



# Z-SOFTWARE



## Contacts

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## Company

Z-Software GmbH, established in 2008 in Dortmund, Germany, is a game development studio specialising in multi-platform projects. With 19 released titles, the company has established itself in the PC and console gaming markets, leveraging engines like Unreal and Unity. Notable achievements include successful series like Autobahn Police Simulator and Dustwind. The studio operates with a team of 18 employees and has demonstrated expertise across Windows-PC, Xbox (multiple generations), Nintendo Switch, PlayStation platforms, macOS, iOS and Android.

## Products and technologies

Z-Software's key offerings include:

- **Autobahn Police Simulator Series:** One of the market leaders in police simulation games, known for innovative gameplay. A mixture of free play and police story.
- **Dustwind:** Series of games in a post-apocalyptic world e.g. Tactic-action game.
- **Technologies:** State-of-the-art use of Unreal Engine and Unity for game development.

## Strengths

- Ownership or co-ownership of successful game series.
- The ability to work both independently and collaboratively with publishers for global distribution.
- Proven concepts in police simulation genre.
- Game development for PC+ Consoles.

## Target clients

B2B Focus: Publishers, distributors, influencers, press, project funding companies, and platform holders (e.g., PlayStation for collaborations like PlayStation Plus), Export ambitions: Expansion into the UK market, seeking partnerships with prominent UK companies.