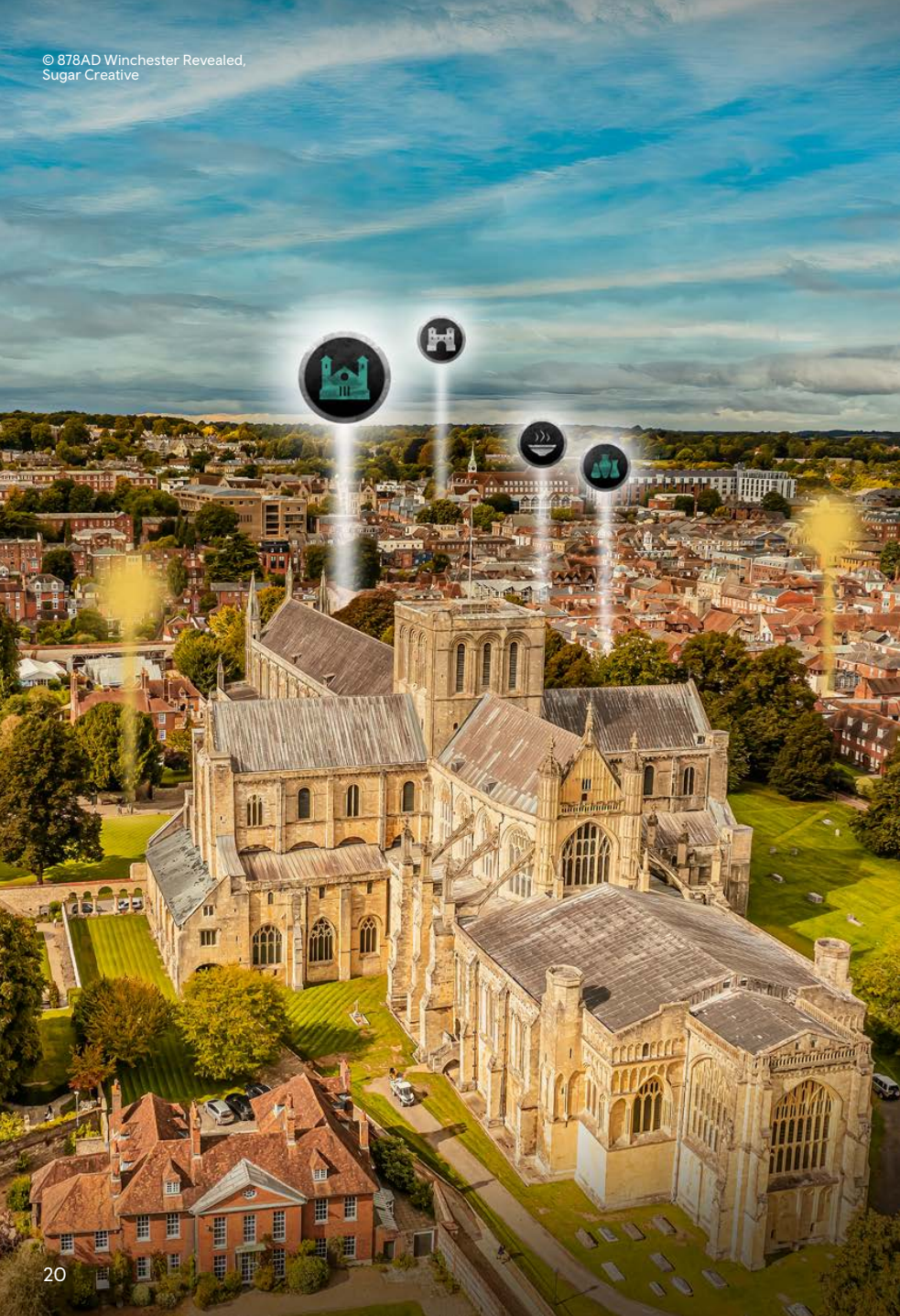
@supercollidergg



Super Collider

Contact:

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Sugar Creative

sugar
CREATIVE

Sugar Creative is a multi-award-winning creative technology studio specialising in XR games and experiences, who delivers wonder through innovation by bringing imagination to life. Sugar creates inspirational and incredible outcomes for everything, from entertainment to marketing and science.

Based in Wales, UK and working with international partners including Aardman, Boston Museum of Science, Niantic, Dr.Seuss, Wrexham FC, Ubisoft, BBC, Apple, and TMobile, they are regarded as one of the UK's leading creative innovators.

Their work has helped to evolve the XR landscape and led to awards and accolades including a QLD XR Best in World award, finalists for two Cannes Lions, a GDC best game award, UK App Award, and a TIGA.

Current flagship projects include a global first-of-kind immersive experience created for Ubisoft that brought the world of Assassin's Creed Valhalla to life in XR, a brand-new story VR game for a brand-new UK based IP, a ground breaking partnership with Chemical Brothers to take their music into XR, and an upcoming city scale XR game set in Boston USA.

www.sugar.agency

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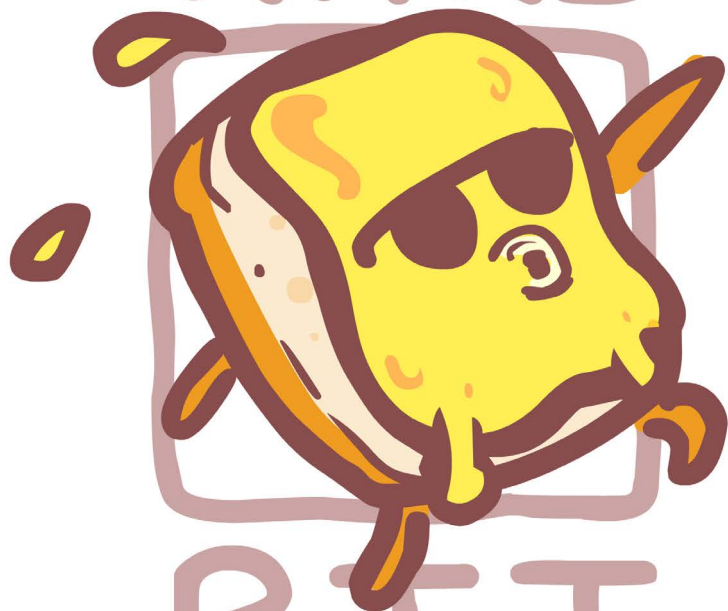
Sugar Creative



@sugarcreative



RARE



BIT
STUDIOS



WE MAKE TASTY GAMES...GET IN TOUCH!

INFO@RAREBITSTUDIOS.COM

Tramshed Tech



Founded in 2016, **Tramshed Tech** is Wales' leading ecosystem builder, operating through three distinct but interconnected divisions: *Tramshed Tech Spaces* creates collaborative workspaces for Wales' most ambitious businesses, with a thriving community of tech, digital and creative innovators at its heart. Their flexible coworking, private offices, meeting rooms and event spaces aren't just places to work – they're environments where businesses can connect, collaborate and grow together.

Tramshed Tech Ventures supports Wales' most promising tech startups on their journey from concept to international expansion via our fully funded innovation programmes. With intensive mentorship, expert-led programmes and strategic support, Tramshed Tech Ventures helps

ambitious founders to build world-class tech companies with Welsh roots and global reach.

Tramshed Tech Skills bridges the gap between industry and education to cultivate the digital workforce that Welsh companies need to thrive. In collaboration with leading academic institutions and industry partners, Tramshed Tech Skills delivers fully funded, practical digital skills training that directly addresses market demands.

Together, these divisions form an interconnected ecosystem where startups, scaleups, enterprises, investors, universities, and government partners converge. By bringing these communities together under one umbrella, Tramshed Tech facilitates the conversations, collaborations, and partnerships aimed at driving Welsh innovation forward.

tramshedtech.co.uk

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Wales Interactive



Wales Interactive is a multi-award-winning indie video games and interactive movie developer & publisher based in Wales, UK.

Our growing portfolio of titles have been played by millions globally, including; Maid of Sker, Late Shift, Sker Ritual, Ten Dates, The Complex, Five Dates, and many more.

Our products are entertaining the world as well as putting Wales on the video games map.

walesinteractive.com

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Worldviper Studios



Worldviper Studios is an indie game studio based in Cardiff, Wales.

The studios was founded off the back of the success of a decade-long accidental game project called 'Warsim: The Realm of Aslona', which has enjoyed cult classic status in its genre, and even spurred a small sub-genre known as 'Warsimlikes'

Worldviper now pushes on with the development of its flagship game Slumbox, a cyberpunk life simulation RPG in a procedural world.

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Huw Millward

Chief Executive Officer

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Worldviper Studios

Zygo Media



Zygo is the leading content production agency in gaming. Since 2017, we have been building teams around creators and brands to scale their content.

We provide premiere services to our clients across each discipline to ensure that the content engine we create can produce quality consistently.

zygomediamedia.com

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Zygo Media



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