

Poland.
Business Forward
Creative Industry

Polish companies at Gamescom 2024

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Poland.

Business Forward

Creative Industry



computer games development

Based in Krakow, Poland 7LEVELS develop and distribute games for various platforms since 2014. Our focus is to create high quality action adventure games and offer them for all most popular platforms. We're also helping other creative studios to bring their ideas into life by supporting them in production and publishing.

We've already released 3 in house projects and 14 others from other indie studios as a publisher for Nintendo Switch. We are currently working on another original project full of surprises.

- 🎮 Fluffy Mountains - grab your snowboard and get ready for a wholesome, colorful adventure! Meet a vibrant cast of cute characters! Test your skills in challenging tasks! Try on and customize a variety of cute outfits! Explore diverse locations filled with collectibles!



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Poland.

Business Forward
Creative Industry

8Bit



Polish companies at Gamescom 2024

international games industry recruitment agency

We link studios to exceptional talent across all game development sectors - from indie to AAA - and across a range of platforms including mobile, PC, console, and technologies like VR/AR, AI and blockchain.

Founded in 2015, 8Bit has worked with more than 80 clients globally, with the referral rate exceeding 94%, reflecting strong client satisfaction. The team, with experience in both agency environments and internal game studio HR departments, brings expertise in diverse fields like engineering, art, design, and beyond.

Recognized by Forbes among the Top 30 Companies For Remote Jobs, we value diversity and the flexibility of remote work. We are also deeply dedicated to animal welfare.

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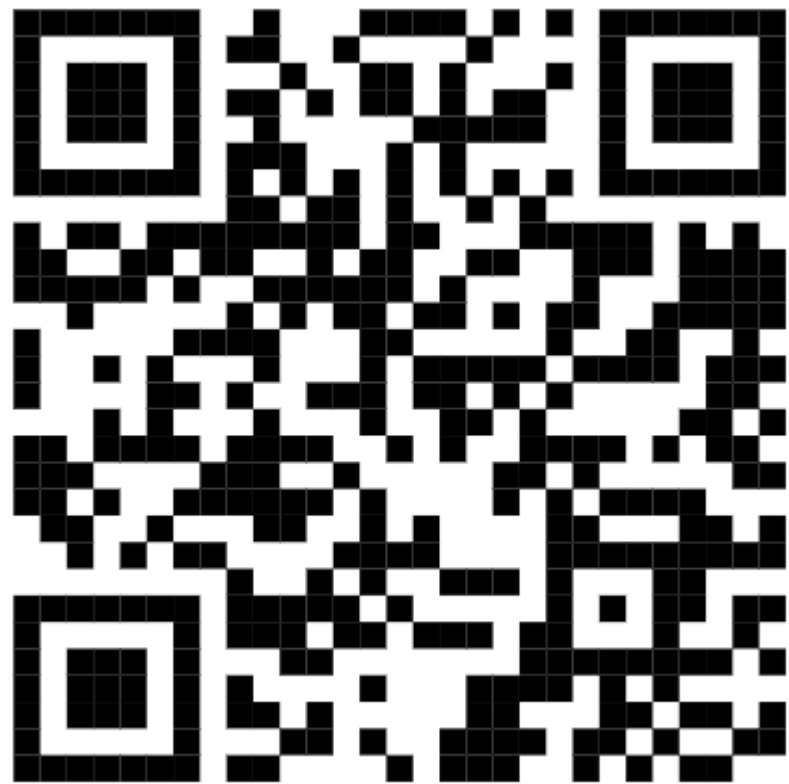
Poland.

Business Forward
Creative Industry

Polish companies at Gamescom 2024

computer games development

AFTERBURN



Afterburn is an award-winning game development studio based in Lodz, Poland, focused on crafting comfy puzzle experiences.

Our newest title is Pup Champs - a tactical puzzle game about soccer!

Our previous titles include Railbound, inbento and Golf Peaks!

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Business Forward

Creative Industry

ARIBO

VR/AR, gamification

Aribo is a pioneering high-tech company with a flagship no-code platform that allows users to quickly create immersive mixed-reality experiences. Our products are designed for easy and fast use of virtual and augmented reality to enhance learning, product marketing, and entertainment.

The platform can be used for any type of content and language to make it more immersive and interactive. Its versatility allows creators to easily incorporate mixed-reality elements into various fields, from education and training to marketing and entertainment. By enhancing the user experience through engaging and interactive content, the platform empowers users to transform traditional media into dynamic and captivating experiences.



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computer games development

We approach all our productions individually, taking into account the players' preferences and their active involvement. We focus on the highest quality of the titles published in our studio, which is why we create our games in-house, both in terms of graphics, mechanics and game sound.

Our standout title, "Prison Simulator," puts you in the shoes of a prison guard, where you manage daily operations and inmate interactions. It's a blend of strategy, simulation, and role-playing that challenges you to maintain order, make critical decisions, and navigate the complexities of prison life.

"Alaska Gold Fever" takes you on an adventurous journey during the historic gold rush. As a prospector, you'll explore the rugged Alaskan wilderness, mine for gold, and survive harsh conditions.

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Polish companies at Gamescom 2024

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Gaming event with esports tour



Blu Game Show is the largest gaming event in northern Poland, combining the secrets of gaming, e-sports and modern technologies. After three successful editions, we are constantly evolving, adapting to the changing trends and expectations of participants. With the support of BluHolding, we take care of network security and the highest quality of live broadcasts. We guarantee unforgettable entertainment, e-sports and educational attractions. Guests can participate in e-sports tournaments, cosplay competitions, visit the Expo Zone and join the Business Zone, conducive to industry talks.

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Business Forward
Creative Industry

Motion Capture

BONES™



Bones studio – Character Animation Experts

We are a 3D production studio specialized in full-performance motion capture and character animations for games, movies and advertising.

Under one roof we combine a mocap studio with a team of experienced 3D animators which allows us to ensure an unbeatable price-quality ratio.

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Business Forward
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computer games development



Headquartered in Warsaw, Poland, Cherrypick Games was founded in 2014 by a team of industry veterans, all with deep experience in creating and marketing games for all leading gaming platforms.

As a forward-thinking game development studio, we are committed to innovation and excellence. With our talented team and unwavering dedication to creating exceptional games, we are poised to continue making a significant impact in the world of gaming for years to come.

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computer games development



We're a team of talented, young, and ambitious professionals with a wealth of experience in game development. We're proud to collaborate with other companies, bringing their unique stories to life and introducing them to a wider audience.

After years of crafting incredible games ("Cyphers Game" and "Aviators"), we're now focusing on our exciting projects ("War Mechanic" and more).

As a Polish studio based in the picturesque coastal city of Sopot, we find inspiration in our surroundings. The city's unique atmosphere positively influences our project approach, giving us the freedom to create better games.

At Chronospace, our focus is on creating unique and engaging gaming adventures. We love what we are doing and are excited to see where our creativity takes us next.

Poland.

Business Forward

Creative Industry

computer games development, VR/AR, mobile games

COSMIC DREAMS



Cosmic Dreams is an independent developer of entertainment software.

Our overall aim is to create high quality outstanding games that beyond being fun enrich the culture with amazing universes and stories.

In our endeavour we want to create things that can convey best entertain experience to the players and push entertainment software, design and engineering on the next level and discover new paths for the whole industry.

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Polish companies at Gamescom 2024

computer games development



C O V E N A N T



Covenant.dev is a game development creative house dedicated to producing unique and original IPs that provide memorable experiences for gamers worldwide.

Debuting in 2023 with the dark fantasy strategy game Gord (PC, Xbox Series X|S, PS5), Covenant.dev is now developing its second IP, To the Star. This cooperative crafting adventure immerses players in a whimsical fantasy realm inspired by Alice in Wonderland. Players can build and customize their magical Briefbase, gain incredible abilities, confront extraordinary creatures, and solve surreal challenges while uncovering the mystery behind the fallen star. To the Star recently received a grant from the Polish Creative Industries Development Center.

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computer games development



Crazy Goat Games (CCG) is an indie game studio based in Poland with over 12 years of experience in game development.

Committed to delivering unique gaming experiences, CCG's upcoming titles include "Worshippers of Cthulhu" and "Republic of Pirates."

We are excited to unveil our latest title, "Worshippers of Cthulhu," a captivating city-builder steeped in Lovecraftian horror.

Worshippers of Cthulhu invites players to assume the role of a cult leader, guiding their followers through eldritch rituals and the intricate art of city-building. As they navigate the treacherous path towards awakening the ancient deity Cthulhu, players must make decisions that will shape the fate of their followers and the very fabric of reality itself.

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Business Forward

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gaming devices production



ENDORFY is a global brand created for anyone who knows that using technology comes with fun and satisfaction.

ENDORFY accessories are modern, elegant and functional – keeping pace with both enthusiasts and professionals.

Our high quality components are created with universal performance in mind, including innovative cooling systems designed in collaboration with Synergy Cooling.

Allowing endless creativity, supporting the release of positive emotions and the expression of personal style, reliability and unique design of products, ENDORFY reminds us every day that we are all technology heroes!

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Business Forward
Creative Industry



eNStudios



Polish companies at Gamescom 2024

VR/AR, Motion Capture / GameDev Production-Hub

eNStudios is a proficient production hub. We are involved in the creation, production and post-production of audiovisual projects. Depending on your needs, we are able to provide either comprehensive support or services at individual stages of production as subcontractors. We also enable you to realise projects according to your own ideas.

- Films: using virtual production, advertising spots
- Animations: films using motion capture, 3D modelling
- Audio: podcasts, webinars, videocasts, teleseminars, recordings, music production
- Video: commercials, instructional videos, product videos
- Photography: photo shoots
- Game Development: Motion Capture, 3D Modelling, Enviromenting, VR
- Virtual Production: Commercials, Movies, Film Series, LiveStreaming
- Events, conferences, training courses

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Business Forward

Creative Industry

computer games development



EXOR Studios is an independent game studio located in Szczecin, Poland. A team of passionate veterans, EXOR Studios are focused on delivering high-quality titles to the core gaming platforms – PCs and consoles. EXOR Studios was officially founded in 2007; however, the company's roots as a modding group can be traced back to as early as 2003.

The studio's first major project was D.I.P.R.I.P., a total conversion Mod for Valve Software's Source Engine. The experience and know-how gained thanks to this project allowed the team to produce the games they love and really want to make. The studio's latest game, The Riftbreaker, released on PC, Xbox and PlayStation gained acclaim from both game critics and the players themselves.

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computer games development, VR/AR, publishing

Feardemic is a publisher of computer games. The company is a specialist in the publishing of games that contain a strong horror narrative. Feardemic publishes predominately games developed by third parties and publishes games on PC, PlayStation, Xbox and Nintendo consoles.

The company's focus on a single vertical provides a framework to craft a portfolio of games that allows the company to focus on the key unique sales propositions and value of the intellectual property it manages.

Headquartered in Kraków, the company's was founded as a wholly-owned subsidiary of Bloober Team S.A., a publicly traded company and a video game developer of psychological-horror games.

Feardemic is more than just a publisher or game developer. It's an idea and a philosophy.

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game publisher



Forever Entertainment SA



We are a video game publisher and developer for the Nintendo Switch console and all major platforms.

We release remakes of well-established IPs in cooperation with top figures in the gaming industry and partner with numerous indie developers to bring their games to a broader audience.

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computer games development



An international indie studio founded by friends who use their extensive business experience in the IT market to pursue their passion for creating video games with artistic touch.

GOD MACHINES:

A turn-based tactical RPG with roguelike features, inspired by Darkest Dungeon, X-com and Heroes series. Play as a sentient AI fighting for survival in a hostile post-nuclear world. Control a squad of Combatants to gather resources and rebuild the GRID infrastructure to expand your reach. Improve your Combatants by enhancing their flesh or replacing it with augmentations. Decide the fate of those who fall under your dominion. A turn-based combat system without a dice roll - ideal for real strategists.

Poland.

Business Forward

Creative Industry

Polish companies at Gamescom 2024

Gamedev industry support, NGO, events



GAME INDUSTRY CONFERENCE

GIC is one of the biggest conferences in Europe, offering high-level talks, an unmatched meeting system, an exhibitors area, meeting zones, and recruitment opportunities.

We are the best possible gateway for any company looking to make connections in the Center and Eastern European Game Development Market and more.

We also support the Polish gamedev industry in any possible way we can, gathering data, issuing reports providing stipends, organizing events and parties, arranging networking, etc.

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computer games development



GameLoad is a fresh gamedev studio from Poland. We already released our first title, a hand-drawn visual novel called Your Story, that up to this day gained 74% positive reviews on Steam.

Since 2023 we're working on a new title, survival city builder TerraStorm, set 70 years after the Second World War.

Project is funded from funds earned by gaming marketing agency CFA, we got 10 developers working on it, all of them are (for now) hired as part-timers. As we got external financial sources from Kickstarter, publisher and/or investors or just Early Access - we're planning to start hiring full time.

To get first feedback straight from players and appear on the radar of investors and publishers, we showed TerraStorm on PAX East, courtesy of Fundacja Indie Games Polska.

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Business Forward

Creative Industry

distribution, PR, marketing, puzzles, gaming merchandise

Good Loot is a GOOD proposal of original, unique and fashionable LOOTs for ultimate Fans.



Good Loot is a cross between two worlds - the one of the most famous brands of pop culture and games (where we collect loot) with the real world, where every fan can now use clothes and gadgets to express their passion and show what a real geek is.



Good Loot offers popular electronic gaming brands such as The Witcher, Cyberpunk 2077, Fallout, Assassin's Creed, as well as epic and iconic fantasy and SF worlds such as Warhammer. Good Loot also offers a collection of puzzles with a unique and very diverse theme. From best video games, through popular comics, to paintings by polish and international artists. They all share the highest quality and original style.

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Business Forward
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Polish companies at Gamescom 2024

x

computer games development, advertising games



ART MASTERS: ORIGINS - COLORING BOOK is a educational painting game for mobile devices and web platforms. It is a combination of colouring by number games' mechanics, with polish artists artworks to discover and the epic atmosphere of RPG games.

- Relax and feel like a real painter colouring by numbers every artwork to create legendary paintings!
- Fulfil collection of painting' trophies of every art trend!
- Distinguish a falsification from a real work!

We are the digital storytellers who are here to tell you the goodnight tale made of pixels and bits. We invite you to the new digital storybook, full of wonders and adventures. Our team consists of developers, 2d artists, UX designers, sound designers, and writers who bring you a new digital entertainment & marketing quality.

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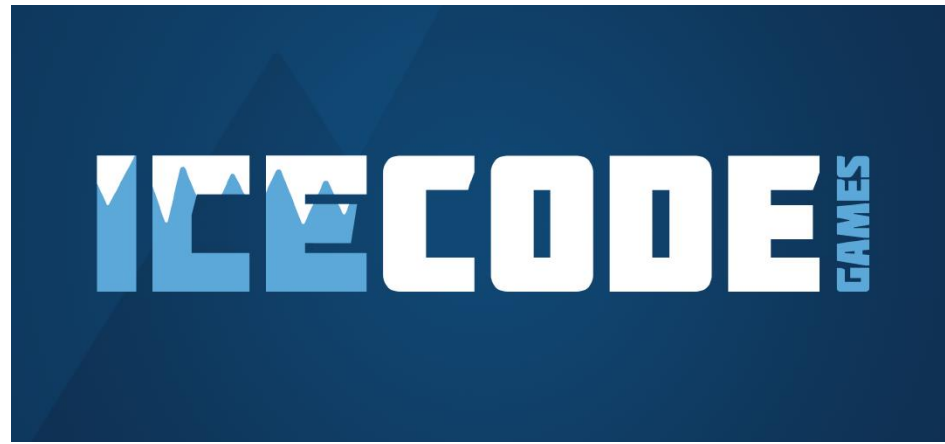


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Business Forward

Creative Industry

computer games development, expert consulting



Ice Code Games specializes in tactical and strategy genre, with two games, Re-Legion and Hard West II, released on multiple platforms.

While announcing their latest game at Gamescom, the studio is also looking for more opportunities to innovate in the tactics and strategy space.

With a proprietary AI system and a veteran team working 100% remotely since before The Event, Ice Code Games is a creative and professional partner.



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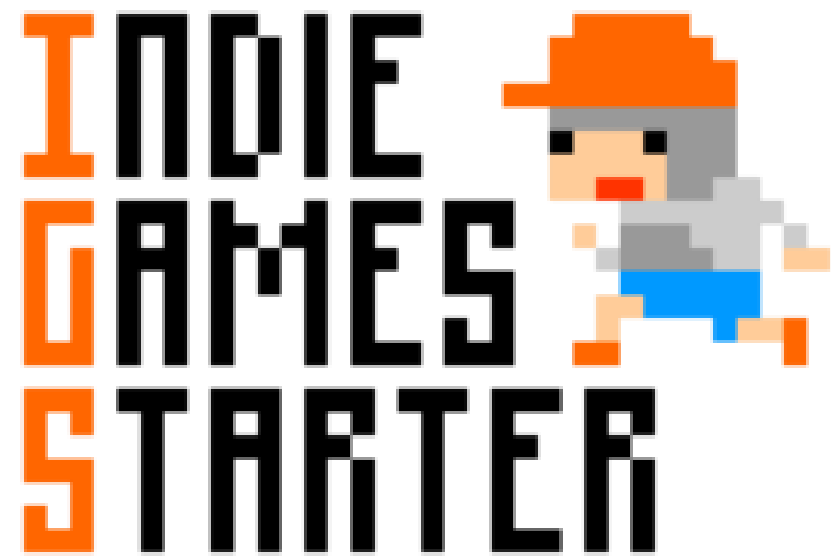


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Business Forward

Creative Industry

computer games development, publisher



Indie Games Starter, founded in 2022, is an innovative publisher focused on promoting and publishing indie games. Today IGS Incubator supports more than fifteen student teams.

Our main goal is not only to publish games but also to provide young, ambitious teams with the necessary support and guidance to successfully enter the gaming industry. Projects that emerge from under our wings often gain recognition in the market, bringing significant profits to the creators.

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Creative Industry

Polish companies at Gamescom 2024

computer games development

in**formers**



INFORMERS AG is a gaming company located in Poland developing meaningful games.

Currently working on Numiares - A Dark Tale title, a side scrolling 2.5D narrative Action Adventure game driven by horror. With a story conceptualised as a Visual novel, told by means of Environmental storytelling. Deeply rooted in a brutal and unforgiving Fantasy World. Inspired by a grim and dark of early mediaeval middle Europe fairytales and folklore. You play as a holy warrior and witch doctor, tasked with negotiating treaties with the supernatural. You're a judge, jury and an executioner of the Nature & Gods laws, permeating the fabric of reality.

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Business Forward
Creative Industry

computer games development

♥ **Inky Dreams**



Inky Dreams is an indie game studio based in Poland, specializing in visual novel games with unique gameplay twists.

We are a small team of passionate developers deeply influenced by Japanese manga and anime culture. Our goal is to tell engaging stories with polished visuals and captivating gameplay elements.

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Business Forward
Creative Industry

in-stream advertising, digital marketing, metaverse

The logo for inStreamly, featuring a stylized white 'i' icon followed by the word 'inStreamly' in a white sans-serif font, all on a dark blue background.

inStreamly is a pioneering platform that bridges the gap between advertisers and gaming streamers.

Regardless of the size of the creator, it allows all streamers to monetise their passion. Using proprietary technology, the platform connects streamers with brands, enabling them to sign short-term sponsorship contracts. This allows streamers to monetise their content and gives brands an innovative way to reach Generation Z and gamers.

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computer games development, VR/AR



We show history that affects you. We tell the story of recent history using the latest technologies. We conduct a digital transformation of the resources of the Institute of National Remembrance.

We create materials available on mobile devices, PCs, as well as in virtual reality (VR) and augmented reality (AR).

We want to arouse curiosity about Polish history wherever contemporary viewers are. We acquire and develop technologies that make it easier for historians to learn about and interpret recent history.

We implement powerful IT tools, artificial intelligence (AI) and machine learning systems to better understand history, and its contemporary audiences.

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Business Forward

Creative Industry

Polish companies at Gamescom 2024

computer games development

Junkyard - Where your employees create just as many problems as your conveyor belts.

Junkyard is a top down junkyard management game inspired by classics such as Theme Hospital. It features breakthrough graphics that stand out in the market, as well as fun modern asynchronous features like Dave The Diver.

- Currently finalizing prototype development entering project funding stage. (~\$2M - Publisher and or Project funding. Investment ready company.)
- Angel invested in by John Graham, ex-Humble Games founder. (EGG)
- Free Fall Entertainment: Team is mature, experienced, with 30+ releases under their belts. Based in Wroclaw and highly engaged with the local community. (2 Poland, 1 US, 1 Norway, 1 China)
- Release Sept.2026 on PC/Xbox/Steamdeck/Playstation



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computer games development

Katnappe



Katnappe: Your Gateway to Unforgettable Gaming Experiences

Katnappe is a leading indie game publisher and developer, crafting immersive and innovative gaming experiences designed to captivate players for years to come.

What We Do:

- Create and Publish: We develop and publish a diverse range of online and offline games, each offering unique and memorable gameplay.
- Empower Creators: Our platform provides comprehensive gaming services, including a robust sponsorship platform for influencers and streamers, enabling them to thrive and connect with their audiences.
- Revolutionize Distribution: Our custom-built white-label platform and launcher streamline the distribution of online games, empowering other publishers to reach new heights.
- Global Reach: With extensive experience publishing games

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computer games development



Founded in Warsaw, Poland in 2014 as a two-person project, Lichthund quickly evolved into an award-winning studio focused on combining fantastic gaming experiences with unorthodox gameplay ideas.

It's not just about cooking - it's about building an empire! In Food Truck Empire, you get to build your own mobile cooking business from ground up. Build your own Headquarters, manage your fleet of food trucks with their inside layouts and drive around the town in search of your perfect customers. Research new technologies to get more trucks, better dishes or equipment. To fully make the game your own, you will also be able to fully customize the food trucks both on the inside and on the outside to bring your unique flavor. Find your customers, fill their bellies and build your Food Truck Empire!

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Business Forward

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MerchUP[®]



Custom merch solutions

MerchUP specializes in producing high-quality custom merchandise for gaming companies, collaborating closely with HR and marketing teams to create products that resonate with their brand and audience. Our expertise lies in developing game-themed apparel, unique accessories, and collectible items that capture the vibrant essence of gaming culture. By working hand-in-hand with our clients, we ensure that every piece of merchandise reflects their vision and meets the highest standards of craftsmanship.

Our presence at events like Gamescom underscores our commitment to the gaming community, offering interactive displays and opportunities for attendees to engage with our innovative products.

At MerchUP, we bring gaming visions to life through exceptional merchandise solutions.

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computer games development



MFA Games is a modern development studio based in Będzin, specializing in creating single-player, action-adventure RPGs from a third-person perspective (TPP).

Our passion lies in crafting games that tell captivating and dramatic stories inspired by literary novels. We strive to make our productions not only entertaining but also works of art.

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Business Forward

Creative Industry

computer games development, gaming devices production



Welcome to Mighty Koi S.A. - a dynamic technological studio that has been developing AA and AAA video games for PC and consoles (PlayStation and Xbox) since 2022. Our headquarters are located in Lublin. We also have a modern office in Warsaw.

We are a Polish company with rights to unique IPs such as Thorgal and The Ice Garden, which form the foundation of our digital products.

Our primary goal is to deliver electronic entertainment at the highest global level. Our productions stand out not only for their tremendous focus on quality but also for innovation and unforgettable visual immersion. We focus on telling elaborate stories with multidimensional characters, encouraging players to make difficult and thought-provoking decisions.



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gaming devices production



modue is revolutionizing digital workspaces with our innovative modular devices, designed for gamers, content creators, and streamers. Our core product offers unparalleled customization and flexibility to enhance productivity and creativity.



At GAMESCOM 2024, we're showcasing our modular system, including modules like One Touch, Slide, Click, and Spin. Each module can be configured individually, allowing users to control game parameters, manage streaming broadcasts, and handle background activities such as communication apps (Discord, TeamSpeak) and music. The modules integrate seamlessly, providing an intuitive and efficient digital interaction experience.

Discover the future of modular technology with modue, where every module adapts to your unique needs.

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Business Forward
Creative Industry **computer games development, Game Trailers and Cinematics
VFX, 3D Characters, Art, Mocap**



We are a Warsaw-based team of award-winning professionals, former Wargaming employees, buddies and dreamers, specialising in creating trailers, cinematics, animation and high-end computer graphics.

Our Services:

- Game Trailers and Cinematics
- VFX
- 3D Characters
- Art
- Environment
- Motion Capture
- Scanning



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Business Forward

Creative Industry

computer games development, board games, Board Game digitalization

NE Games is a game development studio focusing on premium games for PC and consoles.



The first game released by NE Games was an endless runner with procedurally generated levels called “Project Bridge”.

Currently the company is working on two action RPG titles: The first one set in a fantasy world inspired by ancient slavic mythology and anime, the second one by positivist Poland and steampunk.

The company also digitalizes board games for clients, incl. games for one of the biggest board game producers in Poland.

NE Games is often present on industry events like PGA, Digital Dragons and DevGAMM, having also graduated from the Digital Dragons Incubator.

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computer games development



#DRIVE Rally is an arcade-inspired rally-driving experience set in the golden racing era of the '90s. Grab your co-driver and burn some rubber on iconic race-winning cars across a variety of terrains in some of the most iconic rallying locations in the world!

Wishlist on Steam:

https://store.steampowered.com/app/2494780/DRIVE_Rally/

Pixel Perfect Dude is a small though successful game developer from Poland, producing and supporting titles like #DRIVE and Ski Jump. With over 25mln players and multiple 'Game of the year' awards and nominees, we're always aiming to produce highest quality entertainment for all gaming platforms.

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computer games development



Polished Games is an independent team of game developers based in Poland. The company, founded by Krzysztof Dadełło, currently comprises over ten members, including artists, programmers, designers, and marketers. The team's primary focus is on creating enjoyable and engaging titles entirely independent of the influences of shareholders and large corporations. They made their debut with the well-received RPG Realms of Magic.

Now Polished Games is actively working on the horde survival, roguelite game Be My Horde, and the sequel to Realms of Magic.

Be My Horde is a top-down 2D survival roguelite. Players assume the role of Moriana, an alluring, dangerous, and formidable necromancer who can resurrect each fallen foe to gradually expand the malevolent army of the undead minions.

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computer games development, AI in video games

QED Games is an innovative company revolutionizing game development with a focus on AI. They aim to simplify the creation of intelligent NPCs and complex decision-making processes for game studios.

Their key product, Grail, is an advanced middleware for simulating and optimizing agent behavior in multi-agent environments. This tool enables developers to implement sophisticated AI without extensive expertise or code rewrites.

QED Games showcases its technology through its own AI-heavy tactical games, including "Tactical Troops: Anthracite Shift" and two upcoming projects in development.

By combining game creation passion with AI expertise, QED Games pushes the boundaries of player engagement and demonstrates the exciting possibilities of advanced AI in gaming.

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Business Forward
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codev, art, loc, QA



QLOC is a first-class service provider for publishers and developers, ensuring professionalism at every stage.

Our team consists of testers, programmers, designers, producers and other specialists.

We provide functional and linguistic testing, co-development, porting and remastering services, translate and localize games into 35 languages, deliver 3D graphics, character and concept art.

We offer first-class services to the biggest players in the video game industry - EA, Capcom, Warner Bros, CD PROJEKT RED, Activision and BANDAI NAMCO Entertainment among many others.

We have helped enhance and move Devil May Cry, Dark Souls Remastered, Mortal Kombat, Cyberpunk 2077 (and many more) to new platforms, taking great joy in the process and sharing our passion with gamers around the world.



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computer games development, Modding and UGC support

{ readyCode }



ReadyCode revolutionizes UGC by providing the missing infrastructure for building easy-to-use yet powerful community creation tools for every game. Our plug-and-play solution streamlines shipping of in-game UGC editors, making content creation as accessible as playing the game itself.

ReadyCode supports both Unreal and Unity and can be deployed at any stage of game development, including post-launch.

Among ReadyCode customers are AA+ and high-end indie titles from a wide range of genres, such as FPS, strategy & simulation. We have 150+ leads in the sales pipeline with projected revenue in 2024 of \$1M and in 2025 of \$10M.

ReadyCode supports user-generated content & scripting, and a plug-in system that will open up games to emerging tech such as Gen AI is currently under development.

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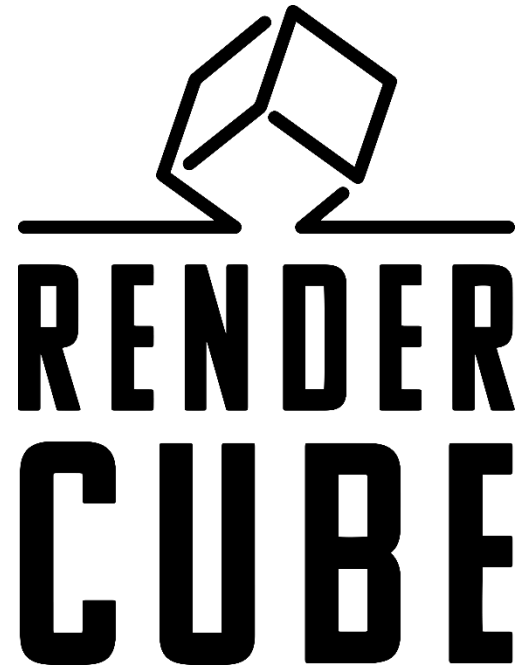
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Polish companies at Gamescom 2024

computer games development



Render Cube is a game development studio based in Łódź, Poland, with a team of 36 members.

The company is known for creating Medieval Dynasty, a game that combines survival, strategy, and RPG elements set in the medieval era. In Medieval Dynasty, players build and manage their own settlements, navigate medieval life challenges, and expand their influence over time.

Render Cube is dedicated to delivering high-quality gaming experiences and continues to innovate in the industry.

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gaming devices production

SAVIO®



The Savio® brand has been established to provide high-end multimedia and gaming products. We believe that quality can be accessible to everyone. Since 2012, we have been introducing practical solutions that make everyday life easier.

We draw satisfaction from the fact that every product undergoes a series of thorough tests. Only devices that meet certain requirements and high standards are available for sale. Openness to technology and desire for development has led us to expanding our product portfolio considerably over the years.

Our aim is to provide a whole range of gaming and multimedia products to meet the needs of a changing world.
Our company values are close contact with our employees, appreciation of good ideas and commitment to work.

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computer games development



We are a Polish game development studio (60 people strong) focusing on premium simulation games for PC and consoles.

We have two production teams, and we've worked on AA simulation games with Nacon and Astragon.

We seek publishers and investors to amplify our further growth.

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Business Forward

Creative Industry

computer games development, animation, art, trailers, videos



SMILE is an independent animation and videogame studio. Founded by award-winning animation director-producer Alek Wasilewski with a singular ethos – to create art as closest to the source as possible. No middlemen, no bloat, creativity at its purest.

We animate, really like 2D hand-drawn animation but don't limit to it. We develop videogames. We make music videos, animated trailers, cinematics, short films. We produce and co-produce. We craft narratives, storyboard, create artwork, be it standalone or as assets for games and film.

As an animation studio in service of games first and as videogame developer second, we'd like to show and promote our work to a wide European and global audience. In particular we'd like introduce our studio to new potential partners and future collaborators.

Hall 3.2., D-050 F-051



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Business Forward

Creative Industry



computer games development, VR/AR

SolidGames is an independent game development studio based in Warsaw, Poland, with a team of 15 talented individuals.

We specialize in creating computer games and embarked on our first title, Chinese Frontiers, in February 2021. This simulator game invites players to delve into medieval China, construct the Great Wall, and cultivate historical Chinese settlements.

As a rapidly expanding company, we've successfully concluded three funding rounds. We're now on the brink of releasing our single-player game and seeking resources for future endeavors, including console ports, co-op mode, and post-launch updates.

Hall 4.1., C-013g



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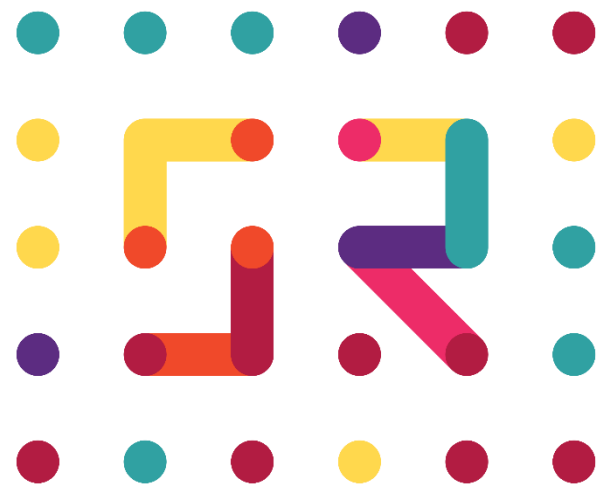
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Business Forward
Creative Industry

x

computer games development, VR/AR



Something
Random



The genesis of Harpagun and the studio behind its creation dates back almost a decade when another blockbuster game - SUPERHOT- was being made. After its huge success, part of the development and operations team decided to continue their journey of making innovative, high quality VR titles. To do that, they started a brand new game studio.

Using experience in both development and managing operations the founders of Something Random soon secured funding and started their dream company. Something Random is located in Lodz, Poland - a city famous for gamedev industry development and a home to many artists, creative young people and students.

The studio's goal is surprisingly straightforward. "Making games for people". Not for gamers, but for human beings - simply for everyone.

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Business Forward
Creative Industry



National trade association

SPiDOR (ENG: Polish Video Games Association), creates space for responsible industry development and promotes a positive image of video games in Poland through social and educational campaigns and public policy activities.

The association is a platform for coordinating cooperation between video game distributors and producers in Poland and external partners, including state administration and local and international organizations.

As a member of Video Games Europe, SPiDOR represents the leading players in the gaming industry, supporting the development and representation of the Polish sector on the international stage.

At Gamescom, we would like to showcase how we accomplish our missions by previously displaying a presentation and/or handing out promotion

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Legal and tax services



We advise video game developers and publishers on a range of legal issues, including capital markets, IP/TMT, data protection, tax law and financing. Our clients also include e-sports organisations and teams, and tool and platform providers.

We help clients to obtain proper IP usage and disposal rights for games. We advise on legal and commercial aspects of conducting business in this industry, including on the GDPR, AML, AI, eCommerce, P2B and cyber security.

We structure and negotiate appropriate funding mechanisms for video game companies. We also advise on the effective use of aid mechanisms and financial support.

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Business Forward
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computer games development, VR/AR

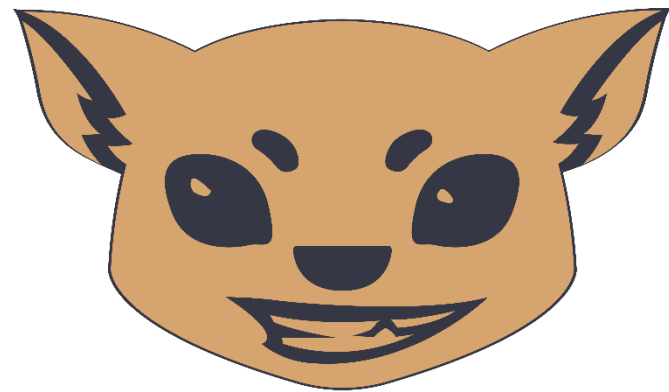


SYSCARE ARTE Sp. z o.o. is a company working on games development as well as VR/AR projects.

Currently company is looking for a publisher for its 3D action platform adventure game (www.truthens.com) set in the reality of a magical world controlled by a Sorcerer Tabaz whose heart has been possessed by evil force. The player takes on the role of Truthen, a hero who arrives too late to stop the Sorcerer in time and begins to rescue 5 magical lands consisting of drifting isles from the power of darkness. The game is planned to be released on PC & handheld devices (Steam Deck, Nintendo Switch).

Poland.

Business Forward
Creative Industry



TediBerry
Little Metaverse



computer games development

TediBerry Little Metaverse is building the World's first metaverse media company that combines a computer game, an art hub & a production platform, all analysed & customised for the user through Delphic Oracle AI. The production platform is intended to enable the implementation of projects that were previously conceived in the art hub. We believe in the values of C.A.K.E. - Culture, Art, Knowledge & Entertainment.

Grand Arcanadia is a new anime-RPG adventure game steeped in art and cultural references. Move into a fascinating fairytale world ruled by the four magical Muses: Matter, Mind, Movement & Sound. Meet new Heroes, discover unique Clans, assemble a Squad and become the defender of Fantasy City. Explore, fight & develop your skills in the style offered by one of the four power paths.

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Business Forward

Creative Industry

Polish companies at Gamescom 2024

branding, marketing, creation

THE BOARD



Branding is our bread and butter.

We are there when you need us the most and vanish when the job is done.

Whether you are a publisher, studio/dev, production house or ip owner, we offer comprehensive and highly tailored solutions for your business or product:

- EXPERTISE
- CREATIVE SUPPORT
- PRODUCTION SUPPORT

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Business Forward
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Polish companies at Gamescom 2024

X

computer games development: porting for consoles



ULTIMATE
GAMES



For gaming enthusiasts, we are the proud creators of the 'Ultimate Fishing Simulator', the #1 top-rated fishing game on Steam that sets a high bar for simulation experiences. Beyond the tranquil lakes, we venture into diverse gaming territories, embracing controversy, realism, and challenges.

Ultimate Games S.A. stands as one of the largest publishers on the Nintendo Switch platform. We specialize in the publishing and porting of games for consoles, including Microsoft Xbox, Sony PlayStation, and Nintendo Switch, delivering seamless integration and broadening market reach for each title. Our business model is designed to maximize return on investment while fostering lasting partnerships in the gaming community.

Poland.

Business Forward

Creative Industry

**computer games development, gaming devices production,
AI, Development**



We are Polish AI company that launched with a goal of enabling the high quality translation of every game, to every major modern language - as we believe that all gamers should have access to culture. We are a technology-driven gaming service provider that leverages advanced AI algorithms and automation tools to deliver high-quality translations efficiently across over 80 most popular languages. In the first 6 months of going live we translated over 150m words for our clients making their games accessible to millions of players who normally get ignored.

Poland.

Business Forward

Creative Industry

computer games development

UNTOLD TALES



Untold Tales is an indie publishing label with a focus on games that have an interesting story to tell. We help dev teams successfully deliver their digital masterpieces to a wider audience across multiple platforms. While we don't focus on any specific genre, our most trusted guiding light is games that offer remarkable joy and narrative.

At Gamescom, we will present the following titles:

- 🎮 EcoGnomix, which is a quirky city-builder and turn-based roguelite hybrid mixed into one. Build a lively little city above, by looting mystical caves with a team of gnomes below.
- 🎮 Operation: Polygon Storm, which is a fast-paced, military tactics, auto battler. Strategically assemble your army from a selection of unique units and abilities to deploy onto the battlefield.

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computer games development



Wonder Legends Studio is developing a transmedia IP in a unique setting where Greek myths blend with steam technology.

We start with an Action-Adventure TPP Metroidvania game followed shortly by an animated series.

We are a Warsaw-based studio founded by game dev, animation, and film veterans.



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Business Forward

Creative Industry

PR & marketing



YAGA MEDIA is a part of Cenega S.A. We have over 25 years of experience working on over 1300 games. We work with the top game publishers in the world and offer complete 360-degree marketing campaigns for gaming companies.

Poland.

Business Forward
Creative Industry

computer games development



Yaza Games is an award-winning studio from Poland creating high-quality independent video games set in medieval times. Met by pure chance, we want to surprise you with our hand-crafted worlds that may contain a bit of absurd humour.

We are known for our debut title "Inkulinati" (Xbox Game Pass, Xbox One / Series X|S, Nintendo Switch, PlayStation 4|5, PC, Mac), and we are currently working on another game set in medieval times -Scriptorium: Master of Manuscripts -a cozy, relaxing managementsim where players will take on the role of a young scribe opening their first scriptorium business and illustrate medieval manuscripts. Gamescom visitors will be able to play it for the first time ever during this year's event.

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