SLOVAK
GAME DEVELOPERS
ASSOCIATION



SLOVAK GAME INDUSTRY 2024

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SLOVAK
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I am proud to present the newest Slovak Game Industry Catalog and annual report!

For the first time in recorded history, the Slovak games industry experienced a contraction - with turnover declining by 10% and the number of industry professionals falling by 7%.

However, we also achieved a historic milestone: Slovakia's first national booth at Gamescom 2024 in Cologne! While last year brought an industry-wide downturn, we now see light at the end of the tunnel as the economy regains momentum. We anticipate growth in XR platforms that will challenge our imagination and AI tools that will enhance our productivity.

Despite these positive signs, we face significant challenges both globally and locally. Globally, we continue to navigate post-pandemic effects, the ongoing war in Ukraine, and economic uncertainty. In Slovakia, we confront limited government support, increased taxation, economic downturn, and a lack of strategic planning for future growth. Investment remains constrained, and publishing new games is more challenging than ever.

So what's next? "Survive till 2025"? We heard that last year too. The reality is that the industry will never return to "the good old days." Rather than merely surviving, we must reinvent ourselves and forge new paths to success. Importantly, the CEE region's high ratio of talent "per Euro" continues to attract investors and strategic partners.

These times demand leadership from all of us - there's no room for complacency. Together, we will prevail.

Thank you for maintaining your passion and dedication to creating Slovakia's most extraordinary games!

GLHF,
Filip Fischer
Founding Member, SGDA

SLOVAK GAME DEVELOPMENT INDUSTRY 2024

COMPANY PROFILES

ACTIVE COMPANIES 69

YEARS ACTIVE

0 to 2 years	3+ years	5+ years	10+ years	15+ years
26%	17%	31%	12%	14%

LEGAL FORM

Private company	Self-employed	NGO	Physical person
89%	7%	3%	1%

PRIMARY FOCUS

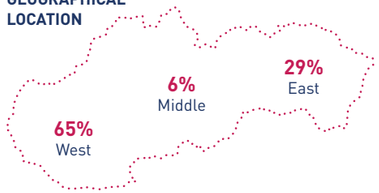
Own game development	Outsourcing and co-development	Gamedev-related services and activities
77%	14%	9%

COMMISSIONED WORK AND OUTSOURCING

- 51% No commissions or ousourcing
- 25% Outsourcing parts of games and assets
- 17% Outsourcing parts and full development of games
- 7% Outsourcing parts and full development of games, but no contracts yet

COMPANY LOCATION

GEOGRAPHICAL LOCATION

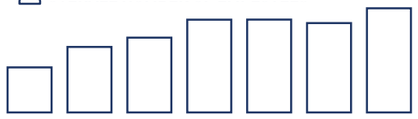


LOCATION BASED ON CITY

Bratislava	46%
Košice	20%
Other	34%

EMPLOYEES

OVERALL NUMBER OF EMPLOYEES



524 (2018)	762 (2019)	870 (2020)	1079 (2021)	1080 (2022)	1017 (2023)	1100 (2024) est.

COMPANY SIZE BASED ON EMPLOYEE HEADCOUNT

200 +	40 to 100	10 to 39	5 to 9	2 to 4	1
1	6	13	20	17	12

NUMBER OF EMPLOYEES IN TOP 10% OF COMPANIES

597

TOP 10 COMPANIES BASED ON EMPLOYEE HEADCOUNT

1. Pixel Federation
2. QORPO
3. Nine Rocks Games
4. SuperScale
5. Inlogic Software
6. STUDIO 727
7. Games Farm
8. NOISE artillery
9. PowerPlay Manager
10. 60fps

EMPLOYEES

NEW WORKING POSITIONS OPENED IN 2023

-63

NEW WORKING POSITIONS OPENED IN 2024 (est.)

133

MEDIAN AGE OF EMPLOYEES

31

WORKING POSITIONS BASED ON SPECIALIZATION

24.1%	Graphic / Concept artist
20.9%	Programmer
9.3%	Other
8.7%	Game Designer
7.6%	Management positions
5.8%	Production
5.2%	Marketing / Sales
5.2%	Animator
4.2%	Tester
3.6%	PR / Community Manager
2.7%	Data Analytic
2.7%	Sound Designer / Composer

COUNTRIES OF ORIGIN OF FOREIGN EMPLOYEES

48.0%	Czech Republic
14.1%	Ukraine
11.3%	Poland
7.0%	Russia
2.8%	Hungary
2.8%	Vietnam
2.8%	USA
11.2%	Other

INTERNATIONAL EMPLOYEES

- 41.2% We employ them and plan to employ more in the future
- 39.7% We don't employ them and are not planning to employ them in the future
- 19.1% We don't employ them, but are planning to employ them in the future

POSITIONS HARDEST TO FILL

30.4%	Programmer
15.9%	Game Designer
14.5%	Graphic / Concept Artist
13%	PR / Marketing
8.7%	Animator
8.7%	Management positions
5.8%	Production
4.3%	Other
2.9%	Data Analytic
2.9%	Tester
2.9%	Sound designer / Composer

NUMBER OF WOMEN WORKING IN SLOVAK GAMEDEV

213 (21%)

PERCENTAGE OF COMPANIES EMPLOYING WOMEN

59%

POSITIONS OCCUPIED BY WOMEN

36.4%	Graphic / Concept artist
16.4%	Other
7.9%	Marketing / Sales
7.1%	Management positions
6.5%	PR / Community Manager
5.6%	Animator
4.2%	Programmer
4.2%	Data Analyst
4.2%	Game Designer
4.2%	Production
2.8%	Tester
0.5%	Sound designer / Composer

POSITIONS OCCUPIED BY FOREIGN EMPLOYEES

Graphic artist	30.4%
Other	14.3%
Marketing / Sales	13.4%
Programmer	11.6%
PR / Community manager	8.0%
Game design	8.0%
Production	4.5%
Data analytics	3.6%
Animator	2.7%
Tester	2.7%
Sound designer / Composer	0.9%

REMOTE WORK/OFFICE

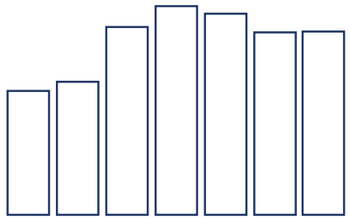
Home office, remote and office work	Home office and remote work only	Office only
46.4%	42%	11.6%

NUMBER OF EMPLOYEES FROM ABROAD

90 (8.8%)

FINANCE

OVERALL TURNOVER (M EUR)



2018	2019	2020	2021	2022	2023	2024 (est.)
47.5	51	72	80	77.1	70	70.3

OVERALL TURNOVER IN 2023

70,091,500 EUR

ESTIMATED OVERALL TURNOVER IN 2024

70,300,000 EUR

TURNOVER OF TOP 10% COMPANIES IN 2023

58,554,000 (83.5%)

TOP 10 COMPANIES BASED ON TURNOVER

1. Pixel Federation
2. Nine Rocks Games
3. Inlogic Software
4. SuperScale
5. PowerPlay Manager
6. Blue Brain Games
7. Gentlemen's
8. Noise Artillery
9. Games Farm
10. 60fps

GAMES

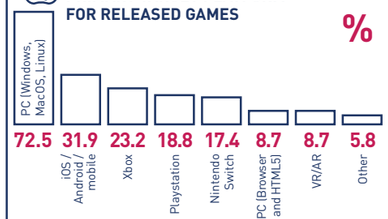
80 OWN FULL-RELEASE GAMES CREATED

157 GAMES CREATED IN COOPERATION WITH A THIRD PARTY

310 OVERALL NUMBER OF RELEASED AND UNRELEASED PROJECTS BEING WORKED ON

PRIMARY TARGET PLATFORM FOR RELEASED GAMES

%



PC (Windows, MacOS, Linux)	iOS / Android / mobile	Xbox	Playstation	Nintendo Switch	PC (Browser and HTML5)	VR/AR	Other
72.5	31.9	23.2	18.8	17.4	8.7	8.7	5.8

GAMES PUBLISHED VIA

Projects not yet published	46.4%
Self-publishing via Google Play or AppStore	20.3%
Self-publishing via Steam (and its equivalents)	15.9%
Other	11.6%
Published via international publisher	11.6%
Self-publishing as an online download	10.1%
Self-publishing via platform holders Nintendo, Sony, Microsoft, etc	5.8%

PRIMARY TARGET PLATFORM FOR GAME DEVELOPMENT

72.5%	PC (Windows, MacOS, Linux)
31.9%	iOS / Android / mobile
15.9%	Playstation
13.0%	Xbox
13.0%	VR/AR
11.6%	Nintendo Switch
8.7%	PC (Browser and HTML5)
2.9%	Other

DEVELOPED GAMES FINANCED VIA

Self-funding	65.2%
Public funding	34.8%
International publisher	15.9%
Commission	15.9%
Other	11.6%
International investor	10.1%
Slovak investor	7.2%
Bank loans	7.2%
Slovak publisher	2.9%
Platform holders Nintendo, Sony, Microsoft, etc.	1.4%

MISCELLANEOUS

Number of players of SERIOUS GAMES or HEALING GAMES in 2023

22,030

INVOLVEMENT IN SUPPORTING THE DEVELOPMENT OF THE GAMING INDUSTRY IN SLOVAKIA

46.4 %	Internships
43.5 %	No involvement
29.0 %	Organising workshops, lectures and events
20.3 %	Other
18.8 %	Organising game jams and hackathons
14.5 %	Sponsoring and CSR activities
2.9 %	Open house

SUBJECTIVE ASSESSMENT OF THE ENVIRONMENTAL IMPACT OF THE GAMING INDUSTRY

46.4 %	Platform owners have the opportunity to influence the sustainability of the industry
44.3 %	Our organisation has the opportunity to influence its own emissions
26.4 %	Our organisation is able to influence the emissions of end users

STATE'S ROLE

WHAT SUPPORT WOULD YOU APPRECIATE MOST?

75.6%	R&D funding for creative industries
75.4%	Tax incentives and deductions
67.8%	Travelling and presentation support
66.6%	More public funding
66.0%	Better education and education support
30.6%	Effective ways of employing foreigners
23.4%	Favorable loans

DID YOU TAKE ADVANTAGE OF THE 2023 CALL FOR SUPPORT FOR GAME CREATION FROM THE SLOVAK ARTS COUNCIL?

Yes, and we received the grant	24.6%
We are aware of the call but do not plan to use it	23.2%
We are aware of the call but have not used it yet	15.9%
We are aware of the call and plan to use it in 2024 or later	14.5%
Yes, but we did not receive funding	11.6%
We were not aware of the call at all and do not plan to use it	8.7%
We were not aware of the call at all but would like to use it	1.4%

DID YOU APPLY FOR SUPPORT IN THE EUROPEAN FUNDING SCHEMES CREATIVE EUROPE OR HORIZON IN 2023?

27.5%	27.5%	13.0%	11.6%	8.7%	7.2%	3.4%
We are aware of the call but do not plan to use it	We are aware of the call but have not used it yet	We were not aware of the call at all and do not plan to use it	We were not aware of the call at all but would like to use it	Yes, but we did not receive funding	We are aware of the call and plan to use it in 2024 or later	We are aware of the call but cannot use it yet

SLOVAK GAME DEVELOPERS ASSOCIATION

Contact:
hello@sgda.sk
+421 904 979 440

Download this material and find out more at:
www.sgda.sk

*All data and statistics as of 31.12.2023, unless stated otherwise



Find everything about Slovak game developers at

www.sgda.sk

&

www.linktr.ee/sgda_sk

GAME DEV COMPANIES

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14 Games Farm
16 Incidental Minds
18 Impact Games
20 CYPRONIA
22 Team Vivat
24 Atomic Realm
26 Bitmap Galaxy
28 3DIVISION
30 Fono Labs
32 Fatbot Games
34 Doublequote Studio
36 Tater Games
38 Mad Cookies
40 Studio ARTillery
42 GAMETHERAPY
44 LL studio
46 CyberStorm
48 poetic
50 straka.studio
53 Pixel Federation
54 Inlogic Games
55 PowerPlay Studio
56 Highrise Studios
57 Blue Brain Games
58 GARSIUS
59 Centurion Developments
60 VIVUGA
61 Blind Octopus Studios
62 ALIEN studio
63 Introvert Legion
64 Leveland Studios
65 Airo Games
66 Hang The Eyelids
67 Midnight Factory Games
68 SquareNite
69 Struct9
70 NIGHTCALL
71 Codebase Surreal
72 Old B1ood
73 2humanstudiowo
74 Balci Games
75 Eldritch Pixels
76 Electric Rooster
77 Linnet Solutions
78 Nanopike
79 Propulsive Games
80 Quiet Little Feet
81 Rembrosoft
82 Baki Studio
83 Bartoš Studio
84 Black Deer Games
85 Boris Kudlač
86 Crimson Crest
87 Hoglet Interactive
88 Ondrej Angelovič
89 TEDI Games
90 Tutto Passa



Game: AneeMate

Game status: Pre-alpha

Platform: PC, consoles

Technologies: Unreal Engine 5, Visual Studio, Maya, Blender

QORPO

Game Development

Backed up by a team of over 65 industry experts and gaming enthusiasts, QORPO Game Studio is building a revolutionary blockchain ecosystem with over 500,000 users and more than 30 pioneering gaming guilds and esports teams on board. QORPO Game Studio is a Web3-democratizing studio with highly successful IPs, such as esports-dedicated hero shooter Citizen Conflict, and creature extraction shooter AneeMate. Our developers worked on leading game titles such as Arma, Mafia, DayZ, Stray, etc.

AneeMate is a fantasy world creature extraction shooter, which merges childhood nostalgia with 21st century innovation. AneeMates are the mythical creatures you'll truly own, introducing magical powers, unique designs, and body structures. They're designed to trigger the cute sentiment of little kitties, while instilling a crippling sense of imminent danger. Their home is mortally threatened. Go save them all!





Based in: Bratislava
Founded in: 2019
Number of employees: 65

Selected published titles:
-

Contact:
info@qorpo.world
company.qorpo.world



Game:
Way of the Hunter

Game status:
Released

Platform:
Windows PC, PS 5,
Xbox Series X|S

Technologies:
Unreal Engine, Fmod,
Perforce Software

Nine Rocks Games

Nine Rocks Games is a game development studio located in Bratislava, established by Slovakian game development veterans from Cauldron. We combine extensive experience with the drive of younger developers to create games. As part of the international Embracer Group (THQ Nordic), NRG focuses on developing multiplatform games using the latest technologies and leveraging previous experiences with global brands and publishers. This blend of seasoned and young developers, supported by a global publisher, is ideal for creating genre-defining titles.

This authentic hunting experience allows you to explore and hunt in vast open-world environments across various locations worldwide. Discover true-to-life animals in beautiful natural habitats, and wield numerous detailed and highly realistic weapons. Way of the Hunter is an immersive hunting adventure amidst stunning wildlife. Learn what it means to be a true hunter and put your skills to the test. Face the challenges of ethical hunting supported by a compelling story, and enjoy hunting in amazing environments.





Based in: Bratislava
Founded in: 2020
Number of employees: 61

Selected published titles:
DayZ, Way of the Hunter: Tikamoon Plains, Way of the Hunter: Matariki Park

Contact:
press@ninerocksgames.com
www.ninerocksgames.com



Game:
Jotunnslayer:
Hordes of Hel

Game status:
Pre-alpha

Platform:
PC, XBOX, PS,
Switch, Mobile

Technologies:
Unity, Unreal,
proprietary technologies

Games Farm

Games Farm is an independent game development studio with a 50+ team, headquartered in Košice, Slovakia. We specialize in developing premium cross-platform titles for PC and consoles, we've released over 20 titles to date. From a small under-the-radar studio, Games Farm has evolved into a globally recognized RPG developer with renowned brands like the Heretic Kingdoms franchise and an ever-increasing roster of quality titles.

Hordes of Hel is a thrilling roguelike horde-survivor game set in a Dark Viking Underworld. Fight waves of enemies to earn ancient Norse Gods' divine blessings, explore hostile realms, summon powerful bosses, and prove your worth in epic battles. Become a god-like warrior in this ultimate showdown.



Based in: Košice
Founded in: 2001
Number of employees: 40

Selected published titles:
Vikings: Wolves of Midgard,
Shadows: Awakening, Conan Exiles

Contact:
games-farm@games-farm.com
www.games-farm.com



Game: Grayton the Detective

Game status: Alfa

Platform: PC, Consoles

Technologies: Unity, Unreal Engine

Incidental Minds

Incidental Minds is a creative, enthusiastic, and ambitious studio from Bratislava. The studio blends fresh ideas, impactful topics, and unique narrative experiences with diverse gaming genres. We specialize in meaningful story-driven, strategic, and simulation games, designed to provide entertainment while engagingly conveying messages.
As well as Grayton the Detective, Incidental Minds is also working on a so far unannounced WWII resistance fighter project, We Resist.

Grayton the Detective is a 2D narrative adventure game that combines drama with comedic elements. Grayton is a homeless investigator who originally came from a wealthy family. He strives to turn his fortune around by solving the mysterious Golden Spoon Case.
The game combines the feel of classic point'n'click adventure games with a modern multiple-solution approach to solving puzzles, and a slightly branched narrative. It also introduces unique game mechanics, such as an eavesdropping mechanic and a clue system.



Based in: Bratislava
Founded in: 2018
Number of employees: 16

Selected published titles:
Off Stage, Peace B(e)low, House them all!

Contact:
contact@incidentalminds.com
www.incidentalminds.com



Game: Heritage Quest AR

Game status: Alfa

Platform: Android, iOS

Technologies: Unity, AR, Blender, Figma

Impact Games

Impact Games brings education to games and play to schools. We are a select multidisciplinary team of educators, creatives, developers, graphic artists, game designers, and communication specialists. We develop attractive and inviting games that help nurture active, critical thinking, and thoughtful citizens with problem-solving capabilities.

Embark on an immersive journey through time with Heritage Quest AR, a captivating story-based adventure game that invites players to step into the daily lives of Roman and local citizens along the Danube Limes. Set against a 2nd-century backdrop, players can unravel the joys and challenges of 12-year-old Felix and his family, who inhabit Villa Rustica near the Gerulata military camp situated in present-day Slovakia. The game features authentic archaeological relics that come to life in mesmerizing detail through the power of augmented reality mode.



Based in: Bratislava
Founded in: 2019
Number of employees: 14

Selected published titles:
Cells in action, Aaron's Dilemma, PAMOJA: Safe Dawn

Contact:
info@impactgames.eu
www.impactgames.eu



Game:
Medieval the Game

Game status:
Beta

Platform:
PC, Playstation 5,
Xbox Series X/S

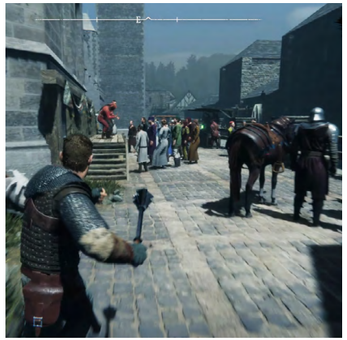
Technologies:
Unreal, Unity

CYPRONIA

Cypronia is an indie game developer and publisher specializing in both the creation of new games and the porting of existing titles to PC and video consoles. As a licensed developer for PS5, PS4, Xbox One, Xbox Series X|S, and Nintendo Switch, our studio has successfully developed over 40 games in our short history.

Medieval the Game is a third-person action-adventure game inspired by the life of Jan Žižka of Trocnov. Before he became one of the only seven generals in history to never lose a battle, Jan was a ruthless mercenary who had lost faith in everything except himself and his merciless band of brothers. The game is an adaptation of Peter Jákl's Medieval - Jan Žižka, a medieval historical drama inspired by true events, now available on Netflix.





Based in: Michalovce
Founded in: 2010
Number of employees: 13

Selected published titles:
State of War, Color Zen,
Cube Life

Contact:
cypronia@gmail.com
www.cypronia.com



Game:
Vivat Slovakia

Game status:
Early access

Platform:
PC

Technologies: Unity 3D, Rokoko Motion Capture, FMOD, Inworld AI

Team Vivat

TEAM VIVAT

Team Vivat is a group of enthusiastic creatives with various professional backgrounds. We aim to prove that when enthusiasm and hard work intersects, even the biggest dreams can come true. Team Vivat uses the Unity engine and focuses on the in-house creation of 3D assets that imitate the real world - from prefabricated buildings to bicycles. We have worked on virtual galleries and AI exhibits for museums. Our biggest project Vivat Slovakia was a big hit in our country - an open-world video game set in the wild '90s on the Eastern European border.

Vivat Slovakia is a story-driven open-world video game set in a newly established country on the border of Eastern Europe, Slovakia. Old norms persist, law enforcement agencies are weak, and corruption is rampant. Gangs are useful to some government elites, who use them to do their dirty work. You play a man in his late 30s, working for the secret police. Operating undercover as a taxi driver, you can freely roam the town and keep a close eye on people of interest. Vivat Slovakia stormed Czechia and Slovakia, and is aiming to break into the international market.



Based in: Bratislava
Founded in: 2019
Number of employees: 12

Selected published titles:
Vivat Sloboda, Veda na dosah VR, Aurel Stodola AI

Contact:
ohhi@vivatslovakia.sk
www.vivatslovakia.sk



Game:
Air Hamsters

Game status:
Scheduled for release in 2024

Platform:
Meta Quest 3, Apple Vision Pro

Technologies:
Unity, Meta XR, Firebase, ironSource SDK, AppsFlyer SDK

Atomic Realm

Atomic Realm is a steeled troupe of software engineers - and gamers at heart, of course! Our small indie studio grew to nine people over time. We make games that are first and foremost fun. Add a little bit of tiny 2D and low-poly 3D art, attention to the smallest details, and you've got the Atomic Realm signature recipe! We also help other studios integrate monetization, advertising, and in-app purchases SDKs, port games to Nintendo Switch, and create their own game art.

Air Hamsters is a mixed-reality ATC simulator. Set up a tiny runway on your coffee table and help hapless hamster pilots land safely! Gently guide them to the landing strip or grab an out-of-control hamster plane with your hand and pull it down from the airspace. Collect power-ups, and prevent your hamsters crashing to their fiery doom! The sky (your ceiling) is the limit!





Based in: Bratislava
Founded in: 2019
Number of employees: 9

Selected published titles:
Magnet Run, Squabble, Aaand Boom!

Contact:
info@atomicrealm.com
atomicrealm.com



Game:
Preserve

Game status:
Early access

Platform:
PC, Xbox,
PlayStation, Switch

Technologies:
Unity

Bitmap Galaxy

Bitmap Galaxy is a small game development studio based in Bratislava, Slovakia. They strive to make meaningful and amusing games that avoid any unnecessary realistic violence.

Preserve is a relaxing puzzle nature-building game in which you nourish a vibrant ecosystem by cleverly placing plants and animals to create a perfect symbiosis to your liking.



Based in: Bratislava
Founded in: 2013
Number of employees: 7

Selected published titles:
YesterMorrov, RandoMine

Contact:
info@bitmapgalaxy.com
www.preserve-game.com



Game: Workers & Resources: Soviet Republic

Game status: Early access

Platform: PC STEAM

Technologies: Custom built 3D engines

3DIVISION

3DIVISION

3DIVISION is a video game development company. We are a small company of freelance developers with 15+ years of experience in game development. Our focus is on development for PCs. We are a 100% independent developer. We're currently working on the Workers & Resources: Soviet Republic building/tycoon strategy game - developed using our own custom-built 3D engine.

Get ready for a unique game that combines city-building with resource and economy management, all with a distinctive socialism theme. Build factories, manufacture products, and manage construction sites. Utilize various modes of transportation, including road vehicles, trains, cableways, airplanes, helicopters, and ships to transport goods and construct new buildings. Detailed implementation is essential in managing electricity, water supply, sewage, heating, and garbage.





Based in: Košice
Founded in: 2005
Number of employees: 5

Selected published titles:
Air conflicts series,
Air Missions: Hind

Contact:
info@3division.net
3division.net



Game:
Desert Drifters

Game status:
Alpha

Platform:
Meta Quest, PCVR

Technologies:
Unity, Meta Quest

Fono Labs

Fono Labs is a dedicated indie studio at the heart of the emerging VR gaming sector. We find VR incredibly exciting and brimming with unexplored potential - new game mechanics, visuals, and game design opportunities. Our journey is driven by two main goals: to establish Fono Labs as a sustainable force in the VR gaming industry, and to continuously expand our portfolio with games that explore the full potential of VR technology.

Desert Drifters is a VR experience blending the co-op gameplay of Sea of Thieves with the mysterious setting inspired by the world of DUNE. Two players team up to ride on a hovercraft, confront sand worms in epic battles, and unravel mysteries on a sci-fi desert planet. Tailored for VR's immersive capabilities, it's a unique, unforgettable adventure. Half of the fun in Desert Drifters is created by working together with a second player. We provide players with the space and tools to make partner selection an interesting part of the game.



Based in: Bratislava
Founded in: 2017
Number of employees: 5

Selected published titles:
Fono, Fear Therapy

Contact:
hello@fono-labs.com
www.fono-labs.com



Game:
QUEEDO

Game status:
In production

Platform: PC, Playstation, Xbox, Nintendo Switch

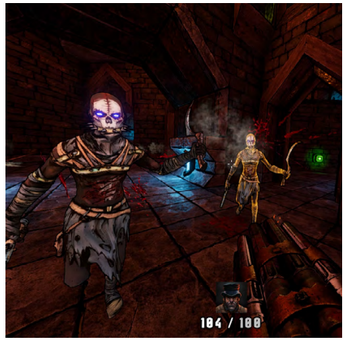
Technologies: Unity, Blender, Photoshop, Substance Designer

Fatbot Games

Fatbot Games is a Slovakia-based indie company founded by two industry veterans: Tibor Repta and Matej Zajačik. The company started with a secure investment and is now self-sustaining. Fatbot Games believes in accessible and polished games with strong storylines and high production value in both visuals and gameplay. QUEEDO will be the company's third game, after the previously released Vaporum and Vaporum: Lockdown.

QUEEDO is an FPS in the vein of Doom, Quake, and other classics. Queedo the Gravedigger sets out to revert the tide of darkness, and with his trusty Total Uber Shovel beat his enemies and give them a delivery to the underworld. Powerful weapons, lots of demons and wretches to kill, and an original funeral setting with plenty of witty Duke Nukem style one-liners mixed with the rotten charisma of Frankenstein's monster. His tarot cards passively improve various aspects of play. The game will have a proprietary level editor available to players with the release of the full game. Let's put the fun back in funerals!





Based in: Bratislava
Founded in: 2015
Number of employees: 5

Selected published titles:
Vaporum, Vaporum: Lockdown

Contact:
info@fatbot-games.com
www.fatbot-games.com



Game:
HeistGeist

Game status:
In production
(coming in 2024)

Platform:
PC, Nintendo Switch

Technologies:
Unity

Doublequote Studio

Game Development

Doublequote Studio is an independent studio based in Bratislava, Slovakia. Founded in May 2014 by two brothers - Ivan and Martin Kozmon - and usually comprising three to four members. Our main focus is to create visually distinct game experiences, utilizing the team's strengths in 2D graphic design and illustration in combination with a compelling narrative. The studio's first game Blood will be Spilled (2019) received the CEEGA 2019 award for Visual Art and four Slovak Game Awards 2020, including Best Visual Design and Game of the Year.

HeistGeist is a 2D single player, story-driven RPG set in a cyberpunk reimagining of Central Europe. Step into the shoes of Alexandra, a street-smart thief fleeing the consequences of a failed heist. Explore the gritty underworld of local gangs, smugglers, and ruthless corporations. Gather a team of unusual allies, pull off tricky heists, engage in card-based fights, and hack into fortified cyberspace systems.



Based in: Bratislava
Founded in: 2014
Number of employees: 4

Selected published titles:
Blood will be Spilled

Contact:
hello@doublequotestudio.com
www.doublequotestudio.com



Game:
Nunu Spirits

Game status:
Global soft launch

Platform:
Android, iPhone

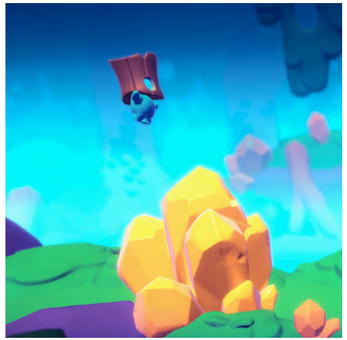
Technologies:
Unity, Blender, PS

Tater Games

Games are our passion, we live for them! That's a very brief but also very accurate description of Tater Games - the game development studio where creativity and innovation are paramount. Tater Games began as a simple discussion between two game developers. Talk of famous studios, renowned for incorporating creativity, inspired the pair to build a new kind of game studio: where teams are kept small, where there is a flat hierarchy, and where creators are involved in key decisions.

Nunu Spirits is a Hybrid F2P/Web3 game where players plant real trees in the real world. A new model for sustainable P2E. The game merges the joy of casual gaming and the earning capacity of blockchain, all while helping the environment by giving players access to direct ecological action. Nunus live in a fantasy world that is a reflection of our own world. Helping them to live a better life has a direct impact on planet Earth. Players can play mini games, collect 3D printable NUNU NFTs, improve their stats, and turn their gameplay into actual trees in the real world.





Based in: Bratislava
Founded in: 2019
Number of employees: 4

Selected published titles:
Nunu Spirits, Brew Story

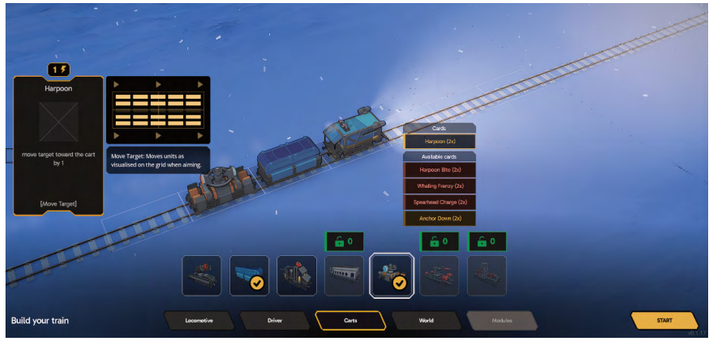
Contact:
info@tatergames.com
tatergames.com

Mad Cookies Studio

Game Development

Mad Cookies Studio is a Bratislava-based game development studio founded in 2019 following the successful completion of the Butterfly Effect program. We've worked on client, mobile, web and PC premium projects. We focus on crafting games with deep strategy within the rogue-lite genre, leveraging domain expertise, custom tooling we've built along the way, and unique visuals that focus on simplicity, clarity and fun. We use the Godot game engine for our projects.

Fogpiercer [working title] is a roguelite deckbuilder where you build your train to build your deck with deep tactical combat on a square grid. The game focuses on player mastery while offering new train cars that provide fresh strategies. Each run is a unique experience with new trains, decisions, upgrades and enemies that will do their best to hurt you. Show off your strategic genius by cleverly using deck, positioning and even enemy attacks to your advantage! Supported with Slovak Arts Council public funding.



Game:
Fogpiercer
[working title]

Game status:
Vertical slice

Platform:
PC

Technologies:
Godot game engine,
Blender, Affinity

Based in: Bratislava
Founded in: 2020
Number of employees: 3

Selected published titles:
Cardbob

Contact:
contact@madcookies.games
www.madcookies.games



ARTillery

ARTillery

ARTillery is a small indie game development studio based in Bratislava, Slovakia with over 20 years' experience. We have worked on titles such as Chameleon, Chaser, Fever Frenzy, Keep Cool in Sunshine City, and Mafia 3. We have also created and released Strategy/RPG game Niborea and point-and-click adventure game Catie in Meowmeowland. Now we are working on Rogue General - a turn-based strategy game.

Rogue General is a combination of tactical turn-based roguelike strategy and deckbuilder. A combination of Battle Brothers and Slay the Spire. The game is set in an alternate early medieval era in the far Viking north, where magic's in the air and merges with history.



Based in: Bratislava
Founded in: 2004
Number of employees: 2

Selected published titles:
Catie in Meowmeowland, Niborea, Keep Cool in Sunshine City

Contact:
contact@artillery.sk
www.artillery.sk



Game: ClaustrOFF

Game status: Beta final

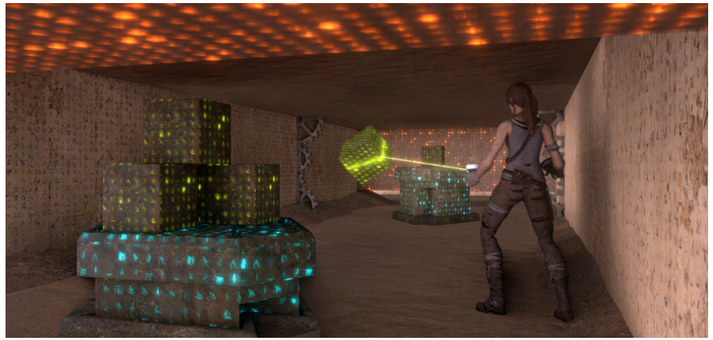
Platform: App Lab, Meta Store

Technologies: Unity

GAMETHERAPY

GAMETHERAPY focuses on developing gamified virtual reality solutions for healthcare worldwide.

ClaustrOFF integrates the scientific technique of Virtual Reality Exposure Therapy with game elements to enhance therapy's effectiveness - targeting individuals that suffer from claustrophobia and agoraphobia. This approach is unique due to its gamification, immersive simulations, and scalability, making traditional therapy more accessible and engaging.



Based in: Bratislava
Founded in: 2022
Number of employees: 2

Selected published titles: Feartherapy

Contact:
info@gametherapy.eu
www.gametherapy.eu



Game: RPG Conquer the World

Game status: Released

Platform: iPhone, Android, Windows

Technologies: RPG Maker, Unity, Stable Diffusion

LL studio

Game Development

LL studio is a game development studio located in Bratislava, Slovakia. We create graphics, websites, and apps. In 2015, we started developing games and we are now shifting our primary focus to that sector. We excel in graphics, are proficient in coding, and can deliver original stories. Our new game projects aim to fully utilize AI to generate graphic assets and text-to-speech. Our goal is to have at least 10+ games in our portfolio: #adventure #rpg #boardgame #cards #gamebook. Our motto: Playing games with pride!

RPG Conquer the World ... at least our village! Calling all brave souls! We invite you to play the game and join the quest! Experience the story of a normal young boy, visit school, fight foes, find your first love, and most importantly: conquer the world! You can't get a mortgage, car lease, or credit card here, but a bunch of other problems certainly lie ahead. The game has eight chapters. You need to complete several tasks, and you will take part in many sarcastic dialogs and humorous situations.





Based in: Bratislava
Founded in: 2006
Number of employees: 2

Selected published titles: RPG Conquer the World, HEXADIA, Jumpolino

Contact: info@llstudio.sk
llstudio.games



Game: Junxions

Game status: Early alpha

Platform: PC

Technologies: Unity

CyberStorm

CyberStorm is a small independent game development studio that creates innovative city builder games for PC. With 15 years of experience in software development, we funnel our inner passions for realistic city simulation games to make something extraordinary. We are constantly trying new approaches, and love procedurally-generated graphics and environments. We're currently working on our first title about traffic engineering, our ultimate goal is to make the world's best city builder.

Junxions is an upcoming sandbox simulation game for PC where you're an engineer designing traffic layouts. With road and intersection building tools completely reimagined and traffic simulated by powerful AI, you can enter a whole new world of asphalt possibilities. Place procedural roads, design highly efficient intersections, interchanges, roundabouts, highways, tunnels, bridges, traffic lights, and rights of way, import real-world data, use landscaping tools, beautify with countless props, and see your created world come to life. Become a true traffic engineer!





Based in: Bratislava
Founded in: 2023
Number of employees: 1

Selected published titles:
-

Contact:
info@cyberstorm.games
www.cyberstorm.games



Game:
Sacred Fire

Game status:
Early access

Platform:
PC

Technologies:
Unity, nVidia iRay, Ink

poetic

poetic

poetic is an agile studio that collaborates with top international talent on a groundbreaking role-playing game. It lets players enter the mind of the protagonist, and wrestle with subconscious ideas, relationships, and real human monsters.

Sacred Fire is a text-based RPG full of choices and action. Create a character and choose your words, thoughts, and tactics as you fight off a Roman invasion in ancient Caledonia. Use willpower to boost your chances, outsmart opponents, and gain allies. Steam Reviews described the game as "absolutely groundbreaking" and "a masterpiece of its genre". Players on GoG call the game "a delightful surprise" "with the potential of Disco Elysium".



Based in: Banská Bystrica
Founded in: 2015
Number of employees: 1

Selected published titles:
Sacred Fire

Contact:
andrej@poeticstudio.com
www.poeticstudio.com



Game: Loot River

Game status: Released

Platform: PC, Xbox, Playstation

Technologies: Unity

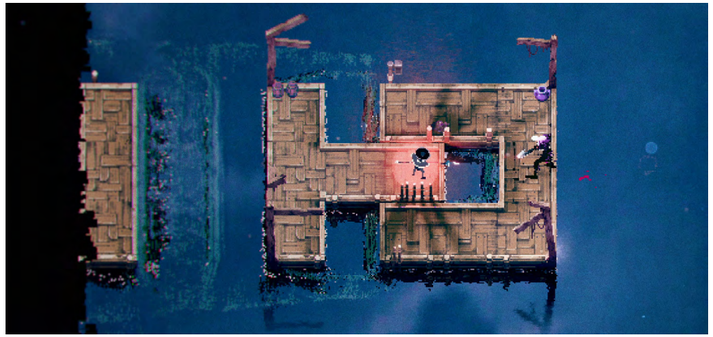
straka.studio

Game Development

straka.studio

We're a small independent games studio in Slovakia that creates products with novel mechanics and a strong visual style. Our games explore new ideas and gameplay mechanics, and we've shipped games using fast-developing technologies such as augmented reality and holographic displays.

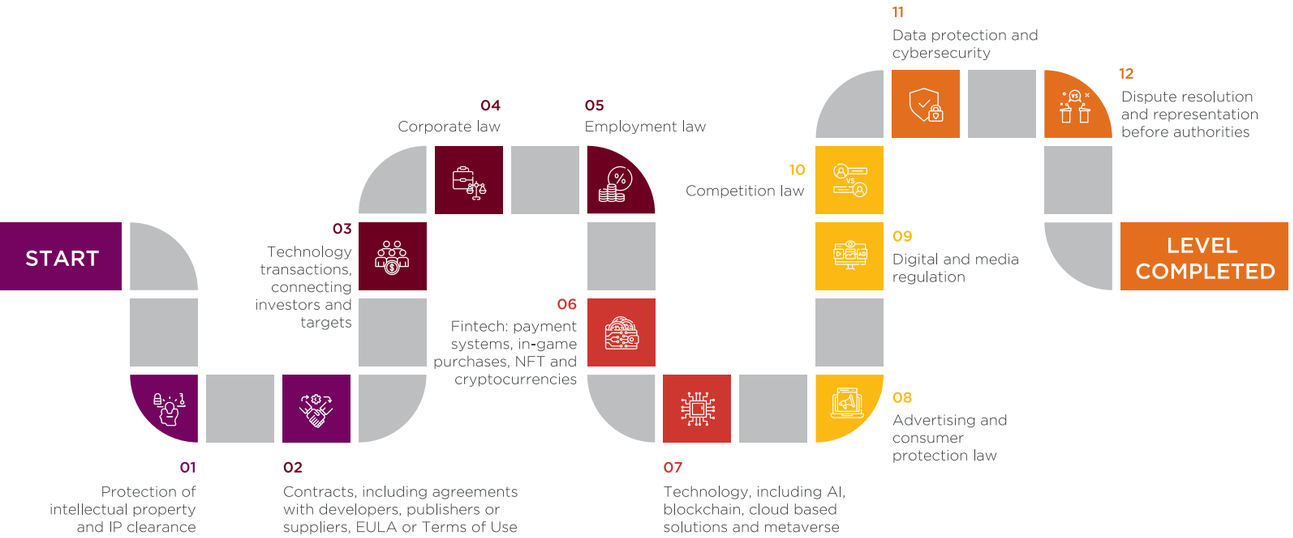
Explore procedurally generated labyrinths in this challenging, narrative-rich rogue-lite. Master deep combat. Slide blocks of ancient ruins. Defeat bestial abominations. Loot, level up, strategize, fight, die, and wake up anew. Unlock the secrets of Loot River. Immortality is a bittersweet gift.



Based in: Vienna
Founded in: 2020
Number of employees: 1

Selected published titles: Euclidean Lands, Euclidean Skies

Contact:
info@straka.studio
www.straka.studio



YOUR DEDICATED TEAM

Viliam Myšička
Managing Partner, Regional Co-Head of Technology, Media & Telecommunications
viliam.mysicka@kinstellar.com
+421 2 5929 1128

Lukáš A. Mrázik
Managing Associate, Regional Co-Head of Data & Cybersecurity
lukas.mrazik@kinstellar.com
+421 2 5929 1165

Pixel Federation

Game Development

PIXELFEDERATION
players to players

Home of unique puzzle & tycoon mobile games, played by millions, developed with passion, from players to players.
The independent game developer and publisher PIXEL FEDERATION is an expert in free-to-play games, with a special focus on transport tycoon and puzzle titles. With 16 years of expertise, six games on the market, and deep knowledge of niche transport tycoon players, the studio reached over EUR 42M of revenues in 2023, and is constantly looking for passion-driven talents!

Game:
TrainStation 2

Game status:
6 released, 2 in production

Platform:
Google Play, App Store

Technologies:
Unity, WebGL



Based in: Bratislava
Founded in: 2007
Number of employees: 270

Selected published titles:
TrainStation 2, Puzzle Adventure, Diggy's Adventure

Contact:
media@pixelfederation.com
www.portal.pixelfederation.com

Inlogic Games

Game Development

We are Inlogic Games, a development studio specializing in Android and HTML5 games for mobile phones. We distribute our apps through a global network that reaches 150+ countries, cooperating with more than 200 companies - countless operators, aggregators and subscription services with a presence on every continent. We also publish games on Google Play. Check out our flagship title Football Cup 2024 - ultimate football simulation. Let's play!

Game:
Football Cup 2024

Game status:
Released

Platform:
Mobile

Technologies:
Unity, Phaser



Based in: Košice
Founded in: 2006
Number of employees: 80

Selected published titles:
Golf Open Cup, Football Kicks, Zombie Hill Racing

Contact:
sales@inlogic.sk
www.inlogic.sk

PowerPlay Studio

Game Development

We are a game development studio that creates sports games, we have millions of players around the world. Our goal is to create world-class sports games that are great fun to play.
Step into the world of professional cycling and shape the destiny of your dream team in Tour de France Cycling Legends, the official mobile game of the Tour de France and La Vuelta. Feel the adrenaline rush as you guide cyclists to epic victories across iconic tours, managing every aspect of their journey to the top.

Game:
Tour de France Cycling Legends

Game status:
Released

Platform:
Android, iOS

Unity, NoteJS, Postgre, PHP, VueJS, PhaserJS, THREE JS





Based in: Bratislava
Founded in: 2007
Number of employees: 60

Selected published titles:
Biathlon Mania, Athletics Mania, Winter Sports Mania

Contact:
info@powerplay.studio
www.powerplay.studio

Highrise Studios

Game Development

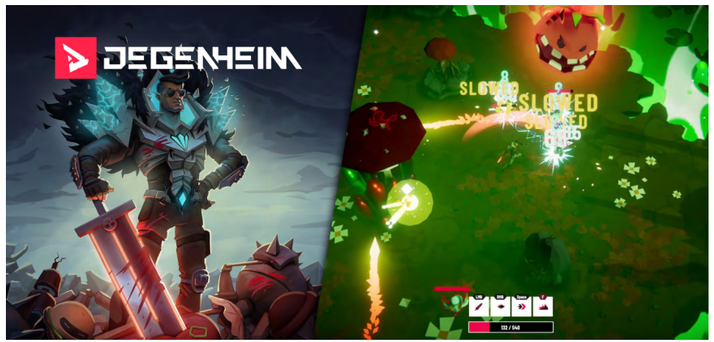
Highrise Studios is an international indie studio founded by passionate gamers and experienced professionals who have spent years professionally scaling and optimizing games. Degenheim is a top-down isometric rogue-lite game packed with action, set in an absurd world where nothing is impossible. It features dynamic combat, a quirky storyline, dialogues, 20 unique playable characters, hundreds of unique abilities, playable environments, enemies, bosses, and minibosses, combined with extensive meta-progression options, offering nearly endless replayability.

Game:
Degenheim4

Game status:
Early Access

Platform:
PC, Steam Deck, PS & XBOX

Technologies: Unity3D, Blender, FMOD, Photoshop



Based in: Bratislava
Founded in: 2022
Number of employees: 25

Selected published titles:
-

Contact:
team@highrise.studio
www.highrise.studio

Blue Brain Games

Game Development

A brand-new adventure from the creators of The House of Da Vinci. With new handcrafted puzzles, hauntingly beautiful locations, and challenges for your brain's gray (or blue) matter. You can see the world through the eyes of one of the most famous inventors, Nikola Tesla.

Game:
The House of Tesla

Game status:
In development

Platform:
PC, Consoles, Mobile Platforms

Technologies:
Unity, C#, Blender



Based in: Prague
Founded in: 2015
Number of employees: 22

Selected published titles:
The House of Da Vinci 1, 2 & 3

Contact:
marketing@bluebraingames.com
www.bluebraingames.com

GARSIUS

A cinematic adventure game with elements of action, exploring the weight of the present moment during a troubling time. A time when many childhoods are stolen.

Game:
New Dark Age

Game status:
Alfa

Platform: PC

Technologies: Unreal Engine, RealityCapture, Houdini, Microsoft Visual Studio



Based in: Bratislava
Founded in: 2006
Number of employees: 21

Selected published titles:
-

Contact:
newdarkage@garsius.com
www.newdarkage.com

Centurion Developments

Our studio is based in Nitra, Slovak Republic. Our policy is to stay maximally in touch with the community and listen to its needs.
Forgotten but Unbroken is a tactical turn-based strategy game inspired by the events and stories of forgotten and unsung World War II heroes. Unique features, new to the genre, offer immersion and deeper protagonists to lead and look after. Lead the resistance against Axis forces, manage your base and team, and impress allies while also seeking their support and help.

Game:
Forgotten but Unbroken

Game status:
Beta

Platform:
PC

Technologies:
Unity



Based in: Nitra
Founded in: 2020
Number of employees: 15

Selected published titles:
-

Contact: centuriondevelopments
@centuriondevelopments.sk
www.centuriondevelopments.sk

VIVUGA

Game Development

VIVUGA has long been dedicated to crafting captivating mobile games for players worldwide. Founded by passionate gamers, we've evolved into a reliable production company that covers various genres. Our player-centric approach ensures a distinct and enjoyable gaming experience. Committed to continuous improvement, we strive to offer the ultimate mobile gaming experience through a broad range of products.

Game:
Case Chase

Game status:
Released

Platform:
Google Play, App Store

Technologies:
Unity



Based in: Košice
Founded in: 2017
Number of employees: 12

Selected published titles:
Bhop Masters, Coin Pusher Vegas, Elya's Gem Hunt

Contact:
support@vivuga.com
www.vivuga.com

Blind Octopus Studios

Game Development

The first studio in Slovakia to develop narrative audio games for smartphones. These bridge the gap between sighted and visually impaired gamers, offering a unique gaming experience independent of visual perception. By stimulating imagination, they erase the boundaries between controlled dreaming and augmented reality. Rooted in scientific studies, artistic values, and innovative game mechanics, combined with high quality sound design, the studio is redefining mobile gaming with new perspectives. Check out our debut game!

Game:
Via Memories - Móric Beňovský

Game status:
Demo

Platform:
Android, iOS

Technologies:
Unity, FMOD Studio





Based in: Martin
Founded in: 2022
Number of employees: 11

Selected published titles:
-

Contact:
blindoctopusstudios@gmail.com
blindoctopus.studio

ALIEN studio

Game Development

ALIEN is a 3D animation and VFX studio that focuses on photorealistic animation for advertising and film. We have been enthusiastically producing commercials and visual effects for over 20 years.
Sickway is a VR game where you face your fear of heights. Single-player mode has various mini-games to play while enjoying breathtaking city views. You can also test your competitiveness in multi-player maps with friends. And if you're feeling creative, you can make your own track.

Game:
Sickway

Game status:
In development

Platform:
PC VR

Technologies:
Unity



Based in: Bratislava
Founded in: 2008
Number of employees: 10

Selected published titles:
Deadness

Contact:
game@alien.sk
www.alien.sk

Introvert Legion

Game Development

Introvert Legion, founded in 2023 by industry veterans, specializes in the development of unique and engaging games, powered by a team with a diverse skill set.
ROCKTOPIA: INVADERS FROM THE PAST FUTURE is an adventure platformer that features the story of Dino from a fictional Stone Age that merges with a world of cosmo-futurism. The dinosaur and his robotic helper Dron face the original inhabitants - the Prehistorians, and the challenges of local and extraterrestrial adversaries.

Game: ROCKTOPIA: Invaders from the Past Future

Game status:
In development

Platform:
PC, Consoles

Technologies:
Unreal Engine 5





Based in: Bratislava
Founded in: 2023
Number of employees: 10

Selected published titles:
N/A

Contact:
introvertlegion@gmail.com
www.ilgn.fun

Leveland Studios

Game Development

We mainly specialize in developing complex AA 3D Open-World FPS games in Unreal Engine 5 for PC and consoles, and sometimes smaller fun projects. Our mission is to elevate the gaming experience by combining clear and intuitive design with engaging gameplay. We strive to push the boundaries of immersive gameplay, ensuring that every game we develop both entertains and provides a seamless and enjoyable experience for players all around the world.

Game:
Revengers

Game status:
In development

Platform:
PC, Consoles

Technologies:
Unreal Engine 5, Unity





Based in: Košice
Founded in: 2017
Number of employees: 10

Selected published titles:
Revengers, Dash The Fox
& Three Dreadful Pigs

Contact:
info@levelandstudios.com
www.levelandstudios.com

Airo Games

Game Development

KNIGHTS OF THE FALL is a sci-fi 2D platformer with tactical elements that tells the story of a group of post-apocalyptic survivors. They join forces to uncover the true reasons behind the cosmic invasion of Earth, and explore how interdimensional travel and the afterlife could be connected using time and gravity-bending technology.

Game:
KNIGHTS OF THE FALL

Game status:
In development

Platform: PC, Mac, Nintendo Switch, PlayStation, XBOX

Technologies:
Unity, Spine, Photoshop



Based in: Košice
Founded in: 2018
Number of employees: 6

Selected published titles:
Life of Delta

Contact:
hello@airogames.com
www.airogames.com

Hang The Eyelids

Game Development

Hang The Eyelids is an independent game developer based in Bratislava, Slovakia, which was co-founded by a small ensemble of creatives with wide-ranging experience. Crave is our 2d hand-drawn adventure where players explore a non-linear world and leverages a carnivore's skills to survive: a sense of smell, urination markers, and a taste for devouring adversaries.

Game:
CRAVE

Game status:
Pre-production

Platform:
STEAM

Technologies:
Unity



Based in: Bratislava, Prague
Founded in: 2022
Number of employees: 6

Selected published titles:
-

Contact:
nekrik@gmail.com
www.crave-game.com

Midnight Factory Games

Game Development

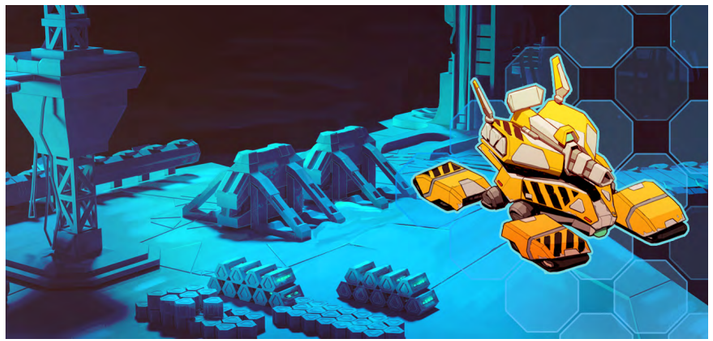
Midnight Factory Games studio's journey started during the Butterfly Effect training program in 2020. The studio then developed its inaugural game, Mimi and Lisa. In 2022, the company secured angel investment, which provided crucial financial backing to complete the game. Mimi and Lisa was successfully launched in March 2023 for PC and mobile platforms. Since then, the company has been actively making custom games, while also developing its own projects.

Game:
Dyson

Game status:
Prototype

Platform:
PC and Mobile

Technologies:
UNITY



Based in: Bratislava
Founded in: 2020
Number of employees: 6

Selected published titles:
Mimi and Lisa, Flying Hamster

Contact:
info@midnightfactorygames.com
www.midnightfactorygames.com

SquareNite

Game Development

SQUARENITE

SquareNite is a young game studio located in Košice, founded by two computer gaming fans. We create games with heart, soul and mind.
Darfall is a hero-based RPG city-building game where you're the hero who must protect their home and help it grow! By day, you must grow your hero's strength, find epic loot, master new abilities, and build up your settlement; while by night, you must survive the hordes of undead.

Game:
Darfall

Game status:
In development

Platform:
PC (Steam)

Technologies:
Unity, Photoshop, Notion, GitLab



Based in: Košice
Founded in: 2023
Number of employees: 5

Selected published titles:
-

Contact:
info@squarenite.com
www.squarenite.com

Struct9

Game Development

struct9

Studio: Struct9 is an independent development studio based in Slovakia.
Our team unites numerous talented and motivated creators from around the world who share a passion for creating unique games and experiences.
Game: Cellings is a creative sandbox game set in an abstract procedural world full of species. Experience the full evolution of cells across three generations, compete with other species, and explore breathtaking worlds.

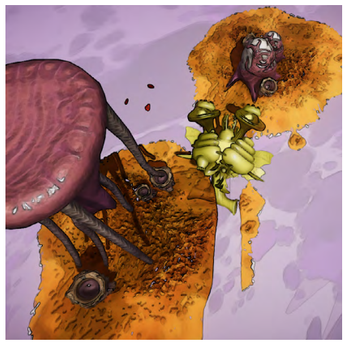
Game:
Cellings

Game status:
Early Access

Platform: PC - Windows

Technologies: Unity Engine, Unreal Engine, Substance Painter, Autodesk 3Ds Max





Based in: Trnava
Founded in: 2018
Number of employees: 5

Selected published titles:
Hulda, Children Of Hodur, The God

Contact:
contact@struct9.com
www.struct9.com

NIGHTCALL

Game Development

Nightcall is a creative entity that acts as an indie video game development studio, music label, and comic book publisher. Initially, Nightcall hosted synthwave parties, but the founders' passion for 80s nostalgia and retro aesthetics led them to expand into other creative ventures. "Crimson Guild" is an upcoming fantasy turn-based strategy game that builds upon the studio's reputation for integrating nostalgic and retro aesthetics into modern gameplay. It features strategic elements where players manage and lead a guild, making decisions that influence the game's narrative and outcomes.

Game:
Crimson Guild

Game status:
In development

Platform:
Windows / PC

Technologies:
Unity, Pixel-art



Based in: Bratislava
Founded in: 2019
Number of employees: 6

Selected published titles:
Lost in the Void,
Nightcall Text Adventure

Contact:
nightcallsk@gmail.com
www.nightcall.sk

Codebase Surreal

Game Development

Codebase Surreal is an indie VR studio, founded by three friends with a vision to develop innovative game mechanics in virtual reality.
Somnia is a spell-casting action VR game where you truly feel magic in your hands. We aim to redefine the core VR input from buttons to intuitive gestures: a natural combination of hand and body movements. Somnia elevates this concept to the next level, making every spell a unique gesture that delivers an unparalleled feeling of "casting magic".

Game:
Somnia

Game status:
Demo

Platform:
Meta Quest, PCVR

Technologies:
Unity, Blender



Based in: Bratislava
Founded in: 2022
Number of employees: 3

Selected published titles:
-

Contact:
info@somniavr.com
www.somniavr.com

Old B1ood

Game Development

We're a small independent game studio (two brothers) with a focus on nature and wildlife. Feed and Grow: Fish is our first and hitherto only published game. Feed and Grow: Fish is an underwater simulator where you can experience what it takes to hatch, survive and have offspring as a fish. In three different maps (River, Swamp and Coral Reef) players can understand a basic food chain and know when to fight or flee. The gameplay relies on quick and sharp movement controls, and a lot of biting, chewing, and eating.

Game:
Fish: Feed and Grow

Game status:
Early access

Platform:
PC

Technologies:
Unity



Based in: Poprad
Founded in: 2016
Number of employees: 3

Selected published titles:
-

Contact:
info@feedandgrow.fish
www.feedandgrow.net

2humanstudiowo

Game Development

We're a committed and creative team from Nepal and Slovakia. Our main focus is quirky story-oriented games that feature a unique art style and comedy elements.
Finding Cinderella is our first major project. It's a combination of visual novel and adventure game with mystery/horror elements.

Game:
Finding Cinderella

Game status:
Beta

Platform:
PC, Mobile

Technologies:
GameMaker, Clip Studio Paint



Based in: Hrnčiarovce nad Parnou / Dharan
Founded in: 2021
Number of employees: 2

Selected published titles:
Ivy & Blue

Contact:
2humanstudiowo@gmail.com
twohumanstudiowo.itch.io

Balci Games

Game Development

Dust & Rain is an immersive story-driven top-down RPG with a unique pixel art style. The story is set in a post-apocalyptic world devastated by a world war which brought humanity to the edge of extinction. Players face a hostile wasteland filled with combat challenges and moral choices. Quests often have multiple solutions. Players need to adapt, learn new skills, and get better gear to survive.

Game:
Dust & Rain

Game status:
In development

Platform:
Windows, Mac, Linux

Technologies:
Unity, Aseprite, Inky



Based in: Bratislava
Founded in: 2023
Number of employees: 2

Selected published titles:
-

Contact:
balci@balcigames.com
www.balcigames.com

Eldritch Pixels

Game Development

Tendril: Echo Received is a stealth action reverse horror inspired by Ridley Scott's Alien. Become a blood-thirsty spawn of hell and hunt down everyone who dares cross your path. Enjoy absolute freedom on a mining station stranded in the cold depths of space. Jump onto walls, crawl on the ceiling, in ventilation shafts, and above victims' heads. Use the surroundings to your advantage. Explore your options, disable security systems, use demonic powers, and face soldiers, cultists, and even demonic witches.

Game:
Tendril: Echo Received

Game status:
Pre-alpha

Platform:
Windows, Linux, MacOS

Technologies:
Unity



Based in: Bratislava
Founded in: 2017
Number of employees: 2

Selected published titles:
-

Contact:
info@eldritchpixels.com
www.eldritchpixels.com

Electric Rooster

Game Development

Land of Nod is a 2D puzzle platformer game based on cooperation between two characters, while the player simultaneously controls them. The game can also be played as a local co-op for two players. The game follows the story of two siblings, whose one unspoken wish leads them on a journey where they must cooperate with each other in a forsaken land. The project aims to reflect on the nature of the brothers, their relationship, and their gradual transformation using game mechanics and dynamics.

Game:
Land of Nod

Game status:
In development

Platform:
PC, Consoles

Technologies:
Unity Engine, Adobe CC



Based in: Bratislava
Founded in: 2023
Number of employees: 2

Selected published titles:
-

Contact:
electricroostergames@gmail.com

Linnet Solutions

Game Development

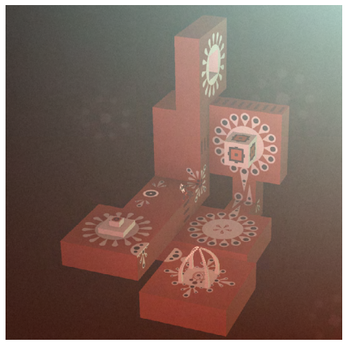
Solve puzzles using insect-like traversal skills through an imaginary realm where there's no up or down. Guide a mysterious creature in a dream world, manipulate architecture to solve puzzles, and find hope instruments. And after you awaken, use them to heal the world and escape the never-ending cycle!

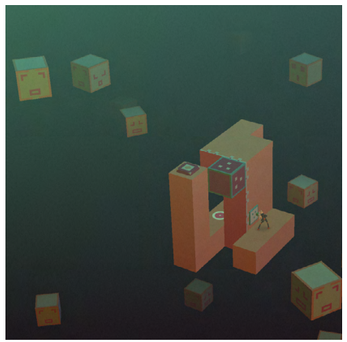
Game:
Hope Timbre

Game status:
Vertical slice

Platform:
windows, mac os x, android, ios

Technologies:
Unity, FMOD, Ableton Live





Based in: Hurbanova Ves
Founded in: 2013
Number of employees: 2

Selected published titles:
Botanicula, Chuchel (Amanita Design)

Contact:
contact@linnetsolutions.eu
www.linnetsolutions.eu

Nanopike

Game Development

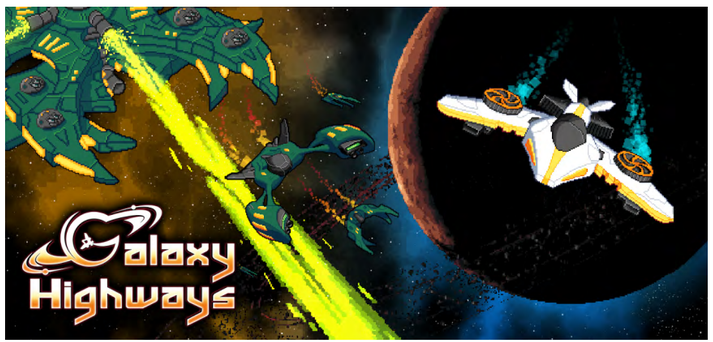
Nanopike is an independent game development studio based in Košice, which is currently developing its debut game, Galaxy Highways. This top-down, story-driven bullet hell space shooter challenges you to complete various attack and defense missions, while managing your health by defeating enemies and enemy waves. Accumulate rewards and watch your base evolve, and unleash destruction on stronger enemies once you've unlocked the special battleship levels.

Game:
Galaxy Highways

Game status:
Beta

Platform:
PC, Consoles

Technologies:
Unity, C#



Based in: Košice
Founded in: 2021
Number of employees: 2

Selected published titles:
-

Contact:
nanopike.studio@gmail.com
www.nanopike.com

Propulsive Games

Game Development

Space Reign is an indie space-sim and strategy game featuring ship and fleet combat mixed with controlling a private space corporation. Claim sectors for your faction and raise its influence in the near-future, where resource-exploiting corporations are constantly fighting to control territory.

Game:
Space Reign

Game status:
Early Access

Platform:
PC

Technologies:
Unity Engine, Fmod



Based in: Žilina
Founded in: 2020
Number of employees: 2

Selected published titles:
Space Reign

Contact:
propulsivegames@gmail.com
www.spacereign.net

Quiet Little Feet

Game Development

Quiet Little Feet is a two-person game development studio. We're currently working on Where Birds Go to Sleep, an psychological narrative-driven adventure set in a fictional Near East-inspired land, brought to life in a painterly art style, with voice-acted dialogue and an original score. We're interested in player- driven narratives, choices, and the consequences such stories can have both on and outside the screen. Our goal is to revolutionize narrative-driven video games and video-game storytelling by bringing player agency into stories.

Game:
Where Birds Go to Sleep

Game status:
In development

Platform:
PC - Steam, GOG

Technologies:
Unity



Based in: Košice
Founded in: 2020
Number of employees: 2

Selected published titles:
-

Contact:
hello@quietlittlefeet.com
www.quietlittlefeet.com

Rembrosoft

Game Development

The name Rembrosoft originates from Rembrandt Harmenszoon van Rijn, the renowned artist who had an incredible talent for catching light and detail like no one before or since. We take care of the details, just like him.
Colonize combines a survival game and building strategy set during the colonization period - the 17th century. It tells the story of a settlement in the New World, and all the difficulties encountered by the early settlers.

Game:
Colonize

Game status:
Early Access

Platform:
PC

Technologies:
Unity, Maya, Unreal, Blender



Based in: Košice
Founded in: 2014
Number of employees: 2

Selected published titles:
-

Contact:
rembrosoft@gmail.com
www.rembrosoft.com

Baki Studio

Game Development

Baki Studio is a small studio created by indie game developer Peter Čelko, which has won the best game award twice at the Slovak national competitions Špongia and IHRA. The studio has released three games, with the third being its biggest project to date.
Miwa: The Sacred Fox - Dive into a Japanese-Hawaiian story, where light is the last hope to survive. Miwa: The Sacred Fox is a 2D adventure platformer game with many interesting puzzle elements and a beautiful hand-drawn mystical world.

Game:
Miwa: The Sacred Fox

Game status:
Released

Platform:
PC, Android

Technologies:
Unity Engine, Krita



Based in: Zborov nad Bystricou
Founded in: 2020
Number of employees: 1

Selected published titles:
Outlander, Kassandra's Adventures

Contact:
contactbakistudio@gmail.com
www.bakistudio.webnode.sk

Bartoš Studio

Game Development

At Bartoš Studio we're always aiming to create something new, experimental, and a little bit offbeat.
Sociopat is an absurd comedy driven game that combines point and click adventure with an action packed first person game. Play an anti-hero and act mischievously under the encouragement of an unconventional demon.
The story is anchored in a slightly absurd universe, and progresses by solving classic adventure tasks with a spice of action.

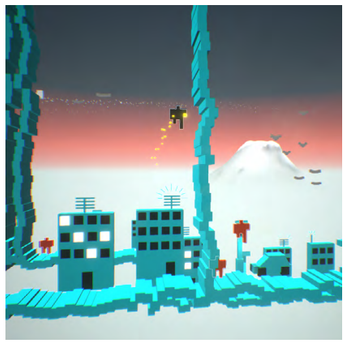
Game:
Sociopat

Game status:
In development

Platform:
Windows

Technologies:
Unreal Engine, Virtual Reality





Based in: Trnava
Founded in: 2017
Number of employees: 1

Selected published titles:
Ur Game: The Game of Ancient Gods, HRDINA, Egg Time 2

Contact:
info@bartos-studio.com
www.bartos-studio.com

Black Deer Games

Game Development

Black Deer Games is independent developer Peter Jurkovský's studio, which has released a few smaller mobile games and now focuses on developing PC games. The studio won some awards for Juro Janosik - its previously released game. The currently under development Wendigo Hunter is an action roguelite dungeon crawler with a mysterious atmosphere and minimalistic visuals. As the chosen member of a cult, you aim to hunt down a mythological creature that hides deep in dungeons and amidst abandoned ruins.

Game: Wendigo Hunter

Game status: In development

Platform: PC

Technologies: Unity



Based in: Prešov
Founded in: 2015
Number of employees: 1

Selected published titles: Juro Janosik, The Legend of Janosik

Contact:
contact@blackdeergames.com
www.blackdeergames.com

Boris Kudlač

Game Development

Near the Fear is a roguelite racing game set in the surreal world of the human subconscious. Players overcome increasingly difficult challenges on procedurally generated tracks, where every input matters and has tangible consequences. The game is built around two different playstyles - exposure vs. avoidance, which reflect real-life fear mitigation techniques. Each approach has its pros and cons and affects track generation, access to upgrades, and visuals to create fluctuating game moods.

Game: Near the Fear

Game status: Beta

Platform: PC

Technologies: Unity, C#, Blender



Based in: Šaľa/Brno
Founded in: 2018
Number of employees: 1

Selected published titles: 1

Contact:
kudlac.boris@gmail.com
www.nearthefear.com

Crimson Crest

Game Development

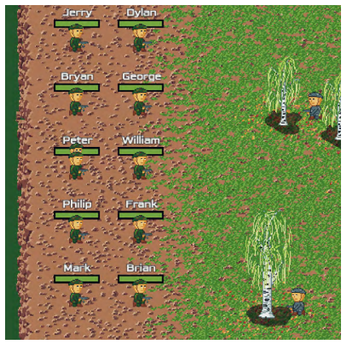
Want to save instead of kill? The game is inspired by the movie Hacksaw Ridge. Play an unarmed medic in a ruthless war. Bring wounded soldiers back down the cliff to safety. Heal soldiers on the battlefield to help them win. Blood, clever AI, soldier promotion, and much more!

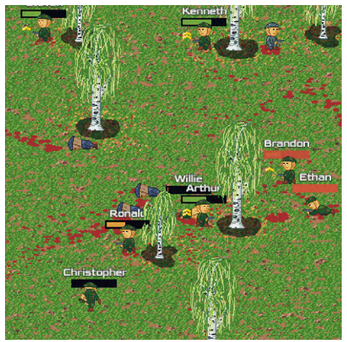
Game:
Carnage Cliff

Game status:
Alpha

Platform:
Web, Desktop, Mobile

Technologies: Phaser, Angular, Rust/WebAssembly





Based in: Košice
Founded in: 2023
Number of employees: 1

Selected published titles:
-

Contact:
info@crimsoncrest.sk
www.crcr.eu

Hoglet Interactive

Game Development

RollCats - Intergalactic Motocat Championship is a futuristic racing game, where huge robotic cats roll on massive wheels. Fight and drift to win races from planet to planet!

Game:
RollCats

Game status:
In development, demo on Steam

Platform:
PC, Nintendo Switch

Technologies:
Unity, 3ds Max, Photoshop





Based in: Horné Saliby
Founded in: 2019
Number of employees: 1

Selected published titles:
River Strike, BB-8 Xmas roll, Pinball Invaders

Contact:
hoglet.interactive@gmail.com
www.hoglet.net

Ondrej Angelovič

Game Development

ONDREJ ANGELOVIC
INDEPENDENT GAME DEVELOPER

ARTIFICIAL is a physics based first-person puzzle platformer inspired by the Portal & Half-Life series. The story takes place in the underground colony of Asteroid 2031XT, which is being captured and transferred to Earth's orbit. But this is suddenly interrupted by Corruption - an alien hive mind entity which begins attacking the colonists and hunting down survivors. The game begins several months after this incident, with you - the player, returning from a scavenging mission, heading back to the survivors' last hiding place.

Game:
ARTIFICIAL

Game status:
Beta

Platform:
PC - Steam

Technologies:
Unity Engine





Based in: Prešov
Founded in: 2017
Number of employees: 1

Selected published titles:
City Climber, The Flood

Contact:
ondrej.angelovic@gmail.com
www.ondrejangelovic.wordpress.com

TEDI Games

Game Development

TEDI GAMES

TEDI Games is a group of independent game creators that was founded in 2015 by IT and game enthusiasts from the University of Ss. Cyril and Methodius. Our goal is to create games while gaining experience and having fun, and we regularly attend game jam events.

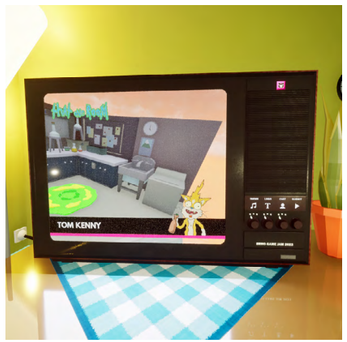
Game:
Several unspecified titles

Game status:
Various

Platform:
Windows, VR

Technologies:
Unreal Engine, VR





Based in: Trnava
Founded in: 2015
Number of employees: 0

Selected published titles:
Bearly News, That One Room, Triptofun

Contact:
studio@tedigames.sk
www.tedigames.sk

Tutto Passa

Tutto Passa is Jozef Pavelka. The studio aims to bridge the void between high art and regular consumers.
In Felvidek, a JRPG set in 15th century Slovakia, you embrace the role of alcoholic knight Pavol. Meet diverse and interesting characters to help you drive out the Hussites and Ottomans who blight this land.

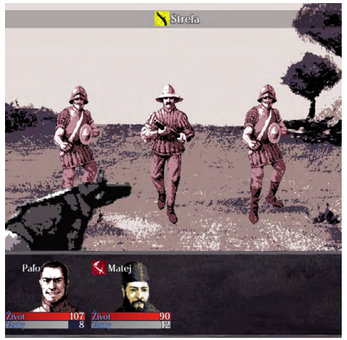
Game:
Felvidek

Game status:
Released

Platform:
PC

Technologies:
Photoshop, Blender, RMMV



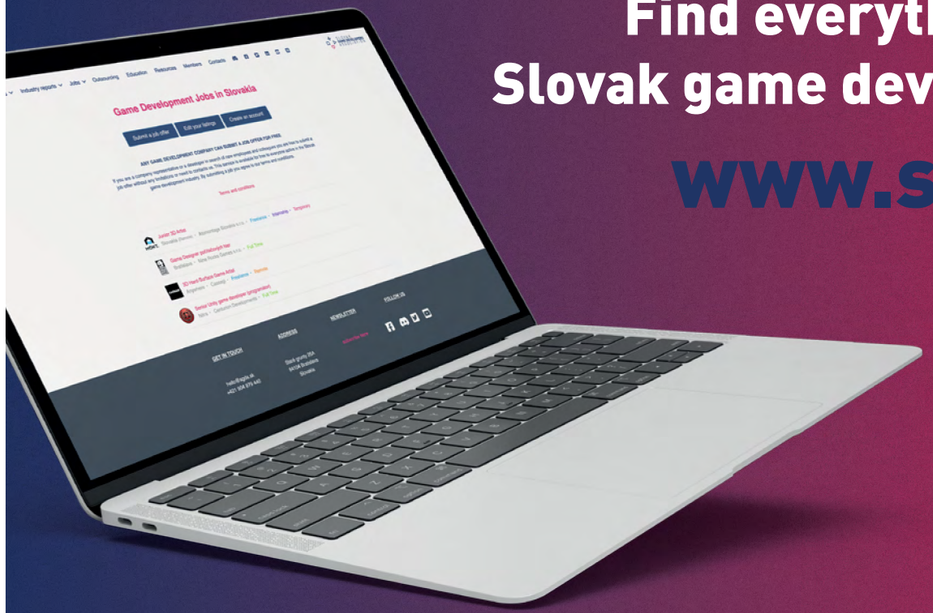


Based in: -
Founded in: 2024
Number of employees: 1

Selected published titles:
Felvidek

Contact:
jpavelka14@gmail.com
https://x.com/brozef_

Find everything about
Slovak game developers at
www.sgda.sk



&

www.linktr.ee/sgda_sk

SARIO
SLOVAK INVESTMENT AND
TRADE DEVELOPMENT AGENCY

GOOD
IDEA
SLOVAKIA

SERVICES FOR GAME DEVELOPMENT STUDIOS



SARIO is a governmental organization operating under the Ministry of Economy of the Slovak republic. One of the most important goals of the agency is supporting already established companies with their growth & assisting foreign investors assessing SLOVAKIA as their potential location.

SARIO SERVICES FOR THE GAME DEVELOPMENT STUDIOS INCLUDE

1 SERVICES FOR ALREADY ESTABLISHED STUDIOS

- R&D tax deduction consultancy (and other schemes of public support)
- identification of potential foreign investors/publishers and business partners
- creation of business opportunities by organizing business missions, arranging national booths at the exhibitions
- facilitation of cooperation with universities
- facilitation of meetings with local stakeholders & service providers

2 SERVICES FOR NEW OR EXPANDING INVESTORS

- comprehensive data on business environment
- tailor made HR analyses
- facilitation of meetings with local stakeholders & service providers
- facilitation of cooperation with educational and R&D institutions
- financial support consultancy (Investment Aid, R&D deduction, others)
- location & office selection assistance

All our services are free of charge. Feel free to contact us at invest@sario.sk for more information.

sario.sk

OUTSOURCING AND SERVICES

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104 Grindstone
106 TuuT
108 Matej Lancaric
110 STUDIO 727
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113 Blue Faces
114 Capturing Reality
115 Artzenal
116 EastWorks
117 Outerra
118 Trailerbay
119 WildRealm
120 Retry Games



SuperScale

SuperScale is a specialized tech company dedicated to maximizing success for mobile games. With over 60 experts in data, growth marketing, creatives, and development, we help game companies of all sizes achieve their goals while retaining control of their IP. Our partners, such as EA, Big Fish Games, Google, and LEGO, have utilized our services to meet their KPIs and boost revenue.

Think of everything you need to make a mobile game successful, then think of SuperScale – a solution that maximizes profits at every stage of a game's lifecycle. Whether it's through analytics, monetization, UA, Live-Ops, or the whole package, we have the tools and expertise to deliver maximum revenue from your game.



Based in: Bratislava
Founded in: 2016
Number of employees: 60

Selected published titles:
Tiny Tower, Darts Club, Hill Climb Racing 2

Contact:
contact-us@superscale.com
www.superscale.com



Technologies:
-

Platform:
PC, Console, Mobile

60fps

60fps is a graphics studio founded in 2014 in Bratislava by three ex-colleagues from Cauldron, the computer games development studio. Our game industry experience enables us to provide high quality digital art production. 60fps is mainly focused on the outsourced production of assets and game environments for PC, console and mobile games, creating 3D art for product marketing and commercials, and developing photo-realistic real-time architectural visualizations.

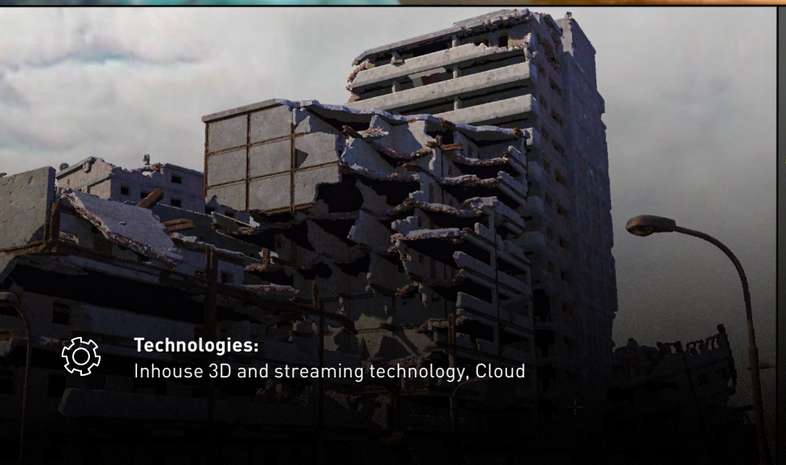


Based in: Bratislava
Founded in: 2014
Number of employees: 28

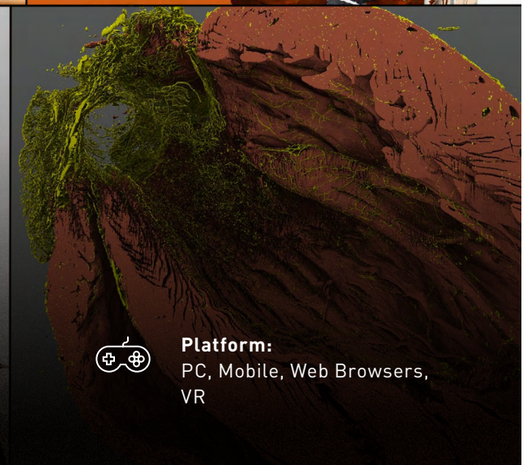
Selected published titles:
Mafia III, American Truck Simulator, Euro Truck Simulator 2

Contact:
nunuk@60fps.sk
www.60fps.sk





Technologies:
Inhouse 3D and streaming technology, Cloud



Platform:
PC, Mobile, Web Browsers, VR

Atomontage

Scalable 3D and streaming tech development

ATOMONTAGE

Although US-based, our core tech team is located in the pulsating heart of Bratislava (Slovakia). Our growing group of talented engineers are transforming groundbreaking prototypes into world-changing products for the entertainment, educational, and enterprise sectors. We seek C++ programmers with experience in 3D engine development: Rendering (OpenGL, Vulkan, DirectX, shaders, ray/path-tracing, modern lighting methods), physics simulation, streaming, GPGPU programming, etc. Experience with compression algorithms and/or video-codecs is especially relevant!

Atomontage produces volumetric real-time simulation and graphics software solutions for the enterprise, education, and entertainment sectors. Our mission is to enable anyone to create and share value through interactive 3D content.



Based in: Bratislava
Founded in: 2017
Number of employees: 8

Selected published titles:
-

Contact:
jobs@atomontage.com
www.atomontage.com



Technologies: Unity, Firebase SDK, ironSource SDK, AppsFlyer SDK, Unity In-App Purchasing, Shader Graph, Nintendo SDK, FMOD for Unity, Meta XR, Adobe Photoshop, Adobe Premiere Pro, Adobe After Effects, Aseprite, Figma, GitLab CI/CD, GitHub Actions, Build and Test Automation, End-to-end testing.

Platform:
Meta Quest 3, Apple Vision Pro, Android, iOS, Nintendo Switch

Atomic Realm

Mixed reality games, Mobile games, backend and SDK development, 2D & 3D asset creation, Nintendo Switch ports

Atomic Realm is a steeled troupe of software engineers. And gamers at heart, of course! Our small indie studio has grown to nine people over time. We make our games so that first and foremost they are fun. Sprinkle in a little bit of tiny 2D and low-poly 3D art, attention to the smallest details, and you've got the Atomic Realm signature recipe! We also help other studios integrate monetization, advertising, and in-app purchases SDKs, port games to Nintendo Switch, and create their own game art.

Mobile Development: for Android and iOS games, we focus on new features, SDK integrations, and support for games in production. We rely on build and QA automation to test everything before publishing. Additionally, we offer turnkey game development to bring new universes to life.
Asset creation: we create high-quality assets for quick prototypes and full-featured games. 2D vector graphics and pixel art.
Nintendo Switch ports: want to make your game available on more platforms? Dread the Lotcheck review? Proper controller setup? Shader optimization? We've got you covered.





Based in: Bratislava
Founded in: 2019
Number of employees: 9

Selected published titles:
Magnet Run, Squabble, Aaand Boom!

Contact:
info@atomicrealm.com
www.atomicrealm.com



Technologies:
Wwise, FMOD, Unity3D, Unreal Engine

Platform:
PC, Consoles, Mobile, VR, Browser

Grand Beats

Game Audio

GRAND BEATS
AUDIO CRAFTED TO PERFECTION

Grand Beats Production is a game audio production studio based in Tomášov (Slovakia) that provides comprehensive game audio services: interactive music, sound design, voiceover recording, audio implementation, optimisation, and porting for various video game projects.

The studio works with game developers to create effective solutions that are natural, immersive, and allow players to traverse through the vast and unique worlds developed by game designers. The studio's expertise in 3D sound, audio scripting, interactive sound, trailer music, and other features adds additional layers of depth to projects.



Based in: Tomášov
Founded in: 2017
Number of employees: 5

Selected published titles:
Mafia: Definitive Edition,
Meteoric VR, Smashing Four

Contact:
info@grandbeats.sk
www.grandbeats.com



Technologies:
Unreal Engine, Unity

Platform:
PC, Playstation, Xbox, Nintendo switch

Grindstone

Game production and publishing

Grindstone is a game production and publishing company that discovers new talent, unlocks potential, and delivers commercially viable games to global markets. Grindstone builds upon 15+ years of experience in game development by combining deep production pipeline expertise with f2p segment data driven methods. Grindstone also supports the growth of Slovakia's gaming ecosystem by powering the game developers' regional platform (Game Dev Košice) and organizing Game Days - the biggest international games conference in Slovakia.

Building on our experience, we know what game developers face. We're here to build opportunities and support game developers in any area - from funding a promising project idea, through resources sharing and production guidance, to go-to market.



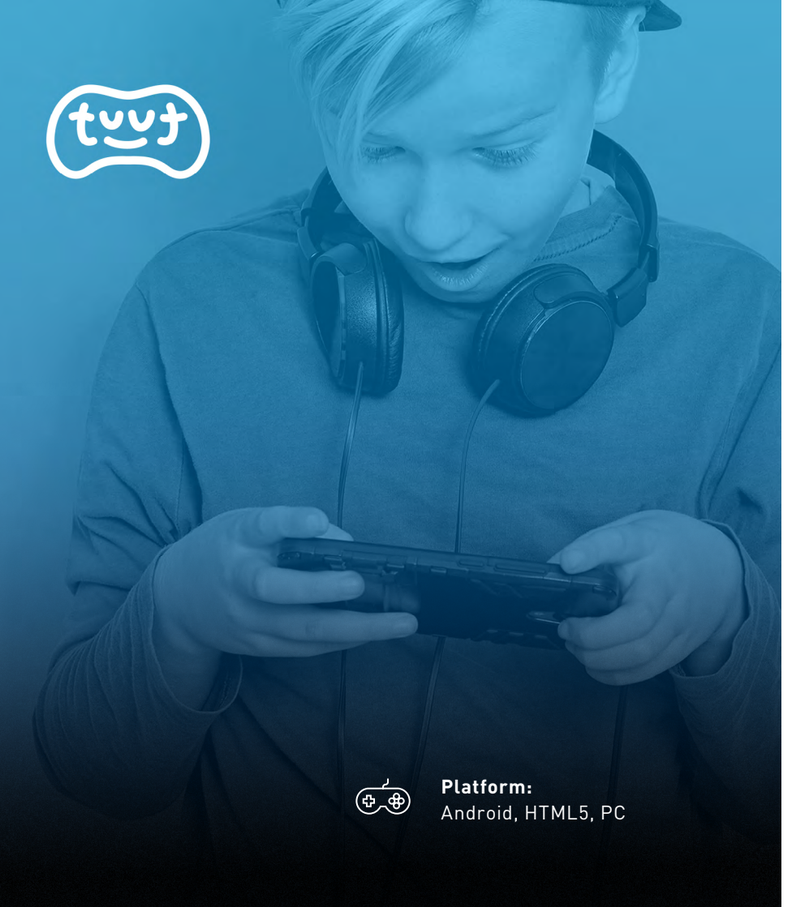


Based in: Košice
Founded in: 2015
Number of employees: 5

Selected published titles:
Jotunnslayer: Hordes of Hel, Preserve, Die by the Blade

Contact:
grindstone@grindstone.sk
www.grindstone.sk

Our method



GUIDANCE

We advise how to create a standard distribution build of your game, to make all of our subscribers happy.

TESTING

We test thoroughly your app to make sure it runs smoothly on key devices. These add up to 80% of total market coverage on our distribution network, so it's worth making sure!

MARKETING SUPPORT

We prepare necessary marketing assets for each store. That's 36 various aspect ratios just for the banners! We also reflect on multilingual character of our network and put together store listing in 9 languages.

TIME TO MARKET

We are fast. Our refined approach prevents any delays and your app is launched in the shortest possible time!

PROMOTIONS

We give your apps a promotional boost repeatedly - this ensures high revenue in the long run.

Technologies:
Unity, HTML5, Adobe Creative Cloud, AI

Platform:
Android, HTML5, PC

TuuT

TuuT was created in 2017 by a team of mobile games industry enthusiasts, who combine their strong knowledge of marketing and data analytics with an intricate understanding of the dynamics of this particular segment of mobile games distribution. We created a unique method to distribute your games, which has skyrocketed us into the exclusive club of top three publishers on the market in no time.

We work with high quality Android, HTML5 & PC games across all genres made for all demographics. We especially love to distribute strong branded titles, trendy hyper-casual games, and sports games. With these games we often help developers create an incremental revenue stream, which helps them finance new projects.



Based in: Košice
Founded in: 2017
Number of employees: 4

Selected published titles:
L.O.L. Surprise!, Mimi & Lisa, Super Meat Boy Forever

Contact:
info@tuut.sk
www.tuut.games

Matej Lančarič

Helping several talented developers across the globe with multi-channel user acquisition strategies, soft launch and global launch planning and general marketing/business advisory.



USER ACQUISITION

AD MONETISATION

APP STORE OPTIMISATION

CREATIVE PRODUCTION

SOFT LAUNCH & GLOBAL LAUNCH STRATEGY AND PLANNING

Technologies:
Facebook, Google, Unity, etc.

Platform:
Android, iOS, Amazon, Samsung, Huawei

Lancaric.me

UA consultant & director of user acquisition for multiple companies with 9+ years of experience. I develop multi-channel acquisition strategies and marketing campaigns that are designed to drive overall growth for our partners. I have been helping several talented developers across the globe with multi-channel user acquisition strategies, soft launch and global launch planning, and general marketing/business advisory.

- Train & mentor user acquisition teams
- Setup of marketing creative process for game developers
- Develop strategic, multi-million dollar sustained user acquisition campaigns, driving continued high-quality volume to mobile games, optimized return on ad spend
- Soft launch & global launch strategy and planning of games
- Launching, scaling and daily management of mobile user acquisition campaigns across free and paid channels: Facebook, Google Adwords & Ad Networks



Based in: Bratislava
Founded in: 2014
Number of employees: 3

Selected published titles:
Angry Birds 2, Merge Mayor, Goat Simulator

Contact:
matej@lancaric.me
www.lancaric.me

STUDIO 727

Full service 3D-asset creation: from sourcing to post-production. Photogrammetry scanning specialists

We are experts at producing outstanding 3D digital assets for clients in the global gaming industry, movies, TV, VR and AR - from all around the world.

Technologies:
Motion Controls, Motion Capture, Reality Capture, Houdini, Maya, Face Scan, Photogrammetry, UNITY, Unreal Engine

Platform:
All platforms



Based in: Bratislava
Founded in: 1997
Number of employees: 42

Selected published titles:
VR4D.com, more content also via B2B partnership on demand

Contact:
studio@727.sk
www.727.sk

Noise Artillery

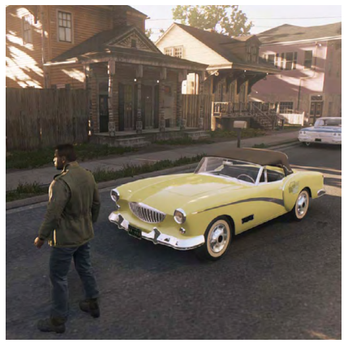
Digital asset creation, trailers, 3D animation

Noise Artillery is a game outsourcing and post-production company with focus on feature films and games. We worked on many game projects: Mafia 3, Euro/American Truck Simulator, Assassin's Creed Online: Alliance, Heroes Arena, Tom Clancy's Elite Squad, Commandos 4, Port City, Trainstation 2, etc. Our services include concept art, rendered/realtime cinematics, low/hi-poly characters, textured 3D models (props, vehicles, buildings and complete level parts), clothes and animations. Since 2021 we've also been providing motion capture.

Technologies:
Xsens motion capture suits and software, virtual production studio with realtime-tracked camera and LED wall

Platform:
Platform agnostic





Based in: Bratislava
Founded in: 2014
Number of employees: 38

Selected published titles:
Mafia 3, Euro Truck Simulator 2, Trainstation 2

Contact:
info@noiseartillery.sk
www.noiseartillery.sk

Bohemia Interactive Simulations

Simulation and Training software

Bohemia Interactive Simulations (BISim) is a global software company at the forefront of simulation training solutions for defense and civilian organizations. We use the latest game-based technology and a large, experienced in-house team of engineers to develop high-fidelity, cost-effective training and simulation software products and components for defense applications.

Technologies:
VBS4, VBS Blue IG, Mantle ETM, TerraTools

Platform:
PC



Based in: Košice
Founded in: 2018
Number of employees: 24

Selected published titles:
VBS4, VBS Blue IG, Mantle ETM, TerraTools

Contact: www.bisimulations.com/company/contact-us
www.bisimulations.com

Blue Faces

Animation & Motion Capture Services

BLUE FACES is a VFX post-production company that focuses on commercials, feature films and games. You can find our animation work in many projects such as NBA 2k franchise, Die by the Blade, and Shadows: Awakening. We use the best Xsens inertial motion capture suites, and also a facial motion capture system to speed up workflow and produce precise and natural motion. This delivers the best-quality animation for all our projects. Blue Faces mainly aims to deliver unbelievable quality of characters, environments and animation for games, movies and commercials.

Technologies:
Maya, Unreal, Unity, Houdini

Platform:
PC





Based in: Bratislava
Founded in: 2010
Number of employees: 10

Selected published titles:
Die by the Blade, Shadows: Awakening, NBA 2k

Contact:
info@blue-faces.com
www.blue-faces.com

Capturing Reality

Photogrammetry software

Capturing Reality develops RealityCapture: the photogrammetry software that is changing the industry. It is a state-of-the-art photogrammetry software which is 10 times faster than anything else on the market, bringing great freedom to your work and allowing you to focus on your business targets. Create geo-referenced maps, orthographic projections, virtual reality scenes, movie assets, textured 3D meshes, and much more from images and/or laser scans completely automatically.

Technologies:
RealityCapture, RealityScan

Platform:
PC





Based in: Bratislava
Founded in: 2013
Number of employees: 10+

Selected published titles:
-

Contact:
www.capturingreality.com/contact
www.capturingreality.com

Artzenal

Asset Creation, Concept Art, Photogrammetry

Artzenal is a Slovak company that creates high-quality and interactive 2D and 3D digital content for marketing and film/game production, as well as virtual reality (VR).

Technologies:
-

Platform:
PC, Console, Mobile



Based in: Bratislava, Vienna
Founded in: 2019
Number of employees: 5+

Selected published titles:
-

Contact:
firstcontact@artzenal.com
www.artzenal.com

EastWorks

2D/3D Art, 2D/3D Animation, Programming

We're a game development and outsourcing company based in Slovakia. Over our 13 years, we've constantly delivered high-quality and on-time services customers includingSaber, Amazon, 2K, IOI, Bohemia Interactive, Giants, TaG Games, City Interactive, Kung Fu Factory, Team 6, Play Wing, Square Enix, etc. We've participated in 50+ game projects.

Technologies:
Unreal Engine, Unity

Platform:
PC, PS5, XBox, Mobile, Nintedo





Based in: Košice
Founded in: 2011
Number of employees: 5+

Selected published titles:
Hitman 2, Mafia: Definitive Edition, Vigor

Contact:
eastworks@eastworks.eu
www.eastworks.eu

Outerra

3D Planetary Engine

Outerra World Sandbox gives you the whole world to use as a canvas to create, explore and share. Create terrain and share it online or download others' creations to explore on foot or in any transportation that you and the community create.

Technologies:
Outerra World Sandbox

Platform:
PC



Based in: Bratislava
Founded in: 2010
Number of employees: 5+

Selected published titles:
Outerra World Sandbox, B-17 Flying Fortress

Contact:
contact@outerra.com
www.outerra.com

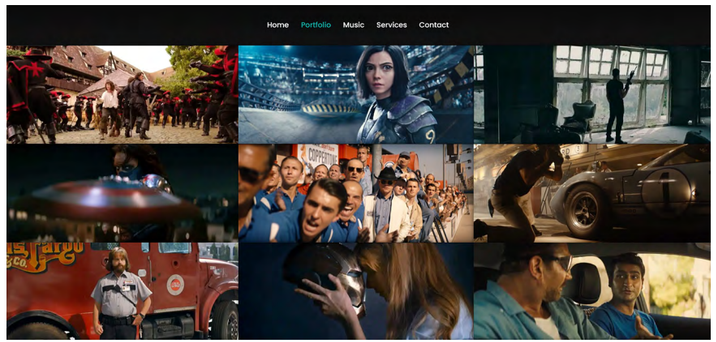
Trailerbay

Trailers, Music Composition, A/V Postproduction

Trailerbay is a freshly launched trailer house and music label that specializes in audio visual post-production and music production for all promotional videos. We have been in the film industry for over a decade and we aim to further expand our service.

Technologies:
Adobe CC, Davinci Resolve, Dolby Atmos, Unreal Engine

Platform:
All Platforms



Based in: Bratislava
Founded in: 2023
Number of employees: 3

Selected published titles:
-

Contact:
hello@trailerbay.eu
www.trailerbay.eu

WildRealm

Rendering Engine

WildRealm's AI-powered world rendering engine is based on Earth satellite imagery, offering single-click, fully configurable, dynamic, Earth-scale worlds for gaming, film production and training simulations. WildRealm currently runs on Unreal Engine 5.1.

Technologies:
UnrealWild engine

Platform:
PC



Based in: Budmerice
Founded in: 2023
Number of employees: 3

Selected published titles:
-

Contact:
contact@wildrealm.ai
www.wildrealm.ai

Retry Games

3D assets & game development

With over 5 years of expertise, we specialize in crafting high-quality 3D assets and developing captivating games. Our focus primarily revolves around outsourcing services, catering to the needs of diverse clients.

Technologies:
Substance painter/designer, Zbrush, Blender, Photoshop, Topogun, Unreal Engine 5

Platform:
PC, mobile





Based in: Bratislava
Founded in: 2019
Number of employees: 2

Selected published titles:
Play&BeSafe, Fargone

Contact:
info@retrygames.sk
www.retrygames.sk

EDUCATION

122 HEMISFERA Game Development and
124 Design
126 Impact Games
128 Academy of Performing Arts Bratislava
Comenius University in Bratislava
129 Constantine the Philosopher University in Nitra / Faculty of Natural Sciences and Informatics
130 Department of Multimedia and Information
131 -Communication Technology in Žilina
132 Digital Games Department at FMK UCM in Trnava
133 MediaLab
134 Openlab
135 Private Vocational School Postupimská 39, Košice
136 Secondary Technical School Hálova 16, Bratislava
137 Skyro private high school
138 Vocational Art School Jakobyho 15, Košice
139 Vocational Art School Trenčín
140 Vocational School Žarnovica

GAME CRAFT

Kurzy pre
základoškôlakov

GAME CAMP

Tábory pre deti
od 7 do 15 rokov

TECH ART CAMP

Bootcamp
pre študentov
od 13 do 18 rokov

SUMMER GAME DEV

Letná škola
tvorby hier
pre dospelých

LevelUp

Kurzy pre
stredoškolákov
a vysokoškolákov



Kurzy na mieru pre
technologické
firmy

Hemisféra

HEMISFÉRA

Hemisféra has been providing comprehensive education in game development for eight years. It offers diverse game development education activities: summer camps for kids (7 to 17 years old), a video game development course for kids (8 to 15 years old), and an educational programme in digital game development for youth aged 15- 28 who want the skills to enter the game development industry like LevelUp your skills and Summer Game Dev - a 5-week development course over the summer.

Hemisfera runs several projects and educates students from the age of 7.





City: Bratislava, Košice, Prešov, Žilina, Banská Bystrica, Trnava, Pezinok, Senec, Online

Programs: GameCraft, GameCamp, TechArt Camp, LevelUp, Summer Game Dev, ArtCraft, EduStudio

Contact:
info@hemisfera.sk
www.hemisfera.sk

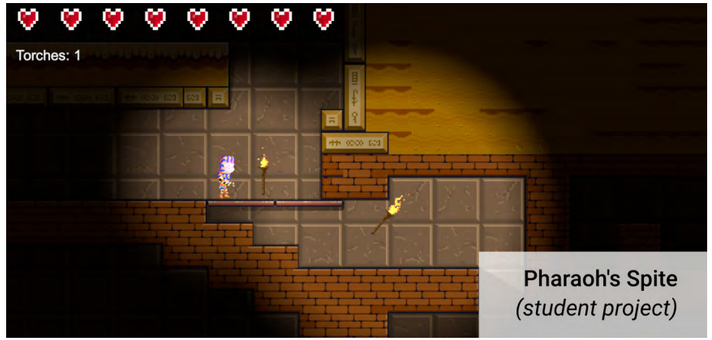


Travelmania – Fridge Rush
(student project)

Game Development and Design

Game Development and Design is a course being taught at two universities simultaneously - at the Faculty of Mathematics, Physics and Informatics of Comenius University in Bratislava, and at the Faculty of Informatics and Information Technology of Slovak University of Technology in Bratislava.

The course is aimed primarily at programming games in Unity, but offers a wider look at how game engines work and also teaches students the basics of game design. Students are graded based on a semestral project - prepared design documentation, a functioning prototype made in Unity, and a YouTube video highlighting gameplay. Students also have the option to work on projects in collaboration with art students from the Academy of Performing Arts (VŠMU).



Pharaoh's Spite
(student project)

City:
Bratislava

Faculty: Faculty of Mathematics, Physics and Informatics, Faculty of Informatics and IT

Contact:
michalferko1@gmail.com
www.gamedev.flamingchain.com



Impact Games

Education

Impact Games is a platform for educational game development and educational game distribution to schools in Slovakia and abroad.

Impact Games curates Gamifactory.eu as a library of educational and serious games for elementary and high school teachers. More than 24 game titles together with methodical guidelines are ready for use in classrooms. Beyond games, Gamifactory also offers regular webinars, mentoring programmes, and in-person workshops in schools.
Our Gamifactory community currently consists of 1,100 users from Slovakia and Czechia, and is continuously growing. Ready, player, learn!



City:
Bratislava

School / Faculty / Department:
-

Contact:
gamifactory@impactgames.eu
www.gamifactory.eu

Academy of Performing Arts Bratislava

Education

DEPARTMENT OF GAME DESIGN FTF VSMU BRATISLAVA

Game Design at the Faculty of Film and Television of VŠMU is full-time study. It develops the talent, abilities, and skills of the gaming industry.
The study is based on a number of professional disciplines, which from the first to last year of study document the professional growth of students in game design and other areas such as: virtual reality, visual effects, video mapping, advertising space, film, and video production media space.



City:
Bratislava

School / faculty / department:
VŠMU, Film and Television Faculty, Atelier of VFX and GD

Contact:
vizualneefekty@gmail.com
www.ahd.avfx.sk

Comenius University in Bratislava

Education

FILOZOFICKÁ FAKULTA
Univerzita Komenského v Bratislave

Software localization courses are designed to walk students through various stages of the localization process: translation, proofreading, QA, terminology work, style guide usage, and teamwork. The courses focus on specific theoretical and practical problems that can arise during localization (e.g. variables, lack of context). The courses focus on the localization of software, video games, and websites. Students can select localization courses during their master studies in philology with a focus on translation and interpreting.



City:
Bratislava

School / faculty / department:
Department of British and American Studies

Contact:
marian.kabat@uniba.sk
https://fphil.uniba.sk/kaa

UKF in Nitra / Faculty of Natural Sciences and Informatics

CONSTANTINE
THE PHILOSOPHER FACULTY
UNIVERSITY OF NATURAL SCIENCES
IN NITRA AND INFORMATICS

Game development is one of the seven areas of applied informatics studied at the Faculty of Natural Sciences and Informatics at UKF in Nitra. Through a series of courses, students progress from object design to 2D and 3D applications in Unity, and the development of applications for virtual and augmented reality. Concurrently, they enhance their skills in web application development, including frontend, backend, as well as AI technologies. The focus and content of the study are chosen independently by students through selecting optional courses.





City:
Nitra

School / faculty / department:
Department of Informatics

Contact:
compsci@ukf.sk, jskalka@ukf.sk
www.fpvai.ukf.sk/en/

Department of Multimedia and Information-Communication Technology

UNIVERSITY OF ŽILINA
Faculty of Electrical Engineering
and Information Technology

Multimedia technology provides a wide spectrum of subjects - from creative focused on audio/video creation to technical like programming and electrical engineering. Multimedia engineering then focuses more on project-aimed subjects. Here, two game development related subjects are taught. The first is the development of interactive applications, where students learn to create games in UNITY. The second is game design where students develop a fully functioning game and publish it at gamedev-uniza.itch.io. Students can also develop games in project subjects.





City:
Žilina

School / faculty / department:
UNIZA, FEIT, KMIKT

Contact:
gamedev@feit.uniza.sk
kmikt.uniza.sk

Digital Games Department at FMK UCM in Trnava

Education

The Digital Games programme aims to reflect trends in the interactive media landscape and to help students understand why and how people play games, while preparing them to work in and outside the game industry. Course topics include creation, development, distribution, consumption, research, and reflection. Students are also involved in a wide range of co-curricular activities, such as organizing events, prototyping games and experiences with the TEDI Games collective, participating in the esport organization TEDI Bears, and the stream/build community at TEDI_Watch.





City:
Trnava

School: Faculty of Mass Media Communication, University of Ss. Cyril and Methodius in Trnava

Contact:
tedi@fmk.sk
www.fmk.sk/tedi

MediaLab* at Academy of Fine Arts and Design Bratislava

Education

MediaLab*

The Academy of Fine Arts and Design in Bratislava is an autonomous public institution that performs creative, artistic, educational, scientific, research, development and cultural activities. Educational activities are based on contemporary art, scientific knowledge and technical background for a wide range of artistic activities. Such activities are closely connected with the artistic creation and research activities of AFAD pedagogues, research employees and students who keep informed about the latest related developments.



City:
Bratislava

School / faculty / department:
Visual Communication

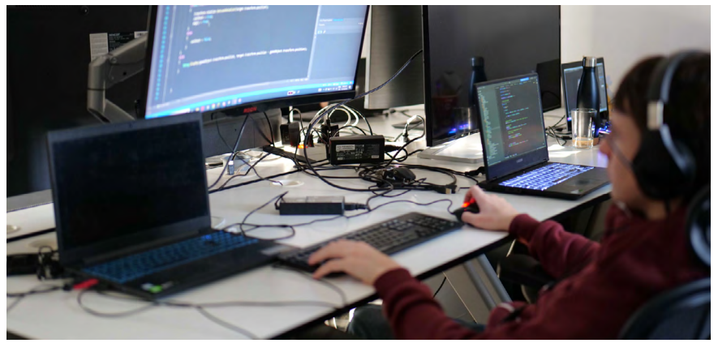
Contact:
medialabsk@gmail.com
www.medialab.sk

OpenLab

Education

OpenLab provides professional vocational education focused on IT for high schools in innovative educational centers, setting a new standard for formal education. OpenLab offers education in 3 specializations: development of hybrid apps, mobile apps and digital games.

In OpenLab, students collaborate with companies on real projects to gain practical skills and adopt an approach that can propel the world of technology and society forward. We provide students with great freedom while guiding them towards responsibility and independence, teaching them the principles of a collaborative approach, teamwork, self-reflection and encouraging creativity.



City:
Bratislava

School / faculty / department:
-

Contact:
info@openlab.sk
www.openlab.sk

Private Vocational School Postupimská 39, Košice

Education

Our special professional curriculum is designed as a dynamic system that focuses on the practical creation of digital animation, visual effects, photo & video, graphics design, web design (advertising), drawing, VR visualization of interiors/exteriors, 3D modeling & sculpting, and 3D painting & texturing assets for the game industry. In the theoretical field, we concentrate on the history of art and design.





City:
Košice

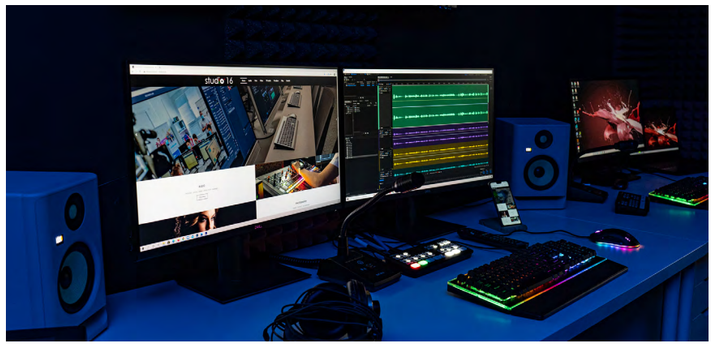
Department: Graphics of Digital Media, Graphic & Interior Design, founded on 2011, 4/2-year study

Contact:
ssos.kosice@gmail.com
www.ssoske.sk

Secondary Technical School Hálova 16, Bratislava

Education

Studying at SPŠE Hálova is an excellent choice for high quality high school studies in information technology and electrical engineering. SPŠE Hálova's modern building has above-standard technical equipment for theoretical and practical education in 4-year study fields of 2567 M multimedia and 2573 M programming of digital technologies. Successful graduates complete their studies with a school-leaving examination.



City:
Bratislava

School / faculty / department:
-

Contact:
skola@spsehalova.sk
www.spsehalova.sk

Skyro private high school

Education

Skyro is a high school that presents a new outlook on education in IT. Its focus is to allow its students to freely express themselves and focus on their individual qualities. Skyro employs experts with extensive backgrounds in their fields while educating their students through practical work, such as group projects.

Skyro students can specialize in game development, where they will learn advanced techniques of programming, game design and art, also by utilizing the power of AI.



City:
Bratislava

School / faculty / department:
-

Contact:
www. skyro.ai

Vocational Art School, Košice

Digitálna maľba koncept art

The four-year Digital Painting – Concept Art is designed for students interested in digital painting and illustration, 2D/3D animation, 3D modeling, UX design, and game creation: character and environment design for computer art and games. Studies include traditional and digital drawing, and painting skills based on thorough knowledge of artistic expression. Studies are completed with a school-leaving exam. The curriculum of each grade reflects current trends and employment requirements.



City:
Košice

School / faculty / department:
Digital Painting – Concept Art

Contact:
supke@supke.sk
www.supke.sk

Vocational Art School Trenčín

ŠKOLA UMELECKÉHO PRIEMYSLU TRENČÍN

Digital Painting - Concept Art offers a wide spectrum of useful skills for the game industry. Students gain skills in 2D (illustration, animation) as well as3D (modeling, animation). The four-year study period also includes classes about UI/UX design, game design (including environmental and character design, as well as working with game engines directly), traditional and digital painting, and motion graphics. Studies are completed with practical exams. The curriculum is crafted and continuously updated with the game industry's needs in mind.



City:
Trenčín

School: Vocational Art School,
Staničná 8, 911 05 Trenčín
Digital Painting - Concept Art

Contact:
suptn@suptn.sk
www.suptn.sk

Vocational School Žarnovica

Education

Our school practically focuses on digital photography, creating photomontages, pixel art graphics, comic book creation, production of live-action and animated sequences, 3D modeling (including SubD modeling and sculpting), texturing, concept art, working with game engines, and game programming. We also develop applications for VR and AR interfaces. Artificial intelligence is integrated into our workflows, and we continuously innovate our processes in computer graphics and game development.





City:
Žarnovica

School / faculty / department:
Graphics of Digital Media,
4-year study

Contact:
sekretariat@soszc.eu
www.soszc.eu

EVENTS

142 Game Days
144 SECTOR.sk Game Salon
145 Slovak Esports Championship
146 Gamefair Košice
147 UniCon
148 PixelZest
149 VR Ready
150 Košice Game Jam
151 Trnava Game Jam
152 Global Game Jam Slovakia
153 Game Jam Plus
154 Game developer meetups Bratislava
155 Game developer meetups Košice
156 Arcade Watch



Game Days

Game Days is an international video game festival and conference held in Slovakia. It aims to pass on the valuable experience of leading foreign and domestic creators in progressive video game creation to professional and lay audiences. The intention is to positively influence public opinion about games, provide invaluable information about the process of creating the most exceptional contemporary works in this field, and create a space for regular meetings or forming new professional relationships.





City:
Košice

Periodicity:
Annually

Contact:
hello@gamedays.sk
www.gamedays.sk

SECTOR.sk Game Salon

Game Salon is the game-development segment of the international festivals AnimeSHOW and Comics Salon, organized by the SECTOR.sk game website. Over three days the salon focuses on game developers from Slovakia and abroad, hardware trends, history, and themes such as eSport - everything related to games and the gaming community.



City:
Bratislava

Periodicity:
Twice a year

Contact:
sector@sector.sk
www.gamesalon.sk

Slovak Esports Championship

Orange MSR is the 6th national esport championship, this year held at Agrokomplex Nitra alongside the Autosalon - Autoshow Nitra. From October, over 140,000 onsite visitors can watch the best Slovak and Czech teams and players compete for the official national champion title across four popular esport titles. Orange MSR delivers the biggest esport competition in Slovakia and a great gaming festival with a wide-ranging program, attractions and guests.





City:
Nitra

Periodicity:
Annually

Contact:
info@ygames.sk
yzone.sk

Gamefair Košice

Gamefair is a Košice-based gaming-technology festival where fans of e-sports, technology, IT, and the latest gadgets meet. It includes tournaments for computer, mobile and console games, as well as gaming attractions such as VR and a gaming zone. We also have several workshops and discussions about esports, cybersecurity, IT, technology, etc.





City:
Košice

Periodicity:
Annually

Contact:
samuel.parlagi@21games.sk
www.21games.sk

UniCon

After con profile of the event set in 2016, online LARP during the covid, this year UniCon connects the worlds of technology, art and video games as a partner event to the Central European Seminar on Computer Graphics that will be held from 1st to 5th May 2024 at Smolenice Castle. In addition to expert seminars and workshops, visitors can enjoy the latest imaging technology, some local gaming history research, innovative tabletop games, and showcase student projects in atypical settings.



City:
Smolenice

Periodicity:
Annually

Contact:
info@unicon.lol
www.unicon.lol

PixelZest

PixelZest delivers numerous attractions for families with children, as well as the gaming community. From virtual reality and racing simulators, to console games, educational lectures and competitions with great prizes. Experience unparalleled entertainment by combining the best of the gaming and technology worlds.



City:
Trnava

Periodicity:
Annually

Contact:
info@pixelzest.sk
www.pixelzest.sk

VR Ready

Trnava Game Jam's organizers have opted to prepare a different kind of jam. It will provide the necessary hardware and knowledge base to create experiences for head-mounted displays. Teams of three will have eight days to design and develop their prototypes for various site or content-specific scenarios, such as crafting portals to different times, exploring unusual ways of movement, enriching music with interactive visual layers, and experimenting with new local multiplayer options. The event is open to all, regardless of skill level.



City:
Smolenice/Trnava

Periodicity:
Annually

Contact:
info@godot.sk
www.godot.sk/ready

Košice Game Jam

Košice Game Jam is an annual game development extravaganza dedicated to fostering creativity, collaboration, and camaraderie among students, universities and professional developers. The event gathers aspiring game designers, programmers, artists, and storytellers for an exhilarating weekend of game creation.



City:
Košice

Periodicity:
Annually

Contact:
hello@gamedays.sk
www.gamejam.gamedays.sk

Trnava Game Jam

The event is usually held during or shortly before the summer in Trnava. Participants have 48 hours for game development, and the jam is accompanied by workshops and mentors from game development companies. Trnava Game Jam is an attractive event full of fun, good food and innovative games. It is supported by the Slovak Art Council and FMK UCM in Trnava.



City:
Trnava

Periodicity:
Annually

Contact:
info@godot.sk
fb.com/godotsk

Global Game Jam Slovakia

The Global Game Jam® (GGJ) is the world's largest game jam event, typically held in January. Since 2018 Slovakia has joined 113 countries with an on-site GGJ event. Everybody is welcome - game development pros, newbies and enthusiasts. This non-competitive game jam is condensed into a 48-hour development cycle that focuses on connecting like-minded individuals. In 2025 we will be adding the GGJ Next track to enable younger people to also attend the jam.



City:
Trnava/Worldwide

Periodicity:
Annually

Contact:
ggj@godot.sk
www.globalgamejam.org

Game Jam Plus

An international incubator and business accelerator starts in October with a 48-hour game jam on pre-selected topics. Teams around the world then work further on their prototypes under the supervision of mentors until continental finals in February. From these, the best teams progress into the acceleration phase which pinnacle at global finals in Rio de Janeiro. They compete for prizes and financial support from investors. The Slovak branch is run by Skladová Creative Centre.



City:
Trnava/Worldwide

Periodicity:
whole year

Contact:
skladova@fmk.sk
www.gamejamplus.com

Game Developer Meetups Bratislava

Community meetings where digital game developers showcase their work. These meetups aim to support the exchange of useful know-how, and encourage meaningful networking within the Slovak game development community. This creative industry thrives on a compact and collaborative community, and meetups represent an ideal platform for its cultivation.



City:
Bratislava

Periodicity:
Bi-monthly

Contact:
hello@sgda.sk
www.sgda.sk

Game Developer Meetups Košice

Community meetings where digital game developers showcase their work. These meetups aim to support the exchange of useful know-how, and encourage meaningful networking within the Slovak game development community. This creative industry thrives on a compact and collaborative community, and meetups represent an ideal platform for its cultivation.



City:
Košice

Periodicity: Bi-monthly
Dates: -

Contact:
grindstone@grindstone.sk
www.gamedevkosice.sk

Arcade Watch

Arcade Watch connects Slovak video game online and offline communities through local events such as Level Majstrov - a regular series of small indie games tournaments, as well as biannual Golden BiT Awards where the best Slovak games from the past two years are selected, awarded and praised. Arcade Watch members also make podcasts, interviews, and streams with local game developers and other interesting figures that cover the whole spectrum of video games, and support a thriving community of game fans on their Discord channel.





City:
Bratislava

Periodicity:
Weekly

Contact:
arcade.watch@gmail.com
www.arcadewatch.sk

slovak arts council

Slovak Arts Council: Public Funding for Digital Games in Slovakia

The gaming industry is a key financial driver in developed economies - and Slovakia naturally wishes to keep pace with this positive trend. The Slovak Arts Council contributes by supporting the creation of digital games, helping initiate business activities by harnessing game designers' creative and artistic potential, and raising the sector's profile.

The Slovak Arts Council is a self-governing public institution that supports art activities, culture, and the creative industry - its main aim is 'live' arts and culture with a particular focus on diversity of output. The Council's funding replaced a substantial part of the Ministry of Culture of the Slovak Republic's former grant system, and is independent of state administration. The Council provides grants for the creation, production, distribution and presentation of art; support for international cooperation; educational programs in art, culture and the creative industry; and grants for individuals who contribute to the development of arts and culture either creatively or academically.

The Slovak Arts Council's support for gaming and non-gaming multimedia work began in 2017. Digital game developers can apply for non-repayable grants at various stages of the digital game creation process, with grants from a EUR 400,000 pool available for all projects in 2023. The Slovak Arts Council supports digital game creation in three consecutive phases - with a one-year deadline for each respective phase.

If a submitted application results in a beta final, the game must be released at the latest within three years for the scholarship and within four years for the grant.

At the development and production stage, the Council can finance costs up to 95% of total project budgets. The remaining minimum 5% corresponds to the mandatory co-financing that an applicant must source from alternative channels. Individual phases include creative scholarships, vertical slice development, and final beta version production. In 2017, the Slovak videogame community welcomed the De Minimis grant as a very positive step: this allows individuals and smaller studios to apply for much-needed external funds to create digital games.

As the maximum grant per applicant is EUR 100,000, the Slovak Arts Council's funding is particularly attractive to smaller studio games that showcase high artistic value, educational aspects, and innovation - with preference given to added-value projects that enhance overall digital game quality in Slovakia. The Council's multimedia sub-program - with annual budget increases - is also very popular: 148 supported projects since 2017 and over EUR 2,560,000 allocated.

The Slovak Arts Council also supports digital game events. Within the sub-program, support is aimed at organisers of shows, festivals, and one-off events for creating and presenting digital games, as well as educational events (workshops, summer schools, courses, lectures, etc.) with nationwide or international importance and activities directly related to these events (i.e. costs related to an event's roll-out, professional materials, and the participation of Slovak and foreign creators).

The creative industry sub-program also supports the opportunity to translate digital games into/from Slovak. It also enables multimedia educational activities, and the development/ implementation of online educational tools related to digital game creation.

For more information, please visit www.fpu.sk/en

SLOVAK GAME DEVELOPERS ASSOCIATION

slovak arts council

Supported using public funding from the Slovak Arts Council