



SLOVAK GAME INDUSTRY 2021

| | |
|------------|--------------------------|
| 03 | Intro |
| 04 | Infographic |
| 09 | Game Dev Companies |
| 65 | Outsourcing and Services |
| 87 | Education |
| 101 | Events |
| 111 | Slovak Arts Council |



Today is a great day to celebrate the release of this year's SGDA annual booklet, packed with all the latest information and data from the Slovakian game development industry. Following on from last year, we are pleased to bring even more positive news into an often cloudy (or even stormy) daily reality.

Much has happened in the past year in our daily lives, and while gaming has brought a welcome distraction for many people, the games industry has endured numerous ups and downs yet has ultimately continued to prove its resilience in the face of external crisis. The sheer volume of investments, acquisitions, mergers, and announcements have skyrocketed. Even through the raging global pandemic, the games industry has never been more exciting and dynamic than right now, and I believe that every person involved should be praised for their part in it. And the truth is that onboarding into the industry, starting a career, or even establishing an entire studio have never been easier. This new golden time has created unprecedented new industry opportunities, but also new challenges to the system. Easier access to new technologies allows developers to focus more on the 'what' rather than the 'how'.

But the end result is that the industry still suffers from a shortage of talent - especially qualified professionals - to fill existing or emerging positions. As the home office becomes the new

standard for many studios and open positions, it is much easier to apply for roles. But that also creates a massive workflow change for many existing studios: how quickly can we change our routines and embrace this new work culture?

At this point I must mention the ongoing legal battles between Apple and Epic, which hints at the further improvement of conditions for independent content creators. Big publishing houses are predicting that this shift will allow them to invest in their future and acquire studios on a massive scale and to compete for every reasonable target - which will further spin the wheel of external investments.

I'm sure you'll agree that these are exciting times to be part of the industry. So with that in mind, I would like to invite you to take a moment to reflect on all these exciting changes, and read the SGDA 2021 catalog and educate yourself on the future revenue growth, new studios being formed, and fresh talent entering the industry.

Thanks for your interest in and being part of the Slovakian gaming industry. I hope that you enjoy reading this 2021 catalog.

Peter Nagy
Founding member of SGDA

SLOVAK GAME DEVELOPMENT INDUSTRY 2021

ACTIVE COMPANIES 63

FINANCE

| Overall turnover (M EUR) | € |
|--------------------------|-------|
| 2016 | 24.1 |
| 2017 | 36.1 |
| 2018 | 45.7 |
| 2019 | 51 |
| 2020 | 72.2 |
| 2021 | +84.7 |

| TOP 10 companies based on turnover | Overall turnover in 2020 |
|------------------------------------|----------------------------------------------|
| 1. Pixel Federation | EUR 72,202,888 |
| 2. PowerPlay Studio | |
| 3. SuperScale | Estimated overall turnover in 2021 |
| 4. Inlogic Software | EUR 84,690,118 |
| 5. Blue Brain Games | |
| 6. Studio 727 | Turnover of top 10% companies in 2020 |
| 7. Nine Rocks Games | EUR 62.2M (86%) |
| 8. Games Farm | |
| 9. Old B1ood | |
| 10. 3Division | |

COMPANY LOCATION

Geographical location



Location based on county

| | | | |
|------------|-----|---------|----|
| Bratislava | 52% | Trnava | 5% |
| Košice | 25% | Trenčín | 2% |
| Nitra | 7% | Žilina | 2% |
| Prešov | 7% | | |

COMPANY PROFILES

Years active



| | |
|-----|-------------------|
| 40% | Less than 5 years |
| 36% | 5+ years |
| 13% | 10+ years |
| 8% | 15+ years |
| 3% | 20+ years |

Primary orientation



| | |
|-----------------------------------------|-----|
| Own game development | 70% |
| Gamedev related services and activities | 17% |
| Outsourcing | 13% |

Legal form



| | |
|------------------|-----|
| Private company: | 83% |
| Self-employed: | 11% |
| Physical person: | 6% |

Commissioned work and outsourcing

| | |
|-----------------------------------------------------------------------|-----|
| No commissions or outsourcing | 41% |
| Outsourcing parts of games and assets | 25% |
| Outsourcing parts and full development of games | 22% |
| Outsourcing parts and full development of games, but no contracts yet | 12% |

Number of women working in Slovak gamedev 141 (16.2%)

Positions occupied by women

| | |
|------------------|-----|
| Graphic artist | 32% |
| Producer | 16% |
| Game designer | 15% |
| Marketing and PR | 15% |
| Programmer | 10% |
| HR, operations | 10% |
| Animator | 9% |
| Data analytic | 9% |
| Tester | 6% |

EMPLOYEES

Overall number of employees



Number of employees in top 10% of companies 537

Top 10 companies based on employee headcount

- | | |
|---------------------|---------------------|
| 1. Pixel Federation | 6. Nine Rocks Games |
| 2. PowerPlay Studio | 7. Games Farm |
| 3. Inlogic Software | 8. Artillery |
| 4. Superscale | 9. 60fps |
| 5. Studio 727 | 10. Cypronia |

82 New working positions opened in 2020
208 New working positions opened in 2021 (est.)
32 Median age of employees

Company size based on employee headcount



Positions hardest to fill

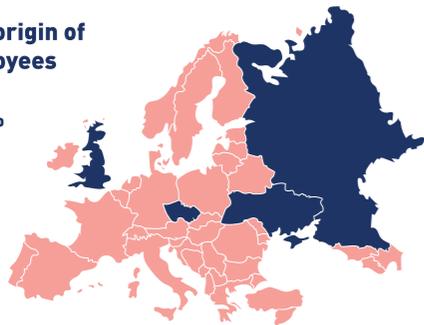
| | | | | | |
|---------------|-----|------------------|-----|----------------|-----|
| Programmer | 27% | Graphic artist | 18% | Data analytic | 4% |
| Game designer | 22% | Producer | 13% | Sound designer | 4% |
| Animator | 21% | Marketing and PR | 10% | Other | 10% |

Number of employees from abroad

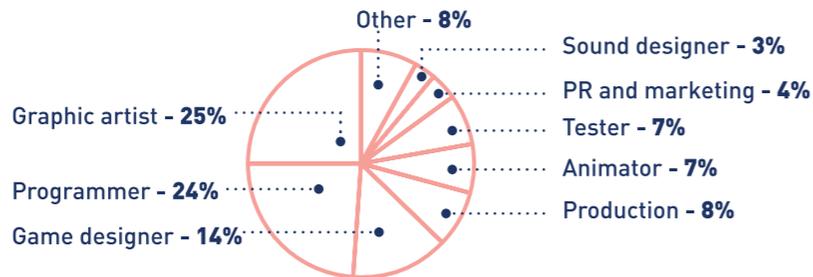
80 (9%)

Countries of origin of foreign employees

Czechia - 24%
Russia - 7%
UK - 7%
Ukraine - 5%
Other - 57%



Working positions based on specialization



Developed games financed via



| | | | | | |
|-----|----------------|-----|-------------------------|----|-------------------------|
| 75% | Self-funding | 15% | International publisher | 9% | International investor |
| 29% | Public funding | 15% | Slovak investor | 3% | International publisher |
| 20% | Commission | 12% | Bank loans | 3% | Platform holder |

PANDEMIC AND THE STATE'S ROLE

Did the pandemic influence your company's financial situation?

| | |
|-----|-----------------|
| 51% | No |
| 20% | Positively |
| 17% | Negatively |
| 11% | Very negatively |
| 1% | Very positively |

Did the pandemic influence your overall project development expenses?

| | | |
|-----|-----------------|----|
| 13% | Very negatively | ☹️ |
| 19% | Negatively | 😞 |
| 61% | No | 😐 |
| 6% | Positively | 😊 |
| 1% | Very positively | 😄 |



Did the pandemic change your development tempo and employee productivity?

| | |
|-----|--------------------------|
| 34% | No |
| 33% | Slowed |
| 17% | Considerably slowed |
| 11% | Accelerated |
| 5% | Considerably accelerated |

GAMES

Own full-release games created 26

Games created in cooperation with a third party 147

Overall number of released and unreleased projects being worked on 256



Primary target platform for released games

| | |
|-----|----------------------|
| 71% | PC (Windows) |
| 46% | Android |
| 35% | iOS |
| 29% | Xbox consoles |
| 24% | Playstation consoles |
| 24% | Nintendo Switch |
| 18% | Browser and HTML5 |
| 9% | VR/AR |

Games published in 2020 via

| | |
|---------------------------------------------|-----|
| Self-publishing on PC and mobile | 27% |
| Published via international publisher | 12% |
| Self-publishing on console and VR platforms | 10% |
| Self-publishing on web-based platforms | 10% |

What support would you appreciate most?

| | |
|-----|----------------------------------------|
| 81% | R&D funding |
| 80% | More public funding |
| 78% | Tax incentives and deductions |
| 75% | Better education and education support |
| 67% | Traveling and presentation support |
| 54% | Effective ways of employing foreigners |
| 49% | Favourable loans |

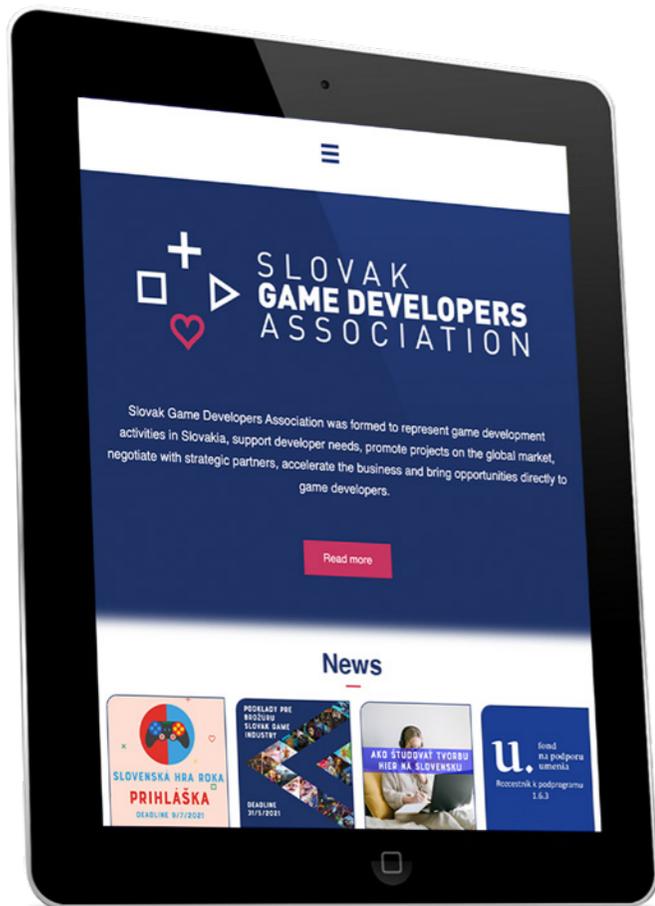
Working structure changes after pandemic ends

| | |
|----------------------------------------------|-----|
| Not considering any changes | 40% |
| Considering more home office time | 27% |
| Considering permanent home office | 15% |
| Considering less home office | 5% |
| Considering total cancelation of home office | 5% |



Contact: hello@sgda.sk
+421 904 979 440
Download this material and find out more at: www.sgda.sk

*All data and statistics as of 31.12.2020, unless stated otherwise



FIND EVERYTHING ABOUT
SLOVAK GAME DEVELOPERS AT

www.sgda.sk

 facebook.com/svkgda

 twitter.com/svkgda

 discord.gg/vRhx8Wp

 youtube.com/tvorimehry



GAME DEV COMPANIES

- 10 Nine Rocks Games
- 12 Games Farm
- 14 Cassa Game Industry
- 16 Tater Games
- 18 Triple Hill Interactive
- 20 Fatbot Games
- 22 Atomic Realm
- 24 Bitmap Galaxy
- 26 Fishcow Studio
- 28 Incidental Minds
- 30 Doublequote Studio
- 32 poetic
- 34 Cypronia
- 37 Pixel Federation
- 38 Inlogic Games
- 39 PowerPlay Studio
- 40 Airo Games
- 41 Blue Brain Games
- 42 Centurion Developments
- 43 Darkvision Games
- 44 3DIVISION
- 45 Flying Butter Games
- 46 Impact Games
- 47 Lotus Innovations
- 48 Mad Cookies Studio
- 49 Four Cats
- 50 Rembrosoft
- 51 EastWorks
- 52 Old B1ood
- 53 straka.studio
- 54 Boris Kudlač
- 55 Eldritch Pixels
- 56 Leveland Studios
- 57 Nanopike
- 58 ARTillery
- 59 Bartoš Studio
- 60 Bored Monkey
- 61 Cybernautic
- 62 Ondrej Angelovič
- 63 TEDI Games



Current stage of the game:
Nearing alfa



Target platforms:
PC, PlayStation, Xbox platforms

Nine Rocks Games

Game Development



Nine Rocks Games is a Bratislava-based studio established by Slovakian game dev veterans from Cauldron, combining long-time experience and young gun's drive to create games. As part of the international Embracer Group (THQ Nordic), NRG focuses on developing multiplatform games using the newest tech, including Unreal Engine and previous experience with global brands and publishers.

This unique combination of a team working closely for more than twenty years, young talent, and a global publisher is the perfect fit for the creation of genre-defining titles.



Based in: Bratislava
Founded in: 2020
Number of employees: 50



Selected published titles:
DayZ, Cabela's Big Game Hunter
PRO HUNTS



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

SHADOWS AWAKENING



Current stage of the game:
Released



Target platforms:
PC, XBOX One, Playstation 4

Games Farm

Game Development



Games Farm is an independent game development studio with 40+ headcount located in Kosice. The studio develops premium cross-platform titles and has so far developed over 20 games. Games Farm's primary focus is on RPG development, and the company continues to profile as a worldwide-recognized RPG developer with the renowned Heretic Kingdoms franchise and the steadily increasing quality of titles. Games Farm's RPGs have received multiple awards, Vikings: Wolves of Midgard was awarded as Best Slovakian Game 2017, and Shadows: Awakening as Best Slovakian Game 2018.

Shadows: Awakening is a unique, isometric single-player RPG with real-time tactical combat. Take control of a demon summoned from the Shadow Realm to consume the souls of long-dead heroes and embark on an epic adventure with challenging gameplay, gripping storyline, and enchanting graphics. Gather your party, control powerful heroes, and use their skills to your advantage. But who is in charge... the demon, or the souls that it has devoured? You decide whether to thwart a major threat and save the world, or to plunge it into complete disaster...



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



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



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

AGE OF PYRAMIDS



Current stage of the game:
In development



Target platforms:
PC

Cassa Game Industry

Game Development

CASSAGI

We are the outsourcing studio that becomes your internal team. We breathe in the challenging details of a project rich in details, and deliver the perfect digital replica. To ensure the highest quality of delivery, we always work closely with our clients. Our vision is to create long-term professional partnerships with worldwide studios, and help them shape the future of realistic digital production for games and movies. We offer the full range of outsourcing services from 3D asset modeling, texturing, and concept art, to animations, level design, and programming.

The Age of Pyramids is a large-scale sandbox city builder and simulator set in Ancient Egypt. You take on the city governor and architect's mantle to build the most incredible city on Earth. Experience the simulation of this world like never before and build never-before-seen monuments. Relive authentic life in one of the most epic civilizations that ever existed. Discover and learn how much time and what resources it takes to build the cities and landmarks that defy the hand of time. In the Age of Pyramids, the only limitation to achieving your dreams is your own imagination.



Based in: Košice
Founded in: 2017
Number of employees: 15



Selected published titles:
Star Wars: Legion, Train Sim World 2, Hell Let Loose



Contact:
info@ageofpyramids.com
www.cassagi.com

BREW STORY



Current stage of the game:
In development



Target platforms:
iOS, Android

Tater Games

Game Development



Tater Games is a talent-first game studio that aims to keep creatives in the driving seat while minimizing unnecessary bureaucracy. In just over two years we have built a fully-fledged studio of passionate and experienced industry developers, and have released three mobile games and one early access steam game. Our future focus remains on developing story-driven games for mobile, starting with Brew Story and an exciting new project currently in pre-production.

Brew Story is a story-driven time management game, all about beer. It's not easy to start your own brewery - from selling cans on the beach and brewing in your dad's garage you will need to be quick and clever if you hope to become a world-renowned Brewmaster. Luckily you will meet fun characters along the way that will help build your Brewing Empire.



Based in: Bratislava
Founded in: 2019
Number of employees: 8



Selected published titles:
Nunu Spirits, Cyberforge,
Damn the Flood!



Contact:
info@tatergames.com
www.tatergames.com



Current stage of the game:
Alfa



Target platforms:
PC, PS4, Xbox One

Triple Hill Interactive

Game Development



Triple Hill Interactive is an independent studio based in Košice, Slovakia. Studio has released two games for Android and iOS, and has worked on multiple game projects for PC and consoles. Currently working on the fighting game Die by the Blade in cooperation with Grindstone.

Die by the Blade draws its inspiration from legendary games like Bushido Blade, Way of the Samurai, and Dark Souls. It aims to blend "1vs1" combat style with action adventure. A one hit kill system and an emphasis on parry and counters leaves no space for mistakes.



Based in: Košice
Founded in: 2015
Number of employees: 7



Selected published titles:
Bacteria, Clumzee: Endless Climb,
Underflow



Contact:
developer@triple-hill.com
www.triple-hill.com



Current stage of the game:
In production



Target platforms:
PC, Playstation, Xbox, Nintendo Switch

Fatbot Games

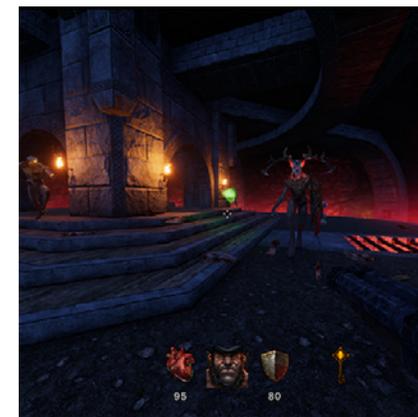
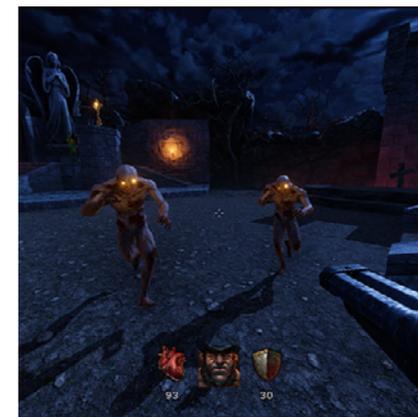
Game Development



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

QUEEDO is a fast-paced first-person shooter in the vein of Doom, Quake, and all the great classics from the 1990s. Queedo the Gravedigger, dumb as hell but strong as a horse, sets out to reconstruct the Total Uber Shovel to beat the living shit out of his enemies and give them a fancy delivery to the underworld.

Apart from robust gunplay and rich environment interaction, the game also employs a soul power mechanic where you choose between safety and all-out offense, and tarot cards that improve various aspects of play, and which you can combine to create unique decks to fit your playstyle!



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



Selected published titles:
Vaporum, Vaporum: Lockdown



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



Current stage of the game:
In development



Target platforms:
Nintendo Switch, PC, PS4, Xbox

Atomic Realm

Game Development



At Atomic Realm we are gamers at heart, and professionally we are three software engineers/game designers and one art designer working together since 2015. Our first title, Magnet Run, was published in 2017 on Google Play in the "Our indie picks" section. Squabble, currently in development, is our first title to be released on Nintendo Switch. We make our games with great passion and incredible attention to detail. Since 2019, we also offer our game development and art design services for hire.

Squabble is a 2D fighting couch multiplayer game for a party of 2 – 6 players. Fight your siblings with whatever you can grab but choose carefully, every item has a twist – it is a toy, but with special powers: pillows explode, water guns can be dangerous, and beware the homework monster! Become the ultimate winner in multiple game modes: deathmatch, capture the flag, and king of the hill!



Based in: Bratislava
Founded in: 2019
Number of employees: 5



Selected published titles:
Magnet Run



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

Random Mine



Current stage of the game:
Alpha



Target platforms:
PC, Xbox, Switch, PlayStation

Bitmap Galaxy

Game Development



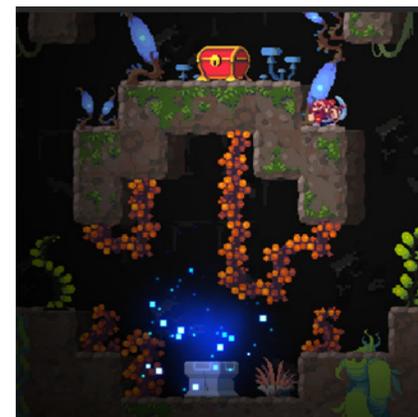
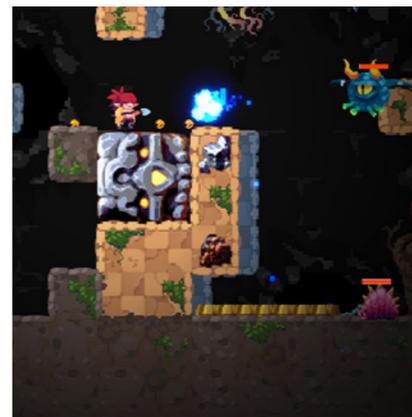
BITMAP GALAXY

Bitmap Galaxy is an independent Bratislava-based game development studio. The studio was established in 2013 by developers who after years of AAA production wanted to focus on and take pride in their own work. Our team strives to make games and projects that have purpose and sense. We enjoy every bit of our work, and aim to channel this enjoyment to our players.

The night before being accepted into the Dwarven Pantheon, a group of demigods celebrates with such intensity that they destroy the Celestial Tavern and set free an imprisoned dark deity who, in turn, robs them of their power.

Take control of these former demigods, help them pay their debt for wrecking the tavern, and reclaim their stolen immortality!

Dig your way through randomized caves full of monsters and treasure. Create tunnels to reach ore veins and unearth hidden chambers. Use your platforming skills to overcome trap-filled halls crawling with critters, and collect rare artifacts!



Based in: Bratislava
Founded in: 2013
Number of employees: 5



Selected published titles:
YesterMorrow, Little Galaxy



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



Current stage of the game:
In development



Target platforms:
PC, mobile

Fishcow Studio

Game Development



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 and enjoyable game products that entertain a wide-range of gamers.

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!



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



Selected published titles:
Moonfall, Gomo, Flip



Contact:
biz@fishcowstudio.com
www.fishcowstudio.com



Current stage of the game:
Vertical slice



Target platforms:
PC, Consoles, Mobile

Incidental Minds

Game Development

INCIDENTAL MINDS

We're Incidental Minds. A youthful and hot-blooded independent game dev studio. Using the power of incidental learning, we strive to create unique, engaging, and meaningful experiences. We specialize in story-driven and resource-management games.

Grayton the Detective is a refreshing mix of the classic 2D point 'n' click and modern multiple-solution branched-narrative adventure games. It follows the story of Grayton, an aristocratically raised, now homeless detective. Grayton strives to restore his human dignity by solving the mystery of a "Golden Spoon Case." Although Gray means well, he's got some truly unconventional ways of doing things. The game features fully animated and voice-acted cinematics, and two unique game mechanics: a new-approached detective system and a never-seen eavesdropping mechanic.



Based in: Bratislava
Founded in: 2018
Number of employees: 4



Selected published titles:
House them all!,
MIRRORED TRUTH



Contact:
contact@incidental minds.com
www.incidental minds.com

HEISTGEIST

A CYBERPUNK DECK-BUILDING RPG



Current stage of the game:
In Production (coming in 2022)



Target platforms:
PC, Nintendo Switch

Doublequote Studio

Game Development



Doublequote Studio is an independent studio based in Bratislava, Slovakia. Founded in May 2014 by two brothers - Ivan and Martin Kozmon - and most of the time consisting of 3-4 members. The main focus of the studio is to create visually distinct game experiences, utilizing the team's strengths in 2D graphic design and illustration in combination with a compelling narrative. The studio's first game Blood will be Spilled (released in 2019) received the CEEGA 2019 award for Visual Art and four Slovak Game Awards 2020, including Best Visual Design and Game of the Year.

HeistGeist is a 2D single player sci-fi RPG with deck-building combat. The game takes place in Central Europe in the not so distant future. The player follows the story of independent freelance operatives for hire, who specialize in infiltration, corporate espionage, and performing highly sophisticated heists.



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



Selected published titles:
Blood will be Spilled (PC, Nintendo Switch)



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



Current stage of the game:

Alfa



Target platforms:

PC

poetic

Game Development



Poetic is an independent game studio founded by Andrej Vojtas. It brings together talent from all around the world to create meaningful and innovative Role-Playing Games. Computer Role-Playing Games come in many forms and flavours from action-focused titles and open-world epics, to classic dungeon crawlers - tactical games fully focused on exploration, monsters, and loot, skipping story altogether. But what if a game went in the opposite direction? What if there was a concentrated role-playing experience fully focused on the exploration of story scenes, characters, and society growth?

This is how Sacred Fire was born, breaking new ground in this storied genre as the first emotion-driven 'story crawler' of its kind.

A tactical narrative role-playing game, where character emotions influence your probabilities of success and the resolution of internal, interpersonal, and external conflicts requires the use of psychological tactics.

A story you truly play in a format that allows you to enjoy more role-playing in less time.



Based in: Banská Bystrica

Founded in: 2015

Number of employees: 1



Selected published titles:

-



Contact:

andrej@poeticstudio.com

www.poeticstudio.com



Current stage of the game:

Alfa



Target platforms:

PS5, Xbox X, PC

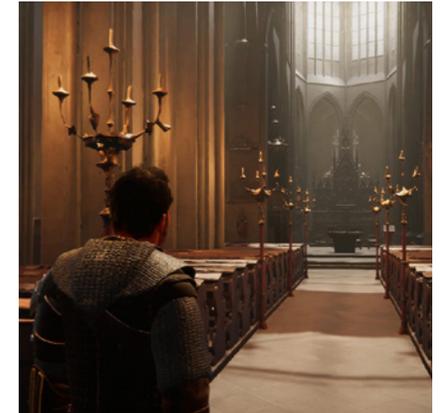
Cypronia

Game Development



Cypronia is an indie game developer and publisher specialized in the development of new games as well as porting existing ones to PC and video consoles. The studio is a licensed developer for PS5, PS4, XB1, XBX, Nintendo Switch and has developed over 40 games in its short history.

Medieval is a third-person action-adventure inspired by the life of Jan Zizka of Trocnov. Before he became one of the only seven generals in history to never lose a battle Jan was a brutal mercenary, who had lost faith in everything except himself and his merciless band. The game is an adaptation of Peter Jakl's movie; Jan Zizka / Medieval a historical drama inspired by true events, which will be released globally in Q1/2021.



Based in: Michalovce

Founded in: 2010

Number of employees: 12



Selected published titles:

State of War, Color Zen, Cube Life



Contact:

cypronia@gmail.com

www.cypronia.com

IF YOU'RE AN EXPERIENCED 3D ARTIST

AND YOU CAN DO

HIGH-END GAME ASSETS LIKE THIS

WE'D LIKE TO HEAR FROM YOU.

WE ARE WORKING ON A VIDEO GAME BASED ON A MOVIE
(HISTORICAL DRAMA INSPIRED BY TRUE EVENTS)
FOR NEXT GENERATION CONSOLES AND WE ARE LOOKING FOR
AN EXPERIENCED 3D ARTIST (CHARACTERS AND ENVIRONMENTS)
TO JOIN OUR TEAM IN MICHALOVCE, SLOVAKIA OFFICE.

CONTACT: CYPRONIA.JOBS@GMAIL.COM



Pixel Federation

Game Development



Pixel Federation is a game developer and publisher that puts players at the heart of all operations. Their success lies in creating interactive community-based games that are designed to last the test of time. Pixel Federation invests heavily into supporting the games industry, and places just as much importance into the company's team and culture as they do to its players. Every individual in the game creation process, from programming, designing, drawing, analysing, testing and communicating with players, are all equally important to the overall success and growth of the company.

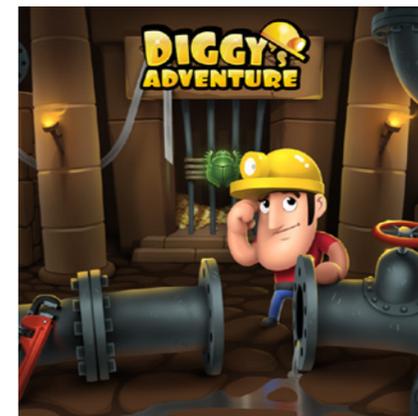
Train Station 2: Railroad Tycoon & Train Simulator

Target platforms:

Google Play, App Store

Current state of game:

Released



Based in: Bratislava

Founded in: 2007

Number of employees: 230



Selected published titles:

Diggy's Adventure, Train Station 2, Seaport



Contact:

media@pixelfederation.com
www.pixelfederation.com



Inlogic Games is a development studio specializing in Android and HTML5 games for mobile phones. We distribute our apps through a global network reaching 150+ countries across five continents. We cooperate with more than 200 companies - countless numbers of operators, aggregators and subscription services with presence on every continent. We also publish games on Google Play. Our most successful title is Football Cup - explore the vast amounts of uniquely designed levels and fight your way through various tournaments. More than 50,000,000 satisfied players and counting!

Football Cup 2021

Target platforms:
Mobile

Current state of game:
Released



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



Selected published titles:
Tennis World Open 2021, Zombie Hill Racing, Galaxy Shooter-Alien Invaders



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



Last year we successfully released Athletics Mania. The game has 12 track and field disciplines as fun mini-games, as well as improved graphics. As the game has over 6 million registered players, we're continuing the "Mania" game concept with a new winter "Mania" game that combines several popular winter sports. It's scheduled for release later this year. PowerPlay Studio is a game studio focused on creating sports games, it has millions of players around the world. Founded in 2007, the studio was called PowerPlay Manager until 2016.

Athletics Mania

Target platforms:
Web, Facebook, iOS, Android

Current state of game:
Released



Based in: Bratislava
Founded in: 2007
Number of employees: 80



Selected published titles:
Ski Legends, Ski Jump Mania 3, Biathlon Mania



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



LIFE OF DELTA is a point-and-click adventure game set in a post-apocalyptic Japan. You play as Delta - a small robot that embarks on a journey to find his friend. The game has numerous interactive characters and minigames to solve across 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.

Life of Delta

Target platforms:

PC, Mac, Nintendo Switch, PlayStation, XBOX

Current state of game:

Beta



Based in: Košice
Founded in: 2018
Number of employees: 8



Selected published titles:

-



Contact:
samuel.lorincik@gmail.com
www.airogames.com



Blue Brain Games is a team of game-loving designers & developers that has worked on games ranging from casual play to intense strategic war. We ran a successful Kickstarter campaign for The House of Da Vinci and we already released the equally popular sequel, The House of Da Vinci 2 – both 3D puzzle adventure games inspired by Da Vinci's inventions. We're masters of brain twisters, baffling riddles and complex lockboxes hidden far beyond where any eye can see. With every game, we aim for detailed and accurate storylines enhanced with our own layer of imagination.

The House of Da Vinci 2

Target platforms:

iOS, Android, PC, MAC, Switch, Amazon Kindle

Current state of game:

Released



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



Selected published titles:
Mysteries of the Past, The House of Da Vinci, The House of Da Vinci 2



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

Centurion Developments

Game Development

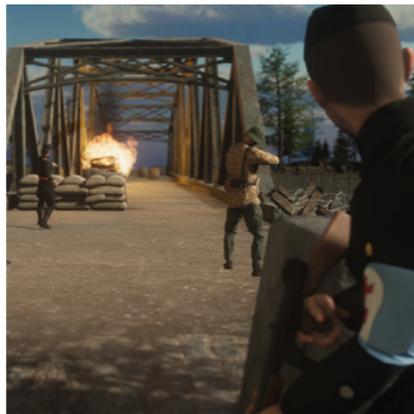


When Xcom meets Silent storm. Secret War is a tactical turn-based strategy game from the WW2 era. Lead your secret resistance movement and build relationships with crucial allies in the East or West. Every action has a reaction. Money, ammunition, weapons and even real heroes can come to the rescue. Recruit and train your team, improve your base, and face the enemy's elite units if the situation worsens. Centurion Developments is an independent game development studio based in Nitra, Slovak Republic.

Secret War

Target platforms:
PC, XBOX, PS4

Current state of game:
Alfa



Based in: Nitra
Founded in: 2020
Number of employees: 8



Selected published titles:

-



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

Darkvision Games

Game Development



Mimi and Lisa is a classic 2D point and click adventure with a strong emphasis on education puzzles and open minigames, supporting sand-box style play. The main target group is children aged 6 to 8. The main platforms are tablets and mobiles with Android and iOS operating systems. Game core mechanics follow the prototype (Mimi and Lisa: Adventure for Children), which was created during the Butterfly Effect program last year. This prototype has been downloaded almost 5,000 times in Slovakia and the Czech Republic.

Mimi and Lisa

Target platforms:
Android and iOS

Current state of game:
Vertical slice



Based in: Bratislava
Founded in: 2021
Number of employees: 8



Selected published titles:

-



Contact: branislav.cibik.cz@gmail.com
www.darkvisiongames.com

3DIVISION

Game Development



3 DIVISION is a game development company with offices in Košice, Slovakia with over 10 years of experience and a focus on PC and consoles. 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!

Workers & Resources: Soviet Republic

Target platforms:
PC

Current state of game:
Early access



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



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



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

Flying Butter Games

Game Development



Game studio in Slovakia. A young team passionate about gaming and developing indie games. Committed to creating excellent gaming experiences and optimal results of our creative and development process. Bushfires: Animal Rescue is a PC game about climate change and its consequences in Australia. Immerse yourself in the authentic aflame atmosphere of Australia's diverse biotops. Drive through Australia in top gear to save animals by catching them into a net, putting out the fires along the way as best you can.

Bushfires: Animal Rescue

Target platforms:
PC

Current state of game:
Early access



Based in: Košice
Founded in: 2020
Number of employees: 5



Selected published titles:

–



Contact:
gamelab.kosice@gmail.com
www.bit.ly/skfbgames



Impact Games is an innovation platform for game development, using gamification and technology to make a positive social impact. We believe that games and new tech are effective ways to make positive changes in the education sector. Aaron's Dilemma is an educational narrative adventure game, which tells the story of a Syrian refugee, fleeing his home country due to violent conflict. The story is inspired by real events, giving players the opportunity to be immersed in the experiences and decisions that real people face in their pursuit of better, safer lives.

Aaron's Dilemma

Target platforms:
Mobile

Current state of game:
Soft-launched



Based in: Bratislava
Founded in: 2019
Number of employees: 5



Selected published titles:

-



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



World Wide Hack is a MMO simulation game about realistic hacking and cybersecurity. You hack into QuanTech's system with other hackers to discover their secrets. Explore the huge open world network, and collect the most effective hacking and security tools. Provide experiments, and manipulate people and corporations by hacking their computers, see the consequences of your actions, and decide whether to protect or exploit the world. All in a realistic fully-immersive context.

World Wide Hack

Target platforms:
PC, Mac, Web

Current state of game:
Alfa



Based in: Trebišov
Founded in: 2020
Number of employees: 5



Selected published titles:

-



Contact:
info@worldwidehack.eu
worldwidehack.eu

Mad Cookies Studio

Game Development

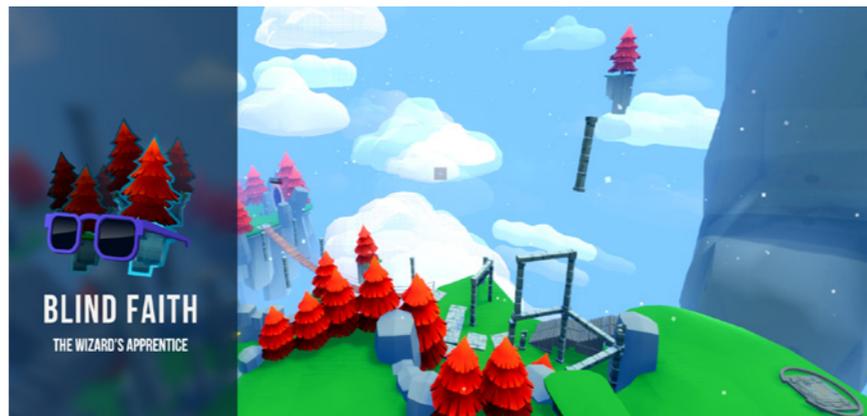


An ordinary bloke teleported to a whimsical world by a sarcastic wizard. Explore a magical world whilst utilizing the magic of colour bestowed upon you by the wizard, overcome ordeals, traverse a floating island, and solve action-packed riddles. What awaits you at the end of the journey? Who is the wizard and why did they choose you? What other secrets hide within the bountiful world of Blind Faith? Find out. Mad Cookies Studio is a young game development studio based in Bratislava, Slovakia. Experienced at bringing mobile, web and desktop projects to fruition.

Blind Faith

Target platforms:
Windows, Linux

Current state of game:
Prototype



Based in: Bratislava
Founded in: 2020
Number of employees: 5



Selected published titles:
EkoKviz, Cargo Ship Stacking,
Rag of Agony



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

Four Cats

Game Development

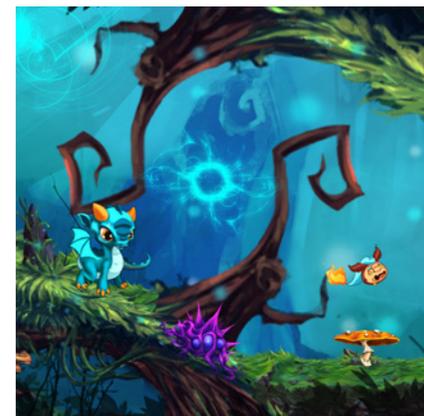
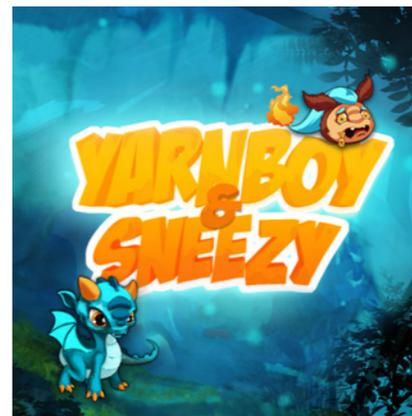


Yarnboy & Sneezzy is a 2D side-scrolling platformer for mobile devices. The game is dynamic and fast. The main protagonist is the sneezing dragon Sneezzy and his toy Yarnboy - a ball that is played in a magical forest. Dragon Sneezzy sneezes and lights Yarnboy's string. Then he must run from the lit tail and overcome the obstacles and pitfalls of the forest to save himself from the flames. Platforms that the player walks on are ignited by the burning tail. The game was created at the Summer Game Dev 2020 by the four-strong Four Cats team.

Yarnboy & Sneezzy

Target platforms:
Android, iOS

Current state of game:
Prototype



Based in: Bratislava
Founded in: 2020
Number of employees: 4



Selected published titles:
-



Contact:
emma.zahradnikova@gmail.com
fourcats.itch.io



Rembrosoft is a Slovakia-based game development company founded by the Timko brothers in 2014. The name Rembrosoft originates from the artist Rembrandt, as - like him - we are also detail-orientated. We're working flat-out on our new colonial age RTS game where our heroes aim to establish a new world city. Exploring a world full of surprises and keeping favour with the King.

Colonize

Target platforms:
PC

Current state of game:
Early access



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



Selected published titles:

-



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

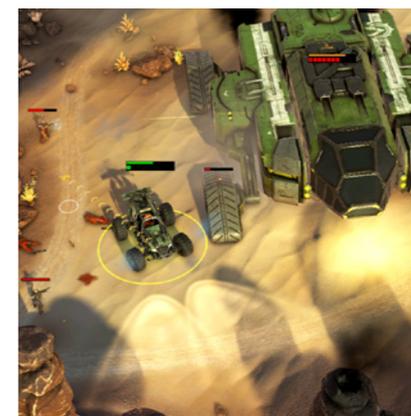


Gray Zone is a tactical strategy game. The game was developed in the spirit of modern RTS titles with an emphasis on the audiovisual and storytelling experience. The game is for all players who want to enjoy playing games by using tactics and intelligence to lead smaller groups of units.

Gray Zone

Target platforms:
PC

Current state of game:
Early access



Based in: Košice
Founded in: 2010
Number of employees: 3



Selected published titles:

-



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



We're a small independent game studio (two brothers) with a focus on nature and wildlife. Feed and Grow: Fish was our first and so far only published game. It's an underwater simulator where you experience what it takes to hatch, survive and have offspring as fish. In so far three maps (River, Swamp and Coral Reef), players get to grips with the basic food chain so they know when to run from or chase prey. The gameplay relies on quick sharp movement controls and a lot of biting and chewing-eating.

Feed and Grow: Fish

Target platforms:
Windows

Current state of game:
Early access



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



Selected published titles:

-



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

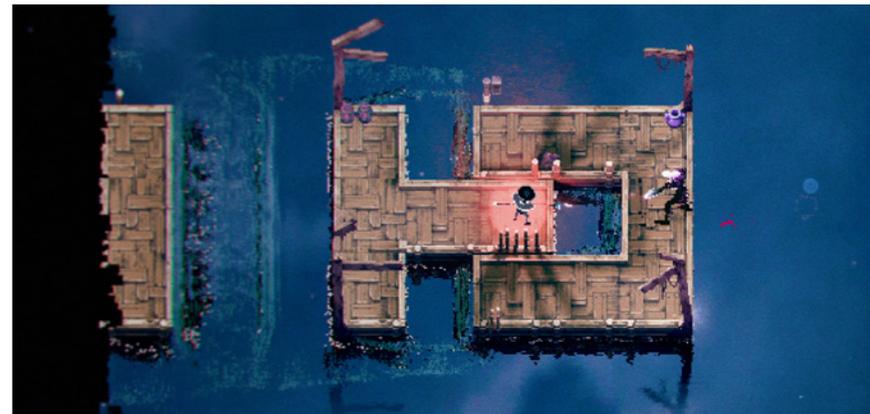


Loot River is an upcoming island-shifting action-roguelike coming to Xbox and PC. Prepare to journey down an otherworldly river in search of knowledge and loot! Set in a series of procedurally-generated labyrinths, Loot River is a dungeon-crawling action-roguelike that combines the tense, real-time combat and dark fantasy stylings of Dark Souls with the spatial block-shifting puzzles of Tetris.

Loot River

Target platforms:
PC, Xbox

Current state of game:
In development



Based in: Nová Dubnica
Founded in: 2020
Number of employees: 3



Selected published titles:
Euclidean Lands, Euclidean Skies



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

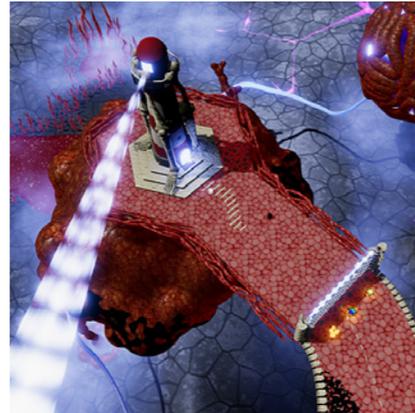


Near The Fear is a driving game with roguelike elements, set in a surreal world of human subconscious. A dark trip into your hidden psyche. Shine light on your inner demons or try to stay in the shadows. Embrace failure and become stronger. The tunnel is long, but the only way out is through it. The meat of the game is overcoming driving challenges on procedurally generated tracks. You'll need driving skills, as well as short- and long-term decision making. The game reacts to your playstyle by changing many elements (from gameplay to visuals).

Near The Fear

Target platforms:
PC

Current state of game:
Alpha



Based in: Šaľa, Brno
Founded in: 2018
Number of employees: 2



Selected published titles:
Near The Fear, Tower Of Truth



Contact: kudlac.boris@gmail.com
www.visiongame.cz/studio/boris-kudlac/



Tendrils: Echo Received is a 2D stealth platformer inspired by Ridley Scott's Alien. Become a blood-thirsty demonic creature that hunts down everyone on its quest for revenge. Enjoy absolute freedom of movement on a mining station lost in the cold depths of space. Jump onto walls, crawl on the ceiling, in ventilation shafts, or above the heads of your victims. Use the environment to your advantage. Explore your options, disable security systems, and face soldiers, cultists, or even demonic witches. But be careful: just a single bullet will end you.

Tendrils: Echo Received

Target platforms:
Windows, Linux, MacOS

Current state of game:
Pre-alpha



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



Selected published titles:
-



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



Leveland Studios is an indie developer mainly focused on creating complex 3D Open World games in various game engines, mainly Unity for PC/Mac/Linux. We want to improve the gaming experience towards a higher level in a clear, funny and easy to use environment. We also outsource projects. Last Wolves is an open world survival game set on a big island where your goal is to fight soldier enemies, and fight against the nature and gas that makes survival conditions even harder. Cooperate with players and battle together to return the island to its original inhabitants.

Last Wolves

Target platforms:
PC/Mac/Linux

Current state of game:
In development



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



Selected published titles:
Last Wolves, Swampyfish



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



Nanopike is a startup independent game development studio based in Košice, Slovakia. We are a creative team dedicated to fulfilling its dream and bringing interesting games and fun to the game scene. Nanopike: a small but enterprising fish in the sea of game development. We're developing the 2D pixel art twin-stick space shooter game Galaxy Highways that features pirate raids against alien civilizations, attacking enemies, space stations, defense points and motherships, and aiming to complete all missions before the enemy defense system destroys you.

Galaxy Highways

Target platforms:
PC, Consoles

Current state of game:
In development



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



Selected published titles:

-



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



ARTillery is a small indie game development studio based in Bratislava, Slovakia with over 20 years' experience. We have worked on titles such as Chameleon (code, environment art), Chaser (code and character design), Fever Frenzy (art), Keep Cool in Sunshine City (code and art), and Mafia 3 (concept art). We have also created and released Nibora - our own game . We are now developing Catie in MeowmeowZ and - a beautiful point-and-click adventure game set in a bizarre feline world.

Catie in Meow Meow Land

Target platforms:

PC, Playstation, Xbox, Nintendo Switch

Current state of game:

Pre-release



Based in: Bratislava

Founded in: 2004

Number of employees: 1



Selected published titles:

Niborea, Mafia 3, Keep Cool in Sunshine City



Contact:

contact@artillery.sk
www.artillery.sk



Ur Game: is a re-creation of The Royal Game of Ur, an ancient game over 4,500 years old. It uses online and offline multiplayer and an online leaderboard. HRDINA: The game features a hero that goes from the game to the real world. Levels are generated by analyzing music from the Czech band Zrni. Although a simple platformer, the view perspective is changing and each level adds a new concept or obstacle to the game. Bartoš Studio uses the latest tech to achieve quality user-experiences. Games are skillfully crafted with a special focus on ease of use and intuitive controls.

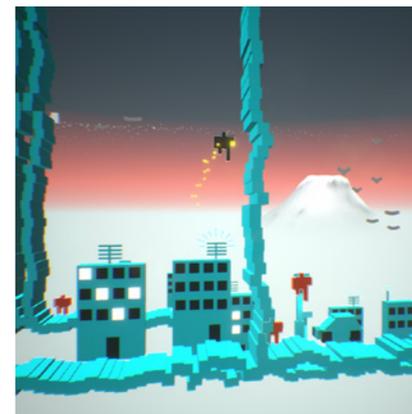
Hrdina

Target platforms:

PC

Current state of game:

Released



Based in: Trnava

Founded in: 2017

Number of employees: 1



Selected published titles:

Ur Game: The Game of Ancient Gods, HRDINA



Contact:

info@bartos-studio.com
bartos-studio.com



Garbage Gobblers is an educational game that helps children develop environmental awareness while saving a planet from waste dumps. Kids feed 6 monsters on a green planet and learn about various types of garbage and its impact through changes in graphics, animations and music during play. garbgegobblers.sk is a companion website for children with educational guides for parents and teachers. Bored Monkey is a tiny studio established in 2017 with the aim to create educational and social impact games, solutions, art direction and educational game design consulting.

Garbage Gobblers

Target platforms:
Android

Current state of game:
Released



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



Selected published titles:
Garbage Gobblers



Contact:
zacharovska@gmail.com
www.garbagegobblers.sk



Jester's Quest is a fairy-tale metroidvania platformer with some RPG elements. Using UE4 and some effects in symbiosis with classic pixel art, navigate little jesters in an open world map to more than 50 levels. Solve puzzles, fight enemies with a two-button combo-style combat system, help villagers, and ultimately get the princess. No JQ knowledge necessary. All beings in the kingdom talk to players via icons, and speak their own unique language: Talespeech. Oh, and did you know that you've got some combat fairies in your bag?

Jester's Quest

Target platforms:
PC

Current state of game:
Alfa



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



Selected published titles:
-



Contact:
cybernautic1@gmail.com
cybernautic.eu/jq/



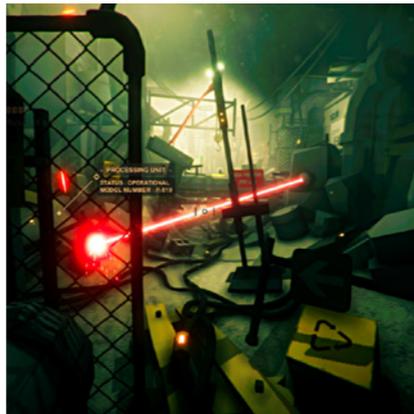
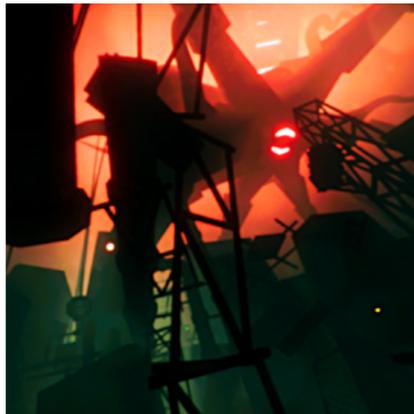
ONDREJ ANGELOVIC
INDEPENDENT GAME DEVELOPER

ARTIFICIAL is a first-person physics based puzzle platformer situated in an underground colony of asteroid 2031 XT. Something in the colony has gone terribly wrong... As a player you're thrown into the middle of events that reveal increasingly more about the world around you. Many obstacles and traps lie in wait several thousand meters underground - some more intelligent than others.

ARTIFICIAL

Target platforms:
PC (Win)

Current state of game:
In development



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



Selected published titles:
The Flood, City Climber



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



TEDI Games is a group of independent game creators that was founded in 2015 by IT and game enthusiasts from the University of Ss. Cyril and Methodius. Our goal is to create games while gaining experience and having fun. We regularly attend game jam events in Slovakia and abroad. Our team members have received various awards. We have around 15-20 regular members and some ad hoc contributors.

Unspecified

Target platforms:
PC

Current state of game:
Various states



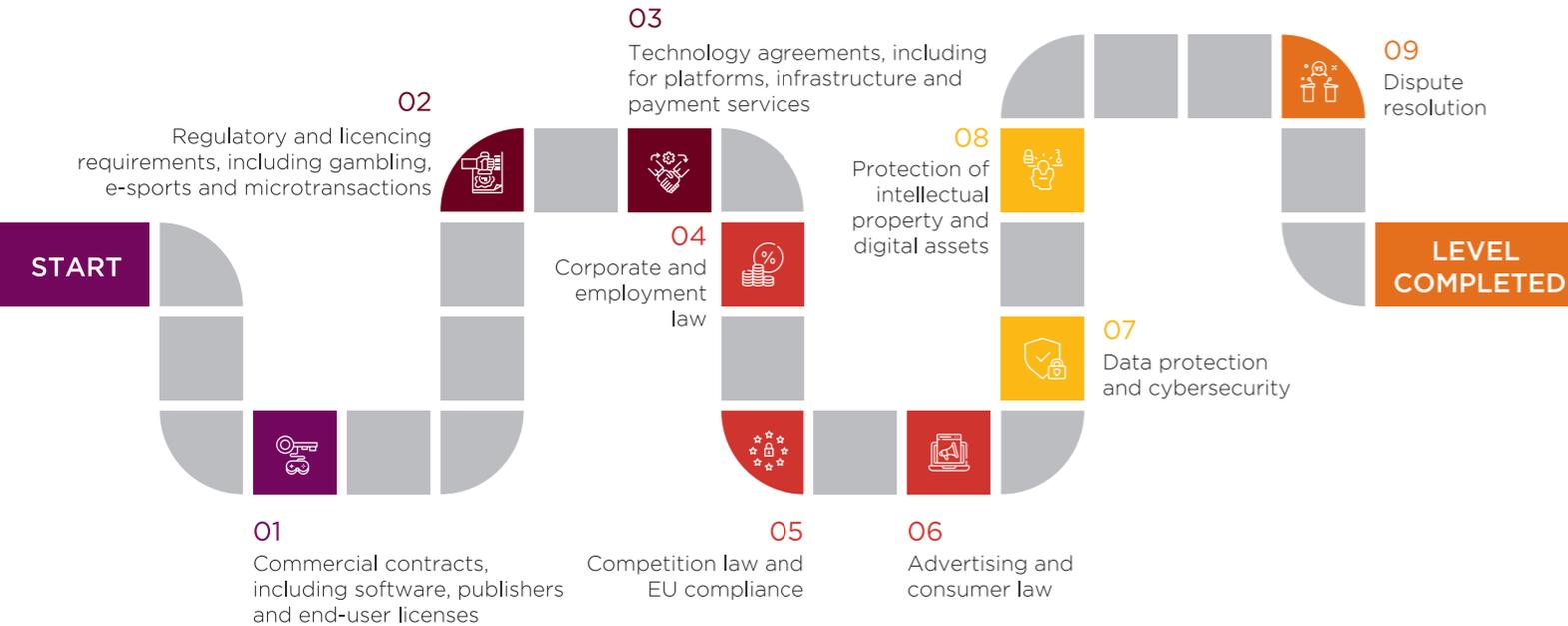
Based in: Trnava
Founded in: 2015
Number of employees: 0



Selected published titles:
FakeSpotting, 8Bit Tankade,
Comatose



Contact:
studio@tedigames.sk
tedigames.sk



YOUR DEDICATED TEAM

Viliam Myšička
*Partner, Regional Co-Head of
 Technology, Media & Telecommunications*

viliam.mysicka@kinstellar.com

+421 2 5929 1128

Lukáš Mrázik
Associate

lukas.mrazik@kinstellar.com

+421 2 5929 1165



OUTSOURCING AND SERVICES

- 66** SuperScale
- 68** Cassa Game Industry
- 70** Atomontage Slovakia
- 72** Grand Beats Production
- 74** Fatbot Games
- 76** Grindstone
- 78** Incidental Minds
- 80** GiM Studio
- 82** Noise Artillery
- 83** STUDIO 727
- 84** Blue Faces
- 85** Mad Cookies Studio



Battle Legion



Technologies:



Target platforms:

Android, iOS

SuperScale

Scaling games, monetization, user acquisition



SuperScale is a growth partner of the world's top game developers and publishers such as Electronic Arts, Fingersoft, and BoomBit, as well as brands like LEGO. SuperScale helped to scale flagship titles from EA, and also global launch and scale games such as Rumble Stars (Top 10 in Japan), Idle Coffee Corp (Top 1 Strategy in US), and Hill Climb Racing 2 (Top 1 Worldwide).

Our team of over 65 specialists scales games through business analytics optimizations in game design, monetization, and user acquisition. SuperScale combines expert teams with internally-developed technology to deliver maximum impact.



Based in: Bratislava

Founded in: 2015

Number of employees: 65



Selected published titles:

Hill Climb Racing 2, Battle Legion, Rumble Stars



Contact:

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



Technologies:

Unity3D, Unreal Engine 4, various 3D modeling and texturing software



Target platforms:

PC, VR

Cassa Game Industry

Game outsourcing studio

CASSAGI

Cassagi is an AAA game outsourcing studio focusing on life-like digital production. Our senior development team can follow your vision perfectly, and create the game world you desire. We help our clients with PC and VR development, level design, programming and crafting game ready assets.

We are the outsourcing studio that becomes your internal team. We breathe in the challenging details of a project rich in details and deliver the perfect digital replica. To ensure the highest quality of our delivery, we always work closely with our clients.

Our vision is to create long-term professional partnerships with worldwide studios and help them shape the future of realistic digital production for games and movies. We offer a full range of outsourcing services from 3D asset modeling, texturing, concept art to animations, level design and programming.



Based in: Košice

Founded in: 2017

Number of employees: 15



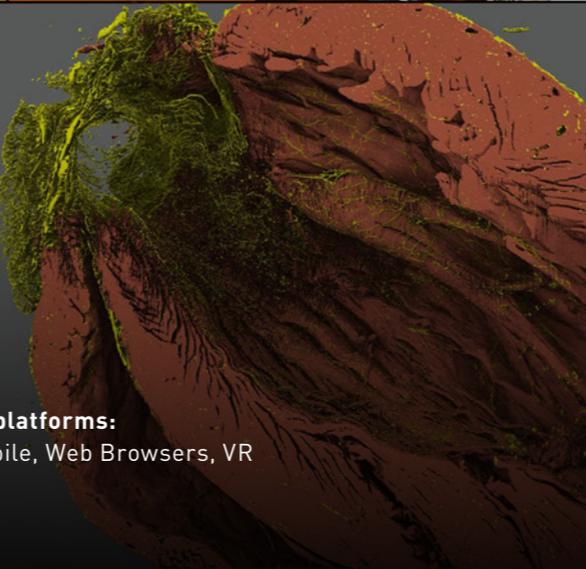
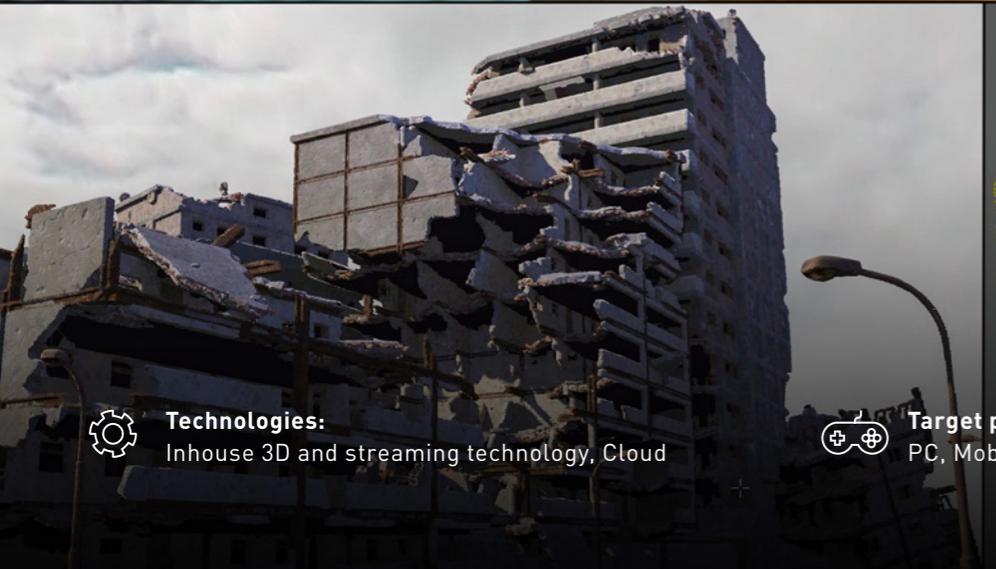
Selected published titles:

Star Wars Legion, Train Sim world 2, Die by the blade



Contact:

martin@cassagi.com
www.cassagi.com



Technologies:

Inhouse 3D and streaming technology, Cloud



Target platforms:

PC, Mobile, Web Browsers, VR

Atomontage Slovakia

Scalable 3D and streaming tech development



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

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



Based in: Bratislava

Founded in: 2017

Number of employees: 8



Selected published titles:

-

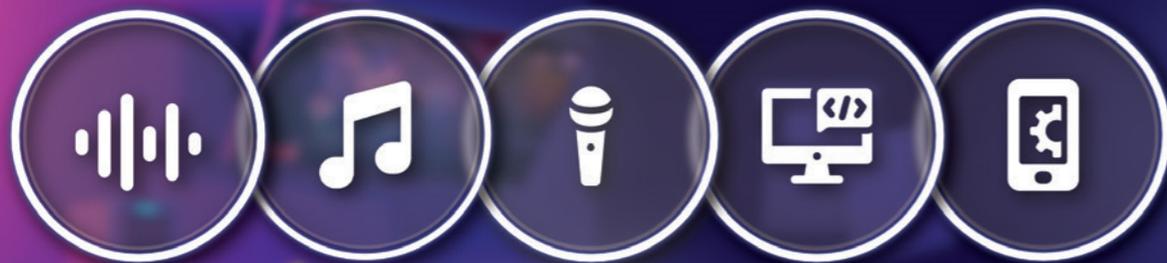


Contact:

jobs@atomontage.com

www.atomontage.com

START THE



SOUND DESIGN COMPOSITION VOICE OVER IMPLEMENTATION PORTING

AUDIO^{XP} JOURNEY



Technologies:

Wwise, FMOD, Unity3D, Unreal Engine



Target platforms:

Mobile, PC, Consoles, VR, Browser

Grand Beats Production

Game Audio



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

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



Based in: Tomášov

Founded in: 2017

Number of employees: 8



Selected published titles:

Dustoff Z, Feed and Grow: Fish



Contact:

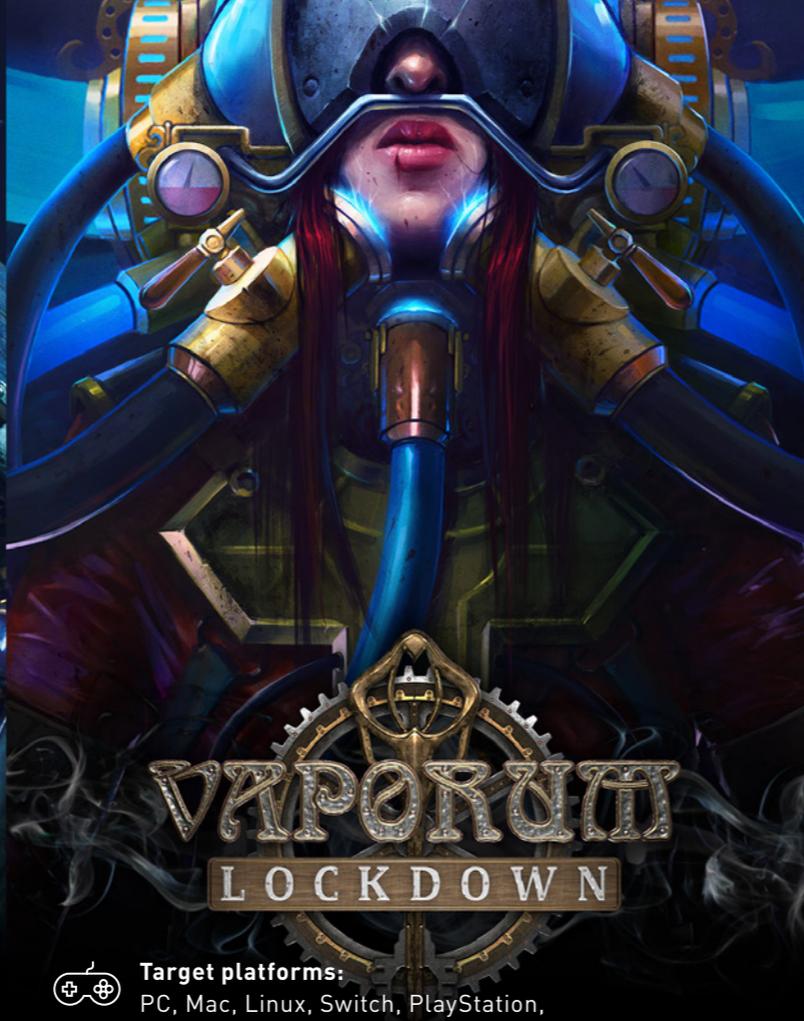
info@grandbeats.sk
www.grandbeats.com



VAPORUM
STEAMPUNK DUNGEON CRAWLER



Technologies:
Unity Game Engine



VAPORUM
LOCKDOWN



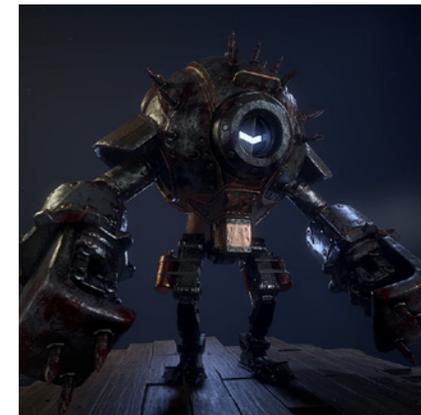
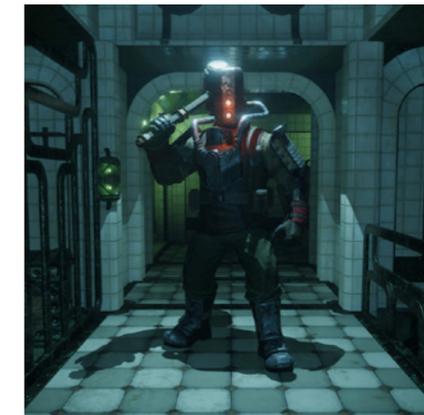
Target platforms:
PC, Mac, Linux, Switch, PlayStation,
Xbox

Fatbot Games

Game Development, Porting, Game Design, Prototyping, Concept Art



Fatbot Games can deliver a game product in any development stage, from prototype to release version for both the desktop and console platforms. Apart from the development itself, we can also produce detailed game design documentation based on the customer's ideas & suggestions, along with an art direction document filled with concept art and illustration.



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



Selected published titles:
Vaporum,
Vaporum: Lockdown



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



Technologies:

Unity, Unreal Engine, Adobe Creative Cloud



Target platforms:

PC, PS4, Xbox One, Nintendo Switch

Grindstone

Game production and publishing company



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

Building on our game developer's experience, we know what game developers face. We're here to build up opportunities and support them in any area they might need - from funding a promising project idea, through resources sharing or production guidance, to go-to-market execution. All this in order to improve their chances of success in today's super-competitive environment.



Based in: Košice

Founded in: 2015

Number of employees: 5



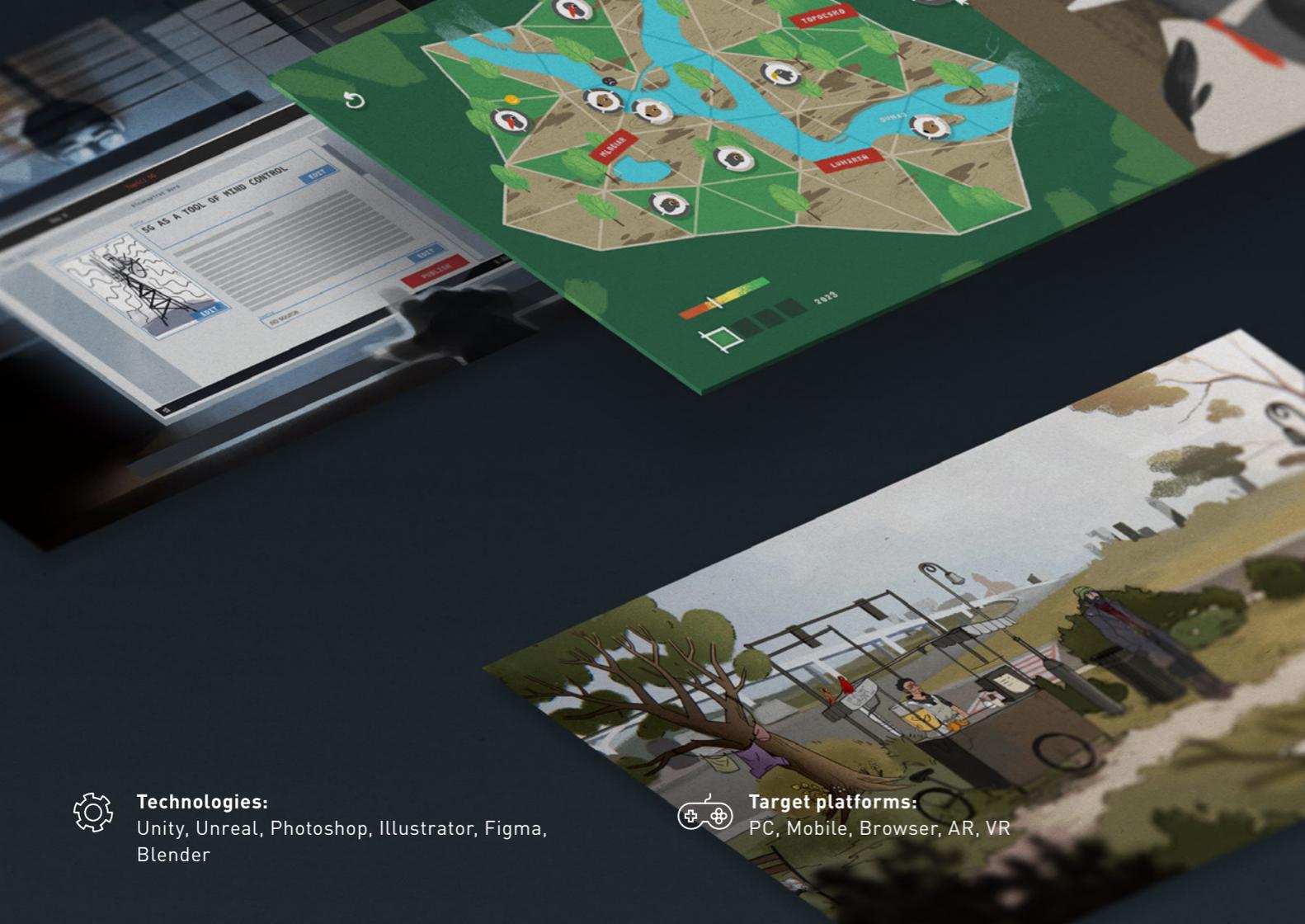
Selected published titles:

Hellmut: The Badass from Hell,
Underflow



Contact:

grindstone@grindstone.sk
www.grindstone.sk



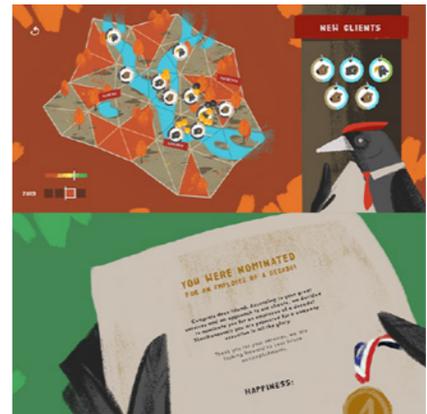
Incidental Minds

Incidental games-to-measure



We're Incidental Minds. A youthful and hot-blooded independent game dev studio. Using the power of incidental learning, we strive to create unique, engaging, and meaningful experiences. We specialize in story-driven and resource-management games.

We offer an end-to-end creative solution for your communication desires - incidental games. These are rather small but unique games designed to communicate even the most difficult issues, messages, and topics straight to a target audience in an engaging way.



Technologies:
Unity, Unreal, Photoshop, Illustrator, Figma, Blender

Target platforms:
PC, Mobile, Browser, AR, VR

Based in: Bratislava
Founded in: 2018
Number of employees: 4

Selected published titles:
House them all!, MIRRORED TRUTH, Grayton the Detective

Contact:
contact@incidental minds.com
incidental minds.com



Technologies:

Digital asset creation, fur simulation plugin



Target platforms:

PC, mobile, console

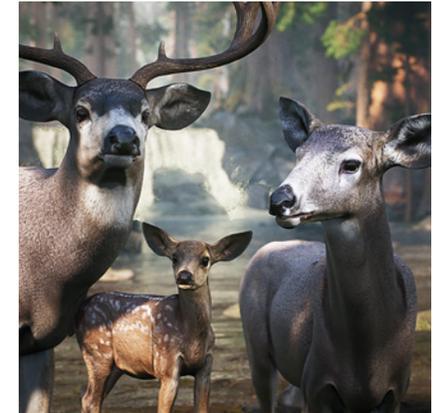
GiM Studio

Digital assets, Fur plugin for UE



We're a small Bratislava-based independent studio, established in 2015 by two ex-colleagues from the Cauldron game development studio.

Our over 15 years of game industry experience enables us to offer high quality digital production such as 3D assets, characters, animations, virtual environments, and whole games. We also have experience with various commercial and in-house engines.



Based in: Bratislava

Founded in: 2015

Number of employees: 2



Selected published titles:

FIGURAMA, CRYME, Sense-A



Contact:

rasty@gim.studio

www.gim.studio

Noise Artillery

Digital asset creation, trailers, 3D animation



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

Target platforms:
Platform agnostic

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



Based in: Bratislava
Founded in: 2014
Number of employees: 31



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



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

STUDIO 727

3D assets creation



We're experts 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 includes working with drones, capturing entire city blocks, industrial areas, trees, plants, rock formations, and also a combination of high-precision robotic and manual scanning of vehicles, props, weapons, people and animals. We love challenging assignments, and we apply our creativity hand-in-hand with our clients' requirements throughout all production stages.

Target platforms:
All platforms

Technologies:
MRMC, CR, Houdini, Maya, UAV, Photogrammetry, FBS



Based in: Bratislava
Founded in: 1997
Number of employees: 27



Selected published titles:
VR4D.com – COMING 2022, currently - B2B model



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

Blue Faces

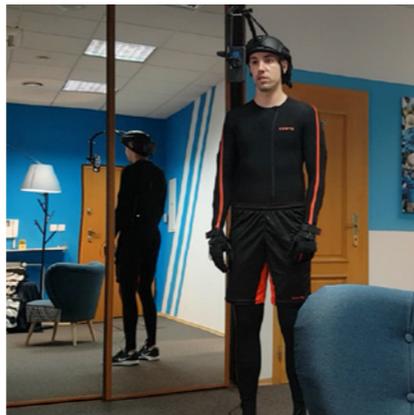
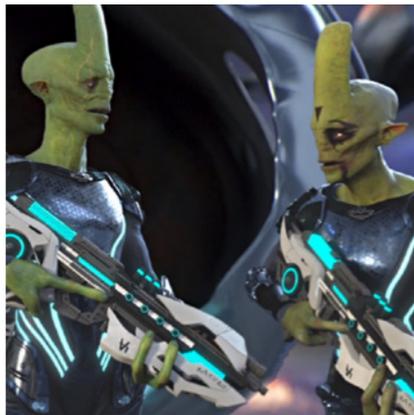
Animation & Motion Capture Services



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

Target platforms:
PC

Technologies:
Maya, Unreal, Unity, Houdini



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



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



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

Mad Cookies Studio

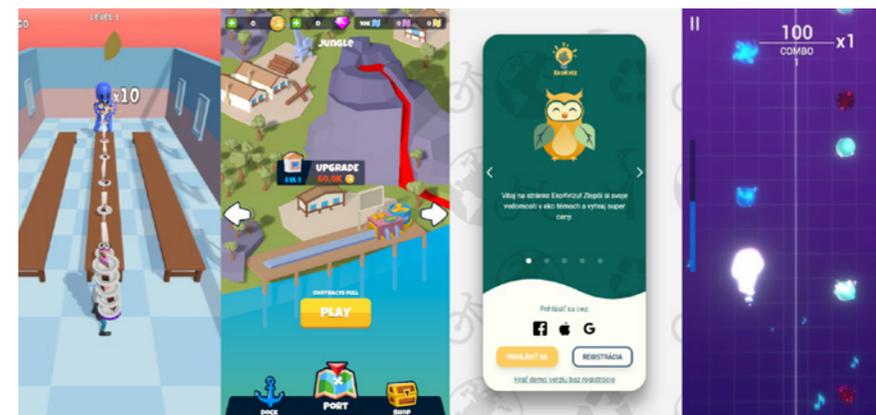
Game Development



Mad Cookies Studio is a game development studio with a focus on mobile and desktop games. We've released titles such as Restaurant Inc., EkoKviz and Cargo Ship Stacking, worked with publishers, and developed games to measure for clients. The service we offer is game development, we have experience bringing mobile, desktop and web projects to fruition. We have mostly worked with low-poly, modern stylized looks, should you have a project and would like to work with us, please get in touch. We work with clients from both Slovakia and the rest of the world.

Target platforms:
Desktop, Mobile, Web

Technologies:
Unity, Godot, Blender, Affinity suite, Laravel



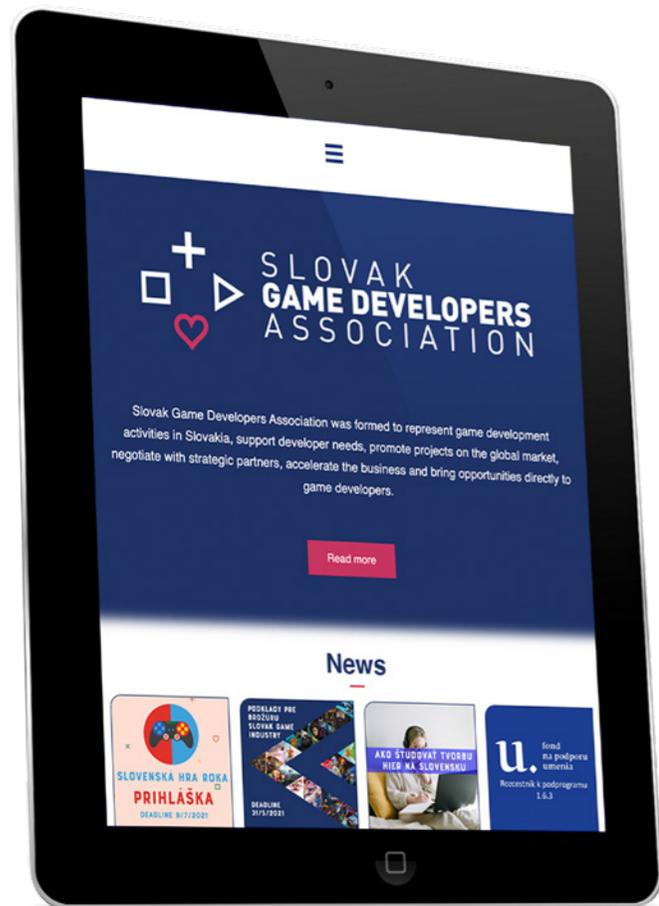
Based in: Bratislava
Founded in: 2020
Number of employees: 5



Selected published titles:
Blind Faith, EkoKviz, Rag of Agony



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



FIND EVERYTHING ABOUT
SLOVAK GAME DEVELOPERS AT

www.sgda.sk



facebook.com/svkgda



twitter.com/svkgda



discord.gg/vRhx8Wp

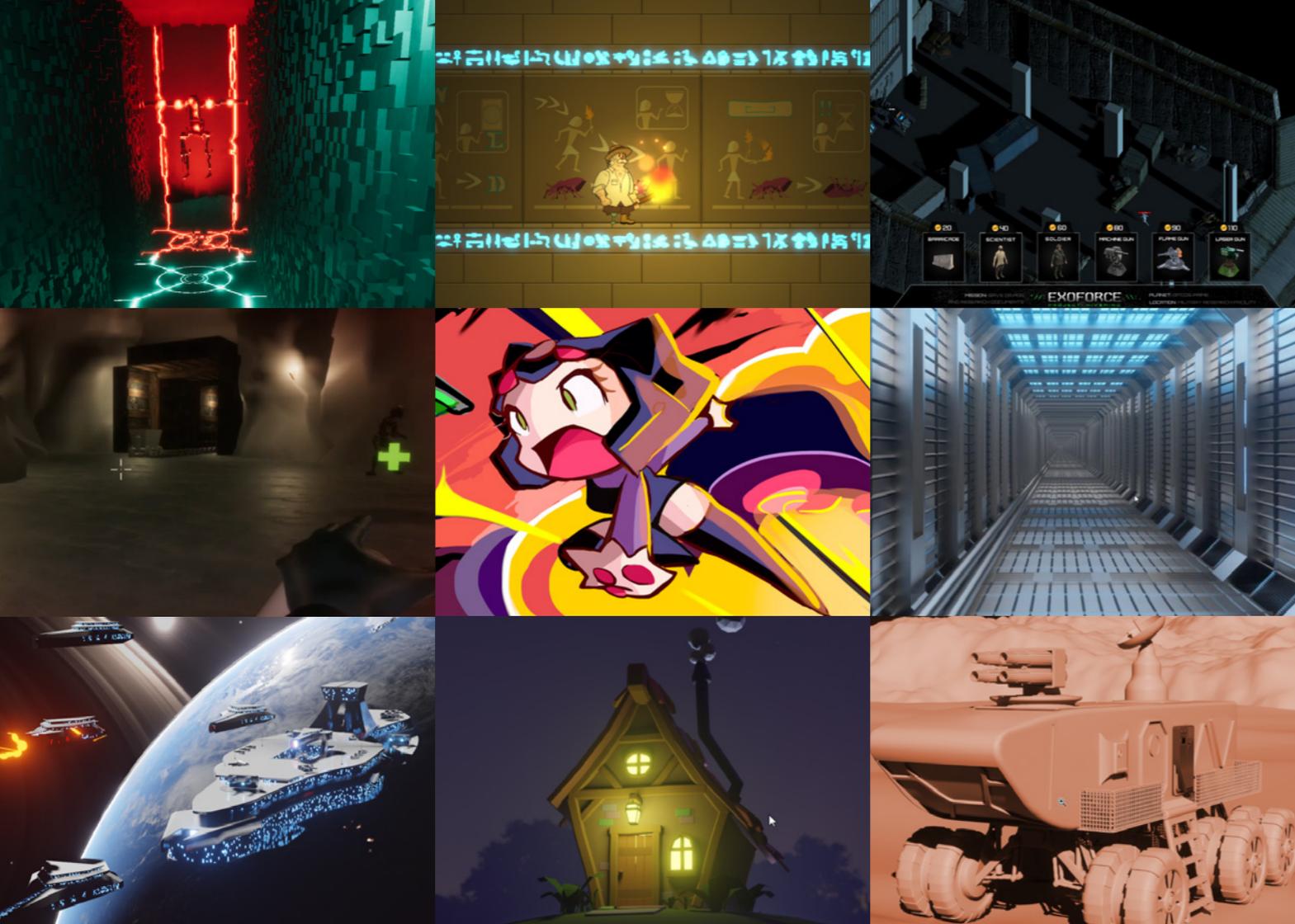


youtube.com/tvorimehry



EDUCATION

- 88 Hemisféra
- 90 Game Development and Design
- 91 Butterfly Effect
- 92 Digital Games Theory
- 93 Department of Visual Effects
- 94 Department of Game design
- 95 Academy of Fine Arts and Design
Bratislava / MediaLab*
- 96 Comenius University in Bratislava
- 97 Secondary Technical School Hálava 16
- 98 Vocational Art School Košice
- 99 Vocational Art School Trenčín
- 100 Academy of Animation



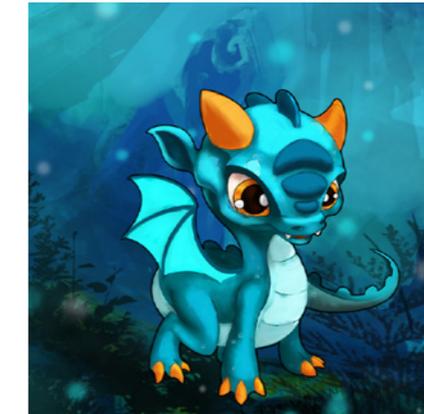
Hemisféra

Education



Hemisféra has been providing all-round education in game development for 6 years. This organisation runs several projects and educates students from the age of 7.

Hemisféra offers diverse game development education activities: summer camps for kids (7 to 17 years old), a video game development course for kids (8 to 15 years old), and an educational programme in digital game development for young people aged 15-28 who want the skills to enter the game development industry. Hemisféra also organises Summer Game Dev that focuses on moderately experienced and advanced developers, mainly high-school and university students. All projects cooperate with highly-experienced instructors from the game dev industry.



City:
Bratislava, Banská Bystrica,
Žilina, Trnava, Pezinok, Online



Department/faculty:
GameCraft, GameCamp, TechArt
Camp, LevelUp, Summer Game Dev



Contact:
info@hemisfera.sk
hemisfera.sk

Game Development and Design



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

The course is aimed primarily at programming games in Unity, but offers a wider look at how game engines work and also teaches students the basics of game design. Students are graded based on a semestral project - prepared design documentation and a functioning prototype made in Unity.



City:
Bratislava



Department/faculty:

Faculty of Mathematics, Physics and Informatics, Faculty of Informatics and Information Technology



Contact:

michalferko1@gmail.com
gamedev.flamingchain.com

Butterfly Effect



Butterfly Effect is an education programme that aims to contribute to the growth of digital business in Slovakia by developing the next generation of digital innovators. It offers two courses:

Short Courses within high in-demand skills (like UX Design; iOS Dev)

Games/Apps Lab - hands-on experience with the whole product lifecycle

The Games Lab walks you through the process of game development - from initial idea to release - in just 5 months. More than 70% of graduates have found jobs in the creative industry or started their own game studio (Mad Cookies Studio; Darkvision Games).



City:
Bratislava/remote



Department/faculty:



Contact:

hello@butterflyeffect.sk
butterflyeffect.sk

Digital Games Theory



The Digital Games programme aims to reflect trends in interactive digital media formats and help students understand how and why people play games, while preparing them to work in and outside of fields related to games.

The topics and courses students can take fall into three categories: Creation and Development, Distribution and Consumption, and Research and Reflection. Students are also involved in a wide range of extracurricular activities, such as organising public events (UniCon), making games in TEDI Games Studio, participating in the esports organisation TEDI BEARS, and much more.



City:
Trnava



Department/faculty:

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



Contact:

tedi@fmk.sk
www.fmk.sk/tedi

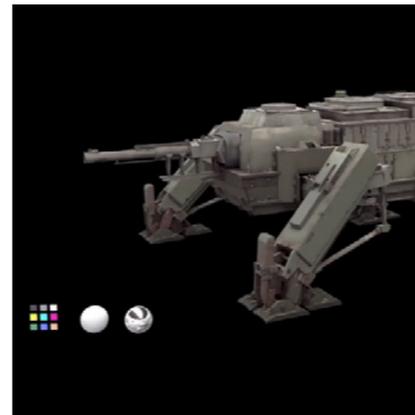
Department of Visual Effects

Education



The Visual Effects study plan is one of the 11 study programs of the Film and Television Faculty of the Academy of Performing Arts in Prague. It allows you to study film visual effects at all three university levels of education.

The study is based on the implementation of a number of professional exercises, which from the first to the last year of study document the professional growth of students.



City:
Bratislava



Department/faculty:

Film and Television Faculty, Academy of Performing Arts, Bratislava



Contact:

gasparcova@vsmu.sk
www.avfx.sk/

Department of Game design



The Game Design study plan is one of the 11 study programs of the Film and Television Faculty of VSMU. It allows you to study in a three-year bachelor's degree. In the case of accreditation of the master's degree of GD, it will be possible to continue in the eponymous master's degree program or the student can continue in a related VFX study plan at all three degrees.

The study is based on a number of exercises that document the professional growth of students in GD and other areas related to VR, VFX, video mapping, advertising, film, and video production media space.



City:
Bratislava



Department/faculty:
Film and Television Faculty, Academy of Performing Arts, Bratislava



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

Academy of Fine Arts and Design Bratislava / MediaLab* Education



MediaLab*

The Academy of Fine Arts and Design in Bratislava is an autonomous public institution performing creative, artistic, educational, scientific, research, development and cultural activities. Educational activities are based on contemporary art, scientific knowledge and technical background for a wide range of artistic activities.

The educational activities of AFAD are in close connection with the artistic creation and research activities of the AFAD pedagogues, research employees and students, who are in everyday touch with recent developments in this area.



City:
Bratislava



Department/faculty:
Visual Communication



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

Comenius University in Bratislava



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



City:
Bratislava



Department/faculty:
Department of British and American
Studies at the Faculty of Arts



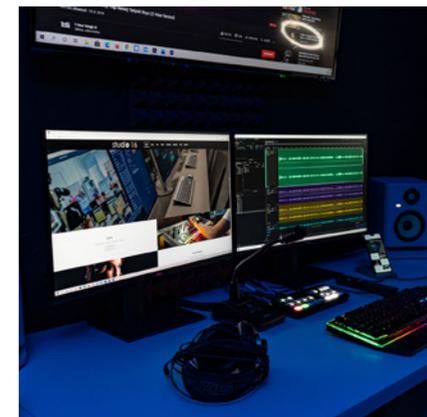
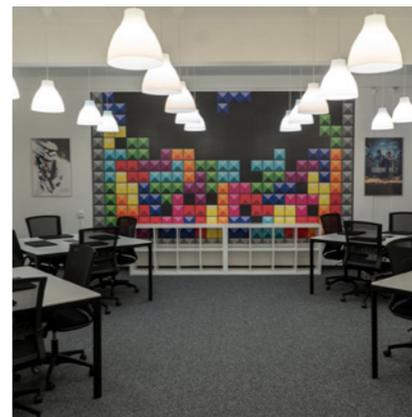
Contact:
marian.kabat@uniba.sk
www.fphil.uniba.sk/kaa/

Secondary Technical School Hálova 16

Education



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



City:
Bratislava



Department/faculty:
-



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

Vocational Art School Jakobyho 15, Košice Slovakia



Digital Painting – Concept Art/Animation Art/ Design of Digital Application. There are 11 art departments at the VAS. All study programs are 4 yrs long, finished with a practical and theoretical maturity exam.

The DPCA provides skills and knowledge in traditional and digital painting and sculpting techniques, 2D/3D animation, environment and character design, 3D modelling, and UX design. The AA provides skills and knowledge in traditional and digital animation, character design and 3D modelling. The DDA provides skills and knowledge in web and app design, UI and UX design.



City:
Košice



Department/faculty:

Digital Painting – Concept Art/
Animation Art/ Design of Digital
Application



Contact:

supke@supke.sk, ilustracie@supke.sk
www.supke.sk

Vocational Art School Trenčín

Education



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



City:
Trenčín



Department/faculty:

-



Contact:

sustn@sustn.sk
www.sustn.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.



City:
Bratislava



Department/faculty:
-



Contact:
uat@uat.sk
www.uat.sk



EVENTS

- 102 Game Days Košice
- 103 Orange Slovak E-sport Championship
- 104 Gamescrunch Conference
- 105 SECTOR.sk Game Salon
- 106 Gamefair Košice
- 107 UniCon
- 108 Bratislava Game Jam
- 109 Global Game Jam Trnava
- 110 Arcade Watch
- 111 Game Developer Meetups Bratislava
- 112 Game Developer Meetups Košice

Game Days Košice

Events

GAME DAYS

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



Dates:
November



City:
Košice, Online



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

Orange Slovak E-sport Championship



Orange MSR is the 6th national esports championship, this year held at Agrokomplex Nitra alongside the Autosalon - Autoshow Nitra 2021. This biggest esports offline event will begin on 7 October. Over 140,000 onsite visitors can see the best Slovak and Czech teams, and players compete for the official national Champion title in 4 popular esports titles. Orange MSR brings you the biggest esports competition in Slovakia, as well as a great gaming festival with a great programme, attractions, and guests.



Dates:
October



City:
Nitra



Contact:
info@ygames.sk
yzone.sk

Gamescrunch Conference

Events



Gamescrunch is an international games and gaming technology conference held in Košice, Slovakia. Event connects developers and the public to spread the idea of game development throughout the whole gaming and non-gaming community, and delivers a truly memorable experience. Visitors can discover the games industry, and the history and future of games through conferences, workshops, interactive expositions, etc. We also offer free access for indie developers to showcase their games online and live. Everyone can attend and be part of the amazing growing Gamescrunch community.



350+ attendees
22+ Indie Expo booths
11+ speakers
500+ watch count
300+ community members
2 successful events



Dates:
April



City:
Košice, Online



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

SECTOR.sk Game Salon



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. In fact everything related to games and the gaming community.



Dates:
June



City:
Bratislava



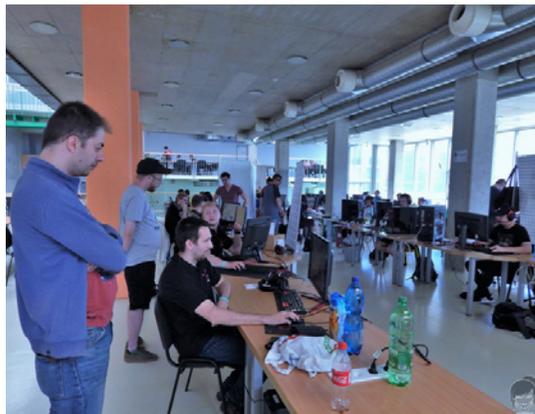
Contact:
sector@sector.sk
www.gamesalon.sk

Gamefair Košice

Events



In addition to the tournament in computer games, the event is accompanied by a programmer for visitors who can take part in various workshops, attend lectures, try out new developments from the world of IT games, and see interesting partner stands.



Dates:
September



City:
Košice



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

UniCon



UniCon is a festival of games, gamers and gaming first held in 2016. The Con differs thematically every year according to current trends. The festival is dedicated to e-sport gamers through the associated UniCup tournament and cosplayers, and larp and board game fans are welcomed. Another feature of the festival is a huge exhibition of the latest games and popular retro gaming gadgets, and UniCon has numerous themed workshops and talks. The festival is gamified, and competing quest visitors can receive coins to bid for attractive prizes.



Dates:
February



City:
Trnava



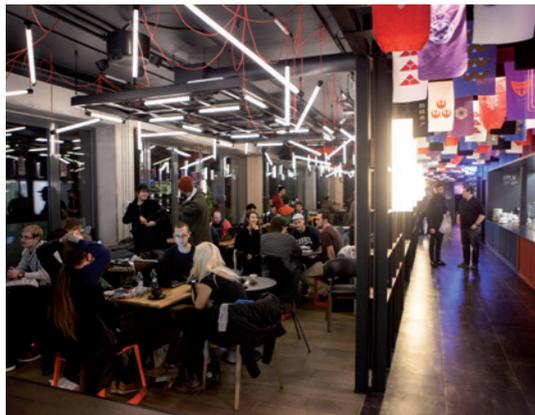
Contact:
info@unicon.lol
www.unicon.lol

Bratislava Game Jam

Events

Bratislava
Game
Jam

Bratislava Game Jam is a competition for programmers, script writers, graphics, philosophers and illustrators. Participants are challenged 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.



Dates:
October



City:
Bratislava



Contact:
hello@bratislavagamejam.sk
www.bratislavagamejam.sk

Global Game Jam Trnava



The Global Game Jam® (GGJ) is the world's largest game jam event - since 2018 Slovakia has joined 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.



Dates:
January



City:
Trnava



Contact:
ggj@trnava.gg
www.trnava.gg/ggj

Arcade Watch

Events



Arcade Watch connects online and offline communities of Slovak video game lovers through local events such as KRITIKAL - a one day festival presenting local and sustainable video games, as well as Level Majstrov - a regular series of small indie games tournaments.

Arcade Watch members also make podcasts, interviews and streams with local developers and other interesting figures that cover the whole spectrum of video games, and support a thriving community of game fans on their Discord channel.



Dates:
Monthly



City:
online/offline



Contact: arcade.watch@gmail.com
www.instagram.com/arcade_watch/

Game Developer Meetups Bratislava



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



Dates:
Bi-monthly



City:
Bratislava



Contact: hello@sgda.sk
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.



Dates:
Bi-monthly



City:
Košice



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



Slovak Arts Council: Public Funding for Digital Games in Slovakia

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

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

The Slovak Arts Council's support for gaming and non-gaming multimedia work began in 2017. The recently-closed fifth sub-programme (2021) supported 21 out of 68 applicants. Digital game developers applied for non-repayable grants at various stages of the digital game creation process. Grants of EUR 400,000 were available for all projects in 2021. The Slovak Arts Council supports digital game creation in three consecutive phases - with a one-year deadline for each respective phase.

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

As the maximum grant per applicant is EUR 100,000 the Slovak Arts Council's funding is particularly attractive to smaller studio games with high artistic value, educational aspects, and innovation - with preference given to added-value projects that enhance overall digital game quality in Slovakia. The Council's multimedia sub-programme - which has had annual budget increases - is also very popular, with over 210 applicant projects in three years and EUR 2,200,000 allocated.

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



Research, editorship: Maroš Brojo
Graphic design, layout: Michaela Čulíková
Proofreading: Darren Chastney (kavali.eu)
Print: BB Print

hello@sgda.sk

www.sgda.sk

Thanks to all our supporters and financial donors:

Magdaléna Švecová, Peter Jánošík



Supported using
public funding by
Slovak Arts Council