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Polish companies at Gamescom 2026

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international games industry recruitment agency

8Bit



8Bit - Games Industry Recruitment is a boutique recruitment agency dedicated to the global games sector, helping studios build exceptional teams since 2015. Over the past 11 years, the company has partnered with 120+ game studios worldwide, achieving a 96%+ client referral rate by delivering outstanding talent across all areas of game development, from indie to AAA, and across mobile, PC, console, VR/AR, AI, and blockchain.

Studios choose 8Bit for its flexible engagement models that adapt to their hiring pace, budget, and internal resources, allowing them to scale teams efficiently. In addition to its recruitment services, 8Bit operates a dedicated industry job board and remains deeply committed to animal welfare, supporting trusted rescue organizations.

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computer games development

Above the Desk is an independent Polish game development studio founded in 2024 by a small passionate team of experienced industry veterans and young talents. The studio focuses on original ideas, engaging mechanics, distinctive humour and a fresh approach to familiar genres.

Their first title, *Above the Snow*, is an isometric narrative tycoon in which players manage a 1960s-inspired mountain shelter in the Alps, designing interiors, preparing rooms, planning local attractions and caring for guests. The game was released on 23 April 2026 and is actively supported.

They are also developing their next game, *The Light, The Lies, The Lunacy*, a dark comedy systemic cult-management game where players build a strange faith, manage followers, hide secrets and face absurd consequences.

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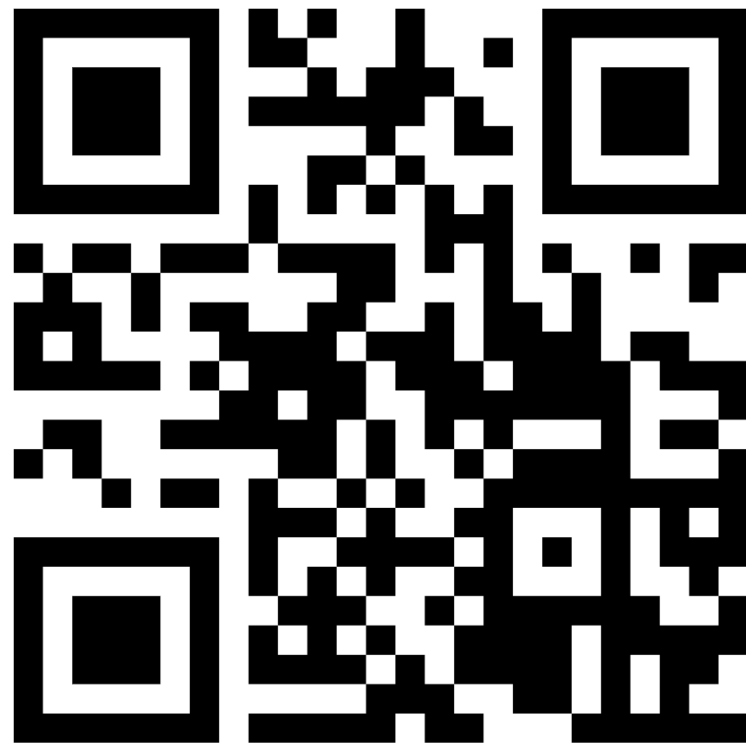
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computer games development,

Demeter - multiplayer, top-down horror

Saltando - narrative design and localization platform,

Adamus Technologies is working on three game development projects:

Demeter - An asymmetrical 3v1 multiplayer game that's like "Home Alone" with monsters. You can check it out at the Polish booth at Gamescom 2026.

Bluecoat Killer - A point-and-click adventure game combining neo-noir with a conspiracy thriller, and elements of New Weird fiction.

Saltando - An online app for game writers and localization teams, designed to make writing game narratives fun again.

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computer games development

AFTERBURN



Afterburn is a small game development studio based in Lodz, Poland, focused on crafting comfy puzzle experiences.

Their newest title is *Pup Champs* - a tactical puzzle game about soccer.

Their previous titles include *Railbound*, *inbento* and *Golf Peaks*.

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gaming devices production



AimControllers provides fully modified & original PS5, PC, Xbox controllers that allow to achieve superior performance in games and tournaments, thanks to the combo of visual and technical modifications. They offer a variety of custom features, which give you the freedom to get a little crazy and make sure the quality of materials and construction are top-notch!

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computer games development

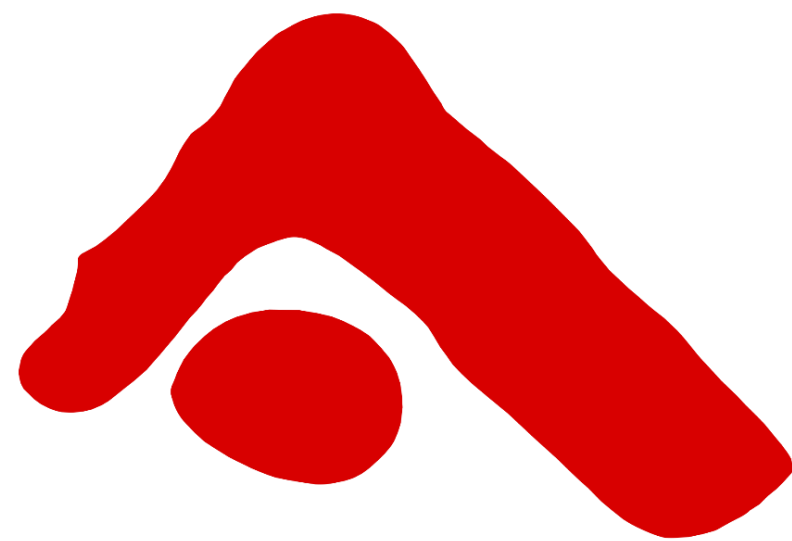
Anarchy Creations is a small, passionate team formed after winning T3G, Polish national gamedev tournament, where the idea for *System Breakdown* was born. Guided by experienced industry mentors, they quickly developed their skills and turned early concepts and sketches into playable demos. Building on that foundation, they were later accepted into the Digital Dragons Acceleration Programme, where they continue to refine the game and grow as a team.

System Breakdown is a high-octane twin-stick arena shooter set in a world where the Soviets won the Cold War. You step into the role of Koschei, a cybernetically enhanced super-soldier, battling through waves of Soviet war machines. The game stands out by combining fast-paced, DOOM-like combat with a unique “sovietspunk” aesthetic.

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ANSHAR
PUBLISHING



computer games development

Anshar Publishing is an Indie Game Publisher from Poland - part of Anshar group.

They are a small team of people who really, really love games. They are not here to pump out as many titles as possible. If they work on a game, it's because it clicked with them. Whatever it is—they are looking for that “yeah, this has something” moment.

They keep things simple and honest. If something works, they will tell you. If it doesn't, they will tell you too. No box-ticking here. Every game they work on is there for a reason—because they believe it has something special.

They don't disappear after launch. They stick around, keep pushing, and support your game long after.

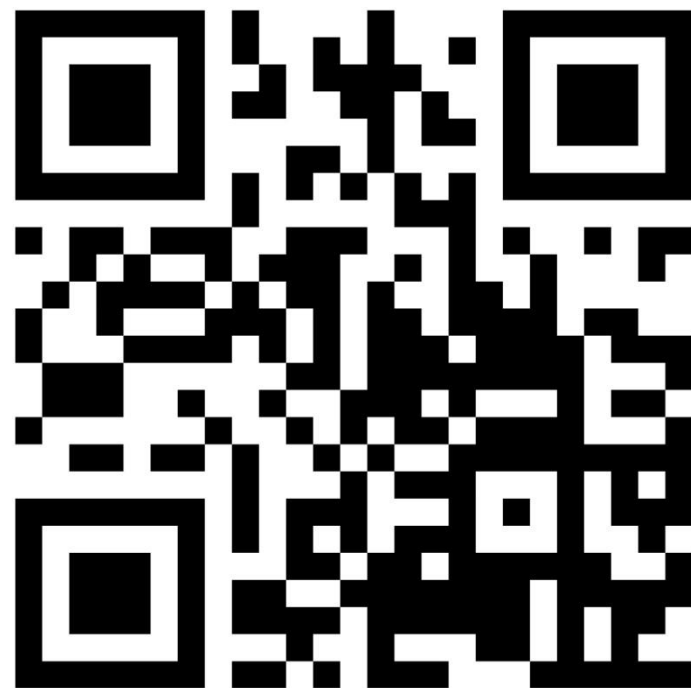
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computer games development



Known for specializing in tactical and other "thinky" games, the studio **Artificer** was built on a philosophy of empowering ambitious creatives, prioritizing sustainable, high-quality development. As a result, Artificer achieved over 90% average positive review score across all its games.

They are currently developing several perspective prototypes and demos and intend to show them to potential investors/publishers.

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computer games development

Baked Games approach all their productions individually, taking into account the players' preferences and their active involvement. They focus on the highest quality of the titles published in their studio, which is why they create their games in-house, both in terms of graphics, mechanics and game sound.

- *Prison Survival: Architect of Crime Simulator* (not released yet) is a prison-life sandbox where you are an inmate fighting for survival and power. Craft and trade illegal goods, while managing everyday prison jobs and routines to stay under the radar. Earn money, influence, and respect through deals, manipulation, and risk-taking. Start riots, bribe guards, free prisoners, and build a criminal empire!
- *Alaska Gold Fever* (released in 2026) - Step into the role of a gold prospector during the Alaskan gold rush and build your own empire from scratch. Mine resources, refine different forms of gold, and upgrade your tools to increase efficiency. Explore diverse mines, survive the harsh climate, and complete engaging story quests!

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computer games development



Big Cheese Studio is a team of talented professionals developing immersive and complex video games like *The Cooking Simulator*.

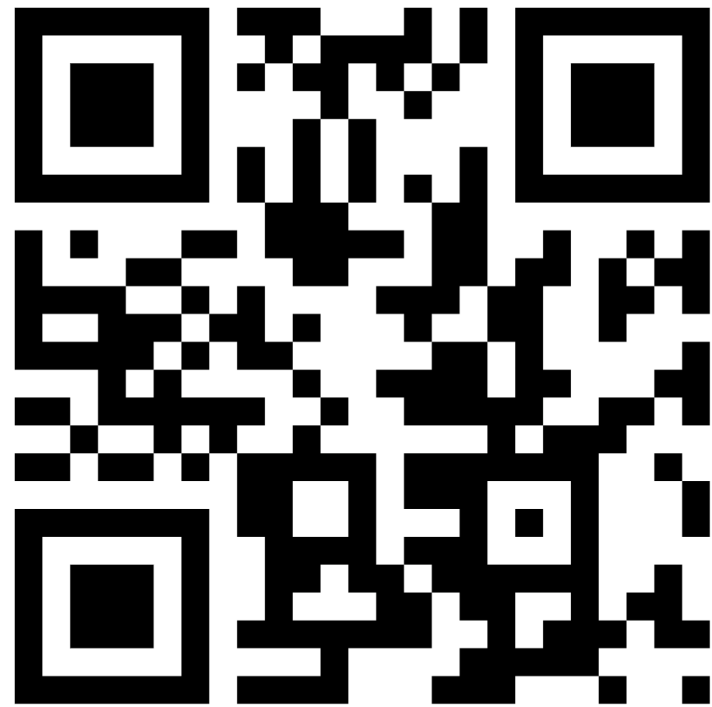
The Cooking Simulator game was received very well and set a high bar for the simulator genre. They have created a unique combination of creative creation, competition and fun, giving players the opportunity to test their cooking skills in a professional kitchen.

They deliver ambitious projects that stand out for their incredible realism and meticulous attention to detail.

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computer games development

Black Lantern Collective is a group of experienced horror specialists that rejected the rigid structures of traditional publishing.

They have over 15 years of experience with the genre, including games, movies, media, and journalism; their team members have put to market some of the greatest hits of the recent years.

Their team consists of publishers, developers, marketers and influencers, which gives us an in-depth understanding of each step of releasing a game to the market.

Working with horror artists from around the world, Black Lantern Collective provides the support and expertise necessary to make a splash in today's saturated market.

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computer games development

Byte Barrel is a Polish independent game development studio dedicated to crafting high-quality, immersive titles for PC and consoles.

Their core business is delivering original, in-house games, but they are also highly interested in co-development opportunities and creating games based on interesting external IPs for partners. Furthermore, they are expanding their scope to offer publishing support for smaller indie titles. They want to establish long-term relationships with publishers, investors, and business partners.

At Gamescom 2026, they proudly present their current project, *DIOXIDE*. *DIOXIDE* is a high-stakes, tactical FPS with soulslike elements set in a dystopian world ravaged by industrial decay. Shatter neo-antique nightmares, scavenge the scraps of a gasping civilization, and forge the last sanctuary. You will die. You will be reprinted.

Will you remain human?

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carbon
studio



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computer games development, VR/AR

Carbon Studio is an experienced game development studio focused on immersive games and VR/XR technologies.

At Gamescom 2026, they present their new game project and seek a publisher, co-development partners, and new business opportunities. They also promote their porting services for VR/XR platforms, supporting studios and publishers in bringing their games and applications to new headsets and ecosystems.

Their team combines creative production, technical expertise, and hands-on experience in delivering engaging interactive experiences for global audiences.

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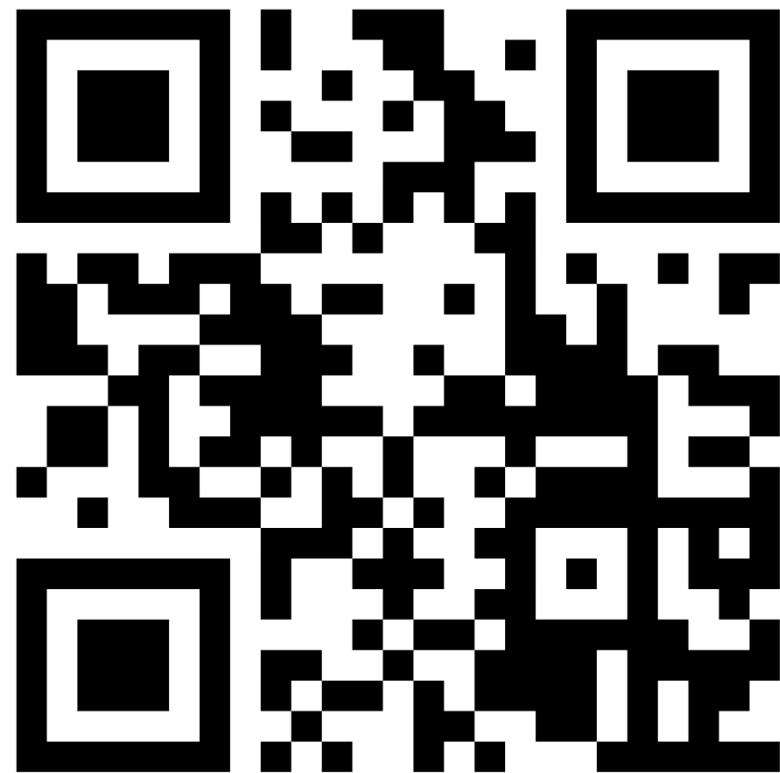


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computer games development



GameLoad is an independent game development studio based in Poland. As an agile, small-scale indie team, we are currently hard at work on our second title, driven by the ambition to create immersive, high-quality strategy and survival experiences for global audiences.

Their newest project *TerraStorm* is a survival city builder set 70 years after the apocalyptic ending of the Second World War. The player takes on the role of the Architect, tasked with building and managing a network of self-sufficient vertical towers—humanity's last bastions. The game combines elements of economic strategy, resource management, and difficult moral decision-making.

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computer games development

Chronospace is an award-winning Polish game development studio with extensive AA/AAA experience. The company operates on three stable pillars: B2B services, R&D projects, and EU-funded initiatives, delivering consistent growth and profitability (2024: USD 2.85M revenue, USD 1.5M net profit).

After years of crafting incredible games (*Cyphers Game* and *Aviators*), they are now focusing on a new exciting project: *War Mechanic*. It is a retro-futuristic, alternate-1950s FPS survival adventure in which the player completes military contracts, explores hostile zones, fights enemies, salvages resources, and upgrades their vehicle and base. Built by an experienced studio with specialists who have worked on multiple AAA games, including: *The Witcher*, *Cyberpunk 2077*, *Mortal Kombat 1*, *Dying Light 2 Stay Human*, *Hitman*, *Lords of the Fallen*. All cinematics and cutscenes will be produced by Platige Image.

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computer games development

Cleversan Games is a Polish game studio specializing in simulation, management, strategy and city-building games. Known for the *Farm Manager* series and *Farm Manager World*, the studio creates systems-driven games focused on planning, building and long-term progression. Its current projects include *Dragonscale Monastery*. *Dragonscale Monastery* is planned for release in H2 2026, and the team is looking for potential publishing partners. Cleversan Games is also open to new challenges and strategic relationships with publishers in city-builder and management games, with the goal of developing new titles together in these genres.

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computer games development

Crazy Goat Games (CCG) is an indie game studio based in Poland with over 12 years of experience in game development.

Committed to delivering unique gaming experiences, CCG's upcoming titles include *Collect Mokiton*. In this city management game, tamers and their monsters unite in battle, evolve and bond together in their unique town. Design neighborhoods, unlock stories and grow a feel-good world where every connection matters.

At Gamescom 2026, they are looking for a publisher for their two upcoming titles: *Tamer Town* and *Path to Tamer Town*.

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Governmental support



The Creative Industries Institute (Instytut Przemysłów Kreatywnych, or IPK) is a state cultural institution in Poland dedicated to supporting the Polish creative economy. It operates under the Ministry of Culture and National Heritage. The Institute focuses on strengthening sectors like video games, audiovisual arts, design, fashion, crafts, and music. It bridges the gap between culture, innovation, technology, and business.

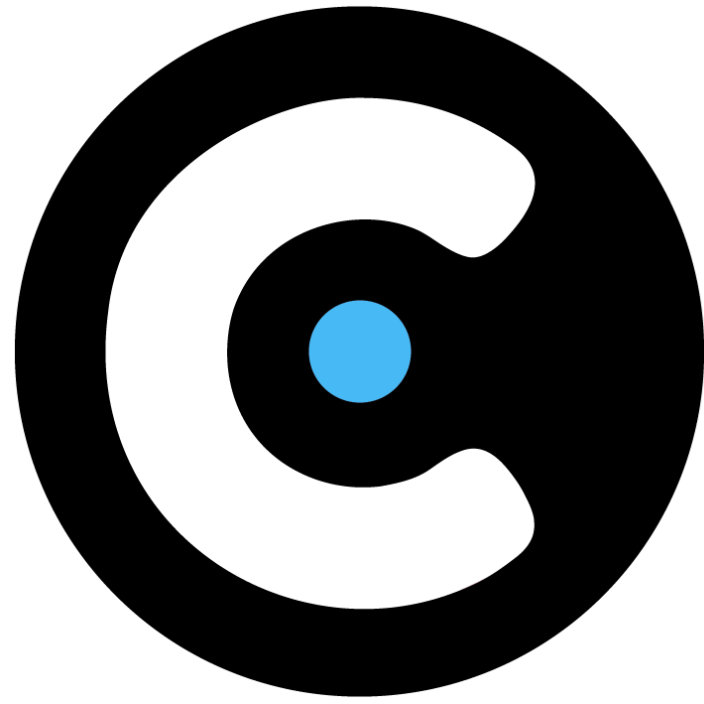
Key Activities:

- International Promotion: Showcasing Polish creators, designers, and video games at major global events and international trade fairs.
- Systemic Support: Offering financial programs (such as the Video Games Support Programme), specialized training, and research to help creative SMEs grow.
- Networking & Events: Hosting industry events

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computer games development, VR/AR

Creativity AR is a professional development studio specializing in creating games for VR platforms and flat screens. The company is a pioneer in the Polish market, creating *Save The City*—the country's first urban game using augmented reality (AR). The studio's founders come directly from the escape room industry, successfully translating their unique experience in designing multi-level puzzles, deep immersion, and engaging narratives into modern digital productions.

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computer games development



CRITICAL HIT
GAMES



Critical Hit Games is an independent game development studio specializing in narrative-driven AA games for PC and consoles. Based in Wrocław, Poland, their team combines AAA expertise with a strong focus on original IPs, cinematic presentation, and innovative storytelling. Following the success of their debut title, *Nobody Wants to Die*, they are developing their next ambitious narrative action game.

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CRUNCHING
KOALAS



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computer games development, Porting for PlayStation 5, XBOX Series X|S, Nintendo Switch 1/2 and mobile devices

Crunching Koalas currently focuses on supporting indie developers in bringing their games to a broader audience. The main areas include:

- Game porting: Bringing popular games from personal computers (PC) to consoles – especially to the Nintendo Switch, but also to PlayStation and Xbox.
- Publishing: Helping smaller studios enter console markets and PC, handling certification, marketing, and digital distribution.
- Co-development: Providing technical assistance and co-programming titles commissioned by other developers.

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computer games development

DeGenerals are developers of wargame/battle simulation games on PC/Steam.

Their published titles are *Tank Mechanic Simulator* and *Tank Squad*. Both games main topic are tanks. *Tank Squad* is their current main project, the one they are investing their time and money into.

Tank Squad is a WW2 coop tank game, where you fight historical battles and manage your vehicle force pool between battles.

They are small but ambitious team, and *Tank Squad* is their platform to create a proper battle simulation game about combined arms tactics during World War II - and later modern combat in next project.

They are also looking to become a military games publisher on Steam, they have already organized two World War II game sales on Steam, each receiving daily deal special visibility and they want more in future :)

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Furniture



DIABLO
CHAIRS



Diablo Chairs™ is a Polish gaming furniture brand and Europe's leading gaming chair manufacturer, trusted by gamers, creators, and professionals worldwide. Their products are available across Europe, the USA, and South America, combining ergonomic design, premium quality, and distinctive style. They offer gaming chairs tailored to different heights, including models for children, ensuring maximum comfort for every user.

At Gamescom 2026, they are looking to connect with distributors, retailers, and strategic partners who want to grow their business with a proven European gaming furniture brand recognized for its quality, innovation, and strong market presence. Gaming is more than entertainment - it's a lifestyle, and every great game starts with comfort.

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B2B Gamedev Conference



Digital Dragons Conference is the leading B2B event in the game industry, growing steadily for fifteen years. In 2026, it attracted 2350 attendees from around the world, including developers of top industry hits, CEOs of major companies, indie game studios, publishers, producers, developers, all major platform holders and leading media outlets.



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computer games development

DS Studio is an independent game development studio from Poland, focused on creating original PC games with distinctive worlds, engaging gameplay and strong visual identity. The studio is currently developing titles such as *Sanctus Wars*, a dark fantasy wave-defense roguelite, and *Nishin Difenda*, a humorous action game with an unconventional biological theme. DS Studio combines game design, programming, 2D and 3D art, and aims to create memorable games for players worldwide.

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computer games development



DVD UNICORNS is an independent game development studio based in Poland, focused on creating original PC games. The team combines creative design with technical expertise to deliver unique gameplay experiences, working on original IPs. The studio's debut title, *Bytebond*, showcases its vision of blending engaging gameplay with a distinctive visual style and innovative mechanics.

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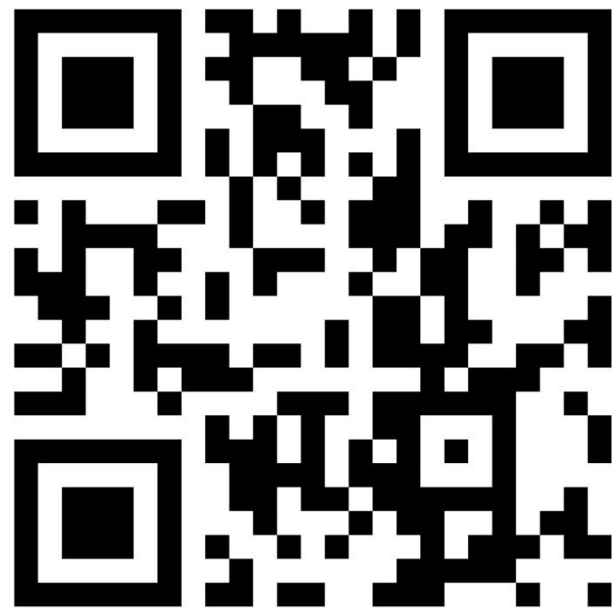


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computer games development



Ecumene Games is an independent Polish game studio building ambitious, story-driven PC and console titles with strong historical and mythic settings. At Gamescom 2026, they will promote *Ecumene Aztec*, a third-person stealth-action adventure set in a dark, mythic interpretation of the Aztec world. The project combines stealth, ritual systems, exploration and cinematic combat. *Ecumene Aztec* has a playable prototype, approximately 25,000 Steam wishlists and major organic visibility, including 46M+ views on IGN's X post. The next milestone is a publisher-ready vertical slice, pre-alpha build and public Steam demo. They are seeking publishing, financing, platform and strategic production partners.

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computer games development

Eneida Games is an independent Polish video game producer and publisher based in Warsaw. The company develops games for personal computers and consoles, focusing on titles with deep social themes like war, addiction, and violence, alongside genres such as action RPGs, adventure horrors, and simulators.

Their newest project *Insanitorium - Don't Be Afraid* is a firstperson perspective horror game. Trapped in a psychiatric hospital, you must escape demons lurking in the shadows. Explore *Insanitorium* only with your flashlight and scarce batteries, defend yourself with a machete and a dart gun, and face the strange patients. Remember, do not listen to the mannequins that whisper inside your head.

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services for gaming sector



eNStudios



eNstudios is a unique spot on the map of Poznań—a place where even the most creative ideas come to life.

They combine experience, modern technology, and a passion for creation to deliver projects ranging from commercials, films, and videocasts to animations, utilizing motion capture technology as well as music and dialogue recording.

Their team is made up of passionate, talented, and experienced professionals; they approach every project individually, ensuring high quality, efficient execution, and results that meet our clients' expectations.

They are fully committed to what we create, right from the initial idea.

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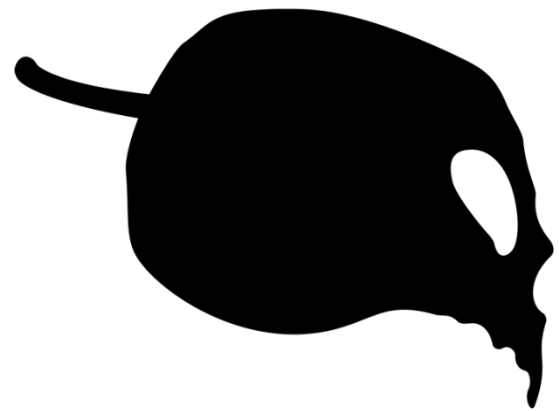


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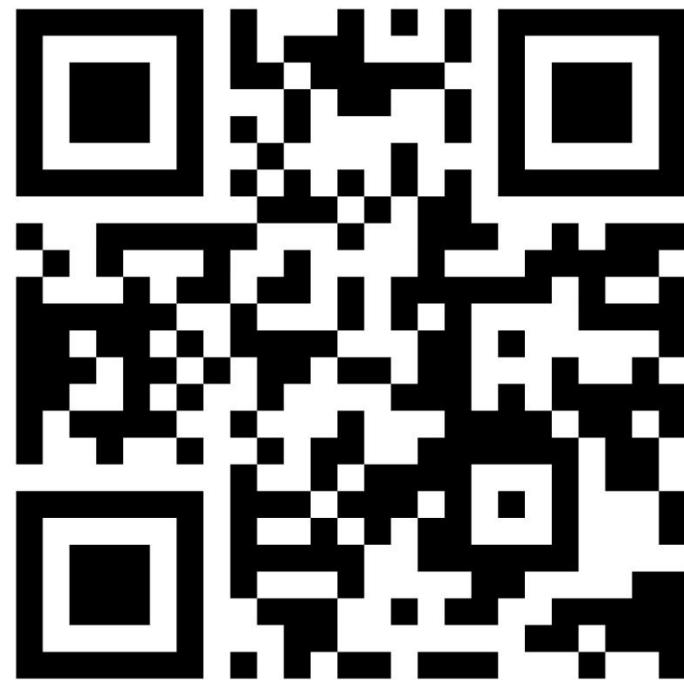
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computer games development



FALLEN
LEAF



Fallen Leaf Studio is an independent Polish game development studio focused on strong storytelling, distinctive atmospheres, and modern audiovisual experiences. With teams based in Warsaw, the studio's portfolio includes the sci-fi thriller *Fort Solis*.

Terror: Endless Night is a title aimed at people interested in sea expeditions and maritime history. The story of the ship HMS Terror and its disappearance is a famous mystery that continues to inspire books, TV series, and films, because it still fascinates and moves people to this day.

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computer games development

FIXER
GROUP



FIXER Group is a Polish independent studio dedicated to crafting engaging, narrative-driven experiences with deep social and historical significance. Following their hit *Martial Law* (1.5M downloads, recognized as an educational tool in Poland), they are promoting their upcoming title: *Martial Law: Our Spring*. Taking place after the events of the first game, this narrative top-down adventure spans 1982 and the subsequent years of martial law in Poland. Players must survive the harsh realities through the Polish art of "hustling" - trading on the black market, fixing broken boilers with garbage, and navigating deep branching dialogues with the Milicja. They blend dark, satirical humor with real history and unique pixel-art aesthetics.

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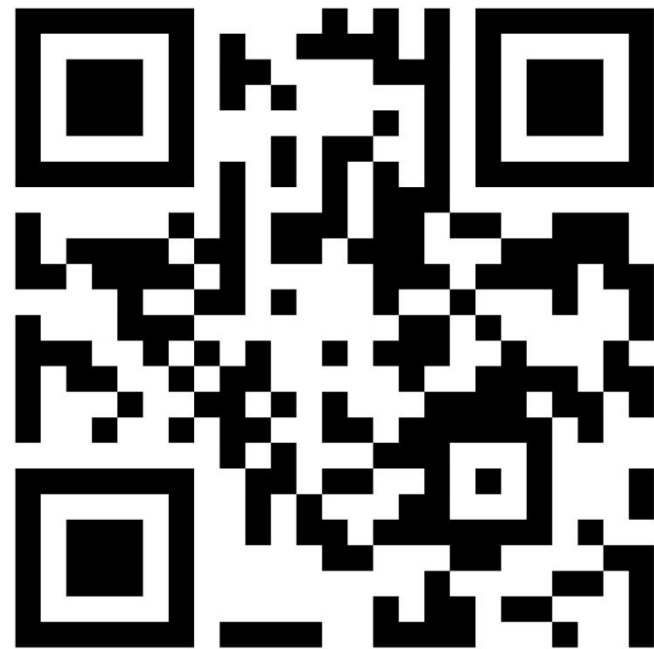
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computer games development

Frozen District is a video game developer and publisher based in Kraków, Poland, best known for the *House Flipper* series. The studio also operates as a publisher - its portfolio includes titles such as *The Tenants*, *Forgery Craft*, and *Dreampainters*.

House Flipper 2 is getting rowdy! With dozens of pets to choose from, you can now adopt your new best friend. Let them accompany you during the pet-centered jobs or relax by petting them with your friends in the Co-op!

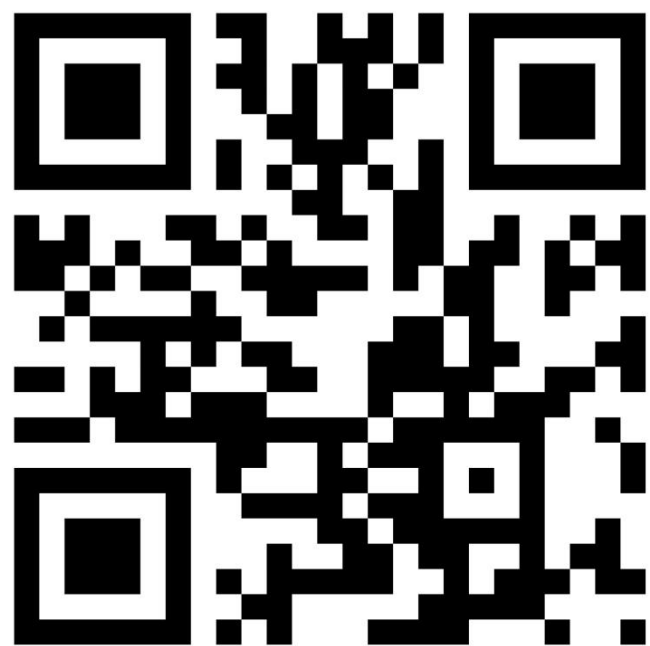
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computer games development



Fumi Games, based in Warsaw, Poland, is an independent game development studio creating visually unique gameplay experiences with a modern twist. Fumi Games team of skilled developers and animators bring a fresh perspective to classic game genres.

Their debut title, *MOUSE: P.I. For Hire*, is a noir-inspired first-person shooter featuring hand-drawn 1930s rubber hose animation, combining classic cartoon aesthetics with modern FPS gameplay.

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industry events, conference



Game Industry Conference (GIC) is the biggest European B2B conference for game developers and industry professionals. Held annually in Poznań (starting this year additionally in Katowice), Poland, GIC brings together thousands of attendees from dozens of countries for expert-led talks, networking, business meetings, and recruitment opportunities. GIC serves as a platform connecting the global games industry by bringing together developers, publishers, service providers, technology companies, and public organizations. Through conferences, networking events, international projects, and industry initiatives, we foster knowledge exchange, innovation, and collaboration across the game development ecosystem.

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services for gaming sector



Galaktus is a gaming agency that grew into being an indie publisher - Galaktus Publishing. They started as a PR agency working in European and global scale for brands like SteelSeries, Gaijin Entertainment, EA and Epic Games. They are delivering the 360" scope of marketing services: Public Relations, Social Media, influencers, community, events, ads, video production, investing and QA services. With their international team, they are capable of working for game studios, publishers, esports brands, hardware brands and startups. They grew into being a PC publisher with the success of *Arms of God*, *Achilles: Legends Untold* and *Achilles: Survivor* and they are currently looking to grow their portfolio.

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computer games development

GAME



Gamex Interactive is a Polish game studio building games that understand the person playing them. Its titles are powered by a proprietary engine that observes how each player plays, quietly builds a model of who they are, and reshapes the game to fit them, without demanding anything of the player.

The studio's first title, *A Special Day*, is a calm, cozy life-sim designed for players on the autism spectrum and anyone easily overwhelmed by everyday life. Gamex is co-financed by the European Union.

Company: Gamex Interactive Sp. z o.o.

Tagline: Games that understand you.

Location: Ignacego Mościckiego 1, 24-110 Puławy, Poland

Website: <https://bygamex.com>

Contact: hello@bygamex.com



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The logo for GGDAB, featuring the letters 'GG' in red and 'DAB' in white, all in a pixelated, blocky font, set against a black background.

computer games development, services for gaming sector

GGDAB is a startup developing Day of Duel, a global esports tournament platform designed to bring the competitive spirit of traditional sports into gaming. The platform will allow players from around the world to compete in 1v1 matches and nine different tournament modes, with real entry fees and real cash or physical prizes. Their goal is to create a fair, secure, and engaging esports environment accessible to players of all skill levels.

At Gamescom 2026, they aim to present their project, establish partnerships with game publishers, technology providers, investors, esports organizations, and strategic partners, secure funding, and prepare for the international launch of the platform.

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gaming devices production, board games

Good Loot is a cross between two worlds - the one of the most famous brands of pop culture and games (where they collect loot) with the real world, where every fan can now use clothes and gadgets to express their passion and show what a real geek is.

They offer items from top gaming brands such as *The Witcher™*, *Cyberpunk® 2077*, *Fallout®*, *Assassin's Creed™*, *Diablo™* as well as epic and iconic fantasy and SF worlds such as *World of Warcraft™*.

Their brand also offers a collection of puzzles with a unique and very diverse theme. From the best video games, through popular comics, to paintings by polish and international artists. Their brand guarantees top quality, an extensive selection, and exclusive access to officially licensed, original products.

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production, distribution



Goodie Bag is company that designs, manufactures, sells and then distributes Collector's Editions of video games, working with studios and publishers directly.

With years of experience in gaming marketing, project management, and physical production, they handle every aspect of the process, from design to delivery, ensuring a seamless experience for our clients.

Whether for a small indie studio or a large publisher, Goodie Bag elevates games into collectible, premium products.

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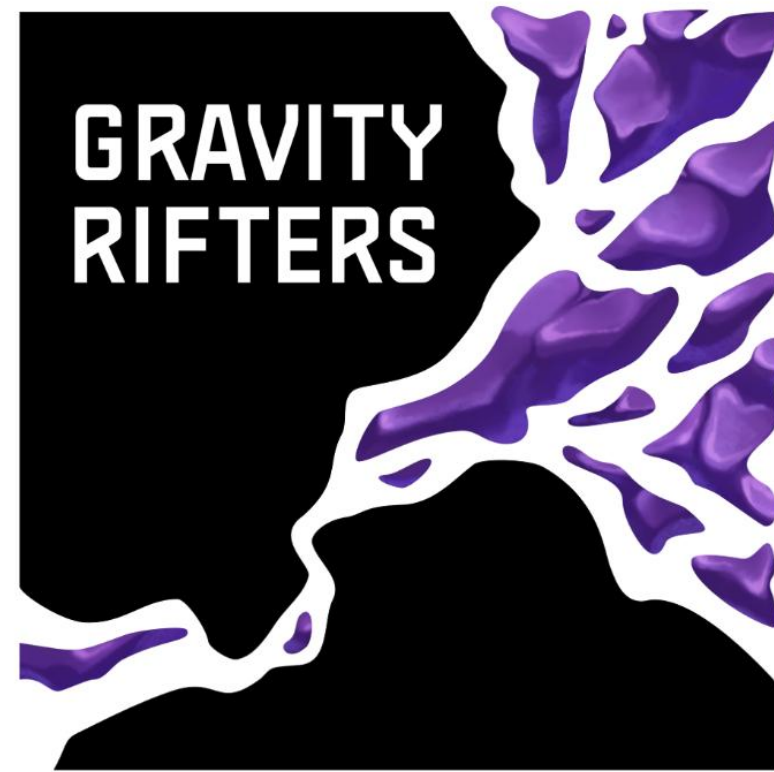
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computer games development

Gravity Rifters is an independent game development studio based in Poland, founded by experienced developers who have spent years creating games across the indie, AA and even AAA markets. Their team previously worked at polish studios including Techland, People Can Fly, Bloober Team, Teyon, Anshar Studios, QLOC and others, contributing to titles such as *Battlefield VI*, *Dying Light 2*, *RoboCop: Rogue City*, *Painkiller* and many more.

Nearly every member of their team has shipped at least one commercial game, with most having contributed to multiple successful releases. Their mission is simple: combine our experience with fresh ideas to build games that surprise players, blend genres in meaningful ways, and stay engaging long after the first session. They believe great games don't just entertain - they create stories, emotions, memorable moments, and communities that keep players coming back.

The first project the team is working on is *Cosminers*.

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Poland.

Business Forward
Creative Industry



computer games development, services for gaming sector

Hyperstrange is an independent game developer and publisher based in Warsaw, Poland. Since 2015, they have built a distinctive catalogue of action, horror and retro-inspired games, including *Blood West*, *POSTAL: Brain-Damaged* and *ELDERBORN*. They develop original IP and partner with independent studios worldwide, providing financing, production support, QA, localization, marketing, porting, certification and global publishing for PC and consoles.

At Gamescom 2026, they aim to present their upcoming releases, including *DERELIKT*, *Jupiter Hell Classic* and *Odd Town*, meet platform and distribution partners, and discover distinctive new projects for their publishing portfolio.

Hall 10.2 | F010 E019



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Business Forward
Creative Industry

computer games development



Hypnotic Ants is an independent game development studio based in Poland, focused on creating immersive and meaningful gaming experiences. Their team is passionate about innovation, attention to detail, and building memorable experiences for players around the world.

At Gamescom 2026, they proudly present their very own game they have been working on for a while. *Medic: Pacific War* is more than just a game - it is an immersive experience in which players take on the role of a frontline medic and make life-saving decisions. Players experience how even a single medic's decision can have a real impact on the lives of others and on the course of events on the battlefield, fostering empathy, a sense of responsibility, and personal agency.

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Creative Industry

Polish companies at Gamescom 2026

computer games development, board games, VR/AR

informers



INFORMERS AG is an indie game studio based in Poland, dedicated to creating meaningful games.

Their projects:

- *NUMIARES - A Dark Tale*: a narrative action game with elements of horror & adventure, set in the brutal nightmare of the early Middle Ages.
- *DICE & FIGURINES*: manage a shop in figurines & board games industry – but that's only half the story. Grow your business, get to know your target customers & dominate industry where prices fluctuate accordingly to market. Once the shop closes, the city's social life begins. The relationships you forge at night determine which doors will open for you and which may close. Expand your business to multiple locations, build your reputation amongst different customer groups, and turn a single, struggling shop into an empire.

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IRON NEST

HEAVY TURRET SIMULATOR



Polish companies at Gamescom 2026

computer games development

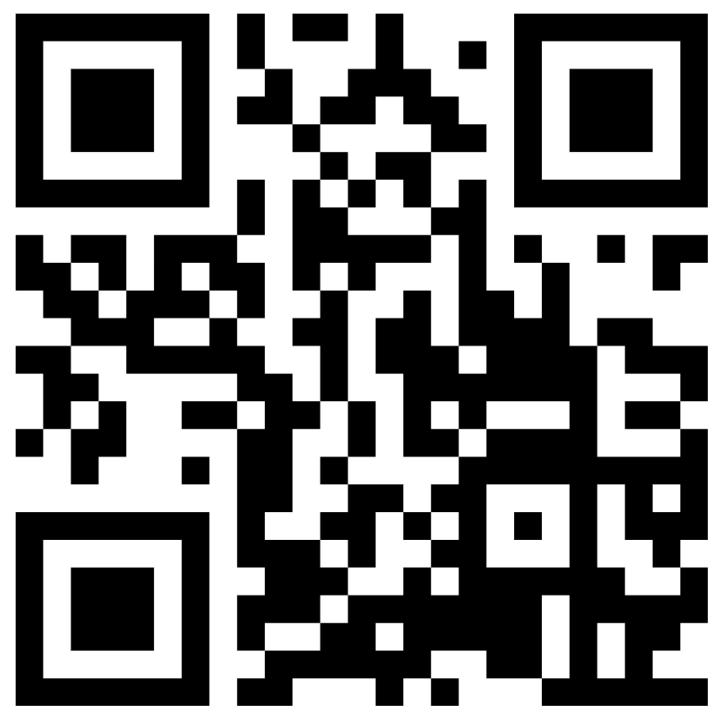
Dominik Latos, Spiky Solutions

IRON NEST: Heavy Turret Simulator - A brutal dieselpunk heavy-artillery simulator where you dominate the battlefield through a colossal war machine. Every lever, every dial, and every shot is under your control. High Command may send its orders, but the chain of command ends at your fingertips. They don't carry consequences. You do, Operator.

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Polish companies at Gamescom 2026

computer games development

Kediro is an independent game development studio based in Warsaw, Poland. Their primary focus is on delivering immersive 3D experiences, combining modern graphics technology with engaging gameplay mechanics. They are currently developing their debut title, *Tank Marauder*, a 3D action rougelike where players take command of a heavily customized warmachine to navigate through digital environments and overcome strategic challenges. *Tank Marauder* is first-person Action Roguelike with retro vector graphics. Each run is unique - upgrades change your gameplay, from an indestructible juggernaut to long-range artillery. In this fast-paced game build your tank, adapt, and survive. The game pays homage to the golden era of 80s arcade classics, blending nostalgic, high-contrast aesthetics with modern, intense roguelike mechanics.

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Polish companies at Gamescom 2026

computer games development, VR/AR

Koza Technologies is an independent software development studio focused on creating games and software solutions. They specialize in Unity and Unreal Engine 5, virtual reality (VR), and custom solutions, combining technical expertise with creative design to deliver engaging digital experiences.

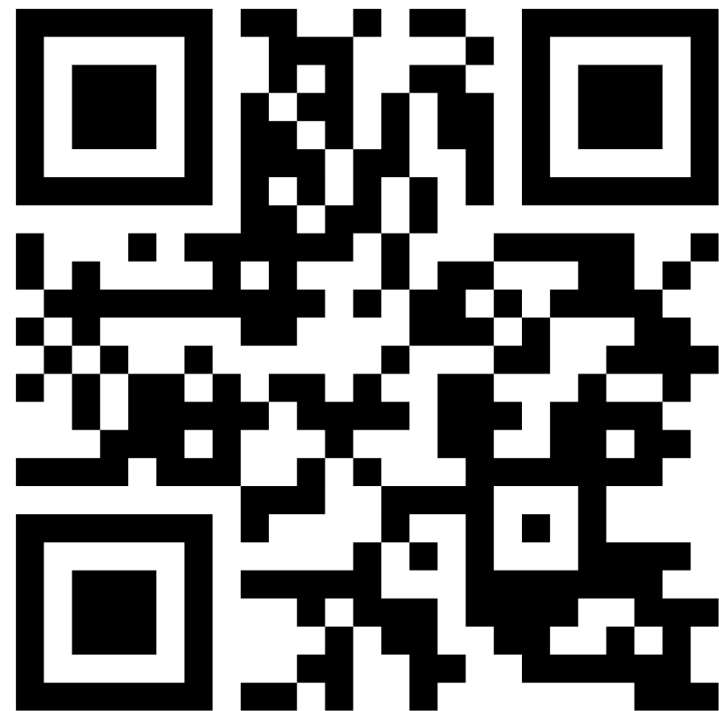
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Polish companies at Gamescom 2026

marketing agency



LaunchPad Game Agency is an all-in-one launch and growth partner for game studios. They help developers build awareness, grow wishlists, drive sales, and scale their games globally — from first announcement to long-tail growth after launch. Their team combines strategy, performance marketing, PR, influencers, community management, creative production, and analytics in one system. They work as an embedded extension of your studio, using data-driven campaigns, platform-native communication, and gaming industry expertise to turn players into loyal fans and attention into measurable results.

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Polish companies at Gamescom 2026

computer games development

Lichthund S.A. is an award-winning independent Polish game development studio specializing in Premium Indie and AA titles for PC and consoles. With over 15 awards and nominations - including Tribeca Games Award and Gamescom 2025 Best Audio nominations, DevGAMM Lisbon Best Audio, and NYX Awards 2025 for Best Visual Art and Best Gameplay - they combine creative expression, engaging mechanics, and high-quality production to create standout gaming experiences.

At Gamescom 2026, they are showcasing an exclusive hands-on playable demo of their upcoming title, *ROCKBEASTS* - a narrative management RPG set in the gritty 90s alt-rock scene, featuring voice work by Iggy Pop and an original live-recorded soundtrack. Visitors can also learn more about their portfolio, including the economic strategy game *Food Truck*.

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Polish companies at Gamescom 2026

services for gaming sector

The Lodzkie Region has strong technological potential. Nearly 2,000 companies in the IT/ICT sector operate here, specializing in the development of video games, software, and mobile applications. The region actively supports local entrepreneurs, particularly small and medium-sized enterprises (SMEs), in their development and international expansion. These efforts include assistance in establishing international business contacts and launching initiatives that support internationalization. As a result, companies from the Lodzkie Region gain access to new markets and partners, thereby strengthening their position on the international stage.

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Polish companies at Gamescom 2026

computer games development



Mad Missile is a two-person game development studio based in Warsaw, Poland. With over 15 years of experience in game development, they are dedicated to creating games that are fun, engaging, and easy to pick up. Their debut title, *Tank Havoc*, is coming to Steam, with the Playtest already available, the Demo coming soon, and the full release planned for Q4 2026. They also plan to bring the game to major consoles.

Tank Havoc is a fast-paced, team-based action game, where tanks clash in explosive, strategy-driven battles. Compete across multiple game modes, customize your tank, build a unique skill loadout, and adapt your tactics on the fly. Coordinate with your team, outmaneuver your opponents, and unleash havoc in dynamic arenas featuring intense, action-packed combat.

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computer games development



Madnetic Games is an innovative Polish development studio specializing in deeply immersive sandbox survival titles and advanced simulation games. Powered by Unreal Engine, they create visually stunning, mechanically rich experiences that emphasize high interactivity and tight community integration.

At Gamescom 2026, they are proudly showcasing their highly anticipated titles:

- *30 Days on Ship*: A high-stakes survival simulator challenging players to endure a month on a massive, battered cargo ship in open waters, featuring intense resource management, vehicle exploration, dynamic weather, and tactical pirate defense.
- *Photography Simulator*: A unique open-world nature sim that realistically replicates professional camera mechanics, wilderness tracking, and wildlife photography career progression.

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mana
TRANSLATION



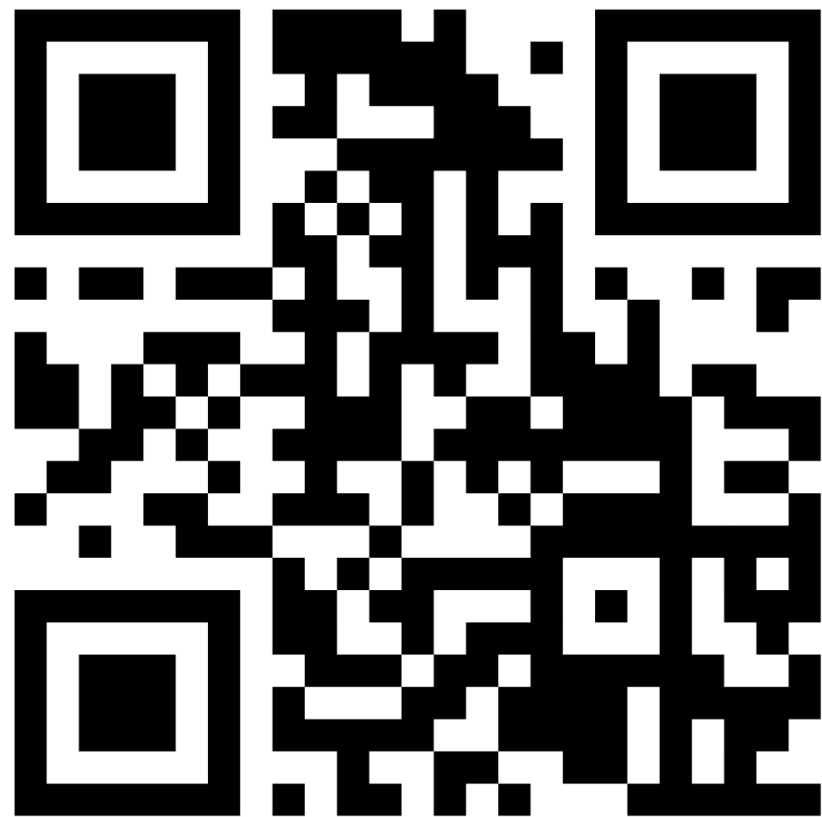
computer games development, game localization

Mana Translation provides game localization services (translation, editing, proofreading, localization testing), strategic localization as well as game localization audits for publishers – crafted by specialists who actually play games.

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Polish companies at Gamescom 2026

computer games development

MFA Games is an independent game studio from Poland developing *The Skyland Chronicles*, a dark fantasy pirate action RPG with soulslike-inspired combat. The game combines intense melee combat, exploration, crew morale management and narrative choices aboard a cursed pirate ship.

At Gamescom 2026, they aim to promote the upcoming PC release, present the playable demo launching on 15 August 2026, and connect with publishers, business partners, platforms and media interested in premium indie/AA games.

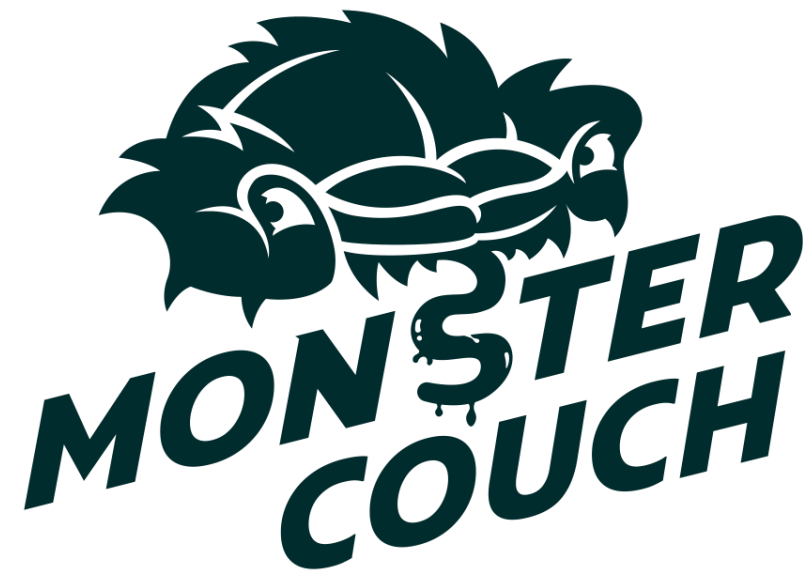
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Polish companies at Gamescom 2026

computer games development



Monster Couch is breathing digital life into award-winning board games.

They are the developers behind *Wingspan Digital* - a relaxing strategy game about building bird habitats and discovering unique species. Most recently, they released *Quilts* and *Cats of Calico* - a cozy logic puzzle where players sew patterns and lure the cutest cats.

They are now bringing their most ambitious adaptation to life: *Flamecraft* - a rich, magical world of artisan dragons, whimsical shops, and enchanting gameplay.

They also specialize in porting games to consoles and mobile devices, helping titles reach players worldwide.

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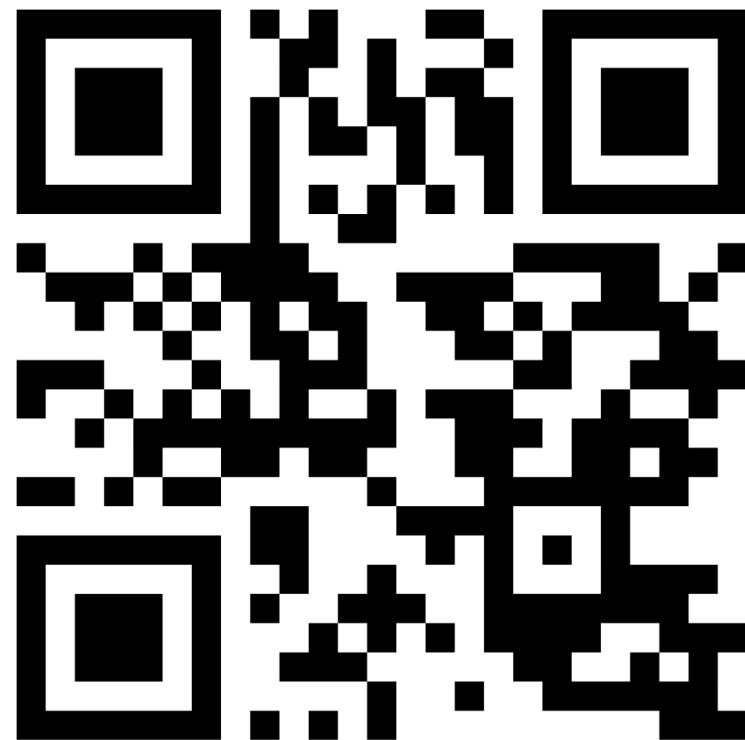
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computer games development, AAA game cinematics, trailers, CGI, VFX, animation, motion capture and photogrammetry services

Mroya Studio is a Warsaw-based CGI and animation studio specializing in AAA-quality game cinematics, trailers, VFX, motion capture and high-end computer graphics for the gaming industry. Founded by experienced industry professionals, including former Wargaming team members, the studio delivers end-to-end production for game publishers and developers worldwide.

Mroya Studio works with Unreal Engine pipelines and advanced photogrammetry solutions, including its proprietary OOBE3D scanning technology. The company creates cinematic trailers, in-game sequences, 3D assets and visual content for international partners across PC, console and live-service gaming projects.

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computer games development, game development outsourcing

nowhere
PRODUCTIONS



Nowhere Productions is an independent game development studio based in Poland, focused on premium PC and console titles. They are currently developing multiple original IPs, with 2–3 projects planned to reach vertical slice stage by Gamescom 2026. Their work emphasizes strong narrative direction, gameplay-driven design, and scalable production.

They also develop mobile titles as a secondary production line. In parallel, they provide game development outsourcing services, including narrative design, quest design, 3D art, animation and localization QA, supporting external partners across different production stages. They are seeking publishing, investment, and co-development opportunities.

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Polish companies at Gamescom 2026

computer games development

One More Level S.A. is a Polish game development studio, creating hardcore action games. They are mostly known for *Ghostrunner* and *Ghostrunner 2*.

Valor Mortis is a first-person action soulslike from the creators of *Ghostrunner*. Rise from death as a former soldier of Napoleon's army. Wield supernatural powers, battle horrifying monsters, and unravel a conspiracy that threatens all of humanity.

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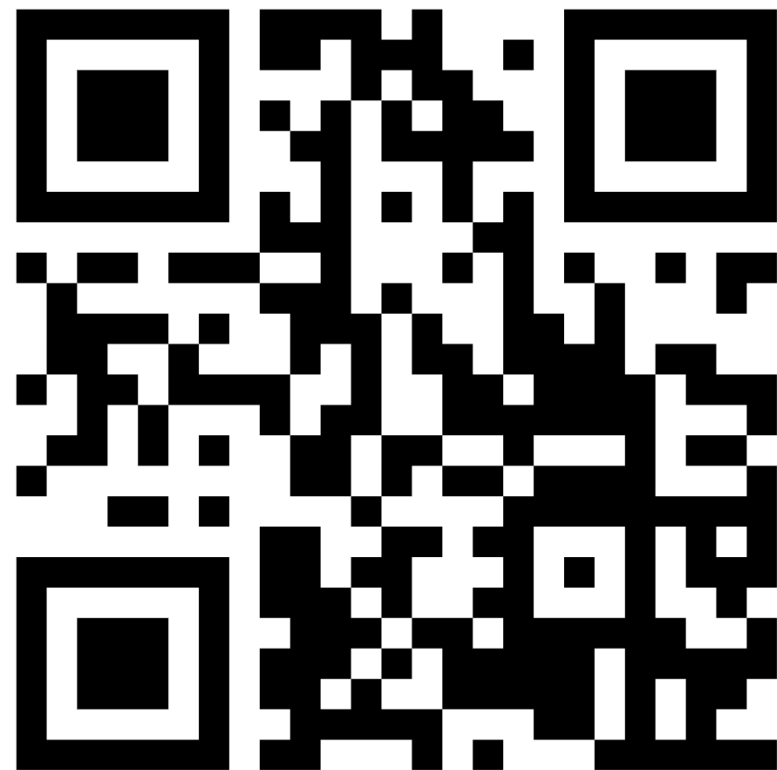
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Alternative digital payment solutions and prepaid voucher distribution networks for game publishers and platforms



PinVoucher.com is an agile B2B distributor specializing in the wholesale supply of digital gift cards, gaming vouchers, and prepaid top-ups. Operating through a fully automated, real-time 24/7 API portal, they serve as a reliable distribution node connecting digital suppliers with active e-commerce channels, retailers, and bulk buyers.

Their Core Focus:

- **Direct Partner Partnerships:** they actively seek to expand their direct supply relationships with game publishers and official distributors, offering steady volumes, fast settlements, and reliable partnership.
- **For Resellers & Retailers:** they deliver seamless 24/7 API integration, real-time code availability, intuitive portal management, and competitive wholesale pricing across top gaming and digital entertainment brands.

Connect with their team at Gamescom or reach out directly at info@pinvoucher.

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Business Forward
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Polish companies at Gamescom 2026

computer games development

Pixel Perfect Dude is an independent development studio operating since 2013. Their first success was the arcade simulator *Ski Jump*. The studio's biggest hit remains *#DRIVE* – a game acclaimed by 30 million players, featuring a Google Play Best of 2019 award and a Nintendo Switch version. Meanwhile, their latest release, *#DRIVE Rally*, recently won the *Best Polish Mobile Game* award at the Digital Dragons gala.

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**service provider - game cinematics, in-game content,
marketing assets**

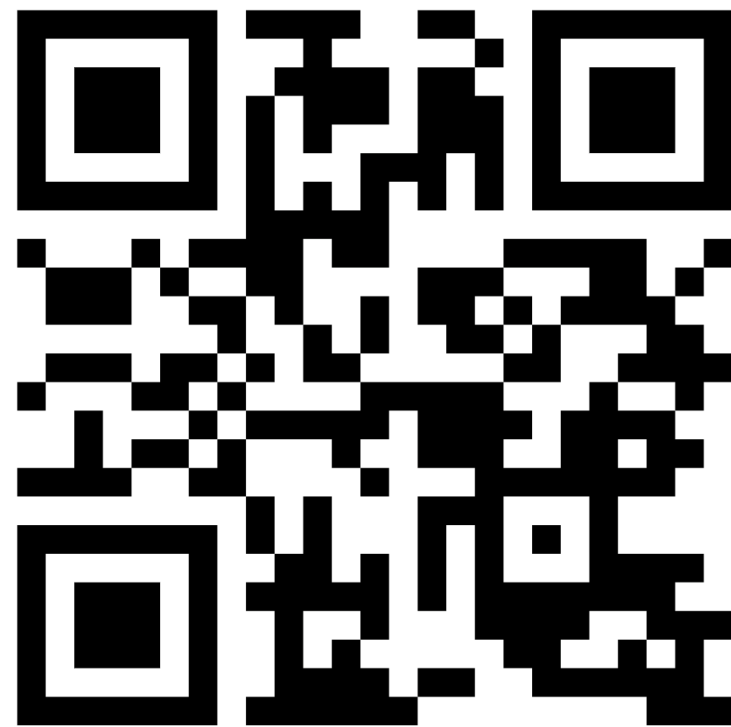
Platige Image has partnered with major game developers on complex, long-form productions – supporting cinematic phases across the full game development lifecycle.

Their teams operate at scale, delivering extended in-game cinematics, narrative sequences, and story-driven content that demands consistency, technical rigor, and production stability over many months. From early narrative development and creative direction to final in-engine delivery, they act as a strategic production partner capable of handling both creative ambition and operational complexity.

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Polish companies at Gamescom 2026

computer games development, VR/AR

Played With Fire is a Kraków-based studio specializing in immersive VR games, known for *Mixture* and *Stargaze*.

At Gamescom 2026, the studio showcases *Star Trek: Infection* (launched March 31, 2026), a VR sci-fi action-adventure developed with Bloober Team. They seek publishing, marketing, and distribution partners to maximize its potential.

Additionally, as industry leaders in handheld and low-power device optimization, they look for partners needing top-tier technical optimization to make any game run flawlessly on portable hardware.

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computer games development

Purple Ray Studio is a Polish independent game development company creating original PC and console titles. They focus on high-quality gameplay experiences, atmospheric worlds, and strong visual identity. Their current flagship project, *Koshmar: The Last Reverie*, is a dark fantasy action RPG combining exploration, immersive storytelling, and dynamic combat. They are dedicated to developing original intellectual properties for the global gaming market.

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Polish companies at Gamescom 2026

co-development, art, quality assurance, localization

QLOC is synonymous with quality delivered on time. Their company is a first-class service provider for video game industry, ensuring professionalism at every stage. Their team consists of more than 800 professionals: testers, programmers, designers, producers and other specialists. They provide functional and linguistic testing, co-development, porting and remastering services, translate and localize games into 45 languages, deliver 3D graphics, character and concept art.

They offer services to the biggest players in the video game industry - EA, Capcom, Warner Bros, CD PROJEKT RED, Activision and BANDAI NAMCO Entertainment among many others.

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Polish companies at Gamescom 2026

computer games development, platform/distribution

ReadyM is building an open distributed multiplayer standard that transforms beloved single-player games into living, community-driven ecosystems. Bringing the limitless creative freedom of *Roblox* or *FiveM* to blockbuster AAA titles - like *Black Myth: Wukong* and the upcoming *The Elder Scrolls IV: Oblivion Remastered*.

Backed by Sony Innovation Fund, Lifelike Capital and London Venture Partners.

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Business Forward
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computer games development

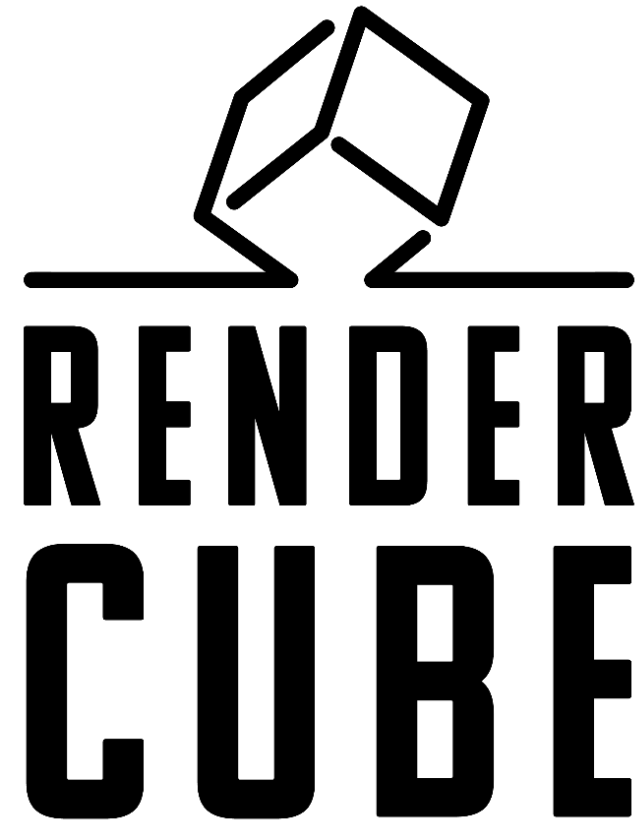


Reality Games presents a mobile game powered by real-world geolocation data. Players can buy, develop, and compete for real-world locations across the globe, creating a global virtual economy. The game seamlessly blends the real world with digital gameplay, delivering a unique experience built around exploration, strategy, and social competition. Discover how they leverage real-world data and cutting-edge technologies to create the next generation of mobile gaming experiences.

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Polish companies at Gamescom 2026

computer games development

Render Cube is a game studio based in Łódź, Poland, founded in 2012.

They originally started by helping other studios with digital art. Over the years, they evolved into a leading developer of „survival-builder” games.

Their biggest hit, *Medieval Dynasty*, has become a major success story for the Polish gaming industry. Since its debut in September 2020, the game has grown steadily, reaching over 3 million copies sold across all platforms by the end of 2025.

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Business Forward
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VR/AR

rte



RTE LAB is an immersive technology studio developing VR/AR experiences, interactive games and AI-powered attractions for entertainment, education, museums and live events.

At Gamescom 2026, they will present *Mission: Orbit* — a cinematic VR experience that lets users take part in a rocket launch and journey into orbit.

The attraction can operate on standard VR headsets or as an extended installation with a motion platform, briefing screen and AI photobooth.

They are looking for distributors, location-based entertainment operators, amusement parks, museums, event agencies and technology partners interested in licensing, distribution and custom immersive productions.

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Business Forward
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gaming devices production



Savio is a dynamic brand providing high-end gaming peripherals and PC accessories that combine innovative technology with an excellent price-to-performance ratio.

At Gamescom 2026, we are showcasing our latest ecosystem designed for professional gamers and esports enthusiasts.

Promoted Products:

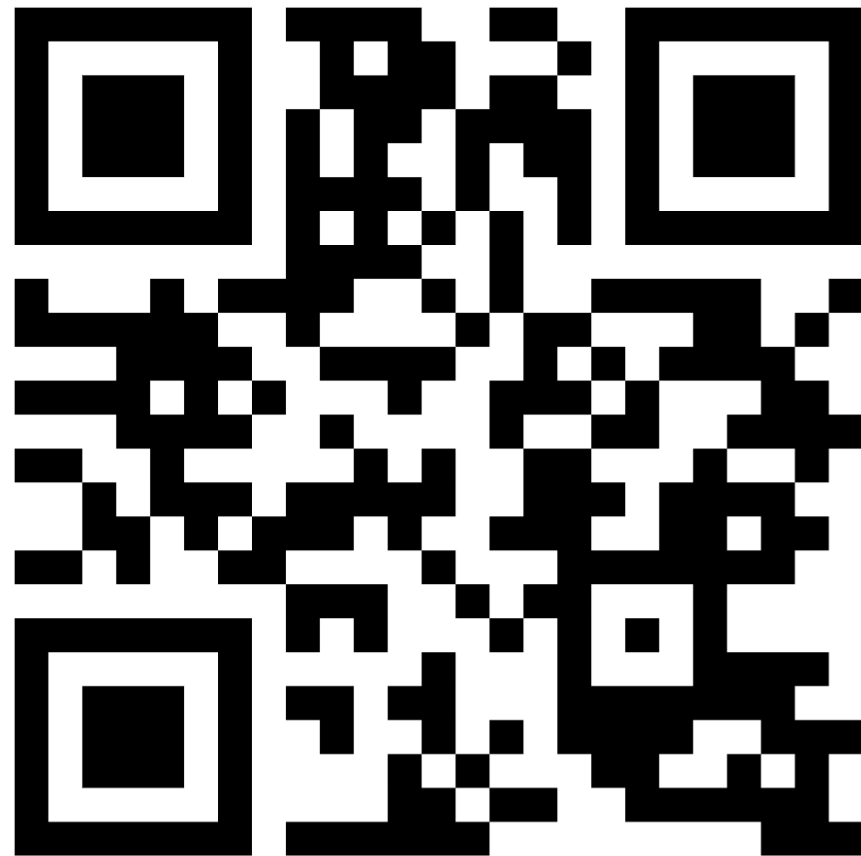
- Magnetic Keyboards: Revolutionary response times powered by Hall Effect switches for maximum precision.
- Ultralight Mice: Professional-grade sensors housed in ergonomic, honeycomb shells.
- Gaming Audio: Headsets offering crystal-clear spatial sound.
- Power Solutions: High-capacity power banks optimized for mobile gaming.

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Katowice_
Shaft **K**



Polish companies at Gamescom 2026

Hub for gaming and technology

Located in Katowice - one of Central Europe's most rapidly growing technology and business hubs, **Shaft K (Silesian Hub for Advanced Future Technologies)** is a massive innovation ecosystem currently in development. By transforming the grounds of a historic coal mine into a modern digital campus, they are building a comprehensive environment where technology, creativity, and international business converge. The first phase of the campus is scheduled to launch in 2028.

Key Opportunities & Capabilities:

- **Strategic European Base:** A highly connected location in the heart of Europe, perfect for international studios planning their future operational footprint and expansion.
- **Elite Talent Access:** Direct connection to Poland's world-renowned pool of developers, engineers, and creatives, fueled by a 2-million-strong metropolis and dozens of universities.
- **World-Class Infrastructure:** Over 10,000 m² of planned premium R&D facilities, modern offices, and collaborative workspaces tailored specifically for the creative and tech industries.
- **Advanced Production Facilities:** Future on-site access to fully equipped TV, film, and multimedia arenas designed for high-end digital production, motion capture, and global events.
- **Integrated B2B Ecosystem:** A centralized campus designed to foster seamless synergy among investors, tech giants, innovative startups, and academia.

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Slovakian
Games
Studio



Polish companies at Gamescom 2026

computer games development, board games

SLOVIAN GAMES STUDIO is a Polish independent game developer focused on creating games based on proprietary fantasy intellectual properties. Unlike traditional studios, SGS combines game development with long-term franchise building across novels, tabletop games and digital entertainment.

The company was founded by three established fantasy authors: Franciszek Piątkowski (Guardian Universe), Paweł Kopijer (DualRealm Chronicles) and Paweł Kolarzyk (Niko Universe). Its current portfolio includes *Mitrys: Legends of Eania*, a tactical strategy game inspired by the bestselling DualRealm novels, and *Żerca*, a narrative RPG set in the Guardian Universe. By leveraging proprietary IPs with established communities and expanding them across multiple entertainment formats, SGS aims to build sustainable fantasy franchises for international audiences. The company is currently seeking publishing, co-development and strategic business partnerships.

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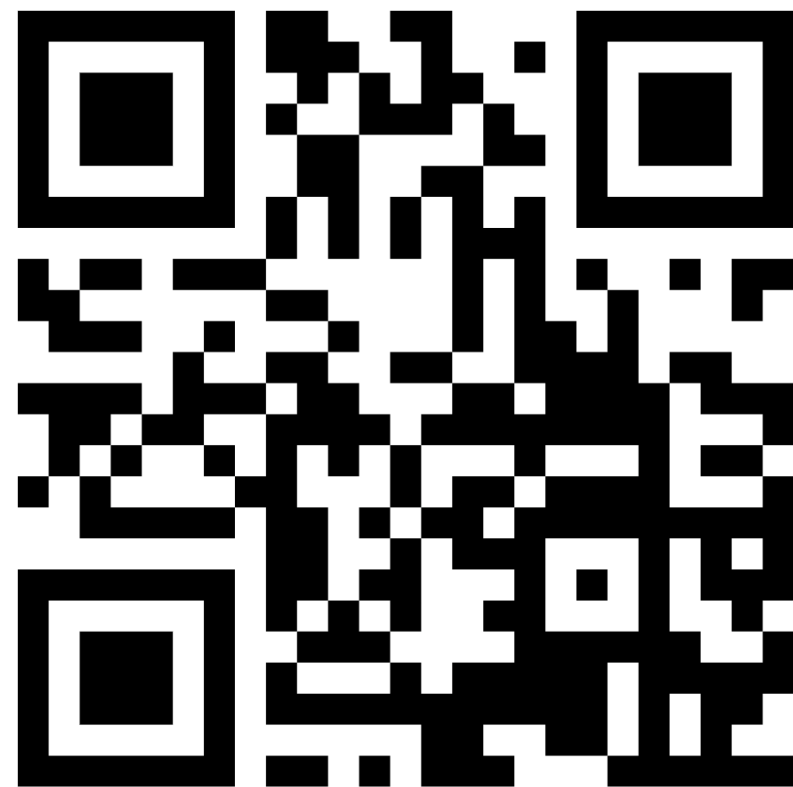
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Polish companies at Gamescom 2026

computer games development

Smartive.games is the game publishing and production brand of Smartive.app sp. z o.o. (Kielce, Poland). They work as both an indie studio and a publishing partner for small teams, guided by one principle: the human at the centre of creation. Their flagship and first title, *Dither Paradox* by Negative Prompt Studio, is an atmospheric, story-driven 2D hard sci-fi metroidvania with a noir tone, hand-crafted in pixel art. Set in 2076 in Nova Europa, it follows a protagonist who shifts between two layers of reality to uncover the secrets of The Spire and recover a lost identity.

At Gamescom 2026, they are looking for publishing partners, distributors and investors interested in narrative-driven, design-led games from Central Europe.

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Poland.

Business Forward
Creative Industry

computer games development



Founded with a passion for creating heartwarming experiences, **Soft Crunch Games** specialize in developing games that wrap players in comfort, joy, and simple pleasures. They believe that games should be a cozy retreat from the chaos of everyday life. Their studio focuses on crafting experiences that feel like a warm cup of tea on a rainy day – inviting, soothing, and deeply satisfying. They blend thoughtful game design with charming aesthetics to create digital spaces where players can truly unwind. Currently they are working on their first game.

Foxy Dumplings is a cozy cooking life sim combining *Cooking Mama*, *Dave the Diver* and *The Bear TV show*. Game tells story about Lisa the Fox, a professional chef that after burnout learns to love cooking again while helping other through her cuisine.

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Legal and tax advice

SSW advises video game developers and publishers on a range of legal issues, including capital markets, IP/TMT, data protection, tax law and financing. Their clients also include e-sports organisations and teams, and tool and platform providers. They help clients to obtain proper IP usage and disposal rights for games. They advise on legal and commercial aspects of conducting business in this industry, including on the GDPR, AML, AI, eCommerce, P2B and cyber security. They structure and negotiate appropriate funding mechanisms for video game companies. They also advise on the effective use of aid mechanisms and financial support.

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Polish companies at Gamescom 2026

computer games development

Starward Industries is an independent game development studio based in Cracow, Poland.

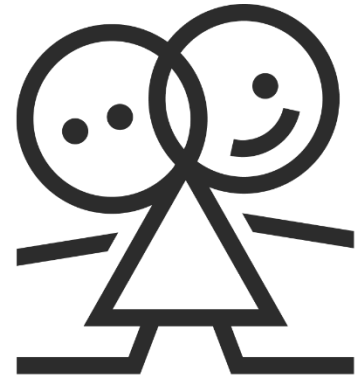
Its team brings together experienced developers who have contributed to acclaimed titles such as *The Witcher 3*, *Cyberpunk 2077*, and *Layers of Fear*. The studio creates ambitious, atmospheric games defined by bold themes, distinctive art direction, and immersive storytelling. This approach was established with its debut title, *The Invincible*, and continues with the studio's upcoming project, *Into the Fire*.

Into the Fire is a high-risk extraction survival game set on an island consumed by a volcano's eruption. Rescue survivors, gather scarce resources, face deadly fire anomalies, and carve your way through ever-changing terrain. Every expedition is a race against time: get everyone back alive before the island buries you.

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STUDIO FILMÓW RYSUNKOWYCH



film production

Studio Filmów Rysunkowych was set up in 1947. During its 80-year activity over 1000 films have been produced. The majority of the productions are dedicated to children e.g. TV series *Bolek and Lolek* and *Reksio*. Moreover, Studio Filmów Rysunkowych has made 5 animated features. The Studio's productions include many auteur films for adult audience as well.

Alert Little Eyes is a computer game based on a popular animated series from the Studio Filmów Rysunkowych. The project was designed for children aged 3–5, including toddlers with visual impairments and developmental challenges. Thanks to simple rules, clear visual elements, and engaging tasks, the game supports the development of perception, concentration, and coordination, while remaining appealing to children without such difficulties.

Studio Filmów Rysunkowych.

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Polish companies at Gamescom 2026

trailers, key arts, branding

THE BEAST



The Hungry Beast is a fully integrated game marketing collective, bringing together Creatives, Strategists, and Technologists under one roof. With deep roots in Gaming, Tech, and Entertainment, they specialize in building bold, unforgettable content. Their multidisciplinary team fuses technical expertise with design-driven thinking, enabling them to push creative boundaries in unexpected and innovative ways. The result? Visceral, custom-crafted assets that are anything but ordinary. They have produced 2D and 3D content for both top-tier and indie clients, including Techland Games, RIOT Games, Ubisoft, Quantic Dream, Creative Assembly, All In! Games, 505 Games, One More Level, False Prophet, CD Projekt Red, Spokko, 11 bit studios, Blankhans, Netflix, Drago Entertainment and many more.

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Polish companies at Gamescom 2026

computer games development, VR/AR

The **gdsity** is a brand specialising in games development and publishing of meaningful transmedia projects. They produce and/or publish computer and board games, films and animations, and build engagement amongst audiences.

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computer games development, VR/AR, services for gaming sector



Take IT Studio! is an independent game developer and publisher specializing in bringing PC games to PlayStation, Xbox, Nintendo Switch and VR platforms. At Gamescom 2026, they are promoting *Plumber Simulator*, their upcoming simulation game and seeking publishing and investment partners to support its development, marketing and global release. They are also looking to connect with developers interested in console publishing, including full porting, optimization, certification and release support. In addition, they offer porting services to publishers and studios seeking an experienced partner to bring their games to new platforms.

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Polish companies at Gamescom 2026

services for gaming sector



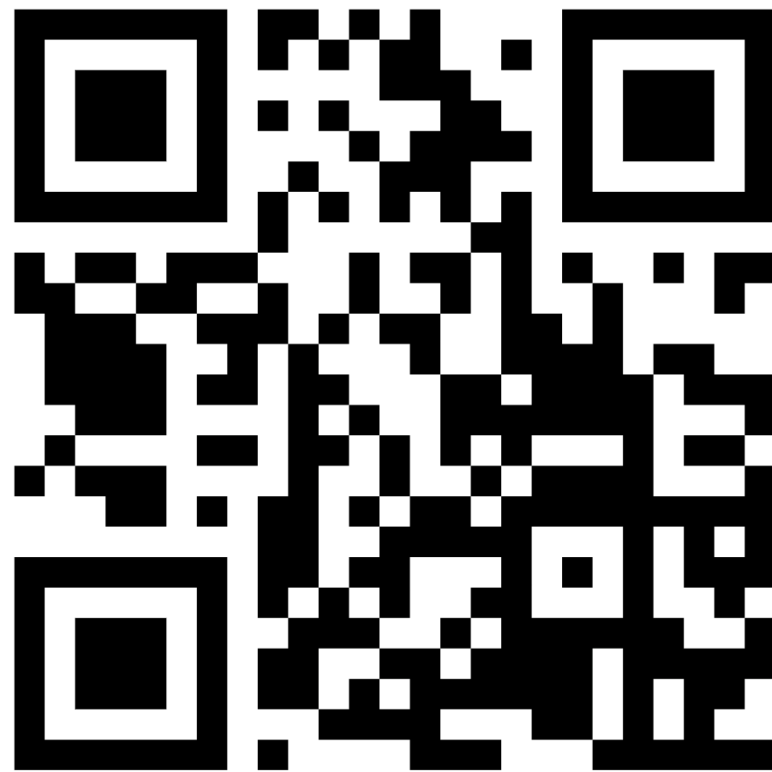
TATO STUDIO is a boutique CGI studio making cinematic game trailers that sell the feeling of a game before anyone plays it. Story first, technology in service of it. They craft announcement and gameplay trailers and in-engine cinematics for developers and publishers, faster and braver than big houses, more cinematic than freelancers, on a real-time pipeline built on Unreal Engine 5.

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Poland.

Business Forward
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computer games development, VR/AR, Unity / Unreal game development



The Knights of U is an external development studio from Poland, offering world-class game production for Unity and Unreal Engine projects since 2015. Their key areas of expertise include co-development, porting, remastering, optimisation, technical art, and UX design. They have completed over 120 projects, from 2-person strike forces to full 20+ co-dev squads. They have vast experience bringing games from PC to PlayStation, Xbox, Nintendo Switch, mobile, and streaming platforms. Their work includes contributions to acclaimed titles such as *Hollow Knight: Silksong*, *Disco Elysium*, *Dave the Diver*, *Cult of the Lamb*, *Two Point Museum* and many more.

Check out their website for the full portfolio: <https://theknightsofu.com/our-projects/>

Bring your hardest production problem: call@theknightsofu.com

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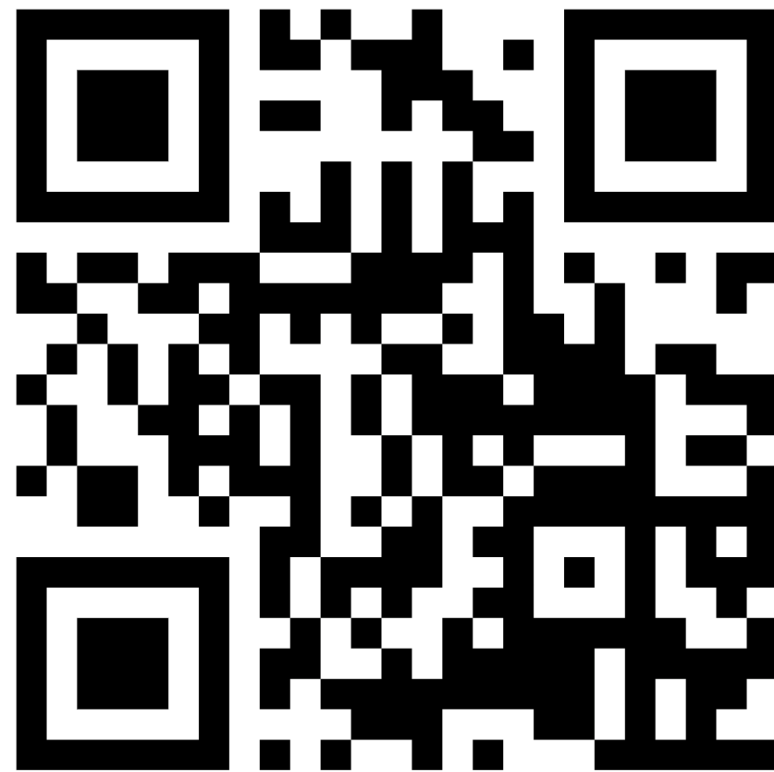


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Business Forward
Creative Industry

Polish companies at Gamescom 2026

services for gaming sector



Uncanny Global is a comprehensive technology partner for enterprise-level localization and automation projects. They work with publishers, game studios, and large localization agencies, providing customizable automation, integration, and quality assurance tools to simplify workflows, reduce human error, and ensure high-quality translations at scale. Over the past two years, they have translated more than 3 billion words across thousands of projects in 100+ languages, supporting clients from AAA studios with long-running live titles to independent developers. Their mission is to break language barriers and make games accessible in all languages, not just the standard twelve.

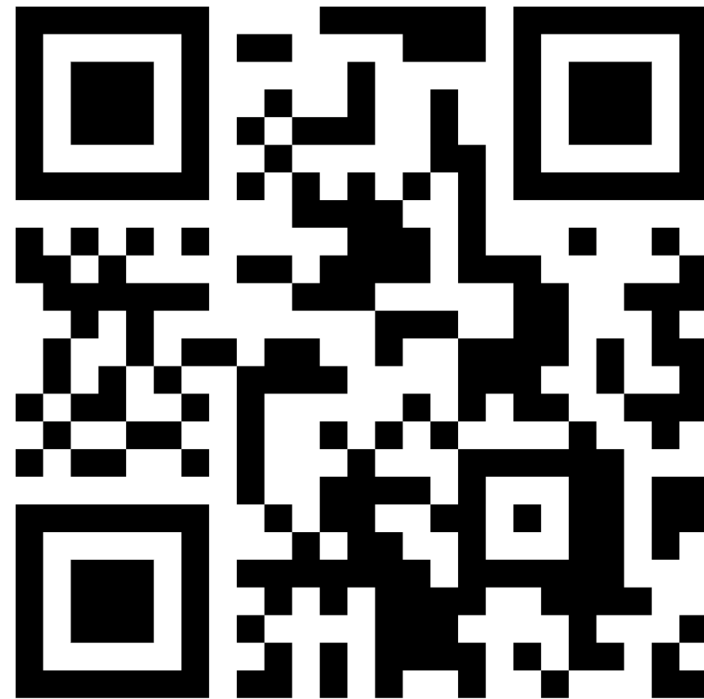
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Polish companies at Gamescom 2026

computer games development



Untold Tales is an indie game publisher based in Poland, working with talented developers from around the world. They help bring original games to PC and consoles by combining publishing expertise with a hands-on, collaborative approach.

From funding and production support to marketing, PR, platform relations and business development, they tailor their publishing services to the needs of each project. While they have a soft spot for story-driven experiences, they are always looking for games across genres that offer players something memorable, unexpected, or genuinely unique. They believe every game has its own story to tell, and their role is to help developers reach players without compromising their creative vision.

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Polish companies at Gamescom 2026

computer games development



VARSAN Game Studios is a Polish developer and publisher focused on original games inspired by animals, nature and distinctive gameplay concepts.

At Gamescom 2026, the studio will present BARKOUR, a fast-paced action-adventure game starring T.H.U.N.D.E.R., a highly trained canine special agent.

Combining fluid parkour, stealth, combat, gadgets and environmental exploration, BARKOUR offers dynamic missions, expressive animation and a humorous spy-movie atmosphere. The game is currently in development for PC and consoles.

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Polish companies at Gamescom 2026

advocacy, consulting and education

Video Game Poland's mission is to create an environment for the responsible growth of the video game industry in Poland. They work to raise public awareness about video games as a valuable form of entertainment. Their goal is to promote gaming culture as a source of inspiration, intellectual development, creativity, and a space for building relationships. They create campaigns encouraging ethical gaming and respectful online behavior, while also creating educational materials for parents and teachers. They actively promote the PEGI rating system to help players and families make informed choices. Video Games Poland also serves as a platform connecting game distributors, developers and public institutions in Poland, and international partners to support the development of the industry.

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Polish companies at Gamescom 2026

computer games development



Virtual Alchemy is a Poland-based indie studio dedicated to crafting games with limitless replayability, where player freedom, consequence, and expression are at the core.

Their debut title, *Band of Crusaders*, is a dark fantasy strategy RPG set in 14th-century Europe. Players build an elite medieval order and lead a holy war against demonic forces to save the world. The game is highly anticipated, having already amassed 120,000 wishlists and over 35,000 demo players, who averaged 2 hours of playtime with an 85% positive review score.

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mobile games



VIVID GAMES



Vivid Games is one of Poland's leading mobile game developers. Since 2006, they have been creating exciting games that combine thrilling action and reignite sports emotions in millions of players. Their flagship game series, *Real Boxing*, has been downloaded over 160 million times and is the most recognized brand among games worldwide. For its achievements, the company has received many awards, including *Best Independent Producer*, *Best Polish Game of the Year* by Digital Dragons. At Vivid Games, they believe that great games are made by passionate people who care about their craft. The team of 50 talented developers, designers, and artists works tirelessly to bring our games to life. They are constantly pushing the boundaries of what's possible in mobile gaming and beyond.

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recruitment agency

WINGED IT



Winged IT is a Polish Tech Recruitment, Staff Augmentation, Cybersecurity, and Consulting Company with 120 employees and over 100 clients from 4 continents.

They support international video game development studios and help global gaming startups and tech companies hire specialized local talent, and build remote engineering teams. They effectively support international companies in establishing their remote (in-house or outsourced) teams in Poland.

To discover why Poland is a great choice, visit our dedicated website at <https://doITinPoland.com/>

Their services:

- Creation of the client's Tech team/subsidiary in Poland
- Permanent recruitment of Tech professionals from CEE
- Outstaffing of Tech professionals from CEE

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Business Forward
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tournaments organization, events, broadcasts, content creation

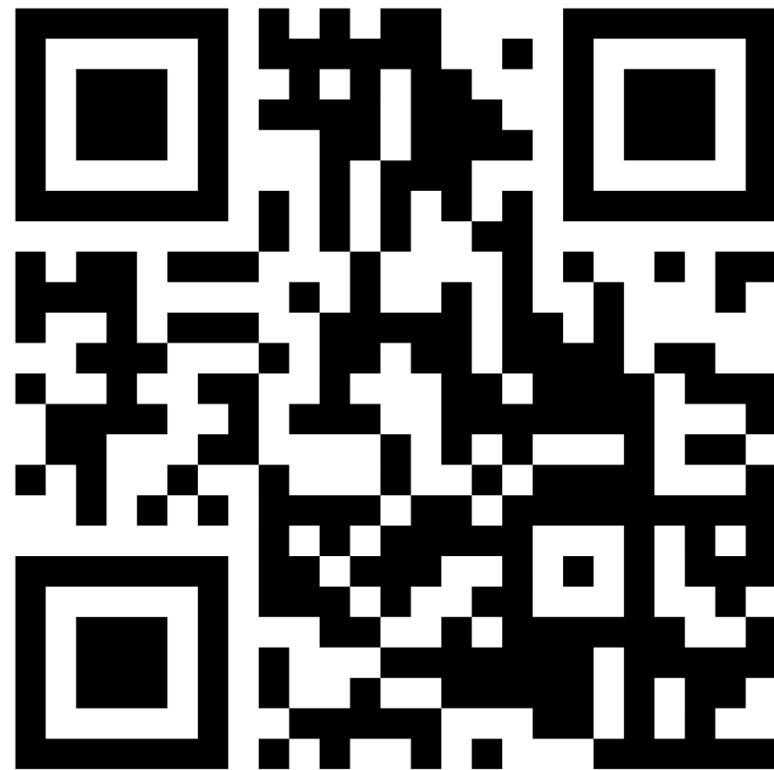


WitchHUB is a Polish gaming event agency and streaming & content studio specializing in esports - with deep roots in the League of Legends scene and broad experience across multiple gaming titles.

They deliver end-to-end event production: from exhibition booth design and build (aluminium profile systems, trussing, LED setups) to full broadcast solutions (cameras, mixers, lighting, audio).

Their team combines event management, live hosting & commentary, video production, and technical execution under one roof. They serve gaming brands, publishers, and organizers looking for a reliable creative partner in Central & Eastern Europe.

At Gamescom 2026, they are looking to expand their international network and present our services to potential clients and collaborators from the global gaming industry.



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computer games development

Wonder Legends Studio is a Warsaw-based gamedev studio focused on transmedia projects. Founded by Artur Malczyk (20+ years in gamedev and CG industry) and Wojtek Karubin (20+ years in the film and media industry). The core team delivered 3 AA games at Flying Wild Hog: *Evil West*, *Shadow Warrior 3*, *Shadow Warrior 2*. They are developing our own IP to be launched by the AA Game and the Animated Series. Led by two co-Founders in concurrent but separate processes.

At Gamescom 2026, they will be meeting publishers and investors. Presenting materials from their first game, titled *Icarion. Legacy of the Myth*. Set in the world of ancient Greek mythology, reshaped by the tech revolution. The game is a fast-paced AA TPP metroidvania with refreshing flying-based traversal and combat.

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Creative Industry

computer games development



Yaza Games is an independent video game studio based in Warsaw, Poland, founded in 2019. The team creates games with hand-crafted worlds and a distinctive sense of humour, known for the strategy title *Inkulinati* and, most recently, *Scriptorium: Master of Manuscripts*, a manuscript workshop simulation released on PC in April 2026.

At Gamescom 2026, Yaza Games will present unannounced prototype titles to industry publishers, aiming to secure financing for their further development. The studio will also hold meetings regarding console porting opportunities for *Scriptorium: Master of Manuscripts*, expanding its reach to a wider console audience.

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computer games development

Z'serca Studio is an independent game development team specializing in simulation RPGs and deck-building games. The studio is currently developing *Monsterful Tavern* - an ambitious and visually distinctive title that combines hand-drawn 2D artwork with immersive 3D environments.

By blending strategic gameplay, artistic design, and an unconventional fantasy setting, Z'serca Studio aims to create memorable gaming experiences with a strong and recognizable visual identity.

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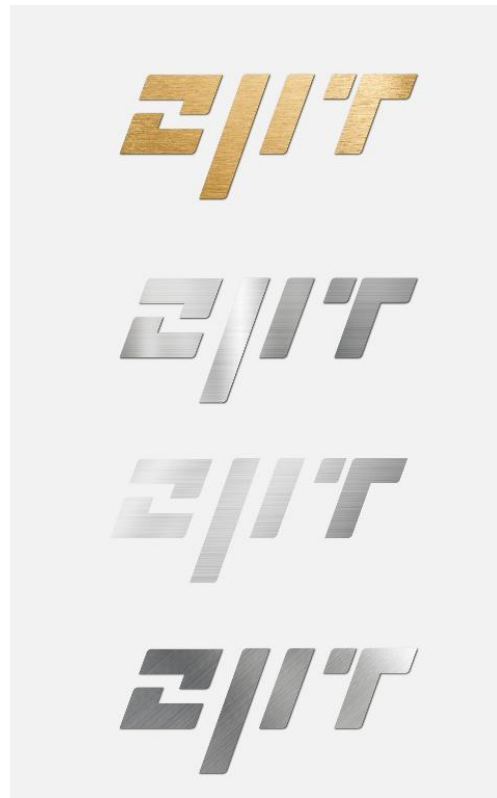
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VR/AR



ZPTeam is more than just a company – it's the soul of creative vision cultivated over the last decade. Their mission is to fuel your creative endeavors. ZPTeam Educational Application & Games PHYSICS in Virtual Reality Their application is a cutting-edge tool that revolutionizes how students explore the mysteries of physics.

LOGICON PC/VR LOGICON is an innovative game on production optimization and logic.

VR Engine App is an educational Virtual Reality application for technical secondary schools specialising in automotive mechanics. The engine is an integral part of the kit.

PLC School PC/VR Application is an educational application designed to support the training process in industrial automation, with a specific focus on PLC programming.

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