



Uruguay

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Gamescom Latam 2026
and make your next deal with us!



Hipocampo Game Studio

LOOKING FOR:

PUBLISHERS

MARKETING & PR

FUNDING

Hipocampo is an indie game studio from Uruguay. We love to make games that involve some sort of Roleplaying (Even better if they have dice). Our games focus on player agency with short, fun, replayable gameloops.

ABOUT THE GAME

Name: Down the Darkest Pit

Down the Darkest Pit is an extraction RPG roguelite with turn-based tactical combat. Combat is grid based with quick and snappy turns, positioning can mean the difference between victory and death. Manage a roster of heroes, form a party, and descend into the dungeon. With every floor, the temptation to go deeper grows stronger, but so do the risks.

FEATURED GAME:
DOWN THE DARKEST PIT



CONTACT

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DEVELOPER

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🎵 [downthedarkestpit](#)



WATCH TRAILER

REGIONAI

Region AI

LOOKING FOR:

DEVELOPERS

STUDIOS

PUBLISHERS

OUTSOURCIN

We are a team of filmmakers and creators with over 15 years of professional experience in content production.

Our background comes from the film industry, where storytelling and characters are at the core of everything we do. Today, we combine that experience with new technologies to create high-end voice and dubbing solutions for global audiences.

We understand the potential of opening new markets for your stories, expanding their reach across languages, platforms and audiences.

This project is part of Región Cinema, a production company focused on developing original films, videogames, series and interactive experiences with an international perspective.

ABOUT THE GAME

Name: El Robo de Lara

"Through the project, the aim is to offer an innovative narrative for the entertainment industry" - ANII SELECTION COMMITTEE Dive into the shadows of the cosplay world with The Theft of Lara. In this cinematic narrative adventure, every clue and decision will be crucial. Hone your detective skills, analyze interrogations, and gather evidence to uncover the truth behind the theft of Lara's digital identity. Every choice will bring you closer to the truth—or leave you lost in the mystery.

CONTACT

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CEO | PRODUCER

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🌐 <https://region-ai.com/>

📺 [regioncinema3152](https://www.youtube.com/channel/UC...)

FEATURED GAME: EL ROBO DE LARA

[WATCH TRAILER](#)



Magic Wonders

LOOKING FOR:

PUBLISHERS

MARKETING & PR

FINANCING

FUNDING

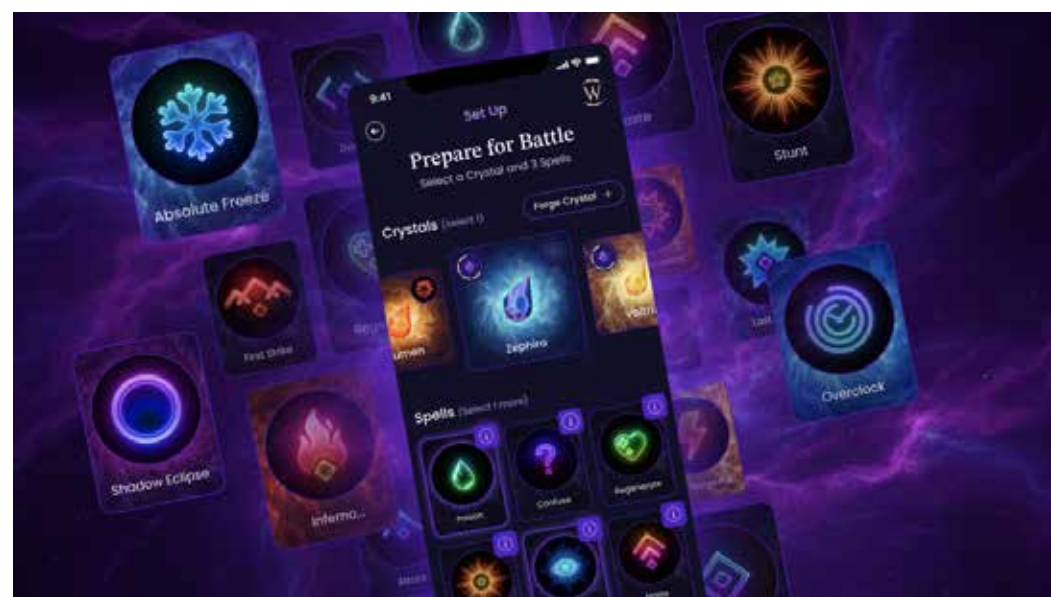
Unlocking the \$146B Connected Entertainment Ecosystem. Magic Wonders is an AI-powered connected entertainment ecosystem that makes immersive magic accessible for everyday play.

ABOUT THE GAME

Name: Magic Wonders

Magic Wonders is an AI-powered phygital ecosystem that turns your entire digital life into a magical playground. Our Wand One spatial interface seamlessly connects your smart home and mobile games to bring real magic into physical reality.

FEATURED GAME: MAGIC WONDERS



CONTACT

MARTÍN PÉREZ
DEVELOPER

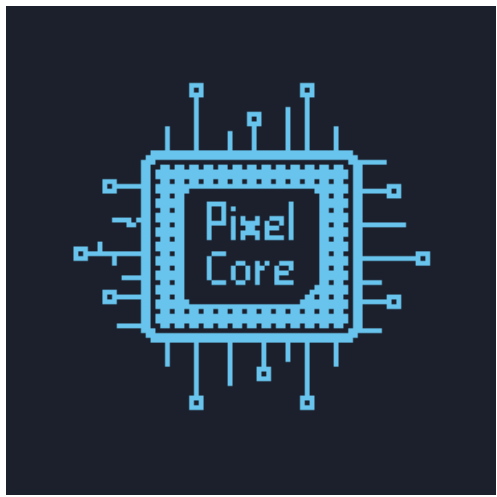
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Pixel Core Games

LOOKING FOR:

PUBLISHERS

FUNDING

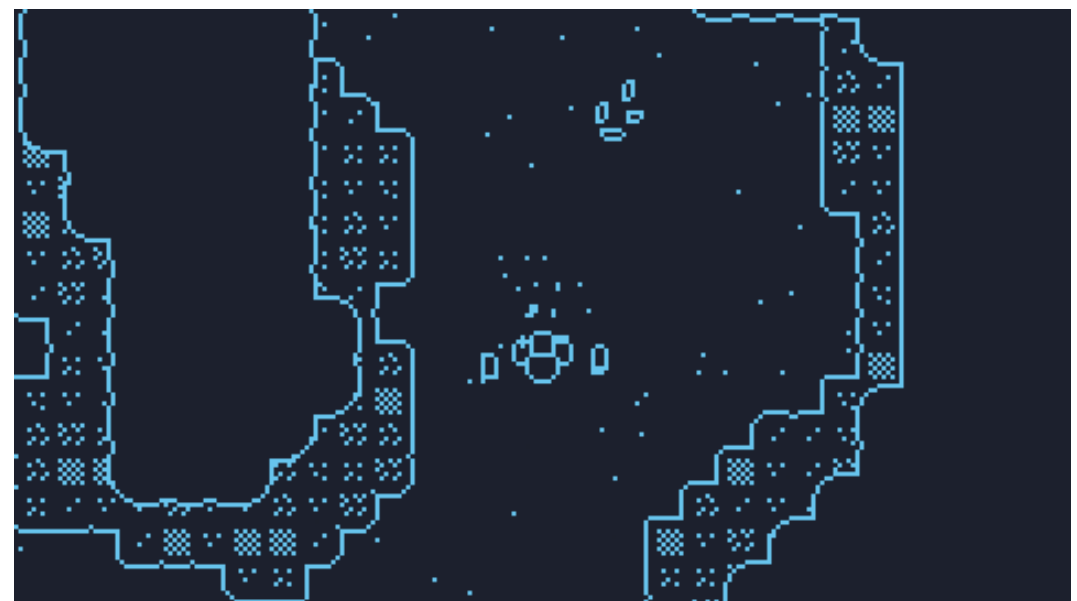
Solo dev making simple and small pixelart games with depth. Currently making Ship Miner, a 1bit miner pixelart game in space.

ABOUT THE GAME

Name: Ship Miner

Ship Miner is a 1-bit Pixelart Space Mining game with Rogue-lite and Combat elements.

FEATURED GAME: SHIP MINER



CONTACT

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10Leaf Studio

LOOKING FOR:

PUBLISHERS

TRANSLATIONS AND LOCALIZATION

MARKETING & PR

FINANCING

GAME PORTING

FUNDING

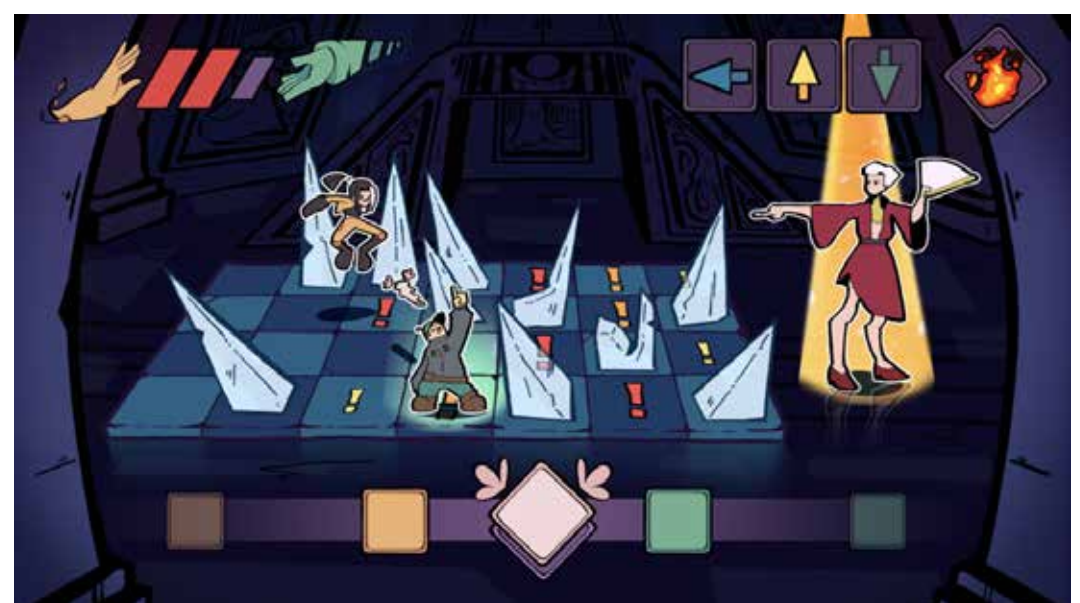
Indie dev studio that focuses on creating Cooperative and story rich experiences Currently developing 2m2m, a 2 player co-op rhythm game experience about casting spells and moving to the beat of a latin american soundtrack.

ABOUT THE GAME

Name: 2 Mages 2 Manus

A co-op rhythm adventure about human connection and self-discovery. Welcome to a vibrant magical world inspired by 2010's Uruguay, where you'll cast spells and solve riddles while trying to synchronize your movements with your partner to the rhythm of an all-original soundtrack.

FEATURED GAME: 2 MAGES 2 MANUS



CONTACT

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Ironhide Game Studio

LOOKING FOR:

PUBLISHERS

MARKETING & PR

FUNDING

We are a Uruguayan video game studio that develops multiplatform games. Creators of the award-winning saga Kingdom Rush and Iron Marines.

ABOUT THE GAME

Name: Kingdom Rush 6: Genesis

Kingdom Rush 6: Genesis is a fantasy tower defense strategy game that takes you back in time to the early days of the Kingdom with bold new twists. Build towers, command heroes, and stop Vez'nan's corruption before it tears the kingdom apart!

FEATURED GAME: KINGDOM RUSH 6 GENESIS



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NOMINATED

BEST
MOBILE
GAME



WATCH TRAILER

UNFOLD

Unfold Music

MUSIC & TECH SOUND DESIGN

LOOKING FOR:

STUDIOS

DEVELOPERS

ESTEBAN DAL MONTE

Composer and Technical Sound Designer with 10+ years in the industry that focuses on crafting evocative musical scores, leveraging a strong technical background in Unity for seamless audio design and implementation.

Esteban has worked with studios like Ironhide and is currently working with independent developers like Pixel Core Games who was awarded Most Innovative Game in the Uruguayan Game Awards for its game Ship Miner.

PROJECTS

- Ship Miner
- Kingdom Rush Dragon Wars



CONTACT

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MUSIC & TECH SOUND DESIGN

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Abya Gaming Platform

LOOKING FOR: **PUBLISHERS**

ABYA is the leading cloud gaming company in Latin America and is making history by introducing this technology on a massive scale in the region. We partnered with NVIDIA to offer GeForce NOW Powered by ABYA, allowing millions of gamers to enjoy leading titles straight from the cloud, with the highest quality and without the need for expensive hardware.

In addition, we developed ABYA Go, our family platform that allows you to play on any device, anywhere, with a catalog accessible to all types of users.

We are a passionate, innovative team committed to building the future of gaming in the region.

CONTACT

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Press Start Evolution

LOOKING FOR:

PUBLISHERS

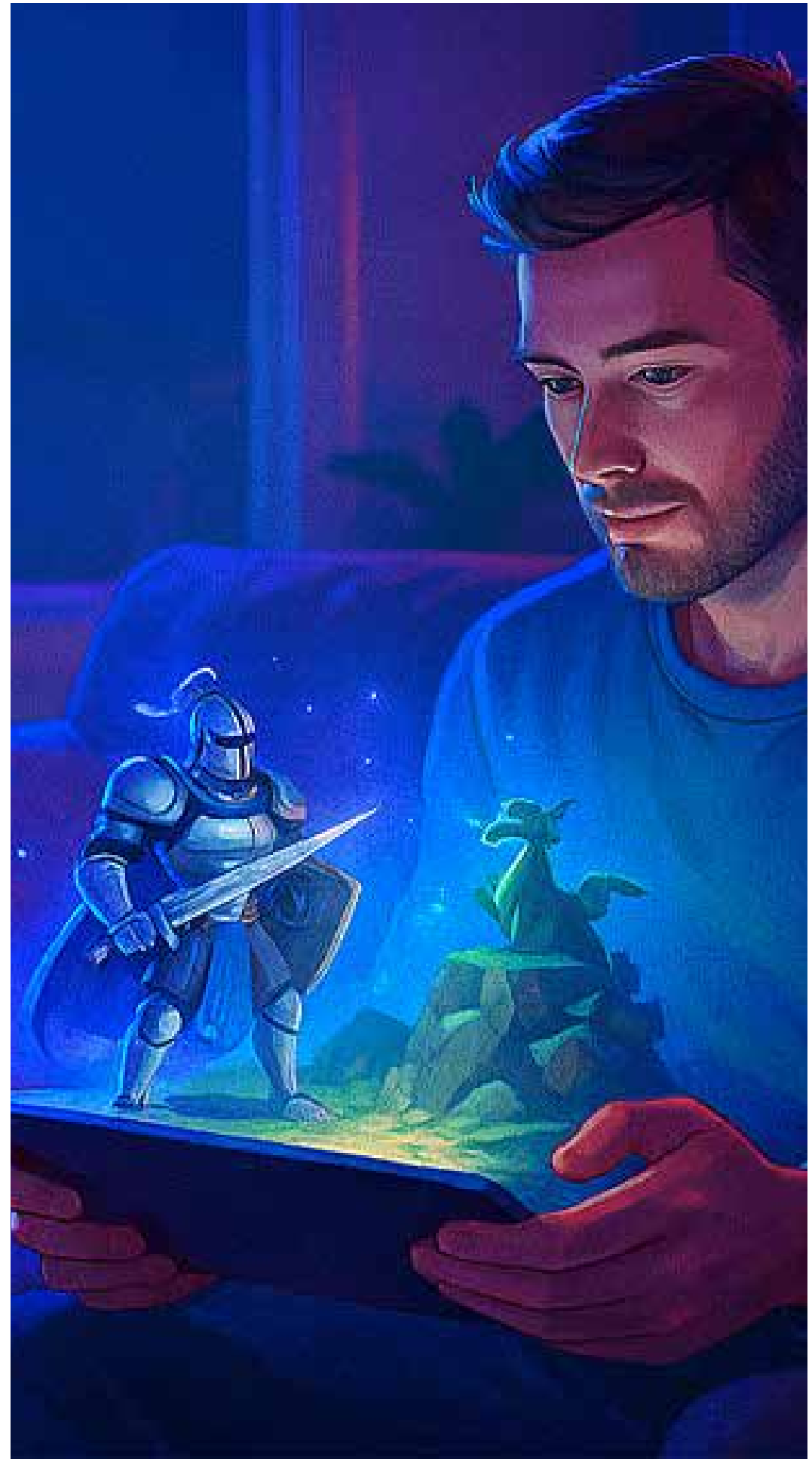
OUTSOURCING

STUDIOS

Press Start Evolution is a creative technology company specializing in the design and development of Augmented and Mixed Reality (AR/MR) solutions and video games for education, marketing, and entertainment. We partner with corporations, institutions, and organizations to deliver immersive and interactive experiences that strengthen brand positioning, enhance customer engagement, and support effective learning strategies. Our portfolio includes work with globally recognized intellectual properties such as Star Wars, Marvel, Dungeons & Dragons, DC, and Zelda, demonstrating our ability to operate at the highest industry standards and bring iconic brands into innovative digital environments.

We're looking to connect with studios, publishers, and companies interested in outsourcing game development or integrating innovative technologies into their projects.

Our focus is on immersive technologies like AR/MR and advanced recognition systems (facial, body, color, and object) integrated into interactive experiences.



CONTACT

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📄 [press start evolution](#)



Totem Games

LOOKING FOR:

PUBLISHERS

MARKETING & PR

FUNDING

With a team of industry veterans, Totem Games develops educational and social impact games with great engagement and polished gameplay. We specialize in projects for companies seeking to strengthen their ties with the community and the environment.

ABOUT THE GAME

Name: Cortafuegos

Cortafuegos (Firewall) combines fire brigade management with tactical decision-making in the field. It uses real-world data to teach prevention and safety, offering a challenging experience on PC and mobile for both younger and adult audiences.

FEATURED GAME:
CORTAFUEGOS



CONTACT

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🌐 [totemgames.org](https://www.totemgames.org)



Gonzalo Varela

COMPOSER & SOUND DESIGNER

BIO

Composer and sound designer who has worked on numerous video games released on all major platforms, as well as films, audiovisual series, theatre plays, and other media. He has received awards from Uruguay's Ministry of Education and Culture (including three National Music Awards), the Kino London Short Film Festival, the Uruguayan Choral Association and Columbia College Chicago among others. Varela works at the Universidad de la República and the Universidad Tecnológica in Uruguay, and holds a Master of Fine Arts degree in Music Composition for the Screen from Columbia College Chicago (supported by a Fulbright-ANII scholarship), along with two Bachelor's degrees in Music Composition and Musical Performance from the Universidad de la República. He is pursuing a PhD in Arts from the Universidad Nacional de La Plata (Argentina).

PANELIST AT

SOUND MATTERS: WORKING IN GAME AUDIO FROM LATIN AMERICA

01/MAY 11:20 - 11:50
JOURNEY STAGE 2

CONTACT

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Uruguay VideoGames

Uruguay offers a convenient ecosystem for the video game industry. A highly innovative country, Uruguay provides the creativity and skilled talent to develop world-renowned video games.

The country's world-class technology infrastructure, advanced and progressive policies, and ease of doing business makes Uruguay the LATAM #1 hub for global tech companies.

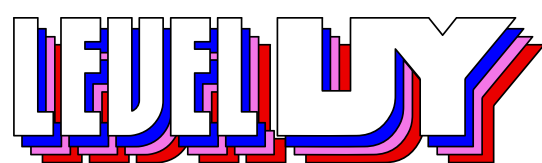
PASSIONATE AND CREATIVE YOUNG TALENT

- Out-of-the-box thinking
- Qualified and experienced
- #1 IN LATAM offering industry-related university degrees and free access to education at all levels.

FRIENDLY ECOSYSTEM

- World-class tech infrastructure
- Outstanding tax benefits & financial freedom
- Government support
- Collaborative gaming community

Our regional event for the video game industry



URUGUAY THE LATAM

#1 HUB

FOR GLOBAL TECH
COMPANIES

Global companies that
CHOOSE URUGUAY

Globant ▶

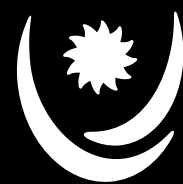
etermax

JAMCITY

**NIMBLE
GIANT**
ENTERTAINMENT

endava ⚙️

Contact our specialist



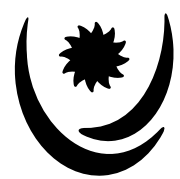
Uruguay XXI
INVESTMENT, EXPORT AND COUNTRY
BRAND PROMOTION AGENCY

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WANT TO KNOW MORE ABOUT Our gaming industry?

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