

The science, strategy, and success behind brand-led play



www.games4brands.com



Rethinking Brand Giveaways

Branded pens. Stress balls. Yet another tote.

Most giveaways are forgotten before the event ends. Custom games, on the other hand, turn giveaways into experiences, and brands into stories people remember.

In this guide, you'll learn.

- Why games are more effective than standard swag
- Where custom formats deliver results
- How brands are using play to build loyalty and leave a mark





The Psychology of Play

Play isn't just for fun. It's how we learn, connect, and remember.

Here's why it works:

- **Emotional engagement** Curiosity, joy, and achievement create stronger memory links
- Tactile interaction Touch boosts recall more than flat media
- Shared experience Games are played together, extending brand reach

"When customers experience your message through play, they don't forget it."





Branding Through Interaction

A game isn't static. It's immersive. With **Games4Brands**, you can:

- Integrate your visual identity on every component
- Align your values with sustainable materials
- Tell a story through gameplay not just a logo

Real-world example:

A memory game about seasonal eating and recycling. Each play session reinforces the client's mission.



Use Cases in Action

Trade Shows & Events: Win foot traffic and post-show recall.

Stand out at crowded booths with a branded cube or minipuzzle that starts conversations and travels home.



Loyalty & Gifting: Reward with joy, not junk.

Offer rewards people want to keep. Perfect for clients, team members, or promo campaigns.

CSR & Education: Share your mission with schools.

Bring learning and impact together. Games for schools, communities, or public awareness campaigns.





What Makes It Work

Our games are:

• Fully customisable – Made to match your message, tone, and audience.

• Made in Europe – With FSC-certified paper, recycled plastic, and premium print.

 Modular – Cubes, board games, memory formats and more.

• **Multi-generationa**l – Fun for kids, elegant for professionals.



Smarter Than Swag

Why Games Outperform Giveaways

Typical Swag	Custom Game
Pen, tote, stress ball	Puzzle, cube, board game
Passive branding	Interactive storytelling
Discarded quickly	Kept for months or years
Low impact	High emotional ROI

"Games don't just brand. They bond."



