

South Australian Video Game Creatives



South Australian **Film Corporation**

SOUTH AUSTRALIAN
FILM CORPORATION



Acknowledgement of Country

The South Australian Film Corporation (SAFC) acknowledges that we work on the traditional Country of the Kurna people of the Adelaide Plains, and we pay respect to Elders past and present. We recognise and respect their cultural heritage, spiritual beliefs and relationship to land and waters and acknowledge that they are of continuing importance to the Kurna people living today. We extend this respect to other First Nations Language Groups and other First Nations.

Introduction

Home to some of Australia's best and brightest game developers, South Australia has a thriving independent games industry with high international impact, backed by strong State Government support.

From large indie studios to solo developers working across desktop, console and mobile, to creatives working in XR, animation and robotics, this brochure highlights just some of the diverse range of talent and skills in South Australia's growing game development sector.

The SAFC supports video game development and game businesses as part of its commitment to championing the South Australian screen industry.

For more information go to safilm.com.au/games →

7D Games Studio

9 Montebello Drive, Salisbury 5108

PLATFORMS

PC



7D Games Studio

7D Games Studio was founded in Adelaide in 2021 with a focus on sci-fi, historical and fantasy projects. In 2024, the self-funded studio shifted gears under the direction of co-founder and CEO Tatiana Smith.

The team has since released its first title, *GREENHOUSE*, a psychological horror mystery game where players manipulate the weather and optical illusions in real time. It features lush spaces inspired by the Bicentennial Conservatory in the Adelaide Botanic Garden. The full game and demo have received positive Steam reviews and attracted a cult following in the horror and liminal space gaming communities.

GREENHOUSE has been covered by over a hundred streamers and content creators internationally, including SWOL, a top five Horror Content Creator nominee for 2025. The studio is now working on new projects with a stronger focus on marketing and innovative game design.

CREDITS

GREENHOUSE

Spellborn

FIND OUT MORE

7dgames.studio →

CONTACT DETAILS

Emmanuel Mouille

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admin777@7dgames.studio →

ABM visual

466 Pulteney Street, Adelaide 5000

PLATFORMS

PC

Mobile

VR



ABM visual is an Adelaide-based leader in 3D, VR and AR content creation, transforming real-world spaces into immersive, interactive experiences. Driven by passion and a commitment to excellence, ABM visual strives to deliver unparalleled service and cutting-edge solutions.

Recognised for their innovation, ABM visual was a runner-up at the Wine Industry IMPACT Awards for a groundbreaking 3D wine tourism experience, and selected for the Elevate Showcase at SAGE 2024 and

prestigious Main Showcase at SAGE 2025.

With over 13 million views across multiple platforms, ABM visual has delivered 3D virtual experiences to education, accessibility, and tourism businesses. Their custom 3D experiences can be shared and enjoyed on any device.

CREDITS

The SUIT Case

Cryptic Cabin

Henley Beach Beachcombing Experience

FIND OUT MORE

abmvisual.com →

CONTACT DETAILS

Michael Petros
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michael@abmvisual.com →

A Few Dragons

PLATFORMS

PC

Console (Switch, Playstation)



A Few Dragons is a small indie studio based out of Adelaide, SA Australia. Starting out as three friends with a passion for games, the team began entering game jams for fun and quickly discovered they didn't just like making games – they loved it. From a few friends to A Few Dragons, they have been making fun, interactive stuff that everyone can enjoy ever since.

Their first two releases are *Lightsmith*, a cozy crafting and

community building game set in a world blanketed in darkness and *The Sacred Acorn*, a cozy souls-lite action adventure about a small squirrel embarking on an epic quest to save her tribe from the corruption threatening to destroy their world.

With support from Screen Australia the team is currently working on some new secret projects.

CREDITS

The Sacred Acorn

Lightsmith

FIND OUT MORE

afewdragons.com →

CONTACT DETAILS

Keirron Stach

keirron@afewdragons.com →

Bad Plan Studios

2/44 Pirie Street, Adelaide 5000

PLATFORMS

PC



Bad Plan Studios was founded in Adelaide, South Australia in June, 2024 with a mission to develop gnarly games that would spark 80s horror vibes.

With three co-founders and two barely-willing accomplices, the team is developing their first title *End of Ember* through balancing Creative, Technical and Business/Production arms.

While fiercely independent, Bad Plan hopes to collaborate with

other studios, publishers, investors, and funding agencies on their own terms.

They are driven by the epic response people have to the work (***just check out what AlphaBetaGamer had to say about Ember!***) and sustained by gratitude for the support that fans, colleagues, and random onlookers provide.

Bad Plan Studios make games fun.

CREDITS

End of Ember (in development)

FIND OUT MORE

End of Ember →

CONTACT DETAILS

Chad Habel

badplanstudios@gmail.com →

Big Ant Studios

2/25 Franklin Street, Adelaide 5000

PLATFORMS

Console (Playstation, Xbox, Nintendo)

PC

Mobile



Big Ant Studios are specialists in delivering fan-favourite sports experiences across licensed, premium global sportsfranchises.

Boasting a team of video game veterans that have had an incredible track record of delivering quality electronic entertainment since 1979, Big Ant Studios are Australia's most prolific console game developer, having released more than 30 video games to retail.

Big Ant Studios have successfully

negotiated and hold numerous local and global sports licenses for video game adaptation and have expanded operations to South Australia, building and growing a brand new studio in Adelaide.

CREDITS

Cricket 24

Tiebreak (Official game of the ATP and WTA)

Rugby 24

AFL (Official game of the AFL)

FIND OUT MORE

bigant.com →

CONTACT DETAILS

enquiries@bigant.com →

Blue Moon Games

PLATFORMS

PC

Mac



Blue Moon Games is an independent video game studio based in Adelaide, South Australia.

The studio was founded by Michael Fischetti and Jason Di Benedetto to pursue their shared ambition of creating atmospheric, eerie, and narrative-driven experiences.

In 2020 Blue Moon Games was a recipient of the SAFC's Games Innovation Fund, receiving development funding for their title *Howling Point* (formerly known

as *BURDEN*), a narrative-driven, psychological horror exploration game.

Their latest title is *lure*, a first-person horror fishing game developed for 10-day game jam Scream Jam 2021, which is available on both PC and Mac platforms.

CREDITS

lure

Howling Point

FIND OUT MORE

bluemoon.games →

CONTACT DETAILS

Jason Di Benedetto

hello@bluemoon.games →

Catalyst Games

54 Hyde Street, Adelaide 5000

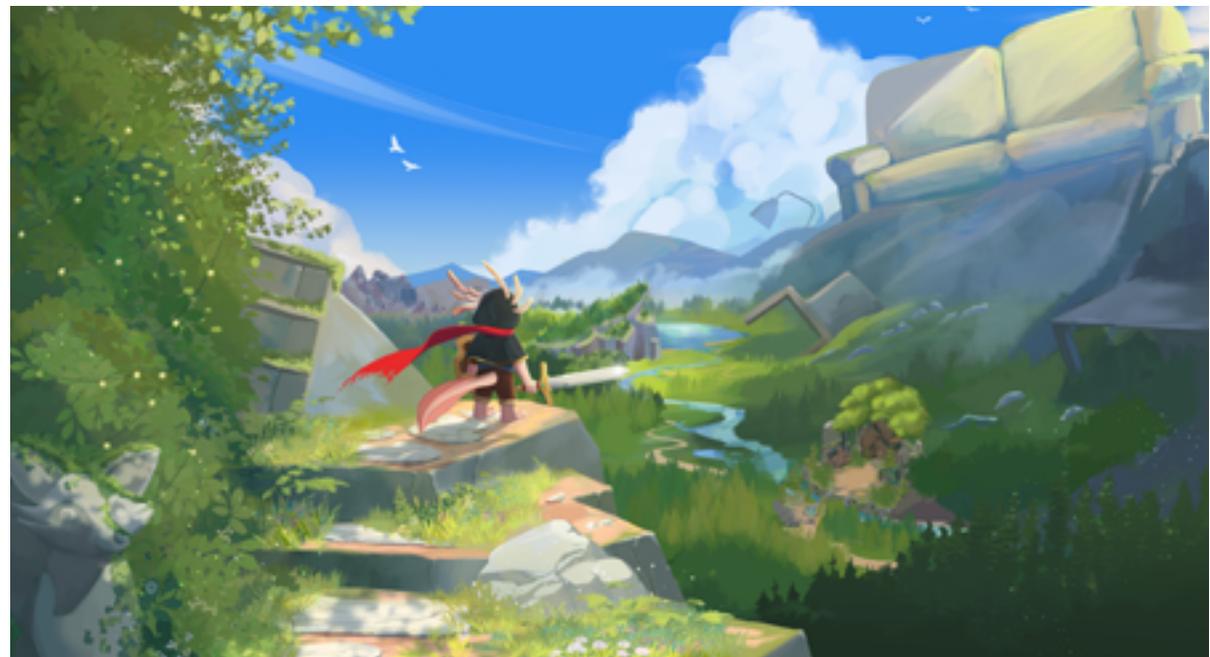
PLATFORMS

Console (PlayStation,
Xbox, Switch)

WebGL

PC

Mobile



Catalyst Games

Catalyst Games lives by its motto: “Enable Creatives to Create.” The studio specializes in developing both commercial and educational games while fostering a vibrant community of creators.

Founded in early 2023 by Aiden Gyory, Catalyst Games is a thriving indie game studio based in Adelaide, South Australia. The team includes talented graduates from AIE and CDW, earning accolades such as:

- Finalists at Game Development World Championships (GDWC 2022)
- AIE Most Impressive Major Production Game of 2022

- Entrepreneurial Leadership Award 2023
- GameXcellence Best Prototype (MIGW 2024)
- AIE Incubator Program 2024

The team are currently working on flagship IP *Dungeons and Dining Tables*, a cosy-RPG. Delve dungeons to collect rare furniture, take that furniture back to your home to decorate and the cosier your house is, the higher your stats!

“Go forth and drive the grumpiness from the land: Your perfect home is just a dungeon away! Oh, and you play as an Axolotl.”

CREDITS

Dungeons and Dining Tables
(coming 2025)

Jet Masters - Newton's Third Law of Motion

Mumble a Tumble in Time

FIND OUT MORE

[***Dungeons and Dining Tables***](#) →

CONTACT DETAILS

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Cerulean Creative Studios

PLATFORMS

Console (PlayStation, Xbox, Switch)

PC

Cerulean Creative Studios, founded in 2020 and based in Adelaide, is dedicated to guiding businesses in realizing their digital visions.

A values-driven studio, Cerulean specialises in creating immersive experiences with a focus on AR, VR, and video game projects across diverse industries.

Rooted in First Nations Australian heritage, the team brings unique storytelling perspectives to innovation, quality, and cutting-

edge technology.

Cerulean's commitment to excellence is underscored by co-founder Arthur Ah Chee's involvement in the globally released *Call of Duty: Modern Warfare III* (2023).

Current projects include indie title *Crimson Cutlass* and an upcoming exhibit at the SA Maritime Museum.



CREDITS

Crimson Cutlass

Call of Duty: Modern Warfare III

FIND OUT MORE

ceruleanstudios.com.au →

CONTACT DETAILS

Arthur Ah Chee

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arthur@ceruleanstudios.com.au →

Charmful

PLATFORMS

PC

Mac

Steam Deck



Charmful is dedicated to making the world more intuitive, interactive, and fun. Their products are colourful, approachable, and designed with accessibility in mind. Charmful's latest game, *STACK & the Grumblepuff from Above*, has been played by everyone from toddlers to older adults.

It's awesome when more people can play games, so their games offer many ways of playing: keyboard, mouse, controller,

touchscreen, assist modes, singleplayer and co-op and multiplayer.

Charmful focuses on improving systems by making them as engaging and intuitive as possible, using visual cues to guide players (show, don't tell) and its application to education. They use technology in new and unique ways and apply visual concepts to everything they do.

CREDITS

STACK & the Grumblepuff from Above

FIND OUT MORE

charmful.com.au →

CONTACT DETAILS

Stuart Vass

stuart@charmful.games →

Coastal Derrieres

PLATFORMS

Mobile

PC



Coastal Derrieres are as seriously silly as they sound.

Jazz (Creative Director and Illustrator) and Chris (Executive Producer, Musician and Sound Designer) started the company on the firm belief that the only reason to 'grow up' is to take on the responsibility of keeping childish fun alive.

Together they've braved endless spreadsheets, accounting appointments, bank visits,

government fact sheets, and briefcase loads of paperwork all in the name of this noble pursuit.

And so, Coastal Derrieres brings you Beach Bums, the first of many games to tickle your fancy, your funny bone, your brain, and your imagination.

CREDITS

Beach Bums (upcoming)

FIND OUT MORE

coastalderrieres.com →

CONTACT DETAILS

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chris@coastalderrieres.com →

DalaKoala Games

PLATFORMS

PC



DalaKoala Games is Adelaide-based Swedish developer Joakim Lundstrom.

A solo developer company, DalaKoala takes its name from merging the famous Australian marsupial with Joakim's home county in Sweden, Dalarna - an homage to his unique background that highlights his love of learning about different cultures.

Currently the studio is working on new title *Partum Artifex* which won

the Sensescapes Adventurous Game Jam in 2021.

Other titles include horror adventure game *The Wrong Kind of Shadow* which won the Sensescapes Adventurous Game Jam in 2020.

CREDITS

Partum Artifex

Project GAMMA

The Wrong Kind of Shadow

Add it to the List

FIND OUT MORE

twitter.com/SweChefJoakim →

CONTACT DETAILS

Joakim Lundstrom

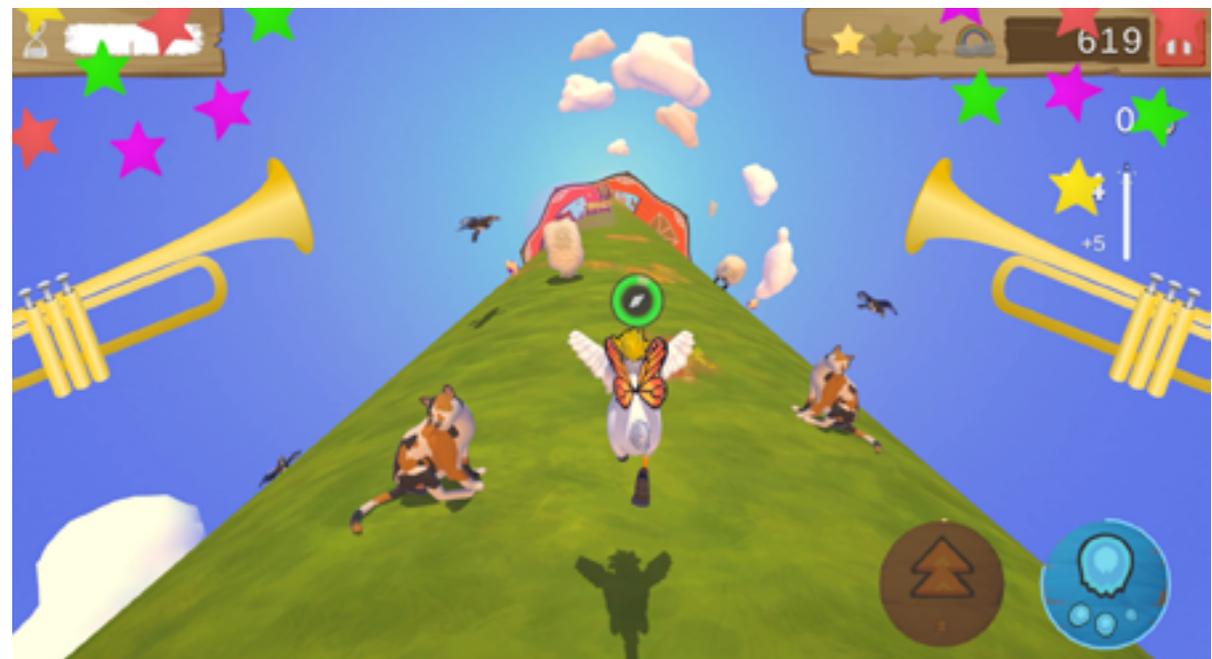
DalaKoalaGames@gmail.com →

Daytime Devs

PLATFORMS

PC

Mobile (iOS, Android)



Daytime Devs

Daytime Devs is a small Adelaide-based indie games company, founded by three brothers. The team aims to make fun games for everyone to enjoy so they can share the joy, inspiration and entertainment that gaming has brought them for years.

The brothers started out making games for friends and family, first with GameMaker, and then with Unity. After creating many different prototypes, allowing them to develop ideas and grow in skill, Daytime Devs was formed.

Daytime Devs is currently working on their first game, *Super BAWK BAWK Chicken*, a quirky infinite runner where you play as a

charming chicken with super powers. Collecting whacky items, catching rowdy Rascal, and soaring to new highscores!

CREDITS

Super BAWK BAWK Chicken

FIND OUT MORE

superbawkbawkchicken.com →

CONTACT DETAILS

daytimedevs@gmail.com →

Dino Rocket

PLATFORMS

PC



Dino Rocket is a small, three person game development studio based in Adelaide.

The studio is currently developing its debut title *Kādomon: Hyper Auto Battlers*, a Monster Taming Auto Battler with Roguelike elements. Fight, collect, upgrade and evolve Battlemon to build your ultimate team and discover different synergies to unleash wicked combos on powerful bosses.

Some of Dino Rocket's team have worked on hit titles for other studios, including Team Cherry's *Hollow Knight* and Foxie Games' *Horse Riding Tales*.

CREDITS

Kādomon: Hyper Auto Battlers

FIND OUT MORE

[Kādomon: Hyper Auto Battlers](#) →

CONTACT DETAILS

Patrick Sigley

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Dream Divers Interactive

PLATFORMS

VR (Meta Quest, Vive, PC VR)



Dream Divers Interactive is a women-led VR game studio based in Adelaide, Australia, specialising in inclusive, emotionally intelligent interactive worlds.

Led by founder and award-winning creative-tech leader Onnie Chan, the studio creates games that speak through movement, colour, sound, and environmental storytelling rather than text or dialogue, making our experiences accessible for neurodivergent players and people who prefer non-

verbal play.

Dream Divers works with a growing network of VR developers, artists, and interactive storytellers.

Their flagship title, *Zoomie Land*, is a modular VR puzzle-adventure game built for Meta Quest. Each room introduces a unique emotional or cognitive challenge, offering a non-verbal, highly inclusive gameplay experience designed to welcome players of all backgrounds and abilities.

CREDITS

Zoomie Land (in development)

FIND OUT MORE

dreamdiversinteractive.com.au →

CONTACT DETAILS

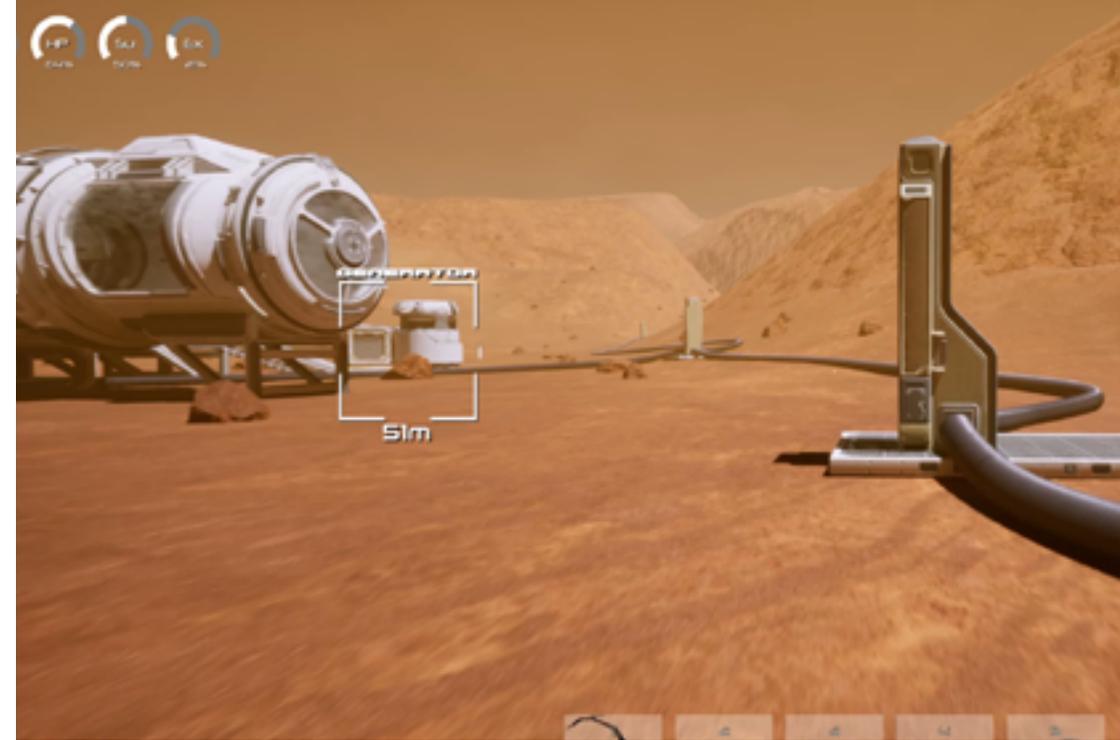
Onnie Chan
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Emberline Studios

PLATFORMS

PC



Emberline Studios is an independent game development studio based in South Australia, focused on creating immersive, narrative-driven experiences for PC and console.

Their flagship title, *Proxima Divide*, blends survival mechanics with rich storytelling and atmospheric exploration, offering players a challenging and engaging journey through a mysterious alien world.

Emberline Studios is committed

to delivering high-quality games that combine creativity, technical innovation, and player-centric design.

CREDITS

Proxima Divide

FIND OUT MORE

emberlinestudios.com.au →

CONTACT DETAILS

Lukasz Dzedziczak

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Exbleative

PLATFORMS

PC

Console



Founded by Jay Weston in 2011, Exbleative was originally a solo developer outfit but has since grown to a team of three including musician/programmer Rhys Lindsay and programmer David Kazi.

Exbleative creates its own indie games for PC and consoles, and is focused on developing games with strong hooks, unique traversal gameplay and highly atmospheric worlds.

The studio's latest game, *Exo One*, is

an interplanetary journey through space and time.

Developed with funding from the SAFC's Games Innovation Fund in 2019, *Exo One* launched to critical acclaim on Steam and GamePass in 2021 for PC and Xbox Series X.

CREDITS

Exo One

Unknown Orbit

FIND OUT MORE

exbleative.com ➔

CONTACT DETAILS

Jay Weston

jay@exbleative.com ➔

Foxie Games

L2/44 Pirie Street, Adelaide 5000

PLATFORMS

Mobile (iOS, Android)



Foxie Games

Foxie Games creates innovative ways for young players to connect with their passions and hobbies through mobile games.

The studio builds Original IP virtual world experiences themed around the passions of audiences, through interactive worlds players can immerse themselves in.

Foxie's virtual environments provide not only entertainment, but a platform allowing connection with other players, an environment to explore a fantasy life, to build teams and compete against one another, and place to develop creativity.

Foxie Games has built games

played by over 30 million players around the world, and won the BDO Fast Movers Competition in 2021, recognised as the fastest growing company in South Australia.

CREDITS

Horse Riding Tales

Wolf Tales

Virtual Sim Story

FIND OUT MORE

foxieventures.com →

CONTACT DETAILS

Dineth Abeynayake

foxieventures.com →

Free Spirit Games

PLATFORMS

PC

Console



Founded in mid-2025, Free Spirit Games is a small indie game studio based in Adelaide Hills, South Australia. Made up of passionate developers, united by their mission to pair hand-drawn art with emotionally rich stories depicting challenging themes.

What originally started as a university game jam with three students has now turned into a dream team of nine developing their first title, *ATTACHED*, a 2.5D platform-adventure game following

an elderly man called The Husband through his journey of grief while battling dementia.

In collaboration with mental health organisations and therapists, *ATTACHED* aims to balance the depiction of mental illness with therapeutic based mechanics while still maintaining casual gameplay. The result is a beautifully human and immersive game that everyone can enjoy, but also a therapeutic tool to those who are on their own journeys of grief.

CREDITS

ATTACHED (in development)

FIND OUT MORE

[ATTACHED](#) →

CONTACT DETAILS

info@freespiritgames.com.au →

Fringe Realities

PLATFORMS

VR (Quest, Vive, Index)



Fringe Realities are an indie team of four developers from South Australia, ready to make the most of VR and bring you the very best games. Atmospheric immersion is a real passion for the studio, creating games that fully enthrall you in their worlds.

All members of the team studied at the Academy of Interactive Entertainment (AIE) in South Australia, developing working relationships through different projects.

Following graduation, the team received the AIE Incubator Grant in 2022, allowing them to officially form the studio and begin work on their first title.

13 short months after founding Fringe Realities they released *Project: Nightlight* to SteamVR in March of 2023, followed by *Project: Nova* to SteamVR in September of 2025. They are currently working on porting the game to Meta Quest standalone for release in early 2026.

CREDITS

Project: Nightlight

Project: Nova

FIND OUT MORE

fringerealities.com →

CONTACT DETAILS

fringerealites@gmail.com →

Golden Age Studios

131/33 Pirie Street, Adelaide 5000

PLATFORMS

PC

Console (Nintendo Switch)



Golden Age Studios takes inspiration from games, anime, and cartoons of the 90s/00s. With a strong focus on producing original IP, this team of 6 is actively working towards releasing their first game, *Seeker Neeko*, in Q2, 2025.

Seeker Neeko is a narrative focused action/adventure creature collector. Play as Neeko, a cyborg destined to bridge the gap between nature and machines.

Led by founder, Anthony Robinson and Jack Sinko, the Golden Age team comes from a diverse background including mobile and console games, animation and VFX, feature films, marketing and advertising.

Their mission is clear: to craft games that ignite the imaginations of a new generation of players and serve as a gateway to the expansive world of games.

CREDITS

Seeker Neeko

Tinker and Spell

Pat the Cat

FIND OUT MORE

[Golden Age Studios](#) →

CONTACT DETAILS

Anthony Robinson

ants.concept@gmail.com →

Half Giant

L2/44 Pirie Street, Adelaide 5000

PLATFORMS

Mobile (iOS, Android)

Console (all platforms)

PC

Mac



Half Giant

Half Giant, an award-winning animation company founded in 2020, specialises in providing top-notch animation services to the gaming industry. Half Giant has swiftly become a leading choice for game trailers globally.

Leveraging their extensive experience in animation for television, film, and games, the company excels in creating animated trailers that effectively showcase the unique essence of each game, generating excitement and anticipation among audiences.

Half Giant has produced trailers and cinematics in various styles for notable clients such as Massive Monster, Devolver (*Cult of the*

Lamb), Gearbox (*Risk of Rain*), SMG, and Team17 (*Moving Out 2*).

SERVICES

Animation, Design & Illustration
Art & Creative Direction
Character Design & Animation
2D & 3D Animation
Motion Graphics
Script Writing
Trailer and Cinematics Production

CREDITS (TRAILERS)

Cult of the Lamb
Risk of Rain: Hostile Words
Moving Out 2
Rogue Legacy 2

FIND OUT MORE

halfgiant.com.au →

CONTACT DETAILS

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bill@halfgiant.com.au →

Hell Byte Studios

ACOLAB, Adelaide 5000

PLATFORMS

PC

Console (XBox, Playstation)



Hell Byte Studios

Established in 2023, Hell Byte Studios is a 12-person indie-development studio, based in Adelaide, SA.

Fueled by a lifelong passion for heavy metal, Dark fantasy, and the occult, the team aims to bring their vision and creative endeavours to an international audience through a development philosophy that is by the player, for the players

Their debut release, *Blood Reaver*, embodies these core values through a community-driven development strategy, a long-term post-release roadmap, and support for content creators looking to release in 2025.

CREDITS

Blood Reaver

FIND OUT MORE

hellbytestudios.com →

[Play Blood Reaver](#) →

CONTACT DETAILS

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contacthellbyte@gmail.com →

Jonniemadeit

PLATFORMS

Mobile (iOS, Android)

PC

WebGL

VR



Jonniemadeit, founded by Jonathon Anderson-Wills, a solo indie game developer based in South Australia, reflects Jonathon's passion for game development that originated in primary school when he started crafting games using Windows XP Game Maker 5.

Armed with a Creative Arts degree, he has honed his skills across various multimedia domains, covering the entire spectrum of game development. His dedication is evident in creating art that

entertains, evokes emotions, and prompts thoughtful reflection.

CREDITS

Uncle Unco

Don't Let Him In

Streetlight Insomnia

FIND OUT MORE

jonniemadeit.com →

CONTACT DETAILS

Jonathon Anderson-Wills

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Joy Everafter Stories

15/206–208 North East Road, Klemzig 5087

PLATFORMS

Mobile (iOS, Android)

PC



Joy Everafter Stories is run by award-winning Adelaide-based game developer Kathy Smart.

Its flagship title *Frog's Princess* is a movie-length, fully voiced, fully interactive children's story with a message of peace designed to promote empathy for children with different ways of thinking, made across the borders of South Australia, New South Wales, Queensland and Victoria.

Nominated for Best Game at the

2021 SA Screen Awards, *Frog's Princess* is accessible to blind and Deaf players and features diverse character customisation.

Kathy is a member of the IGEA Inclusion, Diversity, Equality and Accessibility working group and won a Rising Star Award at the 2021 Australian Game Developer Awards, as well as a 2021 Winnovation Award in the Art category. She co-moderates the Adelaide Game Developer discord and Facebook groups.

CREDITS

Frog's Princess

FIND OUT MORE

frogsprincess.com →

CONTACT DETAILS

Kathy Smart

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kathy123456@iinet.net.au →

Juicy Cupcake

PLATFORMS

Console (Xbox Series S/X, Xbox One, PS5, PS4, Nintendo Switch)

PC



Juicy Cupcake

Juicy Cupcake is a two-person indie game dev team based in Adelaide, South Australia, dedicated to creating games brimming with humour backed by tightly-designed gameplay.

Released in 2019, the studio's debut title *Brief Battles* brings butt-em-up action in a party game with a cheeky twist: it's all about the undies! Players engage in hilarious battles to prove who has the mightiest "buns", scrambling to grab super-powered briefs to gain an underwear-fueled edge.

Brief Battles is made for families and close friends to enjoy together from the comfort of their couch, or solo against AI "combuttants", and

features crossover "underwearriors" from notable indie hits such as *Yooka-Laylee*, *BIT.TRIP RUNNER*, *Machinarium*, *World Of Goo* and *Toto Temple Deluxe*.

Brief Battles was named Best Party Game at the 2019 Editor's Choice Indie DB Indie of the Year Awards, and was officially selected for the ID@Xbox Game Lobby at GDC 2018. The game was successfully funded via a Kickstarter campaign in November 2017, and received an Unreal Dev Grant from Epic Games in 2018.

CREDITS

Brief Battles

FIND OUT MORE

juicycupcake.com →

CONTACT DETAILS

Andrew Thelning-Freeth

contact@juicycupcake.com →

Kungfu Takeaway

PLATFORMS

PC

Console (Xbox,
Playstation)

Kungfu Takeaway is a solo developer game studio with blind ambition to create fun, cozy, laid-back, accessible games from hard skilled genres.

First up, the dark spy espionage genre! *Secret Agent: Cold War Espionage* is Kungfu Takeaway's first game on console, and explores the spy shooter game without consequences. Relax, play and enjoy the retro-visuals and comedy!



CREDITS

Secret Agent: Cold War Espionage

FIND OUT MORE

kungfutakeaway.com →

CONTACT DETAILS

karate@kungfutakeaway.com →

Kye Twosheds and Andrew Jason Assels

PLATFORMS

PC

Mobile (iOS, Android)



Andrew Jason Assels and Kye Twosheds are two best friends who make games together.

They are both completely independent, making any game that takes their fancy - keeping them free to be creative and explore topics that other games avoid.

CREDITS

Sitcom: a point and click adventure

Vincent the Vampire

Globs and Gloops

FIND OUT MORE

Vincent the Vampire →

CONTACT DETAILS

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Kyoti Games

81 Harding St, Somerton Park 5044

PLATFORMS

PC

A solo developer working in Adelaide, Australia, Ky is working on his first game after decades of more boring IT work!

Kyoti Games is dedicated to showing the world a retro-look RPG with solid mechanics, fresh design ideas, and a long-form story to engage the minds of players.



CREDITS

Scourge of the Reptiles

FIND OUT MORE

kyotigames.com.au →

CONTACT DETAILS

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Lamplight Forest

PLATFORMS

PC

Console



Lamplight Forest is an independent game studio dedicated to contributing to a new generation of uplifting games that empower the creativity of players, and inspire new ways of playing and seeing the world. The studio is focused on developing large scale indie games, designing co-creative experiences with storytelling, performative gameplay and flow at their heart.

Lamplight Forest was born out of Creative Director Alexander Thumm's PhD research into bridging

the gap between live digital music performance/improvisation and gameplay dynamics, further augmented by composer Angus Barnacle's PhD research into the grammar of sound, allowing them to create revolutionary forms of narrative driven musical gameplay.

Lamplight Forest also runs the micro-studio Orchid of Redemption, which is focused on smaller "minimum loveable product" experiences.

CREDITS

Pallas of Vines (in development)

FIND OUT MORE

lamplightforest.com →

CONTACT DETAILS

Alexander Thumm

al@lamplightforest.com →

Lantern Jump

PLATFORMS

PC



Lantern Jump is an up-and-coming studio by three housemates that are based in Adelaide and have a passion for storytelling in all kinds of forms, whether it's TTRPGs, novels, films, or videogames. They dedicate their spare time together to working on projects that inspire them.

They won their first gamejam together as a team with a small project called *Delve* on itch.io, and after that dove right into working on a commercial release titled *Goldstained*.

Lantern Jump is solely focused on crafting the best experiences that they possibly can while making a lasting impact on the games industry and their players!

CREDITS

Delve

Alien Park

Goldstained

FIND OUT MORE

lanternjump.com →

CONTACT DETAILS

Justin Roscioli

lanternjump@gmail.com →

Makers Empire

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354-358 North Terrace, Adelaide 5000

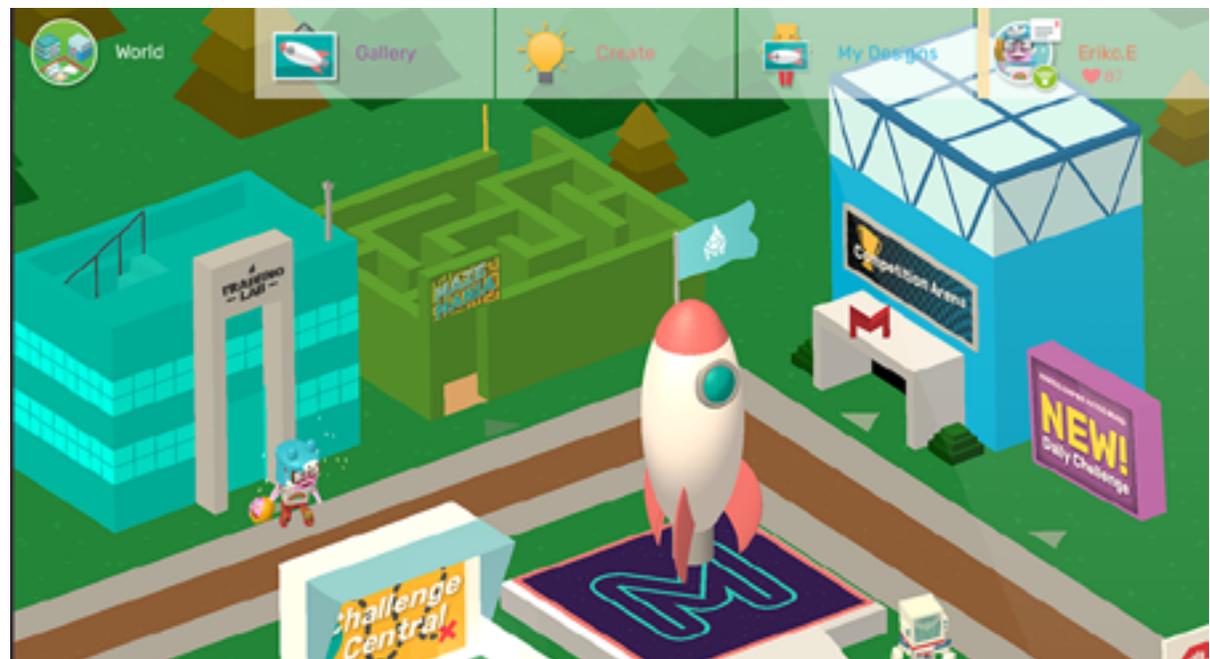
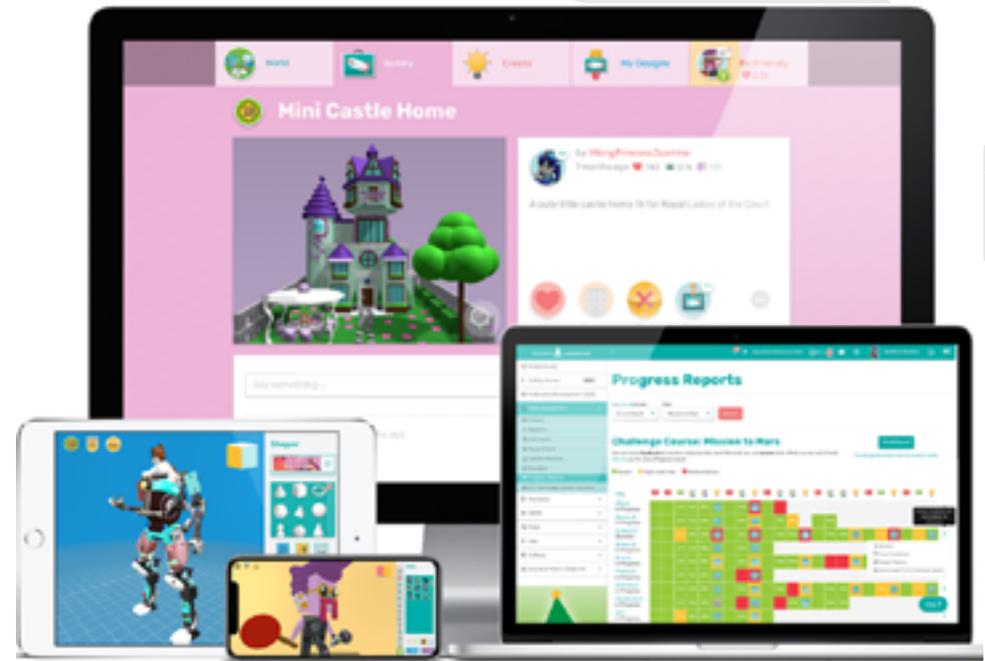
PLATFORMS

Mobile (iOS, Android)

PC

Mac

Chromebook



Makers Empire

Founded in 2014, Makers Empire is an innovative digital education platform that aims to help primary and middle school students develop creative confidence, design thinking skills and an interest in STEM via a fun and easy to use 3D design app.

Used by 2.6 million students in more than 50 countries, the Makers Empire app is also accompanied by curriculum-aligned products for schools.

With a team of 16 based at the Lot Fourteen tech hub in Adelaide's CBD, Makers Empire has partnered with government departments in Australia and the UAE, as well as with corporate sponsors such as

SA Water, the Toyota Community Trust, The Andy Thomas Space Foundation and school districts in the USA to deliver custom education programs.

Makers Empire has been internationally recognised with many awards, including Cool Tool at the 2020 EdTech Awards, and winning the 2019 EduTech Asia's Pitch Competition and the 2018 Common Sense Education Top Pick for Learning.

SERVICES

STEM Education Technology Consulting

Design & Technology Curriculum Consulting

CREDITS

Makers Empire

FIND OUT MORE

makersempire.com →

CONTACT DETAILS

Jon Soong

+61 8 8120 3150

info@makersempire.com →

Mental Jam

PLATFORMS

Mobile (iOS, Android)



Mental Jam is a purpose-driven game studio creating cozy, narrative-rich games that support mental wellbeing. Originally founded as a creative research practice, the studio now focuses on co-designing games with people who have lived experience of mental health challenges.

Combining heartfelt storytelling with evidence-based mechanics these games foster positive cognitive, motivational and emotional behaviour chances.

The team of five operates remotely across Australia and Indonesia, bringing a diverse range of skills in design, narrative, art, and development.

Mental Jam's current flagship title, *Bobarista*, is a mobile game that invites players into a gentle world of connection, self-awareness, and healing. This project and future work aim to create interactive experiences that feel personal, accessible, and deeply human.

CREDITS

Counter Attack Therapy
Amour de Soi
Life in Progress
Anyo
Meouch

FIND OUT MORE

hellomentaljam.com →

CONTACT DETAILS

Emma Losin
+61 405 755 204
emma.m.losin@gmail.com →

Mighty Kingdom

L4/121 King William Street,

Adelaide 5000

PLATFORMS

Mobile (iOS, Android, Amazon)

Console (PlayStation, Xbox, Nintendo Switch)

PC



Mighty Kingdom

Mighty Kingdom, one of Australia's largest independent games studios, was founded in Adelaide in 2010 by a small team of dreamers who loved making games and wanted to change the way they were made.

The company now boasts over 130 creatives spread across Australia that innovate, create, and deliver.

Mighty Kingdom has worked with brands such as Disney, Google, LEGO, Sony, Mattel and Paramount, and studios including Funcom, Rogue, East Side Games and Uken.

In 2022 the studio launched its first console release *Conan Chop Chop*; previous mobile titles include *Ava's Manor*, *Dreamworks Gabby's Dollhouse*, *Peter Rabbit Run* and *Wild Life*.

Mighty Kingdom has won several prestigious awards – it was named Studio of the Year at the 2019 Australian Game Developer Awards, as well as winning Best Game at the 2020 SA Screen Awards, and the 2021 SA Premier's Export Award for Creative Industries.

CREDITS

Conan Chop Chop

Star Trek: Lower Decks Mobile Game

Ava's Manor

DreamWorks Gabby's Dollhouse

Peter Rabbit Run

FIND OUT MORE

mightykingdom.com →

CONTACT DETAILS

Tony Lawrence

+61 0418 112 002

tony.lawrence@mightykingdom.com →

Mihell & Lycos

47 Harrow Road, St Peters 5069

PLATFORMS

Mobile

Web

Email

Social Media

IM



Founded in 2009, Adelaide digital agency Mihell & Lycos is the team behind *Forever Has Fallen*, an innovative, story-driven multimedia gaming experience in which fans can live, play and earn.

Set against a story of a tech billionaire on the run, hunted for crimes against humanity, players become Bounty Hunters and earn NFT licenses and rewards as they progress through a fictional world.

Nominated for a Webby award in

2021, the breathtaking detail of the story metaverse sends you into a world where corporations become super powers, vicious assassins stop at nothing and the only person who has the answers is fighting for survival.

CREDITS

Forever Has Fallen

FIND OUT MORE

foreverhasfallen.com →

CONTACT DETAILS

Kimon Lycos

+61 0400 263 740

kimon@foreverhasfallen.com →

Mini Mammoth Games

85 North East Road, Collinswood 5081

PLATFORMS

Mobile (iOS, Android)

PC

Web

Nintendo Switch



Mini Mammoth Games

Mini Mammoth Games is an independent development studio that has been operating since 2020. The studio follows the core values of Honesty, Integrity, Compassion and Respect, creating interactive entertainment that make a positive impact on the world.

The team has experience creating products for all major platforms across a variety of genres and styles.

Over the years, beyond working on our own projects, Mini Mammoth has also worked with local partners to help bring

their visions to life. This includes universities, council groups and private clients.

They also run game development workshops for local community centres and libraries all across the state.

SERVICES

Educational Games, Apps & Web
Entertainment Games & App Design
Mobile App Design
Game Development Workshops

CREDITS

Goons of Fortune
Roving Rovers
Critter Capture

FIND OUT MORE

minimammothgames.com →

CONTACT DETAILS

David McCann
dmccann@minimammothgames.com →

Monkeystack

Adelaide Studios, 1 Mulberry Road,
Glenside 5065

PLATFORMS

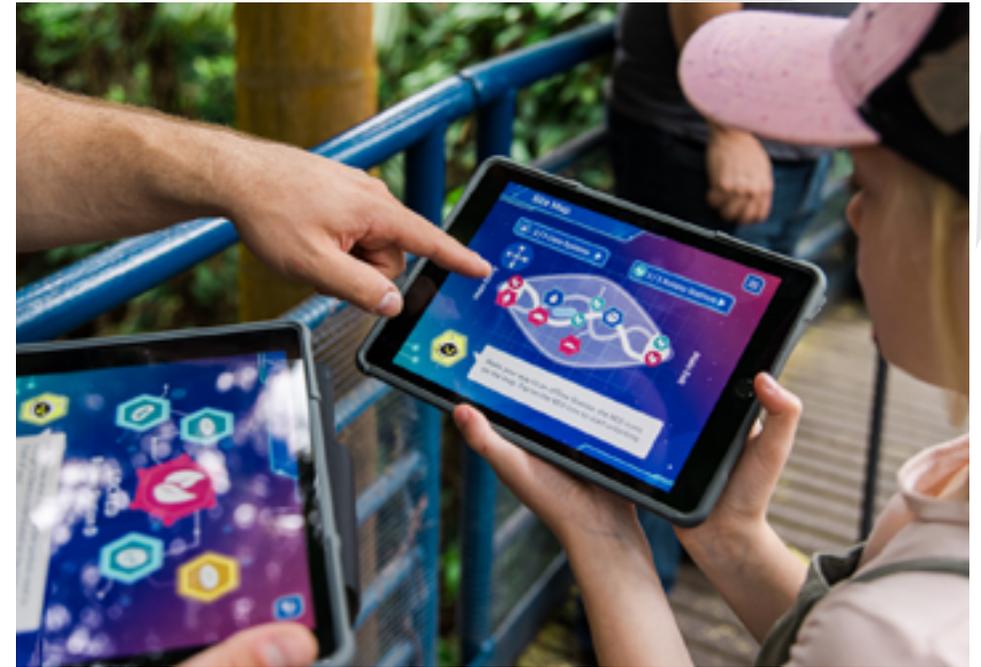
Mobile

Console

PC

XR (AR, VR, MR)

Interactive Experience



Monkeystack

Established in 2004, Monkeystack is one of SA's leading digital solutions production companies making animation, experiences and games that entertain, engage and educate.

The studio has established itself as a trusted producer of games for clients in a broad range of industries across Australia and internationally, and can contribute to any part of the game design production pipeline from asset creation, narrative, gameplay and UX and UI design.

Recent games projects include the mobile VR experience

Boorais and Smoke Don't Mix for the Victorian Aboriginal Health Service, *Cyber Safety Dash* for Mockingbird Consultancy and OpSys, *ElectionSim* for the National Electoral Education Centre (NEEC) and *DemocraCity* for the Australian Electoral Commission, *Discovery Island* for Positure, character assets for the VR game *Espire 2* and the central interactive for the Wansolmoana exhibition at the Australian Museum.

SERVICES

Design, Production & Development
Entertainment, Serious, Interactives,
Experiential & eLearning
Asset Creation, Narrative, Animation,
Gameplay and UX & UI Design

CREDITS

Boorais and Smoke Don't Mix
Cyber Safety Dash
Discovery Island
Espire 2
ElectionSim
DemocraCity
Wansolmoana

FIND OUT MORE

monkeystack.com.au →

CONTACT DETAILS

Justin Wight
Director
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monkeys@monkeystack.com.au →

Monomyth Games

33 Pirie Street, Adelaide 5000

PLATFORMS

PC

Mac

Console (PS5, Xbox One, Nintendo Switch)



Founded in 2015, Monomyth Games is an indie game company based in a startup hub in Adelaide's CBD.

The company's debut game, mass-surveillance thriller *Need to Know*, was a runaway crowdfunding success, financially backed by more than 4,000 people and covered by international publications including Newsweek and Game Informer, and even endorsed on Twitter by US whistleblower Edward Snowden – the inspiration behind the game.

Visual design, storytelling and worldbuilding are pivotal to Monomyth's game design philosophy, with their goal to explore gaming as a cathartic and inspirational narrative medium, while developing inclusive gameplay experiences that speak to broad audiences.

Monomyth is currently working on a new project of original IP, for which it received an SAFC Games Innovation Fund grant in 2020.

SERVICES

Programming, Marketing and UI Design Consultation & Implementation

CREDITS

Need to Know

TimeSavers

FIND OUT MORE

monomyth.games →

CONTACT DETAILS

Quincy Geary

contact@monomyth.games →

My Colourful Mind

139 Greenhill Road, Unley 5061

PLATFORMS

PC

Mobile (iOS, Android)

Console (Nintendo Switch)



My Colourful Mind (MCM) was established in 2021 as a psychological service. In 2023, MCM underwent a company restructure to combat challenges with waitlists and accessibility for those in disadvantaged or rural and remote areas.

MCM now operates as a game development studio with Clinical Psychologist April Benjamin as director. With the support of contracted developers, their

mission is to create innovative and entertaining video games that help young people develop essential knowledge and skills regarding mental health.

Their first game, *Taming Yore Dragon* is currently in development, aiming to incorporate the gold standard intervention Cognitive Behaviour Therapy (CBT) into an entertaining and fun adventure puzzle game to help manage real world anxiety, making these tools

accessible to all.

With support from Screen Australia, *Training Yore Dragon* has become a reality and is due for release in March 2025.

FIND OUT MORE

mycolourfulmind.com.au →

CONTACT DETAILS

April Benjamin
+61 423 231 797

april@mycolourfulmind.com.au →

Octoverse Studios

PLATFORMS

Mobile (iOS, Android)



Octoverse Studios

Octoverse Studios is passionate about creating digital gamified interventions that assist in the treatment of mental health conditions and boost physical and mental wellbeing.

Their aim is to transform therapy into an immersive, engaging, and enjoyable experience by designing interventions that are cleverly disguised as entertaining games. They are an interdisciplinary team based in North Adelaide with expertise in game development, disability, and cognitive neuroscience.

Their first mobile health app, *Superhero Gym*, is currently in development. *Superhero Gym*

embodies the mission to create fun and immersive gaming for good. It consists of three modules that gamify the most effective health interventions: brain training, fitness, and relaxation techniques.

With awesome gamification, the aim is to help people supercharge their mental strength without even knowing it. Whether it's improving working memory, impulse control, attention abilities, or visual-motor skills, difficulty levels are designed to captivate both young kids and gaming pros. Players can also flex their muscles with an entertaining fitness module and chill in mesmerising environments while practising well-known relaxation techniques.

CREDITS

Superhero Gym

FIND OUT MORE

octoversestudios.com →

CONTACT DETAILS

Augustin Marin

admin@octoversestudios.com →

ODD Games

L3 55 Gawler Place, Adelaide 5000

PLATFORMS

Mobile (iOS, Android)

PC

Console



ODD Games develops leading original mud and dirt IP brands to expand their customer base to tens of millions of people globally by developing #1 ranking racing video games across multiple platforms.

Combined, their titles have achieved 50 million downloads with over 300 million sessions and achieved #1 ranking in the Racing genre in over 100 countries.

The first video games company to license its trademark to live events

in motorsport, ODD Games has won many accolades including the South Australian Premier's Export Award for Creative Industries 2022, second place in the 2022 and 2021 BDO Fastmovers Program, an Honorary Mention from Unity and Microsoft in the 2016 Unity Games Developers Contest, and Best Start-Up SA 2015 by StartupSmart, as well as being recognised as a Top Developer by Google Play in 2015.

CREDITS

Trucks Off Road

Monster Truck Destruction

FIND OUT MORE

oddgames.com.au →

CONTACT DETAILS

Ben Marsh

enquiries@oddgames.com.au →

Omni Games Studio

PLATFORMS

PC

Omni Games Studio is a small indie studio based in Adelaide, South Australia, currently working on *The Last Library: The Pages of Karthalas*.

The team showcased their game *The Last Library* at PAX 2025, and plan to launch their early access version at PAX 2026 for people to play.

Omni Games seeks to grow as a studio and as a team, developing games for people to enjoy all over the world.



CREDITS

The Last Library: The Page of Karthalas

FIND OUT MORE

[Omni Games](#) →

CONTACT DETAILS

omniscientgames@outlook.com →

Orchid of Redemption

PLATFORMS

PC

Console



Orchid of Redemption is an indie game studio focused on “minimum lovable product”: stripping away all the excess to bring clear and flowing co-creative experiences allowing for creatively empowering gameplay, and an atmosphere of magic, and mystery.

The studio self-published its debut title in 2023, the magical golf-like puzzle platformer *Joon Shining*, featuring a revolutionary and award-winning soundtrack by

Angus Barnacle composed entirely in just intonation.

They published their second title, the emotionally driven sokoban puzzler *After Light Fades*, in 2025 and they’re currently developing the gravity-warping worlds-within-worlds first-person platformer *Dream of the Star Haven* and the magical cooking roguelike card game *Pelican Emphyrean*.

CREDITS

Joon Shining

After Light Fades

Dream of the Star Haven

Pelican Emphyrean

FIND OUT MORE

linktr.ee/orchidofredemption →

CONTACT DETAILS

Alexander Thumm

al@lamplightforest.com →

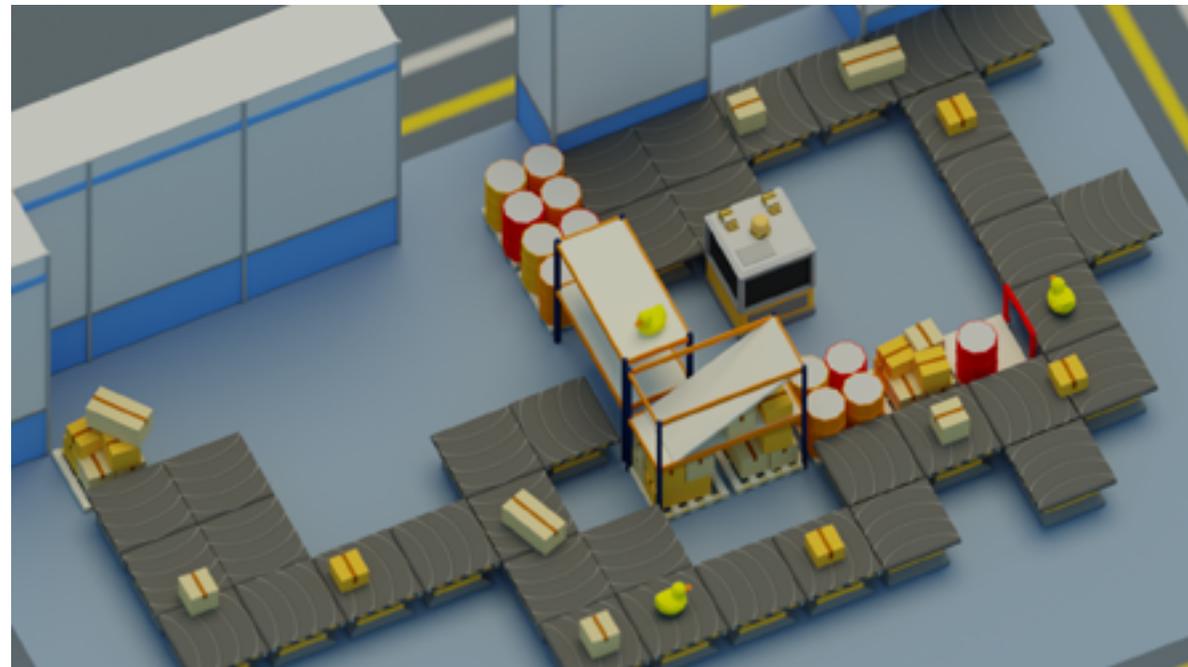
Ortum Games

Suite 131, 33 Pirie Street, Adelaide 5000

PLATFORMS

Mobile

PC



Ortum Games

Established in 2020, Ortum Games is a small independent game development team founded by AIE game design graduates Adam Klappers and Lawrence Rosal.

Joined by Nathan Crawford in 2021 as lead artist, their goal as a team is to provide entertaining experiences that innovate, inspire and impact those who play their games.

Ortum Games' latest title is *Belt It Out!*, a fast-paced mobile puzzle game about delivering resources to their goal by making paths out of randomised conveyor belts.

Belt It Out! is currently available on the Google Play Store in early access, with future plans to release an iOS version as well as PC and Nintendo Switch ports.

CREDITS

Belt It Out!

Impossible Escape

Office Tossing

FIND OUT MORE

ortumgames.com →

CONTACT DETAILS

Adam Klappers

adam.k@ortumgames.com →

P2 Games

PLATFORMS

PC



P2 Games is an emerging game development studio in Adelaide that originated as part of AIE Major production, creating an original adventure and puzzle-based game for players of all ages.

With a team of collaborating artists, designers and programmers, P2 is focused on producing high-quality games, with the intention of growth, and ideas that resonate with audiences.

Their latest game, *Millivolt*, is now

available on Steam for PC. *Millivolt* is a third-person adventure puzzle game where you play as Robert Wattson, the tiny robot, navigating the mysterious inner world of a household microwave. Solve intricate puzzles and overcome mechanical obstacles to bring the appliance back to life.

CREDITS

Millivolt

FIND OUT MORE

[Play Millivolt](#) →

CONTACT DETAILS

millivoltp2@gmail.com →

Paper Cactus Games

PLATFORMS

PC

Console (Nintendo Switch)



Paper Cactus Games is an Adelaide-based video game studio with a vision to create novel experiences by exploring untapped avenues of game design within well-loved genres.

The studio also wishes to drive growth in the local game development scene - both within the state and nationally.

Established in 2021 by founding members made up of an artist and two programmers, Paper Cactus

has carefully curated further team members who share similar passions and aspirations.

Currently the team consists of seven likeminded individuals working diligently on their first title *Fox and Shadow*. This turn-based deck-building roguelike game is intended for initial release on PC and subsequently the Nintendo Switch. Development has received support from the Screen Australia Games: Expansions Pack.

CREDITS

Fox and Shadow

Parselings, a deckbuilding TTRPG

FIND OUT MORE

papercactusgames.com →

[Fox and Shadow](#) →

CONTACT DETAILS

Leo Cheung

+61 427 685 055

contact@papercactusgames.com →

PixelCake

PLATFORMS

Mobile (iOS, Android)



PixelCake is Tom Longo and Rebecca Hadland, who have been making games together in the Adelaide Hills since 2022. They're passionate about games that are beautifully illustrated, story driven, and have something to say.

While games are a new focus, PixelCake has been developing software for over 10 years, working with some of Adelaide's best creative agencies including KOJO, KWP, and Frame.

Their expertise in hand drawn artwork, engaging gameplay, intuitive UX, and enchanting storytelling creates mobile games with more substance than most.

CREDITS

Cozy Commons (in development)

Word Potato!

FIND OUT MORE

pixelcake.com.au →

CONTACT DETAILS

Tom Longo

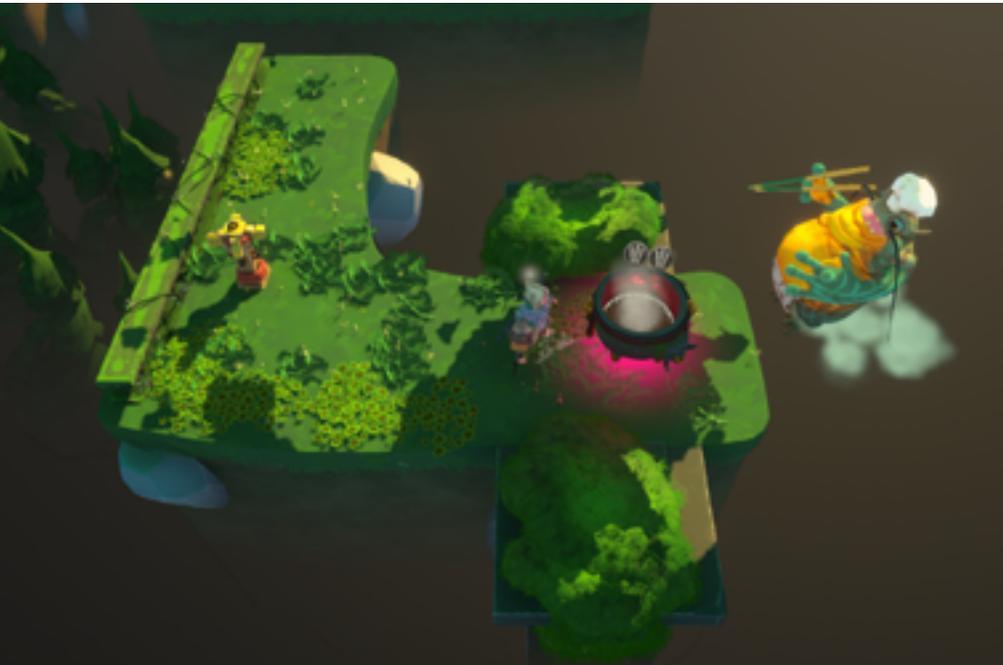
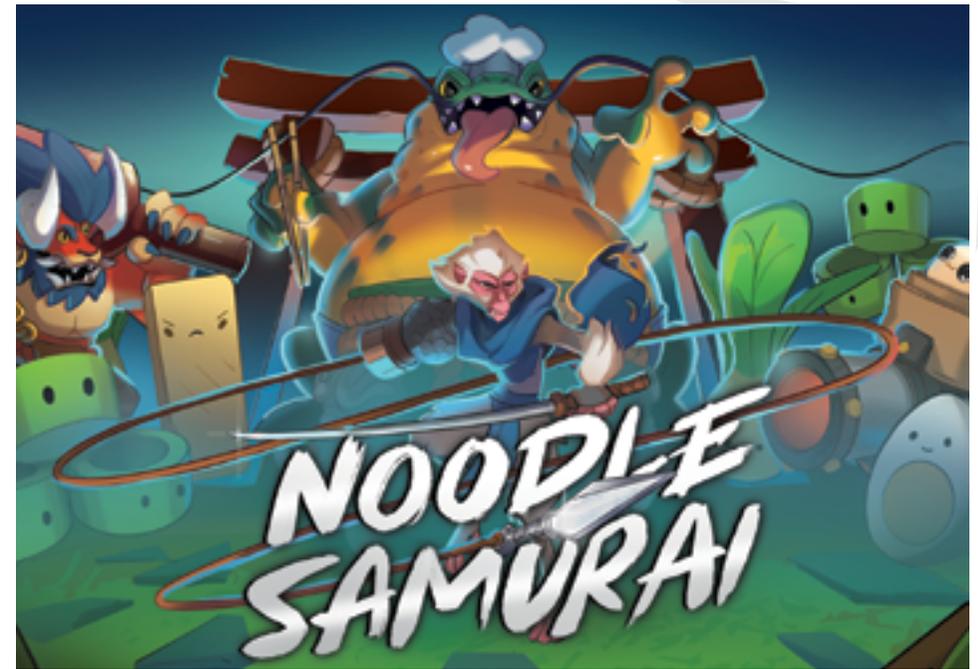
+61 449 222 942

tom@pixelcake.com.au →

Planet Pumpkin

PLATFORMS

PC



Planet Pumpkin

Planet Pumpkin is a three person team based in Adelaide, focused on making games that are inclusive, inviting, exciting and fun.

Building on the team's multiple years experience in the local games industry, the studio is currently developing its first title, action platformer *Noodle Samurai*, in which you play a monkey samurai forced to slay, cook and serve dangerous ingredients to a gluttonous toad demon to avoid becoming a meal yourself.

Noodle Samurai was showcased

publicly for the first time at PAX Australia 2022 to widespread acclaim.

Planet Pumpkin aims to make games that are visually stimulating and simple at their core, with the depth to keep people playing and enjoying for hours.

CREDITS

Noodle Samurai

FIND OUT MORE

planetpumpkin.com.au →

CONTACT DETAILS

planetpumpkingames@gmail.com →

Poidahz Games

PLATFORMS

PC

VR



Peter Cowen is a solo developer working on his own projects and collaborating with friends to make more games.

He is the Lead Programmer and co-developer on Cerulean Creative's *Crimson Cutlass*, which has received funding from the Screen Australia GameMakers grant.

He was also of the main developers behind twin stick shooter *ManaTech*.

Peter is currently building his first standalone Virtual Reality title, *Shellkath VR* for the Meta Quest.

CREDITS

Shellkath VR

Crimson Cutlass

ManaTech

FIND OUT MORE

shellkath.com →

CONTACT DETAILS

Peter Cowen

[Peter.Cowen3Dartist](https://www.instagram.com/Peter.Cowen3Dartist)

[@outlook.com](mailto:Peter.Cowen3Dartist@outlook.com) →

Pond Games

PLATFORMS

PC

Console (Nintendo Switch)



Pond Games is a team of one from Adelaide, South Australia - developer Daniel Freer.

Founded in April 2020, Pond Games launched its first title *RITE* on PC in July the same year - a high speed precision platformer with 160 carefully crafted levels, lush pixel art and an original soundtrack by award-winning video game composer and music artist Grand Prize Big Fuzz.

RITE went on to win Best Emerging

Game and Best Music at the 2020 Australian Game Developer Awards, and was a finalist for Best Art.

The game has since been released on Nintendo Switch, and a new game is in the works.

CREDITS

RITE

FIND OUT MORE

pond.games →

CONTACT DETAILS

Daniel Freer

hello@pond.games →

Powerbomb Games

95 Halifax Street Adelaide SA 5000

PLATFORMS

PC



Founded in 2024, Powerbomb Games is an independent video games developer based in Adelaide, that focuses on creating and developing high concept titles blended with satire.

Powerbomb's inaugural title, *Pro Jank Footy*, a sports/party roguelite, fuses Australian Rules Football with absurdity. It is currently in development with support from Screen Australia and Umbrella Entertainment.

CREDITS

Pro Jank Footy (in development)

FIND OUT MORE

powerbomb.com.au →

CONTACT DETAILS

David Ashby
+61 421 489 485

hello@powerbomb.com.au →

Radcom Interactive

PLATFORMS

PC

Console (Nintendo, Playstation, Xbox)



Radcom Interactive is a three person indie game studio based in Adelaide.

Radcom's team members have extensive experience working in gaming and related fields such as TV animation, Twitch streaming and graphic novels. Driven by a love for playing, analysing and discussing games, the team pulls deep from all these sources to create rich and vibrant gaming experiences for players to enjoy.

Radcom's games have a strong focus on moment-to-moment gameplay, with fun being the definitive factor driving and honing their game mechanics, and co-operative multiplayer a strong element of influence.

The studio's current project is *The Ever After*, a whimsical action platformer set in a fairy tale world.

CREDITS

The Ever After

FIND OUT MORE

radcom.com.au →

CONTACT DETAILS

contact@radcom.com.au →

The RnD Department

Level 3 153 Flinders St, Adelaide 5000

PLATFORMS

PC



The RnD Department is an Adelaide-based indie studio founded by Daniel D’Cruz and Rupert McPharlin. The small, agile team thrives on experimentation and close collaboration, regularly partnering with local studios, cultural organizations, and creative agencies.

Rupert serves as Technical Director, leading programming, systems design, and technical development. Daniel is Creative Director,

responsible for the studio’s artistic vision, creative direction, and overseeing level design. Together, they drive the studio’s vision, combining their complementary skills to deliver unique, impactful games and digital installations.

TOYA (formerly known as *CUBE*) received the SAGE 2025 Elevate Award, recognising the team’s commitment to pushing boundaries and inspiring audiences.

CREDITS

TOYA

FIND OUT MORE

[***The RnD Department***](#) →

CONTACT DETAILS

Rupert (Ru) McPharlin
+61 438 400 045

[***thernddep@gmail.com***](mailto:thernddep@gmail.com) →

Royal Reign Studios

Level 2/44 Pirie St, Adelaide 5000

PLATFORMS

PC

Mobile (iOS, Android)

Console (Nintendo Switch, Playstation, Xbox)



Royal Reign Studios is all about fun first: making games families, friends, and kids at heart can enjoy together.

A small but mighty South Australian studio of about 10, the team is proudly diverse.

Royal Reign showcase games nationally across Australia at key events and expos, big and small. *Castle Cab* is their biggest project to date: a four-player open world sandbox game full of silly humour,

breakable stuff, and co-op fun, all running on the Nintendo Switch (which is no easy feat!). It even won the 2024 GameXcellence Award for Best Mini Game.

Beyond developing their own projects, Royal Reign specialises in optimisation and performance, helping other indie studios polish their games, solve technical challenges, and get their titles ready for console.

CREDITS

Castle Cab

Flamongo

Doo Doo Dodgers

FIND OUT MORE

royalreignstudios.com →

CONTACT DETAILS

Jacob von Appen

+61 466 372 744

info@royalreignstudios.com →

Ship It Studios

Suite 131 33 Pirie, St Adelaide 5000

PLATFORMS

PC

Console



Ship It Studios is an Adelaide-based indie game studio that develops slick games with a fast development cycle. A dynamic team of five brings years of experience in the film and games industries, blending creativity with technical expertise to deliver exciting, high-quality games.

With a focus on combining rapid prototyping with the production of polished assets, the team can move quickly from concept to execution

without compromising on quality.

Their debut title *Blood Vow: Survive the Night* is an intense action-strategy game that combines dark fantasy with gripping survival mechanics. Utilising a fast pipeline and the power of UE5, *Blood Vow* progressed from ideation to showcasing at PAX 2024 in just 17 weeks, marking the beginning of their journey in demonstrating effective small-team game development.

CREDITS

Blood Vow: Survive the Night (in development)

FIND OUT MORE

[Blood Vow: Survive the Night](#) →

CONTACT DETAILS

Nic Cutts

shipitstudios@proton.me →

Solar Lightshow

PLATFORMS

PC



Solar Lightshow is a newly minted game studio working on their debut release, *The Lights I Promised You*. Based out of Adelaide, Australia, their seven-person team spans four continents.

Made up of hardworking creatives who have worked on projects for different companies and keen graduates ready to make their mark, Solar Lightshow is ready to create a meaningful, immersive and enjoyable experience.

A majority of team proudly identify as members of the LGBTQIA+ community, which is reflected in their aims to create nuanced stories and art that provides insight into queer experiences and representation that resonates with audiences.

CREDITS

The Lights I Promised You
(in development)

FIND OUT MORE

[Solar Lightshow](#) →

CONTACT DETAILS

Sitong Shen
nanhty3@gmail.com →

Soft Magnets

PLATFORMS

PC

Console (Game Boy)



Soft Magnets is an independent game studio based on Nharangga land in regional SA. Led by multimedia artist and emerging independent game developer Orlando Mee, the studio's playful practice blurs the lines between art and games.

Following a 2022-23 mentorship with creative technologist Tim Gruchy, Orlando's practice expanded into video game development using the GB Studio

game engine. By disseminating his work through video games, he aims reach new audiences outside of fine arts.

He participated in the Game Boy Competition 2023 game jam, and was shortlisted in the top 15 entries out of a total 80 games, ranking 9th overall in the 'Gameplay' category.

CREDITS

Bestel (demo)

Imperium Strike Force (demo)

Yakshini Lokam

FIND OUT MORE

orlandomee.com →

itch.io →

CONTACT DETAILS

Orlando Mee

omee.design@gmail.com →

Split Symmetry

PLATFORMS

PC

Console



Split Symmetry was founded by Richard Taylor and Jamie Pillarinos with the shared ambition of creating console games which focus on thinking rather than fighting.

Joined by a number of highly skilled local developers, they are currently working on the studio's debut title, *Tech Hunter*, a science fiction treasure hunting game for console and PC, supported by SAFC development funding.

In *Tech Hunter*, players use their hovership and a set of unique drones to explore an alien planet, collect advanced technology and save their stranded expedition. Along the way they will solve puzzles to recover alien technology, upgrade their fleet, and uncover clues about the mysterious force which stranded them.

CREDITS

Tech Hunter (in development)

FIND OUT MORE

splitsymmetry.com →

CONTACT DETAILS

Richard Taylor
richard@splitsymmetry.com →

StarSword Games

PLATFORMS

PC

Console (Nintendo Switch)



StarSword Games is an indie studio dedicated to bringing whimsy to the world through the games it creates. Made up of a team of junior game devs based in Adelaide, South Australia, StarSword Games is pouring its passion into its first title, *Terramystra*.

The team developed their skills through study, practicing their knowledge developing with Unity to create for PC, console and VR platforms. The idea to create a

game around pet rocks emerged during this time – becoming what *Terramystra* is today.

While *Terramystra* is StarSword Games' debut game, it also serves as a creative outlet for the team and medium to build upon its current skills. Every silly idea is considered for *Terramystra*'s future development, because the little things count too.

CREDITS

Terramystra (in development)

FIND OUT MORE

[StarSword Games](#) →

CONTACT DETAILS

Valeriia Holik

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starswordgames.dev@gmail.com →

Stellar Advent

L2 44 Pirie Street, Adelaide 5000

PLATFORMS

PC (Steam)

Console (Nintendo Switch)



Stellar Advent is an indie game development studio based in Adelaide.

Founded in 2020, the two-person team aims to make cute, character-driven RPGs featuring 2D art.

The studio released its first title *Frontier Quest* on Steam and Nintendo Switch in 2021, and is currently working on its second release *Lucie's Potager*, a shopkeeper sim where players

grow plants, coming to Steam and Nintendo Switch in 2023.

Stellar Advent has also developed titles for online educational games platform Legends of Learning including *Measurement Mansion*, designed to teach the mathematical concept of measuring volume by helping a mansion owner pack furniture, and *Winona's Wildlife Park*, in which players learn about animal habitats by taking on the role of zookeeper.

CREDITS

Frontier Quest

Lucie's Potager

Measurement Mansion

Winona's Wildlife Park

FIND OUT MORE

stellaradvent.com →

CONTACT DETAILS

stellaradvent@gmail.com →

Stout Heart Games

PLATFORMS

Mobile (iOS, Android)

PC



Stout Heart Games

Founded by Michael Manson, Stout Heart Games is a small Adelaide-based game design company.

As well as producing their own games, the studio works alongside other companies, including Mighty Kingdom and Agricultural VR at Think.Digital, to assist them in making great products.

Michael has also worked with cultural groups like the Adnyamathanha people of the Flinders Ranges as part of the development of action adventure game *The Pound*.

Stout Heart Games received the Best Designer award from AIE in 2021 and has released games on

multiple platforms for PC and Mobile.

Stout Heart Games has also designed and run roleplaying Game adventures for conventions across Australia, including for the SA Art Gallery Divided Worlds Biennial.

SERVICES

Game and narrative design and QA

Education game design and learning analysis

Tabletop and roleplaying game design and session

CREDITS

Pick-a-Pocket

The Pound: First Nations

80s The Horror: Run

Draddgons

FIND OUT MORE

michaelmanson.squarespace.com →

CONTACT DETAILS

Michael Manson

+61 444 559 119

stoutheartgames@gmail.com →

Stuart's Pixel Games

PLATFORMS

Mobile (iOS, Android)

PC

Console (Nintendo Switch, Xbox, Atari VCS)



Stuart Burfield is a solo video games developer based in Adelaide who manages all aspects of games creation, including graphics, programming, game design and music composition.

A graduate of the Academy of Interactive Entertainment (AIE) Incubator program, Stuart's debut PC game, *Puzzledorf*, was released on Steam to positive reviews, with plans to port it to Nintendo Switch and Xbox.

Designed for all skill levels, *Puzzledorf* is a fun way to exercise the brain while immersing yourself in vibrant 2D art.

Stuart also presents game development tutorials and articles on his blog, which have been featured on the frontpage of GameDeveloper.com, and has also created game programming course materials for AIE.

SERVICES

Programming & Game Design

Pixel Art

Music Composition

CREDITS

Puzzledorf

FIND OUT MORE

linktr.ee/stuartspixel →

CONTACT DETAILS

Stuart Burfield

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Sundae Buoy Games

PLATFORMS

PC

Console



Sundae Buoy Games is a father–son dev duo from Adelaide, Australia. The studio began in 2018 as a creative side project by award-winning filmmaker Brad Gilbertson (*Still Standing*, 2023), who hoped to one day move fully into game development. His son Jalen soon joined in, first testing early prototypes and later learning to program.

In 2025, Brad and Jalen committed to creating and releasing a full

game together. Inspired by *Super Meat Boy* and *Celeste*, Brad focused on character design, pixel art, level design, and music, while Jalen developed smooth, responsive controls — essential for a fair but demanding precision platformer.

Sundae Buoy is now developing *The Unified*, their first commercial release, planned for mid–late 2026.

CREDITS

The Unified (in development)

FIND OUT MORE

[Sundae Buoy Games](#) →

CONTACT DETAILS

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Tantalus South (A Keywords Studio)

PLATFORMS

PC

Console



Tantalus South (A Keywords Studio)

Keywords Studios is the world's largest provider of end-to-end technical and creative services for the global video games industry. With the opening of Tantalus South in the heart of the Adelaide CBD, Keywords became the first truly global games company to establish a studio in South Australia.

Founded in 1998, Keywords now employs more than 10,000 people across 70+ studios in 23 countries, supporting 24 of the world's top 25 video game publishers, including Sony Interactive Entertainment, Microsoft, Nintendo, Google, Apple, META, Electronic Arts, Riot Games, SEGA and Ubisoft. The establishment of the Adelaide studio follows

Keywords' acquisition of long-standing Australian developer Tantalus Media.

Tantalus South has a strong APAC focus, working closely with partners across Japan, South Korea and China, and continues to strengthen its role as a strategic development hub in the region, most recently partnering with Arc System Works on *Guilty Gear Strive* - Nintendo Switch Edition.

The Adelaide studio focuses on porting, remastering and full-cycle creative development across established IP, further elevating South Australia's presence in the global games ecosystem.

SERVICES

Creative Game Development
Co-development
Porting
Remastering of Games

CREDITS (TANTALUS MEDIA GAMES)

Age of Empires
Guilty Gear Strive - Switch Edition
Hello Kitty Island Adventures - Switch Edition
Luigi's Mansion 2 HD

FIND OUT MORE

tantalus.com.au →

CONTACT DETAILS

Kim Forrest
Head of Studio

kforrest@tantalus.com.au →

TarenGameDev

PLATFORMS

PC



TarenGameDev is headed by Taren Boswell, a solo game developer and social media influencer creating content around game development, based in Adelaide.

He is working on *Tales of Tallrest*, an isometric JRPG that has a focus on interactions in between adventures.

Instead of clearing a dungeon, selling the loot, rinse and repeat, the players clear a dungeon, return to their homebase, pay their taxes, upkeep their property, meal prep,

ensure their party is healthy and work a job to build enough income to afford the next adventure.

CREDITS

Tales of Tallrest

Party Goblins

FIND OUT MORE

[TarenGameDev](#) →

CONTACT DETAILS

Taren Boswell

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Team Cherry

PLATFORMS

PC

Console (Nintendo Switch, Playstation, Xbox)



Team Cherry

Established in 2014, Team Cherry is a three person team based in Adelaide, made up of co-founders and game designers Ari Gibson and William Pellen, and coder Jack Vine.

Team Cherry's debut title, smash hit action adventure game *Hollow Knight*, has sold more than 15 million copies since its 2017 release on PC, Nintendo Switch, Playstation 4, and Xbox One.

Critically acclaimed both in Australia and internationally, *Hollow Knight* won Independent Game of the Year and Australian Developed Game of the Year at the 2018 Australian Games Awards, as well as Best Platformer in PC Gamer's 2017 Game of the Year Awards, and

was nominated for Best PC Game in Destructoid's Game of the Year Awards 2017 and Best Platformer in IGN's Best of 2017 Awards. In 2020 Kotaku named *Hollow Knight* as one of the best ever games for the Nintendo Switch, while in 2019 Polygon named it among the 100 best games of the decade.

The highly anticipated sequel *Hollow Knight: Silksong* crashed servers across platform upon its release in 2025 and has already sold over seven million copies.

Team Cherry was named Studio of the Year at the 2018 Australian Game Developer Awards (AGDAs).

CREDITS

Hollow Knight

Hollow Knight: Silksong

FIND OUT MORE

teamcherry.com.au →

CONTACT DETAILS

press@teamcherry.com.au →

Team Fractal Alligator

PLATFORMS

PC/Mac/Linux

Console (Nintendo Switch)



Team Fractal Alligator is run by Matt Trobbiani, an Adelaide based independent game developer.

Matt is best known for PC hacking simulation game *Hacknet* and its expansion *Hacknet: Labyrinths*, which both won Australian Game Developer Awards (AGDAs), and were selected for the 2015 PAX Aus Indie Showcase.

Team Fractal Alligator has since launched *Wrestledunk Sports* for both PC and Nintendo Switch, which

won the BIC 2022 Best Multiplayer Game Award, and was selected for the 2019 PAX Aus indie showcase.

CREDITS

Hacknet

Hacknet: Labyrinths

Wrestledunk Sports

FIND OUT MORE

wrestledunk.com →

CONTACT DETAILS

Matt Trobbiani

matt@hacknet-os.com →

Toasterface Games

PLATFORMS

Mobile (iOS, Android)

Meta Quest/Horizon OS



Toasterface Games is a small team of game developers and VR enthusiasts making fun and unique VR games that seamlessly incorporate exercise into games.

The aim is to help gamers be more active and motivate them to improve their physical and mental health.

Their debut game *Pedal Rebel VR* is a cyber punk synthwave pumping VR cycling game that includes physical activity so you can game

guilt free and feel good about yourself while playing, knowing that you are doing your body and brain good while having fun!

CREDITS

Pedal Rebel VR

Reign Check

FIND OUT MORE

pedalrebelvr.com →

CONTACT DETAILS

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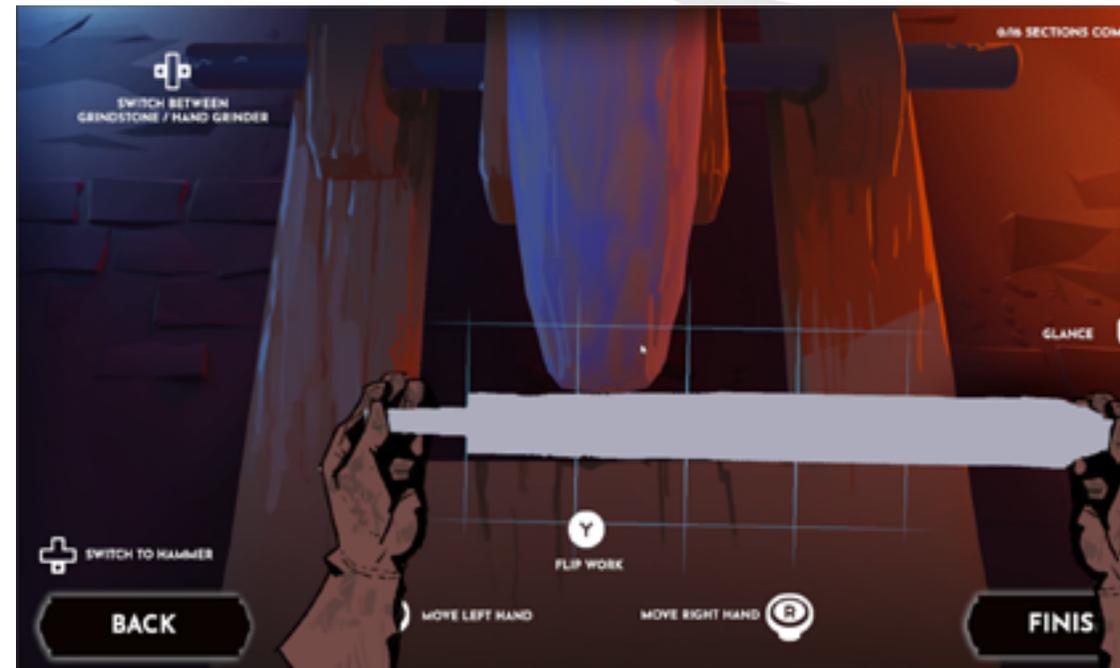
toasterfacegames@gmail.com →

Towerpoint Games

PLATFORMS

Steam

PC



Towerpoint Games

Towerpoint Games is a tight-knit indie studio making narrative-driven games about strange but human stories.

Based in Adelaide, South Australia, the studio was founded by Emma Waters and Sean Dee and features a small core team supported by a range of local artists and developers.

The team develops games in the Godot engine, with a commitment to ethical open source development and creative practices.

ANVILHEART is the studio's debut title, made possible by the support of Screen Australia through the Games Production Fund.

The game was first showcased at AVCon and PAX Australia during 2023 and has been featured in an article by Kotaku as one of the editor's favourite indie demos at PAX Aus for 2023.

Emma and Sean are both active members of the local community, helping other developers working in Godot, and helping run the local community Discord server. The team is dedicated to creating a sustainable model for game development, focusing on long-term outcomes for its team and community.

CREDITS

ANVILHEART (unreleased)

FIND OUT MORE

towerpoint.com.au →

CONTACT DETAILS

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Two Lives Left

PLATFORMS

Meta Quest



Two Lives Left is a boutique game studio based in Adelaide, South Australia, driven by a passion for playful experimentation, polished design, and community connection. The mission is to create immersive entertainment that sparks joy, curiosity, and creativity.

Led by John Millard, their flagship title is *Kaiju Battle Simulator*, a physics-driven VR sandbox launched in Early Access on Meta Quest (App Lab) in 2024. The game

holds a 4.6-star average on Meta Quest and continues to evolve with regular updates featuring new mechs, kaiju, weapons, and destructible city environments.

Two Lives Left is also the creator of Codea, a creative coding app for iPad featured multiple times by Apple for its innovative approach to education and game creation.

CREDITS

Kaiju Battle Simulator

CRABITRON

Cargo-Bot

FIND OUT MORE

[***Kaiju Battle Simulator***](#) →

CONTACT DETAILS

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[***john@twolivesleft.com***](mailto:john@twolivesleft.com) →

Vagrient Games

PLATFORMS

PC



Andrew Bray is a South Australian self-taught indie game developer who began creating games in late 2022 with no prior experience.

His first title, *VAGRIENT* was developed over 4,500 hours across two years and is still growing with major future expansion updates to come. The game is uniquely crafted from imagination and inspired by many classic titles, with a personal touch.

Andrew says: “I love making games! My ultimate goal is to build a full-time career in game development and *VAGRIENT* is the foundation I’m building it on. I aim to make *VAGRIENT* one of the most expansive games ever created, measured by the size of its universe and the depth of its content.”

CREDITS

VAGRIENT

#7-J5Z: *The Driftwood Experiment*

FIND OUT MORE

vagrient.com →

CONTACT DETAILS

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Voxon Photonics

Level 3B 5 Laffer Drive,
Bedford Park 5042

PLATFORMS

Unity

Nativ C

C++ with own SDK



Voxon is a start-up based in Adelaide, South Australia, focused on bringing 3D Volumetric Entertainment to the world with eight employees in Adelaide and one in Rhode Island, USA.

Voxon is the world's leading provider of 3D Volumetric Display hardware and software, and has recently launched two new products: the VX2 and VX2-XL, both powered by the Voxon VLED engine. Voxon's previous hardware, the VX1,

was sold worldwide and included many games, including *Super Snakeatron*, *Balls for Dinner*, *Super Turrets*, *Voxatron*, and *Dot Muncher*.

In conjunction with Taito, Voxon developed a version of *Space Invaders*, *Space Invaders Next Dimension*.

Voxon is currently developing an arcade game with the working title *Voxon Arcade*, with plans for global distribution in the near future.

CREDITS

Voxon Arcade

Space Invaders: Next Dimension

Super Snakeatron

FIND OUT MORE

voxon.co →

CONTACT DETAILS

Gavin Smith

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gavin@voxon.co →

We Made a Thing Studios

PLATFORMS

PC

Mobile



We Made a Thing Studios

We Made a Thing Studios (WeMat) is an award-winning production and development company that focuses on high concept IPs with global audiences.

With Hollywood experience in a boutique commercial package, WeMat produces work across feature film, television, web series, games and digital. The studio offers full service production capability, with knowledge and expertise spanning the entire creative process from development and production through post production.

WeMat's first major game release *Box Knight* was awarded the Indie Showcase Award at PAX

2022. A recent Epic Mega Grant Recipient, the studio is currently in development with two game projects.

No matter what project or platform, at the end of the day, WeMat's aim is to sit back and proudly say that "we made a thing".

CREDITS

Box Knight

Pocket DiC (*Lucy and DiC* AR mobile game)

FIND OUT MORE

wemadeathingstudios.com →

CONTACT DETAILS

tom@wemat.com.au →

Yofrancisco

PLATFORMS

PC



Yofrancisco is an indie studio founded by Francisco Martinez, a solo developer making weird monster games in his spare time. He has previously worked on some unreleased titles with Blue Moon Games.

His first game, *Meowing Point*, was released on Halloween 2023. *Meowing Point* is a short point and click exploration game with puzzle elements and extra hidden objects.

As well as working on additional content for *Meowing Point*, a second game is in the works.

CREDITS

Meowing Point

FIND OUT MORE

meowingpoint.com →

CONTACT DETAILS

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SAFILM.COM.AU

This brochure is an overview of selected video game developers and service providers in South Australia, and is not exhaustive. This brochure is under regular review. For specific enquiries, please contact each company directly. Eligible game projects can access the SAFC's SA VGD Rebate, equivalent to 10% of expenditure on video game

development work undertaken in South Australia. For more information go to

safilm.com.au/games ➔

Need more information about video game development in South Australia? Contact the SAFC Production and Development team.

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South Australian Film Corporation