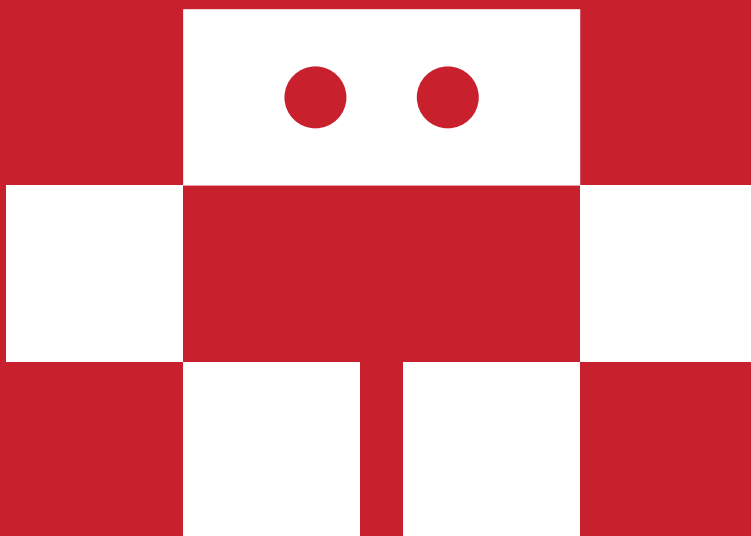




Croatian
Audiovisual
Centre
Hrvatski audiovizualni centar



Games
Croatia



CGDA
CROATIAN GAME DEVELOPMENT ALLIANCE

REBOOT

PISMA
PROJEKCIJE I MEDIJE

PERFORMANCE
CROATIAN
SPACE

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About Games Croatia

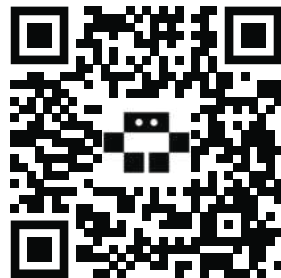
Games Croatia, a project of the Croatian Audiovisual Centre, is intended to promote and further develop the Croatian video game industry on a national, European and global level. This goal of this initiative is to bring together all key stakeholders in the Croatian video game industry, and provide a platform for local game developers, organizations, and other stakeholders in the sector to gain visibility and support in their networking efforts within the global video game industry.

Games Croatia supports the Croatian video game industry in their promotional efforts through advice, organization, promotion, and financial assistance. Our objective is to further the development and growth of Croatia's video game industry through promotion at international fairs, conferences, and similar industry events, as well as assist the further development of the sector and enable it to have a positive impact on Croatian and European cultural, social, and economic landscape, in addition to establishing an international reputation for being a trustworthy partner for collaboration.

Many key stakeholders view the Games Croatia project, which is led by the Croatian Audiovisual Centre, as vital for the growth and development of the Croatian video game industry. The Croatian Game Development Alliance (CGDA), Reboot, Gaming Incubator PISMO, and the CeSF (Croatian eSports Federation) have all endorsed the project to date.

Short Profile of the Croatian Video Game Industry

Since the 1990s, Croatia's video game industry has transformed from an industry with only a few developers into a thriving creative powerhouse. Today, the country is home to over 200 officially registered game development studios, ranging from agile start-ups and VR/AR innovators to globally recognized developers with impressive international portfolios. But the ecosystem doesn't stop at game developers. A vibrant network of organizations, institutions, and tech companies also plays a key role in shaping not only Croatia's digital and gaming scene but the global digital and gaming landscape as well.



Find more information about Games Croatia at www.gamescroatia.com



**Croatian
Audiovisual
Centre**
Hrvatski audiovizualni centar

Video Game Projects Supported by HAVC

About us

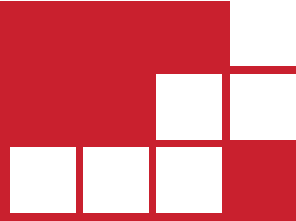
The Games Croatia project is led by the **Croatian Audiovisual Centre**. The Centre is a government-backed strategic agency for the audiovisual sector in Croatia. It aims to stimulate a successful and vibrant audiovisual industry, as well as to promote the widest possible enjoyment and understanding of audiovisual works throughout Croatia.

Since 2021, the Centre has been providing public funding for the development and production of video games.

The Croatian Audiovisual Centre offers support for video game projects in two separate categories, according to their production stage: development or production. The development phase is defined as the process that precedes the first prototype, and involves ideation, creation of the game design document, making of a prototype, etc. The production phase is defined as the process that starts after the development and ends with a complete, published video game.

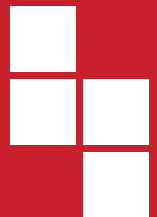


For more information visit our website (www.havc.hr) or access our online publications.



2021 - 2025

**Published video games that
were supported by HAVC**



Bullets & Brains



Genre: Top-down 3D shooter

Platform: PC & Consoles

Studio: Ajvar Studio

Lead Designer: Zoran Domuzin

Contact: zoran.domuzin@gmail.com

Status: Published

Bullets & Brains is an adrenaline-pumping arcade top-down 3D shooter set in a post-apocalyptic world overrun by brain-hungry hordes of zombies. Prepare yourself for an intense battle against the never-ending onslaught of the undead.

Bura: The Way the Wind Blows



Genre: Exploration Adventure

Platform: PC & Consoles

Studio: Tiny Meow studio

Lead Designer: Rea Budić

Contact: info@tinymeowstudio.com

Status: Published

This is a 3D narrative adventure with a focus on exploration, where you meet spirits from old Croatian folk tales in the style of Studio Ghibli films. In today's hectic pace of life, sometimes you must slow down and appreciate the memories you create through each day.

Cave Hikers



Genre: Cozy Casual Puzzle Adventure

Platform: PC & Consoles

Studio: Porcupine Parkour

Lead Designer: Zvonimir Barać

Contact: info@porcupine-parkour.hr

Status: Published

This is a cosy, casual puzzle adventure. The gameplay is set in a dark, but colourful cave that's full of strange creatures and phenomena. The story is told in a way that resembles real world nature documentaries, and the player controls multiple characters as they solve puzzles.

Go Home Annie



Genre: First-person horror adventure

Platform: PC & Consoles

Studio: Misfit Village

Lead Designer: Mladen Bošnjak

Contact: mladen@misfitvillage.com

Status: Published

A twisted psychological thriller and an original story set in the SCP universe. As an employee of the SCP Foundation, test artificially created paranormal events, solve puzzles, interact with anomalies, and uncover the secrets of the Replication Division.

Moopies



Genre: Edutainment

Platform: Mobile

Studio: Hiroma & Stegris

Lead Designer: Mateja Vedrina

Contact: info@themoopies.com

Status: Published

Moopies is an edutainment mobile game for preschoolers. Through various thematic journeys, in the company of small, cute monsters, the child will look for their friends and, in the process, introduce them to our world. Each of the 26 monsters has 3 stages of evolution, which they achieve by increasing their knowledge with the player's help.

The Dunkers



Genre: 1v1 Arcade Basketball Simulator

Platform: PC & Consoles, Mobile

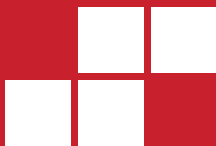
Studio: Pet Rusa

Lead Designer: Frano Petruša

Contact: mrnjao000@gmail.com

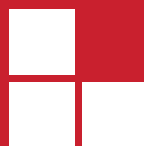
Status: Published

The Dunkers, inspired by the legendary NBA player Dražen Petrović, is a multiplayer basketball simulation game that teaches the basics of basketball in a fun way. The use of hand-drawn, comic book-style animation faithfully depicts shooting, changing directions, dribbling, blocking, or passing.



2024

Projects supported for production



The following pages present a brief overview of the projects approved for support in 2024.

Atre: Dominance Wars



Genre: 4x Real Time Fantasy Game

Platform: PC & Consoles

Studio: IronWard

Lead Designer: Hrvoje Horvatek

Contact: contact@ironward.com

Status: In development

Rise in the pursuit of godhood. Explore and form alliances, build thriving settlements and grow your empire. Research and cast powerful spells and control mystical monoliths. Craft powerful artefacts, upgrade armies, lead avatars into legendary wars for dominance in this 4X real time strategy game.

Dark Queen of Samobor



Genre: 2.5D Action-Adventure Game

Platform: PC & Consoles

Studio: Downtown Game Studio

Lead Designer: Josip Vincetić

Contact: downtowngamestudio@gmail.com

Status: In development

Set in a world inspired by Slavic mythology and Croatian folklore, players assume the role of a medieval knight returning home from the Crusades, only to find their homeland overtaken by an evil queen.

Canvas - The Board Game



Genre: Strategy, Board, Card game

Platform: PC & Mobile

Studio: Mipmap Digital

Lead Designer: Joško Mikuličić

Contact: info@mipmap.hr

Status: In development

Experience the joy of creating art in Canvas, a digital board game adaption where you strategically draft and layer transparent cards to craft stunning paintings. Earn ribbons by meeting scoring conditions while immersing yourself in the game's breathtaking illustrations, making it a perfect blend of strategy and artistry for both board game enthusiasts and art lovers alike.

Circuit Master



Genre: Cosy Puzzle Simulator
Platform: PC & Consoles, Mobile
Studio: Turing Studio
Lead Designer: Marko Otašević
Contact: turing@turingstudio.eu
Status: In development

Circuit Master is a simulator inviting you to explore your inner curiosity. Step into the shoes of our child prodigy protagonist. Experiment with a variety of electrical components. Solve real-world problems. You are encouraged to fail spectacularly, each time getting closer to the solution. Learn how electrical circuits work through a series of challenges.

Jancer



Genre: Rhythm Platformer
Platform: PC
Studio: Eksperimental Games
Lead Designer: Mislav Majdandžić
Contact: mislav.majdandzic@gmail.com
Status: In development

Help Jancer retrieve legendary cat artefacts on his journey through Catverse, in this tight, rhythm and melody based platformer!

Pompeii: The Legacy



Genre: Simulation, City Builder
Platform: PC & Consoles
Studio: Intercorona
Lead Designer: Željko Kos
Contact: pr@sisciagames.com
Status: In development

Pompeii The Legacy is a city-building game set in 100 AD during the reign of Roman Emperor Trajan. The player's task is to rebuild the city of Pompeii, which was devastated by the catastrophic eruption of Mount Vesuvius in 79 AD. Players will reconstruct the city over several centuries, spanning multiple generations of their family, while also climbing the social ladder of the Roman Empire. The game is heavily inspired by real historical figures and events.

Way



Genre: Roguelite Deckbuilder

Platform: PC & Consoles, Mobile

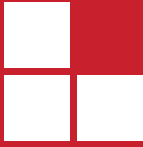
Studio: Tiny Meow Studio

Lead Designer: Rea Budić

Contact: info@tinymeowstudio.com

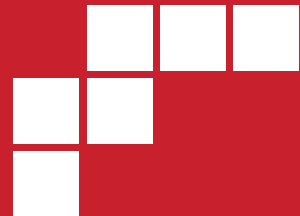
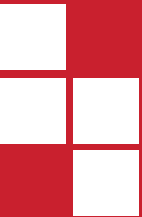
Status: In development

Put on your mailman shoes and find your way around a small Adriatic town. Be careful, avoid some crazy situations and try to be quick with delivery - you wouldn't want people to talk, right?



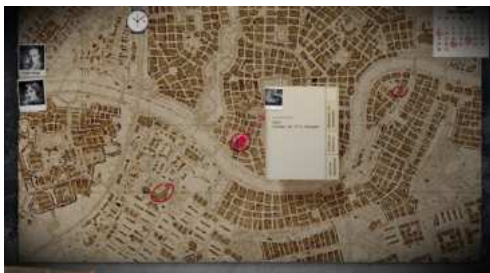
2024

Projects supported for development



The following pages present a brief overview of the projects approved for support in 2024.

Active Measures



Genre: Worker-Placement Narrative RPG

Platform: PC, Mac

Studio: Forking Path

Lead Designer: Jan Juračić

Contact: jan.juracic@gmail.com

Status: In development

In Active Measures, the player assumes the role of a spy cell commander at the heart of a decadent and crumbling monarchy. The player will employ their spies on missions to ensure that the political climate of this destabilized nation is in favor of liberal ideology.

Apeiron



Genre: Sandbox, Simulation, Base Building

Platform: PC

Studio: Better Plan

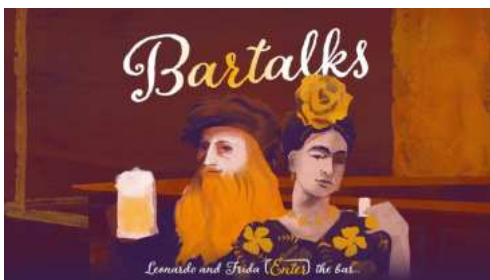
Lead Designer: Oldin Soukup

Contact: betterplangames@gmail.com

Status: In development

Apeiron is a god game set at the start of an alternative universe. Combine elements and bring new life into balance and prosperity. Together with your creation, overcome disasters, evil beings and all those who wish to drag life into nothingness.

Bartalks



Genre: Visual novel bar simulation

Platform: PC & Consoles

Studio: Artor

Lead Designer: Matija Tomšić

Contact: nagymatija@gmail.com

Status: In development

Which artist would you have a drink with - Leonardo? Frida Kahlo? Van Gogh? What if you could have a drink with your favorite piece of art?! Now you can!

Darkstar



Darkstar is a dungeon crawler set on the pre-apocalyptic planet of Sator. The player is given the task to stop the annihilation of the planet by cybernetically enhancing their body and stopping the planet devouring "Darkstar". By creating a complex system of cybernetic nodes, the player balances their own powerful ecosystem while trying to avoid their own collapse.

Genre: Dungeon crawler, Roguelike

Platform: PC

Studio: MOXO

Lead Designer: Filip Ugrin

Contact: ugrinfilip@gmail.com

Status: In development

Eliria



A route-building game with a card game conflict resolver. Set in a medieval futuristic crystalpunk world.

Genre: Route Builder

Platform: PC

Studio: Bad Elektron

Lead Designer: Andrija Zorić

Contact: azoric.game@gmail.com

Status: In development

food2dormouse



Genre: 2D action-adventure

Platform: PC & Consoles, Mobile

Studio: Glis Glis

Lead Designer: Eugen Štimac

Contact: info@food2dormouse.com

Status: In development

Food2dormouse is a food-delivery adventure following a young girl and her dormouse companion as they write their life stories in a big city. Many exciting situations and completely hand-drawn visuals promise to keep the player glued to the screen for hours at a time.

Forbidden Mastery



Genre: 2D horror metroidvania

Platform: PC

Studio: Root Games

Lead Designer: Mario Korov

Contact: rootgames.croatia@gmail.com

Status: In development

Forbidden Mastery is a 2D Metroidvania set in a grim, haunting horror world. The player must master unique platforming and combat abilities to fulfill his destiny to overthrow the shadow gods and free the planet from eternal darkness.

Habitat 564



Genre: Psychological Horror

Platform: PC & Consoles

Studio: Cutting Edge Entertainment

Lead Designer: Tomislav Orešković

Contact: toreskovic@cutting-edge-games.com

Status: In development

A first-person psychological horror game set in a surreal world where you explore an old apartment building inhabited by eccentric characters. Traverse through nightmarish dream realms, solve puzzles, and avoid supernatural threats as you immerse yourself in a haunting storyline filled with terror that lingers long after the play session ends.

Hearts of The Mountains



Genre: Squad-based Real time simulation

Platform: PC & Consoles

Studio: Naria d.o.o.

Lead Designer: Jakov Dužević

Contact: jakov.duzevic@naria.hr

Status: In development

Lead a search and rescue operation through challenging environments and harsh weather conditions, utilizing each character's unique skills and making critical decisions that impact the outcome.

Hello, My Name is Lucas



Genre: Stylized narrative simulator

Platform: PC

Studio: Wolfgang & Dolly

Lead Designer: Matija Drniković

Contact: matija@wolfgangdolly.com

Status: In development

The player works in a call centre for a large telecommunications company, Phones & Homes, trying (unsuccessfully) to solve customer problems and sell services. Through numerous conversations, he develops relationships with regular customers, and conversations with the mysterious Mara bring unexpected changes to his everyday life. The game takes place entirely within a simulated call centre interface on the player's screen.

Illyricum



Genre: Real Time Strategy

Platform: PC

Studio: Beard Positive

Lead Designer: Dino Kranjčević

Contact: dinokranjcevic@gmail.com

Status: In development

Illyricum is a strategy game in which the player's units act according to their own wishes and personalities in an ever expanding empire. The player must achieve victory not by direct commands, but by employing the right units for the situation and letting them act without further input.

Plitice



Genre: Adventure, Hidden Object Game

Platform: PC & Mobile

Studio: Custoys Lab Ltd.

Lead Designer: Darko Masnec

Contact: yo@custoys.com

Status: In development

The game follows ten bird-like characters in eight apartments, trapped in an endless loop of strange and bizarre situations. Each of them has something someone else needs, creating a web of mutual dependencies.

Pirate Nation



Genre: Casual Adventure

Platform: PC & Consoles

Studio: Afterspark studio

Lead Designer: David Kelečić

Contact: dkelecic@gmail.com

Status: In development

A small tropical archipelago hosts an annual pirate festival where nostalgic pirates revisit glorious battles from their past. Engage in festive mini-games: fight actors playing vicious marines, destroy cardboard ships, ride hungry sharks, manage seagull trash collectors, dig out fake treasures, and learn about the nation struggling to find its purpose.

Project Nevera



Genre: Action sports game, Boat simulation

Platform: PC & Console

Studio: Mad Cat Entertainment

Lead Designer: Toni Dorotić

Contact: info@mad-cat.eu

Status: In development

This is an action sports game where players compete in a match of waterpolo. Boats take center stage in this unique and hilarious aquatic competition, where teamwork, strategy, and a splash of humor collide.

Speculaas



Genre: Board Game, Card Game, Casual

Platform: PC & BGA

Studio: Miyagi Games

Lead Designer: Andrej Kovačević

Contact: andy@miyagi.games

Status: In development

Speculaas is a simultaneous card drafting, card laying, set collection game for 1-5 players, ages 10+, with a playing time of around 20 min. In Speculaas, players are pastry chefs who try to score the most victory points by collecting Spice cards and matching them with Recipe (scoring) cards.

[Untitled RPG]



Genre: cRPG

Studio: Summer Eternal

Status: In development

From the writers who previously worked on one of the most critically acclaimed role-playing games of all time, Disco Elysium, the team at Summer Eternal is crafting a bold new cRPG that again aims to redefine the genre and its limits. With a commitment to artistic integrity and a worker-owned development model, the studio is creating a game that prioritizes literary quality and narrative depth. Learn more from their representatives at Gamescom!

Temporium



Genre: Roguelike adventure

Platform: PC & Console

Studio: Crane 51

Lead Designer: Vedran Vivoda

Contact: vivoda@crane51.com

Status: In development

Temporium is a roguelike adventure set in a fantastical Cogpunk world where tiny wooden beings, called Nittadines, are tied to the workings of a giant clock. As the clock decays, players navigate procedurally generated levels, avoiding enemies and solving puzzles while adapting to unpredictable Glitches.

Watar - A Tale Of Salvation



Genre: City Builder, Industry Management

Platform: PC

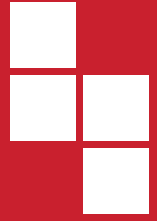
Studio: TurboSnail Interactive

Lead Designer: Matija Čić

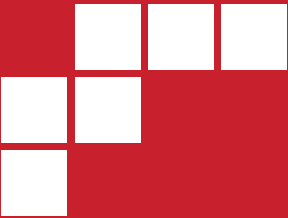
Contact: contact@turbosnail-interactive.com

Status: In development

Watar - A Tale Of Salvation is a videogame that combines industry management and survival city building in a harsh desert setting. Your task as the Prophet is to locate an endless supply of water and construct a new home for your people.



Partners





CROATIAN GAME DEVELOPMENT ALLIANCE

About Croatian Game Development Alliance

The Croatian Game Development Alliance (CGDA) is the voice of Croatia's fast-growing game development industry — uniting developers, publishers, tech partners, educators, and event organisers under one mission: to level up the Croatian games ecosystem.

We champion the studios, creators, and communities that are shaping the future of interactive entertainment from our corner of Europe. Whether it's helping teams reach new markets, connect with global partners, or access funding and talent, CGDA is here to open doors.



Croatian games at Gamescom

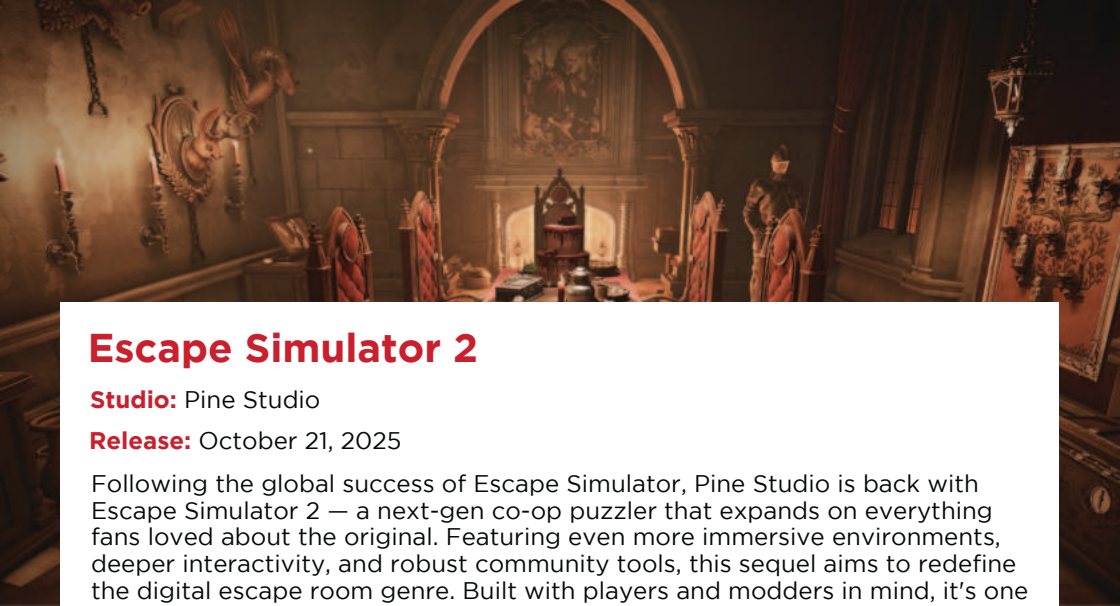
Croatia's game development scene is bold, diverse, and gaining serious traction and CGDA is proud to showcase some of our most exciting titles here at Gamescom.



Find out more information
by visiting: **cgda.eu**



Or you can contact us
at : **info@cgda.eu**



Escape Simulator 2

Studio: Pine Studio

Release: October 21, 2025

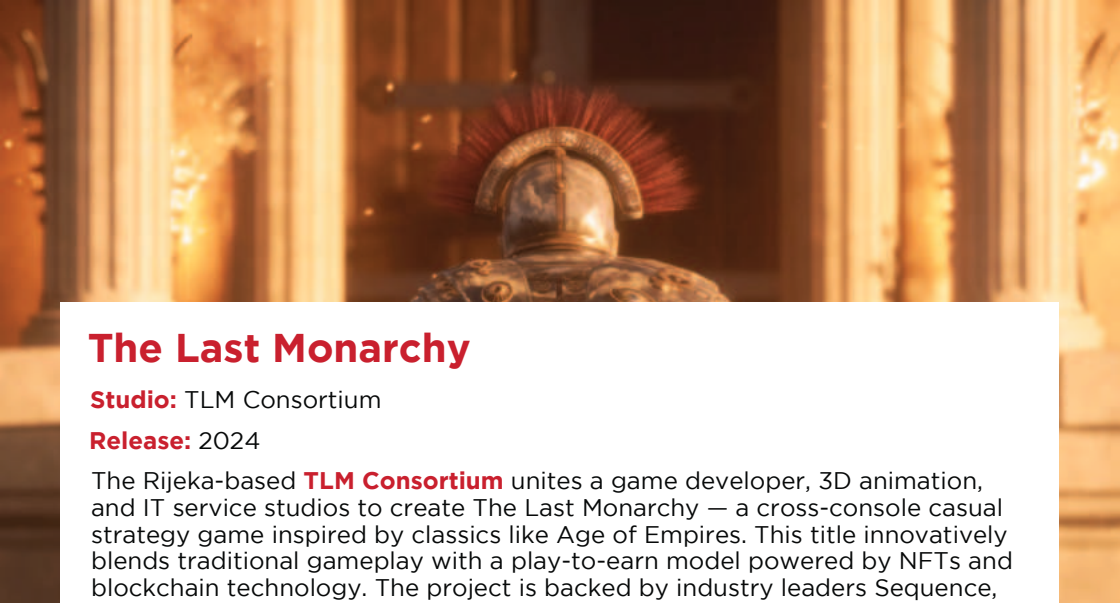
Following the global success of Escape Simulator, Pine Studio is back with Escape Simulator 2 — a next-gen co-op puzzler that expands on everything fans loved about the original. Featuring even more immersive environments, deeper interactivity, and robust community tools, this sequel aims to redefine the digital escape room genre. Built with players and modders in mind, it's one of the most anticipated puzzle games on the horizon.



Protopixel

Web: protopixel.hr

Protopixel is a Zagreb-based game development studio specialising in co-development and full-cycle production across a variety of genres and platforms. With over a decade of experience and a strong team fluent in Unity and Unreal, they've collaborated with major international partners on a wide range of projects. Their recent work includes Wreckless, The Lord of the Rings: Return to Moria, Oddworld: Soulstorm, Spelldrifter, MVP Football VR, and Twitch Sings, showcasing their versatility and consistent quality. Protopixel continues to push boundaries while supporting studios worldwide with reliable and creative development services.

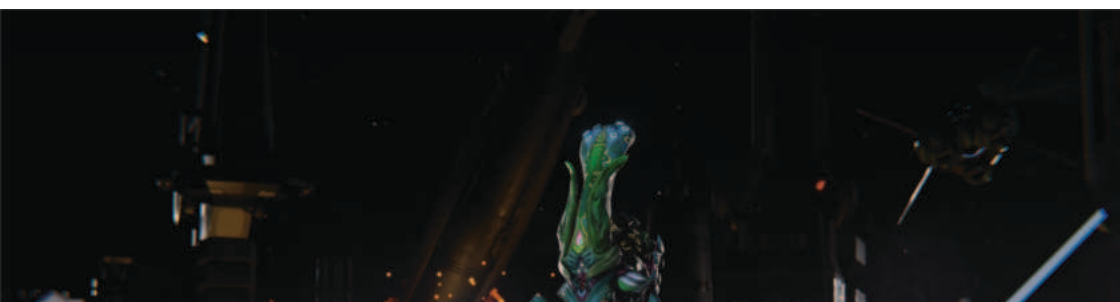


The Last Monarchy

Studio: TLM Consortium

Release: 2024

The Rijeka-based **TLM Consortium** unites a game developer, 3D animation, and IT service studios to create The Last Monarchy — a cross-console casual strategy game inspired by classics like Age of Empires. This title innovatively blends traditional gameplay with a play-to-earn model powered by NFTs and blockchain technology. The project is backed by industry leaders Sequence, SCALE, and Immutable, pushing the boundaries of strategy gaming into the Web3 space.

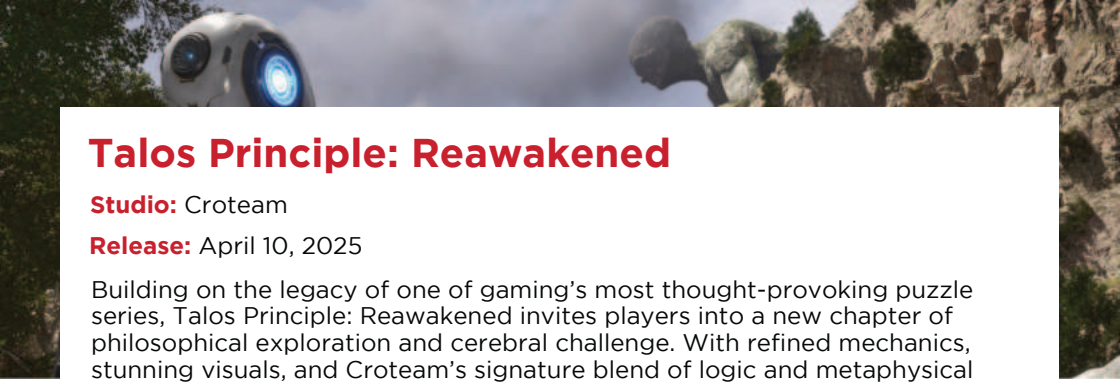


SHROT

Studio: ANIQ

Release: Q2/2026

From the award-nominated creators of Swing By comes SHROT! Satirical, first-person boomer shooter. Set in a futuristic-dystopian America, SHROT blends classic arena shooter mechanics with edgy humor, and a cast of unforgettable characters. Featuring fast-paced combat, over-the-top weapons, and a unique art style rooted, SHROT is inspired on hits like Serious Sam and Duke Nukem while carving out its own chaotic identity. Developed by studio ANIQ, based in Novska, the game marks a bold next chapter for the team moving from B2B, to creating their signature mix of technical craft and narrative edge to the international stage.

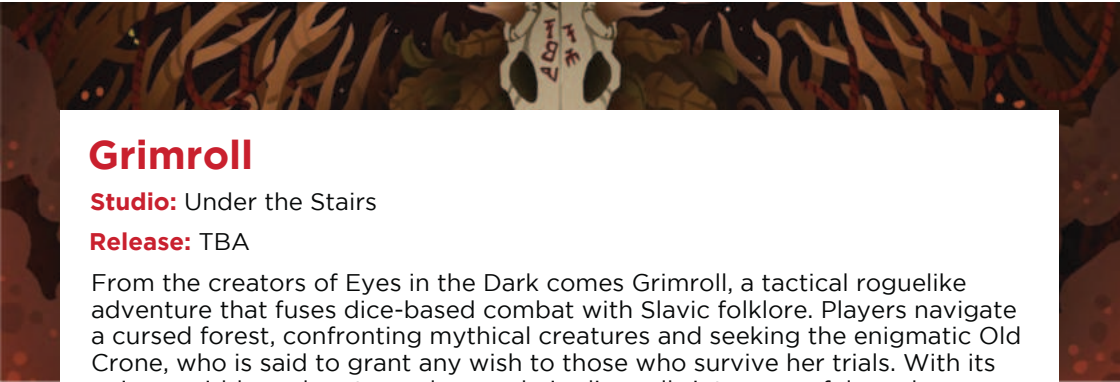


Talos Principle: Reawakened

Studio: Croteam

Release: April 10, 2025

Building on the legacy of one of gaming's most thought-provoking puzzle series, Talos Principle: Reawakened invites players into a new chapter of philosophical exploration and cerebral challenge. With refined mechanics, stunning visuals, and Croteam's signature blend of logic and metaphysical mystery, this upcoming title promises to question once again the very nature of consciousness, existence, and what it means to be human. This definitive edition revisits the groundbreaking narrative of The Talos Principle, immersing players in an expanded and remastered journey through the world of the Simulation. A highly anticipated evolution from Croatia's genre-defining studio.

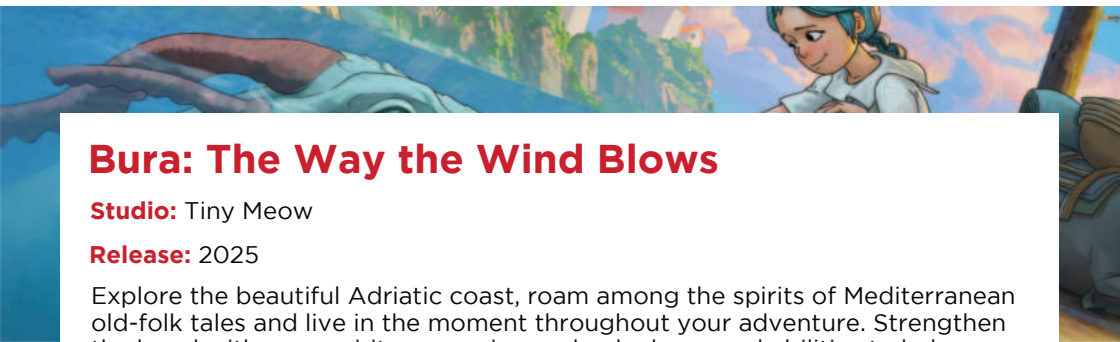


Grimroll

Studio: Under the Stairs

Release: TBA

From the creators of Eyes in the Dark comes Grimroll, a tactical roguelike adventure that fuses dice-based combat with Slavic folklore. Players navigate a cursed forest, confronting mythical creatures and seeking the enigmatic Old Crone, who is said to grant any wish to those who survive her trials. With its unique grid-based system, players chain dice rolls into powerful combos, turning each encounter into a strategic puzzle. Grimroll offers a fresh take on the genre, blending rich mythology with innovative gameplay mechanics.

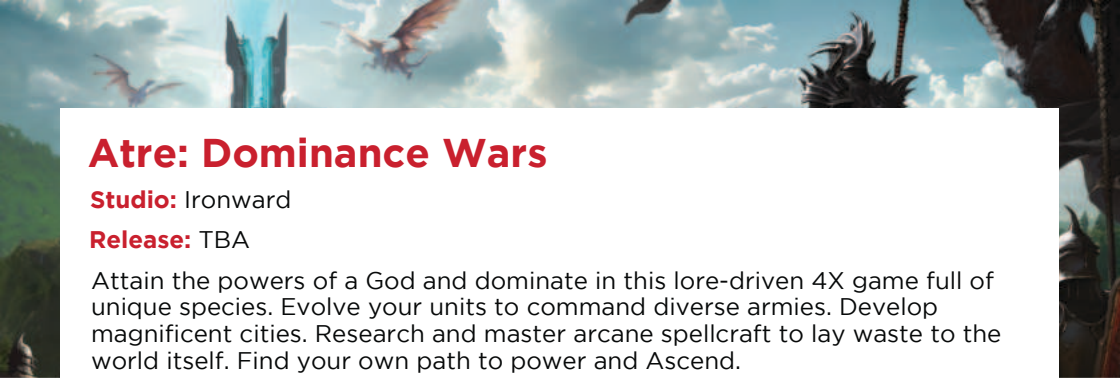


Bura: The Way the Wind Blows

Studio: Tiny Meow

Release: 2025

Explore the beautiful Adriatic coast, roam among the spirits of Mediterranean old-folk tales and live in the moment throughout your adventure. Strengthen the bond with your spirit companion and unlock unusual abilities to help you explore.



Atre: Dominance Wars

Studio: Ironward

Release: TBA

Attain the powers of a God and dominate in this lore-driven 4X game full of unique species. Evolve your units to command diverse armies. Develop magnificent cities. Research and master arcane spellcraft to lay waste to the world itself. Find your own path to power and Ascend.

Atre: Dominance Wars is a 4X real-time strategy with a twist of God-Game elements. It offers a fresh experience in the genre: original dynamic world, unique races, and lore-based detective work. Become an almighty Elder, rise to Godhood and conquer the world that's being torn apart by a dark magic only you can stop... if you can uncover the Truth.

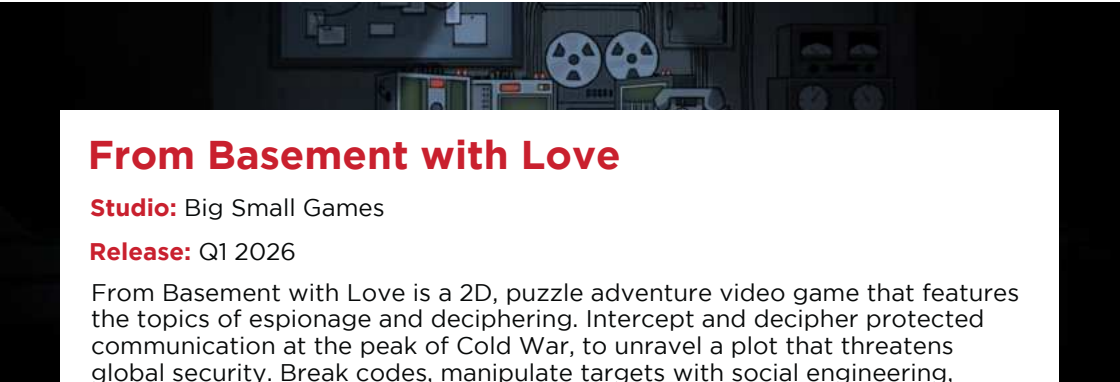


Pompeii: The Legacy

Studio: Siscia Games

Release: 2025

Rebuild the legendary city rising from Vesuvius's ashes in this cinematic city-builder. Starting 20 years after the eruption, you lead a Roman family over generations—designing infrastructure, managing resources, forging political alliances, and navigating intrigues to restore Pompeii's glory. With authentic historical systems, including trade routes, research branches in technology and philosophy, and reactive events like plagues or earthquakes, the game delivers a richly layered strategic experience powered by narrative depth.

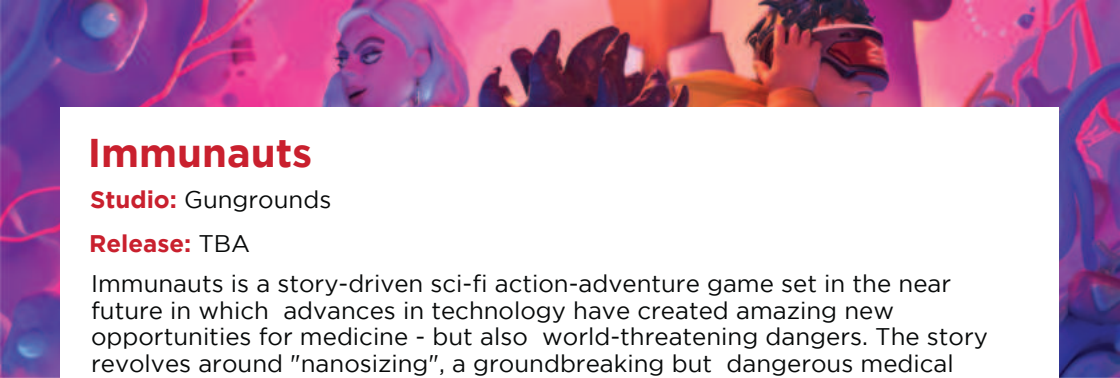


From Basement with Love

Studio: Big Small Games

Release: Q1 2026

From Basement with Love is a 2D, puzzle adventure video game that features the topics of espionage and deciphering. Intercept and decipher protected communication at the peak of Cold War, to unravel a plot that threatens global security. Break codes, manipulate targets with social engineering, connect the dots and escape before it is too late.

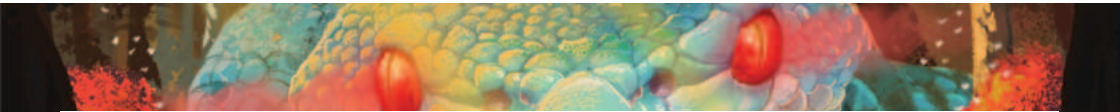


Immunauts

Studio: Gungrounds

Release: TBA

Immunauts is a story-driven sci-fi action-adventure game set in the near future in which advances in technology have created amazing new opportunities for medicine - but also world-threatening dangers. The story revolves around "nanosizing", a groundbreaking but dangerous medical technique that can shrink an entire vessel to the size of a single cell, enabling doctors to enter the body of their patients and heal them from the inside by battling and destroying unwanted bacteria, viruses, and rogue cells.



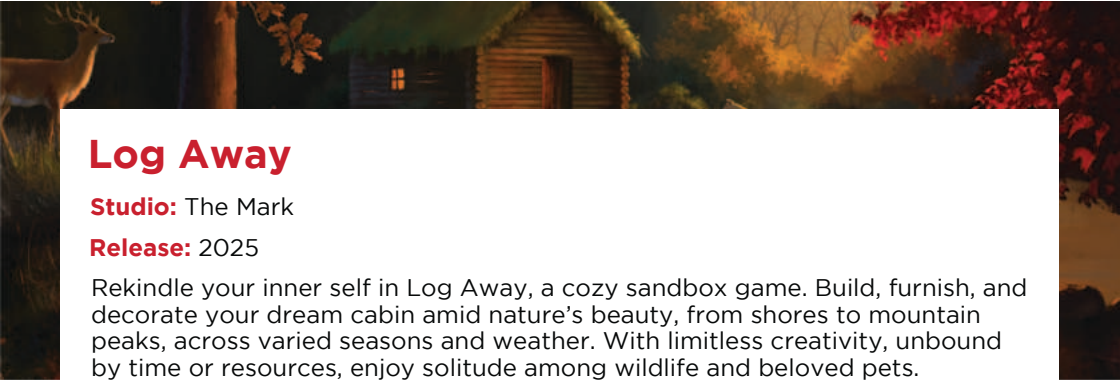
Dark Queen of Samobor

Studio: Downtown Game Studio

Release: 2026

Dark Queen of Samobor is a narrative-driven, action-adventure side-scroller inspired by Croatian mythology. With a strong focus on atmosphere, evoking the mood of classic 1980s dark fantasy films and animations, cinematic storytelling, and a rich narrative, the game draws deeply from Croatian folklore and heritage to offer a fresh perspective on the dark fantasy genre.

With Dark Queen of Samobor we hope to remind you of stories you've heard as a kid that made you dream of being a hero. Step into a fantasy book, into the shoes of a medieval knight, and fight the evil that has woven your homeland into darkness. Face monsters and epic bosses inspired by Croatian mythology, and journey through diverse landscapes, from enchanted forests to desolate mountain peaks, as you prepare for the ultimate showdown - against the Queen herself.

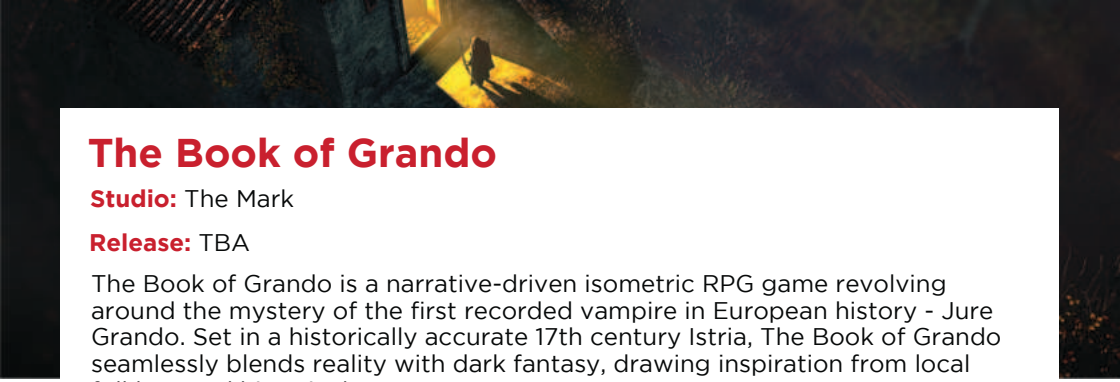


Log Away

Studio: The Mark

Release: 2025

Rekindle your inner self in Log Away, a cozy sandbox game. Build, furnish, and decorate your dream cabin amid nature's beauty, from shores to mountain peaks, across varied seasons and weather. With limitless creativity, unbound by time or resources, enjoy solitude among wildlife and beloved pets.



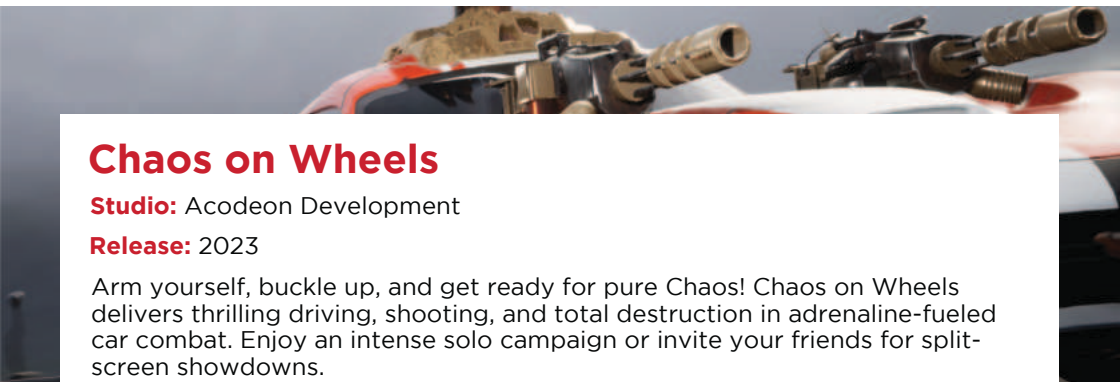
The Book of Grando

Studio: The Mark

Release: TBA

The Book of Grando is a narrative-driven isometric RPG game revolving around the mystery of the first recorded vampire in European history - Jure Grando. Set in a historically accurate 17th century Istria, The Book of Grando seamlessly blends reality with dark fantasy, drawing inspiration from local folklore and historical events.

Project co-financed by Creative Europe and Croatian Audio-Visual Centre.



Chaos on Wheels

Studio: Acodeon Development

Release: 2023

Arm yourself, buckle up, and get ready for pure Chaos! Chaos on Wheels delivers thrilling driving, shooting, and total destruction in adrenaline-fueled car combat. Enjoy an intense solo campaign or invite your friends for split-screen showdowns.



About Reboot

Reboot is a video game media and events brand that's been at the forefront of gaming culture in Croatia for the over 11 years.

For more than a decade, everything Reboot has worked for has been about fostering a healthy culture and recognition of the video game industry in Croatia. Through one of the biggest consumer games shows in Europe, two international conferences and media activities that encompass a print magazine, website, YouTube channel, exclusive digital shows and social media, they are still extremely passionate about showcasing the wonder that are video games.

Reboot Develop Blue and Red

Reboot Develop Blue and Red are two games industry conferences taking place in Dubrovnik, Croatia and Banff, Canada that have redefined the worldwide games industry event landscape while conceptualizing the true meaning of the boutique games industry conference.



Reboot InfoGamer

After nine successful editions, Reboot InfoGamer has positioned itself as one of Europe's biggest consumer games shows. In 2024, after a few years of running smaller shows because of the pandemic, Reboot InfoGamer attracted more than 50,000 visitors in its triumphant return.

Reboot Media

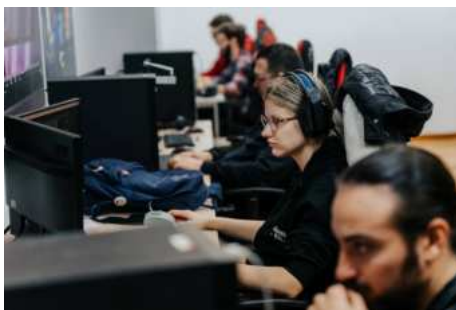
Although Reboot is 11 years old, the team carries more than three decades of legacy in games journalism. Through news, reviews and previews, analysis and opinion pieces, Reboot is an important part of Croatia's games journalism past, present and future.



Gaming Incubator PISMO - THE ONLY CROATIAN GAMING INCUBATOR powered by A1



The PISMO Business Incubator powered by A1, located in Novska, is specialized in video game development and as today stands out as the fastest-growing game development hub in Croatia. It is managed by the SIMORA Development Agency and was established as a strategic response to the global expansion of the video game industry and the increasing demand from domestic teams for high-quality infrastructure and comprehensive support.



Spanning more than 2,000 square meters, PISMO offers modern infrastructure tailored to creatives, developers, and entrepreneurs. The space includes offices and coworking zones, music and video studios, VR simulators, a motion capture system, photogrammetry equipment, 3D printers, and high-performance computer equipment. Everything is designed to make video game development and related projects efficient, professional, and aligned with industry standards.

PISMO is also the leading center for gaming education in Croatia. Through six-month programs in Unity and Blender, over 360 participants have received free training, with a guaranteed minimum Croatian wage and covered travel expenses. The tenth generation of students is currently in training. Additionally, free three-month Unreal Engine courses, available through Croatian Employment Service (HZZ) vouchers, open new opportunities in the job market – the third generation is already underway. Intensive workshops focus on advanced skills in areas such as 3D design, audio production, photogrammetry, and working with motion capture technology. These programs are developed according to real market needs and are focused on delivering applicable skills.

A special emphasis is placed on younger generations. The Summer Gaming Camp, now in its fourth year, brings together children from across Croatia and the region. Over the course of seven days, participants develop their own games through a program that blends learning, play, and creativity – for a summer that's not just sunny, but also inspiring.

Currently, around 80 startups operate within the incubator, employing a total of 97 people, with new teams and projects emerging daily. Among them are standout studios such as ANIQ, GROW, HIROMA, MISFIT VILLAGE, LOOMI STUDIO, TINY MEOW STUDIO, PANDEMONIUM, PORCUPINE PARKOUR, BIND SOFT, and POLYPHRON. They are developing games and projects across various genres and themes, attracting both domestic and international attention.



Among the most notable games is Go Home Annie (Misfit Village), the most anticipated Croatian horror game, rich in puzzles and paranormal atmosphere, taking players through a haunting house in the Žumberak mountains. Moopies (HIROMA) is an innovative educational game transforming the way children learn. Swing By (ANIQ), the first game from the PISMO incubator available on Nintendo Switch, introduces fun space-based ship control mechanics. Cave Hikers (Porcupine Parkour) invites players into logical underground adventures, while Bura (Tiny Meow Studio), currently in development, is a narrative experience that highlights emotional connection with its main character.

ANIQ is also working on a new project – SHROT, an uncensored retro shooter worth €1.14 million. The game blends classic arcade mechanics with modern technologies

and is scheduled for release in 2025, demonstrating the high ambitions of the PISMO community.



PISMO also plays a key role in educating future professionals. In cooperation with secondary schools in Sisak and Novska, a four-year vocational program titled Video Game Development Technician was created, which continues to see increasing interest from students – a strong indicator of the importance of the video game industry for the future labor market.



The development of the PISMO incubator is part of a broader strategic initiative – the Gaming Industry Center, with a total value exceeding €60 million. The project is being implemented in two phases, with construction beginning in 2025.

The first phase, valued at €38.6 million, is already underway. It includes the construction of a faculty building with capacity for 50 students per year, a student dormitory for 201 residents, a dedicated power plant, transportation infrastructure, and sports facilities – including a swimming pool, sports hall, and athletic fields. The project is co-financed by the Just Transition Fund, with completion of the first phase expected by the end of 2027.



The second phase is currently under review by the European Commission. It includes an accelerator with 220 work units, a VR studio, an incubator with 108 units, and a multifunctional arena for video game testing with a capacity of 2,500 seats.

The project is expected to create 97 new jobs, educate 250 students within five years, and provide strong support for entrepreneurs through new accelerator and incubator facilities. Collaboration with the academic community and European institutions further affirms the strategic importance of this initiative for the Croatian gaming industry.



The Croatian Esport Federation (CeSF)

CESF goals: We want to bring together all Associations whose are to goals assemble fans of electronic games, competitions and organizing competitions and tournaments, promotion of esports, raising awareness about the influence of video games on the population especially children and whose seat and area of operation is on the territory of the Republic of Croatia.

CESF activities: organizing and taking part in electronic games fan tournaments; organizing and taking part in electronic games fan competitions; education about positive and negative influences of playing video games; standardization of the framework for organizing electronic games fan competitions (esport); consistent and permanent following of actual rules and regulations in regards of electronic games.

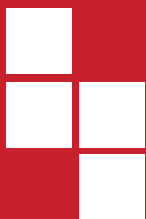
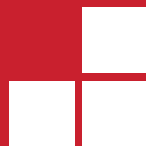
CESF is a member of the International Esports Federation (IESF) and the Global Esports Federation (GEF).

Key Activities 2023-2024

- National Qualifiers for the 2023 IeSF World Championship Dota2, CSGO, efootball2023, PubGMobile, Tekken7
- National Qualifiers for the 2024 IeSF World Championship Dota2, CS2, CS2 Woman, Mobile Legends, Mobile Legends Woman, efootball2024 and PubGMobile
- National Qualifiers for the Global Esports Games 2024 (GEG24)
- Friendly matches with other eSports National Teams
- European Qualifiers for the IeSF World Championship
- Supporting eSports events and Conferences in Croatia
- Promoting Croatian eSports on regional and global eSport events and Conferences

Key Numbers

- 140+ participants in the National Qualifiers for the 2023 IeSF World Championship
- 190+ participants in the National Qualifiers for the 2024 IeSF World Championship



In cooperation with





We are proud to support the diversity of life on earth



Let's care about each other

Let's care about each other:

Goal: This campaign focuses on environmental protection, with an emphasis on shark conservation.

Importance: White Shark has become an official donor to the IUCN and actively participates in nature conservation education and coastal cleanup.



From game to business:

Goal: Promoting education and awarding scholarships to talented young people in the gaming industry.

Importance: White Shark collaborates with Algebra University in Zagreb to award scholarships for game development studies and assist graduates in finding employment.



Play Responsibly:

Goal: A balanced lifestyle.

Importance: White Shark encourages young people to take breaks and play with friends after spending two hours playing video games.

80 Influencers / 22 Million Followers



Engage your community in innovative ways on a quickly growing social platform

Encourage fans to become returning customers by rewarding loyalty and keeping them in the loop, all for free

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Announcements



Keep fans in the loop and promote your latest projects.

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Track your top fans as they compete for the #1 spot.

Get in touch

If you're involved in game development or gaming marketing, PlayTracker can help you achieve your goals. Our team will assist you every step of the way and help create any assets needed.

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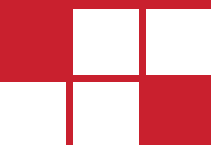
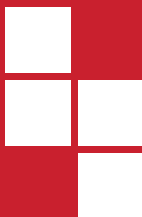
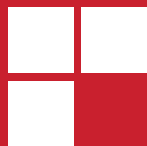
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Interested in numbers?

PlayTracker also offers powerful gaming market analytics. With our cross-platform correlated data, we can provide unparalleled insight into the market niches you care about.



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Trg J. J. Strossmayera 4

10000 Zagreb

+385 (0)1 6041 080

www.havc.hr

www.gamescroatia.com

