



# SLOVAK GAME INDUSTRY 2019



It's said to be a small world, and the digital games world is smaller still. Yet nevertheless, without the right partner and guidance it's easy to get disorientated. When we started the annual monitoring of Slovakia's game development industry, we had a clearly defined vision and goal. And the results of the first Game Developer Census comprehensive report confirmed that we were on the right track. According to positive feedback from game developers, the media and our partner organisations in Slovakia and abroad, our work has set an example. We take our role and our responsibilities seriously.

It is tremendously gratifying to follow the trend of thriving numbers of game development studios and their profits, enhanced project quality, and the steadily growing volume of professionals employed by such studios. Yet the game development industry has its pitfalls, and must constantly face new challenges. New generations of developers need to be attracted, motivated and retained; conditions created for a stable ecosystem; limits continually challenged; and the creation of new job opportunities, public education and open communication all passionately encouraged.

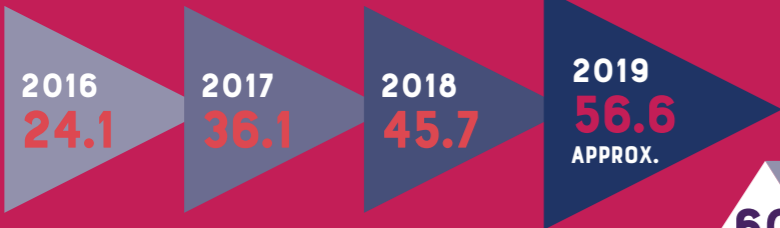
One of the Slovak Game Developer Association's main purposes is to increase awareness of the current status and size of Slovakia's game development sector. This up-to-date catalogue of Slovak video game developers aims to assist readers in navigating this industry's creative waters.

The video game industry is only as strong as its community and its members' cooperation. To only show the next generation the door to the digital world is insufficient. We must also pass on our knowledge, give orientation, and welcome them across the threshold into our supportive community.

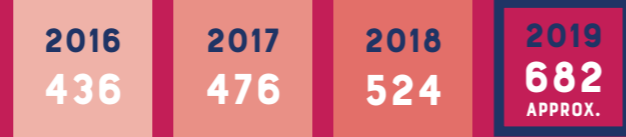
**Marián Ferko,**  
President of the Slovak Game  
Developers Association

# SLOVAK GAME DEVELOPMENT INDUSTRY 2019

## YEARLY REVENUE (IN MILLIONS OF €)



## NUMBER OF PROFESSIONALS

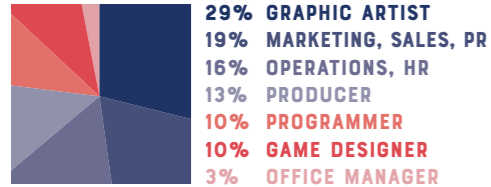


WOMEN IN SLOVAK GAMEDEV  
72

38  
NUMBER OF COMPANIES

GAMES IN DEVELOPMENT  
108

## POSITIONS OCCUPIED BY WOMEN IN SLOVAK GAMEDEV



NUMBER OF EMPLOYEES TO BE HIRED IN 2019  
158 APPROX.

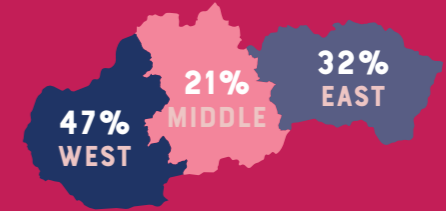
## POSITIONS THAT ARE IN HIGH DEMAND



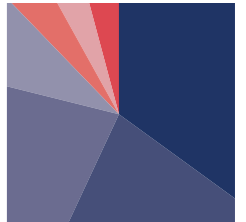
GAMES IN DEVELOPMENT IN PARALLEL PER COMPANY  
2.8

**CURRENT STATE SUPPORT** IN THE LAST 3 YEARS MORE THAN 70 PROJECTS ACROSS ALL STAGES OF DEVELOPMENT WERE SUPPORTED VIA SLOVAK ARTS COUNCIL WITH PUBLIC FUNDING AMOUNTING

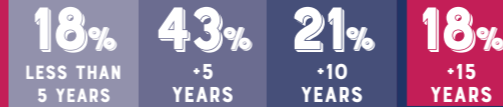
1,070,000 €



## POSITIONS OCCUPIED BY PROFESSIONALS FROM ABROAD

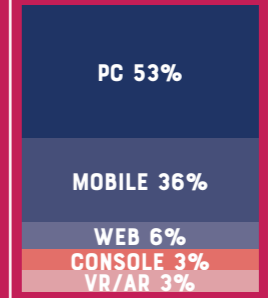


## COMPANIES' AGE



WHERE THE COMPANIES ARE BASED

## PRIMARY DEVELOPMENT PLATFORM



## FOREIGNERS WORKING IN SLOVAK GAMEDEV

34%  
OF STUDIOS ARE EMPLOYING DEVELOPERS FROM ABROAD

19%  
OF STUDIOS ARE PLANNING TO EMPLOY DEV. FROM ABROAD

47%  
OF STUDIOS ARE NOT EMPLOYING DEVELOPERS FROM ABROAD

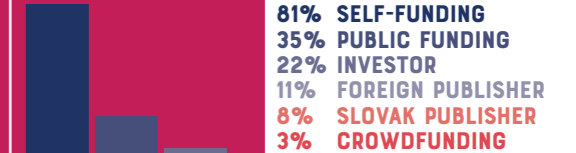
## PUBLISHING MODEL USED FOR GAMES RELEASED IN 2018

42%  
SELF-PUBLISHING

42%  
PUBLISHER

16%  
PLATFORM HOLDER

## SOURCES USED BY COMPANIES FOR FUNDING



**STUDIOS**



Explosive multiplayer game with crazy physics - easy-to-learn but hard-to-master gameplay! Assemble your epic team of Rumble Stars and rise through the leagues in this action packed real-time PvP soccer game! Sling your Rumlbers into perfect position, master your timing and build strategic combos to outwit your opponents and score some serious goals!

Target platform: Mobile | Game status: Globally launched

## SuperScale

[www.superscale.com](http://www.superscale.com)



SuperScale is a growth partner of the world's top game developers and publishers (like Supercell, Frogmind, Fingersoft, BoomBit and Kolibri), helping to scale their flagship titles through business intelligence, monetization, optimization and user acquisition. The team has over 65 specialists in Bratislava, Prague, Warsaw, London, Berlin, Helsinki and Las Vegas. SuperScale helps to global launch and scale approximately one new game per month into leading charts, such as Rumble Stars (Top 10 in Japan), Idle Coffee Corp (Top 1 Strategy in US), and Hill Climb Racing 2 (Top 1 Worldwide).

Based in: Bratislava  
Founded in: 2016  
Number of employees: 65

**Selected published titles:**  
Rumble Stars, Hill Climb Racing 2, Tanks A Lot!

**Public e-mail contact:**  
[hello@superscale.com](mailto:hello@superscale.com)





DayZ is an unforgiving open-world sandbox online game, where each of 60 players on a server pursues a single goal: to survive as long as possible - by all means necessary. No superficial tips, waypoints, tutorials, or additional help are offered. You're on your own. Every decision counts - with no save games or extra lives, the smallest mistake can be fatal. Failure means losing everything - and starting over.

Target platform: PC, PlayStation 4, Xbox One | Game status: Released

## Bohemia Interactive

[www.bohemia.net](http://www.bohemia.net)



Bohemia Interactive is an independent game development studio that focuses on creating original and state-of-the-art video games. By pursuing aspects of simulation and freedom, Bohemia Interactive has built up a diverse portfolio of products such as the popular Arma® series, DayZ®, Ylands®, Vigor®, and various proprietary software. With high-profile intellectual properties, multiple development teams across several locations, and own motion-capturing and sound recording studio, Bohemia Interactive has grown to be a key game industry player.

Based in: Bratislava  
Founded in: 2014  
Number of employees: 46

**Selected published titles:**  
Arma, Vigor, DayZ

**Public e-mail contact:**  
[info@bistudio.com](mailto:info@bistudio.com)





Shadows: Awakening is a unique, isometric single-player RPG with real-time tactical combat. You take control of a demon summoned from the Shadow Realm – the Devourer – to consume the souls of long-dead heroes and embark on an epic adventure with challenging gameplay, gripping storyline, and enchanting graphics. Summon your party, control powerful heroes, and leverage their skills to your advantage.

Target platform: PC, XBOX One, Playstation 4 | Game status: Released in 2018

## Games Farm

[www.games-farm.com](http://www.games-farm.com)



Games Farm is an independent game development studio with over 20 PC and console premium titles. We mainly focus on RPG development, and continue to thrive as a high-quality RPG developer with the renowned Heretic Kingdoms franchise. Games Farm products have received multiple accolades - Vikings: Wolves of Midgard was awarded Best Slovakian Game of 2017, and Shadows: Awakening was awarded Best Slovakian Game of 2018, nominated Best of E3 2018, and Best of Show 2018.

We're currently partnering Funcom on a yet-to-be-announced title.

Based in: Košice  
Founded in: 2001  
Number of employees: 30

**Selected published titles:**  
Shadows: Awakening;  
Vikings: Wolves of Midgard,  
Air Conflicts series

**Public e-mail contact:**  
[games-farm@games-farm.com](mailto:games-farm@games-farm.com)





# GRAYZONE



GrayZone is a tactical strategy game with elements of RPG. It was developed in the spirit of modern RTS titles with an emphasis on audiovisual and storytelling experience. We aimed to produce realistic environments with detailed flora and fauna, where each animal has characteristic behavior.

Target platform: PC | Game status: Alpha

## EastWorks

[www.eastworks.eu](http://www.eastworks.eu)



Independent game development and outsourcing studio. Our brand is representative of regional high quality and competitive pricing. We have participated in over 40 titles including Himan 2, Vigor, Arma 3, Mafia 3, Enemy Front, and Murdered: Soul Suspected. We're also working on GrayZone - our first game. Our highly-motivated production team provides concept art, modelling, texturing, animation and programming for projects on all platforms. EastWorks' skilled artists deliver art production across a wide-range of game genres: fantasy, sci-fi, sports, cartoons, etc.

Based in: Košice  
Founded in: 2010  
Number of employees: 20

**Public e-mail contact:**  
[eastworks@eastworks.eu](mailto:eastworks@eastworks.eu)





# CASTLE HEROES

Castle Heroes is a free-to-play original mix of strategy, builder and collectible game, which allows competition between players. Build a mighty stronghold from which you embark on daring expeditions, explore a diverse and colourful world, and uncover an engaging story. Choose your own adventure, and build a unique party of warriors to take on the challenges of Castle Heroes!

Target platform: iOS / Android | Game status: Pre-alpha

## We Make Games

[www.wemakegames.sk](http://www.wemakegames.sk)



We Make Games is a team of young creative professionals and enthusiasts. They previously held creative/production-level positions at multiple major IT and game development companies in Slovakia - creating games that have been enjoyed by millions of players and made tens of millions of dollars. We decided to join forces and do it our own way - working only with the very best, creating spectacular graphics, and building amazing new worlds.

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

**Public e-mail contact:**  
[wamakegames@wemakegames.sk](mailto:wamakegames@wemakegames.sk)  
[wemakegames.sk](http://wemakegames.sk)





Nunu Spirits is a mobile adventure game where you rescue spirits and escort them home to help your village grow resources and craft stuff. As you progress, you'll unlock and upgrade hero abilities to build things like walls to keep spirits from running into traps or launchers to toss them over pits. The more seedlings you save the stronger your forest. Can you save the forest lands?

Target platform: **Mobile** | Game status: **Soft-launched**

## Tater Games

[www.tatergames.com](http://www.tatergames.com)



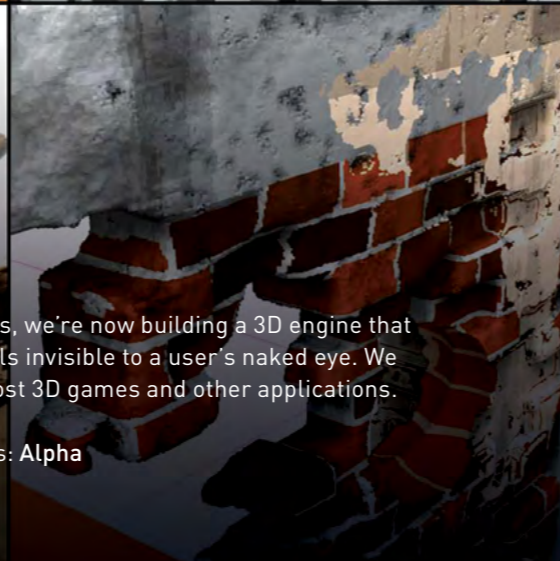
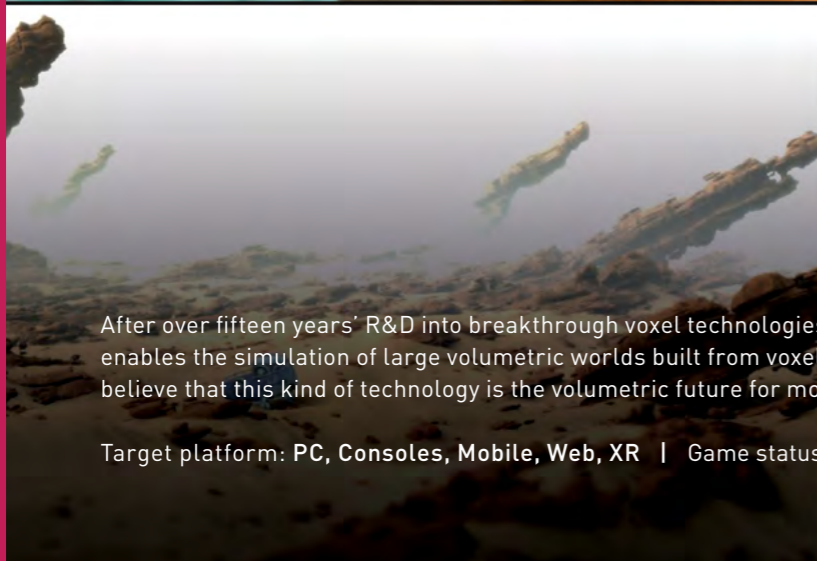
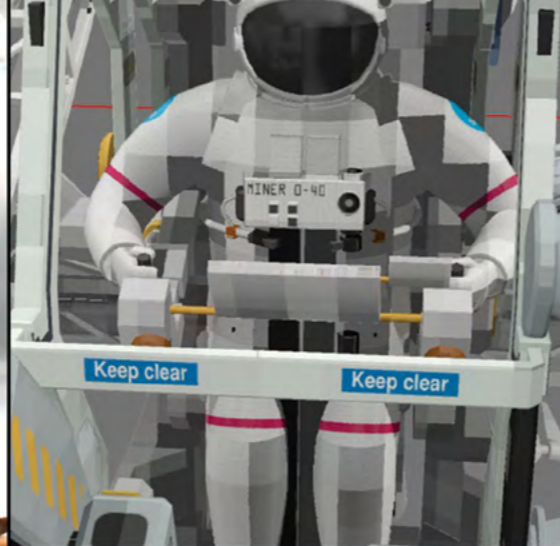
Tater Games is a talent-first game studio that aims to keep creatives in the driver's seat while minimizing unnecessary bureaucracy. We use data and experience to inform project direction. Our culture is one of openness and mutual support, as we all have great ideas and passion. We are taters - every one of us, from the freshest intern to our game industry veterans. We are gamers, creatives, dreamers and skilled artisans ever dedicated to honing our craft.

Based in: Bratislava  
 Founded in: 2019  
 Number of employees: 10

**Selected published titles:**  
 Nunu Spirits

**Public e-mail contact:**  
[info@tatergames.com](mailto:info@tatergames.com)





After over fifteen years' R&D into breakthrough voxel technologies, we're now building a 3D engine that enables the simulation of large volumetric worlds built from voxels invisible to a user's naked eye. We believe that this kind of technology is the volumetric future for most 3D games and other applications.

Target platform: PC, Consoles, Mobile, Web, XR | Game status: Alpha

## Atomontage Inc.

[www.atomontage.com](http://www.atomontage.com)



Although US-based, our core tech team is located in the beautiful heart of Bratislava (Slovakia) where our growing group of talented engineers are transforming groundbreaking prototypes into 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!

Based in: Bratislava  
Founded in: 2017  
Number of employees: 6

**Public e-mail contact:**  
[jobs@atomontage.com](mailto:jobs@atomontage.com)





Lockdown is a standalone expansion to Vaporum, a grid-based, single-player dungeon crawler game, inspired by old-school games like Dungeon Master. Viewed from the first-person perspective, returning to the original steampunk setting, with a brand new protagonist & storyline, new RPG elements, more nasty enemies and smart puzzles.

Target platform: Windows, Mac, Linux, Switch, Xbox One, PS4 | Game status: Unreleased (work in progress)

## Fatbot Games

[www.vaporum-game.com](http://www.vaporum-game.com)

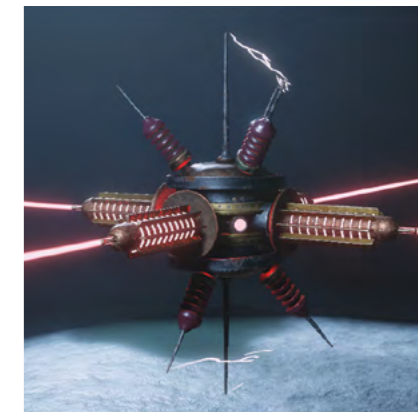
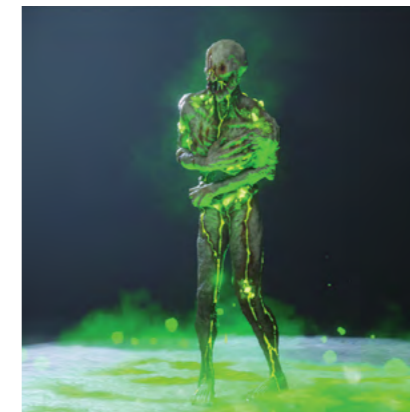


Fatbot Games is Slovakia-based indie company that was founded by two industry veterans: Tibor Repta and Matej Zajačik. The company started with secure investment, and is now self-sustaining. While Vaporum was developed by four industry veterans (former colleagues and long-time friends) with 43 years' combined experience in the game development business, it has grown to six members since launch. Fatbot Games believes in polished games with strong storylines and high production value in both visuals and gameplay. Vaporum is the company's first project.

Based in: Bratislava  
Founded in: 2015  
Number of employees: 6

**Selected published titles:**  
Vaporum

**Public e-mail contact:**  
[info@fatbot-games.com](mailto:info@fatbot-games.com)





The 3D telepresence-teleportation of people as 3D holograms used to be the stuff of movies - but now it's more than just science fiction. Using know-how from 3D games development, MATSUKO's technology reconstructs and streams real people in 3D - giving users the impression of being co-present in the same physical space as remote participants.

Target platform: Virtual / mixed reality | Game status: Prototype ready

## MATSUKO

[www.matsuko.com](http://www.matsuko.com)

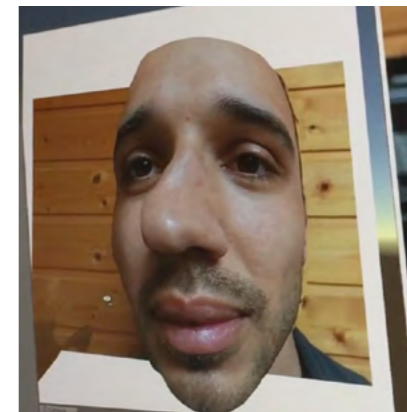
MATSUKO  
マツコ

MATSUKO is a Slovak technology company with strong experience in developing 3D video games, mainly in cooperation with Ubisoft (real-time engine, A.I.). MATSUKO's other clients have included Roche, Michelin, the Ministry of Education in France, Microsoft, and Bordeaux-Pessac Zoo. The company is developing ground-breaking 3D Telepresence mixed-reality technology that enables face-to-face interaction by transmitting live streams of people as 3D holograms.

Based in: Košice  
Founded in: 2004  
Number of employees: 6

**Selected published titles:**  
Ghost Recon, Watch Dogs,  
Far Cry

**Public e-mail contact:**  
[hello@matsuko.com](mailto:hello@matsuko.com)





YesterMorrow is a single-player time-travel 2D platformer adventure, which mixes action sequences with puzzle elements all wrapped in an engaging story. It's about a girl travelling from the future into the past to save her family and the remnants of her world from a Neverending Night.

Target platform: PC, Xbox, PlayStation, Switch | Game status: In development

## Bitmap Galaxy

[www.bitmapgalaxy.com](http://www.bitmapgalaxy.com)

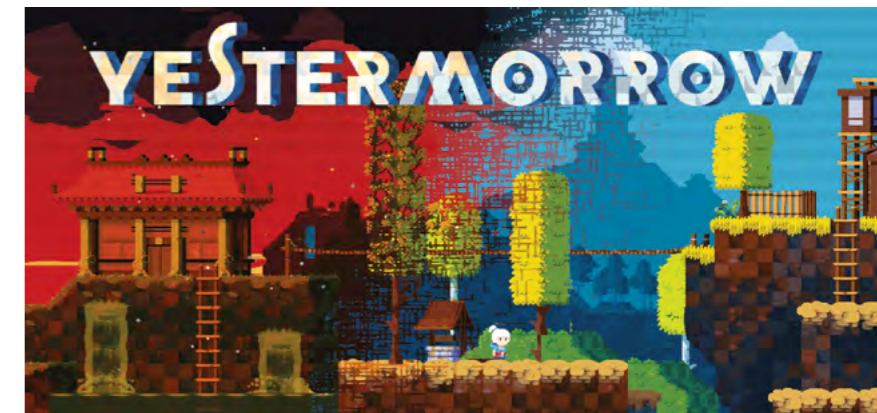


Independent developer Bitmap Galaxy was established in Bratislava (the capital city of Slovakia) in 2013 by developers who after years of AAA production wanted to focus on and be proud of their own work. Our team strives to make games and projects that have purpose and sense. We challenge ourselves to pursue meaningful commercial success and create games responsibly.

Based in: Bratislava  
Founded in: 2013  
Number of employees: 4

**Selected published titles:**  
Little Galaxy Family  
Saving Joule

**Public e-mail contact:**  
[info@bitmapgalaxy.com](mailto:info@bitmapgalaxy.com)





Gomo 2 is an indirect sequel to the adventures of comically-innocent and awkwardly-relatable hero Gomo and faithful dog Dingo. This new adventure introduces a slight twist to the story's flow, as well as new challenges for the dauntless duo to tackle. Join Gomo and Dingo in another episode of this Point-And-Click 2D Adventure!

Target platform: PC, Mobile | Game status: In development

## Fishcow Studio

[www.fishcowstudio.com](http://www.fishcowstudio.com)



Fishcow Studio is an indie game development studio from Košice established in 2011. Its first game title was Gomo published by Daedalic Entertainment, which has sold over 150k copies on Steam and other platforms since release in 2013. Its second title was Moonfall, a 2D side-scrolling action-RPG which was released on PC and consoles. The studio also developed its first mobile title Flip, released in 2018. Gomo 2 is currently in production. Fishcow's aim is to make unique enjoyable game products that entertain a wide-range of gamers.

Based in: Košice  
Founded in: 2011  
Number of employees: 4

**Selected published titles:**  
Moonfall, Gomo, Flip

**Public e-mail contact:**  
[biz@fishcowstudio.com](mailto:biz@fishcowstudio.com)





## Grand Beats Production

[www.grandbeats.com](http://www.grandbeats.com)

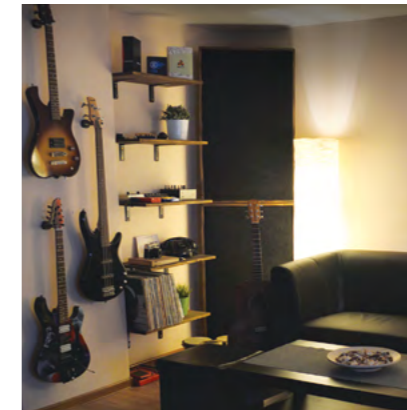


Grand Beats Production is a music production studio based in Slovakia. Our team provides audio design, SFX, implementation and voiceovers for various projects in video game and other industries. We work with game developers to create effective and comprehensive solutions that are natural, immersive, and allow players to traverse through the vast and unique worlds developed by game designers. Our expertise in 3D sound, engine implementation, adaptive music, voiceover recording, trailer music, and other features adds additional layers of depth to projects.

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

**Selected published titles:**  
Hellmut: The Badass from Hell, Idle Quest Heroes

**Public e-mail contact:**  
[info@grandbeats.com](mailto:info@grandbeats.com)







# UNDERFLOW

Underflow is a real-time strategy game in which the player's consciousness is thrown through time and space, and imprinted onto the Metabot - a biomechanical alien that can change form. Using the Metabot's energy (i.e. life) to charge weapons, the player attacks and destroys enemy bots, and can then continue to spend energy to repair and capture the bot and assign it to a squad.

Target platform: PC / PS4 / XBOX / SWITCH | Game status: In development until Q2/2020

## Triple Hill Interactive

[www.triple-hill.com](http://www.triple-hill.com)



Established in January 2015 in Košice by friends Peter Adamondy, Martin Benetin, and Marian Gressak. We abandoned our easy-going jobs to pursue the dream of our own game development company, starting out with two smaller games on iOS/Android to learn as much as possible. Then we moved to PC/Console development with Underflow, which is our first fully-fledged title.

Based in: Košice  
Founded in: 2015  
Number of employees: 4

**Selected published titles:**  
Bacteris, Clumzee: Endless Climb

**Public e-mail contact:**  
[developer@triple-hill.com](mailto:developer@triple-hill.com)





# BLOOD WILL BE SPILLED

Blood Will Be Spilled focuses on a spaghetti western platformer with tactical turn-based combat, set in a completely hand-drawn harsh world populated by insects. You follow the story of Jack - a mosquito bounty hunter - on his path of revenge. Heavily outgunned and outnumbered, Jack needs help from a few rather unusual allies to even the odds.

Target platform: PC, Nintendo Switch | Game status: Released on Steam (PC)

## Doublequote Studio

[www.doublequotestudio.com](http://www.doublequotestudio.com)

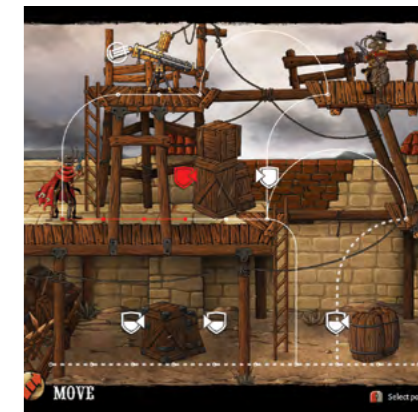


Doublequote Studio is an independent studio based in Bratislava, Slovakia. Founded in April 2014 by two brothers - Ivan and Martin Kozmon, and mostly numbering 3-4 members. What started as a passion side project in June 2017 received Slovak Arts Council funding, which allowed the studio to fully focus on this game.

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

**Selected published titles:**  
Blood will be Spilled

**Public e-mail contact:**  
[hello@doublequotestudio.com](mailto:hello@doublequotestudio.com)





# Merge Planets

Merge Planets and build your solar system! Discover new planets, compete with others, take risks for big rewards. Keep earning money even when not playing. Beautiful visuals, chill music and vibrant color theme - all these features add up to a very relaxing idle merger/clicker game. Start building your solar system today and become #1.

Target platform: Mobile | Game status: Released

## Doublebubble

[www.doublebubblegames.com](http://www.doublebubblegames.com)



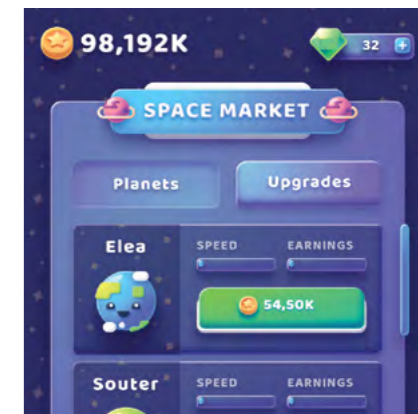
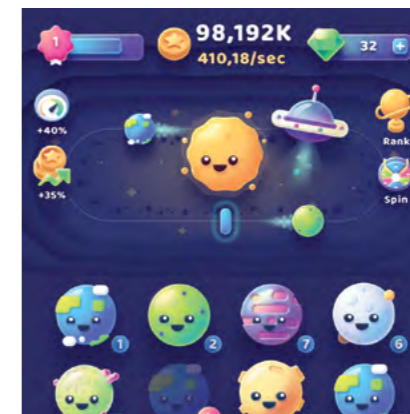
doublebubble

Doublebubble is a newly-established mobile game development studio with a team of young, passionate game designers and programmers. Our main goal is to craft exciting mobile games that are enjoyed by players around the world. We develop exclusively for mobile platforms, focusing on the casual and hypercasual audience. While gameplay is our number one priority, we also work hard on polished graphic design. We've already released multiple titles, and are constantly prototyping and developing new ones - while learning tons of new stuff along the way.

Based in: Bratislava  
Founded in: 2018  
Number of employees: 3

**Selected published titles:**  
Merge Planets, Rocket Boy, Rollee

**Public e-mail contact:**  
contact@  
doublebubblegames.com





# SACRED FIRE

Target platform: PC / consoles / mobile | Current state: In development

## Poetic

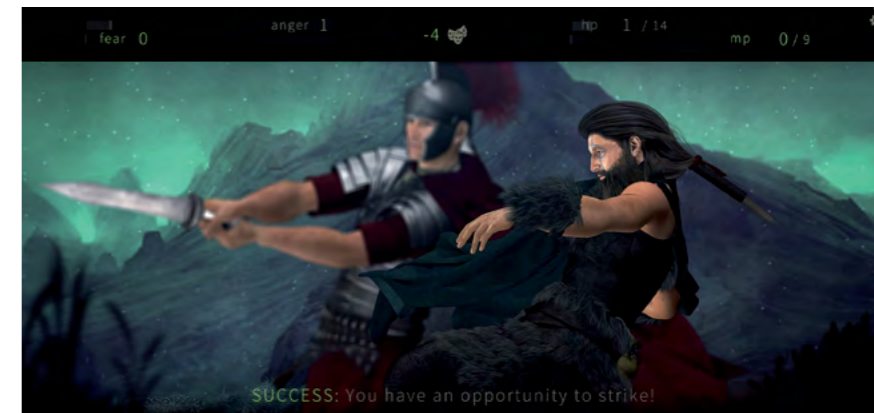
[www.poeticstudio.com](http://www.poeticstudio.com)



Sacred Fire is a psychological narrative game inspired by the resistance wars in ancient Caledonia. The introspective story follows two brothers' fight for survival against the might of Rome. The project was successfully Kickstarted in 2017 by 1,500 backers and has been covered by PC Gamer, Kotaku and IGN. Sacred Fire uses an innovative personality model with psychological attributes such as anger, fear and empathy. This enables the realistically representation of internal conflicts, dilemmas and relationships. Sacred Fire has been developed by Poetic Studio, a 2017 Startup Awards finalist.

Based in: Banská Bystrica  
Founded in 2015  
Number of employees: 2

**Public e-mail contact:**  
[martin@poeticstudio.com](mailto:martin@poeticstudio.com)





# BON VOYAGE!

BY BORIS ZAPOTOCKY



BonVoyage! is a slide-tile puzzle game variation where tiles need to be dragged to reconstruct a path for stranded knights across 70+ levels that vary in gameplay rules and complexity. Beautiful cartoonish art style and random level generator with gameplay inspired by childhood toy puzzles, which reassemble an image by dragging tiles - with only one empty space for movement.

Target platform: PC, iOS, Android | Game status: Released

## Boris Zápotocký

[www.facebook.com/ZapotockyBoris](https://www.facebook.com/ZapotockyBoris)

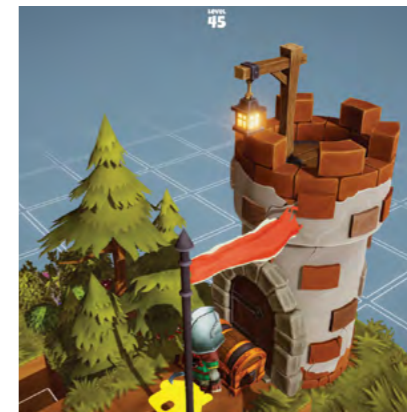
### BORIS ZAPOTOCKY

Solo game programmer with 10+ years of experience in AAA game development (Mafia 2, TopSpin 4, Kingdom Come: Deliverance). After studying and working in Prague, returned to Košice in 2012. Passionate about creating small games in his free time to complement his full time job that utilises Unity game engine experience. Created the award-winning puzzle game Car Puzzler (Best Mobile Game), and now the second puzzle title BonVoyage! - enabled by Slovak Arts Council funding. Already looking forward to the next pipeline project!

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

**Selected published titles:**  
Car Puzzler, BonVoyage!

**Public e-mail contact:**  
[zapotocky.boris@seznam.cz](mailto:zapotocky.boris@seznam.cz)





by Grindstone

Hellmut: The Badass from Hell



Hellmut: The Badass from Hell is a fast-paced bullet-storm dungeon crawler. Use absurd Transformations to defeat demonic hordes, challenge random bosses in random levels, load powerful guns, loot valuable treasures, and basically wipe-out an unfeasibly large number of demons.

Target platform: PC / XBOX One / Playstation 4 / Switch | Current state: Released

## Grindstone

[www.grindstone.sk](http://www.grindstone.sk)

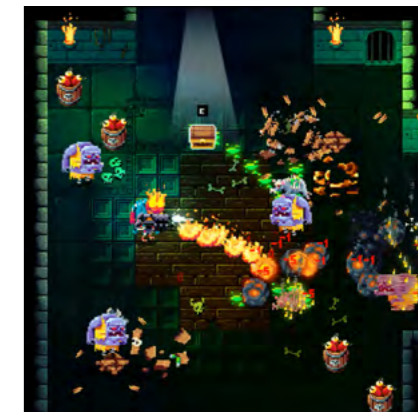


Grindstone assists small teams to achieve the production quality of large established studios, leveraging our experience and resources to deliver outstanding products. The first product is Hellmut: The Badass from Hell released in 2019 on all platforms, with new products scheduled for 2020 release. Grindstone works in very close cooperation with sister company Games Farm (the most experienced PC/console developer in Slovakia) as well as other studios.

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

**Selected published titles:**  
Hellmut: The Badass from Hell

**Public e-mail contact:**  
[grindstone@grindstone.sk](mailto:grindstone@grindstone.sk)





Creative  
Europe



European Commission  
DG Education and Culture



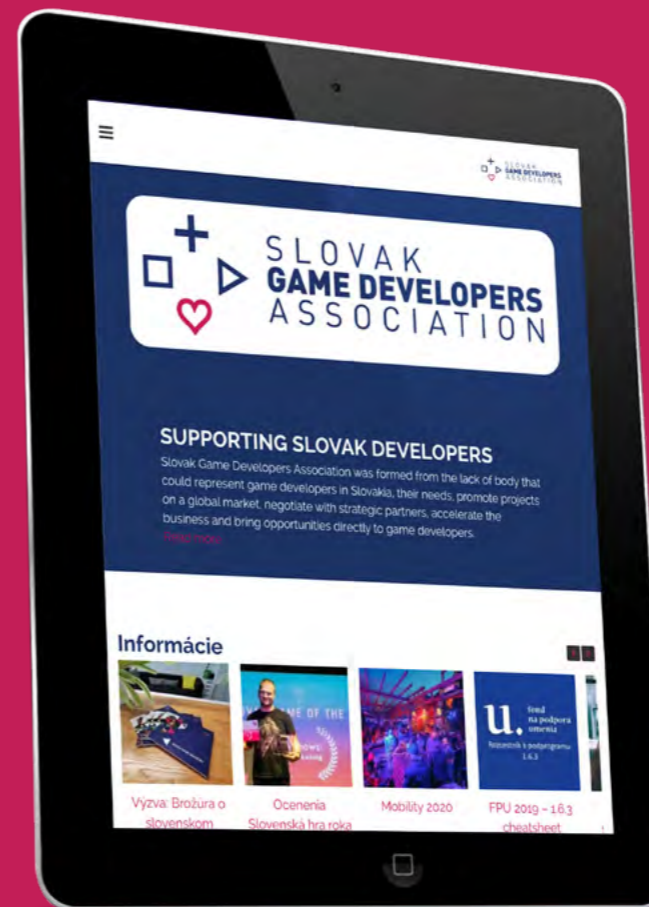
**Creative Europe Desk**  
Grösslingová 32  
811 09 Bratislava  
e-mail: [media@cedslovakia.eu](mailto:media@cedslovakia.eu)  
[www.cedslovakia.eu](http://www.cedslovakia.eu)

- **Creative Europe**
- **MEDIA Sub-programme**

supports

- **Development of European Video Games**
- **The financial support is between EUR 10 000 and EUR 150 000 for the project, covering up to 50 % of total costs.**

- **Creative Europe Desk Slovakia – Your first address on the way to European markets.**
- **[www.cedslovakia.eu](http://www.cedslovakia.eu)**



**FIND EVERYTHING ABOUT  
SLOVAK GAME DEVELOPERS AT**

**[www.sgda.sk](http://www.sgda.sk)**



[facebook.com/svkgda](https://facebook.com/svkgda)



[twitter.com/svkgda](https://twitter.com/svkgda)



[discord.gg/vRhx8Wp](https://discord.gg/vRhx8Wp)



[youtube.com/tvorimehry](https://youtube.com/tvorimehry)

# PowerPlay Studio

www.powerplay.studio



PowerPlayStudio

Biathlon Mania is our most successful release with 4 million players world-wide. Ski Jump Mania 3's release last year has been a great success with over 1.5 million players. We hope that our next game - Ski Legends - will enjoy similar success. This our first purely mobile game is due for release this autumn.

PowerPlay Studio is one of the biggest game studios in Slovakia, and is also the country's number one indie studio. Founded in 2007, the studio was called PowerPlay Manager until 2016.

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

**Selected published titles:**  
Biathlon Mania, Ski Jump Mania 3, Tennis Mania

**Public e-mail contact:**  
info@powerplay.studio



# STUDIO 727

www.727.sk



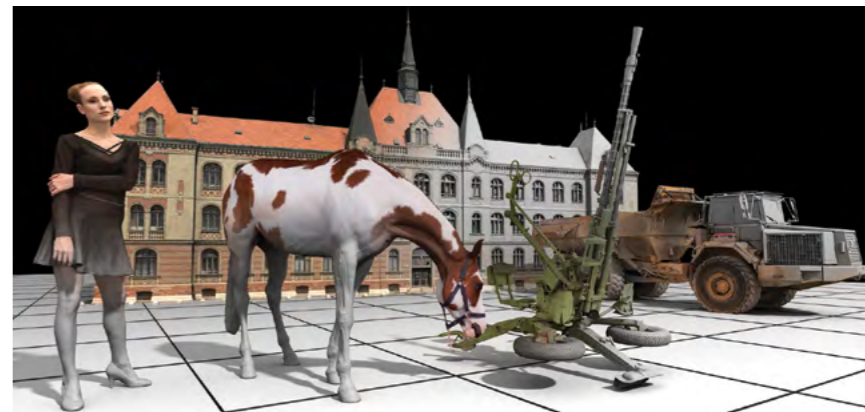
STUDIO 727

We're an expert team, successful at producing outstanding 3D digital assets for clients in the global gaming industry, movies, TV, VR, and AR. We provide the full service - from sourcing to post-production. Our photogrammetry scanning ranges from large-scale work with drones - capturing entire city blocks, large scale industrial sites, to trees, plants, and rock formations, as well as a combination of a high-precision robotic and handheld capture of vehicles, props, weapons, artwork, people and animals. We love challenging assignments, and we apply our creativity hand-in-hand with our client's requirements throughout production stages.

Based in: Bratislava  
Founded in: 1997  
Number of employees: 20

**Selected published titles:**  
Call of Duty: Modern Warfare (2019), VR4D.com

**Public e-mail contact:**  
studio@727.sk





## BLUE FACES

[www.blue-faces.com](http://www.blue-faces.com)



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, Shadows: Awakening, and Secret War. We use the best inertial motion capture suites from Xsens, 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 an unbelievable quality of characters, environments and animation for games, movies and commercials.

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

**Selected published titles:**

Shadows: Awakening,  
NBA 2K

**Public e-mail contact:**

[info@blue-faces.com](mailto:info@blue-faces.com)



## Cypronia

[www.cypronia.com](http://www.cypronia.com)



Cube Life: Island Survival is an open-world, block building, survival game set on a beautiful remote island. Imagine being shipwrecked, stranded, and left for dead...with only a will to survive. You must explore, build, craft, and fight for your life. The game was originally developed for the Nintendo eShop in 2015.

Cypronia is an indie video games developer and publisher, developing brand-new games as well as porting existing games to Switch, PS4 and XBOX.

Based in: Michalovce  
Founded in: 2010  
Number of employees: 9

**Selected published titles:**

Pixel Action Heroes, State  
of War, Color Zen

**Public e-mail contact:**

[cypronia@gmail.com](mailto:cypronia@gmail.com)



## Blue Brain Games

www.bluebraingames.com



Blue Brain Games is a small team of game-loving designers & developers that has worked on games of almost every kind - from casual play to intense strategic war. We ran a successful Kickstarter crowdfunding campaign for The House of Da Vinci - a must-try 3D puzzle adventure game inspired by Da Vinci's inventions and ideas: solve mechanical puzzles, discover hidden objects, escape rooms, and immerse yourself in an authentic Renaissance atmosphere. Use your wits and wisdom to discover what's behind your master's disappearance.

Based in: Bratislava  
Founded in: 2016  
Number of employees: 8

**Public e-mail contact:**  
marketing@  
bluebraingames.com



## BE3 Games

www.be3games.com

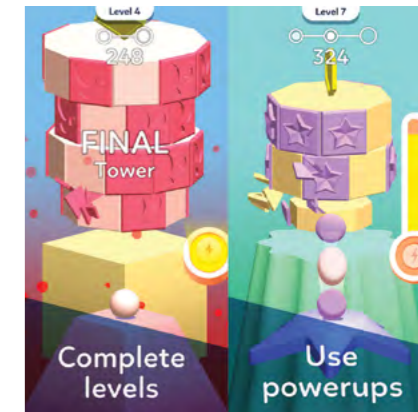


Hit the right tiles of a tower to color it! Tile Towers is a hyper-casual mobile game where you need to destroy rotating towers by shooting paint-filled colored balls. Master a new skill of coloring towers and collect magnificent pedestals. How many levels can you beat? Smash your way through infinite levels with power-ups. You'll get hooked on the addictive gameplay and beautiful art style inspired by Monument Valley.

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

**Selected published titles:**  
Tile Towers

**Public e-mail contact:**  
be3games@gmail.com



# Neutraworks

[www.neutraworks.net](http://www.neutraworks.net)



Secret War is a WW2 tactical turn-based strategy game inspired by Silent Storm and X-Com yet compellingly unique. It lets you build and improve your base, recruit team members, and leverage the help of long-forgotten battlefield heroes. Western allies and the Soviet Union can support your resistance by sending weapons, money, resources, and even elite soldiers.

Neutraworks is an independent game development studio based in Nitra, Slovak Republic. We're a small team of young talents that share a passion for video games.

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

**Public e-mail contact:**  
[neutraworks@neutraworks.net](mailto:neutraworks@neutraworks.net)



# Airo Games

[www.airogames.com](http://www.airogames.com)

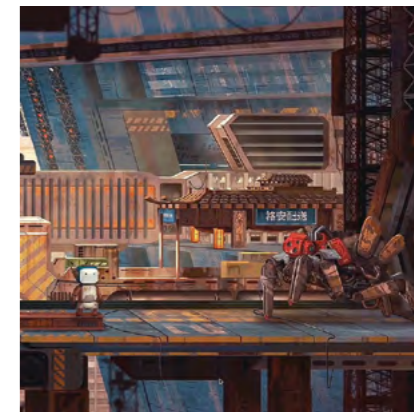
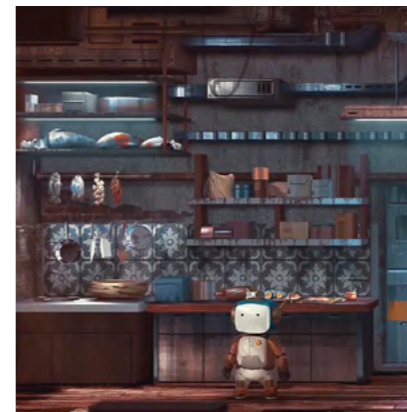


LIFE OF DELTA is a sci-fi point-and-click adventure game set in post-apocalyptic Japan. You play Delta - a small robot that embarks on a journey to find his lost father. The game has numerous interactive characters and mini-games to solve on the way through 25 beautifully hand-painted levels.

Airo Games is a team of talented artists, programmers, sound designers and composers based in Slovakia, the United Kingdom and Vietnam. We love sharing our talent to tell stories that are interesting, adventurous and fun.

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

**Public e-mail contact:**  
[samuel.lorincik@gmail.com](mailto:samuel.lorincik@gmail.com)



## Cassa Game Industry

[www.cassagi.com](http://www.cassagi.com)



Working on Hell Let Loose, Mafia 3, Theatre VR, Mashinky and further unpublished titles, we have validated our experience to offer AAA standards in game development outsourcing. Our vision is to create professional long-term relationships with worldwide studios. And our social goal is to achieve this while supporting our home city Košice - to provide young people with better opportunities in the game development industry. We offer a full range of outsourcing services, and specialise in Unity 5 and Unreal 4 engine with a focus on PC and VR.

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

**Public e-mail contact:**  
[info@cassagi.com](mailto:info@cassagi.com)



## Outerra

[www.outerra.com](http://www.outerra.com)



Outerra is a unique whole-world rendering and simulation engine, utilizing large-scale satellite data further refined down to centimeter-level detail by using complex procedural algorithms. It makes the entire planet Earth available for combined air/land/water and space simulators and games anywhere and everywhere on the globe.

Outerra game studio mainly develops the Outerra engine, which is currently primarily licensed for use in various special simulators, and is also preparing games that will leverage the engine's capabilities.

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

**Public e-mail contact:**  
[contact@outerra.com](mailto:contact@outerra.com)



## Vivat Slovakia

[www.vivatslovakia.sk](http://www.vivatslovakia.sk)



We're aiming to create the first true Slovak game - a free-to-roam-role-play video game set in Bratislava, Slovakia's capital city. We survived car bombs in our neighbourhoods, the racketeering of our favourite bars, and the loss of our closest friends. Unforgettable. Try to survive the wild 1990s - when knowing important people was the only way to survive.

Yes, we're a small group - but we know the right guys. We're now working on a smaller video game prequel for the 30th anniversary of the Velvet Revolution.

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

**Public e-mail contact:**  
[ohhi@vivatslovakia.sk](mailto:ohhi@vivatslovakia.sk)



## 3DIVISION

[www.3division.net](http://www.3division.net)



Workers & Resources: Soviet Republic is the ultimate real-time Soviet-themed city builder tycoon game. Construct your own republic and transform a poor country into a rich industrial superpower! In a country with a planned economy, everything is controlled by the government - citizens, transportation, planning, and construction. Are you up to the task?

3DIVISION is small 100% indie game development company. We have been creating successful games for PC and consoles for over 10 years.

Based in: Košice  
Founded in: 2005  
Number of employees: 4

**Selected published titles:**  
Air Missions: Hind, Air  
Conflicts: Pacific Carriers,  
Air Conflicts: Secret Wars

**Public e-mail contact:**  
[info@3division.net](mailto:info@3division.net)



## Atomic Realm

[www.atomicrealm.com](http://www.atomicrealm.com)



Squabble is a 2D-fighting couch multiplayer game where players are like little kids again with incredible imaginations to fight the greatest nemesis - their sibling! Each game aims to defeat the other player - your sibling - by using items scattered across the level. Each item has a twist: it's a "toy" with special powers. Pillows explode, train models get dangerously big, and water guns are as lethal as machine guns!

Atomic Realm is a small indie studio with deep love for pixel art and platformers. We make our games with great passion and incredible attention to detail.

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

**Selected published titles:**  
Magnet Run

**Public e-mail contact:**  
[info@atomicrealm.com](mailto:info@atomicrealm.com)



## ARTillery

[www.artillery.sk](http://www.artillery.sk)



**ARTillery**

Catie in Meowmeowland is a funny explorative click-and-point adventure set in a bizarre fantasy world of cats in the style of children's book illustrations.

ARTillery is small indie game development studio with 15 years' games development experience.

Based in: Bratislava  
Founded in: 2004  
Number of employees: 1

**Selected published titles:**  
Keep Cool in Sunshine City, Niborea

**Public e-mail contact:**  
[artillery.sro@gmail.com](mailto:artillery.sro@gmail.com)



## Bartoš Studio

[www.bartos-studio.com](http://www.bartos-studio.com)



HRDINA: The game features a hero that goes from a game to the real world. Levels are generated by analyzing music from the Czech band Zrní. Although a simple platformer, the view perspective is changing and each level adds a new concept or obstacle to the game. Egg Time 2: a game for VR headsets - catch eggs, defuse bombs, and other crazy stuff.

Bartoš Studio deploys the latest technology to achieve quality user-experiences. Games are skillfully crafted with a special focus on ease of use and intuitive controls.

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

**Selected published titles:**  
HRDINA, Egg Time 2 (VR),  
Tengutana (VR)

**Public e-mail contact:**  
[info@bartos-studio.com](mailto:info@bartos-studio.com)



## Black Deer Games

[www.blackdeergames.com](http://www.blackdeergames.com)



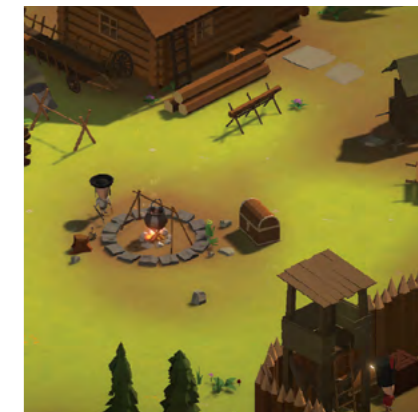
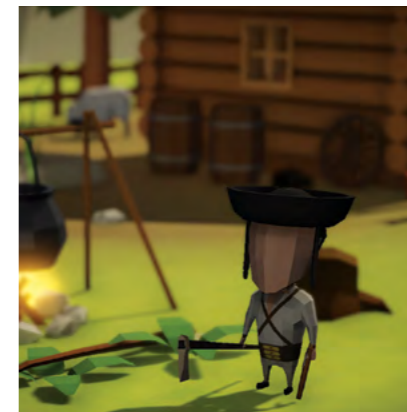
Juro Janosik is a 3D low-poly style adventure RPG about the Slovak legendary figure in an isometric world. As the hero, you'll take the law into your own hands, pursue adventures across Slovakia, loot gold from castles, and give treasures to the poor. The game combines cute visual style with funny gameplay.

Black Deer Games is a one-man indie game development studio founded by Peter Jurkovský, which has developed and released three games for the Android platform - most recently the dark-atmosphere 2D platformer: The Legend of Janosik.

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

**Selected published titles:**  
The Legend of Janosik,  
Doodle Adventures, Neon  
Circle

**Public e-mail contact:**  
[blackdeergames@gmail.com](mailto:blackdeergames@gmail.com)



# Cybernautic

[www.cybernautic.eu/jq](http://www.cybernautic.eu/jq)



Jester's Quest is a fairy-tale metroidvania platformer with RPG elements. Players navigate the little jester in an open-world map to over 50 levels - solving puzzles, fighting enemies, and helping troubled villagers. Small fairies with special abilities help players reach their ultimate goal - the princess.

Jester's Quest uses Unreal Engine 4 in symbiosis with classic pixel art in multiple parallax-layers of scrolling. All the kingdom's beings talk to players via icons and in their own unique language - Talespeech.



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

**Public e-mail contact:**  
cybernautic1@gmail.com

# Garbage Gobblers

[www.garbagegobblers.com](http://www.garbagegobblers.com)



Garbage Gobblers is an educational game that helps children develop a sense of environmental awareness while saving a planet from waste dumps. By feeding six monsters on a green planet, kids learn to distinguish between various types of garbage. Changes in graphics, animations and music during play provide intuitive feedback, and show the impact of littering on the planet's ecosystem. The game has a companion website with information about recycling, and projects for home and school.

Bored Monkey is a tiny studio established in 2017 with the aim to create educational and social impact games.

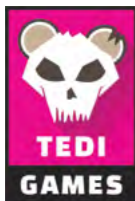


Based in: Štefanová  
Founded in: 2017  
Number of employees: 1

**Selected published titles:**  
Garbage Gobblers

**Public e-mail contact:**  
boredmonkeyapps@gmail.com





TEDI Games is a group of independent game creators that was founded in 2015 by IT and game enthusiasts. Our goal is to create games while gaining experience and having fun.

We regularly attend game jam events in Slovakia and abroad, and our team members have received awards in various categories. We have around 15-20 regular members and some ad hoc contributors.

Based in: Trnava  
Founded in: 2015

**Selected published titles:**

Hands of Justice, Comic Saloon, Underground Viking Round-up

**Public e-mail contact:**

[studio@tedigames.sk](mailto:studio@tedigames.sk)



## EDUCATION

# Digital Games Theory

[www.fmk.sk/tedi](http://www.fmk.sk/tedi)



TEDI is a relatively new study program in media communication that mainly focuses on video games, i.e. part of the media industry that tends to be academically neglected. Its main goal is to report and reflect ludic culture with an emphasis on new trends and movements in the global video games industry. It offers bachelor, masters and doctoral studies in the theoretical background of mass media and video game culture/history, combined with practical courses that focus on design, graphics, programming, sound, sales and marketing.

Based in: Trnava

**School:** University of St. Cyril and Methodius in Trnava

**Faculty:** Faculty of Mass Media Communication

**Public e-mail contact:**  
[michal.kabat@gmail.com](mailto:michal.kabat@gmail.com)



# MediaLab

[www.medialab.sk](http://www.medialab.sk)

VYSOKÁ ŠKOLA VÝTVARNÝCH  
UMENÍ V BRATISLAVE  
ACADEMY OF FINE ARTS  
AND DESIGN IN BRATISLAVA

MediaLab is a specialised studio of the Department of Visual Communication at the Academy of Fine Arts and Design in Bratislava. It offers technological, theoretical and human infrastructure to study the workings of fundamental phenomena such as time, interactivity and multimediality within (visual) communication.

Based in: Bratislava

**School:** Academy of Fine Arts and Design

**Department:** Department of Visual Communication

**Public e-mail contact:**  
[medialabsk@gmail.com](mailto:medialabsk@gmail.com)



## Butterfly Effect

[www.butterflyeffect.sk](http://www.butterflyeffect.sk)



In just five months the Games Lab walks you through the process of game development - from initial idea to release. You work in a fully-fledged team with other graphics, programmers and game designers under the guidance of experienced mentors.

Based in: Bratislava

**School:**  
Butterfly Effect

**Public e-mail contact:**  
[michal@butterflyeffect.sk](mailto:michal@butterflyeffect.sk)



## 3D Animation and Motion Capture Studio

[www.vsftam.sk](http://www.vsftam.sk)

The Academy of Film-making and Multimedia is a new non-accredited certified study program. While it does not substitute for Bachelor degree studies, and our graduates don't receive an academic degree, we nevertheless offer our students unique expert knowledge and skills that are indispensable for specialized jobs such as the use of innovative audiovisual creation software tools.

Based in: Bratislava

**School:**  
Academy of Filmmaking  
and Multimedia

**Public e-mail contact:**  
[aftam@aftam.sk](mailto:aftam@aftam.sk)



## Vocational Art School

[www.supke.sk](http://www.supke.sk)



Digital Painting - Concept Art/ Animation Art/ Design of Digital Applications: These study programs last four-years and end with a practical Maturity Exam. The DPCA study program provides knowledge and skills in digital 2D and 3D animation, digital games environment and character design, 3D modeling, UX design and the basics of Unity usage. The AA study program provides knowledge and skills in traditional and digital animation, character design, and the 3D modeling basics. The DDA study program provides knowledge and skills in web- and mobile app design, UX and UI design.

Based in: Košice

**School:**  
Vocational Art School  
(Škola umeleckého  
priemyslu)

**Public e-mail contact:**  
[ilustracie@gmail.com](mailto:ilustracie@gmail.com)  
[supke@supke.sk](mailto:supke@supke.sk)



## Creative Arts Secondary School in Trenčín

[www.sustn.sk](http://www.sustn.sk)



Digital Painting, Concept Art / Animation / Digital Application Design - these three study programmes offer students knowledge in web and mobile application design, web and e-commerce solutions development, digital and traditional animation, as well as the digital games environment and character design.

Based in: Trenčín

**School:**  
Creative Arts Secondary  
School in Trenčín  
(Stredná umelecká škola  
v Trenčíne)

**Public e-mail contact:**  
[sustn@sustn.sk](mailto:sustn@sustn.sk)



## Academy of Animation

[www.uat.sk](http://www.uat.sk)



An independent secondary school that offers five study programmes: Animation, Graphic Design, Photographic Design, Clothing Design, and Image & Sound Production (camera, sound, editing). Our students have access to multiple high-level technologies that can be found at very few schools in Slovakia or abroad.

Based in: Bratislava

**School:**

Academy of Animation  
(Súkromná stredná  
umelecká škola  
animovanej tvorby)

**Public e-mail contact:**  
[uat@uat.sk](mailto:uat@uat.sk)



## Hemisféra

[www.hemisfera.sk](http://www.hemisfera.sk)



Hemisféra offers diverse game development education activities: a summer camp for kids (7 to 15 years old), a video game development course for kids (8 to 15 years old), and an educational programme in digital game development for secondary school students.

Based in: Bratislava

**School:**

Gamecamp / Gamecraft /  
LevelUp

**Public e-mail contact:**  
[info@hemisfera.sk](mailto:info@hemisfera.sk)



# OpenLab

[www.openlab.sk](http://www.openlab.sk)



OpenLab is a team-based technological accelerator for high school students powered by a non-profit platform, which creates unique partnerships between local companies and schools. Each OpenLab is formed in collaboration with a firm specialized in certain technology, and the game development is one of the most preferred by students. An expert is identified from within the firm's employees or externally to be the LabMaster – a mentor leading the OpenLab. Throughout the school year, students spend 7 hours a week in OpenLab acquiring knowledge and practical skills in specific digital technology and work on real projects in teams with firms - OpenLab partners.

Based in: Bratislava,  
Kysucké Nové Mesto,  
Košice

**Public e-mail contact:**  
[info@openlab.sk](mailto:info@openlab.sk)



# Summer Game Dev

[www.summergamedev.sk](http://www.summergamedev.sk)



Summer school for game development aimed at moderately experienced and advanced developers, mainly middleschoolers and university students. It comprises a five-week course with experienced instructors and the latest hardware and software.

Based in: Bratislava

**School:**  
Summer Game Dev

**Public e-mail contact:**  
[ferko@eof-studios.com](mailto:ferko@eof-studios.com)



## EVENTS

### Game Days Košice

[www.gamedevkosice.sk](http://www.gamedevkosice.sk)

#### GAME DAYS KOŠICE

The first Game Days took place in 2018 at Kasárne Kulturpark. Over 250 people attended the conference where experienced developers shared their knowledge about 11bit, Warhorse and much more.

In 2019, Game Days Košice is back with a more concentrated program, even better speakers, and great program. Come to meet local developers, talk to renowned speakers from worldwide development studios, and learn how to make games better and more fun.

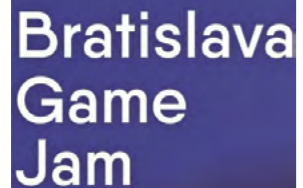
**Place:** Košice, Kasárne Kulturpark

**Public e-mail contact:**  
[grindstone@grindstone.sk](mailto:grindstone@grindstone.sk)



## Bratislava Game Jam

[www.bratislavagamejam.sk](http://www.bratislavagamejam.sk)

The logo for Bratislava Game Jam, featuring the text "Bratislava Game Jam" in white on a dark blue rectangular background.

Bratislava Game Jam is a competition for programmers, script writers, graphics, philosophers and illustrators. Participants' task is to create a video game prototype in just 40 hours. This creative platform is targeted at individuals as well as interdisciplinary teams, and gives them a unique opportunity to experiment with bold game design and showcase their skills.

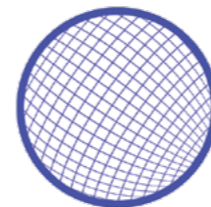
**Place:** Bratislava

**Public e-mail contact:**  
[hello@bratislavagamejam.sk](mailto:hello@bratislavagamejam.sk)



## Game Days Trnava

[www.gdays.sk](http://www.gdays.sk)



Game Days is Slovakia's one and only international videogame festival. This unique event highlights innovative digital games that have artistic value, and focuses on their comprehensive presentation. Prominent figures from the Slovak and international game development sector present their invaluable experience with progressive video game creation to industry professionals and the general public.

**Place:** Trnava

**Public e-mail contact:**  
[info@gdays.sk](mailto:info@gdays.sk)





## Global Game Jam Trnava

[www.trnava.gg/ggj](http://www.trnava.gg/ggj)



The Global Game Jam® (GGJ) is the world's largest game jam event - since 2018 Slovakia has joined another 113 countries where GGJ is physically held. All are 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.

**Place:** Trnava

**Public e-mail contact:**  
[ggj@trnava.gg](mailto:ggj@trnava.gg)



## SECTOR.sk Game Salon

[www.gamesalon.sk](http://www.gamesalon.sk)



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

**Place:** Bratislava

**Public e-mail contact:**  
[sector@sector.sk](mailto:sector@sector.sk)



## SGDA meetup

[www.sgda.sk](http://www.sgda.sk)



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.

**Place:** Bratislava, Košice

**Public e-mail contact:**  
[hello@sgda.sk](mailto:hello@sgda.sk)



## Y-Games

[www.yzone.sk](http://www.yzone.sk)



The biggest gaming festival in Slovakia brings thrilling contests battled out by professional and amateur players in the popular games Counter Strike: Global Offensive, League of Legends, Hearthstone, PUBG, FIFA19 and NHL19. Over the event's three days we'll discover the best Slovak players and teams, see great contests, and have fun at the unique BYOC e-sport events. You can also look forward to great online guests - popular YouTube players, streamers and players.

**Place:** Bratislava





**In developed economies, the gaming industry represents a significant economic driver. And Slovakia wants to keep in step with this trend. Ways to support the development of digital games include the Slovak Arts Council, which subsidizes the creation of digital games and helps start business activities by harnessing game designers' creative and artistic potential.**

The Slovak Arts Council is a self-governing public institution that supports art activities, culture and the creative industry. The Council replaced a substantial part of the former grant system of the Ministry of Culture of the Slovak Republic, and is independent of state administration central bodies. Its main mission is to support "live" arts and culture with a special focus on diversity. The Council provides grants especially for the creation, production, distribution and presentation of works of art; support for international cooperation; educational programmes in art, culture and the creative industry; and grants for individuals who contribute to the development of arts and culture creatively or in a research capacity.

Support for the creation of gaming and non-gaming multimedia work at the Slovak Arts Council first launched in 2017. The third sub-programme call has just closed, from which the council supported 23 out of 63 applicants. Digital game developers applied for non-repayable subsidies at various stages of digital game creation. Subsidies available for all projects in 2019 totalled EUR

420,000. The Slovak Arts Council supports the creation of digital games in three consecutive phases - with a one-year deadline for each respective phase.

At the stage of development and production, the Council can finance costs up to a maximum 95% of total project budget. The remaining minimum 5% corresponds to the amount of mandatory co-financing that the applicant must provide from other sources. Individual phases refer to creative scholarships, vertical slice development, and final beta version production. In 2017, the Slovak videogame community welcomed the De Minimis grant aid as a positive step, which allows individuals and smaller studios to create digital games without the need for complete funding from their own resources.

As the grant scheme budget is unsuited for larger digital game studios, which from EUR 100,000 (the maximum subsidy per entity) cannot cover a sufficiently large part of costs, the Slovak Arts Council doesn't target such players. Instead it supports games with an emphasis on artistic value, educational aspects or innovation. Hence the Council concentrates its scope by giving preference to projects with certain added value, and in such a way influences improved digital game quality in Slovakia. Such support is not sufficient for all though. So the Council's representatives also positively evaluate the creation of a multimedia support sub-programme, as evidenced by the budget increases in 2018 and 2019. This sub-programme is very popular – over 165 projects have applied for funding in three years, with EUR 1,070,000 allocated to successful applicants.



