

2025—2026

Games Croatia



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THE GAMES CROATIA BROCHURE 2025—2026 IS PUBLISHED BY THE CROATIAN AUDIOVISUAL CENTRE THROUGH ITS GAMES CROATIA INITIATIVE.

GAMES CROATIA IS CROATIA'S NATIONAL PLATFORM FOR THE PROMOTION AND DEVELOPMENT OF THE VIDEO GAME INDUSTRY, CONNECTING LOCAL DEVELOPERS, STUDIOS, AND ORGANISATIONS WITH INTERNATIONAL PARTNERS, INVESTORS, AND MARKETS.

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Games
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CGDA

PISMO
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HAVRATSKI
ESPORT
SAVEZ

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Croatian Video Game Industry — Overview

1

Short Profile

From its modest beginnings in the 1990s, Croatia's video game industry has grown into one of Central Europe's most dynamic creative ecosystems. Today, more than 250 registered game development studios and sole traders call Croatia home – spanning agile indie teams, specialized co-development studios, and globally recognized developers with acclaimed international portfolios.

But the ecosystem runs deeper than studios alone. A robust network of public institutions, industry organizations, academic institutions, and technology companies drives Croatia's digital and gaming scene – contributing not just to the national market, but shaping the wider global landscape as well.

Croatia has become one of Europe's most productive game development hubs – delivering 2-3 globally recognised titles every year from a base of 271 game makers. For investors, development partners, and greenfield operators, it offers a compelling combination: Western-calibre creative and technical talent, Central-European cost structures, full EU legal certainty, the euro, and a rapidly expanding public support infrastructure backed by both national government and EU structural funds.

Key Industry Data



Excluding the top 3 studios, the rest of the Croatian games industry is still 4× larger than in 2019, reflecting broad-based organic growth across dozens of independent teams. Croatia is also the largest per capita recipient of Creative Europe video game development funds in the entire EU, with 10 projects worth nearly €1.5M since 2019.

Talent & Labour Market

Croatian game development talent is English-speaking, university-educated, and technically strong. The industry draws from a growing IT sector with graduates from multiple relevant university programmes annually. Labour costs are significantly below those of their Western European peers while the output quality is demonstrably world-class – proven by global franchises including Serious Sam, The Talos Principle, SCUM, and Escape Simulator.

WORKFORCE COMPOSITION

Direct full-time employees: ~660
Full-time equivalent incl. contractors: ~990
Female employees: 31% – above EU games sector average
New hires with university degree: 64%
Studios employing international staff: 18%
Remote / hybrid work offered: ~92% of studios
Workforce under 36 years old: 60%

Source: CGDA Industry Analysis 2024 – 2025

SALARY BENCHMARKS – GROSS MONTHLY EUR

Role	Average	Junior (0 – 2 yrs)	Mid-level (3 – 5 yrs)	Senior (6+ yrs)
Game Developer	€2,805	€1,683 – €2,244	€2,244 – €3,367	€3,367 – €5,050
Comparison – Germany	€5,451	€3,270 – 4,360	€4,360 – €6,541	€6,541 – €9,811
Comparison – UK	€5,771	€3,463 – 4,617	€4,617 – €6,925	€6,925 – €10,388

Sources: Jobby.com Game Developer Salary Data June 2026 (jobby.com/salaries/hr/game-developer)

Education Pipeline

Croatia has a strong pipeline of relevant graduates feeding directly into the games industry. Here are just some of the education programmes available:

Institution	Relevant Programme(s)	Location
Algebra Bernays University	BSc + MSc: game development; creative design management	Zagreb
University of Zagreb – FER	Computer science, software engineering	Zagreb

Institution	Relevant Programme(s)	Location
Academy of Fine Arts (ALU)	Visual arts, animation, interactive media	Zagreb
Academy of Dramatic Art (ADU)	Film directing, sound design, cinematography, editing	Zagreb
Zagreb Univ. of Applied Sciences (TVZ)	Computer engineering, multimedia	Zagreb
Faculty of Organization & Informatics	Information science, software engineering	Varaždin
FERIT Osijek	Electrical engineering, computer science	Osijek
RIT Croatia	Web and mobile computing, new media design	Zagreb / Dubrovnik
University of Rijeka	Computer science, informatics	Rijeka
Gaming Incubator PISMO (A1)	6-month Unity/Blender programmes; Unreal via CES vouchers; 360+ trained to date	Novska
Secondary schools – Sisak & Novska	4-year video game development technician vocational programme	Novska / Sisak

Operating Costs

Commercial Office Space – Zagreb
Prime office: €16.5 – 18.5/m² per month
Class A office: €14.5 – 16.5/m² per month
Class B office, non-CBD: €11 – 13.5/m² per month
Coworking / serviced desk: ~€200 – 350 per desk per month
New supply pipeline (all sectors, 2025-2027): ~360,000 m²

Source: Colliers Croatia Market Snapshot H1 2026; Spaces (spacesworks.com); Regus (regus.com)

The PISMO Gaming Incubator in Novska offers subsidised studio space with full equipment infrastructure at well below-market rates. See section 4 for full details.

Public Support & Investment Incentives

Croatia offers a layered set of public support mechanisms for game industry investment – from national tax incentives under the Investment Promotion Act, to non-repayable HAVC grants for game development, to EU funding through the Creative Europe programme.

INVESTMENT PROMOTION ACT (OG 63/22, 136/24)

Applies to production, development & innovation, business support, and high-value-added service activities – all covering game development and tech operations, and all administered by the Ministry of Economy (investcroatia.gov.hr).

TAX INCENTIVES

Investment Amount	Min. New Jobs	CIT Reduction	Duration
€50,000 – 150,000 (micro):	3 new jobs	→ 50% CIT reduction	up to 5 years
€50,000 – 1M (ICT / software dev centres):	10 new jobs	→ 50% CIT reduction	up to 10 years
€150,000–1M:	5 new jobs	→ 50% CIT reduction	up to 10 years
€1M–3M:	10 new jobs	→ 75% CIT reduction	up to 10 years
>€3M:	15 new jobs	100% CIT reduction	up to 10 years

EMPLOYMENT GRANT INCENTIVES (PER NEW JOB CREATED)

Below 5% county unemployment: Up to €6,250 total

5 – 10% county unemployment: Up to €12,500 total

Above 10% county unemployment: Up to €18,750 total

ADDITIONAL FUNDING SOURCES

Creative Europe – MEDIA (EU): Development grants of up to €150K per project. Croatia is the #1 per capita EU recipient for video games: 10 projects, €1.5M since 2019

Ministry of Culture and Media (MKM): Co-financing open calls for games of cultural, artistic and educational significance; active since 2018

Croatian Agency for SMEs, Innovations and Investments (HAMAG-BICRO): SME grants, loan guarantees, R&D co-financing; accessible to game studios as technology SMEs

Croatian Bank for Reconstruction and Development (HBOR): subsidised loans and export financing

Croatian Audiovisual Centre (HAVC)

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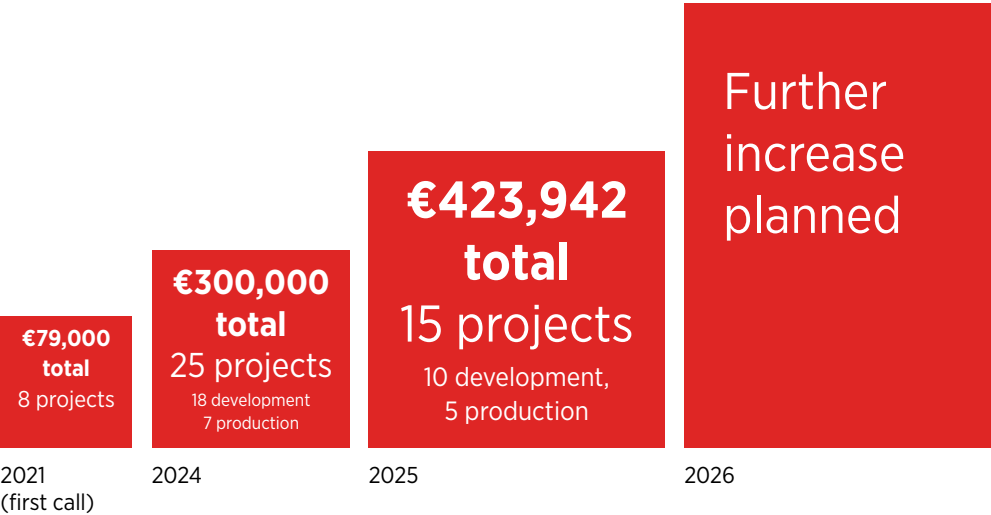
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The Croatian Audiovisual Centre (HAVC)

HAVC 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.

Video Game Projects Supported by HAVC

The Croatian Audiovisual Centre offers support for video game projects in two separate categories according to their progress: development and production. The development phase is defined as the process that precedes the first prototype, and involves ideation, the creation of a game design document, the 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.



 Games Croatia

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. The 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.

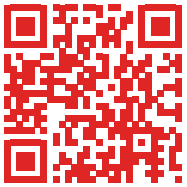
Games Croatia supports the Croatian video game industry in their promotional efforts through advice, coordination, publicity, and financial assistance. Our objective is to further the development and growth of Croatia's video game industry through international outreach at fairs, conferences, and similar industry events, as well as to assist the further development of the sector and enable it to have a positive impact on the Croatian and European cultural, social, and economic landscape, in addition to establishing a global 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), Gaming Incubator PIS-MO, and the CeSF (Croatian eSports Federation) have all endorsed the project to date.

FOR MORE INFORMATION, VISIT:



WWW.HAVC.HR



WWW.GAMESCROATIA.COM

Recently Published Video Games Co- Financed by HAVC



Bullets & Brains

GENRE: TOP-DOWN 3D SHOOTER

Summary: 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.

PLATFORM: PC & CONSOLES

STUDIO: AJVAR STUDIO

LEAD DESIGNER: ZORAN DOMUZIN

CONTACT: ZORAN.DOMUZIN@GMAIL.COM

STATUS: PUBLISHED



Bura: The Way the Wind Blows

GENRE: EXPLORATION ADVENTURE

Summary: Bura 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 each day.

PLATFORM: PC & CONSOLES

STUDIO: TINY MEOW

LEAD DESIGNER: REA BUDIĆ

CONTACT: INFO@TINYMEOWSTUDIO.COM

STATUS: PUBLISHED



Canvas

GENRE: STRATEGIC TURN-BASED CARD GAME

Summary: Canvas is a digital adaptation of the award-winning board game in which players take on the role of artists at a prestigious art festival. Players collect and layer transparent art cards to create unique paintings, with scoring determined by which element icons remain visible in the final composition. Supporting 1–5 players with solo, local multiplayer, and online cross-platform modes, each session lasts around 30 minutes.

PLATFORM: PC & MOBILE (SOON)

STUDIO: MIPMAP DIGITAL

LEAD DESIGNER: JOŠKO MIKULIČIĆ

CONTACT: JOSKO.MIKULICIC@MIPMAP.HR

STATUS: PUBLISHED



Cave Hikers

GENRE: COZY CASUAL PUZZLE ADVENTURE

Summary: This is a cosy, casual puzzle adventure. The gameplay is set in a dark, but colourful cave, 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.

PLATFORM: PC & CONSOLES
STUDIO: PORCUPINE PARKOUR
LEAD DESIGNER: ZVONIMIR BARAĆ
CONTACT: INFO@PORCUPINE-PARKOUR.HR
STATUS: PUBLISHED



Go Home Annie

GENRE: FIRST-PERSON HORROR ADVENTURE

Summary: 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.

PLATFORM: PC & CONSOLES
STUDIO: MISFIT VILLAGE
LEAD DESIGNER: MLADEN BOŠNJAK
CONTACT: MLADEN@MISFITVILLAGE.COM
STATUS: PUBLISHED



Moopies

GENRE: EDUTAINMENT

Summary: Moopies is an edutainment mobile game for preschoolers. Through various thematic journeys, in the company of cute little monsters, children look after 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.

PLATFORM: MOBILE

STUDIO: HIROMA & STEGRIS

LEAD DESIGNER: MATEJA VEDRINA

CONTACT: INFO@THEMOOPIES.COM

STATUS: PUBLISHED



Pompeii: The Legacy

GENRE: CITY BUILDER

Summary: Pompeii: The Legacy is a historically grounded city builder set in the Roman Empire, beginning in 100 AD. Players take on the role of a Roman governor tasked by Emperor Trajan to rebuild the city of Pompeii, destroyed by the eruption of Vesuvius in 79 AD. The game spans 200 years across multiple generations of the player's family, featuring deep city management, Mediterranean trade, military strategy, and a branching narrative campaign – with Mount Vesuvius as an ever-present threat.

PLATFORM: PC

STUDIO: SISCIA GAMES

LEAD DESIGNER: ŽELJKO KOS

CONTACT: PR@SISCIAGAMES.COM



The Dunkers

GENRE: 1 ON 1 ARCADE BASKETBALL SIMULATOR

Summary: 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. Platform: PC & Consoles, Mobile

STUDIO: PET RUSA

LEAD DESIGNER: FRANO PETRUŠA

CONTACT: MRNJAOOOO@GMAIL.COM

STATUS: PUBLISHED

RECENTLY PUBLISHED VIDEO GAMES CO-FINANCED BY HAVC

2025 — Projects Supported for Production

The following pages present a brief overview of the projects HAVC co-financed for production in 2025.



Anchor

GENRE: MULTIPLAYER UNDERWATER OPEN-WORLD SURVIVAL

Summary: An underwater multiplayer survival game set after a nuclear catastrophe. Players take on the role of genetically modified humans living on the ocean floor, where they must explore a procedurally generated world, gather resources, craft tools, build and defend underwater bases, and battle both dangerous creatures and other players.

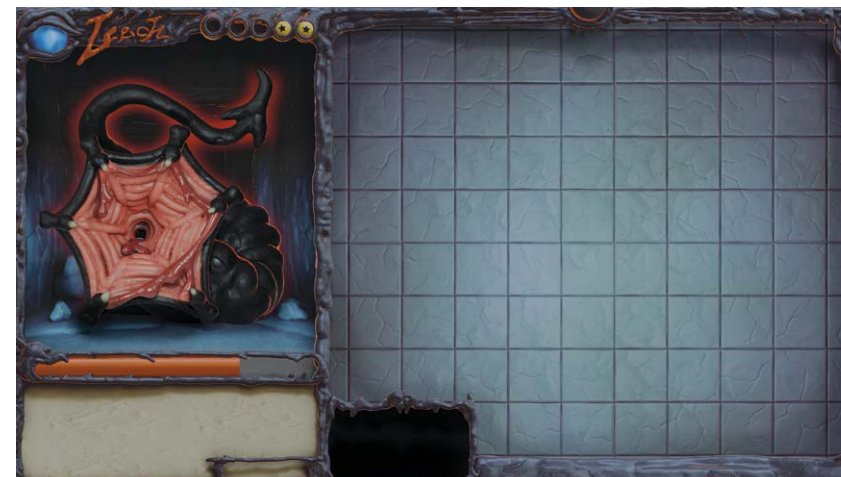
STUDIO: FEAREM

CONTACT: KARLO@FEAREM.COM

PLATFORM: PC, CONSOLE

LEAD DESIGNER: KARLO ELDIĆ

STATUS: IN DEVELOPMENT



Darkstar

GENRE: DUNGEON CRAWLER RPG

Summary: A turn-based dungeon crawler RPG set on the desert planet Sator, inspired by classic wizardry-style games and 80s pulp comics. The game's central mechanism features a node-based character progression system, where players build and manage a "perk tree" that functions as both a combat strategy tool and a representation of the character's circulatory system. Enemies can infect the player's node tree with viruses, and combat revolves around managing and countering these effects while exploring monster-filled towers.

STUDIO: MOXO

CONTACT: UGRINFILIP@GMAIL.COM

PLATFORM: PC

LEAD DESIGNER: FILIP UGRIN

STATUS: IN DEVELOPMENT



From Basement with Love

GENRE: NARRATIVE PUZZLE ADVENTURE, POINT AND CLICK

Summary: A Cold War spy thriller. As cryptographers in a secret Moscow basement, players intercept and decode classified Soviet intelligence with the ultimate goal of defecting across the Iron Curtain. Each cipher brings them closer to uncovering a hidden plot that threatens global security.

STUDIO: BIG SMALL GAMES

CONTACT: BRUNO.BAKULA@BIGSMALLGAMES.COM

PLATFORM: PC

LEAD DESIGNER: BRUNO BAKULA

STATUS: IN DEVELOPMENT / RELEASE SCHEDULED FOR NOVEMBER 2026



Heat: Pedal to the Metal

GENRE: STRATEGY CARD GAME, RACING

Summary: Heat: Pedal to the Metal is the digital adaptation of the award-winning board game by Days of Wonder, bringing the thrill of 1960s motorsport to PC and mobile. Customize your car, choose from various iconic tracks, and strategically play your cards to push your engine to the limit! Dive into an engaging story mode, challenge famous legends, or race against friends and players worldwide.

STUDIO: MIPMAP

CONTACT: JOSKO.MIKULICIC@MIPMAP.HR

PLATFORM: PC, MOBILE

LEAD DESIGNER: JOŠKO MIKULIČIĆ

STATUS: IN DEVELOPMENT

2025 — Projects Supported for Development

The following pages present a brief overview of the projects HAVC co-financed for development in 2025.



Odraz

GENRE: SINGLE-PLAYER FIRST-PERSON PUZZLE ADVENTURE

Summary: Odraz is a first-person puzzle adventure set in a surreal world inspired by Slavic mythology, contrasted with a retro-futuristic Yugoslav setting. The player takes on the role of the god Veles, who can traverse and manipulate two parallel realities that reflect one another. By solving complex environmental puzzles involving perspective, time manipulation, and shifting level structures, players unlock new areas and abilities in a Metroidvania-style progression system. The game combines exploration and narrative-driven gameplay, gradually revealing a story centered on identity, existential purpose, and the cyclical nature of myth.

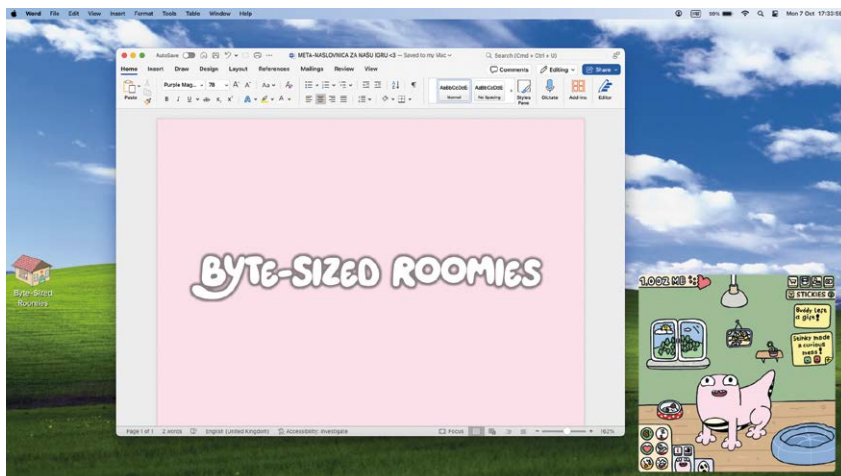
STUDIO: MISFIT VILLAGE

CONTACT: MLADEN@MISFITVILLAGE.COM

PLATFORMS: PC, PLAYSTATION 5, XBOX SERIES X/S, NINTENDO SWITCH 2

LEAD DESIGNER: MLADEN BOŠNJAK

STATUS: IN DEVELOPMENT



Byte-sized Roomies

GENRE: COZY IDLE DESKTOP PET SIMULATOR

Summary: Byte-Sized Roomies is a relaxing desktop simulation game in which players create and care for their Roomie, a small virtual creature that lives in the corner of their screen. Players decorate their Roomie's home, tend to its needs, and interact with other players' Roomies, all while earning in-game resources through affection and idle play. The game blends contemporary cozy design with the legacy of desktop pets, Tamagotchi-style simulators and Spore-like character creation, while offering a charming companion during the player's digital routine.

STUDIO: CRIPPLE-A GAMES
CONTACT: CRIPPLE.A.GAMES@GMAIL.COM
PLATFORM: PC, MOBILE
LEAD DESIGNER: MIHAEL DIKLIĆ
STATUS: IN DEVELOPMENT

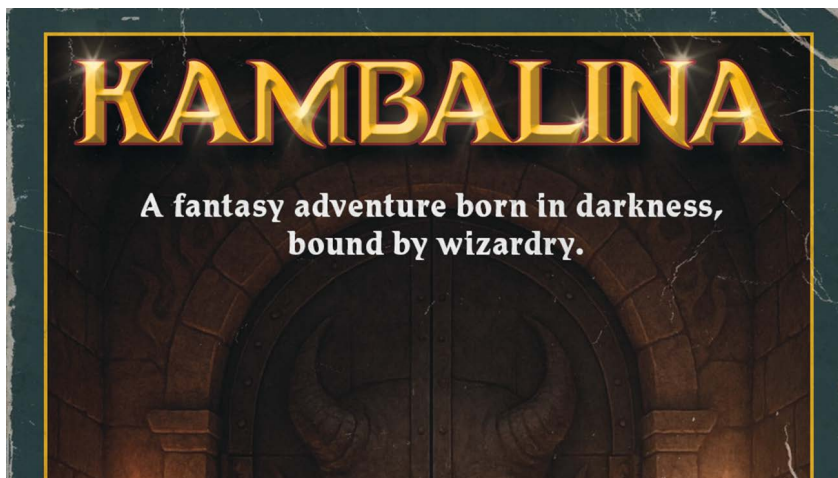


Cookbot

GENRE: ATMOSPHERIC, NARRATIVE-DRIVEN COOKING SIM

Summary: You are a standard, industrial kitchen model COOKBOT placed on the deep-space transit cargo ship Zima. Follow recipes and complete orders from crew members. Execute orders correctly if you want the crew to come to you. Pay no mind to what they say, you're not human. The cake is there for company morale.

STUDIO: VESTIGIAL FORMS
CONTACT: VESTIGIAL.FORMS@GMAIL.COM
PLATFORM: PC
LEAD DESIGNER: LOVRO FUČKAR
STATUS: IN DEVELOPMENT



Kambalina

GENRE: REAL-TIME TACTICS, ROGUE-LIKE, DUNGEON CRAWLER

Summary: An abstract, minimalist dungeon crawler where time is the primary resource. Players control a group of characters navigating dungeons and defeating bosses within a time limit, with multiclass combat and a UI-driven visual style that strips away traditional dungeon visuals in favour of a clean, strategic experience.

STUDIO: KRAV

CONTACT: MIRKO.FABRIS@GMAIL.COM

PLATFORM: PC, MOBILE, CONSOLES

LEAD DESIGNER: MIRKO FABRIS

STATUS: IN DEVELOPMENT



Ljetopir

GENRE: ADVENTURE, STRATEGY

Summary: A single-player adventure set during childhood summer holidays in a small Croatian coastal town, blending exploration and local folklore with a strategic fairy-and-spirit tag game / battle system. Inspired by Croatian legends and children's drawing aesthetics, with hand drawn, frame-by-frame animation.

STUDIO: MOSSFISH

CONTACT: INFO@MOSSFISH.STUDIO

PLATFORM: PC, POSSIBLE PORTS TO NINTENDO SWITCH AND PLAYSTATION 5

LEAD DESIGNER: VANJA ČULEK HUSTIĆ

STATUS: IN DEVELOPMENT



Moth Mining Acme

GENRE: SPACE SURVIVAL / PSYCHOLOGICAL HORROR

Summary: A space survival psychological horror game in which the player descends into an impossibly deep crater as an interstellar miner. Ore gathered during each expedition is used to upgrade equipment, tools, and life-support systems, enabling deeper and more dangerous dives. As the player ventures further into the abyss, increasingly disturbing paranormal phenomena emerge, while secrets surrounding the crater, the player's AI companion, and the player's own past slowly unravel. The deeper the descent, the harder it is to know whether something awaits at the bottom – or whether the crater is slowly consuming the player instead.

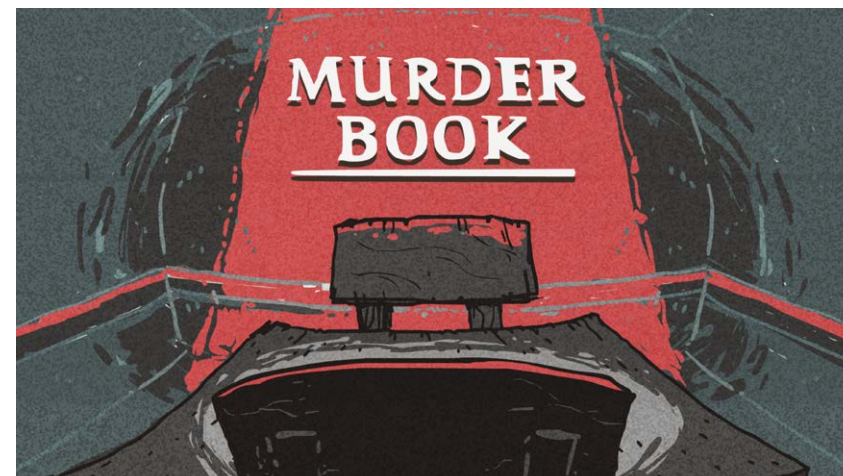
STUDIO: MIYAGI GAMES

CONTACT: ANDY@MIYAGI.GAMES

PLATFORMS: PC, CONSOLES

LEAD DESIGNER: ANDREJ KOVAČEVIĆ

STATUS: PRE-PRODUCTION



Murder Book: The Art Of Interrogation

GENRE: CASUAL NARRATIVE PUZZLE

Summary: Murder Book is a true-crime narrative-puzzle game where you interrogate murder suspects. Choose your interrogation techniques, reconstruct the crime, and influence whether the right person ends up behind bars.

STUDIO: MACANGA GAMES (GUNGROUNDS)

CONTACT: CONTACT@GUNGROUNDS.COM

PLATFORMS: WEB, MOBILE, PC, CONSOLES

LEAD DESIGNER: KRISTIAN MACANGA

STATUS: IN DEVELOPMENT



Red Solstice Tactics

GENRE: TACTICS / STRATEGY

Summary: A tactical game set in the Red Solstice universe that combines elements of XCOM and Alien: Dark Descent. Players manage a squad of three soldiers, guiding them through missions where they grow stronger and find better weaponry. The game features a unique “real-time turn-based” feeling where player actions simulate the passage of time, requiring careful planning to overcome enemies.

NAME OF STUDIO: IRON WARD

CONTACT E-MAIL: HRVOJE@IRONWARD.COM

PLATFORM: PC, CONSOLES

LEAD DESIGNER: HRVOJE HORVATEK

STATUS: IN DEVELOPMENT



Slapstick Theatre

GENRE: SLAPSTICK HUMOUR / MANAGEMENT SIMULATOR

Summary: In a dying world, a group of souls inherits a run-down theatre and must redefine classic plays using old props to entertain ghosts. Players manage every second of the performance – such as turning Hamlet into a comedy or Swan Lake into a puppet show full of explosions – while trying to satisfy the audience’s shifting desires to earn “roses” for theatre upgrades.

STUDIO: KONTRAST

CONTACT E-MAIL: VLADIMIR.BOGDANIC@UNDERTHESTAIRS.STUDIO

PLATFORM: PC

LEAD DESIGNER: VLADIMIR BOGDANIĆ

STATUS: IN DEVELOPMENT



The Climb Within

GENRE: SINGLE-PLAYER, ADVENTURE, PUZZLE, STORY-RICH, MYSTERY

Summary: An exploration and puzzle game set on an imaginary mountain inspired by the Croatian peaks of Bjelolasica and Velebit. Players control a hiker named Marko who, accompanied by his dog, seeks to reach the summit by rediscovering and marking a lost trail described by his father.

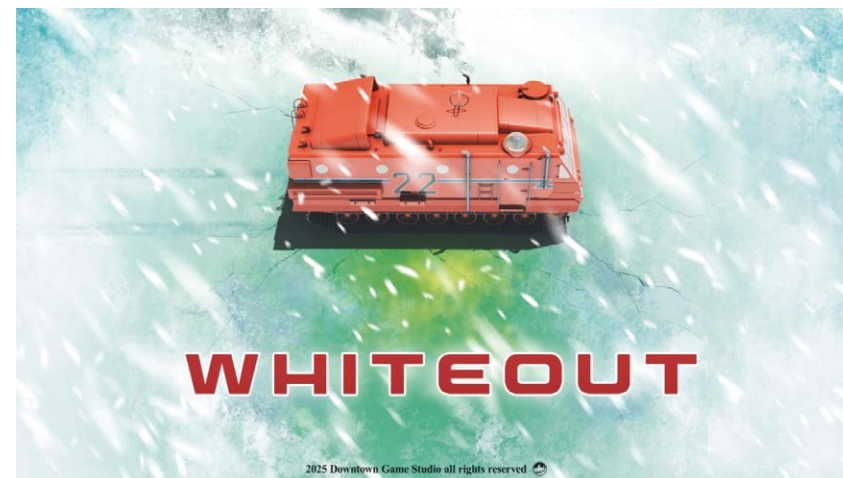
STUDIO: INDECISIVE RACCOON

CONTACT E-MAIL: SKARO.ANN@GMAIL.COM

PLATFORM: PC, CONSOLES

LEAD DESIGNER: ANA ŠKARO

STATUS: IN DEVELOPMENT



Whiteout

GENRE: EXPLORATION ADVENTURE, SURVIVAL

Summary: A single-player, first-person narrative survival game where players take on the role of an engineer in Antarctica. Tasked with traveling across a frozen wasteland to reach a silent remote base, players must manage their vehicle's resources and maintenance while surviving extreme cold and unravelling cosmic horror elements that distort reality.

STUDIO: DOWNTOWN GAME STUDIO

CONTACT E-MAIL: JOVINCETIC@GMAIL.COM

PLATFORM: PC, CONSOLES

LEAD DESIGNER: JOSIP VINCETIĆ

STATUS: IN DEVELOPMENT

Croatian Game Development Alliance (CGDA)

3

CGDA



The Croatian Game Development Alliance (CGDA) is a nation-wide game development organisation gathering all Croatian developers, publishers, service providers, event organisers and educational institutions. This unified voice of Croatia's games industry brings together studios, publishers, educators, tech partners, and event organisers under one mission: to level up the Croatian games ecosystem.

Their main goal is to provide growth opportunities for the local industry, as well as better access to talent, finance and new markets to local studios. The CGDA publishes the definitive annual industry analysis, co-presents at the Croatian pavilion at Gamescom, and serves as the first point of contact for international partners looking to understand, engage with, or invest in the sector.

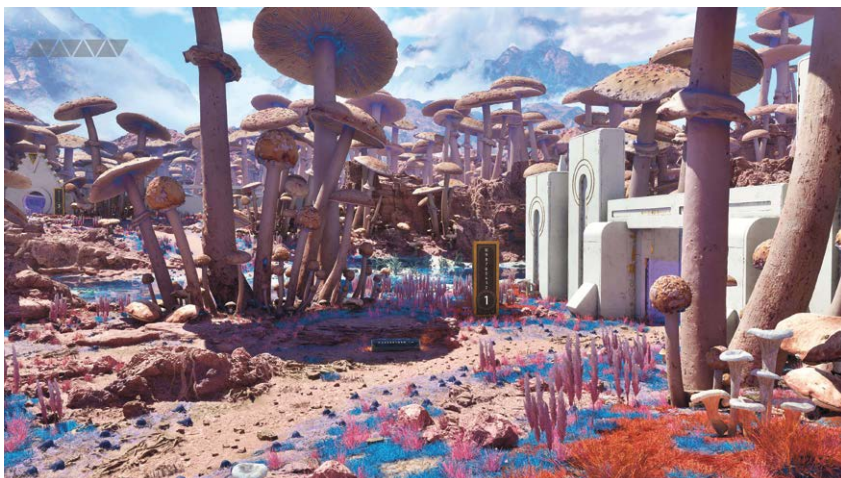
You can find out more about the CGDA on their website cgda.eu or get in touch with them at info@cgda.eu.

CGDA Member Studios & Recent Titles

In the following pages you can check out some of the largest Croatian game development companies and their successes in the past 12 months.



FOR MORE INFORMATION, VISIT [CGDA.EU](https://cgda.eu)



The Talos Principle 3 (TBA)

The Croteam studio has gained international recognition within the FPS community with the amazing Serious Sam series, and has followed this achievement by shaking up the puzzle genre with The Talos Principle.

After great critical success with The Talos Principle 2, they decided to yet again craft a thought-provoking puzzle experience with mind-bending challenges in its third instalment, announced this year – The Talos Principle 3.



SCUM 1.0

Gamepires is a game development studio formed from seasoned veterans of the Croatian video game industry. Their first breakaway hit was the Gas Guzzlers Extreme game series.

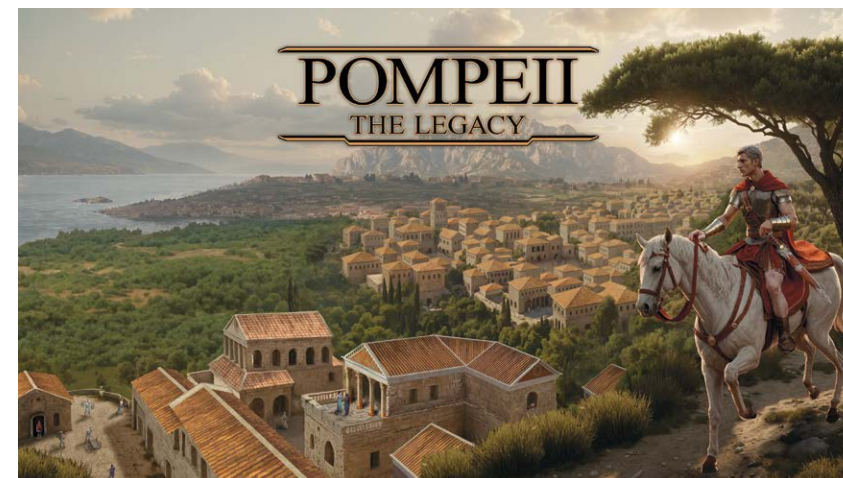
Since 2016, the team has been developing SCUM, which debuted with early access in 2018 and a full release in 2025. This survival game features unprecedented levels of character customisation, as well as a realistic in-game nutrition system.



Escape Simulator 2 (2025)

Pine Studio from Samobor has created numerous puzzle-based games for PC and mobile, including the award-winning Faraway and The Birdcage series.

Their first-person puzzler, Escape Simulator, has captivated millions worldwide. It can be played solo or in online co-op and hosts the largest escape room collection on Steam. In 2025 they released another indie hit with the sequel – Escape Simulator 2.



Pompeii: The Legacy (2025)

Siscia Games is an independent studio based in Zagreb, Croatia. Founded by veteran game developer Željko Kos, the studio operates primarily as a solo-developer team. Rather than using third-party software, Kos uniquely builds and runs the game on his own proprietary engine.

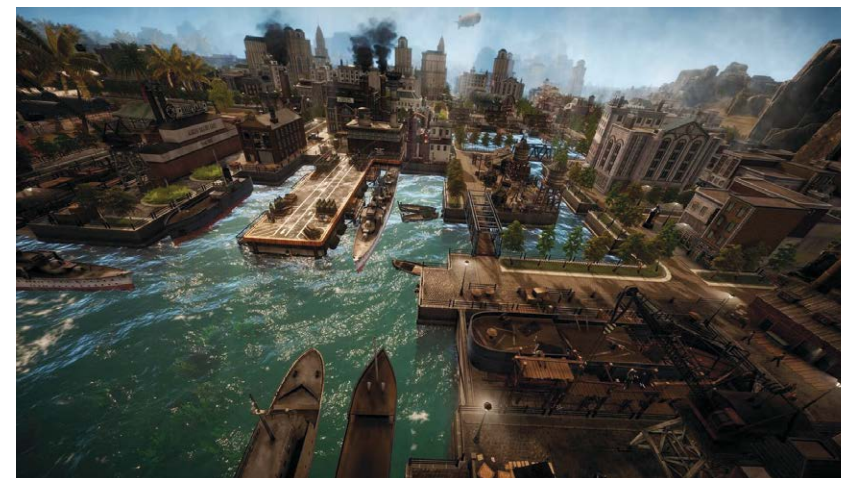
Their first game, Pompeii: The Legacy is a historical city-building and strategy game set in the Roman Empire. Rather than focusing on the catastrophic eruption of Mount Vesuvius in 79 AD, the game challenges players to rebuild and restore the city of Pompeii starting 20 years after its destruction.



Bloodgrounds (2026)

Exordium Games is a versatile studio that has created hits in genres as varied as point-and-click (Bear With Me) and hypercasual (Pottery). Their newest title, Bloodgrounds, is well on its way to becoming another indie darling.

Bloodgrounds merges tactical turn-based combat with strategic management, RPG and rogue-lite elements. Forged in the pits of the arena, you have fought your way out and now, as a wealthy patron, you recruit, train, and command your team of combat-hardened gladiators to glory – or death.



Kaiserpunk (2025)

Overseer Games has created a name for itself in producing city-builders and survival strategies such as Patron and Aquatico. Their newest title, Kaiserpunk, is imagined as a combination of city builder and grand strategy genres, set in an alternate 20th century where the Treaty of Versailles was never signed.



Atre: Dominance Wars

Ironward is an independent game development studio based in Samobor, Croatia, known for creating deep, systems-driven strategy and tactical games. Founded in 2013, they are most famous for developing The Red Solstice series and their recent 4X RTS and RPG hybrid, Atre: Dominance Wars.

Atre: Dominance Wars is a fantasy real time strategy with turn-based tactical combat. Build thriving settlements, forge artifacts, command armies with heroes, and ascend from sorcerer to god – wielding spells powerful enough to reshape the world itself. Betray your allies or be betrayed. Only one can ascend.



Metal Garden (2025)

Tinerasoft is a small gamedev studio established last year in northern Croatia. It has already created a modest, but extremely successful (and overwhelmingly positive) debut game.

The game in question, Metal Garden, has the player travelling through an overgrown megastructure, and discovering what lies beyond it. Metal Garden is a short, atmospheric singleplayer FPS game.



Red Rooster (TBA)

GENRE: RPG

Red Rooster is the debut game of Summer Eternal, a studio based in Croatia and comprised of a talented BAFTA award winning team whose previous writing credits include Disco Elysium, and who are now focusing on a new ground-breaking game in the RPG genre.

PLATFORM: PC

STUDIO: SUMMER ETERNAL

LEAD DESIGNER: ARGO TUULIK

CONTACT: GAMECHUCKDEV@GMAIL.COM

PISMO Gaming Incubator

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The Novska-based PISMO Gaming Incubator (powered by A1) specializes in video game development, and today stands out as the fastest-growing game development hub in Croatia. It is managed by the SIMORA Development Agency and the Regional Coordinator of the Sisak-Moslavina County, and was established as a strategic response to the rapid global growth of the video game industry and the need of local development teams for modern infrastructure and comprehensive professional support.

Spanning more than 2,000 square meters of fully equipped space, PISMO provides an environment tailored to creatives, programmers, and entrepreneurs. Its infrastructure includes offices and coworking spaces, a music and video studio, VR simulators, a motion capture system, photogrammetry equipment, 3D printers, and specialized computer equipment. The entire facility is designed to ensure that the development of video games and related projects is efficient, professional, and aligned with industry standards. PISMO is also the leading gaming education centre in Croatia. Through free six-month Unity and Blender programmes, around 400 participants have been trained, with minimum Croatian salaries guaranteed and travel expenses covered. The tenth anniversary participant cohort has already successfully completed the programme. In addition, free three-month Unreal Engine training programmes are offered through Croatian Employment Service voucher programmes, opening additional opportunities in the labour market, with the third generation of participants already having completed their course. As part of its additional activities, workshops focused on improving knowledge of 3D design, audio production, photogrammetry, and motion capture technology are also available.

Special emphasis is placed on working with children and young people. The Summer Gaming Camp, held for several consecutive years, gathers children from across Croatia and the wider region. During a seven-day programme, participants develop their own video games through a structured approach that combines learning, gaming, and enter-



tainment. The camp is organized into three levels – beginner, advanced, and advanced+ – enabling participants to attend multiple times and progressively develop their skills and knowledge in video game development. The camp also includes STEM workshops, robotics, internet safety education, and communication skills training, as well as additional activities such as a full-day excursion to the Lonjsko Polje Nature Park and numerous sports activities, including fishing.

The incubator currently hosts around 80 start-up teams, alongside continuous creation of new projects and entrepreneurial initiatives. Among the most prominent are MISFIT VILLAGE, ANIQ, GROW, HIROMA, and LOOMI STUDIO, all developing games and projects across various genres and themes while attracting the attention of both domestic and international audiences.

Among its notable achievements, special recognition goes to Go Home Annie by Misfit Village, the first game developed within the incubator for the PlayStation 5 console, while the PC version was further enhanced through a major free update introducing new content and technical improvements.

The studio ANIQ is currently developing SHROT, a retro FPS title whose acronym stands for “Shoot, Hit, Reload, Overkill, Terminate.” The game is set in a dystopian futuristic America, while the main protagonist is voiced by Croatian blogger and influencer Krule.

The educational game Moopies by HIROMA represents an innovative approach to learning through interactive content aimed at preschool children, with further project development planned in the direction of AR picture books and similar educational content, expanding the game’s educational ecosystem.



PISMO also plays an important role in secondary school education for future gaming industry professionals. In cooperation with high schools in Sisak and Novska, a four-year educational programme for the profession of Video Game Development Technician was created, recording increasing student interest year after year. Practical classes take place at PISMO, ensuring a direct connection between education and the professional environment, as well as real-world video game development processes.

The development of the PISMO incubator is part of the broader strategic Gaming Industry Centre project, with a total value exceeding 75 million euros, implemented in two phases.

The first phase of the project, worth 38.6 million euros, is already underway. Construction works on the Gaming Industry Centre site are currently in progress. This phase includes building an education facility with a capacity of 50 students per year, a student dormitory accommodating 201 residents, its own power plant, transport infrastructure, and sports facilities including a swimming pool, a sports hall, and outdoor sports fields. The project is financed through the Just Transition Fund, with completion of the first phase planned by the end of 2027.

The European Commission has approved state aid amounting to 37 million euros for the implementation of the second phase of the Gaming Industry Centre project in Novska, confirming its compliance with European Union competition rules and its strategic importance for the development of the European gaming industry.

The second phase includes the construction of an accelerator with 220 work units, a VR

studio, an incubator with 108 units, and a multifunctional hall for video game testing with a seating capacity of 2,500. The project is expected to create 97 new jobs and educate 250 students over a five-year period, while providing strong support for entrepreneurship development through new spatial and programme capacities. Cooperation with the academic community and European institutions further confirms the strategic importance of this project in positioning Croatia as a thriving European gaming industry hub.



Croatian eSports Federation (CeSF)

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The Croatian eSports Federation (CeSF) (Hrvatski eSport Savez (HeSS)) brings together associations and stakeholders active in esports, competitive gaming, tournament organization, player development and esports promotion in Croatia. CeSF promotes esports as a competitive, educational and community-driven field, encouraging responsible gaming, fair play, transparent competition formats and cooperation between players, teams, organizers, institutions and international partners.

CeSF organizes and supports national qualifiers, esports competitions, educational and promotional activities, and the international promotion of Croatian esports. CeSF is a member of the International Esports Federation (IESF) and the Global Esports Federation (GEF), and actively cooperates with global, European and regional esports organizations.

Activities 2025-2026

- Croatian Tekken 8 men's tournament representative wins gold at the Montenegro Future Festival, with other Croatian representatives reaching Round 16 in eFootball and the Tekken 8 women's tournament
- National qualifiers for the IESF World Championship across multiple titles, including Dota 2, eFootball 2025, Counter-Strike 2 and Counter-Strike 2 Women
- Confirmation of Croatia's representative for the IESF World Championship in eFootball 2025
- National qualifiers for Phygital Football and preparation of Croatian participation in the Phygital World Championship
- Participation of Croatian national teams in regional qualifiers for European and World IESF competitions
- Croatian Dota 2 national team participation at the European Championship in Kosovo
- Croatian Phygital national team participation at an international tournament in Abu Dhabi
- Participation in the General Assembly of the European Esports Federation
- Qualifiers for the Mediterranean Esports Games in Tekken 8 (men's and women's tournament) and eFootball

Key Numbers 2025-2026

- 1 Croatian gold medal – Tekken 8, Montenegro Future Festival
- 7 game titles included in the 2025 IESF national qualifier cycle
- 2 Phygital disciplines covered, 1 in preparation: Basketball, Football and Dance

Government Support

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Ministry of Culture and Media of the Republic of Croatia

The Ministry of Culture and Media of the Republic of Croatia plays an important role in supporting the development of Croatia's video game industry as part of the country's cultural and creative sectors. The adoption of the Audiovisual Activities Act in 2018 formally recognized video games within Croatia's audiovisual framework, establishing a basis for public support of projects with cultural, artistic, and educational value. In addition to development and production funding opportunities provided by the Croatian Audiovisual Centre, video game development companies may access entrepreneurial grants administered by the Ministry, aimed at supporting the growth and capacity building of small and medium-sized enterprises in the cultural and creative industries. The inclusion of video games within Croatia's audiovisual legislation has strengthened the sector's position regarding national cultural policy creation and contributed to a more supportive environment for the growth of the domestic games industry. It has also reinforced Croatia's engagement in European discussions on video games as a creative and cultural medium within the framework of the European Union.

Web: min-kulture.gov.hr



REPUBLIC of CROATIA
Ministry
of Economy

Ministry of Economy of the Republic of Croatia

The Ministry of Economy of the Republic of Croatia is a key institutional partner in the development of Croatia's video game industry. The Ministry administers the Investment Promotion Act – Croatia's primary framework for attracting and supporting investment – through which game development companies can access corporate income tax reductions of up to 100%, non-refundable employment grants, and capital cost co-financing. The Ministry also provides direct guidance to investors on available incentives, facilitates application processes for CIT reductions and employment grants, and serves as the official government entry point for greenfield and strategic investment projects in Croatia.

Web: investcroatia.gov.hr

Contact: invest@mingo.hr

About This Publication

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2025—2026



Games
Croatia

CGDA



PISMO
PODUZETNIČKI INKUBATOR SMŽ



HAVATSKI
ESPORT
SAVEZ