

Brazil Games Announces First-Ever Brazilian Indie Showcase at gamescom 2026

35 Brazilian indie games to take over the B2C entertainment area in Cologne, showcasing the country's diverse, innovative and culturally rich development scene

SAO PAULO, BRAZIL, August 24, 2026 /EINPresswire.com/ -- Brazil Games, the export and internationalization program for the Brazilian games industry, a partnership between the Brazilian Game Companies Association (Abragames) and the Brazilian Trade and Investment Promotion Agency (ApexBrasil), will

bring the country's vibrant independent development scene to gamescom 2026 with its first-ever dedicated Brazilian Indie Pavilion in the B2C entertainment area.

Located in Hall 10.2, Stand D045g, the Brazilian Indie Pavilion will showcase 35 games from Brazilian independent studios, giving gamescom's massive consumer audience—and the European press covering the event—an opportunity to discover the creativity, originality and cultural diversity emerging from Brazil's game development community.

While Brazil Games has established a strong presence in the B2B area of gamescom, this marks the first time the organization is expanding its participation into the B2C entertainment area with a dedicated exhibition focused on Brazilian indie games.

The showcase brings together games spanning genres and artistic styles, from narrative adventures and action RPGs to strategy, horror, sports, card games and culturally inspired experiences. Together, they offer an international audience a snapshot of the breadth of Brazil's rapidly growing independent games industry.

Among the highlights are:

Sigils of Nightfall (2 Wedges) – A dark roguelike deckbuilder that fuses dungeon crawling with the



Brazil Games Logo

brutal tabletop RPG aesthetics of Mörk Borg, challenging players to survive an apocalyptic journey through a world on the brink of collapse.

ARIDA 2: Rise of the Brave (Aoca Game Lab) – A survival adventure set in Brazil's 19th-century backlands, where players guide Cícera across the drought-stricken caatinga in a journey deeply rooted in Brazilian history and culture.

Magic Rampage (Asantee Games) – A beloved 16-bit-inspired action RPG and platformer featuring challenging combat, deep character progression, and classic dungeon-crawling gameplay that has already built a global fanbase.

Ghostless (Coffeenauts) – A distinctive hybrid of 2.5D action-adventure and colony-building inspired by The Terminator and The Thing, combining tense exploration with strategic base management.

Heart & Harmony (Fableware) – A story-rich Bardic Mystery RPG where players become a canine bard detective, solving mysteries through music, emotional investigation, and branching narrative choices in a world inherited by animals.

Black Sailors (Mandinga Games) – A turn-based naval strategy adventure set in colonial Brazil, where formerly enslaved people become pirates fighting for freedom, offering a fresh historical perspective rarely explored in games.

Tupi: The Legend of Arariboia (Mito Games) – A tactical roguelite RPG inspired by Indigenous Brazilian history, featuring recruitable spirits, deep combat synergies, and strategic team-building across each expedition.

ZANKOKURYU GETSUDOOM (OTA IMON Studios) – A darkly comedic crisis-management game where keeping a spaceship operational means managing a crew overwhelmed by trauma, anxiety, and existential breakdowns.

Magicards (Studio Bravika) – A colorful 3D adventure RPG that combines creature collecting with strategic card-based combat, inviting players to build powerful decks while exploring a vibrant fantasy world.

These titles represent the BG Accelerator initiative, highlighting a new generation of Brazilian studios bringing fresh ideas, distinctive artistic direction, and globally appealing gameplay to the international stage.

“gamescom is one of the most important opportunities for Brazilian developers to meet an international audience, and this year we wanted to take that opportunity one step further,” said Patricia Sato, Brazil Games Export Program Executive Manager, Brazil Games. “For the first time, visitors will be able to experience Brazilian games directly in the B2C area, alongside our

established B2B presence. The 35 games featured in the Brazilian Indie Pavilion demonstrate just how diverse the Brazilian development scene is—from games deeply connected to our history and culture to completely original worlds and gameplay experiences.”

Meet Brazil’s Games Industry at gamescom

The Brazilian Indie Pavilion will be open to trade visitors, media and consumers throughout gamescom, providing journalists with an opportunity to discover games, meet Brazilian developers and arrange interviews and hands-on sessions during the show.

Brazilian Indie Pavilion
Hall 10.2 | Stand D045g
gamescom, Cologne

Wednesday, August 26: 9:00 a.m. – 7:00 p.m. (Trade Visitor & Media Day)

Thursday, August 27: 9:00 a.m. – 8:00 p.m.

Friday, August 28: 9:00 a.m. – 8:00 p.m.

Saturday, August 29: 9:00 a.m. – 8:00 p.m.

Sunday, August 30: 9:00 a.m. – 8:00 p.m.

Media representatives interested in arranging interviews, previews, hands-on sessions or further information about the participating games are encouraged to contact the Brazil Games team ahead of the show.

Brazil Games at gamescom 2026

In addition to the Brazilian Indie Pavilion, Brazil Games will maintain its established presence in the B2B area at Hall 3.2, Stand B030g/C031g, connecting Brazilian developers and industry professionals with international publishers, investors, media and business partners.

The 2026 Brazil Games presence at gamescom is supported by BG Accelerator, Embratur and Crie Games/SEBRAE, with the broader Brazil Games participation also supported by SEBRAE Nacional, ADESAMPA, CreativeSP and gamescom latam.

The initiative reflects Brazil Games’ continued commitment to promoting Brazilian game developers internationally and creating new opportunities for Brazilian studios to connect with players, media and business partners around the world.

About Brazil Games

The Brazil Games Export Program was created by Atragames, the Brazilian Association of Game Developers, in partnership with ApexBrasil, the Brazilian Trade and Investment Promotion Agency, with the goal of strengthening Brazil’s game development industry and promoting Brazilian companies internationally through business development initiatives, international

events, trade missions and strategic partnerships.

About Atragames

Founded in 2004, Atragames, the Brazilian Association of Game Developers, is a non-profit organization created to strengthen Brazil's digital games industry. Through initiatives focused on industry development, international promotion, education and advocacy, Atragames supports Brazilian game development studios and professionals while helping position Brazil as an international hub for game creation, innovation and business collaboration.

About ApexBrasil

The Brazilian Trade and Investment Promotion Agency (ApexBrasil) works to promote Brazilian products and services abroad and attract foreign investments to strategic sectors of the Brazilian economy.

In order to achieve its goals, ApexBrasil carries out several trade promotion initiatives aimed at promoting Brazilian products and services abroad, such as prospective and trade missions, business rounds, support to the participation of Brazilian companies in major international fairs, visits of foreign buyers and opinion makers to learn about the Brazilian productive structure, among other business platforms that also aim at strengthening the Brazil brand.

The Agency also acts in a coordinated way with public and private players to attract foreign direct investment (FDI) to Brazil with a focus on strategic sectors for the development of the competitiveness of Brazilian companies and the country.

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