

COMPANY CATALOGUE

ITALIAN PAVILION



TOKYO GAME SHOW 2026

17-21 SEP 2026 Makuhari Messe

Hall 5 Booth 05 - C07

Featuring

11 Italian
Game Companies



ITALIAN VIDEO GAME INDUSTRY

Nowadays, more than 200 companies are involved in game development in Italy, employing over 2,800 professionals.

Italian developers predominantly focus on creating premium video games for consoles and PCs, and they are gaining global recognition for their ability to develop high-quality video games at an independent cost. As well as developing commercial game titles, Italian companies are skilled in B2B projects in fields such as tourism, health, and cultural heritage, as well as work-for-hire projects.

Italian game development companies continuously expand their talent pool through international remote recruitment. They have a proven track record of successful collaborations with leading global industry players and stand out for their innovative approach to reimagining established franchises and creating new genres. In some cases, they set benchmarks for the wider video game industry.

Public institutions have started to support the sector by implementing a tax credit for video games, which grants a tax credit equal to 25% of a video game's eligible production costs, and by offering dedicated acceleration programmes across the country.

Since 2019, IIDEA has organised **First Playable**, Italy's leading business event for the video game industry. This event brings together developers, publishers, investors and institutions through conferences, networking activities, workshops and business meetings, with the aim of supporting the growth of the sector. With the support of the Italian Trade Agency, which facilitates the participation of international publishers, investors and industry stakeholders, the latest edition attracted over 700 professionals, including 55 companies from 13 countries, generating more than 1,250 meetings involving over 150 Italian development teams and 120 freelancers.

Recently, IIDEA launched **Games in Italy** (www.gamesinitaly.it), a platform designed to map and showcase the Italian video game industry. It includes a comprehensive database of Italian gaming companies and titles available on major platforms, and aims to become an evolving information hub providing international audiences with a clearer and more comprehensive view of the Italian gaming industry.



Italian Interactive Digital Entertainment Association

IIDEA is the trade association representing the video game industry in Italy. It was founded in the early 2000s with the aim of representing and bringing together the sector through a unified approach. It currently has more than 90 members, including console manufacturers, video game publishers and developers, as well as esports industry operators such as video game competition organizers and teams. IIDEA is part of an international network of industry associations and, at the European level, is affiliated with **Video Games Europe** and the **European Game Developers Federation**.

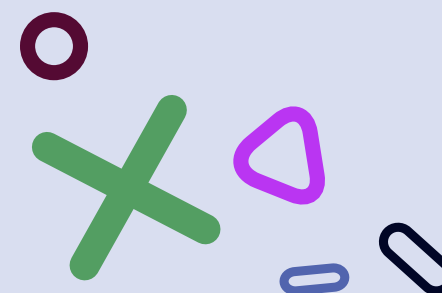
IIDEA's mission is to create a favorable environment for the development of the industry in Italy and to enhance the role of video games in the country's economy, society, and culture. To achieve these goals, the Association engages in activities such as publishing market reports, conducting surveys on industry operators, collaborating with public institutions, and promoting gaming culture through events and initiatives across the country. In addition, **it is committed to supporting companies' business activities, with particular attention to internationalization, and promotes the responsible use of video games** by providing consumers with useful information regarding the European video game rating system (PEGI) and parental control systems.

Representatives at Tokyo Game Show 2026

Davide Mancini

Developer Relations Manager

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Games
in Italy Map



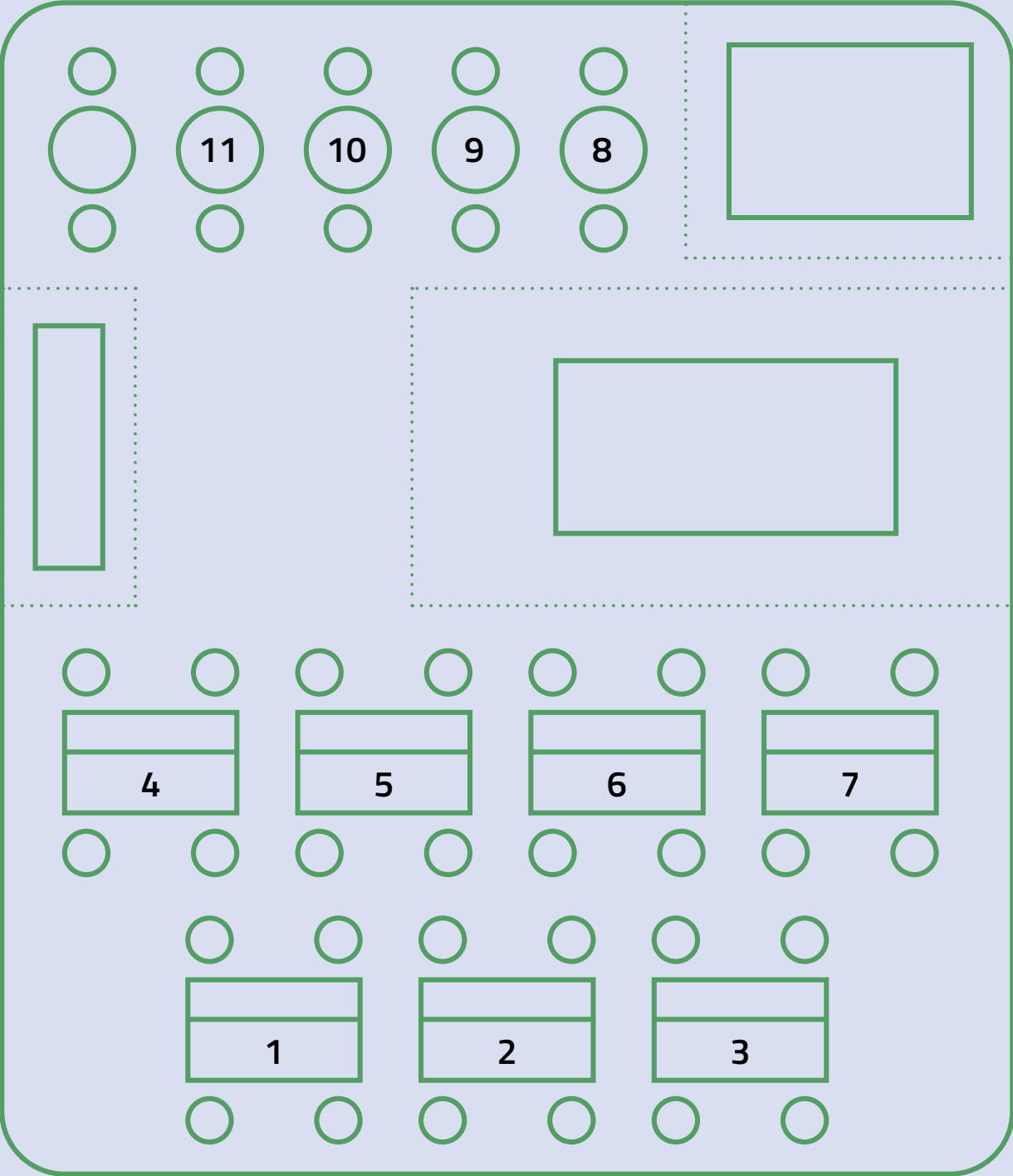
IIDEA Web



IIDEA 2024
Report



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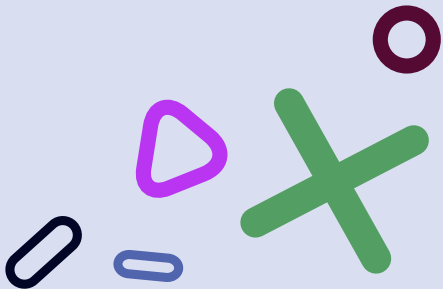
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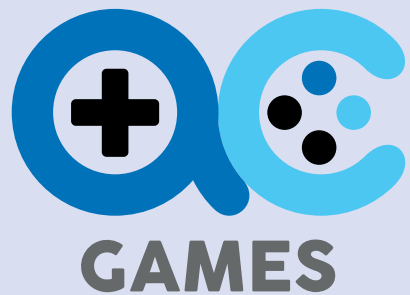
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Indie Studio

ACGames

Website	acgames.it
Email	projectwind@acgames.it
Address	via delle Nazioni, snc, Lamezia Terme, CZ, Calabria
Year of Foundation	2016
Industry	Videogames

About the Company

ACGames presents STONEFEATHER: A relaxing, narrative-driven adventure that captures the thrill of flight.

Objectives of Participation

To network with industry professionals and secure a publisher for the Asian market.

INSTAGRAM



@stonefeather_ac

STONEFEATHER



Platform	PC
Genre	Adventure
Publishing date	Coming in 2027

Videogame Description

Developed by the Italian team ACGames, STONEFEATHER is an atmospheric flying adventure where you play as a stone-born bird flying across silent ruins. In a world that has fallen into silence and lost its wind, to let hope carry you on a mystical journey to restore what was lost.

Key Features

- **Fly with Flow:** Experience a flight system built for precision and control. Dive to build speed, sweep into wide arcs, and carve smooth lines through the air where movement is expression.
- **Restore the Wind:** Find scattered Essences of Zefir to release the breath trapped in stone. Each awakening restores wind currents, updrafts, and gusts, expanding your freedom of traversal.
- **Explore Silent Ruins:** Journey through a seamless, handcrafted open world shaped around vertical landmarks. Navigate entirely by sight and instinct to discover hidden spaces at your own pace.
- **Follow the Echo:** Let the Elder guide you to gather fragments and read the world's symbols. Piece together what bound the wind and why you were called to set it free.
- **Flight Trials:** Chase optional aerial routes and fly through rings. These gentle trials reward curiosity and help you fly higher.

"A wholesome sense of wonder walks with you, with touches of gentle melancholy."



Art-Driven Games

Aion Interactive

 Website	www.aion-interactive.com
 Email	david@aion-interactive.com
 Address	Milan, Milan, Lombardy
 Year of Foundation	2023
 Industry	Videogames

About the Company

Aion Interactive creates art-driven narrative games merging psychology, history, and folklore.

Objectives of Participation

Our goal in Japan is to introduce Hyperarousal to the Asian market, attract new players, grow our Steam wishlist base, and find a publishing partner to support our entry into the region.

Hyperarousal



 Platform	PC
 Genre	Psychological Horror
 Publishing date	Coming in 2027

Videogame Description

Hyperarousal is a first-person psychological horror game set in Val Camonica, Italy, where history, trauma, folklore, and perception merge into a deeply personal journey.

The game follows Garlo, a young man who retreats to his family's mountain home after a painful loss. Through therapy, dreams, and altered states of consciousness, he begins to relive the memories of his ancestors across different historical periods, from ancient ritual communities to more recent conflicts. Each dream reveals a forgotten fragment of the valley and of his own identity.

At the core of the experience is the Hyperarousal System, a proprietary gameplay framework developed in collaboration with a psychologist. The system observes how players explore, hesitate, react, and interact, shaping the protagonist's psychological profile and influencing narrative outcomes. At the same time, Garlo's perception changes under stress, altering vision, sound, movement, and the way hidden elements are revealed.

Hyperarousal combines cinematic horror, environmental storytelling, cultural reconstruction, and sensory-driven exploration. It is not only about surviving fear, but about entering a ritual space where memory, body, nature, and ancestry become part of the same disturbing truth.



DNSTY

Entertainment Company

DNSTY



Website

www.dnsty.it



Industry

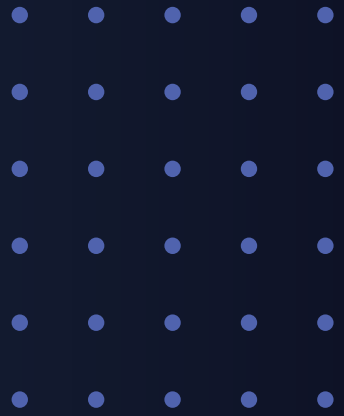
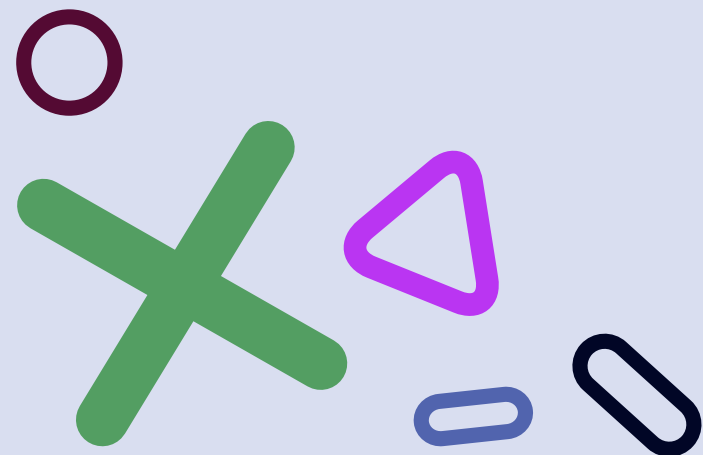
Gaming entertainment

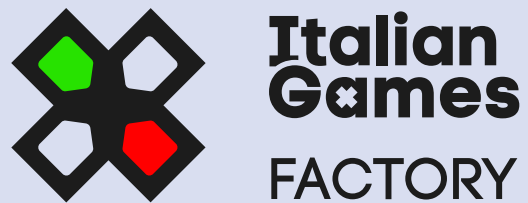
About the Company

A creative and strategic ecosystem born to revolutionize how brands, creators, and communities connect. At the intersection of gaming, music, and digital culture, we build authentic experiences that transform entertainment into a platform for connection and identity. We don't chase trends—we live them, we create them. We shape the future of digital entertainment, every single day.

Objectives of Participation

Looking to find new customer and suppliers.





**Italian
Games
FACTORY**

We love games on space

Italian Games Factory

 Website

www.italiangamesfactory.com

 Email

giorgio@italiangamesfactory.com

 Address

Bologna, Via S. Isaia 3/2 - CAP 40123

Tel/Fax +39 051 0930785

 Industry

Videogames

About the Company

Italian Games Factory is an independent studio focused on bringing fresh innovation to space combat games. Before being game developers, we are gamers. We love games, and we put our passion and expertise into every single product we create.

Objectives of Participation

B2C

Hell Galaxy



 Platform	Steam
 Genre	RPG
 Publishing date	Coming in 2026

Videogame Description

Hell Galaxy is the only game where you can experience the fusion of space battles, RPG elements, eerie specters, and daunting titans. Embark on a dark sci-fi odyssey through a galaxy teeming with ancient alien ruins and hidden secrets, where nothing is human. Not even you.



Software House

Megalith Interactive Studios

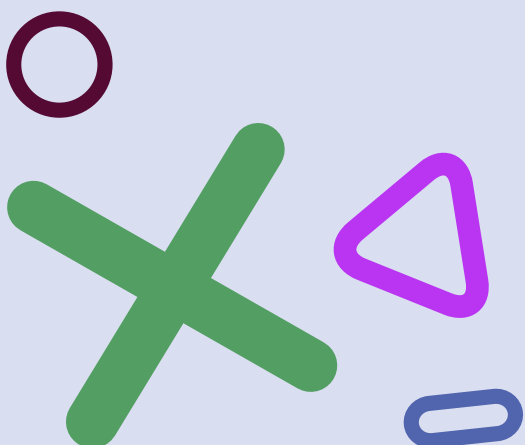
Website	www.megalithinteractive.com
Email	progettoidili@gmail.com
Address	Via Dante Alighieri, 6
Year of Foundation	2024
Industry	Video Games

About the Company

Megalith Interactive Studios is an indie game studio developing narrative-driven horror games.

Objectives of Participation

Seeking publishing and strategic partnerships to support IDILI's long-term IP growth and its global launch.



YOUTUBE



@IDILI-wp7pd

INSTAGRAM



@megalith_interactive_studios

IDILI: Awakens



Platform	PC
Genre	Psychological Survival Horror
Publishing date	Currently in Early Access on Steam, expected between late 2026 and January 2027

Videogame Description

IDILI: Awakens is a psychological sci-fi survival horror set in Sardinia. Blending archaeoastronomy, mythology and folk horror elements, it explores real locations and uncovers the truth behind dark presences.

STORY

John accompanies his girlfriend Nora to Sardinia for her temporary assignment at the Isili Archaeological Park, working for Lithus Corporation. During the summer solstice, she and a colleague are sent on a special mission, but they never return. Worried, John enters the park alone. Darkness closes in. Something moves in the shadows. To survive, he must remain silent as a creature drawn to sound searches for its prey. To find Nora, he must face his deepest fears and uncover the secrets linking Nora's disappearance to Lithus's hidden origins.

FEATURES

DIEGETIC GAMEPLAY: manage your backpack, map, and battery life directly in-game.

IMMERSIVE VISUALS & AUDIO: Powered by Unreal Engine 5, MetaSounds, and adaptive horror audio compositions and SFX.

AI FREE-ROAMING MONSTER: Evade a hunting predator powered by an adaptive sight, sound, and light AI Director System.

REAL-LIFE INSPIRED: Explore Sardinia's evocative landscapes and the real Is Paras Archaeological Park.



Indie development studio

Memorable Games

Website	memorable.games
Address	Via Pesaro, 22 Torino
Year of Foundation	2013
Industry	Video games development

About the Company

Memorable Games is a 25 people award-winning Italian video game development studio focused on the creation and development of ambitious original IPs.

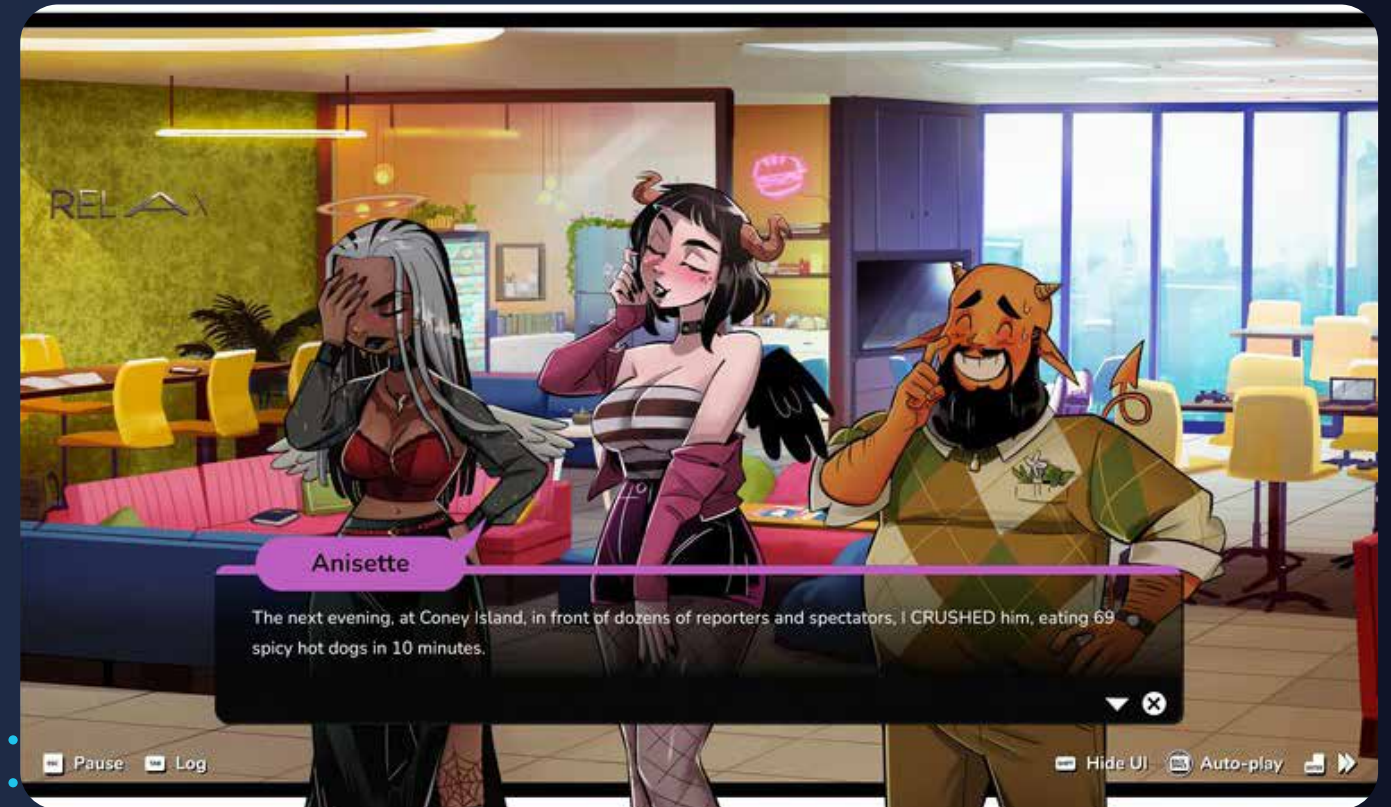
Objectives of Participation

We're looking to showcase our latest games and establish new partnerships.



@_MemorableGames

Sweet Paprika Oh! Office Heat



Platform	Steam
Genre	Adventure
Publishing date	Coming in 2027

Videogame Description

You're an intern and you have only one week to get hired! Schedule your busy corporate work-life and get to know your colleagues... intimately in the first Mirka Andolfo's Sweet Paprika video game. Will you be able to make romance blossom while the pressure of Paprika's deadlines is weighing on you?



VIDEOGAME STUDIO

RuneHeads

-  Website www.runeheads.com
-  Email mlovato@runeheads.com
-  Address Cormanano, Milano, Lombardia
-  Year of Foundation 2017
-  Industry Videogame

About the Company

RuneHeads is an independent game development studio based in Milan, founded in 2017 by industry veterans. Alongside developing original titles, the studio collaborates with companies and game teams to design innovative interactive experiences, prototypes, and full-scale productions.

Objectives of Participation

Find a Japanese publisher for Journey to the Void.

TIKTOK



@runeheads

INSTAGRAM



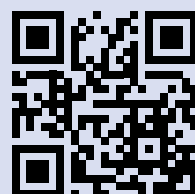
@runeheads

YOUTUBE



@RuneHeadsSrl

X



@runeheads

Journey to the Void



 Platform	PC
 Genre	Table Game / Card Game
 Publishing date	Currently on Sale

Videogame Description

Prepare to fend off attacks from all directions in this hybrid strategy roguelite deck builder. On your journey through varied grid-based biomes, battle unique foes and make tough moral choices to restore a corrupted land and decide the fate of your world.



Stupidi Pixel

Stupidi Pixel

Website	www.stupidipixel.com
Email	info@stupidipixel.com
Year of Foundation	2015
Industry	Videogames

About the Company

We believe in STUPID GAMES. If we did not have stupid thoughts, we would not have funny games. We are a group that grew up with bread and Commodore. We study, play and learn from games. Stupid isn't afraid to fall.

Objectives of Participation

Finding a Japanese publisher for the Asian market.

Splatchinko



Platform	Steam
Genre	Pachinko Roguelite
Publishing date	Coming in 2026

Videogame Description

A Pachinko Rogue Like – Launch your Eyes at neurotic planets while chasing your eternal love. Unlock ridiculous mutations, build disastrously wrong combos, and if you have to blow up a few galaxies to reach her... well, that's love. Right!?



Game Development

34BIGTHINGS

-  Website 34bigthings.com
-  Email vdidonato@34bigthings.com
-  Address Via Gian Domenico Cassini 39, 10129, Torino (TO), Piemonte
-  Year of Foundation 2013
-  Industry Video Games / Game Development

About the Company

Award winning game studio based in Turin. Makers of Redout, Redout Space Assault, Carmageddon Rogue Shift, and more.

Objectives of Participation

Networking, public relations.



INFRASTRUCTURE FOR INDIE GAMING

Stratos

-  Website: stratosgaming.com
-  Email: stratos@stratosgaming.it
-  Address: Via San Marco, 11/c - 35129 Padova (PD) - Italy
-  Year of Foundation: 2025
-  Industry: Game Publisher / Indie Studio Support & Financing

About the Company

Stratos funds and publishes indie PC games, supporting studios from development to launch.

Objectives of Participation

Showcase our titles to players. Build B2B partnerships with studios, publishers and industry contacts.

INSTAGRAM



@stratos_official

The Fortress



-  Platform: Steam
-  Genre: turn-based strategy
-  Publishing date: Distribution in progress

Videogame Description

The Fortress is a dark fantasy dungeon crawler with turn-based combat, mixing strategy and risk. Choose a class, delve into cursed chambers, roll dice to fight brutal enemies, and grab loot. Face tough choices, survive epic bosses, and fight to escape... or fall to the shadows.



INFRASTRUCTURE FOR INDIE GAMING

Stratos

	Website	stratosgaming.com
	Email	stratos@stratosgaming.it
	Address	Via San Marco, 11/c - 35129 Padova (PD) - Italy
	Year of Foundation	2025
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INSTAGRAM



@stratos_official

Two Sides of Hell



	Platform	Steam
	Genre	Action
	Publishing date	-

Videogame Description

Think fast, kill faster. Blast through shifting alien hellscape in this roguelite platform-twin stick shooter, switching between Soldier precision and demonic destruction. Survive relentless hordes, brutal bosses, and endless roguelite chaos.



UNTOLD GAMES

Game Studio

Untold Games

	Website	www.untoldgames.com
	Email	info@untoldgames.com
	Address	Genova (GE), Italy
	Year of Foundation	2008
	Industry	Videogame

About the Company

Unreal Engine & porting studio with AAA credits. City 20, our dystopian life simulator, is now in Early Access.

Objectives of Participation

Finding publishing and distribution partners for CJK.

City 20



	Platform	PC
	Genre	Simulation
	Publishing date	Coming in 2027

Videogame Description

City 20 is a post-apocalyptic open-world life sim set in a quarantined city sealed off after a nuclear incident. Players survive in a fractured society shaped by rival factions, dangerous experiments gone wrong, and the consequences of past disasters.

With no scripted path, every choice cascades through an interconnected web of systems: NPCs have their own routines, needs, and memories. Help a hungry guard, betray a faction, or live as a criminal, the city reacts to everything.

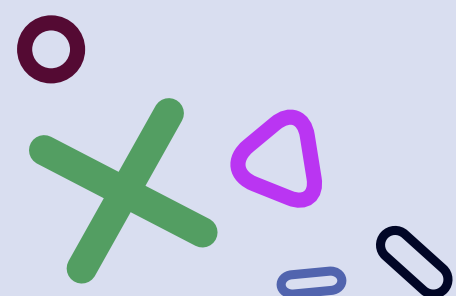
Farming, crafting, hunting, and resource management underpin a deeply emergent experience where no two playthroughs are alike.

Drawing from speculative fiction, City 20 blends the depth of an immersive sim with the freedom of a sandbox survival game, a unique aesthetic and systemic design that sets it apart in the genre.

Currently available in Early Access on Steam and Epic Games Store.

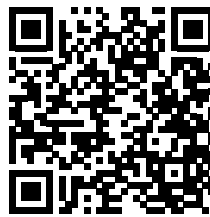


ITA - Italian Trade Agency is the Governmental agency that supports the business development of our companies abroad and promotes the attraction of foreign investment in Italy. With a motivated and modern organization and a widespread network of overseas offices, ITA provides information, assistance, consulting, promotion and training to Italian small and medium-sized businesses. Using the most modern multi-channel promotion and communication tools, it acts to assert the excellence of Made in Italy in the world.





**Building the future of games.
Let's play together!**



Explore the Italian Pavilion



ITA - Italian Trade Agency

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Company Profile catalog, 9.2026