Polish companies at GAMESCOM 2022, Cologne, August 24-26, 2022

Supported by the Polish Agency for Enterprise Development

PARP PFR Group

2Dynamic GAMES

@2DynamicGames

2Dynamic Games is a Poland based studio founded in 2020 in Cracow. The studio is focusing on developing an innovative, high performance terrain modification engine that allows for creating interactive and fully destructible 2D game worlds. 2Dynamic Games congregates the experience of the founding team that have created multiple big and small games. Currently the team is working on their flag game, Lumencraft, that displays the main features of the Engine.

7LEVELS

www.7lvls.com

@7lvls

@7lvls

7LEVELS

7Levels - a team that made their passion a way of life.
Founded in 2014 7Levels is an indie game developer based in Krakow, Poland.
We're a group of gaming enthusiasts with an average industry experience of over 10 years.
Our focus is to create high quality action adventure games and offer them for all most popular platforms (Nintendo Switch, PC, Xbox, PlayStation).
We're also helping other creative indie studios to bring their ideas into life by supporting them in production and publishing.

MAKE YOUR MARK 11 bit studios

https://11bitstudios.com/pl/

@11bitstudios

11 bit studios S.A.

11bitstudios

@11bitstudios

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

European Funds Smart Growth

Republic of Poland

Polska

European Union European Regional Development Fund

A² Softworks is a game dev studio from Poznan, Poland. We are focus on creating innovative online games as well as games that are based on fresh and unique ideas.
Our current projects:
- GATEWALKERS - cooperative action RPG game with survival elements, where players travel across different worlds in order to save their own.
- Temperia: Soul of Majestic - is a strategic competitive online card game.
- Drill Deal - fun oil business management, strategy simulation.
- Climber: Sky is the limit - unique survival and simulation game where you become a winter climber

https://a2softworks.com/
A2 Softworks

Addonrock Sp. z o.o.
Choose your mech, customize your loadout, and build your perfect deck. Experiment with cards to find powerful combinations as you enjoy the tactical combat and deckbuilding in this roguelike adventure!

https://jupitermoons.org/
@Jupiter Moons: Mecha
@RockAndBushes

Adria Games is people who love games!
Meet the new, independent development studio based in Bydgoszcz. We are driven by creativity and positive energy! Our goal is to give players the best experience by creating games based on unforgettable stories and breathtaking designs.
 We are currently working on two projects: Epifrog is a 2.5D adventure-survival game with strategy elements set in a grotesque world full of frogs and the world's first game ever to combine Grand Strategy with a Top-Down Shooter. Our project solves the problem of the lack of coexistence of different types of players within a single ecosystem, one great metaverse.

http://cryptomayhem.io/en
@CryptoMayhem_io

AFTERBURN

http://afterburn.games

@afterburngames

@AfterburnGames

@afterburngames

Afterburn is a small game development studio based in Lodz, Poland, focused on crafting comfy puzzle experiences. We're currently working on Railbound - a track-bending brain-teaser, coming out in 2022.

https://aimcontrollers.com/

@AimControllers

AimControllers.com is one of the largest brands supplying fully modified and original Sony and Microsoft controllers, we are able to significantly increase your gaming experience and create a controller just for you.

https://ansharstudios.com/

@AnsharStudios

@AnsharStudios

AnsharStudios

Anshar Studios was founded in 2012 and since then worked on dozens of commercially released titles on multiple platforms using different technologies. We employ over 130 skilled professionals and game enthusiasts from the video game industry, which are helping out companies from all around the world to develop their games. Apart from that we also develop games as 1st party – we created Gamedec – an adaptive, isometric, cyberpunk, RPG game. Our VR experiences was closed with the releases of Detached and Telefrag VR.
The studio is also involved in the development of a few undisclosed projects for a group of premium tier developers.

BeCREO Technologies is a Polish IT company which develops innovative educational games for education and consumer markets. The leading product Scottie Go! is an innovative and smart app-based game series which enables children to dive into coding adventures. The games are available in 23 languages in over 70 countries around the world for Android, iOS and Windows based devices.

http://www.becreo.com/

Scottie Go

BeCREO Technologies


We're a gaming agency that can work on your PR, marketing, high-quality video assets (including trailers and tutorials), SM & community management. And you can focus on all the stuff that dreams/games are made of. Why do it alone, if you can do it better.?
We cast our better. magic for Riot Games (Teamfight Tactics), Techland (Dying Light 2), CI Games (Sniper Ghost Warrior Contracts 2), All in! Games (Ghostrunner, Chernobylite), Merge Games (Smalland), Assemble Ent. (Leisure Suit Larry) & many others.

https://bettergaming.pro/

@bettergaming.pro

better. gaming agency

@bettergamingpro
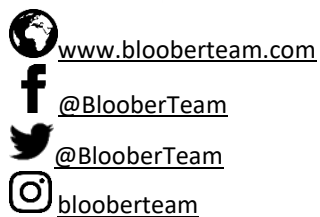
Bloober Team: Established in 2008, Bloober Team is an independent game development studio based in Krakow, Poland with nearly 200 people strong. Best known for acclaimed horror games including Blair Witch, Layers of Fear, Observer: System Redux and The Medium (Polish Game of The Year, Digital Dragons 2021) the company has made its name as creators of chilling yet memorable experiences with deep storylines and atmospheric set-pieces.

www.blooberteam.com

@BlooberTeam

@BlooberTeam

blooberteam
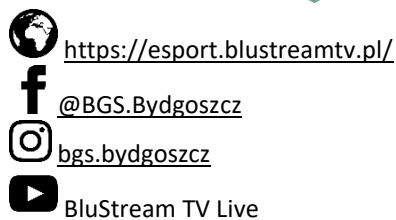
Blu Game Show is an offline Polish e-sport tournament organized by BluStreamTV. Also the largest gaming event in northern Poland. In addition to exciting games, additional attractions for visitors are technology fairs and IT job fairs. Our partners are companies with an established position on the Polish and global market in terms of the distribution of computer equipment.

https://esport.blustreamtv.pl/

@BGS.Bydgoszcz

bgs.bydgoszcz

BluStream TV Live

European Funds
Smart Growth

Republic of Poland

Polska

European Union
European Regional Development Fund

Bones studio – Motion capture. Complete solutions. Fully Remote.

We are global production studio specialising in full performance capture and all-purpose character animations for AAA games, movie and advertising productions.
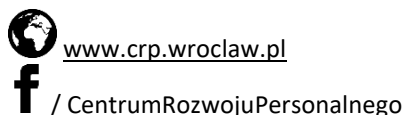
As a all in one studio we capture complete character performance: body, face and fingers. Our core expertise is remote motion capture – which is a complete solution covering the entire workflow of character's animation production from casting, props creation, through performance session to full post-production.

With its 60 Vicon cameras and full performance capture equipment, our volume stage is currently one of the largest in Central Europe

www.bones.studio

@Bones Studio

Bones Studio

bones.studio

Brave Lamb Studio is a premium indie games developer. Our goal is to provide a deep emotional experience in every game we make.

https://bravelambstudio.com

@bravelambstudio

Brave Lamb Studio

Byte barrel is a high-quality game development studio. Our company has been operating since 2017. On our account, we have successfully released Forgive Me Father. Currently, we are working on MythBusters and other, unpublished titles. We implement new projects based on the Unreal Engine, which we try to use as best as we can.

https://bytebarrel.com/

@bytebarrelgames

Byte Barrel Sp. z o.o.

@ByteBarrel

CENTRUM ROZWOJU
PERSONALNEGO
WE WROCŁAWIU

🌐 www.crp.wroclaw.pl

f / CentrumRozwojuPersonalnego

The Personal Development Center in Wrocław conducts training activities based onfor an e-learning platform. The company's offer includes over 120 courses in many disciplines, and over 17,000 people have already benefited from educational services. In the field of training activities, the Company, from the beginning of its existence to the present day, conducts activities related to the creation and sale of courses and trainings, both in the category of specialist positioning courses, through self-development courses (psychology, behaviorism, parenting training) and hobby courses. The training offer in the form of online courses is addressed to a wide and diverse target group, we have access to the Internet from almost anywhere, it is impossible not to mention the possibilities offered by e-learning. A wide range of topics to choose from allows everyone to find something for themselves. It is not limited by the distance, the inability to travel or the schedule of classes adapted to working hours or the schedule of the day.

CREATIVEFORGE
GAMES

🌐 https://www.creativeforge.pl/

f CreativeForge Games

in CreativeForge Games

Established by veterans of the Polish games development industry in 2011 to fuse an experienced and professional approach to game development with creativity and freedom enabled by operating as an independent studio.
Today, CFG is a team of experienced specialists from gamedev life and talented newcomers full of energy and original perspectives. Since its founding, the Company has grown organically and believes in a sustainable and deliberate expansion.
CreativeForge Games is a development studio creating its own games for PCs and consoles.
With previously produced games, the Company used global publishers – partners responsible for promoting and selling products. According to the scope of agreements concluded with publishers, they bring expertise in media relations, marketing and sales, and their own contracts and agreements with broadly understood business partners.

Dark Point Games is a Polish studio made up of industry veterans who decided to create their own company. Their main goal was to arrange a space to create interesting and immersive worlds that would bring players plenty of entertainment. What makes them stand out in the market is the space they offer their employees, wanting each of them to have an area to focus on their individual creativity. The studio is responsible for creating an innovative AI collaboration system called GAIA. They released their first game, Achilles: Legends Untold in early access on Steam.
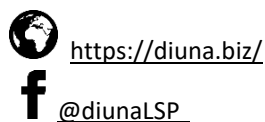
Diuna specializes in a wide variety of linguistic services, however, game localization and LQA have always been our thing. We have been on the market for 12 years now.
We know the ins and outs of game development, and it allows us to identify potential problems before they make it into the game. Our mission is to guarantee the quality and fast pace of work. Our translators combine years of expertise with unremarkable creativity to deliver linguistic masterpieces.
We can:
- localize the product, webpage, marketing materials, descriptions for storefronts or scripts for voice actors;
- translate internal documentation, design docs, game pitches, or legal documents;
- record voice overs for additional languages;
- revamp fonts by adding diacritics or fixing kerning issues;
- provide professional LQA support.

DreamStorm®

We are a team of passionate artists, programmers, and game and IT enthusiasts. The studio has been established in 2018 by one person and hasn't stopped growing since. Now, we make a good team of 40 people who work together on projects ranging from games to business applications. It's time to use our cumulative experience and create a truly inspiring game that will become our legacy.

DSR 4 FACTORY®

DSR since 2005 effectively supports the use of the manufacturing company's resources, by the assessment of real usage of machinery and work time of the specialists using IoT tools and cloud computing.

The aim of the company is to support companies from the production sector in creating competitive advantage, based on new technologies. Obtaining a rapid return on investment in the solution for the Client is for DSR a basic criterion of success in all our implementations.

DSR is continuously building the biggest competence for production companies in Poland and in the wider region and offers expert knowledge and best practices in IT systems implementation.

EREMITE GAMES

🌐 https://eremitegames.com/

f @AgainsttheStormGame

in Eremite Games

♪ eremitegames

▶ Eremite Games

Eremite Games - Forging strategy games set in uncharted worlds. A team of 5 friends with years of experience in AAA, indie, and mobile games development. Passion for memorable, genre-defining strategy and RPG games is what brought us together.

EXOR STUDIOS

🌐 http://exorstudios.com/

f @exorstudios

🐦 @EXORStudios

▶ EXOR Studios

EXOR Studios is an independent game studio located in Szczecin, Poland. A team of passionate veterans, EXOR Studios are focused on delivering high-quality titles to the core gaming platforms – PCs and consoles. EXOR Studios was officially founded in 2007; however, the company's roots as a modding group can be traced back to as early as 2003. The studio's first major project was D.I.P.R.I.P., a total conversion Mod for Valve Software's Source Engine. The experience and know-how gained thanks to this project allowed the team to produce the games they love and really want to make. The first standalone game from EXOR was Zombie Driver, which has sold over 1 million copies across many gaming platforms. The studio's next game, X-Morph: Defense, released on PC, Xbox One, PlayStation 4, and Nintendo Switch to the acclaim of both game critics and the players themselves. The latest game from EXOR Studios is titled The Riftbreaker and has been the biggest hit for the company (released in October 2021).

Fallen Leaf - An independent Polish-British development studio currently working on the announced sci-fi Thriller Fort Solis. A studio founded by enthusiasts and experienced developers from many European studios. The studio is currently working on a third-person thriller set over one long night on the other side of Mars.

https://fallenleaf.pl/

Far From Home is a crew of experienced developers of games in the AAA and indie segments. The studio positions as AA+, blending their expertise and know-how in premium production, and willingness to further venture into tackling games with deeper meaning and mature subject matter. Formed in April 2020, the team is based in Wroclaw Poland with members having worked on such prestigious titles as *Dying Light, Dying Light 2, Dead Island, The Medium, Chernobylite* and the *Divinity Original Sin Series*. Their first title, *Forever Skies*, is currently in development and is planned for release on PC and consoles. *Forever Skies* is a first-person, survival-based game taking place on a ruined Earth after an ecological disaster that wiped out humanity.

https://farfromhomegames.com/

@FFHGames

Far From Home

@FFH_Games

Frozengem Studio is a small development studio made up of passionate game enthusiasts who have been creating graphic materials and games since the days of 8-bit computers.

We bring together passionate gamers and developers. We focus on a collaborative form of cooperation with clear responsibilities while working on projects.

We owe the very fast and dynamic growth of the company to the commitment of the team and the fusion of experience acquired while working on diverse projects.

We offer comprehensive services during the creation of the so-called vertical slice, i.e., advanced prototypes showing the playable concept of the game even before the production stage.We create high-quality marketing materials for studios developing both small and AAA games.

https://frozengem-studio.com/

@frozengemstudio

Frozengem Studio

Gamedust started in 2015 as the Virtual Reality division at Setapp - a Polish software house located in Poznan. Studio became separate company in 2017 and delivered Neverout, Overflight, Spuds Unearthed and most recent Yupitergrad to over 15 VR and non-VR gaming platforms. We are currently working on Yupitergrad 2: The Lost Station, and are helping to produce and publish Rooms of Realities, Sunrise GP and Best Forklift Operator.

http://www.gamedust.co/

@Gamedust

gamedust_studio

@GamedustTT

Gamefound is a crowdfunding platform with a mission to accelerate the making of amazing games. We're the bridge between backers and creators. Gamefound is a platform derived from the tabletop industry. It's a place that allows creators to focus on what they do the best and helps backers get the projects they supported in the most convenient way. We support creators on every level: from building the campaign, to marketing, to fulfilment.

🌐 https://gamefound.com/

f Gamefound
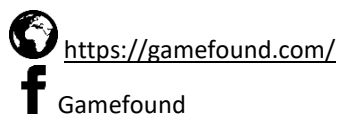
Games Operators is a publishing company that invests, releases and promotes video games. As Games Operators, we help with the development of innovative and unique games. We're involved in projects on various levels of progress – from concepts to almost finished productions. We offer technical and conceptual consultations, provided by our internal development team – Jutsu Games, responsible for the success of the 911 Operator.

🌐 http://www.gameops.pl/

f @GamesOperators

🐦 @GamesOperators
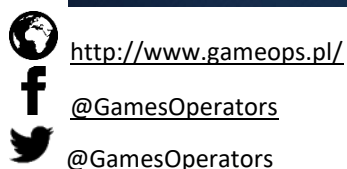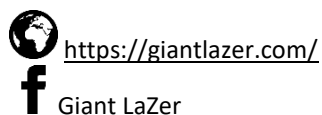
Game Industry Conference - Our mission is to support the growth of game developers, both regionally and globally. The GIC's three key features are the size & range, the professionalism, and the inclusiveness. We organize the biggest event in European Union, with gamedev community, indies, largest studios, business and attendees from all over the world.

🌐 https://gic.gd/
f @gic

Giant Lazer provides innovative VR and AR applications: immersive training programs for employees and students, advanced simulators, process and data visualizations, and assisted reality applications for smart glasses. Working with clients like Red Bull or Deutsche Telecom and within different industries (logistics, automation, manufacturing, robotics, automotive), the company can navigate clients through a rapidly evolving landscape of new technologies. Regularly collaborating with universities, Giant Lazer provides solutions for effective and immersive education. The company's XR Lab know-how and infrastructure also allows it to create innovative spaces and experiences using green screen CGI post-production, motion capture animation, body tracking, photogrammetry, and haptic technology.
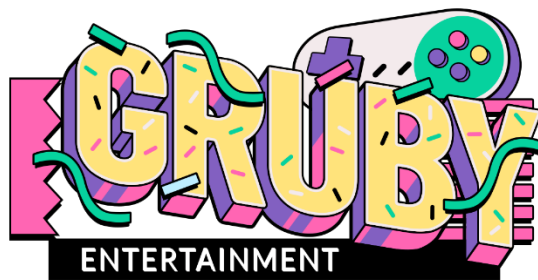
🌐 https://giantlazer.com/
f Giant LaZer

We are an inter-ministerial team working at the Prime Minister's Office - this means that we operate across the entire public sector to coordinate strategic digital projects. The projects involve entrepreneurs, officials, citizens, and all those who can support the transformation of the Polish public sector with their ideas. We draw on the best international experiences, but we also share our knowledge with other countries. We are showing that Poland can contribute as much as the world's largest players technologically. It is also crucial for us that competent, creative, and visionary people, including young people, always have an attentive partner on the government side.
We run our projects, but we also advise other public entities and develop ways to connect innovators with those who can put their ideas into practice. We improve the dialogue between the public sector and innovators: SME entrepreneurs, start-ups, the scientific community, and the citizens themselves - all of those who want to find the most innovative and effective solutions to the real challenges facing our country.

🌐 https://www.gov.pl/web/govtech
f Centrum GovTech

Green Planet Games is a small indie studio founded in 2020. Our mission is creating fun games with a sprinkle of ecological themes. We do it working 100% remotely.

@underwaterspace

Gruby Entertainment is an independent, Polish game development studio founded in 2020. As a team of experienced developers and video game enthusiasts, we are working at full speed to deliver our inaugural first-person shooter game named Deadlink.

https://deadlinkgame.com/

@deadlinkgame

Gruby Entertainment

@deadlinkgame

Holy Pangolin. Expect cute animals or weird, but lovely creatures, and point-and-click adventures in stop-motion. Experience surreal worlds filled with nature, handmade art and heartwarming themes.

🌐 https://holypangolin.com/

f @holypangolin

📷 holypangolin

🐦 @HolyPangolin

Hyperstrange - We're a development and publishing studio founded on the day of the 2015 Solar Eclipse. We love metal, 90s pop culture, indies and classic shooters. Loud and proud, we strive to make your life a little stranger.

🌐 https://hyperstrange.com/

f @hyperstrange

🐦 @HYPERSTRANGE

▶ Hyperstrange

We are an independent team of experienced game developers who create passionately twisted games located in Radom, Poland. We want our games to make an impact by being relevant, unusual, and fresh. In the past, we've been involved in the development of games like Witcher 2&3, Sniper Ghost Warrior 2, and many others (PC, Xbox, Playstation, Nintendo).

🌐 https://hypnoticants.com/

f @HypnoticAnts

🐦 @HypnoticAnts

▶ Hypnotic Ants Studio

Ice Code Games is a dynamically growing studio located in Poland.
We specialize in delivering the best tactical and strategical games, harnessing the combined powers of highly passionate and skilled developers and our proprietary AI system, created to streamline and support production processes. Human creativity and machine efficiency allow us to create highly acclaimed titles, including Hard West 2 and Odysseus, two games firmly standing on the shoulders of genre giants but taking gaming experience to another level nonetheless thanks to the innovative and creative approach. Times change, gamers change and we know how to adapt to both those elements.

🌐 https://icecodegames.com/

f @icecodegames

in Ice Code Games

INDIE GAMES POLAND FOUNDATION

🌐 http://igp.org.pl/

f @fundacja.igp

Indie Games Poland - The main role of Indie Games Poland Foundation is to help video game developers in the process of gaining industry expertise, brand creation, promotion and sales. The Foundation is also responsible for creation of social awareness about the role of video games as a modern media and a significant part of modern culture.

The Foundation organizes Polish stands at all main industry fairs around the world, like PAX West in Seattle, Game Developers Conference in San Francisco, Gamescom in Cologne, Nordic Game Conference in Malmo, Tokyo Game Show, etc., helping Polish game developers promote their projects globally and meet industry media, publishers, investors, and partners.

ITFS

🌐 https://itfs.com/

f @ITFScom

📷 itfscom

ITFS help you to innovate by providing dedicated teams of IT consultants. Founded in 2012 is now one of the fastest growing companies in Europe as ranked in FT 1000 and most dynamically developing enterprises in Poland according to Forbes Magazine. 450 well matched IT consultants are eager to get involved in the projects recommended by us. That is why we keep our employee retention at it's highest level along with the crucial knowledge and know-how gathered. For the past 10 years we've been collecting best practices and improving the recruitment process to its current excellence.

We build complete and tailored to the specific goals of the project development teams, operating remote from comfortable, secure offices with proper technical infrastructure.

We find and provide specialized consultants to carry out development tasks in your company. It is a flexible form of hiring consultants for short- and long-term projects

Knights of Unity - Professional Unity and Unreal Engine development studio. 120 employees, 7 years on the market, and over 100 multiplatform projects completed, including GWENT: The Witcher Card Game, Disco Elysium, or The Battle of Polytopia.

🌐 https://www.theknightsofunity.com/

f @TheKnightsofUnity

in The Knights of Unity

🐦 @KnightsOfUnity

▶ The Knights of Unity

Kubold is a two person indie games developer team, also known for their royalty-free motion capture animation sets.

🌐 https://www.kubold.com/

f @hellishquart

🐦 @KuboldK

♪ hellishquart

Longterm Games studio was created in 2020 by Albert Rokicki, a stock market investor, and Robert Ogłodziński, a game developer with many years of experience, who worked on critically acclaimed titles, such as The Witcher 3 or Cyberpunk 2077.

At Longterm Games, we combine knowledge about games with know-how of the gaming market and business. We work with outstanding figures from the industry. Our team includes a dozen or so people: from artists, through programmers, to experts in the business side of game development and distribution.

Our goal is to create unique, outstanding video games that players will want to play endlessly.

In Autumn 2022, our debut title will hit the stores - "Space Tail: Every Journey Leads Home". It is an adventurous platform game inspired by real events, full of original puzzles and content that encourages deep reflection.

https://longtermgames.pl/

Longterm Games

@GamesLongterm

Longterm Games

Longterm Games

We are a freshly formed creative game company unifying talented artists & game developers. We do a game design up to complete game development. Committed to create perfect gaming experience and what we care about the most are results of our creative and development process. Our teammates gathered their experience working for companies like Donkey Crew, Ten Square Games, Huuuuge, Code Horizon, Imielsky Studio, Codemasters, MediaTonic, Reach Robotics.

http://www.madnetic-games.com/

@MadneticGames

@Madnetic_Games

Madnetic Games S.A.

MGP Studios: Solodev indie developer currently working on Project Downfall with the lead programmer from Solid 9 Studios. Working hard over the last 4 years, to deliver the best possible and one of a kind experience, whilst taking in all the feedback from the community built over the years, we are aiming to have the game ready to leave Early Access by Q4 2022.
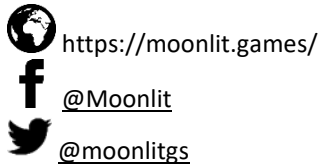
Mooneaters is an independent game dev studio that specializes in creating premium indie games characterized by unique, fairy-tale, stylized visuals and mechanics assuming very long gameplay by introducing elements of character development and continuous work on the development of the already existing product on the market.
The company is currently preparing for the release of Everdream Valley.

MOONLIT

🌐 https://moonlit.games/

f @Moonlit

🐦 @moonlitgs

We are an independent game-dev studio with a software house pedigree to create complete and timeless games. We have been developing projects and technologies for major companies in Poland and abroad for over ten years. Our technologies, such as Angular Light and Ultimate Water System, won prizes on GameINN 2017 and GameINN 2020.

My Next Games

🌐 https://www.mynextgames.com/

f @MyNextGames

🐦 @MyNextGames

We are a small independent game studio based in Częstochowa, Poland. Our ambition is to create unique, high-quality games merging gameplay with meaningful narrative. In 2018 we've released our first project - Soulblight: a dark, roguelike luring player to cross the thin line between good and evil.

Nethone

🌐 http://www.nethone.com/

f @NethoneAI

in Nethone

🐦 @Nethone

▶ Nethone

Nethone is a machine learning-based fraud prevention Saas company that allows online merchants and financial institutions to holistically understand their end-users—also referred to as "Know Your Users (KYU)" in industry parlance. With its proprietary online user profiling and ML technologies, Nethone is able to detect and prevent payment fraud, account take-overs with unrivalled effectiveness.
 In 2021 Nethone was named Poland's fastest-growing company in the 'Deloitte Technology Fast 50 Central Europe'.

NETICTECH (Cybernetic Technologies NETICTECH S.A.) is a Polish company from the SME sector, operating in the field of ICT. The main goal of the company is to help the creators of innovative ideas transform them into effective business solutions. The company supports creators in adapting ideas to market requirements, creating business structures, searching for business partners, and acquiring funds, mainly from European programs. The last stage is to help them start their own company, which will be able to compete on the market on its own. Since the beginning of 2018, Netictech has been systematically developing A2Softworks, a game development studio. The company obtained a grant under the GameInn2 and GameInn3 programs of the National Center for Research and Development (NCBiR). A team of over a dozen programmers led by scientists and practitioners specializing in computer games are working on tools for game developemnt concerning data mining, artifical intelligance and procedural content generation.

Played With Fire is a state-of-the-art indie VR game studio based in the heart of Cracow. Our team loves to play with fire – experiment with new game mechanics and tech solutions, forging new processes for building virtual spaces. Adventure games rich in exploration elements are our thing! Extraordinary worlds, enthralling stories and unique characters – our games are focused on immersion, emotion and absolutely dazzling the player with stylish, otherworldly visual presentation.

At **Prime Bit Games SA** our creativity and ingenuity allow us to implement unconventional ideas! We mainly focus on our original productions, but we are also eager to take on challenges by bringing ideas of our clients to life. Together we create innovative and ambitious projects, often in combination with physical devices such as VR and exercise equipment. We also port video games from one platform to another, e.g. Xbox One, Nintendo Switch, PC & Mobile.

PyramidGames

🌐 https://pyramid.games/

f PyramidGames

📷 pyramid.games

🐦 @PyramidLab

▶ PyramidGames

Founded in 2012, **Pyramid Games** is a game development studio passionate about video games, Science and Science-Fiction. Currently, we're employing about 50 specialists in our studio in Lublin, Poland. Our upcoming games focus around topic of exploring the unknown and gathering knowledge for mankind. Our studio will take gamers to Mars and back, teach them how to become engineers or show the interesting work of paleontologist.

QUBIC GAMES

🌐 https://qubicgames.com/

f @QubicGames

in QubicGames S.A.

📷 qubicgames

QubicGames is a publisher for pc, consoles, and mobile with 18th years of experience. Three publishing brands, QubicGames, Untold Tales, and naptime.games. Porting, co-development, and full development services (by Another Moon subsidiary company).

QED Software is a company that creates advanced technologies based on artificial intelligence. We combine scientific research and many years of business experience into technological solutions that are used by pioneers from many fields. We also enable the development of startups and small businesses by investing in them technologies and our expert knowledge in the field of AI.

www.qed.pl

@qedsoftware

QED Software

We are **Redi Games**. An indie developer from Kraków, Poland. We are a team of professionals of many backgrounds, and we are working with each other for almost three years now – making mobile games and applications, game trailers and early builds for third-party partners, and tabletop games for crowdfunding (Kickstarter). With Epic Party Quest we are moving on our own, with some financial support from business angels – it's fully our in-house project, made from scratch with love for the gaming and genre.

https://redigames.com/

@RediGames

redigames

Redi Games

SAVIO is a brand owned by Elmak – an electronics manufacturer from Rzeszow, Poland. With over a decade-long experience in producing multimedia, gaming, and computer accessories, we have established strong business relationships in Poland and several European markets. Our products are sold through major IT/electronics distributors: AB, Incom, and Action, as well as retail chains such as Media Markt or Media Expert. The steady growth of our portfolio results in a wide offer and high-quality products for an affordable price.

www.savio.net.pl

@SAVIONETPL

savio.polska

SAVIO Polska

SIMTERACT®

Simteract is a game development studio specializing in vehicle simulation games for the PC and consoles. We are company behind the Train Life: A Railway Simulator and Urban Venture games. In 2014 we started as a software house delivering high quality training simulations. Now we use our experience, know-how and technology to deliver the best gaming experience to the players all over the world. In 2021 we listed our company on the NewConnect stock market.
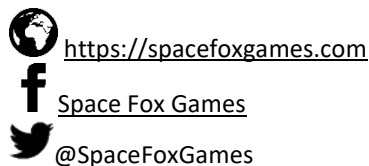
Walk in the footsteps of Jesus in this incredible first-person retelling of the story of Christ from birth to resurrection. Perform amazing miracles, interact with a cast of biblical figures and travel around the Holy Land from Jerusalem to the Galilee. Become the Messiah in 'I Am Jesus Christ.

https://spacefoxgames.com

Space Fox Games

@SpaceFoxGames

Space Fox Games was founded in 2014. The studio first became known for its HOPA games. Several of its titles in this genre, such as Scarlett Mysteries and the Lost Grimoires series, were huge commercial hits. Currently, the company focuses, among others, on Metroidvania games. Its flagship project is RIN, in which the player will explore the game world and fight challenging enemies using unique magic combos. The studio's team consists of game enthusiasts and industry experts with many years of experience.


https://stardrifters.com/

@StarDrifters.games

star_drifters

@StarDrifters

Star Drifters

STAR DRIFTERS is fueled by the love of game development and the energy of the artists who create them.
We turn our dreams into original games that are meaningful to our players. Star Drifters consisting of experienced and passionate developers focused on one goal - to create engaging games that will remain in the players' memory for a long time.
Starting from 2020, the second area of our activity is the selective incubation of independent games and teams behind them. The scope of support is individually tailored and covers areas from production, design, positioning through financing to the sale of the final product.

https://takeitstudio.com/

@takeitgroup

@TakeITStudio

takeitgroup
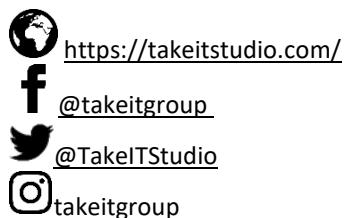
Video games are our job but also our greatest passion. We create titles for PCs, consoles, and mobile devices. We also use virtual (VR) and augmented (AR) reality. As Take IT Studio! we make every effort to ensure that our products are modern and of good quality. Years of experience in other teams and as subcontractors allow us to develop applications in a vast range independently. We believe every idea is worth implementing, so we also help our clients with content.

https://thehungrybeast.com/

@brandingwithabite

feedthehungrybeast
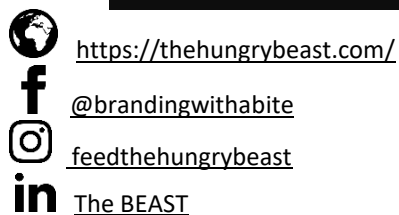
The BEAST

We're **The Beast**: a creative agency focused on gaming. Thanks to our multidisciplinary team we combine a profound understanding of technology with deep design thinking. We never stop pushing creative boundaries in unique and innovative ways.
We help to take care of gaming products from creative side. Our team makes sure products are visible and unique, that our clients marketing is intelligent and well targeted and their resources do not suffer from crunch.

The **TEATRIKON** Foundation for Creativity, Education and Animation of Youth We are a Lublin-based NGO and we have been working since 2010. Our actions are primarily aimed at youth and university students. Our mission is to support young people in their conscious development and taking on challenges through creative work, education and animation and to act in accordance with the idea: "We are the change which we want to see in the world." The Foundation Team consists of about 30 young people, who act on the local, country-wide and international levels. We implement actions connected with creative work, education and animation of youth.

🌐 https://teatrikon.pl / https://cyberiada.info

f @Fundacja Teatrikon / @cyberiada.games

▶ Cyberiada

TwoMammoths: Indie studio founded in 2017 and run by two brothers. The studio has released one game so far - Archaica: The Path of Light, rated very highly on Steam. Recently, the game port for iOS was released.

🌐 http://twomammoths.com/

f @TwoMammoths

🐦 @TwoMammoths

Unseen Silence is a company that creates computer games. The idea behind its assumption is to create a recognizable global brand and titles that fall into the premium gaming segment. The founders, having gained experience, decided to implement their vision to create an entity that stands out in Polish gaming, which resulted in the establishment of the Unseen Silence company at the beginning of 2019.

🌐 https://unseensilence.pl/

f @unseensilence

Untold Tales is an indie game publisher that aims to deliver fun and entertaining games that are built around interesting stories. The type of experiences that deliver remarkable joy and narrative to players, be it on PC and consoles.

VARSAV Game Studios is a 40-person studio founded in 2016 specializing in the development of games "from a different perspective" – focused on exceptional mechanics and unique main characters. The studio's first production, Bee Simulator, was released on November 14, 2019, simultaneously for PC, PlayStation 4, Xbox One and Nintendo Switch, in boxed and digital editions.

Vimagineo studio is three years old company itself but involves people with more than 10 years experience in game development and new technology.

Vivid Games S.A. is one of the leading Polish game developer and publisher for mobile platforms. For over a decade, we have been working on fantastic titles, such as those from the Real Boxing series - the most recognizable brand among boxing games in the world. We have received many awards for our achievements, including the "Best Independent Producer" and "Best Polish Game of the Year" by the Digital Dragons chapter or the prestigious Apple "Editors' Choice" award.

https://vividgames.com/

@vividgames

Vixa Games was founded in 2016 by a group of passionate indie developers in Gdańsk, Poland.
The team strives for a unique and eye-catching art style, an uncommon mix of genres and themes so our games are usually a bit twisted per the nature of the crew.
Despite the element of silliness – quality and a studio's motto – "Life is too short to play boring games" are strongly reflected in all the Vixa Games' products.

https://vixagames.com/

@vixagames

@Vixa_Games

Vixa Games

vixa_games

https://vstorm.co/
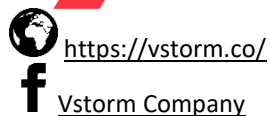
Vstorm Company

At **Vstorm** community, we specialize in the development, management, and maintenance of web & mobile apps and systems and building dedicated remote teams. One of our products is Motivo, an application, based on gamification, that helps manage personalized benefits in companies. Its goal is to strengthen motivation and employee experience. We're focused on assisting companies in growing their businesses in the digital age and doing it correctly with the right people. We follow the "perfect match principle," assigning the most suitable people to the projects thanks to data-driven recruitment. Also, we develop Augmented Reality applications for the gaming sector, e-commerce, and others.

www.zen.com

@ZeroEffortNonbank

ZEN - zero effort nonbank™
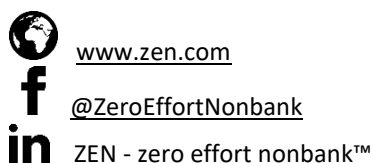
ZEN.COM emerged as a fintech company that offers businesses and customers a unique payment ecosystem that keeps all the concerns regarding e-commerce at bay.
ZEN has developed products for individuals and businesses, with easy-to-use desktop and mobile applications.
Individuals can manage their daily finances with a one-stop mobile app with built-in ZEN Care shopping protection, while e-commerce clients can manage their businesses through a platform with a dedicated payment gateway.
ZEN.COM works in a strategic partnership with Mastercard® which goes well beyond issuing cards to ZEN users. Cardholders of ZEN Mastercard® may enjoy additional benefits, such as instant cashback and a one-year extended warranty on electronics purchased with ZEN Mastercard®.