

Poland.
Business Forward
Creative Industry

Polish companies at
Tokyo Game Show 2025

scroll down

Poland.

Business Forward

Creative Industry

computer games development, publishing



11 bit studios is a collective of talented devs and skillful publishers reaching millions of hardcore gamers all driven by the creation of meaningful entertainment. They're seeking experienced dev teams to form publishing partnerships with - teams with which they share an artistic sensibility, and the desire to create thought-provoking games while maintaining a smart business approach to the process. They're the team behind This War of Mine, Frostpunk series, The Alters as well as publishers of Moonlighter, INDIKA and more.

scroll down



European Funds
for Smart Economy



Republic
of Poland

Co-funded by the
European Union



Poland.

Business Forward
Creative Industry

X

computer games development



Once Above the Snow is a character-driven alpine adventure, set in wild 60's. Experience the story of Francis - man who after one mysterious mistake is forced to run an old, ruined mountain shelter without any previous experience. He's not alone, as the his friends are ready to lend a hand, but the task is colossal - Winter of century is here, the trail network is in a most sorry state, and the guests are more needy thank ever. Your task is simple - take your crew, and create the best winter resort on this side of the alps. Build amenities, furnish the shelter to your liking, engage with handcrafted story, setup trails and get enough reputation to survive in a time, when the regulations are minimal, and ruthless competition is everywhere. All of that in beautiful vintage winter aesthetics.

scroll down

Poland.

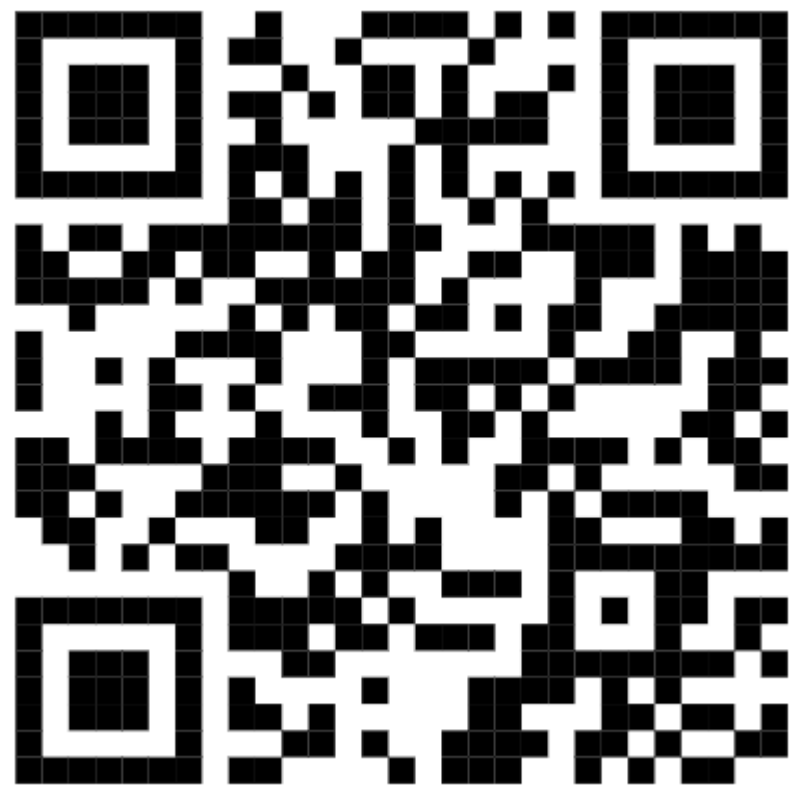
Business Forward

Creative Industry

Polish companies at TGS 2025

computer games development

AFTERBURN



Afterburn is a small game development studio based in Lodz, Poland, focused on crafting comfy puzzle experiences. Their newest title is Pup Champs - a tactical puzzle game about soccer! Their previous titles include Railbound, inbento and Golf Peaks!

PUP CHAMPS

Pup Champs is a cozy tactical puzzle game from the makers of Railbound and inbento. Use your wits to become a coach, guide a team of adorable pups and solve over 170 hand-crafted challenges!

Poland.

Business Forward
Creative Industry

Polish companies at TGS 2025

computer games development



BeautifulBee - a group of friends from Poland who met at a GameDev course in 2015. They have been working together ever since. Their team consists of professionals like programmers, musicians, graphic designers, writers and more. Their goal is to create games that they themselves would love to play, such as their first major commercial multi-platform title, Strings Theory.

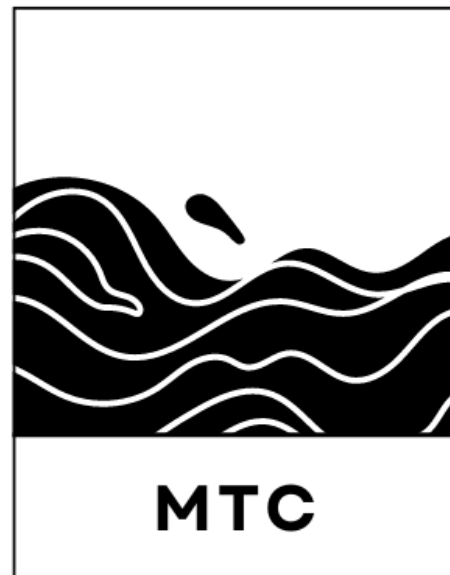
scroll down

Poland.

Business Forward

Creative Industry

computer games development, VR/AR



Boardinder – Where Board Games Meet Real People

In a world saturated with digital interactions, Boardinder brings people back to the joy of playing face-to-face. It's not just another gaming app — it's a community-driven platform that helps board game lovers connect in real life, based on location, gaming preferences, and time availability.

Boardinder is a mobile app that matches board game enthusiasts with each other using intuitive geolocation technology, shared interests, and a built-in calendar. Think of it as “Tinder meets Meetup” for the tabletop gaming community. Whether you're a Catan strategist, a Dungeons & Dragons storyteller, or a beginner curious about modern board games — Boardinder helps you find your perfect game night.

scroll down

Poland.

Business Forward
Creative Industry

X

computer games development, marketing services for gaming

BUMPkin & SPROUT



Bumpkin and Sprout is a heartwarming tale of friendship and resilience, where you'll help nature battle against the Pollution Spirit. Together, you'll overcome challenges and stand as guardians of the planet.

The game, a vibrant 3D platformer, is designed with couch co-op in mind, making it perfect for playing with a child or a friend. Whether you play together or alone, you'll dive into a beautifully crafted world, solving puzzles, battling pollution, and cleaning up the environment.

Players begin their journey as one of two adorable mushrooms, exploring lush and colorful landscapes. The mission? Clean trash, regrow forests, and watch the world heal - all wrapped in warm art, humor, and music.

Every „we did it” moment reinforces how small actions create big change.

scroll down

Poland.
Business Forward
Creative Industry

Polish companies at TGS 2025

computer games development



Indie developer specializing in strategy games best known from Farm Manacher Franchise. This year Cleversan is presenting new survival city builder about breeding dragons - Dragonscale Monastery

scroll down



European Funds
for Smart Economy



Republic
of Poland

Co-funded by the
European Union



Poland.

Business Forward

Creative Industry

computer games development



Cosminers is a 1-4 player co-op FPP sci-fi building, mining game with survival elements based on day/night cycle. As a space miner kill aliens in procedurally-generated undergrounds. Craft and upgrade your tools, weapons & base to get countless hours of thrilling gameplay.



Poland.

Business Forward
Creative Industry

CRUNCHING



KOALAS



computer games development, porting and publishing

Crunching Koalas offers development, co-development and publishing services. Since 2012 the company worked with the most renowned publishers and developers, including: CD Projekt RED, Devolver Digital, Toplitz Interactive, 11 bit Studios, Nacon, Acid Wizard, Daedalic Entertainment, Phobia Game Studio, Bonte Avond and more.

Their offer includes:

- full cycle development, from concept to release (can be based on an existing IP);
- remaster/remake development;
- porting;
- co-development services (performance optimization, implementation of multiplayer, cross play, demo, controller support);

They're looking for:

- work-for-hire projects (development, co-development, porting);
- well known game IP's that could be remastered and published;
- retail & digital publishing partners in Japan

scroll down

Poland.

Business Forward
Creative Industry

Polish companies at TGS 2025

computer games development^x



Cubepotato Games is a small indie studio from Poland founded by high school friends with a passion for game development. They enjoy experimenting in game jams, where they create innovative prototypes, like Telegraphist 1920: Beats of War, which began as a game jam project.

In August 2022, they launched their first game on Steam, Decorporation, which evolved from a short game jam idea into a full production.

Later that year, they secured second place in HackYeah 2022's Polish Great Battles category, which further inspired the development of Telegraphist 1920.

Since April 2023, they've been focused on creating the full version of Telegraphist 1920: Beats of War, a unique blend of rhythm mechanics and historical narrative.

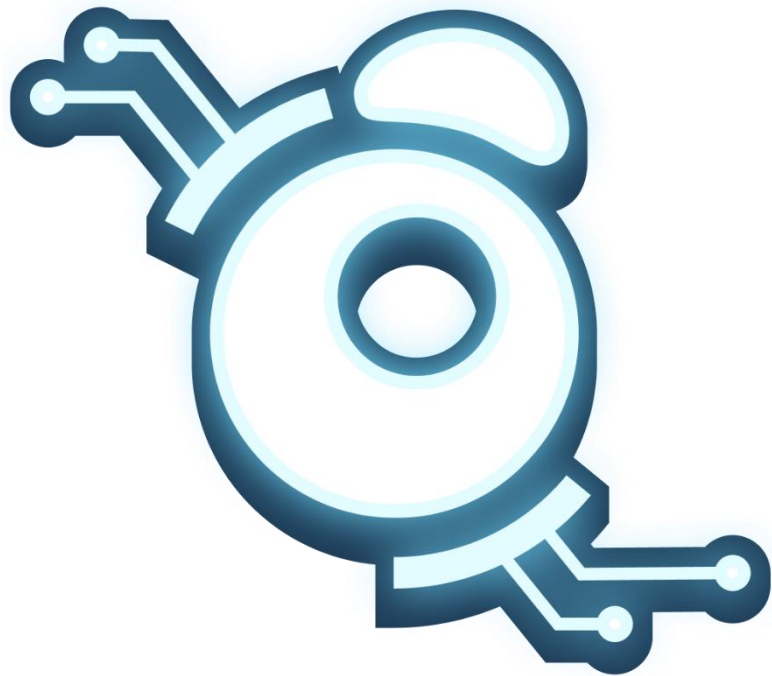
scroll down

Poland.

Business Forward
Creative Industry

Polish companies at TGS 2025

computer games development



Indie studio Dvd Unicorns presents Bytebond at Tokyo Game Show 2025!

Step inside the computer and join a friend in an exhilarating co-op adventure where teamwork is the ultimate weapon. Explore vibrant digital biomes, each teeming with new foes and mind-bending puzzles. Using unique energy management abilities, you must collaborate with your partner in an online or classic split-screen environment to overcome every challenge.

scroll down



European Funds
for Smart Economy



Republic
of Poland

Co-funded by the
European Union



PARP
PFR Group

Poland.

Business Forward
Creative Industry

computer games development



At Tokyo Game Show 2025, they present two original IPs: LIGHTSHADOW: The Father – a third-person stealth game where players battle inner demons using light, combining psychological horror with rogue-lite storytelling; and Ecumene Aztec – a stylized action-adventure set in pre-Columbian Mesoamerica, blending ancient mythology with cinematic combat. Both titles are designed for PC and consoles, with strong transmedia potential, including film adaptation.

scroll down

computer games development, mobile games^x



They're experienced development studio offering services in development of mobile games and PC/console porting. They have a team of 40 people working across multiple disciplines. Their clients are some of the biggest names in the industry, including Jam City, Blizzard, Big Fish Games, and others.

scroll down



European Funds
for Smart Economy



Republic
of Poland

Co-funded by the
European Union



Poland.

Business Forward

Creative Industry

computer games development

False Prophet



False Prophet is a seasoned team of developers based in Warsaw (Poland). With industry experience their dev team aims to redefine the tactical RPG landscape with BEAST and push the boundaries of the soulsborne stealth-action genre with BANSHEE.

scroll down

Poland.
Business Forward
Creative Industry

X

computer games development



Far From Home is a crew of experienced developers of games in the AAA and indie segments. The studio positions as AA+, blending their expertise and know-how in premium production, and willingness to further venture into tackling games with deeper meaning and mature subject matter.

Formed in April 2020, the team is based in Wroclaw Poland with members having worked on such prestigious titles as Dying Light, Dying Light 2, Dead Island, The Medium, Chernobylite and the Divinity Original Sin Series. Their first title, Forever Skies, was released on PC and PS5. Forever Skies is a first person, survival-based game taking place on a ruined Earth after an ecological disaster that wiped out humanity.

scroll down



European Funds
for Smart Economy



Republic
of Poland

Co-funded by the
European Union



Poland.

Business Forward

Creative Industry

computer games development, publishing

FEARDEMIC



Feardemic is a Polish video game publisher specializing in psychological horror and dark-themed games.

Headquartered in Kraków, the company focuses on delivering immersive, emotionally intense experiences across multiple platforms, including PC, consoles, and VR. As a subsidiary of Bloober Team, Feardemic leverages industry expertise to support indie developers and promote unique horror titles. Its portfolio includes critically acclaimed games like DARQ, Garten of Banban, Nightmare Reaper and Bad Cheese.

scroll down

Poland.

Business Forward
Creative Industry

Conference



The Game Industry Conference (GIC) in Poznań, Poland, is an international event for game developers and industry professionals that draws thousands of attendees and hundreds of speakers from around the world each year. The conference features summits, a career expo, B2B meetings, and advanced-level talks. It also hosts the Central & Eastern European Game Awards (CEEGA), which showcase regional talent and games.

Poland.

Business Forward
Creative Industry



board games, merch

X

Polish board games designer and developer. Engaging mechanics, epic illustrations, and the highest-quality components are their trademarks. They believe adventure is essential to everyone — we all have an inner eagerness that pushes us toward the unknown. A journey into the unknown is the beginning of growth, enriching us with new experiences and emotions, helping us learn about the world and ourselves.

That's why adventure is at the heart of their board games. They employ an experienced team of creators and developers who ensure detailed graphic design, strong story backgrounds, and premium production quality in every title.

Their portfolio includes:

- TEKKEN – The Board Game
- Cyberpunk 2077 – The Board Game (Biggest board game crowdfunding of 2024!)

Poland.

Business Forward

Creative Industry

Polish companies at TGS 2025

computer games development



I Hate This Place is an isometric craft-based survival horror game set in a cursed land filled with reality-bending nightmares and terrifying creatures that thrive in the dark. You'll need to scavenge, build, sneak, and fight if you want to make it out alive.

I Hate This Place is inspired by the award-winning and critically-acclaimed comic book series created in 2022 by Eisner Award-nominated comic creators Kyle Starks and Artyom Topilin, published by Image Comics.

Poland.

Business Forward

Creative Industry

VR/AR



Incuvo S.A. is a Polish studio with many years of experience in video game development. Founded in 2012, they have thrived making games for multiple platforms, including Meta Quest, PSVR2, and Steam VR. Their true calling and future interests lie in Virtual Reality. They are the developers of well-known VR titles like Layers of Fear VR, Blair Witch VR, Green Hell VR, and Bulletstorm VR. Currently, they are working on their survival action game dedicated to Meta Quest 3.

Since 2021, they have been on the Polish Stock Market, and based on more than 70 individuals experienced in VR, they aim to be the global leader in this market. Nowadays, they port and produce VR games using work-for-hire and self-publishing models. They are also involved in R&D projects. Incuvo's majority stakeholder is PCF Group S.A.

scroll down

Poland.

Business Forward
Creative Industry

computer games development, VR/AR^x



kastom szop is an indie game development studio which specializes in outsourcing skills and knowledge. They recently launched few internal projects development and can't wait to show it to you!



Poland.

Business Forward

Creative Industry

business acceleration



KATOWICE
for a change



The core mission of the Katowice Gaming and Technology Hub is to “Create value through platform building.” The Hub aims to support the evolution of Katowice into a world-class centre in 4 pillars: Gaming and E-Sports, AI Knowledge Exchange , Digital Bridge, Network Accelerator. By advancing knowledge, fostering community engagement, and providing an inspiring environment for both work and education, the Hub will integrate local and global insights to promote the city and the wider region on the world stage.

scroll down

Poland.

Business Forward

Creative Industry



Lodzkie Region – close to everything. Lodzkie Region is located in the middle of Poland and Europe. Owing to this central geographical location, the region has excellent transport connections to Polish and foreign cities. The capital of the Lodzkie Region is a scientific and research hub of national importance and significant academic centre. Several universities, scientific institutes and research establishments in Lodz and the region provide opportunities for young people to gain marketable professional qualifications and offer conditions for development of research staff.

scroll down

computer games development



Ludus AI is an advanced AI copilot engineered to solve critical production challenges for game studios using Unreal Engine. It delivers a strategic advantage by analyzing project architecture to generate and explain complex Blueprints and C++ code, eliminating lengthy onboarding. The system accelerates prototyping through text-to-3D asset generation directly in-engine, freeing artists to focus on quality. As a powerful C++ assistant, it acts as a force multiplier for an engineering team, reducing reliance on scarce senior talent. Ludus AI streamlines the entire development pipeline, enabling studios to deliver ambitious, high-quality titles faster and more efficiently, directly impacting your bottom line.

scroll down



European Funds
for Smart Economy



Republic
of Poland

Co-funded by the
European Union



Poland.

Business Forward
Creative Industry

Polish companies at TGS 2025

computer games development



Magma is a fun and social art platform where you can draw with others in real time—right in your browser, no install needed. Whether you're sketching with friends, joining an Art Jam, or meeting new artists, Magma makes it easy to create together. Paint on a shared canvas, chat while you draw, and explore a vibrant community of over 3.5 million creators. For studios, Magma combines a Photoshop-like toolset with a Miro-style infinite canvas—boosting collaboration and cutting delivery times in pre-production.

scroll down

Poland.

Business Forward

Creative Industry

computer games development, Animation Studio



Mighty Koi is a Warsaw-based game development studio with a team of over 50 experienced professionals. The company is developing two flagship IP-driven titles: The Night Wanderer, a narrative-driven action RPG inspired by acclaimed Polish fantasy literature, and Thorgal, an epic Viking adventure based on the globally recognized comic series with over 20 million copies sold.

Mroya Studio, part of the Mighty Koi ecosystem, is an award-winning animation and VFX studio delivering cinematic trailers, motion capture, and high-end 3D content. With strong expertise in storytelling and cutting-edge production, Mroya collaborates with leading international partners to create immersive visual experiences for games and film.

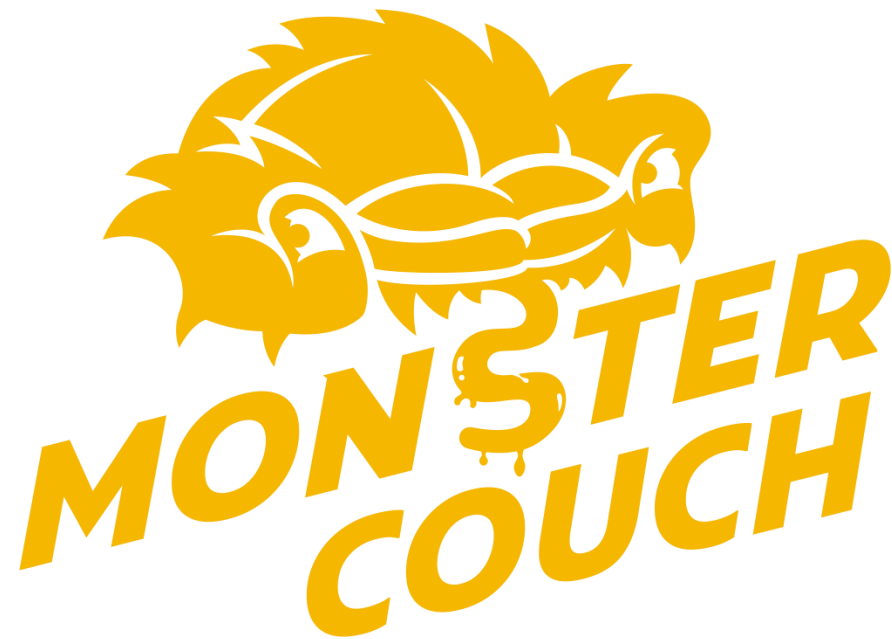
scroll down

Poland.

Business Forward
Creative Industry

X

computer games development, board games



Monster Couch is breathing digital life into award-winning board games. They're the developer behind Wingspan Digital - a relaxing strategy game about building bird habitats and discovering unique species. Most recently, they released Quilts and Cats of Calico - a cozy logic puzzle where players sew patterns and lure the cutest cats. They're now bringing their most ambitious adaptation to life: Flamecraft - a rich, magical world of artisan dragons, whimsical shops, and enchanting gameplay. They also specialize in porting games to consoles and mobile, helping titles reach players worldwide.

scroll down

Poland.

Business Forward

Creative Industry

animation studio



Mroya Animation Studio, based in Warsaw, Poland, is a creative powerhouse specializing in AAA-quality cinematics and asset creation, as well as premium 3D animation and transmedia storytelling for the gaming and film industries. With a team of about 50 experienced artists and technologists, the studio combines motion capture, virtual production, and advanced CGI with strong artistic vision to deliver world-class visual content. Mroya partners with international game developers and publishers while also developing original projects that bridge games, film, and animation.

scroll down



European Funds
for Smart Economy



Republic
of Poland

Co-funded by the
European Union

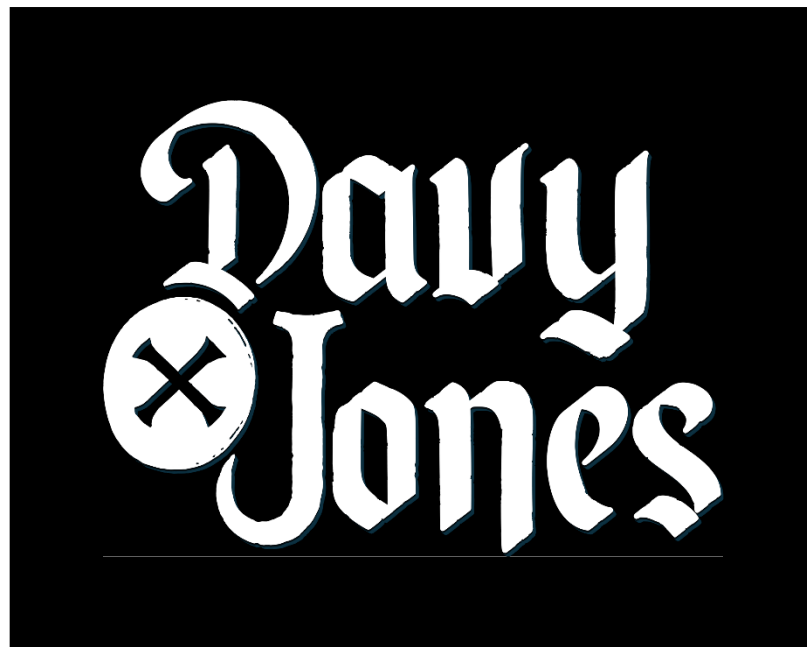


Poland.

Business Forward
Creative Industry

Polish companies at TGS 2025

computer games development



Parasight:

· Worlds You Feel · Stories You Fight · They create bold, character-driven games that merge gripping narratives with dynamic gameplay.

DAVY x JONES:

Ascend to the highest fathom of a pirate underworld with the infamous Davy Jones on this action-packed, revenge-driven journey. Control the captain's headless body, stay on pace with his autonomous skull and keep his legend alive.

BETRAYED, ROBBED, and BEHEADED, legendary pirate DAVY JONES sinks to The Locker — the seafarers' afterlife. But death is merely the beginning of his epic tale of revenge. Control the captain's headless body — Jones — and forge an unlikely alliance with his stubborn skull — Davy — as you reclaim your stolen artifacts and face your eternal nemesis: Blackbeard.

scroll down

Poland.

Business Forward

Creative Industry

Polish companies at TGS 2025

computer games development



Pixel Trapps is a deep-tech Web3 gaming studio, publisher, and producer dedicated to delivering high-quality, immersive experiences that leave a lasting impression. Since their founding in 2016, and with a focus on crypto and blockchain innovation since 2020, they have successfully launched and listed two flagship Web3 projects.

Their team brings decades of combined experience working on some of the world's largest AAA titles. They've earned numerous awards at both gaming and business events for technical excellence, innovative design, and community engagement. This proven track record of success underscores our commitment to pushing the boundaries of interactive entertainment.

scroll down

Poland.

Business Forward
Creative Industry

Polish companies at TGS 2025

**game content, game trailers, cinematic trailer,
in-game content (cutscenes), motion capture studio**



Platige Image is an award-winning production and post-production studio that has been blending art with technology for nearly 30 years. Specializing in computer-generated imagery (CGI), real-time animation, and visual effects (VFX), the studio serves the film, entertainment, and gaming industries. Renowned for its work with some of the world's leading video game studios and publishers, Platige Image is the most recognized Polish creative studio both nationally and internationally.

scroll down

Poland.

Business Forward

Creative Industry

governmental support

Polish Creative Industries Development Center



CRPK is a cultural institution that develops the creative industries through a system of public support, knowledge gathering, networking, promotion, responding to the needs of sectors, and building synergies with other areas of development and innovation.

scroll down

Poland.

Business Forward

Creative Industry

**computer games development,
gaming devices production, board games, VR/AR**



Prime Bit Games SA is a dynamic and innovative Polish game development studio dedicated to crafting engaging and high-quality interactive entertainment experiences. With a passion for storytelling and a commitment to technical excellence, they specialize in developing captivating titles across multiple platforms, including PC, consoles, and mobile devices. Their team comprises seasoned industry veterans and fresh, creative talent, all united by a shared vision: to push the boundaries of gaming and deliver memorable adventures to players worldwide. At Prime Bit Games, they believe in fostering strong communities around their titles and continuously evolving with the ever-changing landscape of the gaming industry.

scroll down

Poland.

Business Forward

Creative Industry

**computer games development, porting, co-development,
rescue missions and optimization, art, quality assurance and localization**



Although they're recognized worldwide as one of the best porting vendors, they're more than just a bunch of cross-platform devs. Their team includes over 700 professionals specializing in Development, Art, Quality Assurance and Localization.

They provide functional, compliance, localization and compatibility testing, translate and localize games in more than 35 languages, offer co-development, porting remastering services and also deliver 3D graphics, character and concept art.

They 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. They work on the biggest gaming platforms, state-of-the-art technologies and games powered by Unreal Engine or custom engines.

scroll down

Poland.

Business Forward
Creative Industry

Polish companies at TGS 2025

computer games development



QubicGames is a publisher and developer of consoles, PC, and mobile games, highly experienced with Nintendo Switch. Over 20 years of experience - est. in 2004, Official Nintendo Partner since 2006.

Three publishing brands and porting house:

- QubicGames - porting and publishing popular mobile games to consoles and PCs; working with Brands;
- Untold Tales - Experienced Premium Indie Publisher - PC & Consoles;
- naptime.games - Family entertainment, publisher & developer;
- Another Moon - porting, QA & co-development services;

Poland.

Business Forward
Creative Industry

**computer games development,
customizable multiplayer platform for Unreal/Unity/custom games**



ReadyM is a community multiplayer platform-as-a-service that transforms any game (including single-player titles) into thriving multiplayer ecosystems. Think of it as „FiveM meets Minecraft server hosting” but universally applicable to Unity and Unreal Engine games.

The analogy: If ReadyCode is the „AWS for game UGC” (B2B infrastructure), then ReadyM is the „Steam Workshop meets Discord for multiplayer communities” (B2C platform).

Poland.

Business Forward
Creative Industry

computer games development



Reality Games is a leading developer of mobile games that blend real-world data with immersive gameplay. Their innovative titles including Monopoly World, Landlord Tycoon and Landlord Go, transform real-world information into engaging gaming experiences, offering players a unique mix of strategy, simulation, and adventure. Whether you're exploring global markets, managing virtual cities, or uncovering hidden secrets, Reality Games brings the real world to life in a fun and interactive way.

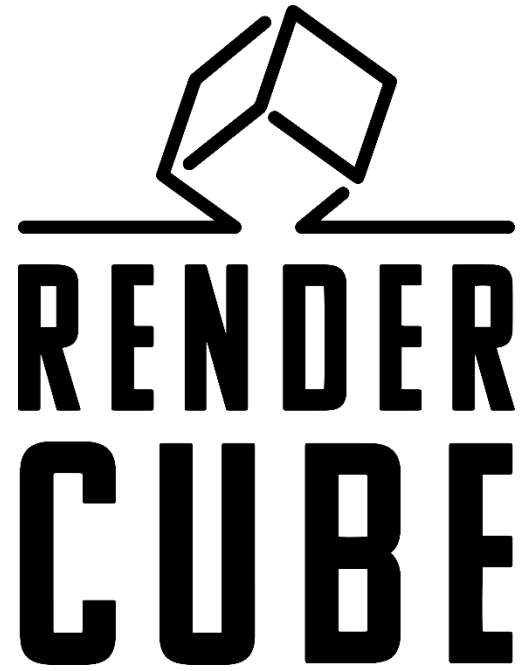
Poland.

Business Forward

Creative Industry

Polish companies at TGS 2025

computer games development



Render Cube is a studio based in Łódź, Poland. Their team consists of dedicated people who love games and make every effort to provide their players with the best experience.

In their studio, you can meet specialists of various fields: programming, level and game design. 3D and 2D graphics, animations, writing, music, QA, and marketing. They value not only the high quality of their work but also mutual trust and support.

They are co-workers, but they feel like a family, and they believe that this is their key to creating successful titles.

scroll down

Poland.

Business Forward
Creative Industry

computer games development, video games publishing & production



Retrovibe is a video games publisher focusing on bringing brand new games with a retro theme to modern audiences.

Retrovibe offers a full publishing support to indie developers - with production, marketing, pr, communications, event participation, influencer relations, qa, localisation and porting support.

Retrovibe is also a shareholder at Pixelated Milk studio - developing their biggest game so far - SacriFire.

SacriFire is a game inspired by classic JRPG titles. It features hand-painted pixel art visuals, a rich narrative, music composed by the legendary Motoi Sakuraba, and a unique combat system in which time flows only when the player moves.

scroll down

Poland.

Business Forward
Creative Industry

computer games development



REVULO
GAMES



Revulo Games is an independent studio creating fun, accessible, and imaginative games. Their company was established in 2021. They publish their games on Nintendo Switch, Sony PlayStation, Microsoft Xbox and Steam. At TGS 2025 they want to present their latest product House Fighters: Total Mess, a playful arcade dogfighting game set in cozy rooms turned into aerial battlefields.

scroll down

Poland.

Business Forward

Creative Industry

computer games development, board games

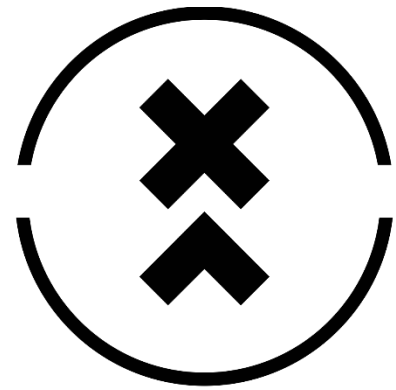


MFA GAMES is an independent game development studio dedicated to creating distinctive and immersive premium indie games. They're currently working on „The Skyland Chronicles” a roguelike, third-person perspective (TPP), action-adventure game set in a pirate theme. Their experienced team blends intricate narratives with innovative game mechanics, moving beyond mere entertainment. They believe in games as vehicles for inspiration, education, and connection. With MFA GAMES, you embark on journeys into remarkable gaming experiences. Join them at the frontier of interactive entertainment, starting with „The Skyland Chronicles”

scroll down

Poland.

Business Forward
Creative Industry



**STARWARD
INDUSTRIES**



computer games development

They are an ambitious and independent game development studio specializing in premium indie titles. Their team was founded by creators who contributed to some of the most acclaimed Polish games, including The Witcher 3, Cyberpunk 2077, Dead Island, Dying Light, and Call of Juarez. Their debut game, The Invincible, is the first video game adaptation of a novel by Stanisław Lem. Their aim to craft breathtaking worlds and gameplay experiences — bold and imaginative titles that stand out in the market.

Their new game Into the Fire is an upcoming disaster extraction survival. As a player, you're facing fire demons and battling the fury of nature in a disaster extraction survival game set in the shadow of an erupting volcano. You're wielding tactical extinguisher weapons.

scroll down

Poland.

Business Forward

Creative Industry

computer games development, board games

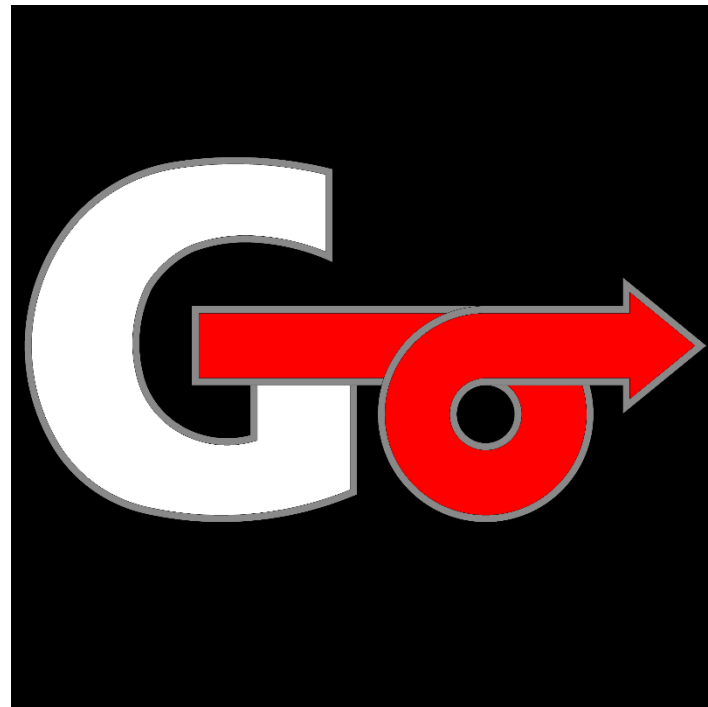


Strigovia is a Darkfolk TTRPG system in which superstitions and rituals determine the rhythm of every aspect of life and death. The omnipresent forest surrounds small islands of villages, towns and cities scattered among its greenery. The forest jealously guards its secrets and treasures, opening its branches wide to welcome greedy fools.

scroll down

Poland.
Business Forward
Creative Industry

gaming devices production



TandemPad is a modular, convertible game controller designed for versatility and precision. It consists of two elements which can be used together, separately, or paired with smartphone which can act as game monitor or sub-controller. With over a billion button combinations, customizable layouts, and a highly responsive touchpad, it offers the precision of a mouse with the comfort of a controller. Compact and wireless, TandemPad adapts to any setup - ideal for gaming, productivity, presentations, or media control. Whether at a desk, on a couch, or on the go, it delivers seamless control in any environment.

scroll down

Poland.

Business Forward

Creative Industry

Polish companies at TGS 2025

computer games development, VR/AR



UltronAR is a no-code platform that makes it easy to create city games and mobile applications using augmented reality (AR). At Tokyo Game Show 2025 they will present “City Legends AR,” a game that combines fun with discovering the city. Players solve puzzles, join quizzes and explore local stories through AR characters and objects. Their solution gives institutions and companies a simple way to promote themselves and engage their audiences.

scroll down

Poland.

Business Forward
Creative Industry

computer games development, Production; Investment; Marketing; PR; Publishing; Publishing for Hire

UNTOLD TALES



Untold Tales is a video game publisher focused on delivering unique and high-quality indie games to players worldwide. They help developers with funding, marketing, and publishing across PC and consoles, ensuring their games reach the right audience. Their portfolio features diverse titles with strong narratives, engaging gameplay, and distinctive art styles.

From heartfelt adventures to action-packed experiences, they bring unforgettable stories to life, giving developers the support they need to make their visions a reality.

scroll down

Poland.

Business Forward

Creative Industry

Polish companies at TGS 2025

computer games development

VARSAV



VARSAV Game Studios is a Warsaw-based developer known for creating games with animal protagonists, combining charm, personality, and engaging gameplay. At Tokyo Game Show 2025, they are showcasing BARKOUR, a stealth-action adventure starring T.H.U.N.D.E.R., a parkour-specialist dog agent. Players will sneak, bark, and backflip through chaotic environments, using gadgets, cunning, and agility to outsmart villains. With dynamic gameplay, carefully balanced mechanics, and a fully realized world, BARKOUR delivers a unique experience for action and stealth fans alike, highlighting our studio's passion for character-driven, innovative games.

scroll down



European Funds
for Smart Economy



Republic
of Poland

Co-funded by the
European Union



Poland.

Business Forward
Creative Industry

x

VR/AR



VR Factory Games S.A. is a Polish game development studio focused on high-quality virtual reality experiences. At TGS 2025, they will present their flagship titles, Workshop Simulator VR and Bartender VR Simulator, as well as upcoming games. Their games combine realistic mechanics with immersive gameplay, offering unique experiences for both entertainment and training purposes. VR Factory is committed to pushing the boundaries of VR interaction and user engagement.

scroll down

computer games development



Wielka Reklama is a company creating modern online games and marketing solutions. At Tokyo Game Show 2025 they will present simple, visually attractive web games designed to support advertising campaigns. Their solutions help brands engage audiences, build recognition and gain new customers. They also offer personalized campaigns, CRM integration, analytics, as well as support in creating websites and web applications.

scroll down