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MEET THE WELSH COMPANIES ATTENDING TOKYO GAME SHOW

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We welcome correspondence and telephone calls in Welsh

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Creative Wales is proud to be leading a trade mission of eight Welsh companies to the Tokyo Game Show 2026, with the support of **Trade and Invest Wales** and **Wales in Japan**.

The Cymru Wales stand will host some of our nation's finest game development studios, who are all here to showcase their current projects, achievements and demonstrate their potential for global success.

Come and meet Team Wales on the Cymru Wales stand, you'll find us at the Indie Game Area (09-E70).

Speak to our team on the ground 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. We can't wait to meet you and extend a warm, Welsh welcome!

Your contacts at Tokyo Game Show this year are:

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Creative Wales, Trade and Invest Wales and Wales in Japan are part of the Welsh Government.

Breaking Change

Breaking Change is building AI-native infrastructure for deep gameplay systems that you can model, simulate, and maintain without months of bespoke engineering.

Build weapons with recoil, heat build-up, and ballistics. Vehicles players can tune and upgrade. Mechs that change how they walk and fight as they take damage. Shopkeepers with real margins and supply constraints. Cosy fishing systems driven by simulation, not scripts.

Keep tuning, extending, and rebalancing those systems across the life of your game.

Founded by engineers who have shipped games across startups, mid-sized studios, and AAA teams, and recognised by the Royal Academy of Engineering, Breaking Change is built on one thesis: systems will define the next decade of games.

Based in Wales. Built for systems.

breakingchange.games

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breakingchange

docjaq

Cloth Cat Games

Cloth Cat Games is an award-winning development studio creating games and interactive experiences for a wide range of platforms. The team specialises in Unity and has released multiple titles for PC and mobile, alongside projects for web, studio environments, and interactive installations. Since its establishment, the studio has also developed more than twenty HTML5 games for browser and mobile platforms.

Bringing together years of combined experience in development, design, filmmaking, animation, and storytelling, Cloth Cat Games leverages its diverse skill set and collaborative approach to create original intellectual property. The studio focuses on finding unique niches through innovative storytelling, engaging gameplay mechanics, and character-driven projects that bring imaginative ideas to life.

Based in Cardiff, Wales, alongside its sister studio, Cloth Cat, the company has embraced an exciting new phase with a fresh rebrand and a sharpened focus on games development. This renewed direction centres on originating new IP and collaborating with other studios on a variety of projects. The studio has also expanded its ambitions to include PC and console multi-platform releases, recognising the strong alignment between these platforms and the types of games it aims to create.

While broadening its reach, Cloth Cat Games continues to draw on its extensive experience in developing, optimising, and publishing games for mobile platforms. This expertise remains a key strength, informing its development processes and enabling the successful adaptation and porting of projects to mobile storefronts. Services include: Game Development, Art & Animation, UI/UX Design, Multiplayer, Prototyping and Porting.

games.clothcat.com

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Cloth Cat Games

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Dragon Scale Studios

Dragon Scale Studios is a small independent games studio founded by friends and driven by a shared passion for play. The studio develops original intellectual properties and collaborates with partners and clients to bring projects from concept to polished, playable experiences, offering expertise across game design, production, and Unreal Engine development.

With active commercial development experience and ongoing involvement in academia and community initiatives, Dragon Scale Studios remains closely connected to industry practice and emerging talent. This ensures its work stays informed, relevant, and forward-looking.

The studio believes there is still significant space for new and distinctive gaming experiences. Whether social and chaotic, artistic and emotional, or simply fast and fun, Dragon Scale Studios creates games with strong gameplay foundations and a clear creative identity.

Snuggly Tails is the studio's newest original IP and is currently in development. Set within a storybook-inspired world, this two-player 3D cooperative adventure invites players to take on the roles of a tortoise and a hare in a parent-and-child co-play experience. Together, they journey through reimagined children's fables to reclaim a stolen trophy from a mischievous magpie. Built around asymmetrical gameplay and a heartfelt narrative framework, Snuggly Tails delivers short, meaningful play sessions rooted in imagination, collaboration, and shared experiences.

dragonscalestudios.co.uk

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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 they formed, they have provided visual development, character design, and content for eleven games, four feature films, and two animated short films.

The studio is currently developing YAMI, a 3D third-person semi-open-world adventure game.

goldboroughstudio.com

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Goldborough Studio
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Muscle Cat

Muscle Cat is a micro indie video game developer focussed on creating fresh experiences that combine deep systems with cosy gameplay.

Founded in January 2024, Muscle Cat began when two composers discovered a shared passion for creating games. Combining expertise in music, systems design, and games marketing, Muscle Cat is developing its debut commercial title.

Alawon: Life of a Game Composer is a life simulation game where you play as a game composer, managing your freelance career. Rise from game jams to AAA, balancing life and work whilst trying to make a living in the shadow of generative AI.

Alawon is set in Cardiff and is loosely based on the developer's personal experience working as a freelance video game composer.

Make money, make friends, and make original music in *Alawon's* Digital Audio Workstation — then export and share your creations with your real-life friends and family.

This trade mission to Tokyo Game Show represents a significant opportunity for Muscle Cat.

The debut title, Alawon, has been specifically designed to appeal to players in Japan, drawing strong inspiration from Japanese game design and artistic techniques. Early validation has been highly encouraging, with over 50% of recent wishlists originating from Asia.

Muscle Cat is thrilled to participate in the Creative Wales export market visit for two key reasons: firstly, to gain direct market feedback from a major target audience, and secondly, to identify regional partners who can support the studio's business development efforts in Japan and the broader Asian market.

musclecat.games

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Rarebit Studios

Proven HTML5 game development from North Wales
Rarebit Studios is an award-winning indie game studio based in North Wales, with more than 20 years of experience creating games and interactive experiences. We have created **over 100 games for the web, generating more than 2 billion plays worldwide**. Our HTML5 games have reached **hundreds of millions of players**, giving us a proven track record of creating engaging games for a mass audience. **We specialise in browser game development and are available for contract work**, working with clients from initial concept through to development and delivery. Alongside our expertise in web and HTML5 games, we develop for **PC, console and mobile**, with experience across interactive media, XR and original IP. Our work has received **60+ industry awards**, including BAFTA recognition.

Our work
HTML5 & Web Games – Over 100 games developed and more than **2 billion plays worldwide**. Our experience spans casual, puzzle, arcade, card and multiplayer games, with a particular strength in creating accessible games that work seamlessly across desktop and mobile.
FreeGames.org – Our free online games platform provides a curated collection of free-to-play browser games without disruptive adverts, **attracting 5 million page views every month**.
Solitaire.io – A growing hub for online solitaire games, alongside a range of physical collectible playing cards launched through Kickstarter.
Upcoming Steam Games –In addition to browser games we also have some exciting steam games launching soon including:
Burrito Bison Legacy Pack: A collaborative project with Armor Games and Juicy Beast remastering 10 hugely popular flash games.
Turis Station: An original retro-fantasy sci-fi adventure where your choices shape your destiny and that of the space station around you.
Super Stacker Restacked: Our most viral game is returning to celebrate its 18th birthday!
Other formats – We are registered Playstation and Nintendo Switch Developers and have experience porting games to these formats.

Work with us
Rarebit Studios is available for bespoke game development and interactive media projects. Whether you need a game developed from scratch, an existing concept brought to life, or an experienced development team to support your project, we bring proven game development expertise, a fast and collaborative approach, and a track record of reaching hundreds of millions of players.

rarebitstudios.com

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Sammy Snake Studios

Sammy Snake Studios is an independent UK game studio developing distinctive multiplayer games with talent based across North and South Wales. Its work focuses on games that are easy to join, entertaining to watch and deep enough to reward repeated play.

Nova Rally is a chaotic, party racing game for up to 24 players, available for local and online play through streaming. Players take the role of pit managers, assemble teams of unique drivers and vehicles, and make real-time tactical decisions during unpredictable races. Each character and vehicle has special abilities, encouraging experimentation and strategic team building. Players can join using their mobile devices, removing the need for additional controllers.

Sammy Snake Studios aims to create an inclusive racing experience that combines the excitement of live competition with the strategy of team management. Its objective is to make multiplayer gaming more social, accessible and engaging for players in the same room or connected remotely. Through Nova Rally, the studio seeks to build a lasting community around memorable characters, competitive events and highly shareable moments.

novarally.io

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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.

worldviper.com

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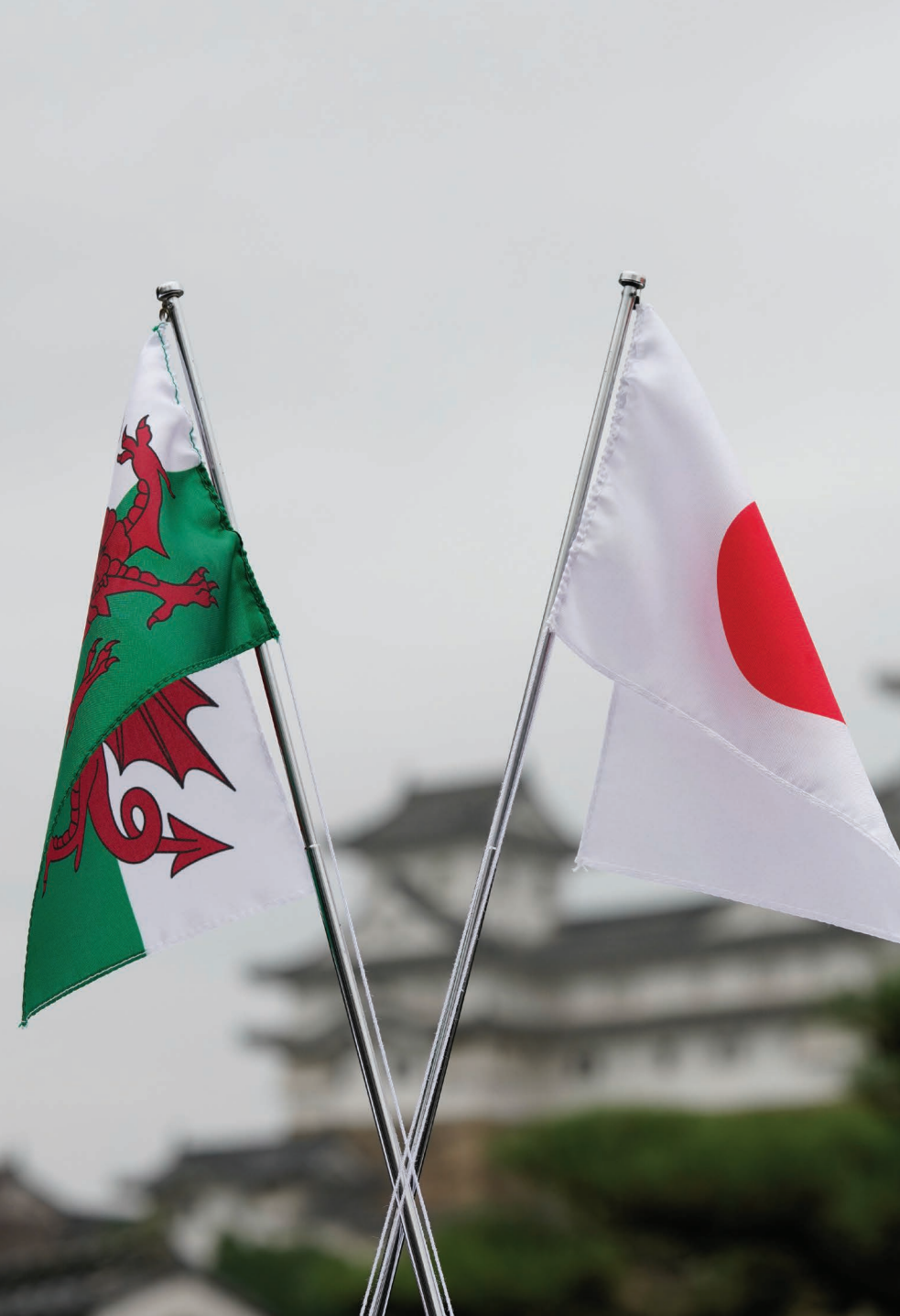
Worldviper Studios

worldviperstudios

reddit.com/r/Slumbox/



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