

# The Game Industry of Poland

## Report 2025



# **The Game Industry of Poland – report 2025**

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**Poland.**  
Business Forward

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**Krzysztof Gulda****Acting President of the Polish Agency for Enterprise Development**

Dear Readers,

It is with great pleasure that we present to you the fourth edition of the report dedicated to the Polish video game industry – one of the most dynamically developing segments of the creative sector, which year after year plays an increasingly significant role in strengthening Poland’s export potential.

Today, the Polish gaming sector stands as a major exporter of cutting-edge products enjoyed by players worldwide – from Western Europe and North America to Asia and Latin America. For Polish game developers, export represents a primary growth pathway, and many successes of global launches confirm that Poland not only keeps up with worldwide trends but often helps to shape them. Games developed in Poland serve as ambassadors of our culture, creativity, and innovation, frequently offering international audiences their very first encounter with the Polish language, history, and artistic sensibility.

The strength of this market position lies in the expertise and professionalism of our studios. Nowadays, Polish game creators – regardless of their scale of operations – are not only gifted artists and developers, but also accomplished entrepreneurs, capable of competing effectively in highly demanding international markets. Their ability to combine creativity with strategic thinking, to build strong teams, secure financing, and manage complex production and marketing pipelines is the foundation of growing global recognition of the Polish game development industry.

The Polish Agency for Enterprise Development consistently supports the internationalization of the sector – both through promotional activities within the Polish Creative Industry Promotion Program and through other financial instruments of the European Funds for a Smart Economy. We enable developers to showcase their work at leading global industry events such as gamescom, GDC, and Tokyo Game Show, thereby reinforcing Poland’s position as a significant player within the global gaming ecosystem.

This report provides a comprehensive overview of the current state, structure, and potential of the Polish video game sector. It is not only an outline of the latest trends, but also a tool for fostering international business, investment, and promotional relations. We are confident that Polish gamedev will continue to strengthen its presence in global markets – not only as a producer of entertainment, but also as a creator of cultural, technological, and educational content.

Enjoy the read!



**Aleksandra Szymańska**  
Director of the Creative Industries Institute

The creative industries are not just about art and culture; they belong to the fastest-growing branches of the economy, combining innovation, technology, and creativity while relying on human creativity, knowledge, imagination, and talent. In Poland, too, the creative industries are gaining increasing importance every year, not only culturally, but also economically and socially, although this often happens in the shadow of larger sectors of the economy. Nonetheless, their impact on GDP and employment is increasingly significant. At the same time, they demonstrate remarkable resilience to economic changes and are among the most innovative sectors, thanks in part to their connection with modern technologies.

The creative industries include music, film, publishing, design, architecture, advertising, media, video game and multimedia production, among others. Activities in these sectors combine culture, technology, and business, and their effects have an impact not only on the economy, but also on our way of life. The primary goal of creators in the creative sector is to generate original content, products, or services that have cultural, artistic, or commercial value – often of an intangible nature – and derive their value from originality, aesthetics, and functionality.

Today's creative industries are increasingly combining the worlds of art, technology, and business. One of the best examples of such a combination in Poland is the video game industry (also known as gamedev), which has been one of the most dynamically developing branches of the creative sector for several years, both in Poland and globally. Its importance, however, goes beyond mere entertainment. It has become a new hub for creativity, culture, and the economy. It is a carrier of cultural values and creates brands that are recognized worldwide. The position of Polish gamedev is of inestimable value in building Poland's image and soft power.

Video games are also one of the most rapidly growing media of digital culture. They are full-fledged works of digital culture, combining elements of literature, film, music, visual arts, and interactive design. Among other things, game production has created new development opportunities for musicians. Soundtracks for works such as *The Witcher 3* and *Frostpunk* are winning international awards and being performed at symphony concerts. For many young artists today, a music career begins in a video game production studio.

Nowadays, video games often match films in terms of narrative, editing, and visual aesthetics. Many studios are collaborating with film directors, cinematographers, and animators to achieve a “cinematic” quality. Increasingly, it is games that inspire filmmakers, not the other way around.

The direct influence of video games does not stop at the cinema. Another area of culture that is being influenced is literature. Computer games have created a whole new space for storytelling. The Polish industry, as exemplified by games like *This War of Mine* or *The Invincible*, explores complex social and philosophical themes, drawing inspiration from literature. At the same time, they are increasingly initiating the creation of literary works, as evidenced by the novel set in the *Cyberpunk 2077* universe and the *Frostpunk* anthology, among others.

It is in the world of video games that a modern form of culture integrating media and creative competence is born. As a result, video games are one of the most complex creative formats of the 21st century, combining many of the key features that characterize the sector in the creative process. They are based on creativity, linking art with engineering, economics, and often with psychology. Increasingly, they draw on local cultural identity, mythology, and history – as seen in titles such as *The Witcher*, *The Thaumaturge*, and *Iron Harvest*. As a result, they are not only commercially successful, but also ambassadors of Polish culture abroad – more than 90% of productions go to international markets.

Poland’s video game industry is not only an economic success story but also a brand and a testament to the fact that creativity, technology, and narrative can co-create modern culture. Within the creative sector, video games play a leading role – both in terms of innovation and international importance. That is why it is worth supporting this rapidly growing industry, which combines business potential with modern technology, ecology, education, culture, and social engagement. This is the sector of the future, where more and more people are finding space to act, experiment, learn, and make positive changes. Creativity is inexhaustible capital – it should be encouraged.



# 1. Genesis and history of Poland's video game industry

**Poland's game industry has evolved significantly from hobbyist productions during the communist era to a creative powerhouse with a strong export presence. Today, it is one of the most dynamic branches of the Polish digital economy and popular culture.**

Its roots can be traced all the way back to around 1960, when programmer Bogdan Miś, using an oscilloscope and the first XYZ computer built in Poland, launched the *Xs and Os* game. And just a few years later, in 1962 or 1963, at the Wroclaw Electronic Works Elwro, engineer Witold Podgórski created the first indigenous computer game running on the Polish computer, the Odra 1003. The game was titled *Marienbad*. It was not a commercial product; instead, it was treated more as a scientific curiosity, as the market for commercial personal desktop computers did not yet exist at that time. However, it laid the foundation for one of the largest and most rapidly developing industries in our country today—the video game industry.

More commercial projects, this time aimed at sales, although still pursued almost as a hobby, appeared in the 1980s, when 8-bit computers, such as the ZX Spectrum, Atari, and Commodore 64, gained popularity. The first fully

commercial computer game was likely *Pandora's Box* created in 1986 by Marcin Borkowski, later editor-in-chief of one of the most popular gaming magazines, *Top Secret*. The plot of the game was inspired by the short story *Head of Cassandra* by Marek Baraniecki, which was published in the *Fantastyka* magazine. This strong narrative inclination can be observed throughout the entire history of Polish games.

The first years of the Polish video game industry were a period of popularity for computer markets, i.e. informal meeting places for fans and enthusiasts, but also game developers, which functioned as marketplaces for games and hardware, points of exchange of knowledge, information and software and, above all, a community space where acquaintances, collaborations and the first "companies" were formed. At a time when stores did not offer games or computer accessories, computer markets were the primary source of access to software and served

as the center of entrepreneurship. Their glory years lasted until the mid-1990s, and many of the people from those days are today's creators, designers, programmers, and publishers of Polish games. It is safe to say that without computer markets, there would be no CD Projekt, Techland, or 11 bit studios today.

Around the same time that the first computer market was established in Warsaw, video games began to capture the media's interest. Although there were no magazines devoted explicitly to gaming in the 1980s, computer games started to appear in magazines such as "Bajtek" (published since 1985, the first computer magazine in Poland), "Komputer", "Mikroklub", and "Iks".

The golden era of the gaming press in our country was the 1990s, marked by the birth of specialized magazines about computer games, some of which remain iconic to this day. Their content consisted of game reviews and previews, tutorials, and letters from readers. It was not uncommon for the magazines themselves to include CDs or DVDs containing complete versions of games, demos, patches, or add-ons. These magazines also often created a peculiar slang, which Polish gamers use to this day. The gaming press in Poland contained educational, social, and cultural elements. It raised a whole generation of gamers and game developers.

Although there was no formal video game industry, the 1980s laid the social and

technological foundation from which later industry pioneers grew. It was also the time when Poles began to become accustomed to computers as a tool for creative work.

### **Key stages of development of the sector in the context of technological, economic, and social changes**

The real activity of Polish companies, which in some cases still exist today (e.g., Techland), began in the 1990s. Many consider this period to be the birth of the market, marked by the development of technology and its accessibility to private consumers, as well as dynamic political changes that enabled private companies to create and sell games legally, and facilitated the process. Among the pioneers of the Polish video game industry are such studios as **LK Avalon** (created in 1989), whose first hit from the spot was the 1989 puzzle-arcade game *Robbo*, **Mirage Software** (1990), which made a name for itself primarily with the 1991 fantasy-science simulator of alien planetary conquest *Kolony*, **xLand** (1992) – creators of, among others, the game *Electro Body*. Here we can again track this Polish gamedev DNA: creating original games with strong narratives and interesting mechanics.

Firstly, **Atari Star Force** which achieved great success with the fantasy labyrinth game *Swords of Valdgir* (1991), and this

was followed by titles like *Curse* (1992) and *Lords of the Darkness* (1993) by LK Avalon. Then, with the growing availability of Amiga, **ART4** which realized adventure games such as *Mentor* (1994), *The Dolphin Experiment* (1995), or **Metropolis Software** (1992), which was founded while developing the game *Mystery of the Statue*, notable for its sensational script and graphic design based on photographs.

In the second half of the 1990s, the Polish video game industry entered a stage of professionalization, and Polish developers began to compete more boldly in the domestic market and, gradually, also abroad (games were increasingly exported, and studios started to build relationships with Western publishers). During this period, CD Projekt, among others, began to fight for its position in the sector, releasing in 1998 the American role-playing game *Baldur's Gate* in a full Polish language version, with narration by Piotr Fronczewski, a well-known Polish actor.

Among the most important games of this period were such titles as *Katharsis* (1996, Metropolis), *A.D. 2044* (1995, LK Avalon), *Reah: Fortress of Hope* (1996, LK Avalon / Detalion), *Wacki: Space Play* (1997, Seven Stars), *Prince and Coward* (1998, Metropolis), and *Gorky 17* (1999, Metropolis).

The second half of the 1990s was a breakthrough period, during which the first generation of professional video game

developers emerged, Polish games with export ambitions and world-class quality appeared, and the structure of the Polish video game market was established, comprising developers, publishers, distributors, press, and players.

## A decade of breakthrough

The years 2000-2010 in the Polish video game industry were a watershed decade, during which Polish gamedev went from local B-grade productions to its first global successes and the emergence of globally recognized brands. Many companies from the 1990s did not survive the technological leap, with brands such as LK Avalon, Mirage, and Detalion scaling back their operations or disappearing from the market altogether. Instead, new studios or rebranded teams with bigger ambitions emerged. The scale of production grew, and the level of professionalization of the staff increased – production teams expanded from several to dozens of employees, international partnerships were established with publishers such as Ubisoft, Koch Media, DreamCatcher, thanks to which games began to hit global markets – the US, Germany, France, and even Japan. Many games developed in Poland featured audio localization in several languages, with the participation of, among others, voice actors from Hollywood. Polish studios were gathering experience necessary to move to self-publishing or even become publishers themselves in the next phase of growth.

The first decade of the 21st century saw the rise of studios such as **People Can Fly** (2002), **Techland** (established in the 1990s but entering the global market in the 2000s), and CD Projekt RED (2002), a studio spun off from the CD Projekt distribution company.

Among the most important games of this decade are titles such as *Painkiller* (2004, People Can Fly), the *Call of Juarez* series (2006-2013, Techland), and *The Witcher* (2007, CD Projekt RED).

The emergence of digital distribution and the Internet in the gaming industry also had a significant impact on its development during this period. Internet forums, modding communities, and game fan clubs were established, and the games themselves began to be promoted on sites like Steam. Following this trend, in 2008, CD Projekt launched its own platform, GOG.COM, which continues to function today, offering classic games through a digital distribution model. It was during this decade that Poland stopped being an outsider and began to take its place as a player in the global gaming industry.

### Period of greatest successes

The period from 2010 has been a time of great successes, rapid development, and transformation of Poland into a globally recognized center of video game production, both in the segment of "big" (AAA) and independent (indie) games.

By this time, video game production was already geared almost exclusively towards the global customer. Polish games regularly find their way to international markets and compete as equals with the biggest productions, often emerging victorious. Both independent studios and teams working on large console and PC productions are developing in the local market.

The most famous titles of this period include *Dead Island* (2011, Techland), *Shadow Warrior* (2012, Flying Wild Hog), *This War of Mine* (2014, 11 bit studios), *The Vanishing of Ethan Carter* (2015, The Astronauts), *The Witcher 3: Wild Hunt* (2015, CD Projekt RED), *Dying Light* (2015, Techland), and *Cyberpunk 2077* (2020, CD Projekt RED).

The period since 2010 has also been a time when Poland became the largest game production market in the CEE region, and Polish games continue to win nominations for prestigious awards (BAFTA, The Game Awards, Golden Joystick) to this day. More than 90% of production is exported abroad, mainly to the US, Germany, China, and France. Polish companies regularly showcase their offerings at major industry events worldwide, such as PAX, gamescom, and the Tokyo Game Show. To meet the labor market's needs and provide it with well-educated professionals, new academic faculties and specialized schools with a profile related to game development are being established.

## The most prominent figures, companies, and productions that have influenced the formation of the Polish video game market

Several decades of continuous video game production, the refinement of the craft by domestic developers, and the professionalization of production have resulted in the Polish video game industry, as well as its representatives and products, gaining worldwide recognition. Among its icons – figures who created it from the beginning, it is worth mentioning such names as Marcin Iwiński and Michał Kiciński – founders of CD Projekt, Maciej Miąsik – producer and programmer, associated with the iconic games of the 90s (*Reflux, Mystery of the Statue*), currently engaged in, among other things, game development education, Tomasz Gop – a key figure in the creation of *The Witcher* and *The Witcher 2* games, one of the creators of *Lords of the Fallen*, and Adrian Chmielarz – creator of *Mystery of the Statue*, co-founder of Metropolis Software and People Can Fly studios.

The most recognizable Polish studios at the moment are **CD Projekt RED**, responsible for the *The Witcher* series and *Cyberpunk 2077*, and People Can

Fly, creators of, among others. *Painkiller*, *Bulletstorm*, *Outriders*, **11 bit studios** – known for ambitious games with a deep message, such as *This War of Mine* and *Frostpunk*, **Techland** – creators of the *Dead Island* series, *Dying Light* and *Call of Juarez*, pioneers in the category of action and survival horror games, and **Bloober Team** – a studio specializing in psychological horror games, known for such titles as *Layers of Fear*, *Observer*, *The Medium* and the remake of the classic *Silent Hill 2*.

Looking back over these several decades, it is impossible not to agree with the statement that the Polish video game industry has come a long way, from the garage projects of the 1980s to international successes and AAA-class productions recognized worldwide. Thanks to the passion of the pioneers, the dynamic development of studios, and the innovative approach to game development, Poland has become one of the most significant players in the global gaming development market. Today, indigenous productions not only win prestigious awards but also shape global trends, and Polish developers are proudly inscribed in the history of interactive entertainment.

## 2. At the heart of true horror

### **The success story of Bloober Team**

**Bloober Team is a vivid example of how a failure can be turned into a success. After realizing a game in a work-for-hire scheme that was dubbed “the worst title on PlayStation 4”, the Bloober founders decided to create deeply engaging horror games that will scare you almost to death. – Horror isn’t about what you see – it’s about what you anticipate. At the heart of true horror lies the fear of the unknown – says Piotr Babieno, the CEO and co-founder of Bloober Team. With that assumption in mind, Bloober realized titles such as *The Medium*, *Silent Hill 2* remake, and *Layers of Fear*, paving its way to become the world’s leading name in psychological horror.**

Initially, Bloober Team was part of another gamedev venture called Nibris, but when the latter ceased to exist in 2010, Bloober transformed into an independent entity, absorbing what remained from its predecessor. As the CEO recalls, the primary goal for Bloober was to build upon what they had started at their previous company. But on the other hand, making horror games was something he had been dreaming of for a very long time.

– When we established Bloober Team on the ruins of Nibris, we decided to put those dreams on hold. Instead, we focused on work-for-hire projects and simpler original titles. However, in 2014, after releasing a game dubbed “the worst title on PlayStation 4,” we decided it was time to return to our roots – the CEO explains.

#### **Turning failure into success**

The game that proved to be a disaster was 2014’s *Basement Crawl*, which was lambasted by critics and poorly received by the gaming community. Luckily, as weird as it sounds, the release of that unfortunate action title turned out to be a turning point for the company – for the better, of course. Instead of lamenting and calling it quits, proper conclusions have been drawn and actions taken.

– It was a failure – no doubt about it – but one that we took to heart. We listened, we learned, and we took responsibility. We made it right for the players by offering a new game for free (under the name *Brawl* – for all who bought *Basement Crawl*, but more importantly, we used that moment to build something lasting – Babieno admits.

Out of that failure came a long-term strategy – one that has guided Bloober Team ever since and brought them to where they are today. The company's DNA was built on solid pillars: a far-reaching vision to become the world's leading name in psychological horror, to provide a safe and supportive environment for creative talent, and to stay committed to long-term goals.

### **The fear of the unknown**

The long-term strategy paid off, and Bloober's approach to making horror games proved remarkably accurate. The receipt is clear and is based on... empathy and restraint, building tension, trust, and then breaking it. Sounds simple in theory, but applying it in a real gaming environment is a craft in itself.

– Our approach combines strong narrative foundations, atmospheric world-building, and carefully measured pacing. We often say: horror isn't about what you see – it's about what you anticipate. **At the heart of true horror lies the fear of the unknown.** It's a primal emotion – universal, deeply rooted, and often more terrifying than anything visible on screen. That fear exists in all of us. We aim to create games that offer a safe space to confront it – to face what we don't understand, what lurks in the shadows of our minds. And in doing so, perhaps help players begin to overcome the anxieties that live within – the CEO explains.

Titles created by Bloober Team include *The Medium*, *Silent Hill* 2 remake, and *Layers of Fear*, all of which are highly appreciated by the public. *The Medium* was the company's most ambitious original IP to date, and the dual-reality mechanic pushed them to innovate both technically and narratively. *Layers of Fear* turned out to be a blockbuster not only in terms of units sold – it opened the doors and established Bloober's reputation. And finally, *Silent Hill* 2 remake sold over 1 million copies in just three days, with the average rating and reviews across various platforms confirming the game's success. On Steam, it achieved a 95% positive review rating out of nearly 19 000 reviews, hitting the "overwhelmingly positive" rating. The ability to successfully create games based on both own and licensed IP is a great asset, given that it requires different approaches to the production process.

### **Becoming a global hub for horror in games**

– When you work with an existing IP, like *Silent Hill* or *Blair Witch*, you are not just making a game – you are contributing to a legacy. You need to

work closely with rights holders, respect the lore, and understand the fan base. It's a collaborative and sensitive process. With original IPs, we have more freedom, but also more responsibility. We are building everything from scratch – world, mechanics, tone, and the brand itself. That influences not only the development cycle but also how we go to the market. We must build anticipation without relying on nostalgia – the founder says.

The latest endeavor from Bloober Team is *Cronos: The New Dawn*, which hit the market in September 2025. This fusion of post-apocalyptic survival horror and retro-futuristic thriller marks the company's return to its original IP and the first self-published project from a completely new portfolio. It released on PC, Xbox Series, and PlayStation 5, with physical distribution managed by Skybound Entertainment in both the Americas and Europe.

– Beyond that, our goal is to diversify within horror. We want to push into action-horror, explore more ambitious narrative structures, and continue scaling globally. We're also building Bloober into a hub for horror in games – not just a studio, but a platform for new voices and innovation in the genre – the founder sheds light on the plans for the near future.

What is interesting about Bloober Team is that the company's name was supposed to be just temporary, until something more "catchy" or "proper" pops up. But that moment never happened, and it seems that the current name has been sealed once and for all.

– Since we were working on a game called *Double Bloob* at the time, we "borrowed" the name Bloober from it. What was meant to be a placeholder ended up staying with us permanently. There was a temptation to change it later on, but we want to show that we are not running away from either our successes or our failures. That is why Bloober Team is now becoming synonymous with horror – concludes the CEO, confirming that there are many more titles in the pipeline that you can expect from this Polish horror games forge in the future. Stay tuned!

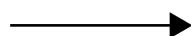
# 3. Top-Tier Game Industry

**Poland remains one of the leading game producers globally. Although the sector has been affected worldwide by the crisis over the past two years, it does not appear to have impacted the Polish industry more severely than others. In particular, the leading Polish developers – who contribute most to this picture of Poland's success – seem, for the most part, to be emerging from it relatively unscathed.**

## The Polish game industry



**824**  
game producers & publishers



hiring



**14 568**  
people



**€1 293M**  
industry revenue in 2024



**450+**  
game releases yearly, platform-wise

Source: Game Industry Conference

In October 2025, there were around 824 active game producers and publishers in Poland (cf. Methodology section). Although this report presents a significantly higher number of game developers and

publishers, we do not compare this figure to those in previous editions, as it does not reflect actual growth. The increase results primarily from a methodological change – namely, the enhancement of automated

data mining with manual verification and improved data curation.

It should be noted that the industry has experienced a significant wave of closures. Among the studios counted as active in the 2023 report, at least 120 have since either ceased to exist, halted operations, or discontinued game production altogether. This represents roughly one in four studios disappearing within just two years – a rather sobering indicator of how challenging this period has been for the sector.

On the other hand, this updated figure aligns more closely with the numbers reported by other European countries. It is important to emphasize, however, that the figure should not be interpreted as the number of registered companies, but rather as the number of active studios. Under the Polish tax system, it is fully legal to operate a game development studio and properly handle taxation – including

revenue from platforms such as Steam – without formally registering as a company.

The annual number of game releases has declined slightly in the last two years, but this is primarily due to changes in the mobile segment, where we observe fewer studios publishing large volumes of small-scale titles, as well as the continued contraction of the VR market. Across other platforms, no significant shifts have been identified.

Table 1. compares industries in Europe, showing Poland's gained and upheld position. Only the British game industry is clearly larger. France remains the closest contender, roughly tied with Poland for second place, as their numbers have remained rough estimates for years now. An important note to this comparison is that it is actually unfavorable to Poland, as it contrasts post-crisis figures for Poland with largely pre-crisis data from other countries – figures that may now be lower.

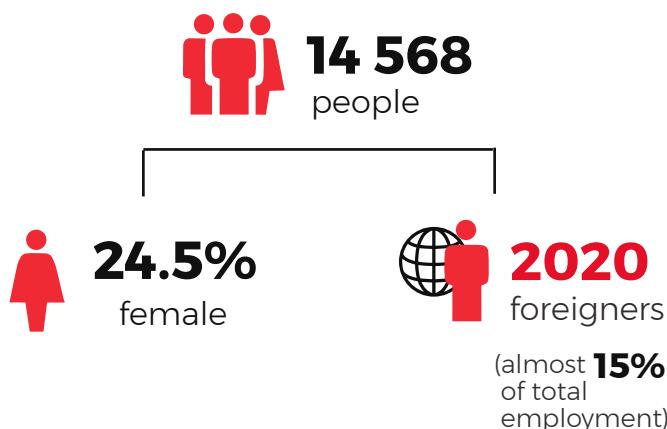
**Table 1. The largest game industries in Europe (based on the latest available data)**

	Country	Workforce size	Companies
1	Great Britain	25 419 (2023)	1 757 (2023)
2-3	France	12 000 – 15 000	637 (2022)
	Poland	14 568 (2025)	824 (2025)
4	Germany	12 408 (2024)	948 (2024)
5	Spain	10 259 (2023)	495 (2024)
6	Sweden	9 089 (2023)	1 010 (2023)
7	Romania	6 600 (2023)	206 (2023)
8	Finland	4 300 (2024)	270 (2024)
9	Netherlands	4 291 (2024)	614 (2024)

Source: GIC, EGDF European Video Games Industry Insights Report

## Employment structure and trends

### Employment in the Polish game industry



Source: Game Industry Conference

Employment in the Polish game industry declined by only a few percentage points during the crisis, resulting in just several hundred jobs lost. While the situation of those affected can be challenging, such a minor adjustment should nonetheless be viewed as a success. Despite numerous studio closures and layoffs reaching hundreds of employees in some cases, the scale was far smaller than, for example, in the United States.

At the same time, a group of companies remains in a strong position – well-established and likely to benefit from the current employer-driven market. However, it is worth noting that the number of foreign-owned studios operating in Poland is increasing, and they are now tapping into the most valuable aspects of the local talent pool. The Polish game industry, once predominantly Polish in

ownership structure, is unfortunately losing some of that characteristic.

### Exports

Almost the entire Polish game production continues to be aimed at export. The local market is too small compared to the global one, and it is estimated that only about 3% of Polish games reach the domestic market, while 97% are exported.

The primary territories generating revenue for Polish video games are North America, Europe, and Asia. Depending on the genre and market fit of a particular title, each of these regions can account for anywhere from 20% to 40% of total sales. In broader terms, countries in the Northern Hemisphere account for approximately 75% to 90% of global sales volume for Polish-developed titles.

In international rankings by market value, the United States and China consistently rank as the two dominant players, with comparable market sizes. In the case of Polish games, one of these two countries typically emerges as the top-selling region, often contributing between one-fifth and two-fifths of total units sold. If the European Union is considered as a single entity, its combined share can match these figures. However, in practice, Polish titles tend to perform best in individual large European markets – most notably the United Kingdom, Germany, and France – which frequently appear among the top three sales regions, though their order may vary depending on the game.

Despite being smaller in absolute terms than markets such as Japan or South Korea, these European countries tend to generate more consistent revenue for Polish studios. Titles like strategy games or simulators, for instance, find particularly engaged audiences in places like Birmingham or Cologne. In Japan, Polish developers have seen success across platforms, including Steam, Nintendo Switch, and PlayStation. Japanese players are often drawn to horror titles from Poland, and some games are even developed with Japanese preferences in mind. South Korea occasionally responds well to niche genres such as strategic simulations available on Steam. Still, both East Asian markets remain less predictable and more title-dependent in terms of sales performance.

## State of the industry

If workforce size is the biggest strength of the Polish game industry, then most money-related factors would be the most significant challenges, regardless of whether we consider revenues, profitability, budgets, or funding availability. This could be seen as typical both for the relatively young industry and the countries of Eastern Europe.

It is worth noting that fewer than one-third of Polish game studios currently generate significant revenue on a regular basis. A large share of the sector still consists of teams working toward their first commercial release, a reflection of a relatively young industry that continues

to scale – often on limited resources or forward-looking assumptions. Revenue volatility, resulting from multi-year production cycles, is well understood within the industry but is frequently misinterpreted by external observers. Typically, a game requires two to three years of development before any income is realized, which creates natural fluctuations in financial reporting. Unfortunately, Polish studios too often release titles that fall short of expectations – in many cases due to economic pressure to launch once available funding runs out.

The number of publicly listed companies in the sector continues to grow, albeit at a significantly slower pace. As of 2025, despite seven companies having either ceased operations or exited the stock market, the Polish games sector still includes 24 companies listed on the Warsaw Stock Exchange and 71 listed on NewConnect. In the primary market of the Warsaw Stock Exchange, all but four companies report annual revenues exceeding €1.5 million, with a median of €6.8 million, highlighting a relatively high concentration of stable, mid-to large-scale operations at the top tier of the public gamedev sector. In contrast, the broader landscape – particularly among NewConnect-listed companies – remains more fragmented, with many entities still in early or irregular stages of commercial activity. Of these 71, five have been suspended long-term, and an additional six have not reported any meaningful revenues for a prolonged period, raising

doubts about their operational activity. A further 13 reported income under €250 thousand in the last fiscal year.

This uneven landscape highlights the dual nature of the Polish stock-listed gamedev ecosystem – featuring both

globally recognized players and many smaller entities facing persistent undercapitalization. For investors, this may still offer untapped potential, provided capital flows are more effectively allocated to companies with real growth prospects.

## Sector revenues

**Chart 1. Revenues of game developers and publishers from Poland (billions PLN)**



Source: Game Industry Conference

The decline in sector revenues can be interpreted in multiple ways. In Poland, the media heavily criticized Techland for an 80% revenue drop in 2023, from

PLN 1.12 billion to PLN 229 million. While Techland indeed contributed significantly to the record-breaking results of 2022, it is essential to note that production cycles

for studios focused on a single major title typically follow this pattern. Following the release of *Dying Light 2*, the studio's revenues have returned to their multi-year average levels.

A similar pattern can be observed with CD Projekt RED, where the launch of *Cyberpunk 2077* significantly contributed to the extraordinary revenue spike in 2020. The company has since pursued a broader diversification strategy for its revenue streams, which helped limit post-launch declines to roughly half the scale seen at Techland. Nevertheless, the record levels of 2020 have not been repeated.

However, if we exclude these largest studios – whose revenues are highly affected by cyclical blockbuster releases – the picture for the rest of the industry is different. For the broader sector, 2023 brought stagnation, followed by a decline in 2024. We recorded a notable wave of studio closures, while among those still operating, revenues have generally continued to shrink. Cases of improved profitability are rare exceptions rather than the rule. Overall, the Polish industry reflects the pressures of a global gaming downturn.

## Global crisis

There is no denying that the game industry is still in a state of crisis. It has both global and domestic components.

The global games market is clearly oversaturated – the industry is producing too many titles, while sales in many segments have stagnated and declined significantly. At the same time, a correction on the investment market – following its overheating during the pandemic and further reinforced by the effects of the war in Ukraine – has severely limited access to international capital. The crisis among international publishers has also been acutely felt in Poland. Payment delays, cost-cutting measures, and outright project cancellations have dragged down more than one Polish game and more than one Polish studio.

Domestically, the declines on the Warsaw Stock Exchange have turned local investor sentiment negative, and so far, this sentiment has not completely reversed. Simultaneously, virtually all major public funding programs for the sector ended at roughly the same time, leaving the industry, for the most part, to fend for itself.

There are some early signs of cautious optimism – particularly in the growing interest in Polish game developers from investors and publishers in Asia, especially Japan and South Korea, as well as a return of interest from Chinese stakeholders. Still, it is difficult to claim that the crisis is clearly over. A fuller picture may only emerge in the next report.

## How to connect with the Polish game industry?

Quality international events happening in Poland are the best means to reach the companies in the Polish game industry.

### collocated and happening every October

Poznań International Fair, Głogowska 14, Poznań



GAME INDUSTRY CONFERENCE



POZNAN GAME ARENA

#### exhibiting options:

B2B exhibition zone,  
Geek Careers recruitment zone

B2C exhibition including:  
Polish Dev Zone, Indie Zone,  
Retro zone, gadgets and  
gaming hardware zone

#### networking means:

GRIP app with dedicated meeting tables hosting: a business meeting system,  
a recruitment meetings system, 1on1 mentoring, and game media meeting system  
three evenings of networking parties

Yet Another Pitching Event

CTRL + ALT + PROMOTE – Games Marketing Summit, GIC Legal Summit,  
How to Multiplayer Summit, Mobile Summit, GEEK Investment Forum,  
Women in Games day, a dozen other industry roundtables,  
side events, including further specialized summits, and more

#### awards:

Central and Eastern European Game Awards – regional awards for 16 countries  
Code the Rights awards by Amnesty International

Best Speaker Awards

Best Game and Best Booth Awards

[www.gic.gd](http://www.gic.gd)

[www.gamearena.pl/en](http://www.gamearena.pl/en)

## happening every May

ICE Congress Centre, Marii Konopnickiej 17, Kraków



#### exhibiting options:

B2B exhibition zone, Indie Showcase

#### networking means:

Gridaly application with dedicated meeting tables  
two evenings of networking parties  
Arena – pitching session, Legal Summit

#### awards:

Digital Dragons Awards, Indie Showcase Awards

[www.digitaldragons.pl](http://www.digitaldragons.pl)

## 4. To capture the motion

### ***The success story of Bones***

**An actor by profession, Adrian Perdjon, was once hired by CD Projekt Red for a motion capture session during the production stage of the first two *The Witcher* installments. Soon, he quit traditional acting and co-founded Bones Studio, which eventually became one of the largest motion capture studios in Europe, providing character animation services to the gamedev industry.**

If you are a die-hard gamer, you probably played or at least heard about *The Witcher* series, *This War of Mine*, *Silent Hill 2*, or *The Vanishing of Ethan Carter*. Besides being commercially successful, highly engaging, and entertaining, they all have something else in common – they use motion capture technology delivered by Bones Studio, which serves as the backbone for hyper-realistic and fluent animation that is crucial in making a game as immersive as possible.

– Our mission is to deliver superb character animation for high-budget AAA game developers and global clients. We also focus on the development of AI-based technologies, which utilize high-quality motion capture data as training sets. Thanks to our out-of-the-box approach and reputation built over the years, we have become a reliable and valuable partner for the world's most demanding tech giants - says Adrian Perdjon, co-founder of Bones Studio.

#### **Key tool for AAA games under one roof**

Under one roof, Bones offers motion capture, state-of-the-art 3D scanning, and animation expertise – a comprehensive set of services that spans from performer casting to final data delivery. During a 3D head and body scan session at Bones, 160 lights and 60 cameras are used. The technology captures every nuance that makes people unique – skin textures or characteristic expressions that give each person their identity, resulting in truly believable digital humans.

– By combining motion capture, 3D scanning, and animation expertise under one roof, we create powerful synergies that benefit our clients through faster delivery, reduced costs, and enhanced quality – adds the CEO.

Initially used for special effects in high-budget cinematic productions, motion capture gradually became a standard within the gamedev industry, especially

in the AAA game segment, which must meet increasingly higher expectations from players in terms of realism and quality.

– Motion capture enables realistic and natural character animations in games; the movements become more realistic and smoother, which significantly improves the player's immersion and the overall visual quality of the production. By using motion capture, developers can quickly reproduce complex movements that would otherwise be time-consuming, expensive, or even impossible to deliver manually – explains Perdjon.

The latest AAA games developed with motion capture from Bones include such titles as *Hellblade 2* (published by Ninja Theory/Microsoft), *Silent Hill 2* (Bloober Team/Konami), and *Delta Force* (Tencent).

### **From acting to motion capture powerhouse**

The Bones team currently comprises more than 40 highly skilled professionals, including experts in 3D animation and scanning, and operates one of the largest motion capture studios in Europe.

What is really interesting is that it all started when CD Projekt Red asked Adrian Perdjon, who has a background in acting, to record movement tracking for *The Witcher* series. Shortly after, he not only quit traditional acting in favor of motion capture sessions but also started his own company, which eventually became one of the industry leaders in Europe. Naturally, it did not happen overnight.

Initially, the studio was established in 2013 under the name Mocap but it wasn't until three years later, when Adrian Perdjon met Marcin Panek, an extremely talented coder and author of cutting-edge interactive solutions in the field of holograms, that things started to evolve towards the foundation of something similar to today's Bones. Another three years had passed, and finally, in 2019, they were joined by some serious investors and mentors from the media industry, including the former executive of HBO Central Europe.

– About that time, we decided to change the name to Bones and started intensive expansion into international markets. We are all big fans of gaming and cutting-edge technologies, and we share the same passion and vision. So, we decided to bring our innovative ideas to life together – says Perdjon.

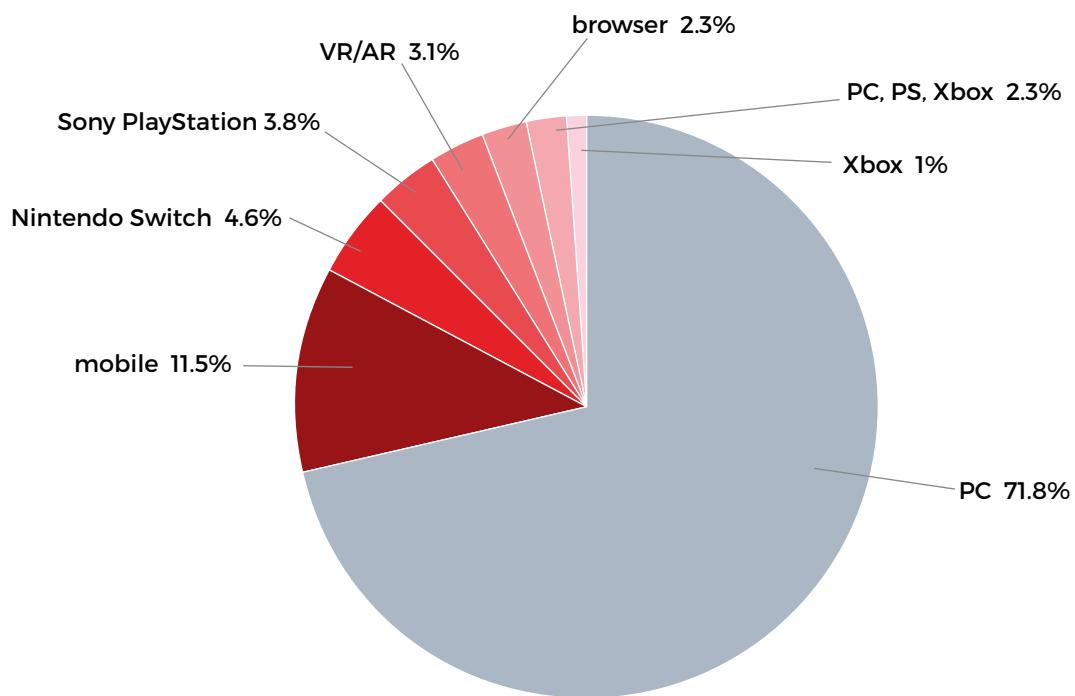
Today, Bones is not only a motion capture powerhouse for gamedev. The company extends its services much further and aims to become an industry leader in delivering AI datasets for machine learning. According to the CEO himself, the revenue splits almost equally between character animation and motion capture data sets used for AI training. Recently, Perdjon's company started a long-term partnership with Nvidia as a data supplier for machine learning projects.

- Our ultimate goal is to become an international leader in character animation and a leading provider of training datasets for machine learning. To achieve this, we strongly invest in our staff and the latest equipment and technologies - concludes the CEO.

# 5. Polish game specialities

## Platforms and models

Chart 2. Leading platforms as declared by studios

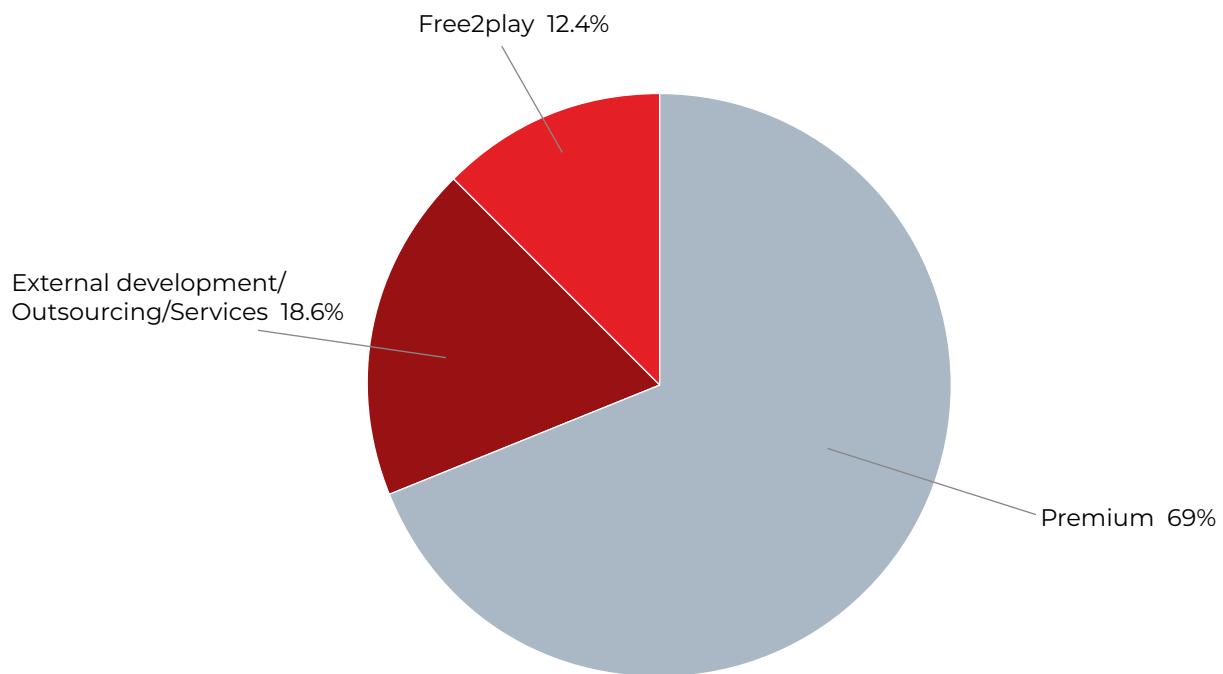


Source: Game Industry Conference

When analyzing the leading platforms targeted by Polish game developers, no statistically significant changes have been observed compared to the 2023 report – except for one notable exception. The share of studios identifying VR/AR as their primary development platform has decreased by more than half. This is neither a Poland-specific anomaly nor a surprising shift for anyone tracking global

VR/AR markets. Game development for these platforms is clearly in steep decline. Other, less commonly cited platforms – typically mentioned by individual studios – included social gaming via Telegram, Amazon Luna, MS-DOS, Apple Vision Pro, and Playdate, none of which ever became leading businesses.

Similarly, no significant shifts have been observed in the leading business models adopted by Polish game developers.

**Chart 3. Leading business models as declared by studios**

Source: Game Industry Conference

One thing remains unchanged: Steam continues to be the primary platform for Polish developers to release their titles. However, perhaps the clearest sign of the crisis is Poland's declining position as a leading game producer on Steam – most visibly reflected in the Top 200 Steam Wishlist, where Poland held the leading spot in 2021.

Part of this drop can be attributed to the fact that numerous top Polish studios are currently in production cycles, with their next major titles either not yet

gathering wishlists or not yet publicly announced. Still, this is certainly not the whole story. A decisive counterexample is Germany, which, thanks to a well-designed, accurately funded, multi-level system of sector support, has seen a 466% increase in that same ranking since 2021. In contrast, most Polish support programs have ended in recent years and have not been replaced – undoubtedly one of the key factors behind both the decline in this area and the broader downturn affecting the industry.

**Table 2. Origin countries of games in Top200 Steam wishlists (July 2025)**

Position	Country	Country Name	Number of titles	Percentage	Top rank
1	US	United States	33.25	16.96%	Top 2
2	CA	Canada	17.25	8.8%	Top 11
3	JP	Japan	15	7.65%	Top 17
4	SE	Sweden	14.75	7.53%	Top 6
5	DE	Germany	14	7.14%	Top 16
6	GB	United Kingdom	13.25	6.76%	Top 5
7	PL	Poland	12	6.12%	Top 12
8	FR	France	10	5.1%	Top 13
9	KR	Korea, Republic of	10	5.1%	Top 20
10	CN	China	8	4.08%	Top 39
11	CY	Cyprus	6	3.06%	Top 76
12	RU	Russian Federation	5	2.55%	Top 47
13	AU	Australia	5	2.55%	Top 1
14	IT	Italy	3	1.53%	Top 92
15	DK	Denmark	3	1.53%	Top 46
16	CZ	Czechia	3	1.53%	Top 57
17	ES	Spain	2.5	1.28%	Top 23
18	FI	Finland	2	1.02%	Top 59
19	LT	Lithuania	2	1.02%	Top 68
20	NL	Netherlands	2	1.02%	Top 31
21	SI	Slovenia	1	0.51%	Top 170
22	VE	Venezuela	1	0.51%	Top 162
23	BR	Brazil	1	0.51%	Top 143
24	HR	Croatia	1	0.51%	Top 133
25	AR	Argentina	1	0.51%	Top 177
26	TR	Turkey	1	0.51%	Top 113
27	CH	Switzerland	1	0.51%	Top 43
28	RS	Serbia	1	0.51%	Top 88
29	BY	Belarus	1	0.51%	Top 65
30	UZ	Uzbekistan	1	0.51%	Top 44
31	UA	Ukraine	1	0.51%	Top 41
32	NO	Norway	1	0.51%	Top 40
33	AM	Armenia	1	0.51%	Top 27
34	GE	Georgia	1	0.51%	Top 19
35	MN	Mongolia	1	0.51%	Top 190

Source: Game Industry Conference

## AAA

For many years now, the list of Polish specializations has begun with AAA productions. *The Witcher 3: Wild Hunt*, Poland's most awarded game, continues to hold its status as a global benchmark for narrative RPGs. Over the years, it has been accompanied by a growing portfolio of high-end titles such as

*Dying Light* and *Dying Light 2* from Techland, *Gears of War: Judgment* from People Can Fly, *Dead Island* (initially developed in Poland), and most prominently, *Cyberpunk 2077* by CD Projekt RED – which has undergone a major reputational turnaround since its troubled launch, culminating in the well-received *Phantom Liberty* expansion and major updates that restored the studio's standing.

*Outriders*, released in 2021, marked People Can Fly's return to AAA development after parting ways with Epic Games. The studio has since announced several ambitious projects. Although some have faced delays or cancellations, further top-shelf projects are still being developed or at least co-developed here in cooperation with Microsoft or Sony, including some of the biggest global IPs.

Flying Wild Hog, after releasing games like *Shadow Warrior 3*, is now part of the new structure of the Embracer Group, alongside other producers, aiming for projects on an AAA scale or close to it. Yet for exact announcements, we will have to wait a bit longer.

CI Games, after a period of recalibration with the *Sniper: Ghost Warrior Contracts* series, returned to AAA territory with the 2023 reboot of *Lords of the Fallen*, developed by their subsidiary HEXWORKS. The title demonstrated the studio's continued commitment to large-scale projects, and this continues in the scope of their two biggest game brands.

Also, recent works and announcements by Bloober Team should be considered AAA's, even if we place them in the next section based on their thematic scope.

It should also be mentioned here that, among others, Larian and Activision opened their offices in Warsaw in the last two years to tap into some of this amazing Polish AAA talent pool. Similarly, completely new studios emerge in this sector, such as Rebel Wolves, which is producing its first open-world dark fantasy AAA RPG, *The Blood of Dawnwalker*.

Although fewer new Polish studios are entering the AAA space – partly due to rising budgets, global saturation, and funding challenges – many continue to work on so-called AA+ productions. These are high-quality, narrative-driven or mechanically ambitious games that often rival full-scale AAA titles in execution, even if not in budget.

## Horror Games

In recent years, Poland has strengthened its position as a key hub for horror game development. The highly anticipated *Silent Hill 2* remake, developed by Bloober

Team for Konami and released in late 2024, was a global success, critically acclaimed and commercially strong, with over 2 million copies sold. The studio's newest release, *Cronos: The New Dawn* – a sci-fi survival horror game blending psychological tension with mutant enemies and time travel – is meeting its goals through self-publishing.

New names also entered the scene. *Nobody Wants to Die*, released in mid-2024 by Warsaw-based Critical Hit Games, offered a noir-infused narrative thriller with strong atmospheric horror elements. Meanwhile, indie studio Sonka is working on *Holstin* – a top-down psychological horror set in a haunted 1990s Polish town, gaining attention for its visual style and Slavic themes.

## Simulators

One of the strongest and most consistent Polish specializations remains simulation games, with new titles from the last years showing both commercial strength and genre diversity. *House Flipper 2* (Empyrean / Frozen District) continued the success of its predecessor with upgraded visuals and mechanics, reinforcing the appeal of renovation and home design sims. *SimRail* (SimRail S.A.) brought detailed railway simulation into the modern era, offering both solo and multiplayer dispatching and driving modes.

A growing niche within the genre is emerging around cleanup and environmental detail. *Crime Scene*

*Cleaner* (Games Incubator) gamifies forensic sanitation and post-crime procedures in a darkly stylized way. At the other end of the spectrum, *UBOAT* (Deep Water Studio) expands the survival and crew-management subgenre with a WW2 submarine simulator focusing on realism, internal systems, and psychological strain.

The genre continues to be shaped by studios affiliated with the PlayWay publishing ecosystem, but also by increasingly independent or specialized developers targeting both niche audiences and global simulator enthusiasts.

## Strategy and city builders

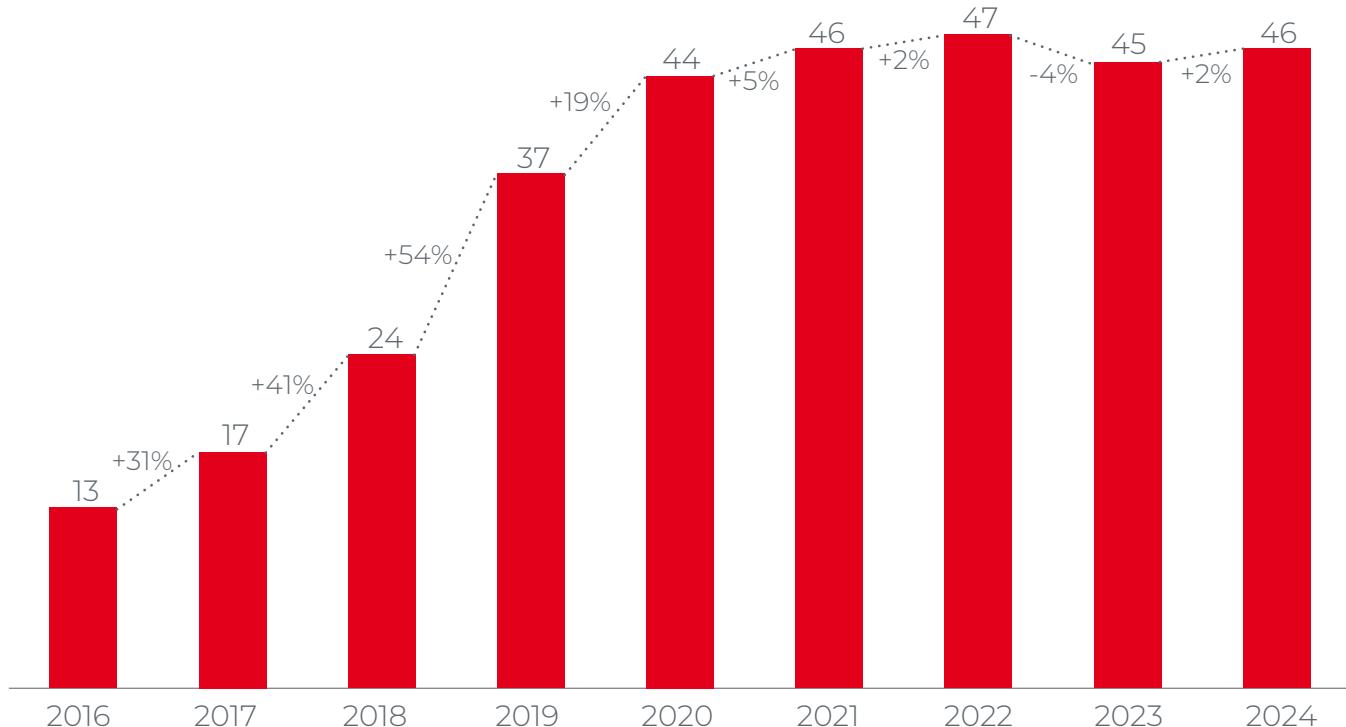
One of the most distinctive and internationally recognized Polish specializations remains the strategy genre – especially in its hybrid and system-driven forms. *Manor Lords*, developed by a solo creator under the name Slavic Magic, became one of the most anticipated games of 2024, combining large-scale medieval city-building with tactical battles and immersive simulation. *Frostpunk 2* from 11 bit studios continues the studio's unique approach to survival strategy and moral decision-making, set in a frozen post-industrial world. *Age of History 3*, the newest installment from Łukasz Jakowski, represents a minimalist yet highly popular grand strategy model driven by modding and player engagement. At the same time, *Timberborn* by Mechanstry reimagines city-building with post-human beaver societies and water-flow engineering.

while *Against the Storm* by Eremite Games blends roguelite structure with settlement management in a constantly shifting world. Together, these titles

reflect a uniquely Polish approach: innovative, mechanics-first, and unafraid of blending genres to create new strategic experiences.

## Growth of global publishers from Poland

Chart 4. Global game publishers originating from Poland



Sources: Game Industry Conference

Between 2016 and 2021, the Polish games industry experienced a remarkable 360% increase in the number of global publishers originating from Poland – a segment that had previously been almost nonexistent. Subsequent editions of the EGDF reports have consistently shown that, in this indicator, only France and the United Kingdom now outperform Poland within Europe<sup>1</sup>. By 2023, however, it became clear that this indicator

had likely reached its peak, and a notable downward correction seemed plausible. Yet from a broader, long-term perspective, the Polish industry appears to have weathered this challenge well. The chart 4. does not show a decline; instead, it pictures the formation of a stable plateau, with the number of active global publishers that come from Poland fluctuating between 45 and 47 (cf. Methodology).

<sup>1</sup> EGDF, 2021 European Video Games Industry Insights Report

Naturally, some degree of variability remains – especially under current crisis conditions. Certain companies have ceased publishing operations or even exited the market altogether. Nevertheless, new publishers continue to emerge and take their place. It is worth emphasizing that our chart includes only companies that actually released games in the given years – declarations or plans were not taken into account.

Some factors seem to be the Polish peculiarity in this sector. At least one-third of publishers should be considered boutique publishers, launching only a few titles or even just one per year, with 11 bit studios being a notable example. Many companies engage in both porting and publishing, with specialization in consoles, especially Switch. Excluding occasional mobile ports, we are now down to only one full-fledged Free-to-Play mobile publisher – namely, Boombit. This, however, is probably not Polish-specific in any way, as the F2P market has become dominated by the most prominent players.

## Distribution

While American and Japanese giants typically dominate global digital distribution platforms, Poland is home to the only notable exception: GOG.com, a Warsaw-based subsidiary of CD Projekt. GOG positions itself as Europe's leading platform for video game distribution, with a unique emphasis on game preservation. Its core strength lies in restoring and maintaining classic PC titles for modern

systems, offering a curated library of over 11 000 games spanning indie, AA, and AAA productions, all with DRM-free access, offline availability, and permanent ownership.

GOG's ambition is to grow into the world's #2 digital store, leveraging both its technical expertise and catalog depth. While its market share in global PC distribution remains modest compared to Steam, its focus on quality, compatibility, and niche appeal has made it a preferred platform for many developers and preservation-minded players. The main competitor for second place remains Epic Games Store, which has continued its aggressive expansion, reporting 295 million registered PC users by the end of 2024 and offering nearly 600 million free game redemptions across 100+ titles that year alone. Despite this massive user base and heavy investment in free content and exclusivity deals, there is still no definitive data showing higher organic sales performance than GOG, especially when excluding discounted or subsidized offerings.

GOG.com sells games internationally from its Warsaw base – a unique position in the global market. Whether or not this qualifies as a form of “re-export” is a question the digital age may never bother to answer.

## External development, porting, and services

In Poland, there is also a large – yet less publicized – sector dedicated to external development, porting, asset

production, localization, voice-over services, quality assurance, and video production. Alongside that, there is another set of professional services not directly related to game development itself, such as PR and marketing, player support, community management, legal consulting, investment, and stock market advisory.

At least seven companies – Keywords, Lionbridge, QLOC, Roboto Global, Sperasoft, Testronic, and even Platige Image – each employ hundreds, or even thousands, of specialists and deliver top-tier services to global clients. Except for Platige Image, these companies form what can be considered a Polish quality assurance and localization hub – the largest QA & localization cluster in Europe focused on games.

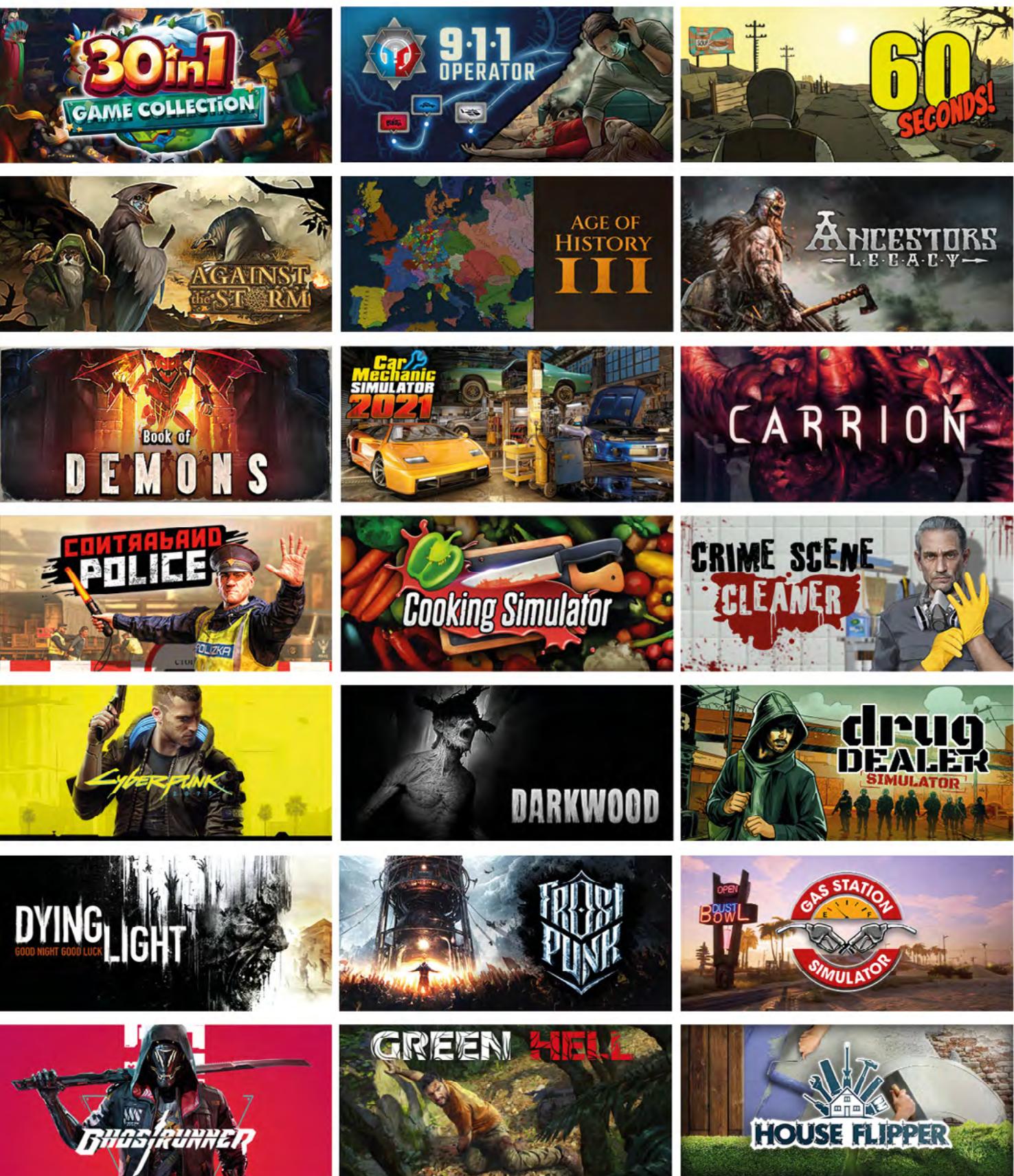
A similar range of services is also provided by dozens of smaller companies across the country. Two opposing trends are clearly visible: some companies integrate service-oriented teams within first-party development structures, making them appear more like full-fledged game developers. Others maintain a clear focus on external services only, building deep specialization in porting, co-development, testing, or content adaptation, increasingly connected with the further extension of these services into a full stack, most commonly by adding publishing or marketing on platforms to which they port games.

## Million+ copies club

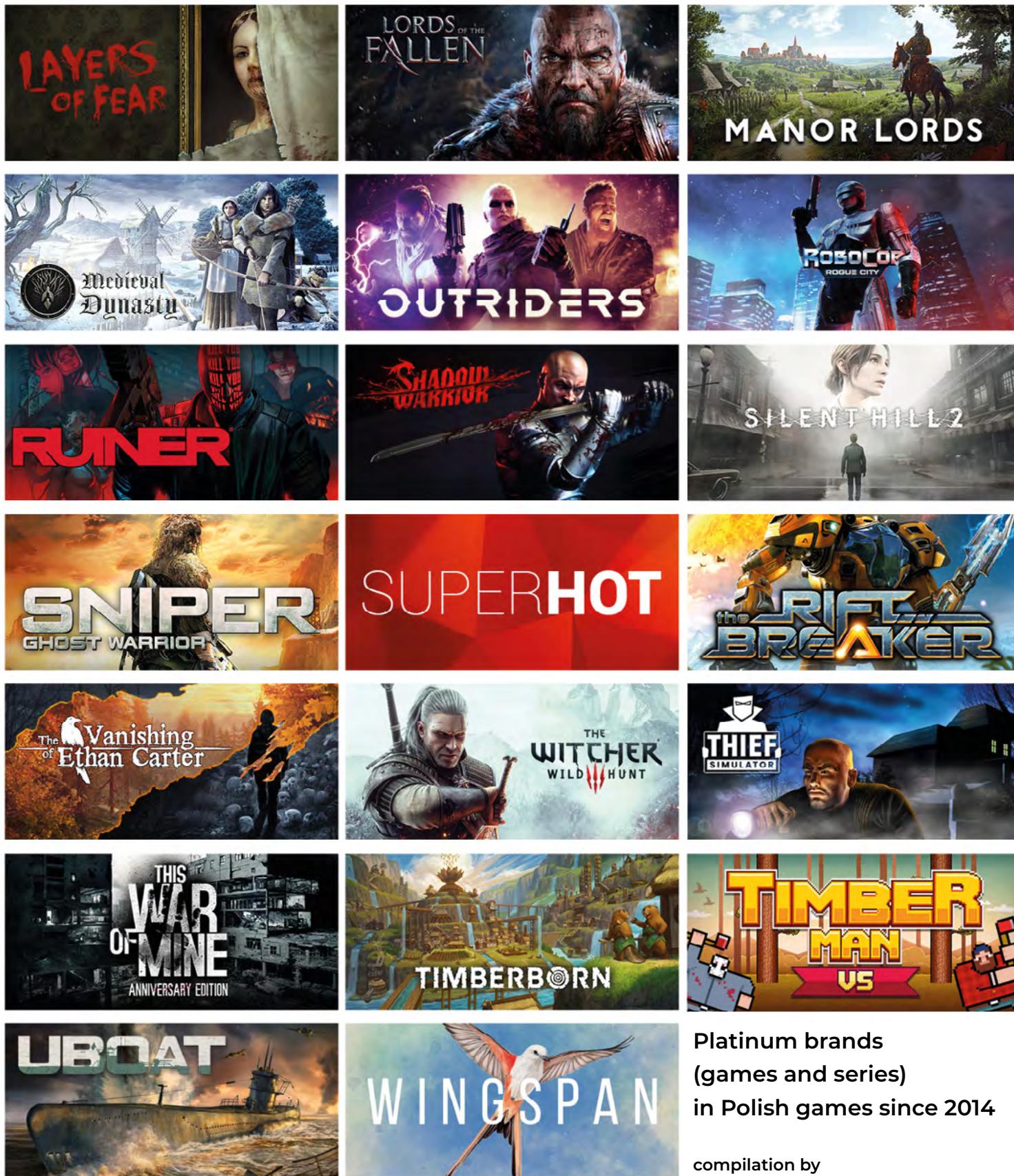
It is essential to recognize that in countries outside the core of the Hollywood ecosystem, video games often represent the most significant opportunity for cultural export. In Poland's case, games have become our most prominent cultural products on the international stage. This holds true across the industry, as approximately 97% of Polish game production is sold abroad. Still, the clearest example of this impact comes from titles that have sold over one million copies worldwide (cf. Methodology section).

The number of Polish games surpassing one million copies sold continues to grow steadily. This achievement is by no means limited to large studios – in fact, only around one-quarter of the titles in our tally can be considered AAA. On the other end of the spectrum, success has been achieved even by teams of just three developers or a sole creator, typically supported by outsourcing and external services. Independent productions rarely cross the million mark immediately upon release. For many, it takes one or two years of sales, or a release on additional platforms – typically consoles – to accumulate those figures over time. In the previous edition of this report, we estimated that four to five new titles would cross the one-million threshold each year, and the latest data confirms this trend. Since the 2023 report, 15 new IPs have joined this group, which, by and large, surpasses these estimates.

## Million+ copies club



## Million+ copies club



Platinum brands  
(games and series)  
in Polish games since 2014

compilation by



INDIE GAMES  
POLAND  
FOUNDATION

## 6. How to make it to the top in Japan

### ***The success story of Teyon [interview]***

They started developing their first game while still in high school. Thanks to their thoughtful approach on a business level and their commitment to staying true to their core values, these passionate geeks from Kraków eventually secured their place in the global gaming development community. They hit the nail on the head with expanding the operations to Japan – this demanding market turned out to be fertile ground for titles delivered by Teyon and its partners. For over a year, their blockbuster ***Human Fall Flat*** was the best-selling digital game with 2.5 million copies sold in Japan. Michał Tatka, Teyon founder and CEO, reflects with us on the beginnings and shares the plans for the future.

Polish Agency for Enterprise Development: **What did your beginnings look like, and what goals did you want to achieve when initially starting your own studio?**

**Michał Tatka, Teyon founder and CEO:** Our beginnings can be easily traced back to 2000, when we were still in high school. It was a totally different reality than today – there was no digital distribution, and games and software were being delivered to stores by lorry. Everything had to be made from scratch on your own – graphic engines, tools, and finally the games.

Our first ambitious goal was to create a big RTS, titled *Time of War*, but we had to briefly verify our plans due to a lack of experience and limited resources. In 2001, while still in the 3rd grade, we focused on something smaller and more achievable – this is how *Return of the Bomber* saw the light of day. This game was dedicated to 8 to 14-year-olds, which was a natural move for us, because we ourselves were just a few years older, so we knew exactly what this age group was looking for. The production alone took us about half a year.

A few years later, in 2006, we decided to set up Teyon. What distinguished us from the very beginning was that we didn't have any sales background [unlike some of the other gaming studio founders in Poland], we were just pure geeks, and still are, who started with graphic creation and coding. We entered the world of games at a time when the Internet was becoming widespread, and you could access it even through a palmtop connected to a Nokia device via infrared.

Since we established our company, our ultimate goal has been not only to create games but also to develop our own tools and enhance our competencies and talents, so that we can deliver better games in the future – with passion, technological curiosity, and a long-term approach in mind.

**How would you describe your philosophy not only towards game creation but generally as a developer and publisher?**

**MT:** Our philosophy hasn't changed that much since we started – we simply want to make games that we ourselves would enjoy playing. However, I must admit that it has evolved a little bit. Today, we would rather say "games that the majority of our dev team would like to play," because the team has grown substantially and is generationally diverse. When we were working on *Terminator* I was less than 30 years old. Regarding *RoboCop* – I was thirty-five at the time, and five years have passed since then. So, with every project, we have a slightly different perspective. That is why we care so much about each team doing something they really believe in – and everyone being able to find their way in it and pursue what they are passionate about.

Initially, we couldn't create games the way we really wanted to. We were limited by resources, a lack of experience, and, to some extent, by our own illusion that with 10 people onboard, you can make great games. It has changed with time. Today, we have a team of 160 people, and our capabilities have improved substantially. That being said, we still try to exercise some common sense – we avoid getting into the AAA segment just for the sake of it. The risk of not delivering the product on time is high in that case.

Our approach is based on authenticity, passion, and responsibility. We aim to create ambitious games that we can deliver – ones that are close to our hearts as well as engaging and worthwhile to gamers.

**Hundreds of studios around the world come into existence and go bankrupt every day, but only a few manage to transform themselves into a global company like you did. What was the key factor that determined your success?**

**MT:** It's not so easy to pick just one. If I were to sum it up, I would simply say that it's hard work and the fact that we genuinely love what we do. The passion, honest engagement in our projects, and perseverance throughout all these years – these are the foundations that allow us to develop and mature despite the challenges.

It's worth mentioning that we operate in an exceptionally dynamic and unpredictable industry. Today, the entire sector is in crisis – chiefly due to overinvestment during the pandemic, both in games and streaming services. Furthermore, we have capital outflow, especially from the US market, towards AI. In such an environment, consistency and sound financial management are crucial.

In our case, seemingly simple things, such as fiscal discipline and keeping the level of revenue above costs, which can be challenging in the case of long R&D and prototyping, allow us to grow. This daily discipline, patience, and long-term thinking allowed us not only to survive but also, over time, to build a global company.

**I want to ask you about Japan. Why did you choose Japan as your “second home” and what did your beginnings there look like? It’s a huge yet very hermetic market that is particularly challenging for foreign companies.**

**MT:** Indeed, Japan is a really demanding and hermetic market – but on the other hand, it's fascinating and culturally rich. That is why, despite the obstacles, we decided to establish a company in Tokyo.

We started by publishing a few of our games, and to our surprise, it worked out really well. Of course, we kept in mind that the Japanese market is “only” about 6-8% of the global gaming market – roughly the size of Germany, Italy, Spain, and Poland combined. But for us, it was a conscious move: we saw it as an opportunity to expand in Asia.

Over time, our partners joined in, and the first successes emerged – five of our titles reached number one in the weekly sales charts in Japan. It started with *Heavy Fire* for Wii and WiiWare (the predecessor to the eShop), then *Bird Mania* for 3DS, *Cube Life* and *Cube Life: Pixe Action Heroes* for Wii U, and *Human Fall Flat* for Nintendo Switch. For PlayStation 4 and 5, our games peaked at number two in the rankings.

We are extremely proud that *Human Fall Flat* was the best-selling digital game in Japan for a year and the third-best-selling title overall for the year, including brick-and-mortar sales, second only to two Nintendo games. In total, as a publisher, we sold over 2.5 million copies of this title in Japan – a tremendous success and a source of pride for both us and the developer.

Japan is indeed a challenging market, but that's precisely the reason why we treat our presence there as something special. It's not only a strategic destination for us, but also a second home; we approach it with respect, a long-term perspective, and full commitment.

**Besides making your own games, you also act as a publisher. What kind of support do you offer to developers who get under your roof? How many games have you released as a publisher, and do you focus on any particular genre or give a chance to every convincing proposition?**

**MT:** As developers with years of experience, we really understand the needs of other creators. We know what the production process looks like from the inside, what it takes, and what support truly has value. Therefore, as a publisher, we offer much more than just casual marketing activities – we provide real support, including QA, localization, business processes, and, foremost, in-depth market analysis that we operate on.

Our specialty is Japan – a unique market with its own dynamics, aesthetics, and player expectations. We have extensive experience and a well-established infrastructure here. We operate on two fronts – our QA and localization teams are based in Kraków, while our business office is in Tokyo. We also have Japanese and Polish staff in Kraków with extensive knowledge of Japanese culture and the market, allowing us to conduct our operations with great precision and authenticity.

Thanks to precise, local market-matched, and thoroughly prepared communication, we can significantly increase the sales of the titles we are involved in.

We don't limit ourselves to a single genre – what matters most to us is whether a game fits the Japanese market and whether it's authentic. We seek projects that have a unique character and can be effectively translated into the language and sensibilities of Japanese gamers. It's in our DNA.

As a publisher, we've released dozens of games so far – some of which have achieved spectacular success, such as *Human Fall Flat*, and a dozen of them have received raving reviews and a positive reception. This demonstrates that with a high-quality product and effective localization, distribution, and promotion, we can achieve significant results.

**You are exceptionally active when it comes to establishing different sorts of business relationships with tech giants. You collaborate with companies such as Nintendo, Sony, Intel, and ASUS. What is the aim of these partnerships, and was it difficult to initiate them?**

**MT:** Yes, indeed. Throughout the years, we have established valuable partnerships, including with tech giants such as Sony, Nintendo, and Intel. Each of them is slightly different.

With Nintendo, we can recall situations that almost resemble movie-like scenes. For example, we flew to Tokyo or Kyoto a couple of times, only to shake hands in person and finalize the details of our cooperation. We stayed for barely 30 hours just to finalize some agreements face-to-face. We signed one of our contracts directly with Nintendo's legendary Satoru Iwata, regarding the Korean market. Unfortunately, the 3DS wasn't a powerful platform there, but Iwata's vision was fully realized with the success of the Switch.

On the other hand, partnerships with Sony and Intel have a much more "western" vibe to them. We have a technological partnership with Intel, which we value greatly. While there's a lot of talk about AI these days, we're genuinely impressed with their "core" technology, which goes far beyond the fast matrix multiplication (and memory bandwidth) we need for AI. We love their processors – from 285K to today's "efficiency king" Ultra 7 265KF. These aren't just numbers and benchmarks-these are components that actually support our production pipeline.

**With all the titles you released to date, which ones were the most challenging from a production standpoint, and which ones are you most proud of?**

**MT:** We are exceptionally proud of *Terminator: Resistance* [2019] and *RoboCop: Rogue City* [2023]. These are the titles that we have put our hearts into and invested a lot of effort in. It demonstrated that we are capable of creating high-quality games with an exceptional atmosphere and a license that holds meaning. *RoboCop* was a particularly significant challenge – the scale of the project, player expectations, and working with an iconic brand – all of this required maximum commitment from our team.

But occasionally, we revisit our beginnings. *Return of the Bomber* from 2006 was our first game – a kind of mix between *Bomberman* and *Doom*, with local

multiplayer on one PC. On the other hand, 2006's *Burn* was ambitious and technically proficient FPS – technologically brilliant but underdeveloped in its design.

We also can't help but mention the *Heavy Fire* series for Nintendo Wii, which topped WiiWare sales in 2011. Currently, we are working on *Rennsport*, a new RPG/FPS, and a survival game, among other titles – we hope these titles will be another source of pride.

**Speaking about future endeavors, could you shed some light on your nearest plans?**

**MT:** In the near future, we will focus our attention on launching DLC to *RoboCop: Rogue City* titled *Unfinished Business*. We have been working on that project since the premiere of the main title, and we believe it will appeal to players with everything they love about the title: mood and atmosphere, action, and authenticity. We hope it will be well-received by the entire community, including both players and critics.

Regarding our upcoming projects, although I can't reveal any specific details at this time, I can confirm that we are working hard on two titles. The first one is an atmospheric RPG/FPS, and the second is an ambitious survival game that opens up completely new possibilities while being interestingly challenging. In both cases, we put maximum effort into quality, authenticity, and player engagement. We would love to share more, but for now, we must keep it secret.

# 7. Tabletop games in Poland

**When Poland's video game industry captures global headlines, a parallel creative force thrives with equal passion: the tabletop game market. This industry's story is of dual strengths: domestic publishers localizing and popularizing global phenomena for a passionate Polish audience, as well as an exceptional skill in creating their own bestselling hits. While mostly domestic market will be discussed here, the export potential can be found in crowdfunding successes.**

Far from being a niche hobby, the world of board, card, and miniature games in Poland represents a mature, resilient, and highly dynamic sector that stands as a significant pillar of the domestic creative economy. The tabletop scene is not merely an alternative to digital entertainment but a powerful cultural and economic engine in its own right, reflecting a deep-seated love for shared, tactile gaming experiences.

## Market Overview: A Stable and Seasonal Giant

The tabletop local game market in Poland demonstrated remarkable stability and scale in 2024, solidifying its position as a mature industry. The total market value for the year reached 581.9 million PLN, a marginal and statistically insignificant decrease of just 0.1%

compared to the previous year. This resilience is even more apparent in sales volume, which saw a slight increase of 0.5%, totaling 12 million units sold. This indicates healthy and consistent consumer demand, even as the average price per product saw a minor downward adjustment of 0.6% to 46.59 PLN.

Like many sectors in the entertainment and toy industries, the tabletop market is highly seasonal. Sales data reveal a pronounced peak in the fourth quarter, driven by the holiday shopping season. Sales in November and December dwarf the rest of the year, with November 2024 alone accounting for over 162 million PLN in revenue. This seasonal pattern underscores the importance of tabletop games as staple gifts and a cornerstone of family and social gatherings during the winter holidays.

**TABLE 3. Top 10 tabletop games, sales value on Polish domestic market**

	Publisher	Title	MLN PLN	Copies
1	REBEL	TICKET TO RIDE: EUROPE	6.60	35 500
2	RAVENSBURGER	LA CUCARACHA	5.70	48 270
3	HASBRO	MONOPOLY CLASSIC	5.60	42 300
4	TREFL-KRAKÓW	VIRUS!	5.30	224 300
5	MATTEL GROUP	UNO	4.40	145 600
6	HASBRO	JENGA CLASSIC	4.20	65 000
7	MATTEL GROUP	SCRABBLE ORIGINAL 2 IN 1	3.80	32 600
8	TM TOYS	TIM TOYS RUMMIKUB	3.40	36 300
9	GOLIATH	GOLIATH PIGGY POP 2.1	3.00	28 000
10	RAVENSBURGER	LA CUCARACHA 10TH BIRTHDAY	2.20	5 100

Source: RMD Research

### **Key Segments: A Story of Diversification and Shifting Tastes**

A closer examination of the market breakdown reveals a diverse landscape, with several key trends shaping the industry in 2024.

#### **Social and Board Games as the Bedrock:**

The two largest segments remain Social/Party Games and Board Games. Together, they constitute 45% of the entire market value. Social/Party Games lead with a 24.7% market share (143.8M PLN), though they experienced a slight cooldown with a 5.1% decline. In contrast, the Board Games segment proved to be a powerful growth engine, expanding by 6.8% to capture a 20.2% market share (117.4M PLN). This highlights the enduring and growing appeal of core hobbyist board games.

#### **The Two Faces of Card Games:**

The card game category tells a fascinating story of divergence. Strategic Card Games, long dominated by the Pokémon TCG phenomenon, saw a significant -21.6% decline. This reflects the natural cooling-off period after an unprecedented boom, bringing the segment's market share down to 11.7%. However, this was counterbalanced by the explosive growth in the broader Card Games category, which surged by an incredible 31.4%. This boom was fueled by accessible, fast-paced titles like UNO and the homegrown hit Virus!, demonstrating a strong appetite for engaging and easy-to-learn card games.

#### **Maturing Audience and Niche Growth:**

Other segments point towards an increasingly sophisticated consumer base. Adult Games (18Y+) were the fastest-

growing category, with a remarkable 23.9% increase in value. Similarly, Strategy Games (+9.5%) and Wargames & Accessories (+9.3%) posted substantial

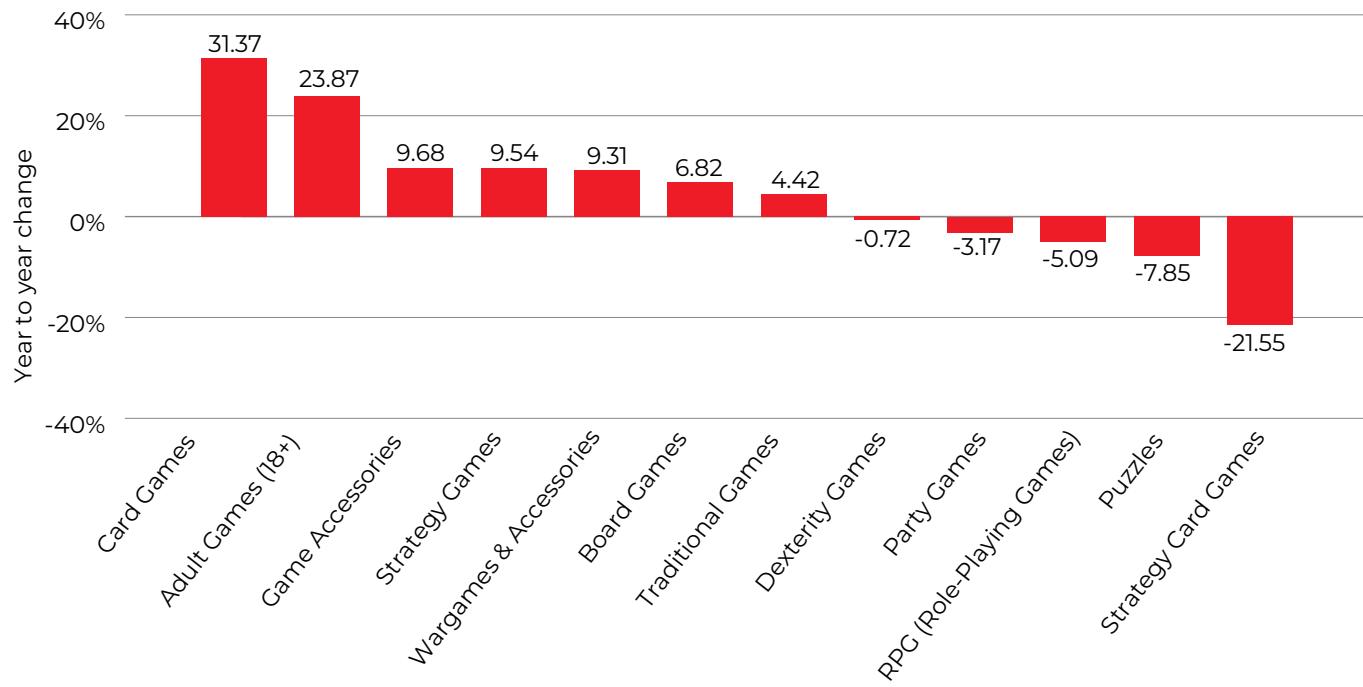
gains, indicating a dedicated and expanding community of players seeking deeper, more complex experiences.

**TABLE 4. Tabletop genres popularity trends on Polish market**

Group (English)	2023 sales value	2024 sales value	Year to year change
Party Games	151.52M	143.81M	-5.09%
Board Games	109.93M	117.43M	6.82%
Strategy Card Games	86.94M	68.20M	-21.55%
Dexterity Games	65.40M	64.93M	-0.72%
Card Games	38.27M	50.27M	31.37%
Traditional Games	31.59M	32.99M	4.42%
Strategy Games	28.93M	31.69M	9.54%
Puzzles	30.31M	27.94M	-7.85%
Game Accessories	13.42M	14.72M	9.68%
Wargames & Accessories	12.85M	14.04M	9.31%
Adult Games (18+)	10.55M	13.07M	23.87%
RPG (Role-Playing Games)	2.87M	2.78M	-3.17%

Source: RMD Research

### Chart 5. Most growing tabletop genres on Polish market



Source: RMD Research

### The Major Players: Domestic Giants and Global Brands

The tabletop landscape in Poland is defined by a mix of powerful domestic publishers, international titans, and agile specialists who collectively shape this dynamic market. The leading companies have mastered a dual approach: acting as the primary gateway for global hits, ensuring Polish players have access to the world's best games, while also successfully creating and marketing their own intellectual property.

**Rebel**, with a commanding 12.1% market share and over 70.2 million PLN in revenue, stands as the undisputed leader in the market. Founded in 2003 in Gdańsk, the company evolved from

a small online store into a publishing and distribution powerhouse. Their success is built on a masterful strategy of localizing and popularizing international blockbusters, most notably from the global Asmodee portfolio. This gives them control over evergreen hits like *Ticket to Ride*, *Dobble*, and *Splendor*. Simultaneously, Rebel has a keen eye for publishing original Polish designs and foreign titles that fit their brand, making them a central hub for both casual and dedicated hobby gamers.

A true giant of the Polish toy and game market, **Trefl S.A.**, holds the second-largest position with a 7.1% market share. Based in Gdynia and operating since 1985, Trefl is a household name, renowned for its puzzles and family games. While

their portfolio is broader than just hobby games, their immense brand recognition and robust distribution network, which reaches supermarkets and toy stores nationwide, give them a significant and stable presence. Their strength lies in the mass-market family segment, where their brand is a trusted mark of quality.

**Ravensburger**, the German industry titan, has solidified its position in Poland with a 3.9% market share, growing by a healthy 10.4%. Known globally for its high-quality puzzles, Ravensburger has successfully extended this reputation to its games segment. Their success in Poland is driven by smash hits like *La Cucaracha*, which has become a children's gaming staple, and a wide array of logic and family games. The company's strategy relies on its powerful global brand as a guarantee of quality, resonating strongly with parents and gift buyers.

Another key player is **Winning Moves**, which captured a 3.6% market share, driven by an impressive 20.0% growth. Their business model is highly specialized: they excel at creating licensed editions of classic games. They are the Polish home for countless versions of *Monopoly* (from city editions to those based on popular franchises) and other classics, such as *Top Trumps* and *Cluedo*. Their success proves that a massive market exists for familiar and beloved brands refreshed in new, compelling ways.

The market in 2024 was also a textbook example of dynamic forces at play. On one hand, **Mattel Group** saw stellar growth of 21.3%, driven almost entirely by the phenomenal and enduring popularity of *UNO*. This demonstrates how a single, perfectly designed global evergreen can experience powerful resurgences. On the other hand, **Trefl-Kraków**, operating under its modern **Muduko** brand, achieved a remarkable 56.6% year-over-year growth. This explosion was fueled by their smash-hit card game *Virus!* (originally from Spanish publisher Tranjis Games), which became a domestic sensation. Muduko's success proves that smart localization of a clever, accessible game can create a cultural phenomenon, rivaling even the most prominent global brands.

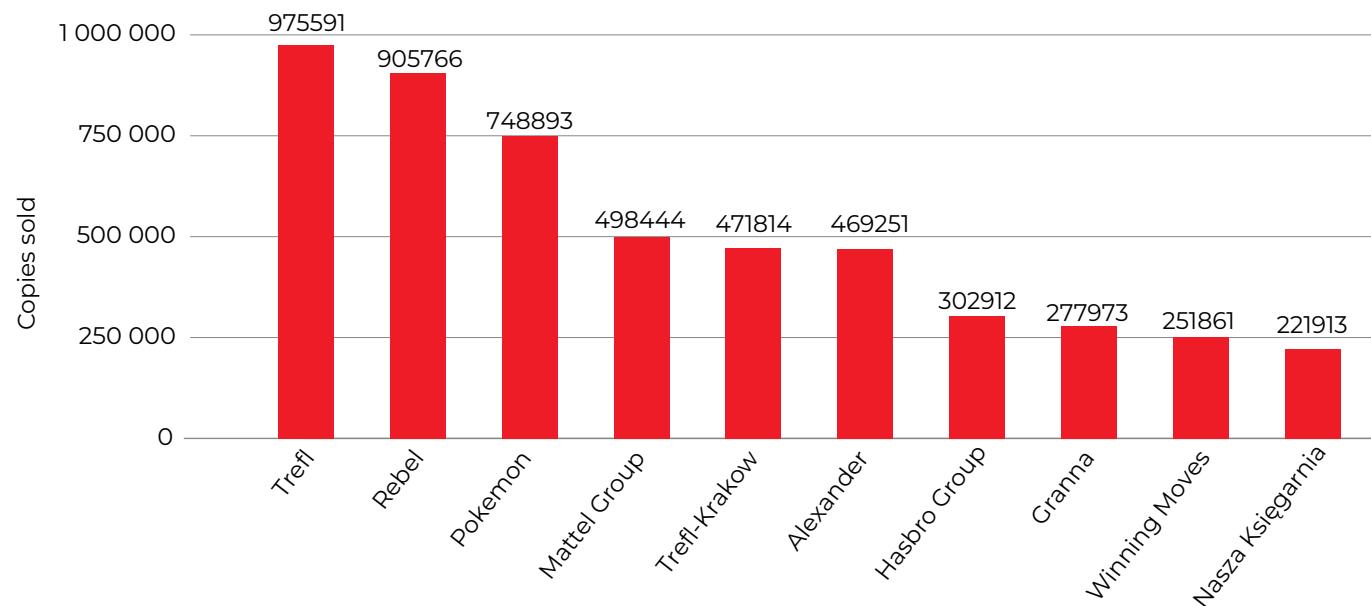
Beyond these leaders, Poland boasts a vibrant scene of specialized publishers known for their distinct identities and international acclaim. **Portal Games**, founded by industry veteran Ignacy Trzewiczek, is a prime example. Known for producing ambitious, thematic, and mechanically rich games, Portal has a global reputation for titles like *Robinson Crusoe: Adventures on the Cursed Island*, the post-apocalyptic *Neuroshima Hex!* and, more recently, story-driven games in licensed universes like *Dune: House Secrets*. They are a significant cultural exporter, with their games translated into dozens of languages and celebrated by hobbyists worldwide.

Similarly, **Galakta** from Kraków has carved out a crucial space in the market. They are the Polish home for the legendary *Catan*, ensuring the classic gateway game remains a best-seller. Furthermore, Galakta has demonstrated its creative prowess by translating a major Polish video game IP into a globally successful tabletop experience with *This War of Mine: The Board Game*, a title praised for its emotional depth and challenging gameplay.

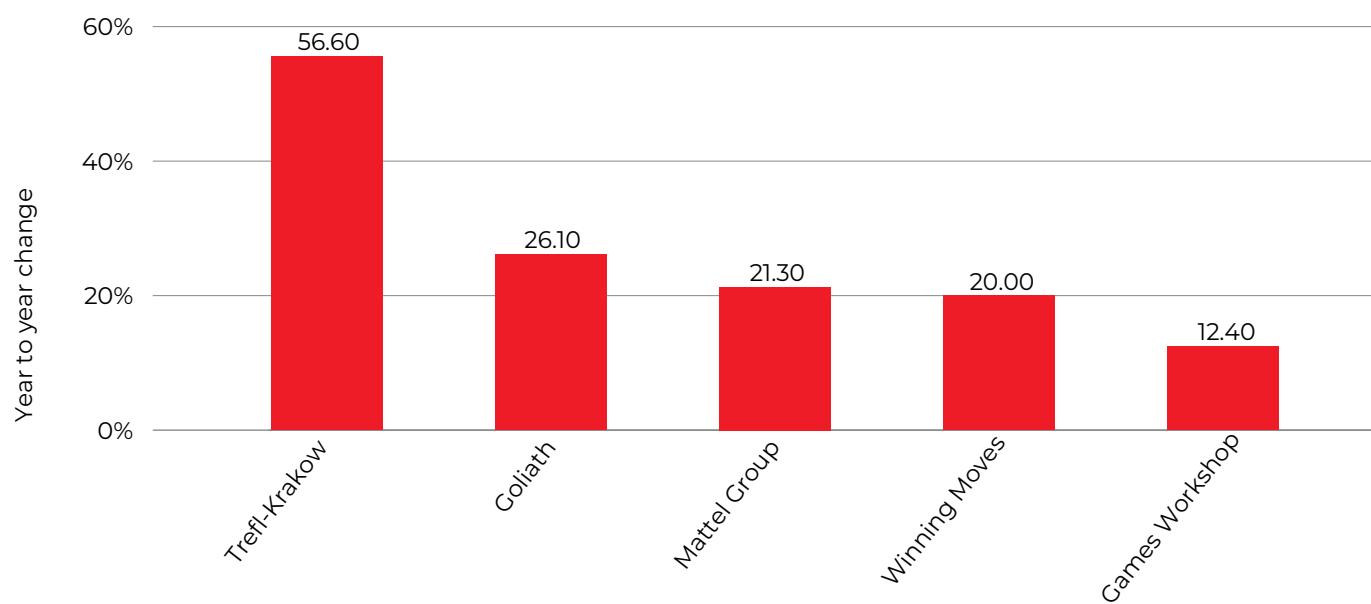
The data also reveals the significant market-shaping power of a single IP. The

cooldown of the *Pokémon TCG* following its global surge was the primary driver behind the decline in the strategic card game segment, impacting distributors and highlighting the volatility that can arise from reliance on a single, massive trend. These diverse players—from localizing giants and family brands to ambitious exporters and trend-setters—create a competitive and healthy ecosystem that defines the strength of the Polish tabletop industry.

#### Chart 6. Tabletop games sales on Polish market in 2024 by manufacturers



Source: RMD Research

**Chart 7. Tabletop manufacturers with the biggest growths on Polish market**

Source: RMD Research

## The Hit List: What Poles are Playing

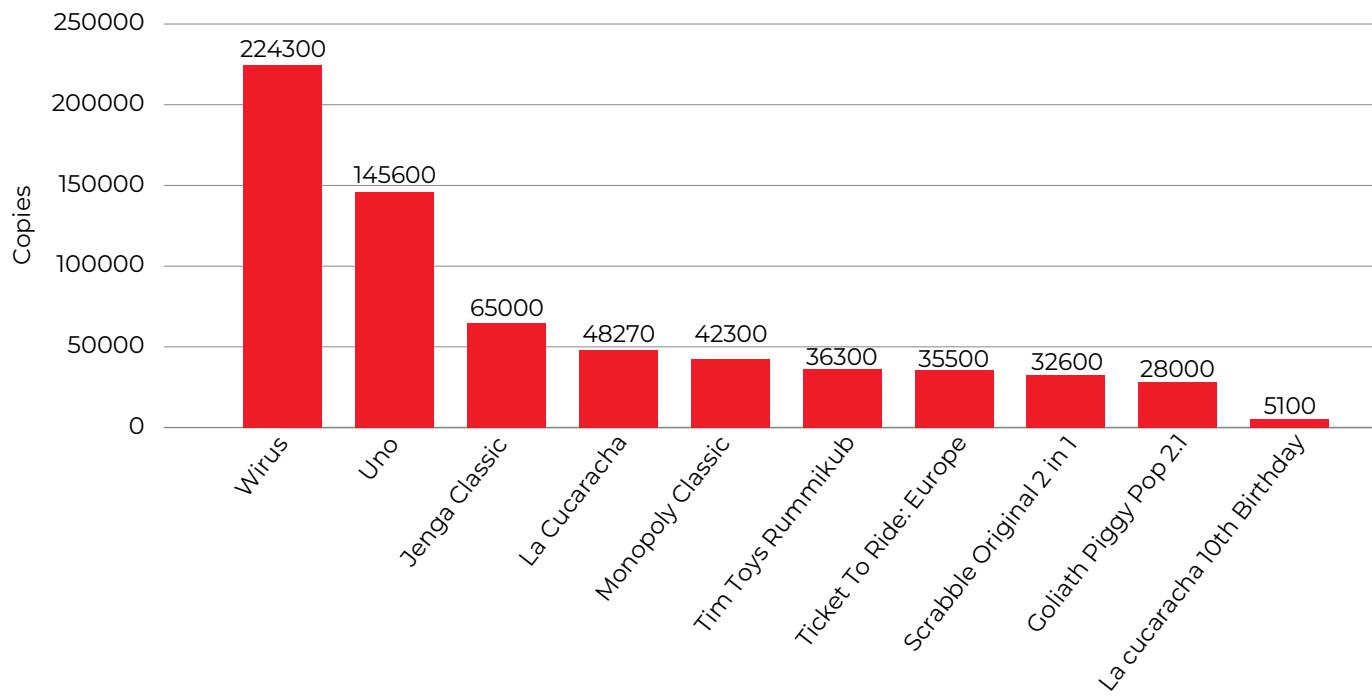
An analysis of the top-selling products provides a clear picture of Polish gaming tastes, where global evergreens and local hits share the spotlight.

The single best-selling product by value in 2024 was *Ticket to Ride: Europe*, proving the immense power of localizing a world-class modern classic. It is followed by other international staples, such as *La Cucaracha*, *Monopoly Classic*, and *Jenga*, which have become perennial family favorites.

However, the charts are not just a reflection of foreign success. The card

game *Virus!* from Muduko (Trefl-Kraków) has become a domestic phenomenon, rocketing to the #1 spot on the best-seller list with incredible sales momentum. It stands as a testament to the ability of Polish domestic publishers to create original IP that resonates deeply with the local culture. Other top-sellers like *Dobble*, *Catan*, and *Scrabble* confirm the market's appetite for games that are accessible, social, and offer high replay value. The presence of more complex strategy games, such as *Everdell* and *Splendor*, in the top ranks further illustrates the health of the dedicated hobbyist community.

**Chart 8. Tabletop games by sales on Polish market**



Source: RMD Research

### **The Evergreen Conundrum: A Market Without New Hits**

A sobering look at the top 20 best-sellers reveals a critical challenge for the industry: a profound lack of newness. The list is a veritable museum of modern classics, with an average release year that stretches back over a decade. The most recent title to break into this upper echelon is *Everdell*, which premiered in Poland in 2019. The vast majority of top-sellers are games that have been on the market for five, ten, or even twenty years, such as *Carcassonne* (2001), *Catan* (2005), and *Dixit* (2010).

This “evergreen conundrum” highlights a market that is conservative and heavily reliant on established, trusted brands. While this ensures stability, it

also suggests a potential stagnation in innovation at the mass market level. Consumers tend to gravitate towards what they know, and retailers are incentivized to stock proven sellers over riskier, new titles. For a new game to break through, it must not only be excellent but also overcome the immense inertia of these beloved classics. The runaway success of *Virus!* (a 2017 design) is a notable exception that proves the rule: it took a perfectly targeted, accessible, and aggressively marketed game to penetrate this bastion of established hits. The challenge for publishers and designers is not just to create great new games, but to find a way to make them part of the national conversation in a market dominated by the past.

## Crowdfunding: Poland's Global Powerhouse

Parallel to the traditional retail market, Poland has firmly established itself as a global powerhouse in the board game crowdfunding scene. Platforms like Kickstarter and, significantly, the Polish-rooted Gamefound, have become essential tools for Polish creators. They serve not just as a means of financing, but as powerful marketing engines for building global communities and validating ambitious projects long before production begins.

The unquestioned leaders of this scene are a new breed of publisher for whom crowdfunding is the primary business model. Awaken Realms, based in Wrocław, is a phenomenon on a global scale. Specializing in massive, thematic, narrative-driven games packed with high-quality miniatures, they have mastered the art of the blockbuster campaign. Titles like *Nemesis*, *Tainted Grail: The Fall of Avalon*, and *Lords of Ragnarok* are legends in the crowdfunding world, each raising many millions of dollars. Their model relies on creating deeply immersive experiences that would not be feasible in a traditional retail environment.

Following in their footsteps is Go On Board from Poznań. The company exploded onto the global scene with its licensed adaptation of *The Witcher: Old World*, a campaign that raised nearly €7 million and became one of the most

highly backed projects in tabletop gaming history. Their success proves a remarkable ability to translate beloved digital IPs into compelling tabletop experiences, a skill they continued to demonstrate with their 2024 campaign for *Cyberpunk 2077 – The Board Game*.

The year 2024 provided the most powerful evidence of this dominance. An analysis of the top ten highest-grossing board game campaigns on the Gamefound platform revealed that an astonishing five were Polish projects. These were *Puerto Rico: Special Edition*, *Grimcoven*, *The Castles of Burgundy: Special Edition (Reprint)*, and *Lands of Evershade* from Awaken Realms, along with *Cyberpunk 2077 – The Board Game* from Go On Board. Collectively, these five campaigns raised over 70.6 million PLN (based on the NBP's average exchange rates for EUR and USD as of December 31, 2024).

This demonstrates that Polish companies can launch multiple record-breaking projects within a single year. This success is not limited to giants. The scene also thrives on adapting beloved IPs, creating deep, innovative experiences, and bringing original worlds to life. Compelling examples include *Thorgal: The Board Game* by Portal Games, a successful adaptation of the cult European comic book series; *U-BOOT: The Board Game* by Phalanx, a highly innovative, app-assisted real-time submarine simulation; and *The Hunters A.D. 1492* by Officina Monstrorum, a successful cooperative adventure game.

set in a dark post-apocalyptic world. These projects show the breadth of creativity in the Polish crowdfunding scene, enabling

the creation of world-class products that might never have emerged through traditional publishing channels.

**TABLE 5. Most successful crowdfunding campaigns by Polish manufacturers**

	Publisher	Title	Funds gathered	Currency
1	Awaken Realms	Lands of Evershade	10 404 243	USD
2	Go On Board	Cyberpunk 2077	9 819 915	USD
3	Awaken Realms	Puerto Rico Special Edition	5 070 454	USD
4	Awaken Realms	Grimcoven	4 948 174	USD
5	Awaken Realms	Castles of Burgundy: Special Edition Reprint	4 279 514	USD

Source: RMD Research

## **The Next Frontier: The Search for a Polish-Made Global Hit**

Despite the industry's domestic strength and the international success of specialized hobby games, such as those from Portal Games, a significant milestone remains to be achieved: a globally recognized, mass-market hit designed by a Polish author. While the Polish market excels at identifying and popularizing foreign titles, the best-seller lists are still dominated by international licenses. Games like *Virus!*, while a massive success in Poland for a Polish publisher, are originally foreign designs. The challenge for the Polish creative scene is to create an original intellectual property with the universal appeal and elegant design of games like *Catan*, *Ticket to Ride*, or *Dobble*. Achieving this would not only be a landmark creative accomplishment but would also fundamentally shift the

industry's economic model-transforming it from a primary importer of licenses to a significant global exporter of its own cultural products. This quest for a "Polish Catan" represents the next great challenge and opportunity for the nation's tabletop designers and publishers.

### **Case Study: *The Chronicles of Crime Series* – A Hybrid Path to Success**

Perhaps the blueprint for the next Polish global hit does not lie in competing directly with traditional evergreen titles, but in creating entirely new categories. The most compelling example of this is the *Chronicles of Crime* series from *Lucky Duck Games*, a publisher with strong Polish roots. This multiple award-winning detective game pioneered the "Scan & Play" genre, seamlessly blending a physical board game with a digital app. Players use their smartphones to scan QR codes on cards representing characters,

locations, and evidence, which triggers new story events, dialogues, and virtual-reality crime scenes.

This innovative hybrid approach proved to be a massive international success. The initial Kickstarter campaign and its successors, such as the *Millennium Series*, which raised over \$1 million, garnered global acclaim and numerous awards. The success of *Chronicles of Crime* demonstrates a viable path forward: leveraging technology not as a gimmick, but as an integral part of the core gameplay to create experiences that are impossible in a purely analog format. It suggests that the “Polish Catan” might not be a traditional board game at all, but

a groundbreaking hybrid that redefines what a tabletop game can be.

## Conclusion

In conclusion, the Polish tabletop game industry is a vibrant, self-sustaining ecosystem that mirrors the success of its digital counterpart. It is a market that skillfully blends the global with the local, creating a rich and diverse offering for a nation of passionate gamers. While navigating the challenges of creating original, globally resonant hits, a stable domestic market, a diverse player base, and a network of experienced publishers provide all the necessary ingredients for future international breakthroughs.

## 8. From coal to code: Katowice becomes a gaming and tech powerhouse

### ***The success story of the Katowice Gaming and Technology Hub***

Once a symbol of heavy industry, Katowice is now poised to become a leading innovation hub in Central and Eastern Europe. The Katowice Gaming and Technology Hub is a bold initiative that blends history with the future, transforming the former Wieczorek coal mine into a modern center for gaming, technology, and education. With nearly €100 million in EU funding, matched by additional investment from the City of Katowice, the project represents one of the region's most ambitious technological transformations.

The Katowice Gaming and Technology Hub is a strategic initiative aimed at driving innovation and fostering collaboration among global corporations, local businesses, and the community. The revitalized site will feature R&D labs, recording studios, training facilities, esports venues, and other amenities.

– The construction of the Katowice Gaming and Technology Hub is expected to boost business tourism in the region significantly. In today's world of global competition driven by advanced technologies and artificial intelligence, such investments act as a magnet for not only innovative companies, but also top talent, investors, researchers, and attendees of industry events from across the globe – says Marcin Nowak, CEO and Vice President of the Katowice Gaming and Technology Hub, a seasoned executive formerly with Capgemini, Siemens, and ABSL.

The project is divided into three stages: Stage I involves the adaptation of eight historic buildings and the construction of a connecting passage, offering 32 000 sqm of usable space, including offices and 69 conference rooms. Stage II focuses on building a multifunctional esports and production hall with capacity for 2 000 guests. Stage III covers the technological outfitting of the complex, including server rooms, studios, and renewable energy installations.

#### **Redefining Katowice's business landscape**

Katowice has a unique opportunity to position itself as a modern tech hub. The city is poised to attract international conferences, trade fairs, training programs,

esports events, and more. All of which will boost business tourism.

The revitalization of post-industrial spaces and urban infrastructure will also create inviting conditions for extended visits. This positions Katowice as a city of innovation and a growing business destination in Europe.

As part of the hub's development, existing collaborations with local companies and universities will expand, while introducing entirely new, world-class event formats. The city aims to remain a key location for major gaming events while also becoming a center for activities related to artificial intelligence, start-ups, education, and digital transformation.

### **A new era for esports in Katowice**

For years, Intel Extreme Masters was a flagship event for Katowice and one of the most important esports tournaments in this part of Europe. While the decision was made to relocate the event to Kraków, discussions continue, and there is real hope that IEM may return to Katowice in the future, perhaps in a new format.

– We believe that Katowice's appeal to esports fans goes far beyond the name of a single event. It's about the unique history and atmosphere of Spodek Arena, the passionate local community, and the city's accessibility for fans from across Europe and beyond. We remain committed to delivering world-class esports experiences at the heart of our region – assures Marcin Nowak.

### **Fueling innovation through education**

The initiative is poised to become a driving force in the gaming industry's development by fostering stronger ties with academic institutions. As a space dedicated to collaboration, it will promote knowledge exchange, joint initiatives, and the implementation of emerging technologies. To establish Katowice as a world-class center for digital and gaming innovation, the hub will connect research with real-world business applications. In partnership with universities and technology companies, it will support the creation of competency development programs that prepare students and professionals for the rapidly evolving demands of the industry. By bridging education and enterprise, the project aims to accelerate innovation and shape the future of the gaming sector.

In addition to its focus on gaming, the Katowice hub will serve as a platform

for knowledge sharing and collaboration in the field of artificial intelligence. By connecting global corporations, local partners, and AI-driven start-ups, the hub will create an ecosystem focused on practical innovation. A core pillar of this effort will be the development of tailored educational and training programs designed in close cooperation with businesses to meet their specific needs. Through joint AI projects, companies will be able to test and implement cutting-edge solutions in real-world environments, positioning the hub as a catalyst for applied technological advancement.

### **Smart growth for a digital future**

Unlike many traditional accelerator or incubator programs that have fallen short of expectations, the Katowice Gaming and Technology Hub is built on a bold ambition to generate real, long-term impact across the tech, digital, and gaming sectors. Its strength lies in a multi-layered, collaborative model designed with businesses and for businesses, integrating the expertise of academia, industry leaders, and the local community. This approach fosters a shared space where ideas are born, tested, and implemented collaboratively, yielding tangible value and sustainable change. As Albert Einstein once said, – Insanity is doing the same thing over and over and expecting different results – the hub aims to break this cycle with a fresh, forward-thinking vision.

# 9. Data Sources and Methodology

**To portray Polish digital games sector this report draws upon a wide range of trusted sources, each carefully referenced alongside the corresponding data. Below is an outline of the main contributors, along with context on their relevance and methodologies.**

## Game Industry Conference

Vitruvio Foundation, usually known publicly as the Game Industry Conference, has been one of the key think tanks on game-related topics in Poland for over 10 years. This includes conducting the only long-term research on the Polish games sector by maintaining and cyclically updating a number of proprietary databases built through rigorous data collection. These are informed by daily monitoring, targeted research, and systematic sourcing. The data is pulled from a blend of publicly available information, such as the financial statements of publicly traded companies, and selectively acquired through structured surveys, confidential inquiries, and close collaboration with industry insiders. For this update, the most significant footprint to note comes from a new cooperation with kadukowo.pl and manually curated databases created by Mateusz Kadukowski.

## Indie Games Poland

Indie Games Poland is a key industry organization that focuses on providing developer support and sharing

knowledge. Its data-related efforts are centered on the portal polskigamedev.pl, the sole media outlet in Poland that targets a professional or B2B audience rather than gamers. The portal is based on curated databases on studios, game releases, and projects, as well as comprehensive industry coverage. It is a recommended companion resource for deeper insight into many of the themes covered in this report.

## Methodology

As interest in the game development sector continues to rise and more analyses are being produced, the integrity of research methodology becomes increasingly important. This report was developed with particular care to ensure the data used is as accurate and reliable as possible.

Unlike in more traditional industries, Poland lacks open-access registries that would enable a straightforward statistical assessment of the game sector. The industry's digitized and global nature necessitates the collection of original data

for meaningful research. For this report, information was collected in stages, with an emphasis on minimizing reliance on single-source internet surveys. Efforts were made to achieve a well-rounded sample that reflects the industry's structure, particularly in areas critical to the report's conclusions. Where data was missing, cautious estimation and interpolation were used. Some figures may differ from past editions due to improved data sets; such changes usually reflect corrections, with the studios' number being the only methodological shift exception. A few additional methodological notes are worth highlighting.

One of the first challenges in compiling industry statistics was determining how many active studios operate in a country. Methods used in other regions vary significantly, and comparisons underscore the importance of a clearly defined approach. For this report, a master database of over 1 920 entries was compiled, including corrections to numerous records misclassified in other databases – such as misattributed country of origin or the inclusion of unrelated companies, such as software houses or gambling operators. Pruning inactive records, including those for studios that have since closed, and handling name changes remain other challenges. In both cases, hundreds of such records are tracked. A separate difficulty lies in defining what qualifies as a gamedev studio – especially when distinguishing student teams, game jam participants,

or informal groups. Here, we focused on the key to achieving a commercial release, most commonly on Steam. The number of companies in Poland could be easily bloated by including hundreds of companies that are actually a single person working on a B2B contract for a single company, a peculiarity of the Polish job market. In contrast, counting third-party publishers was more straightforward: only companies that demonstrably released titles developed externally were included; mere announcements or plans were disregarded. Across the board, most figures in this report should be considered conservative.

Another complex issue in the industry reporting is the fluid line between first-party development, outsourcing, and third-party services. This report classifies all teams involved in actual game production as part of the development sector – even when these teams are part of companies also offering external services – since internal and external development often coexist under one roof. A broader inclusion of auxiliary services related to the game market, but not directly to game production, would have substantially increased the totals, especially by at least a few thousand in the workforce. The same applies to the foreign workforce: our estimates exclude positions like customer support agents working for large service providers. If such roles were included, the reported number of foreign professionals could be nearly double.

The one-million-copies-sold ranking shown in this report uses only verified base sales figures. It excludes giveaways, bundles, deeply discounted sales (below €1), or free downloads.

Subscription services, most notably Game Pass – are also generally excluded due to the current lack of transparent methodologies for conversion and valuation. Another important note is that, for conciseness, it holds game IPs or brands, not every single title or sequel. With that, in several cases, a single position could actually mean two or even three separate games.

We want to thank the European Games Developer Federation for its ongoing work in cross-national data collection and coordination of methodology discussions. Their reports and collaborative workgroups provide meaningful

insights and serve as valuable forums for knowledge exchange and for improving future research practices.

## Tabletop games sources

Data describing the domestic tabletop game market in Poland was gathered from the following secondary sources:

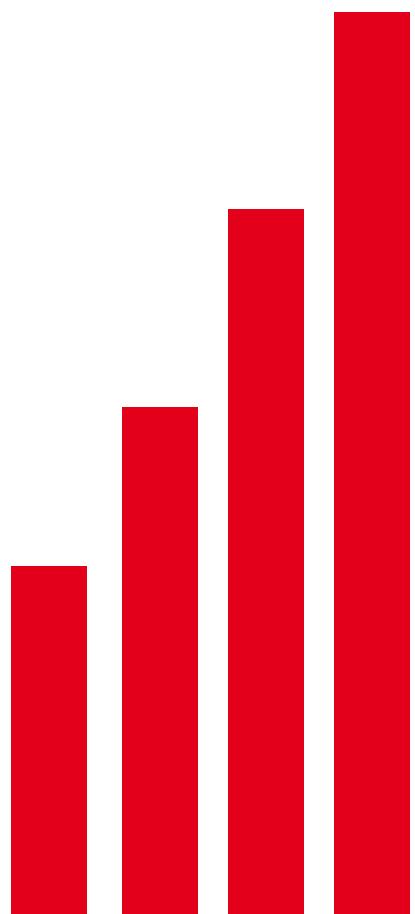
- Market data for 2024 provided by RMD Research.
- Official company websites and press releases (Rebel, Trefl S.A., Portal Games, Galakta, Ravensburger, Winning Moves, etc.).
- BoardGameGeek.com database for publisher and game information.
- Crowdfunding platforms Kickstarter.com and Gamefound.com for campaign data.

All values presented in the chapter are gross sales prices.

# 10. Companies catalog

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The catalog is by no means a complete list of companies in the Polish game industry. Instead, it contains entries of those that volunteered to fill in. The data was provided by the companies themselves.



# 11 bit studios

[www.11bitstudios.com](http://www.11bitstudios.com), [pawel.miechowski@11bitstudios.com](mailto:pawel.miechowski@11bitstudios.com)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch, Mobile

**Models:**

Premium

**Best known for:**

Frostpunk, This War of Mine, Frostpunk 2, The Alters

**Next big thing:**

Frostpunk 2 for Xbox and PlayStation

**Description:**

A collective of talented devs and skillful publishers reaching millions of hardcore gamers, driven by the creation of meaningful entertainment. We are seeking experienced dev teams to form publishing partnerships with teams with which we share an artistic sensibility, and the desire to create thought-provoking games while maintaining a smart business approach to the process.

**Operating since:** 2009 **Team size:** 280

# 2B Games

[www.2b-games.com](http://www.2b-games.com), [contact@2b-games.com](mailto:contact@2b-games.com)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch

**Models:**

External development/Outsourcing/ Services, premium

**Best known for:**

Tempest Rising – A classic, base-building real-time strategy game set in an alternate universe

**Next big thing:**

TBA

**Description:**

We are a studio founded by veterans with over fifteen years of experience in creating a range of recognized and award-winning commercial projects from the AA segment, published on many platforms. The idea behind our company is to create ambitious and demanding titles (for creators and players alike), using the Unreal Engine with a number of in-house extensions growing from project to project.

**Operating since:** 2018 **Team size:** 10

## 7Levels

[www.7lvs.com](http://www.7lvs.com), [office@7lvs.com](mailto:office@7lvs.com)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch, Mobile

**Models:**

Premium, Other

**Best known for:**

Kong: Survivor Instinct

**Next big thing:**

Castle of Heart: Retold

**Description:**

7Levels is an indie studio creating, testing, and publishing games for PC, PlayStation, Xbox, and Nintendo Switch.

While we deliver diverse projects worldwide (publisher), our core lies in 2.5D action-adventure platformers (developer). Our biggest release so far is Kong: Survivor Instinct, developed in collaboration with Legendary Studio.

**Operating since:** 2014 **Team size:** 10

## 8Bit

[www.8bitplay.com](http://www.8bitplay.com), [contact@8bitplay.com](mailto:contact@8bitplay.com)



**Platforms:**

Other

**Models:**

Other

**Best known for:**

not applicable

**Next big thing:**

not applicable

**Description:**

8Bit is a games industry recruitment hub, connecting studios with top talent through our premium recruitment services and dedicated job board. We operate globally across all areas of game development, offering cost-effective business models for studios of all sizes. Over the past decade, we've partnered with 105 clients, with a 96% referral rate.

**Operating since:** 2015 **Team size:** 8

# A2 Softworks

[www.a2softworks.com](http://www.a2softworks.com), [contact@a2softworks.com](mailto:contact@a2softworks.com)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch, Mobile

**Models:**

External development/Outsourcing/ Services, premium

**Best known for:**

Gatewalkers, a unique mixture of cross-platform coop game, survival and RPG

**Description:**

A2 Softworks is an independent game development studio based in Poznań, Poland. It is built by gamers for gamers. We specialize in cross-platform online games with a strong focus on co-op. We design and develop the kind of games we'd want to play ourselves.

**Operating since:** 2017 **Team size:** 8

# S2 Games

[www.s2.games](http://www.s2.games), [contact@s2.games](mailto:contact@s2.games)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch

**Models:**

External development/Outsourcing/ Services, premium

**Best known for:**

Global game distribution with strong presence in Asia

**Next big thing:**

Strategy games lineup reveal

**Description:**

S2 Games is an indie publisher and developer, currently focused on strategy games, with a lineup reveal coming soon. We also manage worldwide distribution, including LATAM and Asia, ensuring secure operations, strong partner relations, and maximum sales reach.

**Operating since:** 2022 **Team size:** 3

## Afterburn

[www.afterburn.games](http://www.afterburn.games), [hello@afterburn.games](mailto:hello@afterburn.games)

**Platforms:**

PC, Xbox, Nintendo Switch, Mobile

**Models:**

Premium

**Best known for:**

Railbound - Overwhelmingly Positive on Steam

**Next big thing:**

An unannounced game

## AFTERBURN

**Description:**

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

**Operating since:** 2018 **Team size:** 6

## Anaesthetic sp. z o.o.

[www.anaesthetic.pl](http://www.anaesthetic.pl) [clinic@anaesthetic.pl](mailto:clinic@anaesthetic.pl)



**Platforms:**

PC

**Models:**

Premium

**Best known for:**

We are most proud of our upcoming title Unwell

**Next big thing:**

We are working on the full version of Unwell

**Description:**

Anaesthetic is a Wrocław-based game development studio focused on delivering intellectually and emotionally engaging experiences. Our mission is to create games with metaphysical depth and rewarding challenge. Our upcoming project, Unwell, explores psychological horror through narrative and design excellence.

**Operating since:** 2022 **Team size:** 8



## Ancient Forge

[www.ancientforgestudio.com](http://www.ancientforgestudio.com), [contact@ancientforgestudio.com](mailto:contact@ancientforgestudio.com)

**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch

**Models:**

Premium

**Best known for:**

Hotel Galactic, The Tenants

**Next big thing:**

Hotel Galactic's road to Full Release

**Description:**

Ancient Forge is a game development and publishing company from Poland led by experienced game developers with a strong passion for mechanics-heavy games. Known mostly for their well-received landlord sim *The Tenants*, released back in 2022, Ancient Forge continues to innovate in the realm of management and simulation games.

**Operating since:** 2019 **Team size:** 33

## Anshar Publishing

[www.ansharpublishing.com](http://www.ansharpublishing.com), [office@ansharpublishing.com](mailto:office@ansharpublishing.com)



**Platforms:**

PC, PlayStation, Xbox

**Models:**

Other

**Best known for:**

Gamedec, Coridden, Zoria: Age of Shattering

**Next big thing:**

Bytebond, Sigilfarer, TBA

**Description:**

Publishing indie games where players' story is the sum of their choices, including Coridden, Gamedec, Zoria: AOS and more. Our commitment is more than just ticking boxes; it is also about creating an environment where innovation and fun can coexist. Although our roots are in RPGs, we are happy to explore new genres and ensure that each project we publish adds something unique to the gaming world.

**Operating since:** 2022 **Team size:** 5

# Anshar Studios

[www.ansharstudios.com](http://www.ansharstudios.com), [office@ansharstudios.com](mailto:office@ansharstudios.com)



**Platforms:**

PC, PlayStation, Xbox

**Models:**

Premium

**Best known for:**

Reimagining of Painkiller, the most ambitious title Anshar Studios has undertaken up till 2025

**Next big thing:**

Painkiller – release incoming in October 2025

**Description:**

Anshar Studios is an AA premium PC and console video game developer specializing in Unreal Engine 5 full-cycle development and co-development. We developed games such as Layers of Fear, Gamedec, and we are responsible for the reimagining of Painkiller. We helped with titles like Killing Floor 3, Silent Hill 2, Baldur's Gate 3, Divinity Original Sin 2, Dead by Daylight, and Darksiders 3.

**Operating since:** 2013 **Team size:** 200

# Artifex Mundi S.A.

[www.artifexmundi.com](http://www.artifexmundi.com), [contact@artifexmundi.com](mailto:contact@artifexmundi.com)



ARTIFEX MUNDI

**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch, Mobile

**Models:**

F2P, Premium

**Best known for:**

Unsolved – evergrowing collection of hidden object puzzle adventure games with 13 M downloads

**Next big thing:**

Metagame in Unsolved and a yet-to-be-announced F2P RPG title

**Description:**

Artifex Mundi is a leading developer and publisher of mobile adventure games based in Katowice, Poland. For 18 years, they've been crafting engaging titles enjoyed by players worldwide. Currently focused on F2P mobile titles – ranging from mystery adventures (Unsolved) to upcoming RPGs (TBA). They create with passion and aim for top-tier quality and immersive gameplay.

**Operating since:** 2006 **Team size:** 120

# Artificer

[www.artificer.com](http://www.artificer.com), [contact@artificer.com](mailto:contact@artificer.com)



**Platforms:**

PC

**Models:**

Premium

**Best known for:**

Showgunners, Sumerian Six

**Next big thing:**

We're working on a very promising roguelite title that offers a fresh take on the genre.

**Description:**

Artificer has established itself as a standout studio in the tactical and strategy genre, following the critically and player-acclaimed releases of Showgunners (2023) and Sumerian Six (2024). Known for their distinctive visual style, smart design, and sharp tone, the team continues to push genre boundaries with each new project.

**Operating since:** 2019 **Team size:** 14

# Awaken Realms (AR Digital Sp. z o.o.)

[www.awakenrealms.com](http://www.awakenrealms.com), [publishing@awakenrealms.com](mailto:publishing@awakenrealms.com)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch

**Models:**

Premium

**Best known for:**

Tainted Grail: The Fall of Avalon

**Next big thing:**

Not announced yet

**Description:**

Awaken Realms is an innovative game development studio known for immersive digital experiences and captivating narratives. Creators of acclaimed titles like Tainted Grail: Conquest, Tainted Grail: The Fall of Avalon or Nemesis: Lockdown, they blend strategic depth with stunning visuals, delivering unique worlds that players worldwide love to explore.

**Operating since:** 2014 **Team size:** 206

# Awesome Games Studio

[www.awesomgamesstudio.com](http://www.awesomgamesstudio.com),  
[contact@awesomgamesstudio.com](mailto:contact@awesomgamesstudio.com)



## Platforms:

PC, PlayStation, Xbox, Nintendo Switch,

## Models:

Premium

## Best known for:

Yet Another Zombie Survivors – one of the best-selling and top-rated bullet heaven games

## Next big thing:

Into the Underworld – a mix of deck-building roguelite and real-time strategy

## Description:

Awesome Games Studio was founded in 2009 and is proudly based in the beautiful city of Kraków, Poland. Over the years, we've developed a variety of games for platforms including Steam, Xbox, PlayStation, and Nintendo Switch. We're committed to our independence, self-funding and self-publishing all of our titles. Our passion for game development is matched only by our love of playing games.

**Operating since:** 2009 **Team size:** 9

# Baked Games S.A.

[www.bakedgames.pl](http://www.bakedgames.pl), [marketing@bakedgames.pl](mailto:marketing@bakedgames.pl)



## Platforms:

PC, PlayStation, Xbox, Nintendo Switch

## Models:

Premium

## Best known for:

Prison Simulator – good sales, good reviews and good coverage on YouTube

## Next big thing:

Alaska Gold Fever- survival and gold mining in the untamed open world of 19th-century Alaska!

## Description:

Our story began in 2015. Our first productions were mainly aimed at the youngest gamers. The next step was the cooperation with PlayWay S.A. – our current publisher. With them, we released a hit: Prison Simulator – a funny game that received many good reviews. Now, among other small projects, we are preparing a prison-themed sequel and completely new adventure – Alaska Gold Fever.

**Operating since:** 2015 **Team size:** 10

# Better Gaming Agency

[www.bettergaming.pro](http://www.bettergaming.pro), [contact@bettergaming.pro](mailto:contact@bettergaming.pro)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch, vr/ar

**Models:**

Other

**Best known for:**

Ability to adapt flexibly to individual client needs and consistently deliver high-quality results

**Next big thing:**

We're launching our own game development studio and indie game publishing. Let's work together!

**Description:**

As an international gaming agency, we work with companies and brands from the video games industry – be it veterans or those just making their first steps. We help build product awareness and reach a suitable audience. We specialize not only in video games (PC, console, mobile), but also in hardware and events, both online and offline, to make sure everything is better.

**Operating since:** 2018 **Team size:** 12

# Bit Golem

[www.bitgolemgames.com](http://www.bitgolemgames.com),  
[contact@bitgolemgames.com](mailto:contact@bitgolemgames.com)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch, vr/ar

**Models:**

Premium

**Best known for:**

Dagon: by H. P. Lovecraft

**Next big thing:**

Pool of Madness

**Description:**

We're Bit Golem – a small development studio from Poland, passionate about narrative games and experimenting with the medium. After years of working mainly for publishers, we've decided to concentrate on our own gamedev endeavours which, despite belonging to different genres, will have a strong common thread – the focus on story.

**Operating since:** 2013 **Team size:** 2

## Black Drakkar Games

[www.blackdrakkar.games](http://www.blackdrakkar.games), [contact@blackdrakkar.games](mailto:contact@blackdrakkar.games)



**Platforms:**

PlayStation, Xbox

**Models:**

External development/Outsourcing/ Services

**Best known for:**

Co-development of Fort Solis. Development of TPP SciFi Horror on behalf of a renowned game studio

**Next big thing:**

TPP Sci-Fi Horror for a renowned studio, plus a self-developed project in Unreal Engine 5

**Description:**

Black Drakkar Games is a Polish studio founded by industry veterans. Our team co-developed Fort Solis and Ultra Mega Cats. We contributed to Silent Hill 2, S.T.A.L.K.E.R. 2, The Sinking City 2 Remastered. Now we are developing a TPP Sci-Fi Horror for a renowned studio and our own unannounced UE5 project.

**Operating since:** 2021 **Team size:** 61

## Black Lantern Collective

[www.blacklanterncollective.com](http://www.blacklanterncollective.com),  
[publishing@blacklanterncollective.com](mailto:publishing@blacklanterncollective.com)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch,

**Models:**

Premium, Other

**Best known for:**

We are in the process of bringing to market our first 11 uniquely disturbing horror games

**Next big thing:**

Caput Mortum, CHILDREN OF SATURN, Dead Finger Dice, Nightmare House, White Line Fever

**Description:**

Black Lantern Collective is a group of horror specialists who rejected the rigid structures of traditional publishing to bring you the weird shit that freaks like us want to play. Together, we have over 15 years of experience in the genre, and our team has brought some of the biggest hits of recent years to market. And we watch bad horror movies on the weekends. Open invite.

**Operating since:** 2025 **Team size:** 15

## BoomBit SA

[www.boombit.com](http://www.boombit.com), [contact@boombit.com](mailto:contact@boombit.com)

**BOOMBIT**

**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch, Browser, Mobile

**Models:**

F2P, Premium

**Best known for:**

Ramp Car Jumping, Slingshot Stunt Driver & Sport, Tiny Gladiators, Darts Club, and Hunt Royale

**Next big thing:**

New game inspired by the mechanics of Hunt Royale. The game will take us to a futuristic world

**Description:**

BoomBit is a mobile, PC and console game developer and publisher with over 300 people on board. Apart from our internal development teams, BoomBit also includes specialized teams in such areas as Art, Design, Business Intelligence, Games Creatives, User Acquisition, Data Analysis, Marketing and Porting.

**Operating since:** 1997 **Team size:** 300

## Bones Studio

[www.bones.studio](http://www.bones.studio), [contact@bones.studio](mailto:contact@bones.studio)

**BONES**®

**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch, Mobile, vr/ar

**Models:**

External development/Outsourcing/ Services

**Best known for:**

Hellblade II cutscene animation, Silent Hill 2 Remake gameplay/cutscene animation, Delta Force mocap

**Next big thing:**

Various unannounced projects

**Description:**

Character animation experts based in Warsaw with over 11 years of experience delivering top-tier AAA-quality motion capture, performance capture, and character animation. Motion is at the core of everything we do. What began as a focus on motion capture has evolved into a comprehensive suite of services, including cinematic animation, gameplay animation, previs, UE integration and 3d scanning.

**Operating since:** 2019 **Team size:** 50

# Byte Barrel

[www.bytebarrel.com](http://www.bytebarrel.com), [contact@bytebarrel.com](mailto:contact@bytebarrel.com)



## Platforms:

PC, PlayStation, Xbox, Nintendo Switch

## Models:

External development/Outsourcing/  
Services, premium

## Best known for:

Developer of the Forgive Me Father series,  
a Lovecraftian, action-packed shooter  
featuring distincti

## Next big thing:

TRUST – A vampire-themed shooter with  
immersive sim elements, along with other  
projects yet to be announced

## Description:

Byte Barrel is an independent video game developer founded in 2017 by Ernest Krystian and Kamil Przeździecki. The studio started with two game enthusiasts and grew into a team full of talented professionals who share the same passion. We focus on what we do best, which is creating action-packed titles with stunning visuals crafted by hand with the utmost attention to detail.

**Operating since:** 2017 **Team size:** 15

# Carbon Studio

[www.carbonstudio.pl](http://www.carbonstudio.pl), [contact@carbonstudio.pl](mailto:contact@carbonstudio.pl)



## Platforms:

PC, PlayStation, Xbox, Nintendo Switch,  
Mobile, vr/ar

## Models:

Premium

## Best known for:

The Wizards series – top-selling VR games  
on all major platforms, consistently rated  
around 4 stars

## Next big thing:

VR/XR titles focused on driving and PC/  
Console high-stakes adventures

## Description:

Carbon Studio is a leading VR/XR developer. For nearly a decade, we've pioneered mechanics like gesture-based spellcasting. Innovation and technology drive everything we do. Using both Unreal Engine and Unity, we craft unforgettable experiences for players worldwide. We're currently prototyping unique mechanics for PC and console as well.

**Operating since:** 2015 **Team size:** 25

# CHERRYPICK GAMES

[www.cherrypickgames.com](http://www.cherrypickgames.com), [hello@cherrypickgames.com](mailto:hello@cherrypickgames.com)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch, Mobile

**Models:**

External development/Outsourcing/ Services, F2P, premium

**Best known for:**

My Hospital, My Spa Resort, Touchdown Hero, Kingdoms: Merge & Build (Mobile, Apple Arcade)

**Next big thing:**

Quartermaster, Sniper at Work, ANGST

**Description:**

Founded in 2014 in Warsaw, Cherrypick Games creates polished, accessible games with standout visuals. Since 2024, we've focused on PC and console platforms, while continuing to support mobile, where we built our foundations. Backed by industry veterans, we craft experiences that are engaging, memorable, and player-first across all platforms.

**Operating since:** 2014 **Team size:** 12

# Chronospace Sp. z o.o.

[www.chronospace.com](http://www.chronospace.com), [hello@chronospace.com](mailto:hello@chronospace.com)



**Platforms:**

PC

**Models:**

External development/Outsourcing/ Services, premium, Other

**Best known for:**

Aviators - more than 250.000 downloads.

**Next big thing:**

War Mechanic - an open-world action-adventure game

**Description:**

Chronospace is a team of ambitious creators with strong game dev experience. After titles like Cyphers Game; and Aviators we are now focused on a new project - War Mechanic. At Chronospace, we are passionate about creating unique and engaging gaming adventures, and we're excited to see where our creativity takes us next.

**Operating since:** 2019 **Team size:** 15

# CrazyGoatGames

[www.crazygoat.games](http://www.crazygoat.games), [pr@crazygoat.games](mailto:pr@crazygoat.games)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch

**Models:**

Premium

**Best known for:**

Worshippers of Cthulhu

**Next big thing:**

Tamer Town

**Description:**

Crazy Goat Games (or CGG for short) is an indie game studio based in Poland, dedicated to creating fun and unique takes on video games. With over 10 years of experience in making products for our clients, we've recently started developing games of our own, and we are here to stay.

**Operating since:** 2013 **Team size:** 25

# Creepy Jar

[www.creepyjar.com](http://www.creepyjar.com), [office@creepyjar.com](mailto:office@creepyjar.com)



**Platforms:**

PC, PlayStation, Xbox

**Models:**

Premium

**Best known for:**

Green Hell

**Next big thing:**

StarRupture

**Description:**

Creepy Jar, based out of Warsaw, Poland, is the publisher and developer of the critically acclaimed survival game, Green Hell. Established in 2016, it's a collection of experienced creators passionate about bringing the best Premium Indie games. Their new project – StarRupture, an advanced base-building FPP simulator with survival elements – will debut in PC Early Access on January 6th, 2026.

**Operating since:** 2016 **Team size:** 64

# Critical Hit Games

[www.criticalhit.games](http://www.criticalhit.games), [hello@criticalhitgames.pl](mailto:hello@criticalhitgames.pl)



## Platforms:

PC, PlayStation, Xbox

## Models:

Premium

## Best known for:

Nobody Wants to Die, a multi-award-winning game, e.g., Xbox Excellence Awards, Digital Dragons Awards

## Next big thing:

Undisclosed

## Description:

An independent studio focused on crafting ambitious, story-first games with striking visuals and thought-provoking themes. We aim to build distinctive IPs that blend emotional storytelling with original gameplay, earning a reputation for meaningful, high-quality experiences.

**Operating since:** 2020 **Team size:** 5

# Crunching Koalas

[www.crunchingkoalas.com](http://www.crunchingkoalas.com), [info@crunchingkoalas.com](mailto:info@crunchingkoalas.com)



## Platforms:

PC, PlayStation, Xbox, Nintendo Switch

## Models:

External development/Outsourcing/ Services, premium

## Best known for:

Porting and publishing Darkwood on consoles

## Next big thing:

Console release of Heading Out, a story-driven driving roguelite

## Description:

Crunching Koalas is a Warsaw-based boutique publisher and porting studio that focuses on bringing exceptional games to players across all platforms. They have worked on many recognizable and critically acclaimed games – Thronebreaker: The Witcher Tales, Darkwood, and This War of Mine are just a few.

**Operating since:** 2011 **Team size:** 17

# Cubepotato Games

[www.cubepotato.eu](http://www.cubepotato.eu), [studio@cubepotato.eu](mailto:studio@cubepotato.eu)



**Platforms:**

PC

**Models:**

Premium

**Best known for:**

Game Telegraphist 1920: Beats of War – more than 10 000 wishlists in 1 year

**Next big thing:**

Telegraphist 1920: Beats of War  
– a narrative rhythm game for PC  
– late 2025

**Description:**

Cubepotato Games is a small indie game studio originally founded by a group of high school friends who just love making games. It is a creative kitchen where we cook unique and immersive experiences. We enjoy taking part in a variety of game jams, each time trying a totally different idea. In fact, that's how our flagship game – Telegraphist 1920: Beats of War – began.

**Operating since:** 2023 **Team size:** 6

# Cyfrowy Nomada Krzysztof Krystian Jankowski

[www.nomada.plx.in](http://www.nomada.plx.in), [kj@plx.in](mailto:kj@plx.in)



**Platforms:**

Browser, PC, Other

**Models:**

External development/Outsourcing/  
Services

**Best known for:**

Tanks of Freedom

**Next big thing:**

Cortex Labs

**Description:**

Cyfrowy Nomada is the commercial division of P1X Indie Game Development Studio, specializing in retro gaming experiences. We create pixel-perfect games with period-accurate color palette restrictions for vintage computing platforms, with particular expertise in MS-DOS development for 486-era PCs and distribution through authentic floppy disks.

**Operating since:** 2020 **Team size:** 1

# DaminDesign

[www.damindesign.com](http://www.damindesign.com), [contact@damindesign.com](mailto:contact@damindesign.com)



**Platforms:**

PC, Browser

**Models:**

External development/Outsourcing/  
Services, F2P, premium, Other

**Best known for:**

Create new games by new AI technology

**Next big thing:**

Create own game AI Engine and innovate  
technology at company

**Description:**

DaminDesign is an innovative company that creates games and advanced graphic solutions. We develop proprietary technology that accelerates game design. We use the latest AI technologies to create games, 2D and 3D graphics, and photorealistic architectural visualizations. Our mission is creativity, quality, and modernity. We invite you to cooperate!

**Operating since:** 2022 **Team size:** 2

# Digital Dragons

[www.digitaldragons.pl](http://www.digitaldragons.pl), [info@digitaldragons.pl](mailto:info@digitaldragons.pl)



**Platforms:**

Other

**Models:**

Other

**Best known for:**

Supporting diverse game studios to grow,  
innovate, and reach global audiences

**Next big thing:**

Increasing the profile and international  
recognition of the Digital Dragons  
Conference

**Description:**

Digital Dragons Hub supports the Polish game ecosystem, providing mentoring, networking, and funding guidance. It helps studios develop games across platforms, refine business models, and expand internationally. Its most recognized initiative is the Digital Dragons conference, boosting innovation and the visibility of the industry.

**Operating since:** 2012 **Team size:** 92

# Digital Melody

[www.digitalmelody.eu](http://www.digitalmelody.eu), [hello@digitalmelody.eu](mailto:hello@digitalmelody.eu)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch,  
Mobile

**Models:**

F2P, premium

**Best known for:**

Timberman, Supermarket Manager  
Simulator

**Next big thing:**

Prison Escape Simulator

**Description:**

Digital Melody S.A. is a Polish game studio founded over a decade ago by a group of passionate creators. Best known for the Timberman series – the studio focuses on delivering original, highly engaging games with simple mechanics and a unique visual style. With a motto of innovative gameplay and unlimited fun, Digital Melody primarily focuses on mobile platforms and free-to-play titles.

**Operating since:** 2013 **Team size:** 14

# Donkey Crew Sp. z o.o.

[www.donkey.team](http://www.donkey.team), [hello@donkey.team.eu](mailto:hello@donkey.team.eu)



**Platforms:**

PC, Xbox

**Models:**

Premium

**Best known for:**

Bellwright

**Next big thing:**

Bellwright Xbox Release – Q4 2025

**Description:**

Donkey Crew is an ambitious game studio based in Wrocław, Poland, made up of passionate gamers from around the world. The team is constantly evolving, pursuing their own ideas for original productions. The studio's latest game, Bellwright, was released in Early Access in 2024, winning acclaim from players and media alike.

**Operating since:** 2018 **Team size:** 44

# DRAGO entertainment

[www.drago-entertainment.com](http://www.drago-entertainment.com),  
[ksasorski@drago-entertainment.com](mailto:ksasorski@drago-entertainment.com)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch

**Models:**

Premium

**Best known for:**

Gas Station Simulator

**Next big thing:**

Winter Survival (leaving EA this year), Road Diner Simulator, Airport Contraband

**Description:**

DRAGO has been creating immersive games since 1998. With nearly 50 passionate developers, they believe in the transformative power of gaming. Their hit title, Gas Station Simulator, launched on September 15, 2021, and became a Steam bestseller. They continue to support current games while expanding with exciting new projects.

**Operating since:** 1998 **Team size:** 50

# Draw Distance

[www.drawdistance.dev](http://www.drawdistance.dev), [ir@drawdistance.dev](mailto:ir@drawdistance.dev)

DRAW\_DISTANCE

**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch

**Models:**

Premium

**Best known for:**

Serial Cleaner and Serial Cleaners and trilogy of Vampire: The Masquerade

**Next big thing:**

We are focussing on the development of the Serial Cleaner and Serial Cleaners IP

**Description:**

Draw Distance S.A. develops independent video games primarily for video game consoles and PC. These are premium-segment games designed for a wide audience worldwide. We create action-oriented games with a focus on crime themes, offering complex combat systems and a high level of replayability.

**Operating since:** 2009 **Team size:** 5



## Dreamgrit

[www.dreamgrit.com](http://www.dreamgrit.com), [igor.hardy@gmail.com](mailto:igor.hardy@gmail.com)

### Platforms:

PC, Nintendo Switch, Mobile

### Models:

Premium

### Best known for:

Snakes of Avalon - an award-winning, niche adventure game praised for its psychedelic storyline

### Next big thing:

The Saragossa Manuscript - a narrative roguelite full of romance, honor duels, and grisly curses

### Description:

1. Become an indie game studio with modest means but BIG dreams!
2. Pour your heart into your PUNK mishaps.
3. Die, fluff, die! Make ONLY essential games.
4. Give the player scenarios with improvisation opportunities.
5. Proc-gen can get UGLY - Let's go for it!

**Operating since:** 2011 **Team size:** 3

## ekhart Studios

[www.ekhart.pl](http://www.ekhart.pl), [studios@ekhart.pl](mailto:studios@ekhart.pl)

### Platforms:

PC, PlayStation, Xbox, Nintendo Switch, VR/AR, Browser

### Models:

External development/Outsourcing/ Services, F2P, premium

### Best known for:

Supremacy: Warhammer 40,000, Temple Run: Idle Explorers, Floodland&Oh...Sir! The Insult Simulator

### Next big thing:

- Loading...

### Description:

One-man gamedev army focused on bringing order and top-quality C# code solutions experienced in my IT past by mentoring even the most chaotic Unity teams to deliver best games. I've worked on Nintendo Switch ports, in over 70 people projects, led small and medium sized teams, creating fresh prototypes and maintaining over decade-old mobile games.

**Operating since:** 2023 **Team size:** 1

# Enclave Games

[www.enclavegames.com](http://www.enclavegames.com), [contact@enclavegames.com](mailto:contact@enclavegames.com)



ENCLAVE  
GAMES

**Platforms:**

Mobile, Browser

**Models:**

External development/Outsourcing/  
Services, Other

**Best known for:**

Building and promoting web games,  
fostering Gamedev.js community,  
organizing js13kGames competition

**Next big thing:**

More web games, next editions of  
Gamedev.js Jam and js13kGames  
competition

**Description:**

Enclave Games is a tiny, two-person Indie Game Development Studio building hyper casual mobile Web games since 2012. Andrzej Mazur is a JavaScript programmer, and Ewa Mazur is a graphic designer. We are organizing the js13kGames competition and Gamedev.js Jam, sending out Gamedev.js Weekly newsletter, and fostering Web Game Development community in general.

**Operating since:** 2012 **Team size:** 2

# eNStudios

[www.enstudios.pl/en/](http://www.enstudios.pl/en/), [m.janowski@enstudios.pl](mailto:m.janowski@enstudios.pl)



**Platforms:**

PC, VR/AR

**Models:**

External development/Outsourcing/  
Services

**Best known for:**

Motion Capture and CGI

**Next big thing:**

Virtual 3D Environments

**Description:**

We are a member of the prestigious Human Touch Group, our state-of-the-art facility in Poland is not just a building but a hub of creativity and technological advancement. We are proud owners of dedicated studios equipped with the latest technology in Motion Capture, Photography, Video, and Audio. This technological synergy is crucial for Unreal Engine, which is at the forefront of a real-time 3D creation.

**Operating since:** 2022 **Team size:** 20

# Event Horizon

[www.linktr.ee/eventhorizondev](http://www.linktr.ee/eventhorizondev), [contact@evehor.com](mailto:contact@evehor.com)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch

**Models:**

Premium

**Best known for:**

Tower of Time – a story-rich dungeon crawler with innovative real-time combat with pause

**Next big thing:**

TBA

**Description:**

We are an independent video game developer and publisher. In 2018 we released our debut title – 'Tower of Time' – a story-rich dungeon crawler with innovative real-time combat that lets you pause or slow down the time. Our latest and much more ambitious project – 'Dark Envoy' – a non-linear RPG where player's choices really matter, was released in late 2023.

**Operating since:** 2016 **Team size:** 5

# EXOR Studios

[www.exorstudios.com](http://www.exorstudios.com), [pawel.lekki@exorstudios.com](mailto:pawel.lekki@exorstudios.com)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch

**Models:**

Premium

**Best known for:**

The Riftbreaker

**Next big thing:**

Unannounced new game

**Description:**

A team of passionate veterans, EXOR Studios is focused on delivering high-quality titles to the core gaming platforms, PCs and consoles. Founded in 2007, 100% independent.

**Operating since:** 2007 **Team size:** 15

# Fabryka Gier

[www.fabrykagier.pl](http://www.fabrykagier.pl), [mail@fabrykagier.pl](mailto:mail@fabrykagier.pl)



## Platforms:

PC, Mobile, Browser

## Models:

External development/Outsourcing/  
Services, F2P

## Best known for:

Brain Buddies, Diamond Dash, Panda Pop

## Next big thing:

We're releasing our first PC game,  
Colorami!

## Description:

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

**Operating since:** 2005 **Team size:** 40

# False Prophet

[www.falseprophet.dev](http://www.falseprophet.dev), [p.pacynko@falseprophet.dev](mailto:p.pacynko@falseprophet.dev)



## Platforms:

PC, PlayStation, Xbox, Nintendo Switch

## Models:

Premium

## Best known for:

BEAST: False Prophet

## Next big thing:

BANSHEE: Demon Girl

## Description:

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

**Operating since:** 2019 **Team size:** 10



## Far From Home

[www.farfromhomegames.com](http://www.farfromhomegames.com), [info@farfromhome.games](mailto:info@farfromhome.games)

### Platforms:

PC, PlayStation

### Models:

Premium

### Best known for:

Forever Skies, our first game which sold over 400k copies worldwide

### Next big thing:

Forever Skies post-launch support, and our second game

### Description:

Far From Home is a Wroclaw-based independent studio with a team of experienced developers, creating video games from the AA segment for PC&leading consoles. The studio's first game is Forever Skies, a first-person, survival-based game taking place on a ruined Earth after an ecological disaster that wiped out humanity.

**Operating since:** 2020 **Team size:** 29

## Feardemic

[www.feardemic.com](http://www.feardemic.com), [biuro@feardemic-games.com](mailto:biuro@feardemic-games.com)



### Platforms:

PC, PlayStation, Xbox, Nintendo Switch, VR/AR

### Models:

Premium

### Best known for:

Garten of Banban

### Next big thing:

Bad Cheese and Dark Fracture

### Description:

Feardemic is a Krakow-based video game publisher specializing in horror titles. Founded in 2017 as a wholly owned subsidiary of Bloober Team, it focuses on third-party games across PC, PlayStation, Xbox, Nintendo and VR – crafting strong horror experiences. Feardemic has released hit indie horrors like Papetura, The Backrooms 1998, Garten of Banban, Nightmare Reaper, Stasis, DARQ and Bad Cheese.

**Operating since:** 2017 **Team size:** 9

# Flying Wild Hog

[www.flyingwildhog.com](http://www.flyingwildhog.com), [contact@flyingwildhog.com](mailto:contact@flyingwildhog.com)



**Platforms:**

PC, PlayStation, Xbox

**Models:**

Premium

**Best known for:**

Evil West, Shadow Warrior series, Trek to Yomi, Hard Reset

**Next big thing:**

We can't say much yet... but trust us – things are about to get wild!

**Description:**

Flying Wild Hog is a game studio located in Poland. Founded in 2009 in Warsaw, Flying Wild Hog's name evokes the same core feeling as its acclaimed catalog of titles – action-packed, fast-paced, and wholeheartedly unique.

**Operating since:** 2009 **Team size:** 315

# Fool's Theory

[www.foolstheory.com](http://www.foolstheory.com), [media@foolstheory.com](mailto:media@foolstheory.com)



**Platforms:**

PC, PlayStation, Xbox

**Models:**

External development/Outsourcing/ Services, premium

**Best known for:**

The Thaumaturge: a character-driven RPG with morally gray choices. 81% positive reviews on Steam

**Next big thing:**

The studio is focused on co-development with the biggest AAA studios in the Polish gaming industry

**Description:**

Fool's Theory is a Polish independent game development studio based in Bielsko-Biała. Founded by former members of CD PROJEKT RED, the company strives to create story-driven games. Creators of Seven: The Days Long Gone and The Thaumaturge; the latter gained positive public reception upon its release. Contributors to games such as Divinity: Original Sin 2 or Baldur's Gate 3.

**Operating since:** 2018 **Team size:** 173

# Forever Entertainment

[www.forever-entertainment.com](http://www.forever-entertainment.com),  
[pr@forever-entertainment.com](mailto:pr@forever-entertainment.com)



Forever Entertainment SA

**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch,  
 VR/AR

**Models:**

External development/Outsourcing/  
 Services, premium

**Best known for:**

FRONT MISSION Remake series – a classic  
 Square Enix franchise, reimagined for  
 modern players

**Next big thing:**

THE HOUSE OF THE DEAD 2: Remake –  
 the anticipated sequel to our  
 well-received on-rail shooter

**Description:**

We are a video game publisher and  
 developer for all major platforms, with  
 a strong focus on Nintendo Switch. We  
 specialize in remakes of well-established  
 IPs through collaborations with industry  
 leaders, and we partner with indie  
 developers to bring their games to a  
 wider global audience, supporting diverse  
 creative visions across genres and styles.

**Operating since:** 2010 **Team size:** 77

# Fornixa Games

[www.fornixagames.com](http://www.fornixagames.com), [fornixa.games@gmail.com](mailto:fornixa.games@gmail.com)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch

**Models:**

External development/Outsourcing/  
 Services, premium

**Best known for:**

Building a strong team for game  
 development without external funding,  
 achieving product diversity

**Next big thing:**

God Machines, a turn-based tactical RPG  
 with rogue-like elements, set in a post-  
 apo world ruled by AI

**Description:**

We're an aspiring indie game  
 development studio and publisher.  
 Founded by friends passionate about  
 business and video game development,  
 we're leveraging our extensive professional  
 experience and heads full of creative  
 ambition to deliver high-quality, artistic  
 games worth experiencing.

**Operating since:** 2024 **Team size:** 9

# Free Fall Entertainment

[www.freefallgames.dev](http://www.freefallgames.dev), [office@freefallgames.dev](mailto:office@freefallgames.dev)



**Platforms:**

PC, PlayStation, Xbox,

**Models:**

Premium

**Best known for:**

A team of veterans working a brand on IP, founded by gamedev investors

**Next big thing:**

Junkyard

**Description:**

Free Fall Entertainment is a new studio of veterans based in Wroclaw. We are equity funded as part of the accelerator Elbow Grease Games, the Combinator for Games launched by Humble Founder John Graham. Combining the UGC ecosystem with our visual identity lays the groundwork for a platform play in the future. The home for the best and most engaging dioramas on the internet.

**Operating since:** 2025 **Team size:** 7

# Frozen Way

[www.frozenway.games](http://www.frozenway.games), [contact@frozenway.games](mailto:contact@frozenway.games)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch, VR/AR

**Models:**

Premium

**Best known for:**

House Flipper Pets DLC – over 800.000 copies sold

**Next big thing:**

1. Honeycomb: The World Beyond  
| 2. Farmatic

**Description:**

Frozen Way is a group of over 80 cheerful people with a passion for video games. Gamedev is our lifestyle and philosophy, so there's nothing better than seeing our creations bring a lot of joy to the community. We're known for creating House Flipper Pets, Farm, Dine Out DLCs and co-releasing Builder Simulator and Chernobyl Liquidators. Currently developing Farmatic, Honeycomb, Campus Life.

**Operating since:** 2020 **Team size:** 80

# Frozengem Studio

[www.frozengem-studio.com](http://www.frozengem-studio.com), [biuro@frozengem-studio.com](mailto:biuro@frozengem-studio.com)



## Platforms:

PC

## Models:

External development/Outsourcing/  
Services, premium

## Best known for:

The winner of Best Indie Game at the  
Digital Dragons 2024 – Dungeons of the  
Amber Griffin

## Next big thing:

Dungeons of the Amber Griffin, a grid-  
based dungeon crawler inspired by  
authentic Kashubian beliefs

## Description:

Frozengem Studio is a one-person game  
and media production studio with  
20 years of marketing experience and  
10 years in gamedev. Specialized in  
vertical slices and A/AA game trailers.  
Currently developing its own IP –  
Dungeons of the Amber Griffin, a grid-  
based dungeon crawler rooted in  
Kashubian mythology, built in Unreal  
Engine 5.

**Operating since:** 2015 **Team size:** 1

# Funventure P.S.A.

[www.funventure.eu](http://www.funventure.eu), [contact@funventure.eu](mailto:contact@funventure.eu)



## Platforms:

PC, Mobile

## Models:

F2P

## Best known for:

Miners Settlement: Idle RPG – a relaxing  
pixel-art idle RPG and clicker

## Next big thing:

Gangside: Turf Wars – an action-RPG of  
gang fights, street wars, and turf conquest  
in a crime city

## Description:

We are a Polish game development studio  
specializing in free-to-play mobile and  
cross-platform games. Our focus is on  
creating accessible yet deep experiences  
supported by strong live-ops and  
player-first design. We combine creative  
storytelling, data-driven decision making,  
and a passion for building communities  
around our games.

**Operating since:** 2018 **Team size:** 14



## Galaktus

[www.galaktus.pl](http://www.galaktus.pl), [m.szukajt@galaktus.pl](mailto:m.szukajt@galaktus.pl)

**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch

**Models:**

External development/Outsourcing/  
Services

**Best known for:**

Working for some of the biggest and best  
Polish studios: 11 bit studios, Creepy Jar,  
People Can Fly

**Next big thing:**

Delivering premieres of a few A and AA  
titles we're supporting with marketing,  
QA and events

**Description:**

Galaktus is a marketing company built  
by enthusiasts and gamers aimed at  
delivering comprehensive global support  
– PR, events, influencers, QA, co-dev and  
publishing to game studios, publishers  
and other brands in the gaming industry.  
With almost 15 years of experience  
working for indies, AA and AAA titles in  
various fields, Galaktus focus is high-end  
service and friendly approach.

**Operating since:** 2011 **Team size:** 28

## GameHunters

[www.gamehunters-studio.com](http://www.gamehunters-studio.com), [gamehunters.marketing@gmail.com](mailto:gamehunters.marketing@gmail.com)



**Platforms:**

PC

**Models:**

Premium

**Best known for:**

Gunsmith Simulator

**Next big thing:**

Mars Colony Builder

**Description:**

GameHunters is an independent game  
development studio from Poland. We  
specialize in creating PC games for  
Steam. We are best known for Gunsmith  
Simulator – a realistic simulator that puts  
players in the shoes of a professional  
firearms expert. We continue to expand  
the universe with regular updates and  
DLCs. Our mission is to hunt for great  
ideas and turn them into memorable  
gaming experiences.

**Operating since:** 2020 **Team size:** 12

# Gamention

[www.gamention.com](http://www.gamention.com), [games@gamention.com](mailto:games@gamention.com)



**Platforms:**

PC, Mobile, Browser, VR/AR

**Models:**

F2P, premium

**Best known for:**

The Lost Score of Moniuszko: a HOPA mobile game, full SKU development

**Next big thing:**

Dice & Figurines - a Business Life

Simulator: a PC game, full SKU development

**Description:**

Gamention is a game developer based in Warsaw, Poland. Over the years, we have developed multiple mobile and browser games. The studio creates both original IP and works with developers to unlock the full potential of their projects. We have full self-publishing capability, development resources, and a deep network of professionals ready to make something great.

**Operating since:** 2013 **Team size:** 4

# Games Operators

[www.gameops.pl](http://www.gameops.pl), [contact@gameops.pl](mailto:contact@gameops.pl)



**Platforms:**

PC

**Models:**

Premium

**Best known for:**

911 Operator - more than one million copies sold

**Next big thing:**

Infection Free Zone - the #2 most-wishlisted game of Steam Next Fest 2023.

Based on real-world maps

**Description:**

Games Operators is a publishing company that invests, releases, and promotes video games. We help with the development of innovative and unique games. We are involved in projects on various levels of progress - from concepts to almost finished productions.

We offer technical consultations, provided by our internal development team called Jutsu Games, responsible for the success of the 911 Operator title.

**Operating since:** 2019 **Team size:** 25

# Games.Partners

[www.games.partners](http://www.games.partners), [contact@games.partners](mailto:contact@games.partners)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch

**Models:**

External development/Outsourcing/  
Services, premium

**Best known for:**

Securing attractive publishing deals

**Next big thing:**

New cross-promotion platform

**Description:**

Games.Partners specializes in business development and growth support for game developers. We secure publishing deals, build strong partnerships, and expand global sales through effective marketing, pricing optimization, and cross-promotions – helping titles reach their full commercial potential.

**Operating since:** 2019 **Team size:** 3

# Gamification Global

[www.gamificationglobal.com](http://www.gamificationglobal.com), [contact@gamificationglobal.com](mailto:contact@gamificationglobal.com)



**Platforms:**

Browser, VR/AR, Other

**Models:**

External development/Outsourcing/  
Services, F2P, premium

**Best known for:**

Gamification Global Gathering 2025  
- International, in-person conference  
hosted by us in Kraków

**Next big thing:**

Sustainable Business Crafter (card game)

**Description:**

Gamification Global is a community-driven social enterprise that uses gamification for social and environmental impact. We connect experts, enthusiasts, and practitioners worldwide to create meaningful experiences that inspire action.

**Operating since:** 2024 **Team size:** 4

# Gaming Network

[www.gamingnetwork.pl](http://www.gamingnetwork.pl), [gnet@gamingnetwork.pl](mailto:gnet@gamingnetwork.pl)



## Platforms:

PC, Browser, Mobile

## Models:

External development/Outsourcing/  
Services, premium, Other

## Best known for:

We are most proud of our validation by  
two incubators and receiving financial  
support from one of them

## Next big thing:

We are working on an MVP that will be  
fully functional and ready as our first  
product

## Description:

Gaming Network is a modular platform  
that aims to strengthen relationships  
between various areas in the gaming  
sector. Currently, the platform's base has  
been fully designed, i.e. the social portal  
and the first tournament module, where  
we see the potential for innovation. In  
the future, we will expand the platform  
to other areas and provide marketing  
opportunities for gamedev.

**Operating since:** 2024 **Team size:** 2

# gdsity

[www.gdsity.com](http://www.gdsity.com), [games@gdsity.com](mailto:games@gdsity.com)



## Platforms:

PC, PlayStation, Xbox, Nintendo Switch,  
Mobile, VR/AR

## Models:

F2P, premium

## Next big thing:

Truthen's Adventures, a 3D action  
adventure game

## Description:

gdsity provides comprehensive game  
development, marketing and publishing  
services. An independent creative  
team consists of industry veterans and  
experienced specialists who gained their  
experience at the most recognised Polish  
game studios. We believe that games  
should leave the player with a deep  
reflection on what they have experienced  
while playing the game.

**Operating since:** 2021 **Team size:** 5

# GOG

[www.gog.com](http://www.gog.com), [pgnyp@gog.com](mailto:pgnyp@gog.com)



**Platforms:**

PC

**Models:**

Premium

**Best known for:**

We are Europe's leading platform for video game distribution, with a strong focus on preservation

**Next big thing:**

We aim to grow as the world's #2 digital store with more AA/AAA games, classics, and one-click mods

**Description:**

GOG is the leading European platform for the distribution of video games with a strong focus on game preservation. Our unique value is being able to restore and maintain classic PC games to run on modern systems and carefully curated selection of over 11 thousand indie, AA, and AAA titles. Our mission is to give players the sense of true ownership, offline access, and a high-quality experience.

**Operating since:** 2008 **Team size:** 123

# Grail Team

[grailteam.com](http://grailteam.com), [robert@grailteam.com](mailto:robert@grailteam.com)



**Platforms:**

PC, PlayStation, Xbox

**Models:**

External development/Outsourcing/ Services

**Best known for:**

Grail AI engine powering 6 commercial games including Hard West 2 and Ancestors Legacy

**Next big thing:**

GameBro – an AI-powered game testing automation tool that reduces testing time by 50% and costs by 40%

**Description:**

Grail Team – AI experts with 8 years R&D experience developing advanced game AI solutions. Our proven Grail framework powers 6 commercial games including Hard West 2, Ancestors Legacy, Soccer Kids, and Hangry. Currently developing GameBro – an innovative AI-powered testing automation tool reducing QA time and costs. Unity and Unreal plugins with intuitive visual tools for all developers.

**Operating since:** 2017 **Team size:** 10

# Gravity Rifters

[www.gravityrifters.com](http://www.gravityrifters.com), [office@gravityrifters.com](mailto:office@gravityrifters.com)



**Platforms:**

PC

**Models:**

Premium

**Best known for:**

Proud to give players full control – game difficulty and pace depend entirely on their choices

**Next big thing:**

Expanded POI interaction, diverse enemies, advanced base building, and varied resource gathering

**Description:**

We are Gravity Rifters, a small gamedev studio all the way from Poland. We aim to make outstanding games, which players from all around the world can enjoy. Through single and multiplayer experiences, we want to create an environment for people to have fun and spend long hours in.

**Operating since:** 2024 **Team size:** 10

# Green Planet Games

[www.greenplanetgames.com](http://www.greenplanetgames.com), [contact@greenplanetgames.com](mailto:contact@greenplanetgames.com)



**Platforms:**

PC

**Models:**

Premium

**Best known for:**

STARDIVER

**Description:**

An indie developer from Poland, founded by two brothers in 2020. Creating distinctive, nature-inspired games with a small but experienced team.

**Operating since:** 2021 **Team size:** 15

# Gruby Entertainment

[www.grubyentertainment.com](http://www.grubyentertainment.com),  
[contact@grubyentertainment.com](mailto:contact@grubyentertainment.com)



## Platforms:

PC, PlayStation, Xbox

## Models:

Premium

## Best known for:

Deadlink - roguelite FPS set in a cyberpunk universe. 90% positive Steam review ratio

## Next big thing:

Project Titan - single-player FPS action survival with a healthy dose of mech flavor

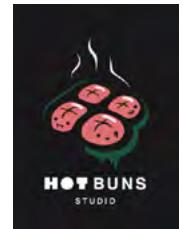
## Description:

If it's not action-packed, it's not in our lineup. We aim to deliver solid, high-calorie gameplay for mid-to-hardcore players, offering action-packed hours filled with crucial and meaningful decisions.

**Operating since:** 2020 **Team size:** 14

# Hot Buns Studio

[www.hotbuns.studio](http://www.hotbuns.studio), [office@hotbuns.studio](mailto:office@hotbuns.studio)



## Platforms:

PC, PlayStation, Xbox

## Models:

Premium

## Best known for:

TBA

## Next big thing:

TBA

## Description:

Proudly founded in 2024 by the duo Tomek&Tomek. Our story started when we decided that if you can't bake the perfect game, you might as well try. We mix code with narrative and craft something bold, weird, and wonderfully crispy.

Our debut project is rising like freshly baked dough – and while the secret recipe stays under wraps for now, we promise: it's going to be absolutely mouthwatering.

**Operating since:** 2024 **Team size:** 22



## Hyperstrange

[www.hyperstrange.com](http://www.hyperstrange.com), [hello@hyperstrange.com](mailto:hello@hyperstrange.com)

**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch

**Models:**

External development/Outsourcing/ Services, premium, Other

**Best known for:**

We've developed 7 games with a weighted average Steam review score of 92%!

**Next big thing:**

We are working on 2 very cool unannounced titles

**Description:**

We are Hyperstrange, a development and publishing studio crafting metal, fantasy, action and hyperstrangeness into every game we make.

**Operating since:** 2015 **Team size:** 33

## Ice Code Games

[www.icecodegames.com](http://www.icecodegames.com), [info@icecodegames.com](mailto:info@icecodegames.com)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch

**Models:**

Premium

**Best known for:**

Hard West 2, Rogue Waters

**Next big thing:**

Nightmare Frontier

**Description:**

We specialize in delivering the best tactical and strategy games, harnessing the combined powers of highly passionate and skilled developers and our proprietary AI system, created to streamline and support production processes. Human creativity and machine efficiency allow us to create highly acclaimed titles.

**Operating since:** 2017 **Team size:** 12

# Ignition-Interactive

[www.ignition-interactive.com](http://www.ignition-interactive.com), [contact@ignition-interactive.com](mailto:contact@ignition-interactive.com)



**Platforms:**

PC, Browser, Mobile, Other

**Models:**

External development/Outsourcing/  
Services, Other

**Best known for:**

Browser games engine allowing rapid prototyping and production of slot and other casino type games

**Next big thing:**

Set of own casino games along with the integration system

**Description:**

Studio specialized in providing design and development services for the real money gaming industry. Many years of experience producing slots and other fixed odds games for both online and cabinets, clients operating and games certified in multiple jurisdictions.

**Operating since:** 2007 **Team size:** 8

# Illusion Ray

[www.illusionray.com](http://www.illusionray.com), [info@illusionray.com](mailto:info@illusionray.com)



**Platforms:**

PC, PlayStation, Xbox

**Models:**

Premium

**Best known for:**

Proud of our game The Beast Inside, winner of the 2020 Webby Award for Best Visual Design

**Next big thing:**

Currently working on Dreadforge - a dark, atmospheric soulslike action RPG

**Description:**

Illusion Ray is an independent game studio founded by Łukasz Smaga. We specialize in premium narrative-driven games with high-end visuals and immersive storytelling. Our debut title, The Beast Inside, won a Webby Award for Best Visual Design. We're currently working on the soulslike action RPG Dreadforge, aiming to deliver a challenging and atmospheric experience.

**Operating since:** 2020 **Team size:** 4

# IMGN.PRO

[www.imgn.pro](http://www.imgn.pro), [cooperation@imgn.pro](mailto:cooperation@imgn.pro)



**Platforms:**

PC, PlayStation, Xbox, Mobile

**Models:**

External development/Outsourcing/  
Services, premium, Other

**Best known for:**

Publisher of Euro Truck Simulator 2,  
Superhot, Spintires, codev for PUBG, own  
titles: Kholat, Seven

**Next big thing:**

Open for publisher for hire requests for PC  
& console premium titles globally

**Description:**

IMGN.PRO is a game publisher and developer. It published games like Euro Truck Simulator 2, SUPERHOT, Spintires, Kholat, and Seven: The Days Long Gone. The company also contributed to PUBG development and manages Farming Simulator physical events in the CEE region. IMGN.PRO offers global publishing, dev support, and is open to new partnerships.

**Operating since:** 2010 **Team size:** 10

# INCUVO

[www.incuvo.com](http://www.incuvo.com), [info@incuvo.com](mailto:info@incuvo.com)



**Platforms:**

VR/AR

**Models:**

External development/Outsourcing/  
Services, premium

**Description:**

With expertise in VR game porting, we are pushing the boundaries of virtual reality. We transform PC and console games into fully immersive VR experiences by seamlessly adapting each title while preserving its original essence. We are responsible for VR titles like: Green Hell VR, Bulletstorm VR, Blair Witch VR and Layers of Fear VR. We are currently working on a new game based on our IP.

**Operating since:** 2012 **Team size:** 54

# Indago

[www.indagovr.com](http://www.indagovr.com), [contact@indagovr.com](mailto:contact@indagovr.com)



## Platforms:

PC, Mobile, Browser, Other, VR/AR

## Models:

External development/Outsourcing/  
Services, premium

## Best known for:

<https://assetstore.unity.com/packages/tools/terrain/r-a-m-3-river-auto-material-3-287456>

## Next big thing:

Speed Level Designer

## Description:

Founded in 2014 by Paweł Homenko, Indago is a Polish company specializing in innovative VR/AR projects, game development tools, and 3D graphics. With a team of experts, they push technological boundaries, which is exemplified by their World Streamer tool for streaming virtual worlds. Recognized by Unity and featured at the Vision VR/AR Summit, Indago continues to lead in immersive technology.

**Operating since:** 2014 **Team size:** 2

# Infinite Dreams

[www.idreams.pl](http://www.idreams.pl), [office@idreams.pl](mailto:office@idreams.pl)



## Platforms:

PC, PlayStation, Xbox, Nintendo Switch,  
Mobile, VR/AR

## Models:

F2P, premium

## Best known for:

Creatures of the Deep, Crazy Dino Park,  
Let's Create! Pottery, Sky Force

## Next big thing:

Undisclosed project

## Description:

Infinite Dreams is an independent game studio based in Gliwice, Poland. It is celebrated for the explosive shoot-'em-up saga "Sky Force," the innovative "Creatures of the Deep," the zen-like hit "Let's Create! Pottery," and the wildly popular "Crazy Dino Park." Blending genres with artistic finesse, the studio has earned such acclaim that the Sky Force series is even playable in Tesla vehicles.

**Operating since:** 2001 **Team size:** 15

# iINFORMERS AG

[www.informers-ag.com](http://www.informers-ag.com), [games@informers-ag.com](mailto:games@informers-ag.com)



**Platforms:**

PC, PlayStation, Xbox, Mobile, Nintendo Switch

**Models:**

F2P, premium

**Best known for:**

N/A

**Next big thing:**

Numiares – a narrative adventure game deeply rooted in a grim&dark of early medieval Europe

**Description:**

We believe that passionate and committed people are at the heart of a company's success, which is why we promote a friendly and creative collaborative environment, supporting efforts for success. We want to create projects with a message that will bring lasting value to the gaming community and innovate in game development. The core of our team is made up of talented and seasoned game developers.

**Operating since:** 2024 **Team size:** 5

# Intermarum

[www.intermarum.com](http://www.intermarum.com), [biuro@intermarum.com](mailto:biuro@intermarum.com)



**Platforms:**

PC, Mobile, Browser

**Models:**

External development/Outsourcing/ Services, F2P, premium

**Best known for:**

Shelter 69, Passion Rift

**Next big thing:**

Passion Rift

**Description:**

Intermarum S.A., based in Opole, Poland, is an independent game development studio founded in 2010. It creates innovative games using Unity, with titles like Shelter 69, Pocket Waifu and Workshop Simulator. The studio operates in two segments: adult-oriented games under JNT Games and AA titles for Steam.

**Operating since:** 2010 **Team size:** 25

# Jujubee

[www.jujubee.pl](http://www.jujubee.pl), [contact@jujubee.pl](mailto:contact@jujubee.pl)



## Platforms:

PC, PlayStation, Xbox, Nintendo Switch, Mobile, VR/AR

## Models:

External development/Outsourcing/ Services, premium

## Best known for:

The Realpolitiks Series – grand strategy games set in modern times

## Next big thing:

Dark Moon – sci-fi survival strategy game

## Description:

Jujubee is a game development studio behind such titles as Dark Moon "FLASHOUT 3D", "Suspect in Sight", "Realpolitiks", "KURSK" and "Deep Diving Simulator". The studio was founded by former members of CD Projekt RED, Traveller's Tales and Infinite Dreams and its goal is to create great-looking and addictively fun games for all main gaming platforms – including consoles, mobile, Mac, and PC.

**Operating since:** 2012 **Team size:** 12

# kastom szop multimedia

[www.kastomszop.pl](http://www.kastomszop.pl), [szop@kastomszop.pl](mailto:szop@kastomszop.pl)

## Platforms:

PC, PlayStation, Xbox, Nintendo Switch, Mobile, VR/AR

## Models:

External development/Outsourcing/ Services, premium

## Best known for:

Providing tailored solutions in budget and on time

## Next big thing:

Wargame experience with a twist that hasn't been done before



## Description:

Founded in 2016, kastom szop multimedia branched out into the most fun and exciting industry on the planet – gamedev. Right now, we still provide contractor programming services in the gamedev industry, while simultaneously we build our own products. Combining state-of-the-art technologies with broad IT and art experience results in an explosive combination of skills and unusual ideas

**Operating since:** 2016 **Team size:** 5

# Katowice Gaming and Technology Hub

[www.invest.katowice.eu](http://www.invest.katowice.eu), [marcin.nowak@katowice.eu](mailto:marcin.nowak@katowice.eu)



KATOWICE  
for a change

**Platforms:**

Other

**Models:**

External development/Outsourcing/  
Services, premium

**Best known for:**

We are building a unique development  
community that creates value through  
platform building

**Next big thing:**

Turning strategy into reality by offering  
R&D environment and modern office  
space

**Description:**

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, Digital Bridge, Network  
Accelerator. By advancing knowledge  
and providing an inspiring environment  
for both work and education, the Hub  
will integrate local and global insights.

**Operating since:** 2024; **Opening:** 2028

**Team size:** 3

# Keywords Studios

[www.keywordsstudios.com](http://www.keywordsstudios.com), [info@keywordsstudios.com](mailto:info@keywordsstudios.com)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch,  
Mobile, Browser, VR/AR

**Models:**

External development/Outsourcing/  
Services

**Best known for:**

Keywords Studios delivers end-to-end  
game services to leading publishers across  
all platforms

**Next big thing:**

Keywords Studios is powering the future  
of games through AI innovation and  
strategic acquisitions

**Description:**

Keywords Studios has over 13,000  
employees across 70 studios in more  
than 25 countries, including regions  
in Asia, Australia, the Americas, and  
Europe – making it a highly international  
organization.

**Operating since:** 1998 **Team size:** 13000

# KingsPleasure

[www.kingspleasure.com](http://www.kingspleasure.com), [contact@kingspleasure.com](mailto:contact@kingspleasure.com)



**Platforms:**

PC, Nintendo Switch

**Models:**

External development/Outsourcing/  
Services, premium

**Best known for:**

Created and released Cosmic: A Journey Among Shadows with very limited resources – an atmospheric me

**Next big thing:**

Working on outsourcing for a large mobile game project and creating a prototype for a new cosy game

**Description:**

KingsPleasure.com is a small independent game studio creating unique, atmospheric experiences. Known for Cosmic: A Journey Among Shadows, we blend artistic storytelling, innovative mechanics, and distinctive visuals to deliver memorable indie games for players worldwide.

**Operating since:** 2021 **Team size:** 4

# KovalGames

[www.koval.games](http://www.koval.games), [lucas@koval.games](mailto:lucas@koval.games)



**Platforms:**

PC, Mobile, Nintendo Switch

**Models:**

Premium

**Best known for:**

I am most proud of this project – Forgotten 23 – a sci-fi adventure video game

**Next big thing:**

I'm currently working on 4 indie video games – one of which is already announced – Saghala

**Description:**

I'm Lucas. I am a solo game developer, designer, graphic designer and programmer from Poland. I want to make original games. I have experience in graphics design, coding and the gaming industry – board games, video and online games. I've been in the game industry since 2010.

**Operating since:** 2015 **Team size:** 1

# LarpVenture

[www.larpventure.com](http://www.larpventure.com), [contact@larpventure.com](mailto:contact@larpventure.com)



**Platforms:**

Other

**Models:**

Premium

**Best known for:**

Whirls of Pontar, a larp set in the world of the Witcher is the largest larp we run in 2025

**Next big thing:**

Cyberpunk 2077: City Of Change is the upcoming blockbuster title for 2026

**Description:**

LarpVenture produces amazing larps in Poland. We deliver quality in the narrative, design, production, and player experience. We strive to create an empowering work environment for all involved in our projects. We run AAA games based on licensed settings (Witcher, CyberPunk, Frostpunk), our own original ideas – Krystalium, and designed by other authors – like the famous 4th of July Larp.

**Operating since:** 2023 **Team size:** 5

# Last Qubit

[www.lastqubit.com](http://www.lastqubit.com), [contact@lastqubit.com](mailto:contact@lastqubit.com)



**Platforms:**

PC, Nintendo Switch, Mobile, Xbox, PlayStation

**Models:**

External development/Outsourcing/ Services, premium

**Best known for:**

Providing porting services for projects like Junkyard Builder, BattleTanks – Animal Wars

**Next big thing:**

Scavengers of Mars – an exploration based rover simulator set on a desolate surface of Mars

**Description:**

Our main focus is on providing Unity-oriented porting services, helping studios move their games between Mobile, PC, Console and Handheld platforms. We are also working on the development and multi-platform releases of our indie in-house games, with the main focus on puzzle games, recently switching to the simulator/survival genre.

**Operating since:** 2018 **Team size:** 5

# Lichthund S.A.

[www.lichthund.com](http://www.lichthund.com), [contact@lichthund.com](mailto:contact@lichthund.com)



## Platforms:

PC, PlayStation, Xbox, Nintendo Switch,  
Mobile

## Models:

Premium

## Best known for:

We are best known for Lichtspeer, a fast-paced lightspear-throwing simulator

## Next big thing:

ROCKBEASTS, a story-driven, RPG management game that puts you in the shoes of a manager of a rock band

## Description:

Lichthund S.A. is an independent studio that has gained recognition for its unorthodox approach to game development. Founders, Bartosz Pieczonka and Rafał Zaremba, launched the studio in 2014, driven by a philosophy of creating games based on immersive mechanics and a distinctive art style. Currently developing two games: Rockbeasts and Food Truck Empire.

**Operating since:** 2015 **Team size:** 30

# Lublin GameDev Foundation

[www.lublin-gamedev.pl](http://www.lublin-gamedev.pl), [kontakt@lublin-gamedev.pl](mailto:kontakt@lublin-gamedev.pl)



## Platforms:

Other

## Models:

Other

## Best known for:

LubGame Conference, LubJam, GameJamPlus Poland, Papierowy Game Jam

## Next big thing:

Next editions of the above-mentioned events

## Description:

Lublin GameDev (founded 2013, foundation since 2015) unites game developers around Lublin and beyond. We are helping people set their first steps in the game industry. To achieve that we are organizing local meetups, gamedev workshops, game jams (LubJam, GameJamPlus Poland, Paper Game Jam) and LubGame Conference (biggest gamedev conference in eastern Poland).

**Operating since:** 2013 **Team size:** 8

# Ludus AI P.S.A.

[www.ludusengine.com](http://www.ludusengine.com), [hello@ludusengine.com](mailto:hello@ludusengine.com)



**Platforms:**

Other

**Models:**

Other

**Best known for:**

Co-pilot for Unreal Engine with support for AI Blueprint generation

**Next big thing:**

We are working on AI-driven Material and VFX generation

**Description:**

Ludus AI pioneered the first intelligent co-pilot for Unreal Engine, attracting over 15,000 users worldwide. Our AI deeply understands the engine from the inside out, offering unique features like Blueprint generation and text-to-3D model creation. This democratizes AAA-quality development for all creators, leveling the creative playing field across gaming, film, and architecture.

**Operating since:** 2024 **Team size:** 12

# Madnetic Games

[www.madnetic-games.com](http://www.madnetic-games.com),  
[office@madnetic-games.com](mailto:office@madnetic-games.com)



**Platforms:**

PC, PlayStation, Xbox

**Models:**

External development/Outsourcing/ Services, premium

**Best known for:**

30 Days On Ship

**Next big thing:**

Photography Simulator

**Description:**

Madnetic Games is an indie studio from Poland, creating immersive, story-driven experiences across unique genres. From rebuilding war-torn Europe in WW2 Rebuilder, to mastering light in Photography Simulator, to surviving alone on a mysterious ship in 30 Days On Ship – we craft games that stay with players long after the screen fades.

**Operating since:** 2020 **Team size:** 12

# Mataboo

[www.mataboo.com](http://www.mataboo.com), [contact@mataboo.com](mailto:contact@mataboo.com)



## Platforms:

PC, PlayStation, Xbox, Nintendo Switch,  
Other

## Models:

External development/Outsourcing/  
Services

## Best known for:

Porting, co-developing, and optimizing  
games for PC and consoles

## Next big thing:

Remaster of an acclaimed game and  
unannounced support for multiple top  
studios and projects

## Description:

MATABOO partners with top  
developers and publishers, delivering  
co-development, porting, remasters,  
remakes, optimization and bug fixing.  
Working with WB Games, Rocksteady,  
Kepler Interactive, Bloober Team, Creepy  
Jar and Frogwares, we've contributed to  
acclaimed titles including Suicide Squad,  
Gotham Knights, S.T.A.L.K.E.R., and the  
Sherlock Holmes series.

**Operating since:** 2019 **Team size:** 87

# MFA Games

[www.skylandchronicles.com/#sec4](http://www.skylandchronicles.com/#sec4), [mfa.filming@gmail.com](mailto:mfa.filming@gmail.com)



## Platforms:

PC, PlayStation, Xbox

## Models:

Premium

## Best known for:

We're known for The Skyland Chronicles, a  
story-rich soulslike pirate game with deep  
world-building

## Next big thing:

We're known for The Skyland Chronicles,  
a premium-quality game built by just five  
people.

Prepare for cuteness, relentless training,  
and fierce rivalry in challenges

## Description:

The Skyland Chronicles is a third-  
person pirate roguelike blending Slavic  
mythology with a rich, branching  
narrative. You play as an orphan trying to  
stop a mutiny through classic roguelike  
runs. The game features fast, soulslike-  
inspired combat that's easy to pick up  
but hard to master, set in a dangerous,  
ever-changing world where every choice  
matters.

**Operating since:** 2021 **Team size:** 5

# MGP Studios

[www.mgp-studios.com](http://www.mgp-studios.com), [developer@mpg-studios.com](mailto:developer@mpg-studios.com)



## Platforms:

PC, Xbox, Nintendo Switch

## Models:

Premium

## Best known for:

Neckbreak. The unorthodox non-linear action-adventure FPS with unique Audio-Video composition

## Next big thing:

Unbroken: the Awakening and Codename TCT

## Description:

A solodev creating unique gaming experiences with dedicated and self-complementing audio-visual compositions. Started off with the mobile version of cyberpunk p'n'c/visual novel hybrid Sinless and endless runner Roll'd. Released the psychedelic acclaimed trippy action-adventure FPS Neckbreak on Steam, Xbox and Switch and is currently working on Unbroken: the Awakening (Early Access) and Codename TCT.

**Operating since:** 2013 **Team size:** 1

# MIGHTY KOI

[www.mighty-koi.com/pl](http://www.mighty-koi.com/pl), [hello@mighty-koi.com](mailto:hello@mighty-koi.com)



## Platforms:

PC, PlayStation, Xbox, Nintendo Switch

## Models:

External development/Outsourcing/ Services, F2P, Other

## Best known for:

We are best known for developing Thorgal and The Night Wanderer – high-quality, story-driven video games

## Next big thing:

Thorgal and The Night Wanderer – AA+ games based on iconic European and Polish IPs

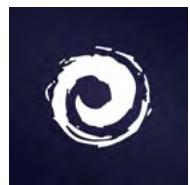
## Description:

Mighty Koi is a Polish game studio developing AA+ titles such as Thorgal and The Night Wanderer, based on iconic IPs. The studio uses Unreal Engine 5 and proprietary CGI, AI, and photogrammetry technologies. It also conducts R&D projects supporting the advancement of storytelling, animation, and photorealistic graphics.

**Operating since:** 2023 **Team size:** 32

## Moonmana

[www.moonmana.com](http://www.moonmana.com), [bizdev@moonmana.com](mailto:bizdev@moonmana.com)



### Platforms:

PC, PlayStation, Xbox, Mobile, Nintendo Switch, VR/AR

### Models:

External development/Outsourcing/ Services, F2P, premium

### Best known for:

Our IP Pirates of Everseas; Goat Simulator 3 porting; Empire of Sin: Hunt For Aurora DLC dev

### Next big thing:

Own IP Haddie's Pizzeria – a realistic sim-adventure with detailed, high-quality cooking mechanics

### Description:

Moonmana is an independent studio developing original IPs and providing outsourcing services to top game companies. We create and publish our own games, managing every stage from pre-production to live-ops across all platforms. Our trusted partners include Paradox, WB, Gamehouse, Glu Mobile, Azerion, and others. With 17 years of experience, we're ready to bring your ambitious project to life!

**Operating since:** 208   **Team size:** 40

## Monster Couch

[www.monstercouch.com](http://www.monstercouch.com), [contact@monstercouch.com](mailto:contact@monstercouch.com)



### Platforms:

PC, PlayStation, Xbox, Nintendo Switch, Mobile

### Models:

Premium

### Best known for:

Wingspan – a huge hit on PC, console, and mobile, selling over a million copies worldwide

### Next big thing:

Flamecraft – a cozy, turn-based strategy board game for 1 to 5 players, full of magic and dragons

### Description:

Monster Couch is a studio breathing digital life into board games, with the ambition and history of creating the best adaptations of award-winning titles. With a proven track record and a clear growth strategy, we focus on creating globally appealing, joyful experiences that unite the tabletop and digital gaming communities.

**Operating since:** 2016   **Team size:** 26

# MuHa Games

[www.muhagames.com](http://www.muhagames.com), [contact@muhagames.com](mailto:contact@muhagames.com)



## Platforms:

PC, PlayStation, Xbox, Nintendo Switch

## Models:

Premium

## Best known for:

Thea: The Awakening was our first game and it became a classic in the indie strategy/rpg circles

## Next big thing:

Project Thea

## Description:

MuHa Games is dedicated to crafting unique, home-baked experiences across genres. Our passion lies in making fun, challenging, and story-driven games. We created Thea: The Awakening and Thea 2: The Shattering, dark fantasy survival games inspired by myth and folklore, followed by a remake of the classic Master of Magic. Now, we're working on Project Thea.

**Operating since:** 2013 **Team size:** 7

# MythicOwl

[www.mythicowl.com](http://www.mythicowl.com), [contact@mythicowl.com](mailto:contact@mythicowl.com)



## Platforms:

PC, PlayStation, Xbox, Nintendo Switch, Mobile

## Models:

Premium

## Best known for:

Award-winning indie games such as Hexologic and Harmony's Odyssey

## Next big thing:

Truckful

## Description:

MythicOwl is your friendly neighborhood indie games developer and publisher based in Warsaw, Poland. Specialized in meaningful and creative games, developers behind award-winning titles such as Hexologic, Harmony's Odyssey and Planetiles, currently working on our biggest and most ambitious pickup truck mystery delivery game – Truckful.

**Operating since:** 2016 **Team size:** 6

# Nature Manufacture

[www.naturemanufacture.com](http://www.naturemanufacture.com), [naturemanufacture@gmail.com](mailto:naturemanufacture@gmail.com)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch, Mobile, VR/AR

**Models:**

External development/Outsourcing/ Services, Other

**Best known for:**

We won the 2024 Unity Award for Publisher of the Year

**Next big thing:**

Level design tools and new 3D assets pack

**Description:**

We have been developing 3D assets and level design tools for Unity and Unreal Engine since 2014. We won the 2024 Unity Award for Publisher of the Year. We develop game-ready content, 100% photo scanned and optimized. In our content list, you will find forests, meadows, sea, castles, rivers, lava, ice, parks, and volcano environments with detailed demo scenes and tutorials.

**Operating since:** 2014 **Team size:** 4

# NeuroGames Lab

[www.neurogameslab.com](http://www.neurogameslab.com), [mb@neurogameslab.com](mailto:mb@neurogameslab.com)



**Platforms:**

PC, Browser

**Models:**

Premium, Other

**Best known for:**

B2B SaaS (Sales and HR departments in Banks, Call Centers, Insurance and FMCG companies)

**Next big thing:**

GameHR Sales – Finally, scientifically proven business HR games

**Description:**

Boost sales and Retain Stars! Increase your sales and hire your best salespeople with a bias-free HR game, powered by gen AI, neuroscience and psychometry. We offer a revolutionary Future of Work tool for Sales and HR Departments.

Higher Sales and Better Teams and Lower Costs. Are You Ready to Accelerate Your Business?

Check out more at [www.GameHRSales.com](http://www.GameHRSales.com)

**Operating since:** 2017 **Team size:** 9

# No Gravity Games and Development

[www.nogravitygames.com](http://www.nogravitygames.com), [contact@nogravitygames.com](mailto:contact@nogravitygames.com)



**NO GRAVITY**  
GAMES & DEVELOPMENT

**Platforms:**

PC, PlayStation, Nintendo Switch, Xbox

**Models:**

External development/Outsourcing/  
Services, premium, Other

**Best known for:**

Publishing indie games

**Next big thing:**

Working with IP holders on ports and  
original games

**Description:**

Polish indie boutique publisher  
specializing in console publishing, expert  
porting services, and IP development.

Strong Nintendo Switch, PlayStation, and  
Xbox expertise with 30 published titles.  
Complete ecosystem support, helping  
indie developers achieve global success.

**Operating since:** 2018 **Team size:** 10

# Odd Qubit

[www.oddqubit.com](http://www.oddqubit.com), [contact@oddqubit.com](mailto:contact@oddqubit.com)



**Platforms:**

PC

**Models:**

External development/Outsourcing/  
Services, premium

**Best known for:**

Cowboy Life Simulator

**Next big thing:**

Frequen-Z

**Description:**

Creators of 'Cowboy Life Simulator', a  
crafting survival sim with a blockbuster's  
narrative depth. Up next: Frequen-Z:  
similar formula + zombies and a radio  
station! We want to create an exciting  
new subgenre we call Craft and Quest!  
Within that subgenre, we want to deliver  
IP-worthy games that punch above their  
weight and eventually cross the media  
boundaries with books, merch, and shows.

**Operating since:** 2021 **Team size:** 13

# One More Level

[www.omlgames.com](http://www.omlgames.com), [support@omlgames.com](mailto:support@omlgames.com)



**Platforms:**

PC, PlayStation, Xbox

**Models:**

Premium

**Best known for:**

Ghostrunner 1 and 2 – a hardcore FPP slashers packed with fast action.

**Next big thing:**

Project Cyber Slash – a grim FPP game.

**Description:**

We create action games in which we combine the creative boldness of indie games with the visual setting appropriate to AAA productions. We believe that the team, transparency and a coherent vision of the project are the most important values in our company.

**Operating since:** 2014 **Team size:** 64

# OnionMilk

[www.onionmilk.org](http://www.onionmilk.org), [contact@onionmilk.org](mailto:contact@onionmilk.org)



**Platforms:**

PC, Mobile, Browser, Nintendo Switch, Other

**Models:**

External development/Outsourcing/ Services, premium

**Best known for:**

Clockwork Rabbit, our last production that received a lot of love from us

**Next big thing:**

Soon

**Description:**

OnionMilk is an indie game studio from Łódź, Poland, active since 2013 (formally, since 2018). They create original games for PC and mobile. The team has received several industry awards and actively participates in gamedev events as well as organizing them, e.g., Łódź GameDev Beer; for industry workers every 1.5 month in Łódź.

**Operating since:** 2018 **Team size:** 2

# Orbital Knight

[www.orbitalknight.com](http://www.orbitalknight.com),  
[contact@orbitalknight.com](mailto:contact@orbitalknight.com)



## Platforms:

PC, Mobile, Browser, Nintendo Switch, PlayStation, Other, Xbox, VR/AR

## Models:

External development/Outsourcing/ Services, F2P, premium, Other

## Best known for:

Castle Crumble – our biggest game on Apple Arcade and Crazy Kick, a game with 100M downloads

## Next big thing:

We can't say yet but it will be our biggest game so far on a very well-known IP

## Description:

We're Orbital Knight – a game studio from Poland, making fun and great-looking games like Spire Blast and Castle Crumble. Our games have been downloaded over 120 million times. We know how to mix creativity with the market know-how and have solid experience working with publishers and external teams. We build for mobile, PC, Nintendo Switch and Apple Vision Pro, always focusing on player experience.

**Operating since:** 2012 **Team size:** 40

# Ovid Works

[www.ovidworks.com](http://www.ovidworks.com), [contact@ovidworks.com](mailto:contact@ovidworks.com)



## Platforms:

PC, PlayStation, Xbox, Nintendo Switch, VR/AR

## Models:

External development/Outsourcing/ Services, premium, Other

## Best known for:

Metamorphosis

## Next big thing:

Hotel Renovator 2

## Description:

Ovid Works creates story-rich, immersive games for PC, consoles, and VR. Our R&D efforts focus on developing and presenting branching narratives. With a team of experienced developers, Ovid Works also offers a wide range of services in programming, art, and design, along with co-development opportunities.

**Operating since:** 2016 **Team size:** 15

# Paranoid Interactive Konrad Sumało

[www.paranoidinteractive.net](http://www.paranoidinteractive.net), [contact@paranoidinteractive.net](mailto:contact@paranoidinteractive.net)



## Platforms:

PC, PlayStation, Xbox

## Models:

Premium

## Best known for:

Frozenheim – over 400 000 copies sold

## Next big thing:

Project Verne – a steampunk action-adventure for console and PC – 2026

## Description:

Paranoid Interactive is a small indie collective of experienced game makers with a huge passion for constructing fantastic, yet believable worlds, and even greater ambition to shine brightly.

**Operating since:** 2019 **Team size:** 5

# The Parasight

[www.parasight.studio](http://www.parasight.studio), [info@theparsight.com](mailto:info@theparsight.com)



## Platforms:

PC, PlayStation, Xbox

## Models:

Premium

## Best known for:

BLACKTAIL – a FPP surreal action-adventure game, where the story of Baba Yaga comes to life

## Next big thing:

DAVY x JONES – an FPP Action-Adventure game, set in the pirate underworld – The Locker

## Description:

· Worlds You Feel · Stories You Fight · Studio founded by industry veterans, dedicated to creating immersive, living worlds where story fuels action. We create bold, character-driven games that merge gripping narratives with dynamic gameplay-inviting players to carve out their own legends and discover the unexpected.

**Operating since:** 2019 **Team size:** 30

# PCF Group S.A.

[www.peoplecanfly.com](http://www.peoplecanfly.com), [office@peoplecanfly.com](mailto:office@peoplecanfly.com)



## Platforms:

PC, PlayStation, Xbox, VR/AR

## Models:

External development/Outsourcing/ Services, premium

## Best known for:

Creating legendary shooter games like Painkiller, Bulletstorm, Gears of War: Judgment, and Outriders

## Next big thing:

Lost Rift, a high-stakes First-Person Survival Shooter Adventure blending base-building, cooperative PvE, and intense multiplayer expeditions, coming into Steam Early Access

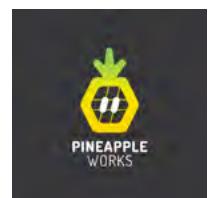
## Description:

People Can Fly is a leading AAA game development studio operating across two continents, with offices in Europe and North America. Founded in 2002 in Warsaw, we're one of the pioneers of the Polish game development scene. Creators of Painkiller, Bulletstorm, and Outriders. Today, we are over 500 people strong, delivering ambitious titles across PCs and consoles. We are a main market-listed company (PCF Group S.A.) on the Warsaw Stock Exchange. We are Aviators of Gamedev.

**Operating since:** 2002 **Team size:** 537

# Pineapple Works sp. z o.o.

[www.pineapple.works](http://www.pineapple.works), [contact@pineapple.works](mailto:contact@pineapple.works)



## Platforms:

PC, PlayStation, Xbox, Nintendo Switch

## Models:

External development/Outsourcing/ Services, premium

## Best known for:

Cassette Beasts, Death and Taxes

## Next big thing:

Dreamed Away, Stunt Xpress, CraftCraft: Fantasy Merchant Simulator

## Description:

Fully independent indie game publisher, co-developer and porting house. Specializing in Godot Engine games, but also working with Unreal Engine, Unity, Game Maker, custom engines, and others.

**Operating since:** 2015 **Team size:** 8

# Pixel Edge Games

[www.PixelEdgeGames.com](http://www.PixelEdgeGames.com), [sboczek@PixelEdgeGames.com](mailto:sboczek@PixelEdgeGames.com)



## Platforms:

PC, PlayStation, Xbox, Nintendo Switch, VR/AR

## Models:

Premium

## Best known for:

Racket Fury: Table Tennis VR, The Karters 2: Turbo Charged

## Next big thing:

The Karters 2: Turbo Charged console release

## Description:

Pixel Edge Games sp. z o.o. is a Polish indie studio founded in 2015, specializing in VR and racing games. They created acclaimed titles like Racket Fury: Table Tennis VR (81% positive Steam reviews - Meta Quest launch title) and The Karters 2: Turbo Charged (93% positive rating).

**Operating since:** 2015 **Team size:** 5

# Pixel Trapps

[www.pixeltrapps.games](http://www.pixeltrapps.games), [hello@pixeltrapps.games](mailto:hello@pixeltrapps.games)



## Platforms:

PC, Mobile, Browser, Other

## Models:

F2P, premium, Other

## Best known for:

Shelter of Exiles, the largest RPG on Telegram, reached 170k users, 21k MAU, and ~\$8.5M FDV

## Next big thing:

OlympXGames - the Web3 arena where sports, gaming, and tokenized rewards collide

## Description:

Pixel Trapps is a deep-tech Web3 gaming studio, publisher, and producer creating blockchain and NFT-powered games. Since 2016, we've delivered immersive experiences, launching two listed projects since 2020. Our award-winning team has worked on leading AAA titles, driving innovation and community engagement.

**Operating since:** 2016 **Team size:** 12

# PJ GAMES

[www.pjgames.pl](http://www.pjgames.pl), [pjg@pjgames.pl](mailto:pjg@pjgames.pl)



**Platforms:**

PC

**Models:**

External development/Outsourcing/  
Services

**Best known for:**

The Whims of the Gods is our first game,  
the only one we are known for so far

**Next big thing:**

We are still improving and getting ready  
to release The Whims of the Gods

**Description:**

PJ GAMES was established in 2021,  
a product of a collaboration between  
Platige Image S.A. and  
Juggler Games sp. z o.o.

**Operating since:** 2021 **Team size:** 10

# Platige Image

[www.platige.com](http://www.platige.com), [marketing@platige.com](mailto:marketing@platige.com)



**Platforms:**

Other

**Models:**

Other

**Best known for:**

The Witcher 4 Trailer, Kingdom Come 2  
Trailer, Resident Evil Village Trailer

**Next big thing:**

Game cinematics and cutscenes for the  
Call of Duty series

**Description:**

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.

**Operating since:** 1997 **Team size:** 267

# Played With Fire

[www.playedwithfire.com](http://www.playedwithfire.com), [contact@playedwithfire.com](mailto:contact@playedwithfire.com)



## Platforms:

VR/AR

## Models:

Premium

## Best known for:

Mixture – VR self co-op action-adventure, where you play as 2 unlikely allies – Knight and Alchemist

## Next big thing:

A VR game of science and horror – our biggest production yet!

## Description:

Played With Fire creates rich, immersive and original VR content, specializing in action & adventure games with a focus on scientific twists – be it a weird take on astronomy, alchemy, or physics-altering gadgets.

**Operating since:** 2019 **Team size:** 30

# Polished Games

[www.polishedgames.com](http://www.polishedgames.com), [contact@polishedgames.com](mailto:contact@polishedgames.com)



## Platforms:

PC

## Models:

Premium

## Best known for:

Be My Horde

## Next big thing:

We are currently working on the full version of Be My Horde, which is now available in Early Access.

## Description:

Polished Games is an independent team of game developers, currently comprising ten members – artists, programmers, designers, and marketing specialists. The team focuses on creating enjoyable and engaging titles entirely independent of the influence of shareholders and large corporations. They debuted with the well-received RPG Realms of Magic and are now working on a roguelite game, Be My Horde.

**Operating since:** 2014 **Team size:** 10

# Purple Ray Studio

[www.purpleray.studio](http://www.purpleray.studio), [contact@purpleray.studio](mailto:contact@purpleray.studio)



**Platforms:**

PC, PlayStation, Xbox

**Models:**

Premium

**Best known for:**

Boti: Byteland Overclocked

**Next big thing:**

Unannounced action-adventure title

**Description:**

Purple Ray Studio is an independent game developer that specializes in delivery of quality stylized games

**Operating since:** 2022 **Team size:** 15

# Pyramid Games

[www.pyramid.games](http://www.pyramid.games), [contact@pyramid.games](mailto:contact@pyramid.games)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch, Mobile, Browser, VR/AR

**Models:**

External development/Outsourcing/ Services, premium

**Best known for:**

Occupy Mars: The Game

**Next big thing:**

Occupy Mars: Online CoOp

**Description:**

Founded in 2012, Pyramid Games is a small game development studio passionate about Science and Science-Fiction. Currently employing about 30 developers in our studio in Lublin, Poland. Our games focus on the topic of exploring the unknown, providing not only fun but also knowledge. We make games about the topics we are passionate about, such as Space, Engineering, Paleontology, and Exploration.

**Operating since:** 2012 **Team size:** 25

# QLOC

[www.q-loc.com](http://www.q-loc.com), [bizdev@q-loc.com](mailto:bizdev@q-loc.com)



## Platforms:

PC, PlayStation, Xbox, Nintendo Switch, Mobile, VR/AR

## Models:

External development/Outsourcing/ Services

## Best known for:

Co-dev (Cyberpunk 2077), ports (DEATH STRANDING: DIRECTOR'S CUT), remasters (Dark Souls)

## Next big thing:

We are currently handling a large number of projects across development, QA and localization

## Description:

QLOC is a first-class service provider for the video game industry, with nearly 3,000 projects delivered. We offer co-development, porting, remastering, QA, art, and localization. We work with Capcom, Warner Bros, CD PROJEKT RED, Techland, Activision, Raw Fury, and many more. Whether you're an established studio or a new developer, we're here to partner with you and bring your vision to life.

**Operating since:** 2009 **Team size:** 700

# Raba Games

[www.rabagames.com](http://www.rabagames.com), [contact@rabagames.com](mailto:contact@rabagames.com)



## Platforms:

PC, Mobile

## Models:

External development/Outsourcing/ Services, premium

## Best known for:

Co-developing Adventure Escape: Mysteries with 20 million downloads across all mobile platforms

## Description:

Raba Games is a mix of work-for-hire and self-publishing company. A small team, mostly known for co-developing Adventure Escape: Mysteries. We are actively looking for new opportunities in genres like HOPA, puzzles and beyond, but recently also in indie PC games.

**Operating since:** 2017 **Team size:** 8

# Reality Games

[www.reality.co](http://www.reality.co), [pr@reality.co](mailto:pr@reality.co)



**Platforms:**

Mobile

**Models:**

F2P

**Best known for:**

Landlord Tycoon, Landlord Go – over 25 million downloads

**Next big thing:**

Monopoly World to be launched soon

**Description:**

Reality Games is a leading developer of mobile games that blend real-world data with immersive gameplay. Our 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. Reality Games brings the real world to life in a fun and interactive way.

**Operating since:** 2014 **Team size:** 57

# Render Cube

[www.rendercube.pl](http://www.rendercube.pl), [contact@rendercube.pl](mailto:contact@rendercube.pl)



**Platforms:**

PC, PlayStation, Xbox

**Models:**

Premium

**Best known for:**

Known for Medieval Dynasty – 2.5M+ copies sold, 1.5M+ wishlists, unique medieval sim game

**Next big thing:**

We continue developing Medieval Dynasty and are working on a new, unannounced game

**Description:**

Render Cube is a game development studio from Łódź, Poland, known for Medieval Dynasty. Our passionate team includes experts in programming, design, art, animation, writing, music, QA, and marketing. We value quality, trust, and teamwork – combining professionalism with a family-like atmosphere to create unforgettable player experiences.

**Operating since:** 2012 **Team size:** 43

# Revulo Games

[www.revulogames.com](http://www.revulogames.com), [contact@revulogames.com](mailto:contact@revulogames.com)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch

**Models:**

Premium

**Best known for:**

Minigolf Adventure

**Next big thing:**

House Fighters: Total Mess

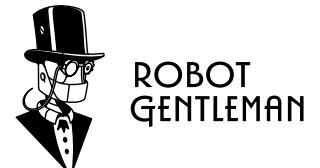
**Description:**

Revulo Games was created by a group of passionate game developers with more than 20 years of experience in this field. We are very excited to create games that are fun, engaging, and a pleasure to play. Plus, we are constantly pushing the boundaries to deliver engaging gameplay mechanics, creative ideas, and new ways for you to have fun on mobile or console.

**Operating since:** 2024 **Team size:** 12

# Robot Gentleman

[www.robotgentleman.com](http://www.robotgentleman.com), [hello@robotgentleman.com](mailto:hello@robotgentleman.com)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch,  
Mobile

**Models:**

Premium

**Best known for:**

60 Seconds! – sold over  
5 million units worldwide

**Next big thing:**

60 Seconds! Souper Scavenger – an  
unconventional endless runner, made in  
the Godot Engine

**Description:**

Robot Gentleman is an independent game developer based in Poznań, Poland, easily recognizable by our signature headgear. The studio is known for atomic dark comedy survival adventures 60 Seconds! and 60 Parsecs!. Following the success of the 60! series, we have been developing new, distinctive projects, actively engaging with other creators, and supporting the art scene in our home city of Poznań.

**Operating since:** 2012 **Team size:** 38

# Salient Games

[www.salient-games.com](http://www.salient-games.com), [contact@salient.pl](mailto:contact@salient.pl)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch

**Models:**

Premium

**Best known for:**

Songs of Rats

**Next big thing:**

Two unannounced projects for PC and consoles

**Description:**

Salient Games is an indie studio crafting dark and ambitious titles for PC and consoles. Founded by the former CEO of Jujubee, known for strategy and simulation games, the company also supports independent creators as a publisher, helping bring bold and mature visions to life for hardcore gamers seeking deep, story-driven experiences.

**Operating since:** 2024 **Team size:** 2

# Scans Factory

[www.scansfactory.com](http://www.scansfactory.com), [natalia@scansfactory.com](mailto:natalia@scansfactory.com)



**Platforms:**

PC, PlayStation, Xbox, VR/AR

**Models:**

External development/Outsourcing/ Services, premium

**Best known for:**

Scans Factory is best known for creating ultra-realistic 3D environments

**Next big thing:**

We are currently working on highly detailed 3D recreations of architecture

**Description:**

Scans Factory creates ultra-realistic, game-ready 3D environments using advanced photogrammetry. We digitally preserve historic European landmarks and atmospheric abandoned places, delivering modular, optimized assets for games, VR, film, and virtual production, combining artistic quality with technical precision.

**Operating since:** 2020 **Team size:** 9

# Silden

[www.silden.eu](http://www.silden.eu), [biuro@silden.eu](mailto:biuro@silden.eu)



## Platforms:

PC, PlayStation, Xbox

## Models:

Other

## Best known for:

Farmer's Dynasty, Lumberjack's Dynasty  
(in partnership with UMEO, published by  
Toplitz)

## Next big thing:

Farmer's Dynasty 2

## Description:

Small, but very experienced and effective team of passionate gamedev veterans. Creating games from the very idea to Gold Master and DLCs ourselves. Ever-expanding our technology, currently creating open world, rich, vivid games with many NPC interactions, lots of quests, farming, forestry, and social life elements including detailed family experience. Open to working with new partners and publishers.

**Operating since:** 2009 **Team size:** 5

# Silver Lemur Games

[www.SilverLemurGames.com](http://www.SilverLemurGames.com), [silverlemurgames@gmail.com](mailto:silverlemurgames@gmail.com)



## Platforms:

PC, Nintendo Switch

## Models:

Premium

## Best known for:

Legends of Amberland series

## Next big thing:

Legends of Amberland III:

The Crimson Tower

## Description:

One-man army (1 core dev) accompanied by several long-time contractors (2-5 artists, 1 musician, depending on the project) making turn-based strategies and RPGs for PC and consoles (ports done by an external company).

**Operating since:** 2005 **Team size:** 1

# Simteract



[www.simteract.com](http://www.simteract.com), [contact@simteract.com](mailto:contact@simteract.com)

**Platforms:**

PC, PlayStation, Xbox

**Models:**

Premium

**Best known for:**

Taxi Life: A City Driving Simulator – hundreds of thousand copies sold

**Next big thing:**

Bus Simulator 27

**Description:**

Simteract is a Polish development studio focused on premium simulation games. Simteract leverages proprietary technologies, including Traffic AI and City Generator, to create realistic urban environments. The company's games are available on PC as well as PlayStation, Xbox, and Nintendo Switch. Founded in 2016, Simteract has been listed on the NewConnect stock market since 2021.

**Operating since:** 2016 **Team size:** 59

# Sleepwalking Potatoes

[www.sleepwalkingpotatoes.com](http://www.sleepwalkingpotatoes.com), [sleepwalkingpotatoes@gmail.com](mailto:sleepwalkingpotatoes@gmail.com)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch,

**Models:**

Premium

**Best known for:**

My Demon Wife

**Next big thing:**

SPORTAL

**Description:**

Mysterious forces can sometimes lead Sleepwalking Potatoes to amazing places! The power of unrestrained human imagination and the belief that there are still hundreds of extraordinary game ideas to discover is what leads us every day! Together, we have nearly 20 years of experience in game development and have created over a dozen games. From small puzzle/logic games to AA productions.

**Operating since:** 2022 **Team size:** 2

# Smile Studios

[www.smile-studios.com](http://www.smile-studios.com), [hi@smile-studios.com](mailto:hi@smile-studios.com)



**Platforms:**

PC, Nintendo Switch

**Models:**

Premium, External development/  
Outsourcing/Services

**Best known for:**

TSIOQUE – Best Indie Game @ Digital Dragons 2019, Best Indie Game @ GameBCN 2018

**Next big thing:**

Secret and exciting things

**Description:**

An independent animation and videogame studio from Warsaw, Poland, and also from the world. Founded by Alek Wasilewski, an award-winning director-producer, SMILE makes animations, games, and stories worth telling. We offer services as creators of trailers, cinematics and animated game content while developing projects of our own.

**Operating since:** 2018 **Team size:** 8

# Soft Crunch Games

[www.softcrunch.games](http://www.softcrunch.games), [contact@softcrunch.games](mailto:contact@softcrunch.games)



**Platforms:**

PC, PlayStation, Nintendo Switch, Xbox, Mobile

**Models:**

Premium

**Description:**

At Soft Crunch Games, we believe that games should be a cozy retreat from the chaos of everyday life. Founded with a passion for creating heartwarming experiences, we specialize in developing games that wrap players in comfort, joy, and simple pleasures. Our studio focuses on crafting experiences that feel like a warm cup of tea on a rainy day – inviting, soothing, and deeply satisfying.

**Operating since:** 2025 **Team size:** 6

# Star Drifters

[www.stardrifters.com](http://www.stardrifters.com), [business@stardrifters.com](mailto:business@stardrifters.com)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch

**Models:**

Premium

**Best known for:**

First Dwarf – an action RPG with base building and survival. We're proud to push limits

**Next big thing:**

Finishing First Dwarf, currently in Early Access, and preparing its release on consoles

**Description:**

Star Drifters is a small, independent team driven by a passion for creating unique games. Our first title, Driftland: The Magic Revival is an award-winning real-time strategy blending magic, floating islands, and indirect control. We focus on bold ideas and memorable experiences for PC and consoles.

**Operating since:** 2014 **Team size:** 8

# Starward Industries

[www.starwardindustries.com](http://www.starwardindustries.com), [maciej.dobrowolski@starward.co](mailto:maciej.dobrowolski@starward.co)



**STARWARD INDUSTRIES**

**Platforms:**

PC, PlayStation, Xbox

**Models:**

Premium

**Best known for:**

The Invincible – the first game based on a novel by futurologist Stanisław Lem with 88% Steam rating

**Next big thing:**

Into the Fire – a disaster extraction survival against volcanic eruptions and mystical fire demons

**Description:**

We are a crew of experienced AAA and AA game developers, founded in 2018 in Krakow. Our mission is to create immersive worlds with a strong emotional impact, provoking reflection. We are the creators of The Invincible, a hard sci-fi adventure based on a novel by the famous futurologist, Stanisław Lem, and an upcoming disaster extraction survival set in a mystical volcanic catastrophe – Into the Fire.

**Operating since:** 2018 **Team size:** 15

# Take IT Studio!

[www.takeitstudio.com](http://www.takeitstudio.com), [office@takeitstudio.com](mailto:office@takeitstudio.com)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch, VR/AR

**Models:**

External development/Outsourcing/ Services, premium

**Best known for:**

Electrician Simulator VR – a game that offers a different approach to the simulator genre

**Next big thing:**

Before Exit series – a blend of simulation and anomaly detection with a narrative twist

**Description:**

Take IT Studio! is an indie game developer and publisher focused on unique, high-quality experiences. We create and support original titles across PCs and consoles, helping fellow indie teams reach a wider audience with their games.

**Operating since:** 2020 **Team size:** 10

# Ten Square Games

[www.tensquaregames.com](http://www.tensquaregames.com), [ir@tensquaregames.com](mailto:ir@tensquaregames.com)



ten square games

**Platforms:**

Mobile, Browser

**Models:**

F2P

**Best known for:**

Fishing Clash, Hunting Clash, Wings of Heroes, Real Flight Simulator

**Next big thing:**

Trophy Hunter, a skill-based game offering an accessible yet competitive experience

**Description:**

Founded in 2011 in Wrocław, Poland, Ten Square Games (TSG) is a leading developer of free-to-play mobile games, specializing in high-quality simulation experiences. Listed on the WSE since 2018, the company has expanded through the acquisition of Rortos. With a team of 300 professionals, TSG creates engaging, realistic games that captivate millions of players worldwide.

**Operating since:** 2011 **Team size:** 295

# Teyon

[www.teyon.com](http://www.teyon.com), [office@teyon.com](mailto:office@teyon.com)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch

**Models:**

Premium

**Best known for:**

RoboCop: Rogue City, and Terminator: Resistance, two licensed FPS games based on iconic franchises

**Next big thing:**

Working on two unannounced games. Both are bigger and more ambitious than the previous titles

**Description:**

Teyon is a Polish video game developer and publisher based in Kraków, with additional offices in Łódź and Tokyo. Established in 2006, the studio employs over 150 people. Teyon is known for AA+ action games such as RoboCop: Rogue City and Terminator: Resistance, as well as its work on racing titles like Rennsport.

**Operating since:** 2006 **Team size:** 150

# The Hungry Beast

[www.thehungrybeast.com](http://www.thehungrybeast.com), [feed@thehungrybeast.com](mailto:feed@thehungrybeast.com)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch, Browser, Mobile, VR/AR

**Models:**

External development/Outsourcing/ Services, premium

**Best known for:**

Campaigns for Bloodstained, Wuchang: The Fallen Feathers, Ghostrunner 2, and Prince of Persia

**Next big thing:**

We are working on more marketing projects and some tech solutions to offer to our clients

**Description:**

The Hungry Beast, your dedicated creative marketing studio in the gaming industry, committed to crafting unforgettable success stories. Specializing in marketing and product development, we've worked with renowned brands like RIOT Games, Ubisoft, Quantic Dream, and many others. Our expertise spans from logos and impactful branding to captivating key art, compelling trailers, and more.

**Operating since:** 2020 **Team size:** 15

# The Knights of Unity

[www.theknightsofunity.com](http://www.theknightsofunity.com),  
[contact@theknightsofunity.com](mailto:contact@theknightsofunity.com)



THE KNIGHTS OF UNITY

**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch,  
 Mobile, Browser, VR/AR

**Models:**

External development/Outsourcing/  
 Services

**Best known for:**

Disco Elysium, Cult of The Lamb, Two  
 Point Museum, Wobbly Life

**Next big thing:**

TBA

**Description:**

The Knights of U (formerly The Knights of Unity) is an external game development studio, offering world-class outsourcing services for Unity and Unreal Engine projects since 2015. From tackling complex co-development tasks and enhancing performance through optimisation to porting and creating post-release updates, we specialise in delivering solutions at every production stage.

**Operating since:** 2015 **Team size:** 70

# Transhuman Design

[www.thd.vg](http://www.thd.vg), [michal.marcinkowski@gmail.com](mailto:michal.marcinkowski@gmail.com)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch

**Models:**

F2P

**Best known for:**

Soldat

**Next big thing:**

Jackal

**Description:**

Transhuman Design is an independent studio led by Michal Marcinkowski, creator of Soldat, the indie classic that dominated the 2D multiplayer world and directly inspired games like N, Showdown Effect and Take Arms. Soldat was followed by King Arthur's Gold, Butcher, Soldat 2, and Maniac.

**Operating since:** 2001 **Team size:** 3

## Try Evidence

[www.tryevidence.com](http://www.tryevidence.com), [joanna.buganik@tryevidence.com](mailto:joanna.buganik@tryevidence.com)

**try\_evidence**

**Platforms:**

Other

**Models:**

External development/Outsourcing/  
Services, Other

**Best known for:**

We equip developers, publishers, and  
investors with precise insights to optimize  
every decision

**Next big thing:**

We can't disclose the details

**Description:**

At Try Evidence, we are passionate about helping game developers, publishers, and investors make smarter decisions and reduce risks. We provide insights at every stage of development-from early concept validation to post-launch analysis. We specialize in Market and Audience Analysis, UX and Player Psychology, Expert Mock Reviews, Design Assessment, and Player Anthropology.

**Operating since:** 2019 **Team size:** 6

## UltronAR

[www.ultronar.com](http://www.ultronar.com), [hello@ultronar.games](mailto:hello@ultronar.games)

 **ultron AR**

**Platforms:**

Mobile, Browser, VR/AR

**Models:**

External development/Outsourcing/  
Services, F2P

**Best known for:**

Empowering brands and cities to launch  
AR missions without coding

**Next big thing:**

AI-powered AR tasks that adapt to user  
behavior in real time

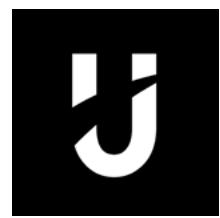
**Description:**

UltronAR is a no-code platform for creating mobile AR games in real-world locations. Used by cities, museums, and brands, it turns spaces into interactive experiences with GPS, object recognition, and AI-based tasks - no coding required. Available on iOS and Android.

**Operating since:** 2023 **Team size:** 8

## UmiArt

[www.umiart.pl](http://www.umiart.pl), [pkwiatkowski@umiart.pl](mailto:pkwiatkowski@umiart.pl)



### Platforms:

PC, Browser, Mobile, VR/AR

### Models:

External development/Outsourcing/ Services, premium

### Best known for:

Demon Bluff on Steam and itch.io. Praised for its deep and unique gameplay mechanics

### Next big thing:

Demon Bluff – adding new content. More card games are planned for the future!

### Description:

UmiArt Studio is a new two-person indie team, focused on creating 2D card games with a unique style and gameplay mechanics. We aim to make games that are easy to pick up but offer depth and replayability. We specialize in card-based experiences and have a full deck of exciting titles planned for the future.

**Operating since:** 2018 **Team size:** 2

## Uncanny

[www.uncanny.global](http://www.uncanny.global), [mikolajmarcisz@gmail.com](mailto:mikolajmarcisz@gmail.com)



### Platforms:

PC, PlayStation, Xbox, Nintendo Switch, Browser, Mobile, VR/AR

### Models:

External development/Outsourcing/ Services, F2P, premium

### Best known for:

Uncanny Global is a comprehensive technology partner for enterprise-level localization and automation

### Next big thing:

Helping publishers and studios reach global gamers by translating billions of words for them

### Description:

Uncanny Global is a comprehensive technology partner for enterprise-level localization & automation projects. We work with publishers, game studios, and large localization agencies, providing customizable automation, integration, and quality assurance tools. Our mission is to simplify workflows, reduce human error, and ensure high-quality translations at scale – no matter the data format or volume. Since its founding, our company has completed over 7,000 projects, spanning 80 languages and more than 2 billion words, across all sorts of genres.

**Operating since:** 2012 **Team size:** 54

# Varsav Game Studios

[www.varsav.com](http://www.varsav.com), [lukasz.rosinski@varsav.com](mailto:lukasz.rosinski@varsav.com)



**Platforms:**

PC, PlayStation, Xbox, Nintendo Switch

**Models:**

Premium

**Best known for:**

BEE SIMULATOR – our most recognized title that lets players see the world through the eyes of a bee

**Next big thing:**

BARKOUR – a fast-paced, spy-comedy action-platformer with a secret agent dog protagonist

**Description:**

We create unique games where animals take the lead role, blending engaging gameplay with distinctive worlds. From the global success of Bee Simulator to the upcoming BARKOUR, we deliver experiences full of character, charm, and a fresh perspective – always with passion and attention to detail.

**Operating since:** 2011 **Team size:** 35

# Viabo Games

[www.viabogames.com](http://www.viabogames.com), [office@viabogames.com](mailto:office@viabogames.com)



**Platforms:**

PC

**Models:**

Premium

**Best known for:**

Sigifarer – The game is available in a demo version, the full version in 2026!

**Next big thing:**

Soul Express: Ticket to Afterlife is an emotional game in which we play the role of the conductor

**Description:**

We are a Polish independent studio founded in 2021, with one released title and another in the final stages of development. Our journey began as ambitious gamers who wanted to create new worlds. Moving from the dreaming phase to setting clear, achievable goals, we built a close-knit team that successfully released a game and reignited our passion for creating immersive experiences.

**Operating since:** 2021 **Team size:** 12

# Vile Monarch

[www.vilemonarch.com](http://www.vilemonarch.com), [scribe@vilemonarch.com](mailto:scribe@vilemonarch.com)



## Platforms:

PC, PlayStation, Xbox, Nintendo Switch, Mobile, Browser

## Models:

Premium

## Best known for:

Oh...Sir! The Insult Simulator – over 700k copies sold and millions of views on YouTube

## Next big thing:

Unrevealed twist on city-building genre

## Description:

Vile Monarch is a hard rock games studio from Warsaw, Poland which has shipped 7 games since 2015, including:

- "Oh...Sir!"; the hit party series
- "Weedcraft Inc"; an insightful business simulator
- "Growing Up"; a coming-of-age life-sim
- "Floodland"; a society survival colony-builder
- "The Last Alchemist"; a fantastical pursuit of science and friendship.

**Operating since:** 2015

# Virtual Alchemy

[www.virtual-alchemy.games](http://www.virtual-alchemy.games), [contact@virtual-alchemy.games](mailto:contact@virtual-alchemy.games)



## Platforms:

PC

## Models:

Premium

## Best known for:

Assembled a team of RPG and strategy experts to create the next big thing

## Next big thing:

Band of Crusaders – a strategy RPG where you lead your medieval order to save the world from demons

## Description:

Virtual Alchemy is a fully remote indie studio founded in Poland by passionate gamers and developers with a strong track record in RPGs and other mechanically rich games. Our team of 10 people, representing 4 different nationalities, is united by a shared vision: "To create games that prioritize player expression through deep, systems-driven gameplay, empowering creativity".

**Operating since:** 2022 **Team size:** 15

# Vivid Games

[www.vividgames.com](http://www.vividgames.com), [office@vividgames.com](mailto:office@vividgames.com)



**Platforms:**

PC, Nintendo Switch, Mobile

**Models:**

External development/Outsourcing/ Services, F2P, premium

**Best known for:**

Real Boxing series [140M downloads], including mobile (iOS, Android), PC, and consoles

**Next big thing:**

Real Boxing 3

**Description:**

One of Poland's leading mobile game developers. The flagship game series, 'Real Boxing' has been downloaded over 140 million times and is the most recognized brand among boxing games worldwide. For its achievements, the company has received many awards including 'Best Independent Producer' and 'Best Polish Game of the Year' by Digital Dragons and the prestigious Apple award 'Editors' Choice.'

**Operating since:** 2006 **Team size:** 60

# VR Factory Games

[www.vrfactory.pro](http://www.vrfactory.pro), [hello@vrfactory.pro](mailto:hello@vrfactory.pro)



**Platforms:**

VR/AR

**Models:**

Premium

**Best known for:**

Nearly 1 million active players on Meta platforms from our flagship titles

**Next big thing:**

3 new titles coming in 2025

**Description:**

With nearly 1 million active players on Meta platforms, VR Factory Games is a leading independent VR developer and publisher founded in 2016. Operating with 3 teams, it has released 4 titles, with 3 more coming in 2025. Active on all major VR platforms, also runs its own AV division and has earned international awards. Listed on the Warsaw Stock Exchange.

**Operating since:** 2016 **Team size:** 30

# WandW Innovations

[www.wwpol.com](http://www.wwpol.com), [wpolak@wwpol.com](mailto:wpolak@wwpol.com)



**Platforms:**

PC, Mobile

**Models:**

External development/Outsourcing/  
Services

**Best known for:**

For now, we don't have 'the best known for'

**Next big thing:**

Cthulhu Mysteries: Veins of Arkham

**Description:**

WandW Inkveil Studio creates a new Lovecraft-inspired universe through atmospheric visual novel games, original comics, and TTRPG scenarios. Blending mystery, horror, and rich storytelling, we invite fans into a dark, interconnected mythos. Our first game launches in 2026, opening the gates to a world where dread and beauty entwine.

**Operating since:** 2023 **Team size:** 14

# Weird Johnny Studio

[www.weirdjohnnystudio.com](http://www.weirdjohnnystudio.com),  
[contact@weirdjohnnystudio.com](mailto:contact@weirdjohnnystudio.com)



**Platforms:**

PC, Mobile

**Models:**

F2P, Premium

**Best known for:**

Hero Tale Idle RPG

**Next big thing:**

Last Mage

**Description:**

Weird Johnny Studio is a small studio based in Gdańsk. Started with mobile games in 2016, now we are expanding to other platforms as well. Our goal is to make single-player games with interesting mechanics, no pay2win; where player's decisions and strategy affect game progress, not the amount of money spent.

**Operating since:** 2016 **Team size:** 11

# Whimsical Universes

[www.whimsicaluniverses.com](http://www.whimsicaluniverses.com)  
[contact@whimsicaluniverses.com](mailto:contact@whimsicaluniverses.com)



**Platforms:**

PC, Nintendo Switch, Witch

**Models:**

Premium

**Best known for:**

Games from the 'Hidden Capybaras with Orange' series released on Steam and Nintendo Switch

**Next big thing:**

Whimsical Heroes – turn-based RPG game in a fantasy world brimming with silly creatures.

**Description:**

Whimsical Universes is a tiny but mighty indie studio based in Poland, founded by two coworkers-turned-friends with a shared love for all things cute, cozy, and, of course, whimsical! With years of game dev experience under their belts, they're crafting adorable, affordable, and joy-filled games that anyone can enjoy.

**Operating since:** 2023 **Team size:** 2

# Whitemoon Games

[www.whitemoon.com](http://www.whitemoon.com), [pr@whitemoon.com](mailto:pr@whitemoon.com)



**Platforms:**

PC, Mobile

**Models:**

F2P

**Best known for:**

Broken Ranks

**Next big thing:**

Broken Ranks (port for Android)

**Description:**

Whitemoon Games is a 40-person independent studio from Wrocław developing MMORPGs. For 15 years, it has been expanding the low-fantasy world of Taern – from the browser game 'The Pride of Taern' to its still-evolving isometric successor 'Broken Ranks' (2022) on PC. A mobile version is also currently in development. The game has built a strong community, meeting for over a decade at TaernCon.

**Operating since:** 2008 **Team size:** 40

# Work Plays IT

[www.workplays.it](http://www.workplays.it), [office@workplays.it](mailto:office@workplays.it)



**Platforms:**

Browser

**Models:**

Premium

**Description:**

WorkPlays is the most advanced recruitment platform for the gamedev industry. It connects studios and game creators, offering smart job matching, detailed company and candidate profiles, and unique tools to support recruitment processes in the dynamic world of game development.

**Operating since:** 2024 **Team size:** 10

# Yaza Games

[www.yazagames.com](http://www.yazagames.com), [kontakt@yazagames.com](mailto:kontakt@yazagames.com)



**Platforms:**

PC, Xbox, Nintendo Switch, PlayStation

**Models:**

Premium

**Best known for:**

We're best known for Inkulinati-a turn-based strategy game inspired by medieval manuscripts, praised for its unique art style

**Next big thing:**

Scriptorium: Master of Manuscripts

**Description:**

Yaza Games is an indie studio from Poland, best known for Inkulinati – a turn-based strategy inspired by medieval manuscripts and praised for its unique art style. We combine history, art, and humor to create original games. Currently, we are working on Scriptorium: Master of Manuscripts – a creative game about illuminating and crafting medieval books.

**Operating since:** 2020 **Team size:** 13