



DER DEUTSCHE COMPUTERSPIELPREIS

German Computer Game Award 2026: Best Games of the Year Honored in Munich

- 'Best German Game' goes to detective game ***The Darkest Files*** by **Paintbucket Games**
- **weltenbauer. Software Entwicklung** from Wiesbaden honored as 'Studio of the Year'
- 'Best International Game' is the puzzle-adventure game ***Blue Prince*** by **Dogubomb** and **RAW FURY**

Munich, 29th April 2026 – The German Computer Game Award 2026 made a brilliant statement today about the radiance of games 'Made in Germany'. In the impressive setting of the Hercules Hall at the Munich Residenz, the games industry celebrated the most creative and innovative German games of the year on Wednesday evening. Winners across 15 different categories and a total of 800,000 euros in prize money were awarded.

The winner in the coveted main category 'Best German Game' is ***The Darkest Files*** by Berlin-based development studio **Paintbucket Games**, in which players take on the role of a public prosecutor bringing Nazi war criminals to justice in the post-war era. The game also secured the award for 'Best Serious Game'. ***The Berlin Apartment*** by **Blue Backpack**, also won in two categories, receiving awards for 'Best Story' and 'Best Graphic Design'. The game brings the history of the capital and its pivotal years to life in a tangible, experiential way. The 'Studio of the Year' award went to **weltenbauer. Software Entwicklung** from Wiesbaden. The historical city-building simulation ***Anno 117: Pax Romana*** by **Ubisoft Mainz/Ubisoft** prevailed in the 'Best Innovation & Technology' category, while the cosy game ***Tiny Bookshop*** by **neoludic games/Skystone Games** secured the 'Newcomer Award for Best Debut'. ***Blue Prince***, the strategic puzzle-adventure with roguelike elements by **Dogubomb** and **RAW FURY**, took home the prize in the non-monetary category for 'Best International Game'.

The 'Special Jury Prize' was awarded to the research association **RadiGaMe** which investigates the exploitation of games by extremist propaganda. Additionally, gaming content creator **Dennsen86** was named 'Player of the Year'.

Numerous personalities from the games industry, politics, culture, and society gathered in the Bavarian state capital to properly celebrate the winners. The evening was hosted by the moderating duo **Katrin Bauerfeind** and **Uke Bosse**, whose wit and expertise created an outstanding atmosphere.

The award in the main category 'Best German Game' was presented by Dorothee Bär, Federal Minister for Research, Technology and Space Travel, whose ministry oversees the

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federal government's support of the games industry. **Markus Söder, Minister-President of the Free State of Bavaria**, announced the winners in the **'Best Innovation and Technology'** category. Further prominent presenters this year included YouTuber and streamer **Tobias "Huebi" Hübenthal**, actor **Sönke Möhring**, singer and actor **Wilson Gonzalez Ochsenknecht**, game developer **Jennifer Pankratz**, pianist and composer **Louis Philippson**, game streamer and Miss Germany 2026, **Rosemondy**, two-time Olympic champion **Kristina Vogel**, and cosplayers **Maul Cosplay and Keksbikini**, who accepted the award for **'Best Graphic Design'** in an impressive cosplay.

Dorothee Bär, Federal Research Minister, pointed out the importance of the award for Germany as a games hub: "Games from Germany are far more than excellent entertainment. They are drivers of innovation, cultural property and a poster child for Germany's competitiveness. They are also an impressive example of how topics of societal and historical relevance can be experienced through the game medium. We will continue to provide strong support for this in the future."

"We warmly congratulate all winners of the German Computer Game Awards 2026 and are delighted by a fantastic evening of outstanding games and gripping stories. The winning titles are a powerful showcase for the quality of games made in Germany – and we want to see even more of that in the years ahead. It is now vital to seize this momentum together with the Federal Government to further strengthen our studios in global competition and put them in the spotlight on the international stage," **said Felix Falk, Managing Director of game.**

The German Computer Game Award annually honors the best computer and video games from Germany and their teams. The award is sponsored by both the federal government, represented by the Federal Ministry for Research, Technology and Space Travel, and game, The Association of the German Games Industry. This year's awards ceremony was supported by the Bavarian State Ministry for Digital Affairs. The ceremony for the most important award in the German games industry will be held next year in Berlin. As the organizers announced today, the ceremony will continue to alternate between Berlin and Munich in a fixed rotation from 2027 onwards.

Dr. Fabian Mehring, Bavarian State Minister for Digital Affairs: "Congratulations to all the winners and nominees of the German Computer Game Awards – the pixel pioneers of the German games family have impressively demonstrated the creative excellence they possess. The DCP 2026 in Munich was a true celebration of the national games scene and made a bold statement about the industry's massive potential. I am all the more delighted that the DCP will return to the Isar as early as 2028 and will be hosted in Bavaria every two years from now on! In Bavaria, we look forward to providing Germany's gamers with the stage they deserve every 24 months."

Franziska Giffey, Mayor of Berlin and Senator for Economic Affairs, Energy and Public Enterprises adds: "Berlin congratulates the winners and all the nominees of the 2026 German Computer Game Award! We are very pleased to welcome the German Computer

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Game Award back to the capital in 2027 and to host it every two years from then on, alternating with Munich. This long-term agreement sends a strong signal for Germany as a hub for the games industry and our 'GamesCapitalBerlin'."

The entire award show is available to watch as a recording on [Twitch](#) and [YouTube](#).

All 2026 Winners at a Glance:

Best German Game (prize: €100,000)

- **The Darkest Files** (Paintbucket Games)

The other nominees each receive €30,000:

- **Anno 117: Pax Romana** (Ubisoft Mainz / Ubisoft)
- **Tiny Bookshop** (neoludic games / Skystone Games)

Studio of the Year (prize: €50,000)

- **weltenbauer. Software Entwicklung** (Wiesbaden)

Best Family Game (prize: €40,000)

- **Flick Shot Rogues** (Butter By The Fish / Noodlecake Studios)

Newcomer Award Best Debut (prize: €60,000)

- **Tiny Bookshop** (neoludic games / Skystone Games)

The other nominees each receive €25,000:

- **Causal Loop** (Mirebound / Headup)
- **Constance** (Blue Backpack / ByteRockers' Games)

Newcomer Award Best Prototype (prize: €50,000)

- **Garden Ink** (Arne Jürgens, Sven Mehlhorn)

The other nominees each receive €25,000:

- **Burn With Me** (Eva Manuilovich, Ivan Bushmin, Nikita Melnikov)
- **Cards and Cannons** (Anica Gritzki, Jennifer Seeber, Luca Schmidt, Lucas Thieme, Jan-Ivo Lattek, Julian Seidel / HTW Berlin / DE:HIVE)
- **Heart Drive** (Jonas Pfeiffer / HAW Hamburg)
- **UnderPressure** (Aaliyah Schäfer, Romy Scherwat, Lea Eschlberger, Tim Richter, Fabius Sachs, Felina Westrich, Malvina Arakelian, Rosalie Stallmann / Hochschule Darmstadt)

Best Innovation and Technology (prize: €40,000)

- **Anno 117: Pax Romana** (Ubisoft Mainz / Ubisoft)

Best Audio Design (prize: €40,000)

- **EVERSPACE 2: Wrath of the Ancients** (ROCKFISH Games)

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Best Game Design (prize: €40,000)

- **Super Meat Boy 3D** (Sluggerfly / Headup)

Best Graphic Design (prize: €40,000)

- **The Berlin Apartment** (Blue Backpack / ByteRockers' Games)

Best Mobile Game (prize: €40,000)

- **MicroMacro: Downtown Detective** (Soft Boiled Games)

Best Story (prize: €40,000)

- **The Berlin Apartment** (Blue Backpack / ByteRockers' Games)

Best Serious Game (prize: €40,000)

- **The Darkest Files** (Paintbucket Games)

Player of the Year (no financial reward)

- **Dennsen86**

Best International Game (no financial reward)

- **Blue Prince** (Dogubomb / RAW FURY)

Special Jury Prize (prize: €10,000)

- **Forschungsverbund RadiGaMe**

Further Information:

The DCP on social networks: [Bluesky](#), [Facebook](#), [Instagram](#), [Threads](#), [X](#), [LinkedIn](#), and [YouTube](#).

Using the hashtag **#derDCP**, viewers can share their opinions and impressions of the show and the best games of the year.

Further press information and images are available at:

<https://deutscher-computerspielpreis.de/press/>

Image material from previous award ceremonies is available on [Flickr](#).

About the German Computer Game Awards

The German Computer Game Awards (DCP) is the most important prize for the German games industry. Since it began in 2009, the federal government (represented by the Federal Ministry for Research, Technology and Space) together with game- the German Games Industry Association have been honoring the best computer and video games of the year

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from Germany. Highly-qualified specialists and main juries select the best games based on aspects such as quality, innovation, entertainment value, as well as cultural and educational standards. The DCP award office is located at the Foundation for Digital Games Culture. The 2026 award ceremony is supported by the Bavarian State Ministry for Digital Affairs. More information can be found at <https://deutscher-computerspielpreis.de/>.

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