

# 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 Kaurna 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 Kaurna 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](https://safilm.com.au/games) ➔

# 7D Games Studio

61 Horwood Road, Salisbury North 5108

## PLATFORMS

PC



# 7D Games Studio

7D Games Studio is an emerging game development company on a mission to create original sci-fi, historical and fantasy titles.

With a team of seven collaborating artists, 7D is focused on producing high-quality, must-play games.

The studio has established dependable operational processes and streamlined pipelines to enable cost-effective development for maximum ROI, a golden opportunity for any publisher looking to come in at early stages of development.

The studio is currently seeking funding for its debut title *Spellborn*, an RPG described as “*The Witcher* meets *Kingdom Come*”.

7D holds a strong vision to grow into a world-recognised studio and major employer, creating career opportunities for South Australians.

Founder Emmanuel Mouille previously operated Neon Games from 2010 to 2014, releasing iOS mobile titles including *Coconut Monkey*, *Guess it First* and *JewelChest*.

## CREDITS

*Spellborn* (in development)

## FIND OUT MORE

[7dgames.studio](https://7dgames.studio) ➔

## CONTACT DETAILS

Emmanuel Mouille  
+61 0418 846 700

[admin777@7dgames.studio](mailto: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](https://abmvisual.com) ➔

## CONTACT DETAILS

Michael Petros

+61 424 095 776

[michael@abmvisual.com](mailto: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](https://afewdragons.com) →

## CONTACT DETAILS

Keirron Stach

[keirron@afewdragons.com](mailto:keirron@afewdragons.com) →

# Bad Plan Studios

2/44 Pirie Street, Adelaide 5000

## PLATFORMS

PC

Console



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. The studio's founding title, *End of Ember*, is the munted brain child of Art Warlock Daniel McGuinness, who rapidly attracted the interest of a Tech Guy and a Cat Herder to help bring his gory vision to an audience who didn't even know how bad they needed it in their life.

They are three dads doing it in their part time, they are fiercely independent and they can't wait to share their work with the world.

## CREDITS

*End of Ember* (in development)

## FIND OUT MORE

[End of Ember](#) ➔

## CONTACT DETAILS

Chad Habel

[badplanstudios@gmail.com](mailto: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 sports franchises.

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](http://bigant.com) →

## CONTACT DETAILS

[enquiries@bigant.com](mailto: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](https://bluemoon.games) ➔

## CONTACT DETAILS

Jason Di Benedetto

[hello@bluemoon.games](mailto: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

Aiden Gyory  
+61 478 807 343

[\*\*\*aiden@catalystgames.com.au\*\*\*](mailto:aiden@catalystgames.com.au) ➔

# 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](https://ceruleanstudios.com.au) ➔

## CONTACT DETAILS

Arthur Ah Chee

+61 406 877 515

[arthur@ceruleanstudios.com.au](mailto: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](https://charmful.com.au) →

## CONTACT DETAILS

Stuart Vass

[stuart@charmful.games](mailto: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](http://coastalderrieres.com) ➔

## CONTACT DETAILS

Chris

+61 481 829 391

[chris@coastalderrieres.com](mailto: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 Senscapes Adventurous Game Jam in 2021.

Other titles include horror adventure game *The Wrong Kind of Shadow* which won the Senscapes 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](https://twitter.com/SweChefJoakim) →

## CONTACT DETAILS

Joakim Lundstrom

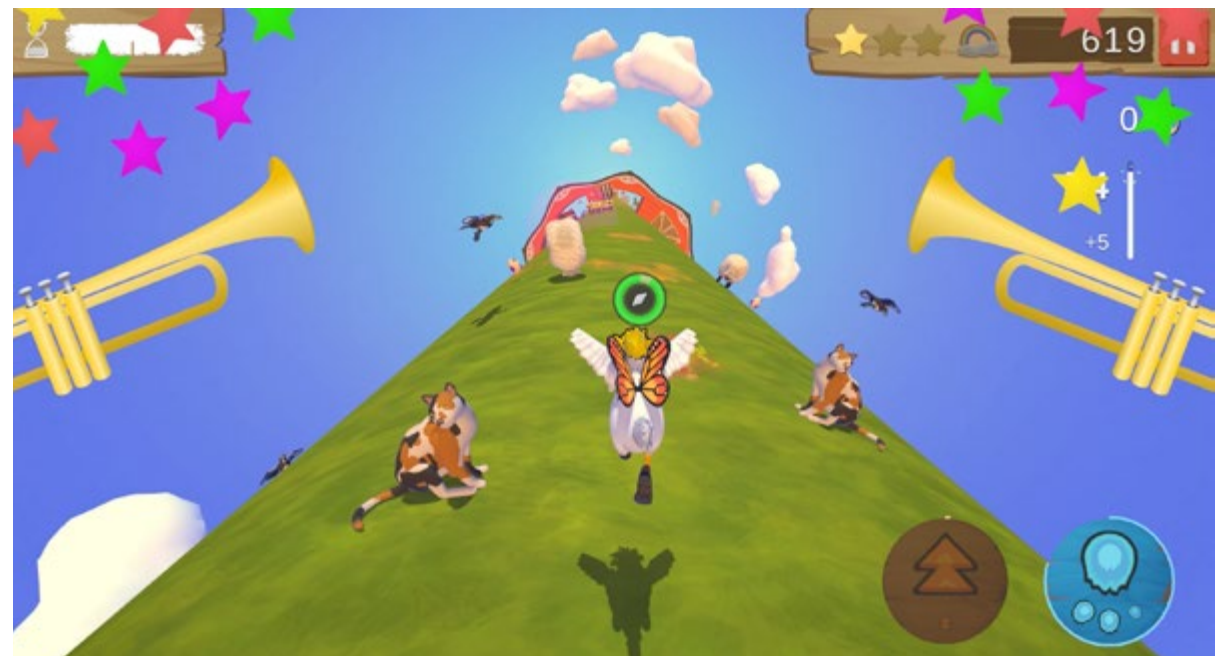
[DalaKoalaGames@gmail.com](mailto:DalaKoalaGames@gmail.com) →

# 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

[superbawkbawken.com](http://superbawkbawken.com) →

## CONTACT DETAILS

[daytimedevs@gmail.com](mailto: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

***dinorocketgames@gmail.com*** →

# 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](https://exbleative.com) ➔

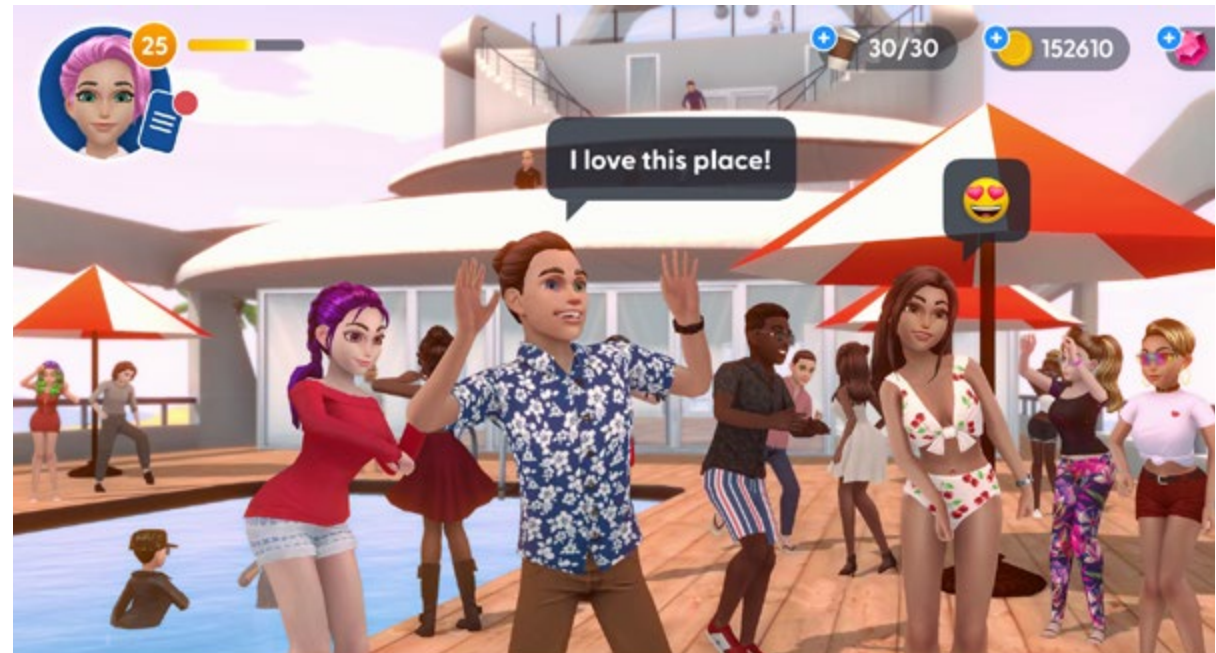
## CONTACT DETAILS

Jay Weston

[jay@exbleative.com](mailto:jay@exbleative.com) ➔

L2/44 Pirie Street, Adelaide 5000

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](https://foxieventures.com) →

## CONTACT DETAILS

Dineth Abeynayake

[foxieventures.com](https://foxieventures.com) →

# 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, *Project: Nightlight* was shipped to SteamVR in March of 2023. They are currently developing their next game, *Project: Nova*.

## CREDITS

*Project: Nightlight*

*Project: Nova*

## FIND OUT MORE

[fringerealities.com](https://fringerealities.com) ➔

## CONTACT DETAILS

[fringerealites@gmail.com](mailto: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](https://halfgiant.com.au) ➔

## CONTACT DETAILS

Bill Northcott

+61 0418 642 634

[bill@halfgiant.com.au](mailto: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](https://hellbytestudios.com) →

[Play Blood Reaver](#) →

## CONTACT DETAILS

Euan Wynne-Jones

+61 410 160 844

[contacthellbyte@gmail.com](mailto: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](http://jonniemadeit.com) ➔

## CONTACT DETAILS

Jonathon Anderson-Wills

+61 421 474 430

[johnandersonwills@gmail.com](mailto:johnandersonwills@gmail.com) ➔

# 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](https://frogsprincess.com) →

## CONTACT DETAILS

Kathy Smart

+61 0410 130 090

[kathy123456@iinet.net.au](mailto: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](https://juicycupcake.com) →

## CONTACT DETAILS

Andrew Thelning-Freeth

[contact@juicycupcake.com](mailto: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](http://kungfutakeaway.com) →

## CONTACT DETAILS

[karate@kungfutakeaway.com](mailto: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

***kye.elliott.moyle@gmail.com*** ➔

# 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](http://kyotigames.com.au) →

## CONTACT DETAILS

Ky Frankiw

+61 416 350 357

[kfrankiw@gmail.com](mailto:kfrankiw@gmail.com) →

# 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](https://lamplightforest.com) ➔

## CONTACT DETAILS

Alexander Thumm

[al@lamplightforest.com](mailto:al@lamplightforest.com) ➔

# Makers Empire

Startup Hub, Lot Fourteen,  
North Terrace, Adelaide 5000

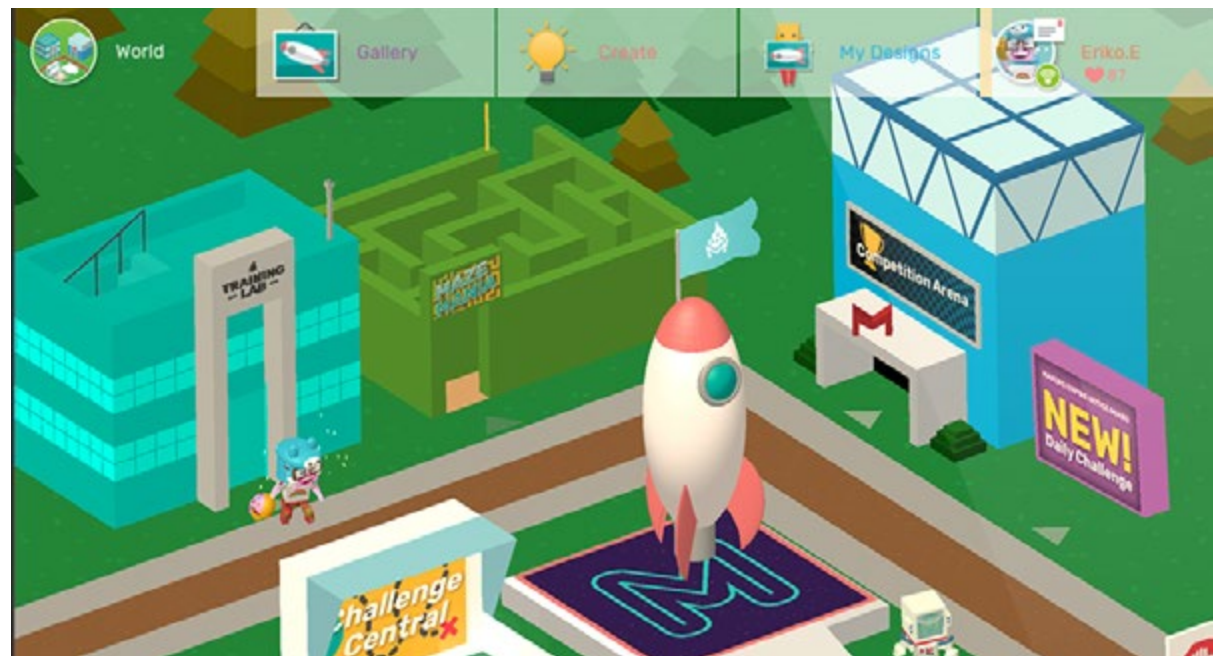
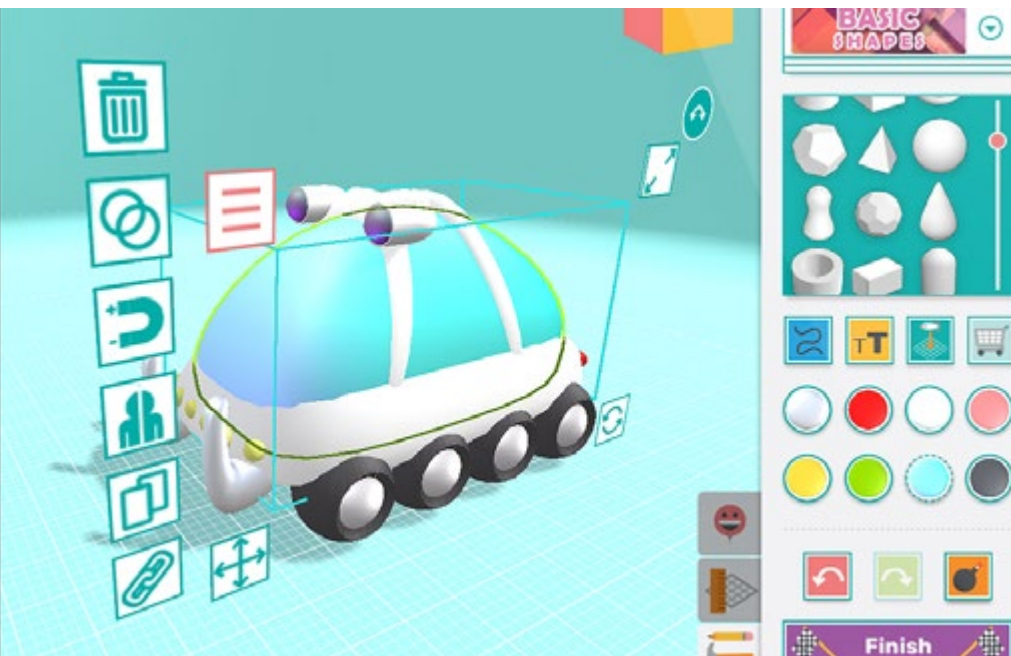
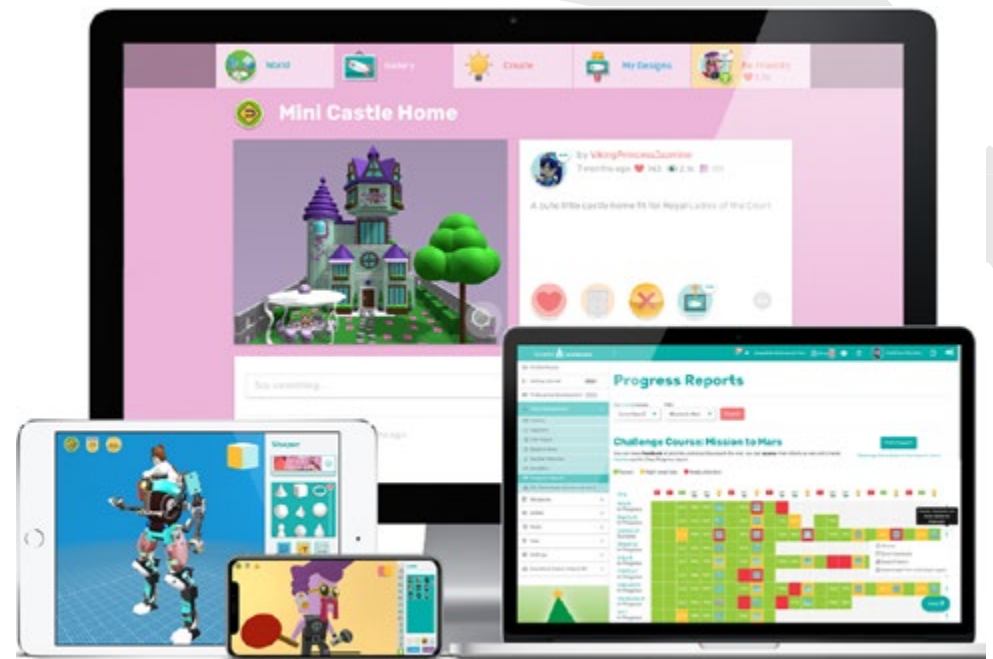
## PLATFORMS

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](https://makersempire.com) →

## CONTACT DETAILS

Jon Soong & Anthony Chhoy  
+61 8 7099 4030

[info@makersempire.com](mailto:info@makersempire.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](https://mightykingdom.com) ➔

## CONTACT DETAILS

Tony Lawrence

+61 0418 112 002

[tony.lawrence@mightykingdom.com](mailto: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](https://foreverhasfallen.com) →

## CONTACT DETAILS

Kimon Lycos

+61 0400 263 740

[kimon@foreverhasfallen.com](mailto:kimon@foreverhasfallen.com) →

# Mini Mammoth Games

85 North East Road, Collinswood 5081

## PLATFORMS

Mobile (iOS, Android)

PC

Web



# Mini Mammoth Games

Mini Mammoth Games is an independent games studio focusing primarily on short and impactful hypercasual mobile games.

The team of eight has strong relationships with publishers and ad mediators around the world, and they uphold the company's key values of honesty, compassion, respect and integrity through all their work and business interactions.

Developing games for both Android and iOS Mini Mammoth has successfully reached a wide audience with their current

range of titles including *Ocean Harvest*, which won the Homa Games Favourite in Homajam 3 (2021), and *Critter Capture* which was nominated as a 2021 Game Development World Championship Fan Favourite.

Mini Mammoth also has many games created by placement students, which the studio takes on and nurtures through its ongoing relationship with South Australia's Academy of Interactive Entertainment.

## SERVICES

Educational Games, Apps & Web Experience Design

Entertainment Games & App Design

Mobile Apps Design

## CREDITS

*Ocean Harvest*

*Critter Capture*

*Bundimal Rush*

*Snackwich*

*Pressed For Time*

## FIND OUT MORE

[minimammothgames.com](https://minimammothgames.com) →

## CONTACT DETAILS

Tamara Lynch

+61 8 7079 7707

[contact@minimammothgames.com](mailto:contact@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](https://monkeystack.com.au) ➔

## CONTACT DETAILS

Justin Wight  
Director  
+61 8 8394 2575

[monkeys@monkeystack.com.au](mailto: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](https://monomyth.games) →

## CONTACT DETAILS

Quincy Geary

[contact@monomyth.games](mailto: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](https://mycolourfulmind.com.au) ➔

## CONTACT DETAILS

April Benjamin

+61 423 231 797

[april@mycolourfulmind.com.au](mailto: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](https://octoversestudios.com) ➔

## CONTACT DETAILS

Augustin Marin

[admin@octoversestudios.com](mailto: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](https://oddgames.com.au) ➔

## CONTACT DETAILS

Ben Marsh

[enquiries@oddgames.com.au](mailto:enquiries@oddgames.com.au) ➔

# Orchid of Redemption

## PLATFORMS

PC

Console



Orchid of Redemption is a micro-studio focused on “minimum lovable product”: stripping away all the excess to bring clear and flowing co-creative experiences that honour the player’s time, allow for creatively empowering gameplay, and offer an atmosphere of serenity, magic, and mystery.

The studio self-published its debut title in 2023, the magical golf-like puzzle platformer *Joon Shining*,

an epic journey towards mastery of precision gameplay, and featuring a revolutionary award-winning soundtrack by Angus Barnacle, composed entirely in just intonation.

The studio is currently developing and self-publishing its second title, the gravity-warping 1st person platformer *Dream of the Star Haven*.

## CREDITS

*Joon Shining*

*Dream of the Star Haven*

## FIND OUT MORE

[linktr.ee/orchidofredemption](https://linktr.ee/orchidofredemption) ➔

## CONTACT DETAILS

Alexander Thumm

[al@lamplightforest.com](mailto:al@lamplightforest.com) ➔

# Orlando Mee

## PLATFORMS

PC

Console (Game Boy)



Orlando Mee is a multimedia artist and emerging independent game developer based on Nharangga land in regional SA. His playful practice blurs the lines between art and games.

Following a 2022–23 mentorship with creative technologist Tim Gruchy, his 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.

Orlando 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.

During his Master’s studies, he participated in the International Game Concept Challenge 2017, in which his team was awarded a prize by representatives of FromSoftware.

## CREDITS

*Bestel* (demo)

*Imperium Strike Force* (demo)

*Yakshini Lokam*

## FIND OUT MORE

[orlandomee.com](https://orlandomee.com) ➔

[itch.io](https://itch.io) ➔

## CONTACT DETAILS

Orlando Mee

[omee.design@gmail.com](mailto:omee.design@gmail.com) ➔

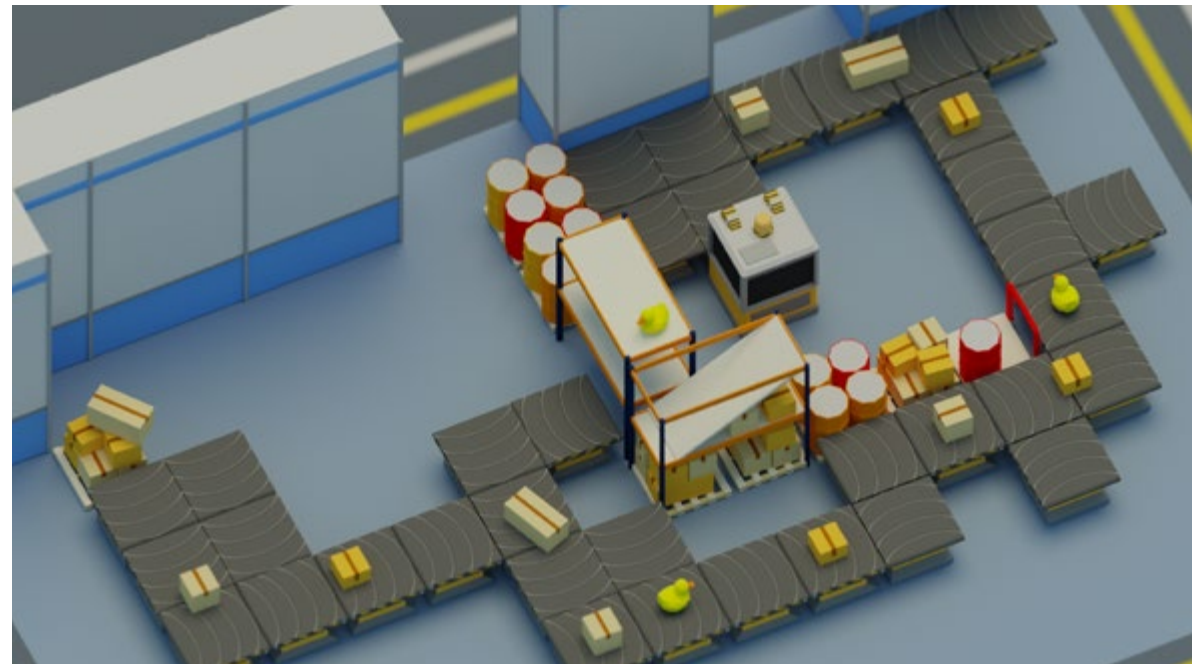
# Ortum Games

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](https://ortumgames.com) →

## CONTACT DETAILS

Adam Klappers

[adam.k@ortumgames.com](mailto: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](mailto:millivoltp2@gmail.com)** ➔

# Paper Cactus Games

## PLATFORMS

PC

Console (Nintendo Switch)



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

Established in 2021 by founding members made up of an artist and two programmers, Paper Cactus has since grown to six with new team members who share the studio's passion and aspirations, and who have experience working on projects including

award-nominated tabletop RPGs *Parselings* and *The WildSea*, as well as games *Greg's Eggventure* and *Rooftop Renegade*.

Currently the studio is working on its first title *Fox and Shadow*, a turn-based deck-building roguelike game intended for initial release on PC and Nintendo Switch. The game is being developed with support from Screen Australia.

## CREDITS

*Fox and Shadow* (in development)

## FIND OUT MORE

[papercactusgames.com](https://papercactusgames.com) ➔

## CONTACT DETAILS

Leo Cheung

[contact@papercactusgames.com](mailto: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](https://pixelcake.com.au) ➔

## CONTACT DETAILS

Tom Longo

+61 449 222 942

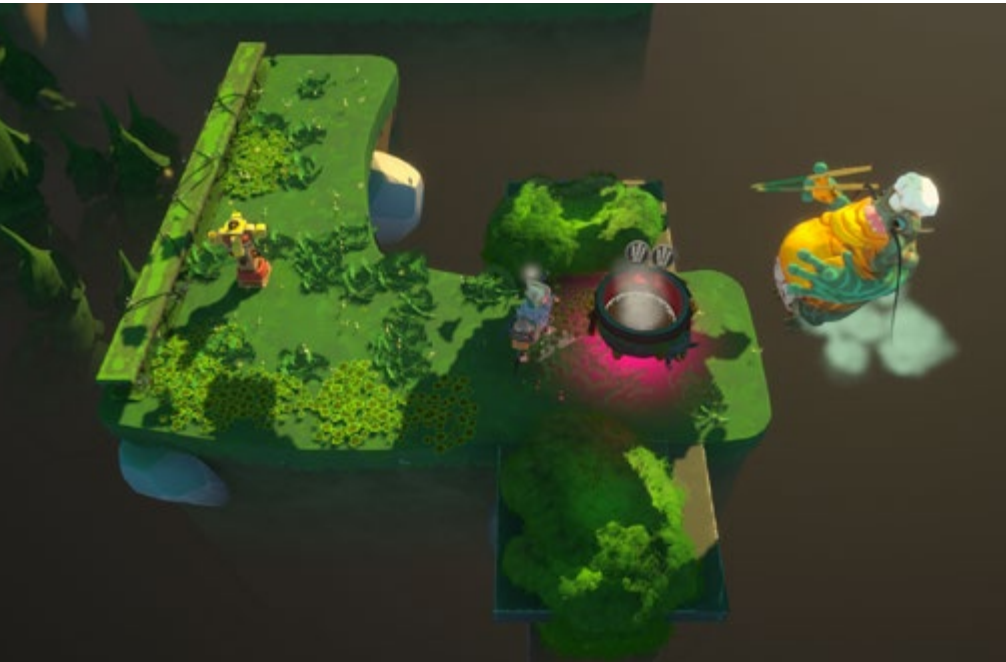
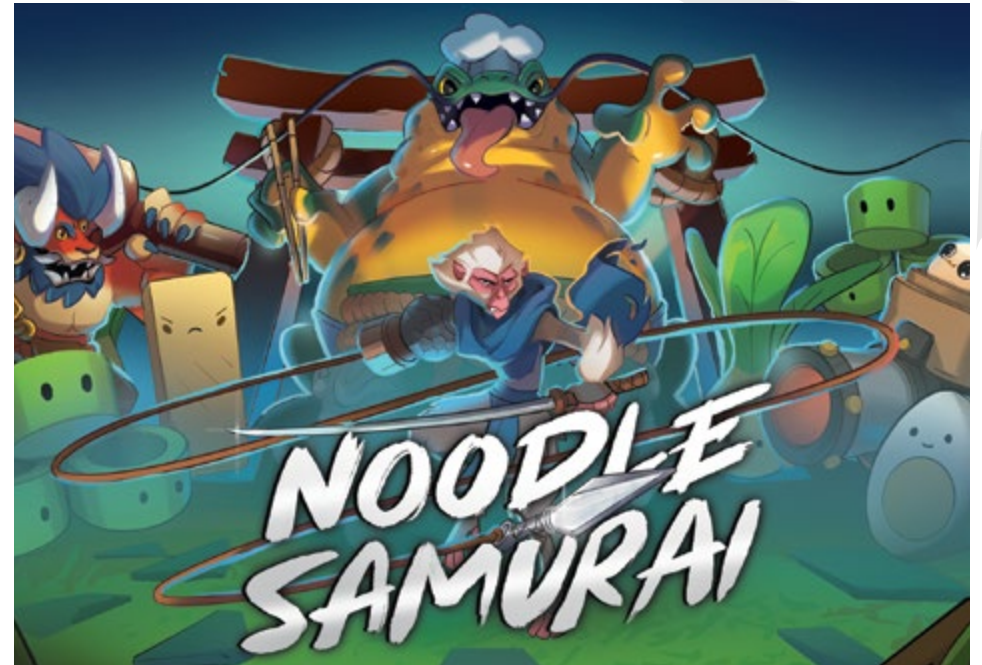
[tom@pixelcake.com.au](mailto:tom@pixelcake.com.au) ➔



# 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](https://planetpumpkin.com.au) →

## CONTACT DETAILS

[planetpumpkingames@gmail.com](mailto: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](https://shellkath.com) ➔

## CONTACT DETAILS

Peter Cowen

**[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](https://pond.games) ➔

## CONTACT DETAILS

Daniel Freer

[hello@pond.games](mailto:hello@pond.games) ➔

# Powerbomb Games

## PLATFORMS

PC



Founded in 2024, Powerbomb Games is an independent video games developer based in Adelaide.

With a mantra built around “games that nobody asked for”, Powerbomb Games focuses on creating and developing high concept titles blended with satire.

Powerbomb’s inaugural title, *Pro Jank Footy*, a sports/party roguelite, fuses action-packed gameplay with absurd Australian humour and

is currently in development with support from Screen Australia.

## CREDITS

*Pro Jank Footy* (in development)

## FIND OUT MORE



## CONTACT DETAILS

David Ashby

**hello** ➔

# 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](http://radcom.com.au) ➔

## CONTACT DETAILS

[contact@radcom.com.au](mailto:contact@radcom.com.au) ➔

# The RnD Department

## PLATFORMS

PC

Console (Switch)

The RnD Department is a South Australian studio founded by passionate creators Daniel D'Cruz and Rupert McPharlin. With a fresh and innovative approach to interactive entertainment, the two combine their expertise in creative direction and technical execution to craft unique, memorable gaming experiences that resonate with players of all ages.

The team's ethos focuses on creating fun, delivering moments

of wonder and joy that can be experienced by a wide range of players.

Their current project, *CUBE*, a unique puzzle platformer, received high praise, particularly at PAX Aus for its engaging design and innovative gameplay mechanics. The success of *CUBE* at PAX 2024 inspired Ru and Dan to establish The RnD Department, with the goal of releasing the full vision of *CUBE* late 2025.



## CREDITS

*CUBE*

FIND OUT MORE

[The RnD Department](#) ➔

CONTACT DETAILS

[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)



At their core, Royal Reign is committed to representing South Australia and creating pathways into the industry. As a small studio with diverse voices spanning genders, cultures, and neurodivergent backgrounds, the team hails from rural and low socioeconomic areas of SA.

Their flagship title, *Castle Cab*, has secured investment and gained recognition through being showcased at PAX23 and PAX24, as

well as over a dozen local events, including AVCon and Supanova in 2024.

*Castle Cab* won the GameXcellence Award 2024 for Best Mini-Game, with talks underway to secure major contracts that could expand the studio, bring stability, and position Royal Reign Studios as a key player in South Australia. Big things are coming!

## CREDITS

*Castle Cab*

*Wren's Resurgence*

*Doo Doo Dodgers*

## FIND OUT MORE

[royalreignstudios.com](https://royalreignstudios.com) ➔

## CONTACT DETAILS

Jacob von Appen

[info@royalreignstudios.com](mailto: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](mailto: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\*\*](mailto:nanhty3@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](https://splitsymmetry.com) →

## CONTACT DETAILS

Richard Taylor  
[richard@splitsymmetry.com](mailto:richard@splitsymmetry.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](https://stellaradvent.com) →

## CONTACT DETAILS

[stellaradvent@gmail.com](mailto: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](https://michaelmanson.squarespace.com) →

## CONTACT DETAILS

Michael Manson

+61 444 559 119

[stouthartgames@gmail.com](mailto:stouthartgames@gmail.com) →

# Stuart's Pixel Games

## PLATFORMS

Mobile (iOS, Android)

PC

Console (Nintendo Switch, XBox, Arati 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](https://linktr.ee/stuartspixel) →

## CONTACT DETAILS

Stuart Burfield

[contact@stuartspixelgames.com](mailto:contact@stuartspixelgames.com) →

# 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 solutions to the international video games industry. Keywords is proud to be the first truly global games company to establish a studio in South Australia with the opening of Tantalus South in the heart of the Adelaide CBD.

Founded in 1998, Keywords Studios has 10,000 employees worldwide across more than 70 offices in 23 countries and provides services to 24 of the top 25 video game publishers including Sony Interactive Entertainment, Microsoft, Google, Nintendo, Apple, Electronic Arts, Riot, SEGA, Sledgehammer and

Ubisoft. The Keywords Adelaide move comes after their acquisition of Australian game development company, Tantalus Media.

Keywords Studios has contributed to dozens of the world's biggest titles including *Fortnite*, *Rocket League*, *NBA 2k*, *Madden*, *HALO*, *Clash Royale* and *Minecraft*.

The company plans to steadily grow the Tantalus South studio to up to 100 people over five years with a focus on continuing their history of developing AAA titles with top-tier publishers, including porting, remastering and ground up creative development with existing IP.

## SERVICES

Creative Game Development  
Co-development  
Porting  
Remastering of Games

## CREDITS (TANTALUS MEDIA GAMES)

*Age of Empires*  
*Cities Skylines*  
*Stellaris*  
*The Legend of Zelda: Skyward Sword*  
*Sonic Mania*  
*The Legend of Zelda: Twilight Princess*

## FIND OUT MORE

[tantalus.com.au](https://tantalus.com.au) ➔

## CONTACT DETAILS

Kim Forrest  
Head of Studio  
+61 0427 427 728  
[kforrest@tantalus.com.au](mailto:kforrest@tantalus.com.au) ➔

# TarenGameDev

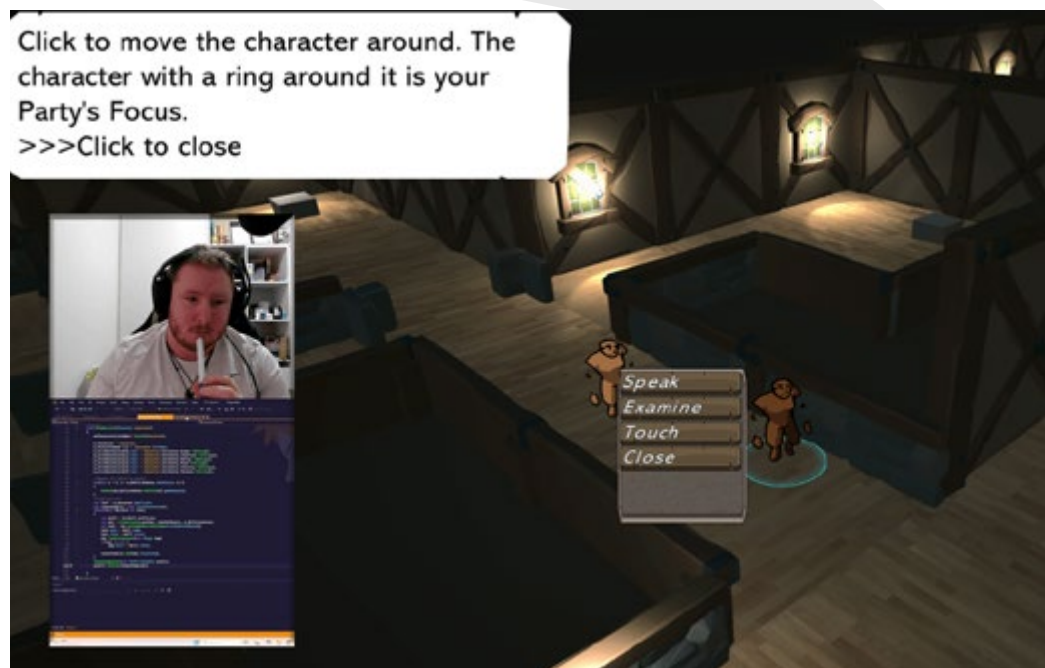
## PLATFORMS

PC

TarenGameDev is headed by Taren Boswell, a solo game developer and social media influencer creating content around game development, based in Adelaide, Taren is known for his eccentric use of core game systems.

He is also a Dungeon Master with 11 years experience running a large scale Dungeons & Dragons Homebrew campaign, which in turn is the setting for his latest ongoing project, *Tales of Tallrest*, an

expansive JRPG that earned him a large social media following late in 2024.



## CREDITS

*Tales of Tallrest*

*Party Goblins*

## FIND OUT MORE

[tarenboswell.com](https://tarenboswell.com) →

[TarenGameDev](#) →

# 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 3 million copies since its 2017-2018 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* is currently in development.

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

## CREDITS

*Hollow Knight*

## FIND OUT MORE

[teamcherry.com.au](https://teamcherry.com.au) ➔

## CONTACT DETAILS

[press@teamcherry.com.au](mailto: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](https://wrestledunk.com) ➔

## CONTACT DETAILS

Matt Trobbiani

[matt@hacknet-os.com](mailto: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](https://pedalrebelvr.com) ➔

## CONTACT DETAILS

Jonathan Kovarch

+61 413 031 562

[toasterfacegames@gmail.com](mailto:toasterfacegames@gmail.com) ➔

# Top Chop Games

## PLATFORMS

Mobile (iOs, Android)



Top Chop Games is a two person game development studio based in Adelaide creating games for mobile on iOS and Android platforms, with expertise in ideation and rapid prototyping.

Since launching in 2018 Top Chop Games has developed more than 40 casual mobile games, and has collaborated with top publishers in the industry to reach over 100 million downloads.

Among their most successful titles

are *Sky Roller*, published by Homa Games, *Merge Miners*, *Merge and Dig* and *Agent Grapple*, published by SuperSonic, and *RagDuel*, published by Voodoo.

## CREDITS

## Sky Roller

## Merge Miners

RagDuel

## Agent Grapple

FIND OUT MORE

**topchopgames.com** ➔

## CONTACT DETAILS

Eduardo Cardenas

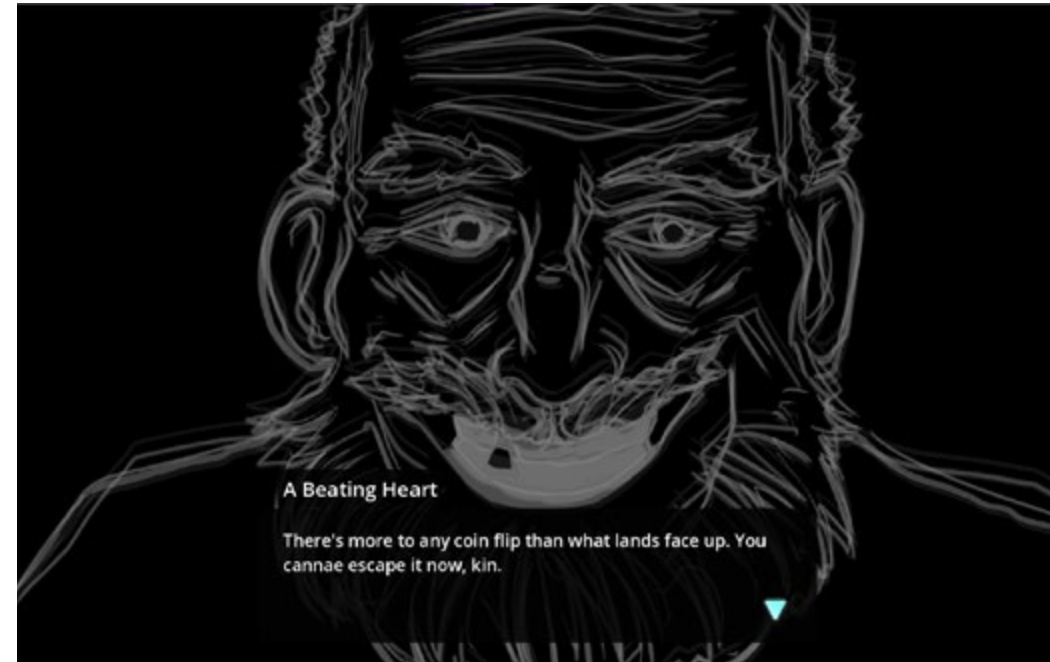
**ed@topchopgames.com** ➔

# Towerpoint Games

## PLATFORMS

PC

Mobile



# Towerpoint Games

Towerpoint Games is a new indie studio based in Adelaide, focused on creating diverse single-player games featuring grounded and human stories in fantastical settings. They share an office with their friends at Paper Cactus Games out of the Game Plus co-working space in Adelaide.

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 first major title under development. 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* (In development)

## FIND OUT MORE

[towerpoint.com.au](https://towerpoint.com.au) ➔

## CONTACT DETAILS

[contact@towerpoint.com.au](mailto:contact@towerpoint.com.au) ➔

# Two Lives Left

## PLATFORMS

Mobile (iOS)

PC

Meta Quest

Two Lives Left is an award-winning small independent studio based in Adelaide, South Australia who are dedicated to creating unique, captivating and beautiful games and tools for the world to enjoy



## CREDITS

*Kaiju Battle Simulator*

*Punchimals*

*Crabitron*

## FIND OUT MORE

[twolivesleft.com](https://twolivesleft.com) ➔

## CONTACT DETAILS

John Millard

+61 434 398 780

[john@twolivesleft.com](mailto:john@twolivesleft.com) ➔

# 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](http://voxon.co) ➔

## CONTACT DETAILS

Gavin Smith

+61 404 207 592

[gavin@voxon.co](mailto: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](https://wemadeathingstudios.com) →

## CONTACT DETAILS

[tom@wemat.com.au](mailto: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](https://meowingpoint.com) ➔

## CONTACT DETAILS

Francisco Martinez

[yofranciscomartinez@gmail.com](mailto:yofranciscomartinez@gmail.com) ➔

## 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](https://safilm.com.au/games)** ➔

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

**P** +61 8 8394 2029

**E** **[games@safilm.com.au](mailto:games@safilm.com.au)**



**South Australian Film Corporation**