

Report 2024

The GAME INDUS TRY *of* FIN LAND





{ Picture } Supercell \\\ Mo.co

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{ Front cover pictures }

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Housemarque \\\ SAROS
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Rovio Entertainment \\\ Angry Birds Movie
Small Giant Games \\\ Empires & Puzzles
Supercell \\\ Squad Busters



{ Picture } Metacore \\\ Merge Mansion

THE GAME INDUSTRY OF FINLAND - RESILIENCE AND RENEWAL - REPORT 2024

INTRODUCTION

● SINCE 2004, Neogames has conducted a study on the Finnish Game Industry almost every other year, and this 2024 study represents 20 years of coverage of the development of the Finnish Game Industry. Over the years, the Finnish Game Industry has experienced significant growth and has also proven its ability to adapt to an ever-changing global game market. The ability to adapt has been tested, especially over the last couple of years, due to multiple changes in both the industry itself and the surrounding society and operational environment. In 2024, the Finnish Game Industry ranks among the top five largest national game industries in Europe by turnover and is a European leader in mobile game development.

In this study, Neogames interviewed 71 game studios (26% of the studio base) that employed 3,160 employees (86% of the industry's employees as of the end of 2024). We also gathered additional information from public business registers and other means of business intelligence. This study

contains full or partial information on 141 game studios (52% of the studio base) and should provide a comprehensive summary of the Finnish Game Industry at the end of 2024.

A total of 50 game companies, all members of Suomen Pelinkeittäjät ry (Finnish Game Developer Studios Association), are introduced on the studio profile section. The most relevant local game industry hubs and public support organizations are also featured. We wish to thank everyone who has participated in this process. Special thanks to Suomen Pelinkeittäjät ry (Finnish Game Developer Studios Association) and Business Finland for their financial support and all the interviewed game studios for their time and invaluable insights.

TEAM NEOGAMES

KooPee Hiltunen, Suvi Latva, J-P Kaleva, Elina Tyynelä, Siiri Hiidenvuori and Ari Kuusisto



{ Picture } Remedy Entertainment \\ Alan Wake 2

THE STATE OF THE FINNISH GAME INDUSTRY - FROM MOBILE WINTER TO NEW SPRING

● **THE PAST TWO YEARS, 2023 AND 2024,** have been a mixed bag from the Finnish Game Industry's point of view. On one hand, the global downturn in the game industry has also hit Finland. Some small and mid-sized studios have been forced to cut their workforce, and some studios have even been closed. The old mobile scale-up model is no longer functional for most of the companies due to a decline in investments and changes in Apple and Google policies (e.g., IDFA). The PC gaming market, particularly the major marketplace Steam, is increasingly crowded, and competition for players is fierce.

On the other hand, some big and well-funded studios with long-running games and known IPs have been able to grow, and the availability of skilled employees in the domestic market has been better than in previous years. In addition, companies with

a proven track record in subcontracting have mostly been on the winning side when larger companies have decreased their employment risks by turning to subcontracting. These are all characteristics of a mature market.

NEW STUDIOS EMERGE DESPITE THE CHALLENGES

Controversially, hard times have led to an increase in the number of new game developer studios. At the end of 2022, there were 232 active studios, but the number increased to 270 studios by the end of 2024. This is partly a consequence of layoffs: for game industry professionals who have been dismissed by their former employer, setting up a studio of their own is a viable option. The relatively large number of new companies is a positive indicator of the vitality of the



Finnish Game Industry ecosystem. As seen before, second-round studios founded by individuals with previous experience in the game industry have a higher likelihood of long-term success compared to those established by first-time founders who lack prior experience in game development. This topic is covered more in detail in the section **Game Developer Studios on the Map**.

INVESTMENT DECLINE AND TURNOVER CONTRACTION

Compared to the previous period (2021–2022), there was a decline in investments in 2023–2024. During 2021–2022, Finnish studios received over €300 million in disclosed investments, including Metacore's €150 million credit line from Supercell. In contrast, the total disclosed investments in 2023–2024 amounted to approximately €128 million. This reflects a broader global decrease in investments during the same period. Several factors have contributed to this decline, including the post-pandemic economic slowdown, inflation, rising interest rates, geopolitical tensions, and market saturation—particularly in the mobile game sector.

Due to all the factors mentioned above, the turnover of the Finnish Game Industry decreased in 2024 compared to 2022. In 2022, the turnover was well over €3 Billion, but "only" €2.85 Billion in 2024. However, calculating the actual yearly industry turnover has become increasingly challenging since, following acquisitions, some large companies have transitioned from fiscal reporting based on a calendar year to an uneven fiscal year that starts in April and ends at the end of March. This is elaborated further in the section **Financial Outlook**.

EMPLOYMENT GROWTH AND EVOLVING PRODUCTION STRATEGIES

By the end of 2024, the Finnish Game Industry employed 4,300 people, representing an increase of 200 compared to the end of 2022. Of these, 3,800 worked in Finnish studios in Finland and 500 in Finnish-owned studios abroad. Despite the layoffs, the Finnish



{ Picture } Mainframe Industries \\ Pax Dei

Game Industry as a whole was able to grow its workforce, mainly due to significant headcount growth in some big studios. This topic is explored in greater depth in the section titled **Developers & Diversity**.

GAMES AND PLATFORMS

Between 2023 and 2024, Finnish game studios published 120 commercial games, which is almost on par with the number of games published in the previous two-year period. The games-as-a-service model has been dominant for several years, with studios focusing more on developing and improving their existing games rather than launching new ones. Some statistics indicate that 61% of global revenue comes from games older than five years. Notably, only around 10 games out of 120 published in 2023-2024 were mobile games. This represents a dramatic shift compared to the mid-2010s when the majority of games published were for mobile devices. However, an even more noteworthy observation is that the popularity of other platforms, mainly online, has increased quite significantly. More about this in the section titled **Platforms**.

The most remarkable Finnish game titles in 2023-2024 were *Alan Wake 2*, critically acclaimed Bafta and Game Award winner by Remedy, *Squad Busters* by Supercell, *Cities: Skylines II* by Colossal Order, and *Pax Dei* by Mainframe Industries. Additionally, some Indie games, such as *Road to Vostok* and *Finnish Cottage Simulator*, gained attention in domestic media.

GAME DEVELOPER STUDIOS ON THE MAP

● THIS STUDY aims to provide an overview of the Finnish Game Industry in 2024. The company list used as the basis of this study is Neogames' constantly updated database, which contains only the studios known to be active in game development as of 2024.

However, the definition of an active game studio is somewhat vague, and maintaining a completely comprehensive database of all active studios is virtually impossible for multiple reasons. Finland's National Statistical Institute, Statistics Finland, has no definitive classification for game developer studios. Setting up a new game studio is relatively easy and fast, and game developer studios may sometimes operate in stealth mode for years before going public. For these reasons, there might be some inaccuracy, especially when it comes to new startups.

According to estimates by Neogames, between 1995 and 2022, approximately 700 Finnish game studios existed, with 270 of them actively engaged in game development as of

the end of 2024. That is approximately 40 more than at the end of 2022 and marks the highest number of active studios in a single year in the history of the Finnish Game Industry.

As a reference, Neogames' first study on the Finnish Game Industry covers the year 2004 and includes 40 active game studios. Out of those 40 studios, 10 (25%) are still active in game development today. The listing in this study indicates the number of active studios each year, clearly showing that the growth spurt of the Finnish Game Industry began after 2010, following the mobile "Gold Rush". In 2014, there were 260 active studios, the vast majority of them developing mobile games. After that, the number of active studios declined. However, in 2022, the number of studios began to grow again and reached its new peak of 270 studios by the end of 2024.* A positive indication of the game ecosystem's vitality is that both first-round and second-round studios are being established.

The Capital Region (Helsinki, Espoo, Vantaa) is the largest game industry hub in Finland,

NUMBER of ACTIVE STUDIOS 2004-2024

| | | |
|-------------|------------|--|
| 2024 | 270 | |
| 2022 | 230 | |
| 2020 | 200 | |
| 2018 | 220 | |
| 2016 | 250 | |
| 2014 | 260 | |
| 2012 | 180 | |
| 2010 | 70 | |
| 2008 | 45 | |
| 2004 | 40 | |

{ Picture }
Rovio Entertainment \\\
Angry Birds Dream Blast



with almost half of the active studios located in the region (127 studios). The other major game industry hubs, based on the number of active studios, are Tampere (39 studios), Oulu (22 studios), and Turku (17 studios). Additionally, there are vibrant industry hubs in Jyväskylä (12 studios), Kajaani (8 studios), and Kotka (7 studios).

In terms of economic significance and financial value, the Capital Region is still well ahead of other regions in Finland. As much as 97% of the industry's turnover is generated by companies located in the cities of Helsinki, Espoo, and Vantaa (92% in 2022). However, all major industry hubs have companies with an annual turnover of more than €1 million, and every region has one or more examples of successful game studios.

In some regions, the number of employees has increased, but in a few, it has decreased slightly. Almost 80% of all employees work in the Capital Region (76% in 2022), and all large companies employing more than 250 people are located in Helsinki or Espoo. The largest studio in terms of headcount outside the Capital Region is Fingersoft, based in Oulu, which now also has an office in Helsinki.



{ Picture }
Parta Games \\
Rescue Rivals

Profiles of 50 game companies, all members of Suomen Pelinkeittäjät ry (Finnish Game Developer Studios Association), are introduced on the [company profile pages](#).

A comprehensive, up to date list of active Finnish game studios can be found on the <https://neogames.fi/about-the-industry/>

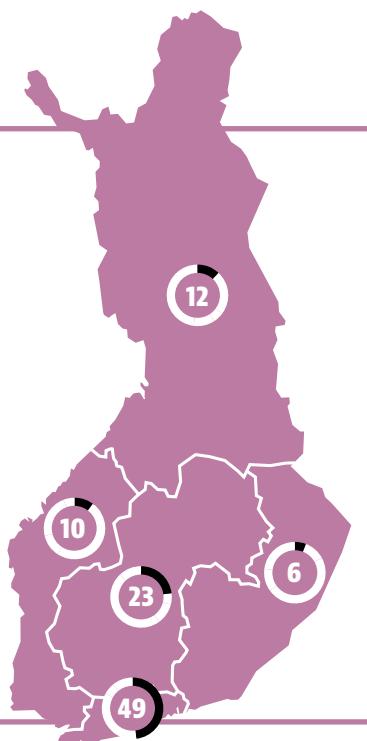
*Note: Following the 2022 study, Neogames has continued updating its database, which means that some studios added during the 2023–2024 period may have been operating prior to 2023 but were only identified and included in the database after the previous study.

LOCATION *of* THE COMPANIES

| | NORTH | 12 | 12 | 11 | 16 | 18 | % |
|--|----------------|-----------|-----------|-----------|-----------|-----------|----------|
| | CENTRAL | 23 | 23 | 20 | 21 | 18 | % |
| | EAST | 6 | 6 | 5 | 7 | 9 | % |
| | WEST | 10 | 11 | 9 | 11 | 13 | % |
| | CAPITAL | 49 | 48 | 55 | 45 | 42 | % |

2024 **2022** **2020** **2018** **2016**

Location of the companies
N = 270



PLATFORMS

PLATFORMS

● **FINLAND IS KNOWN** for its strong mobile game development. However, the dominance of the mobile has weakened, when comparing the platforms for which developers are developing their games.

PC is now as popular a platform as mobile (both 61%). When cross checking the age and platform preferences, mature companies favor mobile (77%) over PC (57%), and early stage startups favor PC (53%) over mobile (20%). With established companies and startups, PC was mentioned almost as often as mobile. Successful Finnish mobile games are well known - such as *Angry Birds* and *Clash of Clans*, and many other titles - but Finnish studios have also created successful games on PC and consoles. The latest successful

games on console are Remedy's *Alan Wake 2* and Housemarque's *Returnal*. Recently there's new indie hits on PC, such as *Sledders*, *Road to Vostok* and *Finnish Cottage Simulator*.

In 2024, most of the Finnish games released were PC games (over 70%). Games-as-a-service model, where mobile developers focus also on updating and improving their live games, limits the number of new games released on mobile.

Multi-platform game development is common in Finland, with 58% of interviewees mentioning they are developing games for more than one platform, and 23% for three or more platforms. 42% are focusing on a single platform, mostly mobile (iOS and Android). 20% of the studios interviewed develop their games only for mobile, whereas the share of developers focusing solemnly on PC development, covers 10% of the interviewees. Although this study lacks information on the popularity of different mobile platforms (iOS, Android, other) or console platforms (PlayStation, Xbox, Switch), all individual platforms are accounted for in their respective categories.

Developing games for browsers has become more popular during the past two years, supporting the growth of the "Other" category's popularity. 14% of the interviewed studios are developing web/browser games, while during 2021-2022 only 6.5% of developers were creating web/browser games. Web/browser (HTML, HTML5, web, browser) was the most common answer under the "Other" category in the interviews. VR/AR was mentioned only rarely, and SmartTVs were also mentioned in individual responses.

Finnish developers generally focus on traditional platforms, but are also finding new ones. The popularity of mobile and PC decreased some percentages from the last study, while console and "Other" (mainly due to web/browser game development) gained more popularity.

POPULARITY *of* PLATFORMS

| | | | |
|---------|----|----|---|
| MOBILE | 61 | 66 | % |
| PC | 61 | 64 | % |
| CONSOLE | 38 | 33 | % |
| OTHER | 28 | 20 | % |

2023-24
2021-22

Popularity of different platforms.
2024 N = 69

{ Picture }
HypeHype \\\ Game Art



{ Picture } Critical Force \\ Tumble Troopers

DEVELOPERS & DIVERSITY

● **Finnish Game Industry** employed 4,300 people by the end of 2024.

IN THIS STUDY, Neogames interviewed 71 game development studios (134 interviews in the last study in 2022). These studios represent approximately 26% of Finnish studios (totaling 270). As all major studios participated in the interviews, the studios interviewed covered a clear majority of the industry's employees and nearly all of its turnover. To ensure there are no gaps in the data, we also collected employee information from public sources, resulting in data from 185 studios (2022 after data collection from public sources: 158). The number of responses to individual questions may vary, as some companies did not answer every question.

The 71 companies interviewed employed 3,058 full-time and 102 part-time staff in Finland at the end of 2024. Information from other available sources confirms that, at the end of 2024, the entire Finnish Game Industry employed approximately 3,800 FTE staff in Finland. In addition to these 3,800 individuals working in Finland, Finnish game studios employed 500 people in Finnish-owned studios abroad.

After a thorough review of the data, we estimate that the total number of people working in Finnish game studios, both in Finland and abroad, reached around 4,300 by the end of 2024 (4,100 at the end of 2022). As in previous reports, these figures also include entrepreneurs.

In 2024, the average number of employees per studio was 20 (2022: 23). This information includes data from both interviewed companies and public resources. Both the number and the share of studios with 0–9 employees increased in 2024, with 127 studios (70%) compared to 84 studios (54%) in 2022. It is important to note that the 2024 data included more companies than the 2022 data.

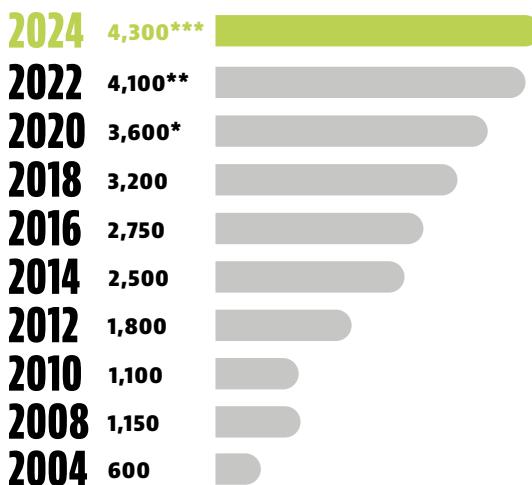
The growth in the number of employees has not been as rapid as the most optimistic estimates in the previous study (500–1,300 new positions in 2023–2024). Some studios have shut down, and others have had layoffs, resulting in experienced professionals being released into the labor market. Although these individuals were available for employment in other studios, they are not reflected in the figures since they were not new entrants to the industry.

However, Finnish game studios expect to open 450–1,000 new positions in the upcoming

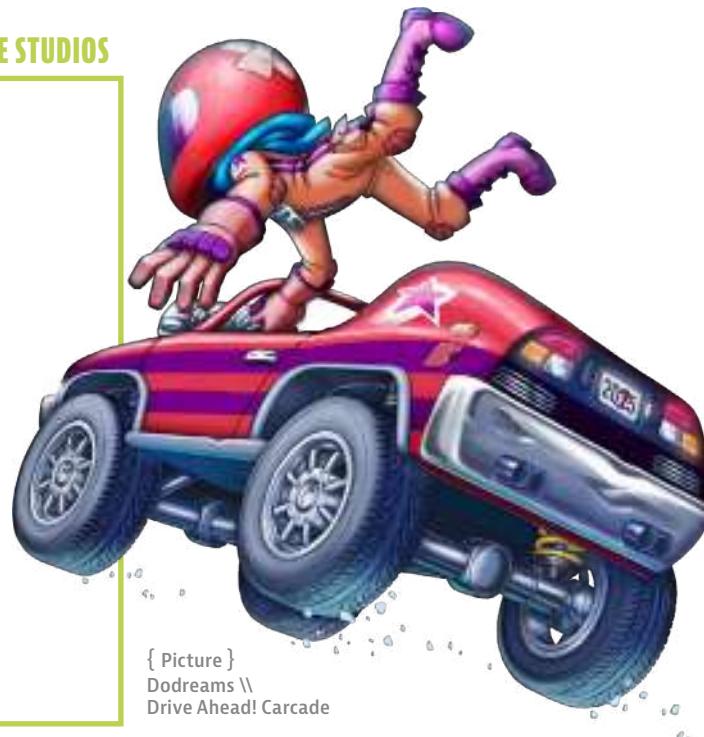


{ Picture } Quicksave Interactive \\\ Treasure Tails

NUMBER *of* PEOPLE EMPLOYED IN FINNISH GAME STUDIOS



Number of people employed by the Finnish Game Industry 2004–2024.
Including * 250 abroad ** 400 abroad *** 500 abroad



{ Picture }
Dodreams \\\
Drive Ahead! Carcade

two years. Given the volatile nature of the industry, accurately estimating the actual demand for new employees is difficult. Nonetheless, these figures confirm that Finnish game developers are still seeking growth, and the lack of employees remains a challenge for the industry.

Remote working has continued to be common in the Finnish Game Industry, as the majority of the companies interviewed have some employees working mainly remotely. Altogether around 24% of employees in these companies were estimated to work mostly remotely. In 2022 the share was 35%. Cross-border remote work is, despite bureaucratic obstacles, more common than before. Overall, the vast majority of companies allow remote work, and it seems that remote has become established in the industry.

According to the interviews, the share of female employees in the 71 companies surveyed is around 25%, and has increased from the last study (22% in 2022). This figure applies only to employees working in Finland. However, the number of interviewed companies was smaller than in 2022, so the actual share of female employees in the Finnish Game Industry is expected to be smaller, around 23-24%. As before, the proportion of female employees in the Finnish Game Industry is approximately the

same as in other Nordic countries and the average in EU.

Neogames also inquired about the share of other genders, but only a few companies had this information and were able to share it. The amount of data was insufficient to estimate the share of non-binary gender individuals in the Finnish Game Industry. However, a survey conducted by Neogames member We in Games in 2022 suggests that 9% of game industry employees identify themselves as non-binary (4.5% in 2020). It is important to note that these findings are not directly comparable to other statistics in this study due to methodological differences.

The share of non-Finnish employees has been increasing. By the end of 2022, non-Finnish employees represented just over 30% of the workforce, and this figure increased to 37% in the studios surveyed by the end of 2024. This marks an increase of approximately 7 percentage points from the previous study, underscoring the significance of international talent in the Finnish Game Industry.

Approximately 19% of the employees from the companies interviewed were from outside the EU/EEA area (compared to 15% in 2022). Again, as the number of interviewed companies in this study was smaller than in 2022, the actual share of non-Finnish employees might be smaller (around 34-35%).

FINANCIAL OUTLOOK

● IN 2024, THE FINNISH GAME INDUSTRY EXPERIENCED A DECLINE IN TURNOVER, dropping from over €3 billion in 2022 to €2.85 billion. The decline is partially caused by non-industry-related factors like recession and inflation and partially by a general post-Covid slowdown particularly in mobile. Additionally, the absence of significant one-time deals, such as the Stumble Guys agreement from 2022, contributed to the downturn, as there were no similar deals in 2023 or 2024. The closure and write-off of the Seriously studio at the end of 2022 also impacted the industry's financial performance compared to previous reference year.

Despite these challenges, the overall performance of the Finnish Game Industry in 2024 remained reasonably strong. All in all,

the Finnish Game Industry as a whole was still highly profitable, with estimated operating results of around €800 million in 2023 and approximately €400 million in 2024.

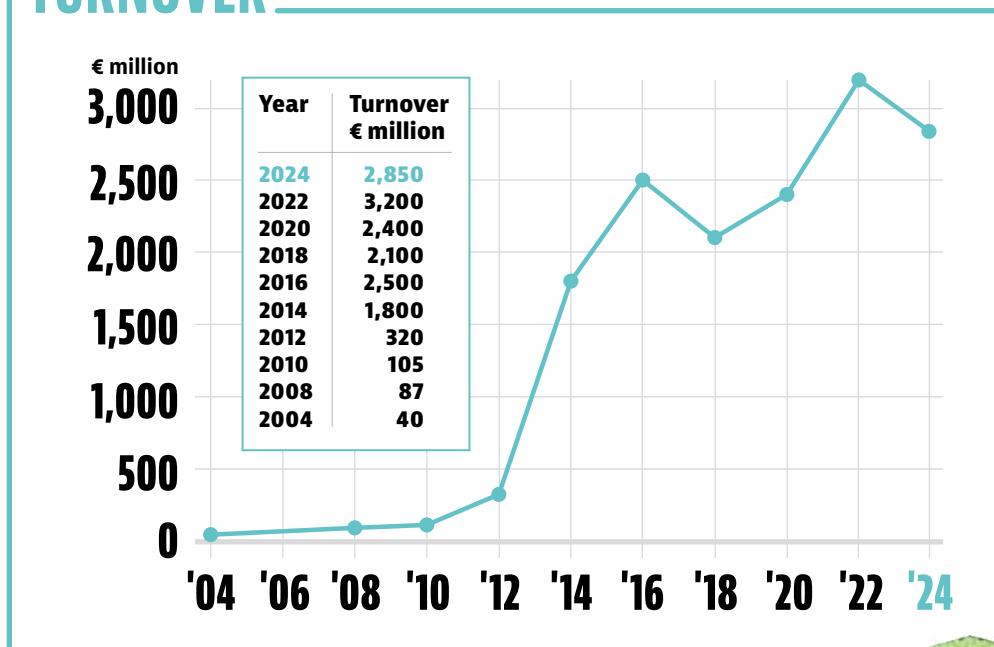
Over the last two years, the structure of the industry has changed. The number of big studios, generating more than €100 million in turnover per year, has remained the same as in the previous period (four). However, the number of studios with an annual turnover of €1 million has decreased from 45 to 37. This highlights the current state of the global game market. The mainstream game industry has matured; economies of scale and profitability are now key factors following a period of rapid growth.

It is worth noting that during the last twelve years (2013–2023), the Finnish Game



{ Picture } Spectarium \\ Myths

TURNOVER *of* THE FINNISH GAME INDUSTRY



Industry has generated a cumulative turnover of €28 billion, with companies, shareholders, and employees contributing well over €3.5 billion in various tax payments to the Finnish government, thereby benefiting the national economy. According to Neogames' estimates and based on public sources, every euro of public money invested in the game industry has returned approximately 22 euros to the Finnish economy in tax revenue alone over the past twelve years.

Based on financial data, it is safe to say that the Finnish Game Industry has become a vital part of the national economy and is the best-performing creative/content industry in Finland, especially considering that well over 95% of the industry turnover comes from exports.



WHEN THERE IS NO SILVER BULLET, USE A SHOTGUN - THE FINNISH GAME DEV COMMUNITY'S STRENGTH LIES IN ITS DIVERSITY

● **MARKET ENTRY FOR NEW GAMES IS EVEN MORE CHALLENGING THAN BEFORE**, as game markets have met changes. Competition has intensified, with a few successful games dominating a large portion of players' gaming time. The market is becoming increasingly saturated, making it challenging to create a game with the right market fit, access these markets, and successfully publish new games. On mobile, ad markets are still in upheaval due to changes introduced by Apple and Google, making user acquisition extremely expensive, difficult, and risky and creating a significant market access barrier, particularly for small studios. Despite some pessimistic voices, Finnish studios are generally optimistic that the industry will return to growth in 2026 at the latest.

Challenging times are also an opportunity for innovative studios. As traditional game markets become mature and oversaturated, Finnish game developer studios hope that new alternative distribution channels (e.g.,

mobile and web) enabled by in-game stores and cross-platform game engine support will bring much-awaited new market opportunities and help bypass many of the restrictions set by dominant industry platforms.

► **Strong Finnish game IPs continue to conquer the world.** There are more risks associated with the development of new games than before, as players show less interest in new IPs than they once did. Those Finnish studios that already have a solid audience and means to reach them are faring much better in this market environment than those creating their first games. Studios with successful IPs in their hands are focused on keeping their old games alive, supported by their loyal fan communities, and continuing their steady growth despite a challenging market environment.

Finnish developers have also successfully extended already existing IPs. Next Games with *The Walking Dead: No Man's Land*, Remedy with *Alan Wake* series, and Supercell with their mash-up game *Squad Busters*. In some cases, cooperation with global brands has also been mutually beneficial. One example of that is Fingersoft's cooperation with Lego in *LEGO Hill Climb Adventures*.

► **Finnish Industry seniors are investing in web games.** The billion-dollar question for the global game industry is where the new generation of players will migrate from these platforms when they get older. This is a generation that has grown accustomed to playing games without downloading apps.

Therefore, in particular, HTML5-based web games (including platforms like mobile browsers, PC browsers, Discord, Line, and Telegram) that can be played



across different platforms from an ad with one click have gained the attention of some of the most promising new game industry start-ups in Finland. Time will tell if the web games will find their markets, and Finnish studios may once again have the advantage of being forerunners in rapidly growing markets.

- **Bigger projects, bigger teams, bigger project management challenges.** As player expectations grow, so do game production demands (e.g., multiplayer features), budgets, and teams. To stand out, indie studios must meet increasingly high production standards.

At the same time, although more advanced game production tools and solutions are available on the market, introducing them into a production process for the first time often leads to project management challenges, especially when the team lacks access to experienced senior talent. It is equally challenging to strike the right balance between maintaining the company's agility and ensuring that game production proceeds as planned.

However, this also presents a huge opportunity for small and agile teams, such as Finnish indie game developers, who are able to produce high-quality games with relatively low risk and lower costs while maintaining complete control over the entire production process.

- **Finnish indie studios are widening their scope to business development.** Instead of experimenting with fail-fast games, successful Finnish game developers are now focusing on well-planned productions aimed at specific market segments. This means developing fewer but more specialized games.

Many studios are trying to identify niche markets on Steam that offer the highest potential for success with the least competition. To run operations like this successfully, game developer studios must have access to market analytics skills and tools.

- **The first Finnish studios running a profitable business on UGC platforms have emerged.** Some developers are expecting growth and seeing new opportunities in platforms like Roblox and Fortnite, which focus on user-generated content, making game development possible for everyone.

The production costs of these games are exceptionally low compared to more advanced platforms, which can potentially enable new influencer developers to emerge who can finance game development through the revenue stream of their fan community. However, there are only a few Roblox game developers in Finland, All Hats being an exception at the moment. Unfortunately, this means that there is no peer support network for knowledge sharing and mentoring similar to those found in major industry segments in Finland.

While the UGC market is a large and competitive space for ambitious companies like HypeHype, it also presents an opportunity to connect closely with consumers and establish a position as a distribution channel. Being as close to the player as possible might be the key to future success.

- **Finnish indie success stories are here to stay.** The ambition level of Finnish indie game developers is high. Some have successfully found their niche markets and possess the skills to produce better-than-average games. They are also the ones that can operate with reasonable risk levels and that have found a way to succeed.

One successful emerging indie game trend in the Finnish Game Industry seems to be the rise of life simulators. *My Summer Car*, initially launched in 2016, was one of the first Finnish success stories in the genre. After several tryouts, like the *Finnish Army Simulator*, its success was followed by the *Finnish Cottage Simulator* in 2024. Other highly successful niche games include the snowmobile game *Sledders* by Hanki games and CSE Simulation's exergames.

ACCESS TO FUNDING: SURVIVING UNTIL 2026

● MUCH LIKE THE GLOBAL GAME INDUSTRY,

The Finnish Game Industry is currently facing challenges due to an still ongoing investment downturn. Accessing funding has become increasingly difficult, both in terms of closing deals and the time required to finalize them, which is hindering the industry's growth. Profitability has become a top priority and some studios are likely forced to shut down if they cannot establish a profitable business within one to two years. Those in the industry pursuing a dream may soon find themselves unable to continue, while those focused on building sustainable businesses are more likely to endure.

Investors are seeking something new, as traditional business models are not effective in the new market reality. They are also looking for much more developed projects than before. Before, game developers were pitching for funding to create a demo. Now, they start pitching for private capital when a demo is ready, and funding is needed to finalize the game.

Ambitious high-risk game development projects utilizing novel technologies, game design solutions, and business models (e.g., games based on blockchain technologies, user-generated content, serious games, or new publishing models) are facing significant challenges in securing private risk funding, especially locally in Finland. On an international level, the notable time difference between Finland and Asia, as well as the United States, makes maintaining business leads challenging for Finns.

Although the industry in general is struggling with access to funding, Finland is home to numerous game industry super-talents who have secured seed funding for their new startups (e.g., Future Run, Social First, Tribo Team, Seven Stars) with relative ease. When a studio is backed by strong risk-taking investors, a team of skilled professionals, and equipped with cutting-edge technologies, the sky is the limit on the possibilities for success.



{ Picture } Next Games \\\ Stranger Things

► Collaboration with publishers is getting harder.

As self-publishing is becoming increasingly challenging and private risk funding is dwindling, more and more game developers are turning to publisher funding. Unfortunately, big global industry conglomerates are slowly shifting away from third-party publishing to focus on their own IPs. As a result, even medium-sized companies are forced to self-publish their games.

► Finland is not the cheapest of the places to develop games.

Finnish studios must leverage their talent and expertise to pitch their games to publishers and maintain existing partnerships successfully. Some Finnish game developers have had successful collaborations with other developers, including Remedy Entertainment with Epic Games (*Alan Wake 2*) and Hanki Games with Bonus Stage Publishing (*Sledders*).

► Overcrowded B2B subcontracting markets.

The ongoing industry downturn has prompted many game developer studios worldwide to venture into B2B subcontracting markets. Many who moved to B2B subcontracting hoped to finance the development of their own IPs but learned quickly that it significantly slows down the development of their own game. However, for some studios, the equation has worked, and B2B subcontracting has kept studios alive. For example, Kuuasema has been successful in this, and their turnover has increased recently.

Despite increasing global competition in the B2B subcontracting market, Finnish studios have found various ways to succeed. Some rely on their high technological and game development expertise. Some studios are specializing in maintaining already existing games as subcontractors instead of providing a helping hand to build new ones. Some studios are looking for new opportunities from market segments that share the same talent base and tools.

► Codevelopment as a solution to production challenges.

As access to funding becomes

increasingly difficult and game productions grow larger, some studios are shifting their focus on co-development, as it allows them to reduce risk, scale up productions, and pool resources for marketing. This requires an entirely new mindset.

► When times get tough, public money should step in.

Challenges in accessing private funding have underscored the importance of public funding. Due to cuts in funding, especially at the regional level, smaller regional clusters are struggling. As support measures that help new start-ups emerge are cut away, the steady flow of new game developer studios dries up, and the talent base of the local game dev community also starts to drain. Start-up support measures are particularly crucial now as market entry barriers for newcomers are higher than ever.

The Finnish Game Industry is now even more dependent on EU funding when it comes to public game production support. As an outcome of years of work by Neogames and the local Creative Europe Media Desk, Finnish game developers are becoming year by year more successful in getting their EU funding projects through.

Fortunately, in 2025, the Finnish government responded to industry calls by introducing a new public R&D funding instrument that targets all cultural and creative industries, including the game industry. Alas, public R&D funding cannot be used for game marketing, which is becoming increasingly expensive and difficult to finance.

Similarly, some regions, such as Kajaani, Espoo, and Tampere, have launched new SME support programs, ensuring that the next generation of successful entrepreneurs is emerging in local incubators. In some cities, such as Oulu, individual companies have taken the initiative with projects like Oulu Game Farm, ensuring that there will be local junior talent for the industry in the future as well. Business Oulu on the other hand has been able to offer sustainable support to local game developer studios for over 10 years.

TECHNOLOGY AND DISRUPTION: FINNISH GAME INDUSTRY LEADS THE WAY IN GAME INDUSTRY TECH INNOVATION

● GAME ENGINES

In 2023, service provider risks related to game engines materialized when the Unity game engine suddenly changed its pricing model. Research and development of one's own game engine was a natural response, reducing risks and creating a clear competitive advantage in emerging distribution channels, such as browsers. This approach was especially viable in Finland, where access to skilled talent for engine development was readily available.

However, while owning a game engine makes a game developer studio much more self-sufficient than its competitors, the development and maintenance of one's own game engine is challenging and burdensome. Additionally, training new employees to use an in-house engine is often more time-consuming than teaching them to use an industry-standard engine that is commonly used.

At the same time, particularly when it comes to Unreal Engine, there is still a talent shortage in Finland. Fortunately, the recently opened Expa Unreal training centre is addressing this challenge.



{ Picture }
Bitmagic \\
Bitmagic

● AI

AI tools for game development are a novel field, and many Finnish studios see huge opportunities in it. These tools are likely to revolutionize game production (both pay-per-download and games-as-a-service games), distribution, and discoverability. The use of AI tools will reduce production costs and provide a clear competitive advantage for R&D-oriented game ecosystems like Finland. However, the real major AI disruptions in the game industry are still years away (e.g., real-time personalized in-game narratives).

Finnish Bitmagic is one of the global forerunners in AI-generated games. Their rapid advance has shocked game developers worldwide, demonstrating how high-quality games can be created simply by writing the right prompts and fine-tuning the results. Yet, it is also important to keep in mind that there is a player segment that values human-crafted "art for art's sake" games.

Being a forerunner in a new field is challenging, as established best practices do not yet exist for benchmarking. Instead, developers must create their own solutions through trial and error. The same applies to many other novel technologies, such as game platform development.

● CLOUD GAMING

The studios that invested in the emerging cloud gaming boom have had to pivot their business strategies, as most open cloud game service providers have closed their doors. However, this also means that existing game subscription services, such as Netflix and Finnish studios developing games for them, have more room to grow. Cloud gaming is likely to benefit significantly from the ongoing web game renaissance.



{ Picture } FakeFish \\ Frostrail

TRADE WARS & GEOPOLITICAL TENSION: DARK STORMS ON THE HORIZON

ALTHOUGH FINNISH GAME DEVELOPER STUDIOS ARE OPTIMISTIC about the future of the game industry, they are pessimistic and uncertain about the state of the world. During the 2020s, the Finnish Game Industry has already lost access to many important markets (e.g., Russia). Ongoing wars, inflation, an aging population in key gaming markets, chip shortages, global geopolitical and economic instability, trade wars, and increased exchange rate risks (as most revenue is generated in dollars) paint a challenging outlook for the coming years.

On a national level, the mood of the Finnish studios is influenced by the country's overall economic struggles. In a true prepper nation spirit, the most optimistic Finnish developers hope that the disastrous global situation will, in the end, lead to a similar market boom as the industry experienced with the global pandemic, as people confined in a bomb shelter often turn to gaming for escape and entertainment.

Regulatory uncertainty remains a significant risk for the game industry. Game markets are facing increasing regulation worldwide, and the EU's Digital Single Market, home to Finnish game developer studios, is no exception. The increasing complexity in regulatory compliance poses significant challenges, leading to new barriers for market access and heightened compliance risks. Regulatory challenges do not stem only from regulators. It remains unclear how big game industry gatekeepers (e.g., Apple and Google) implement the new local rules in the EU and the rest of the world.

On the national level, beyond harmful changes in immigration regulations, Finnish game developer studios are particularly disappointed by recent decisions by the Finnish tax authority (e.g., regarding R&D tax deductions and the VAT treatment of copyright-related income from games) that have created a significant additional administrative burden for them.

TALENT ACQUISITION: ONGOING CHALLENGES IN ACCESSING AND RETAINING TALENT



● DESPITE SOME LAYOFFS, THE FINNISH GAME INDUSTRY IS STILL HIRING and facing talent shortages. While indie studios have benefited from better access to talent, companies struggle to train junior talent to meet their needs. Competition for senior experts stays fierce, and retaining top talent continues to be difficult despite the broader industry slowdown. Consequently, Finnish studios continue to invest in recruiting senior talent from abroad; however, the general downturn of the Finnish economy and stricter immigration rules might harm Finland's attractivity for foreign talent, especially those who would relocate to Finland with their families.

There is no formal education in Finland for game publishing or game marketing. Only a few Finns have experience working for a game publisher. This creates additional challenges for self-publishing studios and emerging publishers seeking the talent necessary to grow their businesses. Luckily, professional game education programs continue to attract new students, and the game jam community is keeping the passionate amateur game development scene alive in the country.

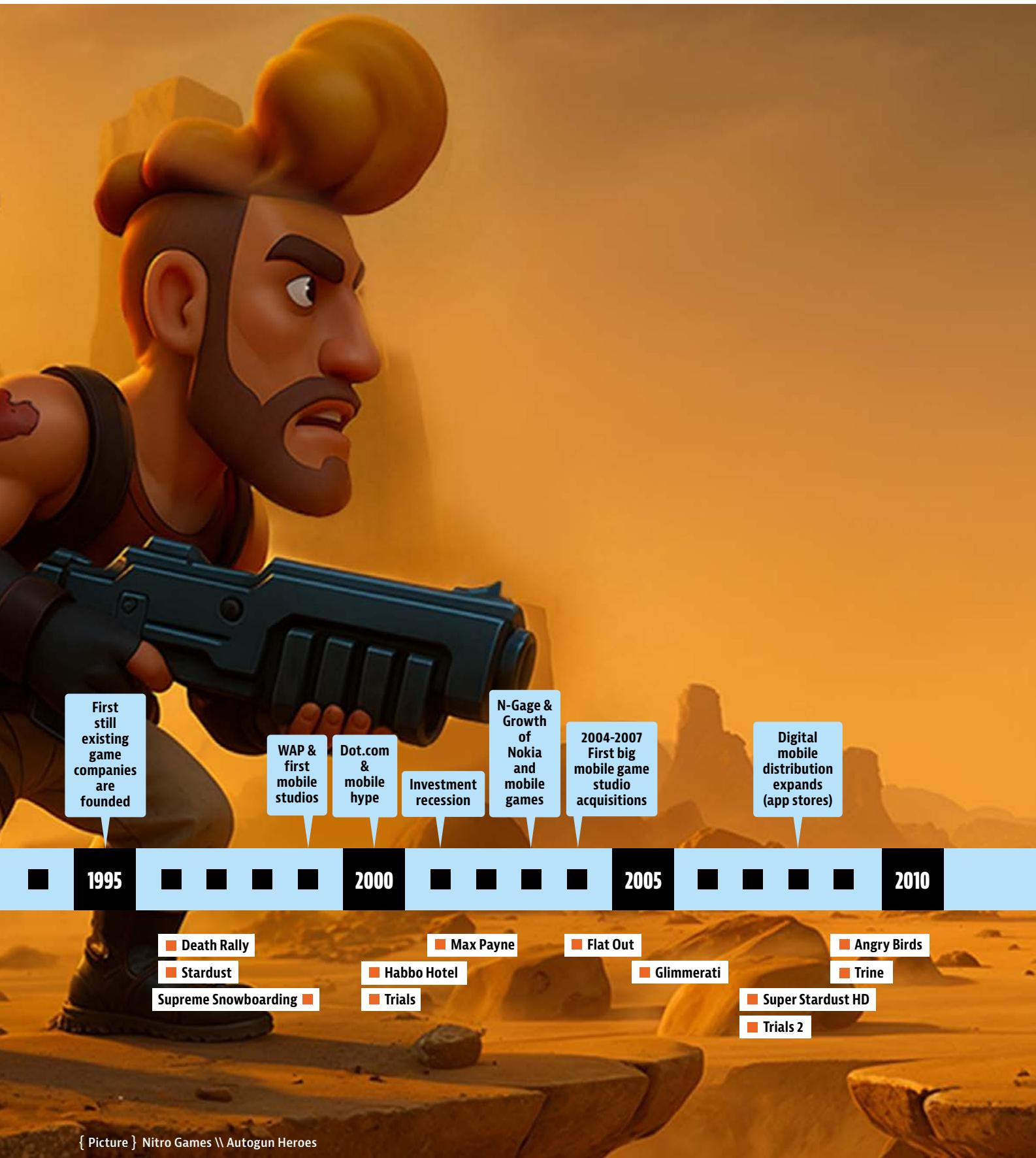
The pandemic forced the industry to adopt remote working, and this remote or hybrid work model has persisted even after the pandemic. Cross-border remote work has allowed Finnish game developers to access a global talent pool. However, it has also brought about new challenges, particularly in understanding local employment and social security regulations. These issues remain largely unresolved. Additionally, there is another aspect to consider: Finns working remotely from Finland for companies based outside the country. Although there is some evidence of this remote work occurring, there are currently no effective methods to estimate the extent of this phenomenon.

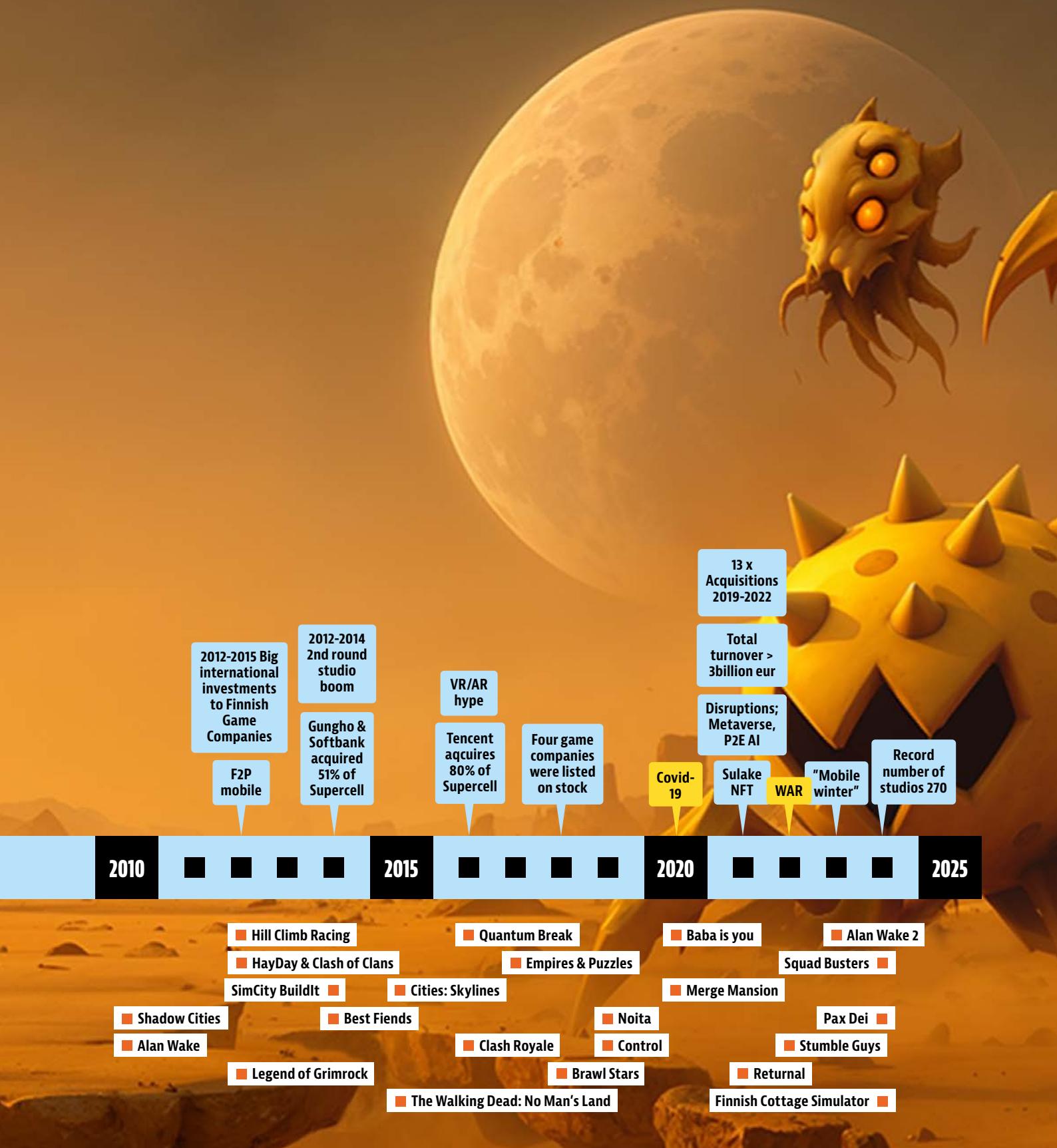
{ Picture } Phantom Gamelabs \ Riftbusters



{ Picture } Futureplay \ Merge Gardens

HISTORY





FINANCIAL SUPPORT AND FUNDING

PUBLIC FUNDING AND SUPPORT

● **FINNISH PUBLIC FUNDING** for the Game Industry is primarily R&D-oriented. Cultural funding schemes, which are common in many other European countries, are almost non-existent in Finland. One exception is the DigiDemo funding program, which is also available for games.

The main source of public R&D funding for Finnish game studios is Business Finland, which has supported the industry with various instruments and funding schemes since the mid 1990s - with excellent results. Other sources of public funding include project-based regional funding schemes, research funding related to the game industry, and grants from independent foundations. Additionally, funding is available through the Creative Europe program.

BUSINESS FINLAND

Finnish public funding for the game industry focuses mostly on business research, development and innovation. Business

Finland, the most important public funding organization in Finland, has been funding the Finnish game industry since the mid 90s. Business Finland offers funding services based on company size, maturity and financial capability, and creates programs and funding calls for gaming and creative industries.

Business Finland's funding shares risk and attracts investors. The funding is grant or loan and can be applied by companies registered in Finland. No ownership is claimed.

Game companies located and doing business in Finland can use funding e.g. for:

Testing the viability of the business concept, exploring demand on a new market and getting feedback from potential customers.

Developing and piloting new products, services and business models (Research, Development and Piloting funding).

Rapid scaling of business to international markets, e.g. strengthening the team and developing global growth strategy (Young Innovative Company funding).

Collaboration with research groups that cooperate with companies seeking business



{ Picture } Colossal Order \\ Cities: Skylines II

growth in the international market or want to build their research into new business.

In addition to funding, Business Finland offers services for organizational development and internationalization services through the Team Finland network.

Learn more about Business Finland's funding services: <https://www.businessfinland.fi/en/games>

In 2025 Business Finland launched Immersive Creative Experiences program, which is a long-term commitment to VR/AR/XR/metaverse game business. This industry is expected to grow globally to an EUR 8–13 billion business by 2030. The industry covers a wide variety of business models, verticals and technologies ranging from deep tech to content and industrial metaverse to games and entertainment.

Business Finland also offers production incentive for the audiovisual industry. In Finland the maximum cash rebate for production costs is 25%. Learn more: <https://www.businessfinland.fi/en/for-finnish-customers/services/funding/cash-rebate>

CONTACTS:

Kari Korhonen

Senior Advisor

Business Finland

kari.korhonen@businessfinland.fi

WORK IN FINLAND

Work in Finland helps companies in Finland bridge skill shortages and drive innovation by connecting them with international talent from abroad and within Finland. Through global promotion, strategic partnerships, and support programs, we enhance companies' visibility among skilled professionals and provide tools for effective international recruitment. By attracting high-potential scale-up startups to Finland, we also create collaboration and technology access opportunities for established companies. Leveraging our networks, insights, and partnerships with the Talent Boost network, we support Finnish companies in building a globally diverse and dynamic workforce, which boost business growth.



{ Picture }
Iceflake Studios \\\
Surviving the Aftermath

Develop your company's capabilities for internationalization and international recruitment which can foster growth and can be reflected through metrics such as turnover, new customers, and the expansion of expertise. Service and support are available from the experts at Work in Finland. Learn more: <https://www.workinfinland.com/en/>

INVEST IN FINLAND

Invest in Finland is the official investment promotion agency of Finland, offering dedicated services to international companies and investors. Whether you're planning, setting up, or expanding your business in Finland, we provide industry insights, tailored recommendations, and hands-on support to help you succeed. We work closely with Business Finland and regional partners across the country. Our services are confidential and free of charge. Learn more: www.businessfinland.com/investinfinland

FINANCIAL SUPPORT AND FUNDING

FINNVERA

As a state-owned specialised financing company Finnvera supplements the financial market. The risks included in financing are shared between Finnvera and other providers of financing. Finnvera provides guarantees and loans for businesses ranging from small micro-enterprises to SMEs aiming to grow through export and internationalisation.

For more information: <https://www.finnvera.fi/eng>

DIGIDEMO

DigiDemo is a funding program for product development, aimed at supporting the development of new audiovisual or other cultural content and narrative forms including games. DigiDemo is administered by AVEK and funded by the Ministry of Education and Culture.

For more information: <https://www.kopiosto.fi/en/avek-frontpage/>

THE FINNISH CULTURAL FOUNDATION

The Finnish Cultural Foundation (Suomen Kulttuurirahasto / SKR), supports cultural projects, including games, with grants. Grants can be applied for artistic design or implementation of games. For more information about grants and application periods, please visit the foundation's website.

For more information: <https://skr.fi/en>

CREATIVE EUROPE PROGRAMME

Creative Europe (2021-2027) is the European Union's flagship programme to support the culture and audiovisual sectors. Creative Europe has many different funding instruments, but the one most suitable for video games is the Media sub-programme's Video Games & Immersive Content funding call. The aim of the funding is to increase the capacity of European video game producers, XR studios and audiovisual production companies to develop narrative video games and interactive immersive experiences with the potential to reach global audiences. Application period is once a year.

For more information: <https://mediadesk.fi/creative-europe-programme>



{ Picture }
Dreamloop Games \\
Inescapable

PRIVATE FUNDING

Play Ventures, Sisu Game Ventures, Supercell Ventures and F4 Fund are all investment firms founded by Finnish Game Industry veterans. Nordic Game Ventures, which invests exclusively in unlisted early-stage game development and games ecosystem SMEs in the Nordic region, also operates in Finland.

There are also several game industry veterans in Finland who are willing to invest their capital, earned from exits or other business successes. Many of them are not listed publicly. However, some angel investors with game industry knowledge and interest can be found via [FiBAN](#).

More information:

<https://www.play.vc/>
<https://sisu.vc/>
<https://investments.supercell.com/>
<https://f4.fund/>
<https://fiban.org/>



{ Picture }
All Hats \\\ Coin Rush



{ Picture } Dodreams \\\ Drive Ahead!

NATIONAL SUPPORT ORGANIZATIONS



NEOGAMES FINLAND - HUB OF THE FINNISH GAME INDUSTRY

● Neogames Finland is a member-based, non-profit game industry association established in 2003. Its mission is to accelerate, coordinate, and support the development of the Finnish game ecosystem. Neogames' members represent all sectors of the game industry, including business, education, and research.

As an impartial umbrella organization, Neogames serves the shared interests of all industry stakeholders. Acting as the hub of the Finnish game industry, it is the primary source of information and contacts within the sector.

Neogames' services include, for example, organizing trade missions to international events, coordinating cross-industry development projects, collaborating with ministries and the political sector, hosting

domestic networking events, and promoting media relations both nationally and internationally. Neogames also conducts various surveys and reports related to the Finnish game industry.

Neogames Finland represents **Suomen Pelinkehittäjät ry** in the **European Games Developer Federation (EGDF)**, managing lobbying efforts at the EU level.

CONTACTS:

KooPee Hiltunen

Director +358 40 532 4176
koopee@neogames.fi

Suvi Latva

Chief Business Advisor +358 40 592 4018
suvi.latva@neogames.fi

J-P Kaleva

Chief Policy Advisor +358 40 716 3640
jari-pekkakaleva@neogames.fi

Elina Tyynelä

Climate and Sustainability Specialist,
Project Coordinator +358 40 842 8736
elina@neogames.fi
www.neogames.fi

Suomen Pelinkehittäjät

FINNISH GAME DEVELOPER STUDIOS ASSN.

SUOMEN PELINKEHITTÄJÄT RY - FINNISH GAME DEVELOPER STUDIOS ASSOCIATION

● Suomen Pelinkehittäjät ry (The Finnish Game Developer Studios Association) is a network representing game development companies in Finland. The association fosters collaboration between companies and advocates for the interests of the game development industry. It organizes events, shares industry information, and ensures that the concerns of game developers are considered in relevant decision-making processes.

Notable initiatives of Suomen Pelinkehittäjät ry include the Pelimetsä

project, monthly breakfast events, and the annual Finnish Game Awards Gala.

Suomen Pelinkehittäjät ry is committed to promoting diversity and equality within the game industry, working closely with other industry networks. It has 78 members, including all major studios in Finland. The association is also a founding member of the European Games Developer Federation (EGDF), which represents game studios in 22 European countries.

CONTACTS:

Joni Lappalainen

Chair of the Board
joni.lappalainen@dreamloop.net

KooPee Hiltunen

Ombudsman, +358 40 532 4176
koopee@neogames.fi
<http://www.pelinkehittajat.fi/en/frontpage/>
<https://pelimetsa.fi/en/home/>



IGDA FINLAND - THE LOCAL FINNISH CHAPTER OF IGDA

● As a part of the largest non-profit organisation for game creators in the world, IGDA Finland is there for anyone and everyone who wants to make games. We do this by supporting and promoting various Finnish game developers, from writers to artists, programmers to producers, and designers to testers, just to name a few. IGDA Finland assists developers from students to indies and promotes the Finnish Game Industry on

both national and international levels. One of our most important roles is to build and maintain a thriving community. Our monthly Meetups are what IGDA Finland is best known for, and this is where people in the industry stay in touch with each other. These Meetups take place not only all over Finland but also online these days.

As always, anyone is more than welcome to join us and our events!

CONTACTS:

Kim Kupiainen
Chairperson of the Board
kim.kupiainen@igda.fi
www.igda.fi

{ Picture } Small Giant Games \\\ Empires & Puzzles



WE IN GAMES - PROMOTING DIVERSITY, EQUITY, AND INCLUSION IN THE GAMES INDUSTRY

● We in Games Finland is a non-profit organisation working to improve diversity, equity, and inclusion within the Finnish Game Industry. Initially formed in 2011 as an unofficial network of over a thousand individuals, WiGFi founded an organisation in 2019 to take on a more official role within the industry.

The association is open to everyone who wants to improve the state of DEI in the industry. WiGFi organises workshops and networking events to support their members' careers, runs projects and gathers data related to DEI, and maintains a speakers list to promote more diverse representation at game industry events. For the general public, WiGFi shares knowledge about the game industry and participates in various actions, forums, and events that support diversity and inclusion more broadly.

CONTACTS:

Essi Jukkala
President
info@weingames.fi
www.weingames.fi



GAME INDUSTRY SUPPORT ORGANIZATIONS



FINNISH
GAME JAM

FINNISH GAME JAM - SUPPORTING GAME DEVELOPMENT AS A HOBBY

- Finnish Game Jam is a non-profit organization founded to support game development as a hobby in Finland. The main objectives of FGJ are to run game jams, unify jam organizers and provide information on game development events. FGJ organizes

multiple game jams and events, both online and offline - and even hybrids of these two! The annual main event, participation in the Global Game Jam, gathers around 1000 organizers and jammers throughout the country. The annual Finnish Game Jam Awards honors jam games, jammers and the supporters of the Finnish game jam scene.

CONTACTS:

Jani Gröhn
President
jani.grohn@finnishgamejam.com
www.finnishgamejam.com



GAME MAKERS OF FINLAND - LABOR UNION FOR GAME INDUSTRY

- Game Makers of Finland is the world's first labor union for people who work or study in the game industry. Their mission is to help create, develop, and implement the

best practices in collaboration with industry professionals. Game Makers of Finland aims to promote the general well-being and growth of game companies while listening to the voices of employees.

CONTACTS:

Milla Pennanen
Executive Director
Game Makers of Finland
milla@peliala.fi
+358 50 302 8179
<https://peliala.fi/en/>



W LOVE GAMES - FROM DEVELOPERS TO DEVELOPERS

- W Love Games, founded in 2022, is a non-profit organization with global outreach through various programs and an annual conference in Helsinki, designed by developers for developers, that focuses on diversity, equity, and inclusion in the gaming

industry. "W" stands for women, but also for "we," as people who play and make games, we of all backgrounds and interests that games bring together, making all differences disappear. W Love Games has been the lead organizer of Finnish Games Week since 2024.

CONTACTS:

Natasha Skult
natasha@mitale.fi
www.wlovegames.org
www.finnishgamesweek.com

REGIONAL SUPPORT ORGANIZATIONS



ESPPOO GAME LAB

● Espoo Game LAB (EGL) is part of the Game Hub for SMEs in the Capital Region project (2023-2026), led by the City of Espoo and co-funded by the European Union. The aim of EGL is to support the formation of new game companies, strengthen early-stage teams, and connect game development with other creative industries.

At its core, EGL offers a game development program that mirrors the operations of a real game studio. Participating teams receive mentoring, access to workspaces, peer support, and visibility opportunities. In addition to the LAB program, the space serves as a co-working environment for game and creative tech professionals.

The overarching project, Game Hub for SMEs in the Capital Region, aims to lower the threshold for entrepreneurship, support networking, and enable sustainable growth across the creative industries. While EGL focuses specifically on game development, the broader vision is to build a hub that fosters collaboration between game makers and professionals from other creative fields. The project aims to build long-term partnerships and strengthen Espoo's role as a city that actively supports creativity, game development, and innovation.

Since its launch, EGL has supported over 60 participants. From the first cohort alone, the programme has contributed to the formation of two game companies and two solo entrepreneurs. In addition, through collaboration with Business Espoo and mentoring provided during the project, at least five more companies have been established. Several teams continue to develop their games toward release, and the LAB community continues to grow.

<https://www.espoofi/en/working-life/game-hub-smes-capital-region>

CONTACTS:

Daniela Metsäranta

Project Manager

+358 40 6344414

daniela.metsaranta@espoo.fi

Jonne Taivassalo

Lab Master

+358 40 6344234

jonne.taivassalo@espoo.fi



GAME INDUSTRY SUPPORT ORGANIZATIONS



EXPA JYVÄSKYLÄ

● Expa Game Business Co-operative (est. 2012) / IGDA Finland Jyväskylä Hub is one of most active game industry hubs in Finland. Digi & Game Center - Co-Development Ecosystem (est. 2020) is operated by Expa and it is the platform and home for 10+ companies, game industry education programs, projects and partnerships, events and community activities in Central Finland. Expa is also the only Unreal Authorized Training Center in Finland and the Northernmost in the World, providing high-demand Unreal Engine education in collaboration with Epic Games for game development, virtual productions, 3D

modelling, training simulations, marketing, broadcasting, architecture and other various cross-industry needs.

Business Development Services of Jyväskylä brings together Jyväskylä's success stories and development projects. They support new startups and provide information and services to help existing companies expand their business operations to Jyväskylä.

Jyväskylä offers game industry education pathways from upper secondary school (vocational college) to doctoral level studies. This includes international degree programs at Jamk University of Applied Sciences and University of Jyväskylä, and a vocational level Finnish degree within EduJyväskylä.

CONTACTS:

Sanna Laakso

+358 40 5478299

sanna.laakso@jyvaskyla.fi

<https://elinkeinopalvelut.jyvaskyla.fi/yrityspalvelut>

Valtteri Lahti

+358 40 5749006

valtteri.lahti@expa.fi

www.expa.fi



{ Picture } Psyon Games \\ Antidote COVID-19



GAMECITY KAJAANI

● #Gamecity Kajaani is a three-year project, funded by the city of Kajaani and committed to nurturing the growth of new game companies within the region. The project, which kicked off on January 2, 2023, is designed to forge a pathway for game development students to transition into entrepreneurship, establish an accelerator space for start-ups, and enhance the local gaming community, positioning Kajaani as a powerhouse city for game developers.

The project unfolds in three phases, initially focusing on fostering entrepreneurship, then progressing to support company growth, and ultimately integrating its activities sustainably within Kajaani's game development ecosystem. The steering committee consists of representatives from the city, Kajaani University of Applied Sciences, IGDA Kajaani, and local game companies. Through its endeavours, #Gamecity Kajaani aspires to create a game business hub in Kajaani, thus ensuring continued success for the city's gaming industry.

CONTACTS:

Joonas Pylvinen
+358 40 485 9436
Joonas.Pylvinen@kamk.fi



BUSINESSOULU

● Oulu serves as the hub of the northern game industry and is home to numerous game companies with a combined turnover of nearly €30 million. The city is a powerhouse of game development expertise, evident in both successful independent companies and studios that have attracted international investments to the region. Oulu's well-rounded expertise encompasses studios focusing on mobile, PC and VR development. The local industry is supported by active

community and education, with Pelifarmi and Oulu Game Industry Pre-Incubator providing extra boost for both.

CONTACTS:

Anne Rynänen
+358 40 708 0632
anne.r.ryynanen@businessoulu.com
www.businessoulu.com
<https://oulu.com/ictoulu/topic/gaming/>

{ Picture } Fingersoft \\
LEGO Hill Climb Adventures



GAME INDUSTRY SUPPORT ORGANIZATIONS

TAMPERE GAME HUB

WWW.TAMPERE.GAMES



TAMPERE GAME HUB

- Tampere Game Hub serves as the regional nexus for game developers in Tampere, uniting game companies, educational institutes, regional start-up hubs, associations, mentors, and investors. Notably, the Tampere Game Hub hosts the Finnish Game Incubator programme, which aids budding game teams in establishing studios across Finland. Working closely with Business Tampere and the City of Tampere, the

Tampere Game Hub is committed to nurturing the local game development scene.

In terms of headcount, the Tampere region boasts the second-largest game cluster in Finland, home to over 30 established companies and several start-ups, employing well over 200 industry professionals. Academically, the Game Research Lab at Tampere University enjoys a reputation as one of Europe's most esteemed game research units. Additionally, schools in the Tampere region offer game development-oriented degree programmes at both secondary and undergraduate levels.

CONTACTS:

Joni Lappalainen

+358442848805

tamperegamehub@gmail.com



THE HIVE - TURKU

- Turku is proud to be home to nearly 20 established game companies, including Bugbyte, FakeFish, Flatfish Games, MiTale, Rockodile Games, stillalive, and Tower Pop Games.

The city has a strong educational foundation for game development, with two higher education institutes offering

programming-focused degrees that produce 50–60 graduates annually. Active game development is nurtured at Turku Game Lab, while research on Futuristic Interactive Technologies is carried out at Turku UAS.

The vibrant game developer community is further supported by the local IGDA Turku chapter and the international organization W Love Games. The growth of Turku as a game industry hub is consistently backed by The Hive – Turku Game Hub and Turku Science Park, both working to make Turku an even more attractive location for game companies.

CONTACTS:

Viljami Heikkilä

+358 40 9315094

hive@turkugamehub.com – The Hive

heiggs@hotmail.com – Personal

Michael Lindholm

+358 40 5020089

michael.lindholm@turkubusinessregion.com



{ Picture }
Nitro Games \\
NERF: Superblast



South-Eastern Finland
University of Applied Sciences

XAMK, KYMENLAAKSO

● Xamk University of Applied Sciences is bolstering the games industry in the Kymenlaakso region through innovative R&D projects and world-class game development education. With the inauguration of a brand-new campus in downtown Kotka in 2024, Xamk is set to solidify its presence in the region, offering state-of-the-art facilities for both education and research.

Initiated in 2020, Xamk Game Studios functions as a hub for the game industry in Kymenlaakso. It bridges the gap between students, entrepreneurs, industry veterans, local IGDA hub participants, and other stakeholders interested in game technology and business.

Our dedicated staff continually provide

mentorship, networking opportunities, and technical assistance to game startups and developers, catering to both experienced professionals and ambitious students alike. In its regional development activities, Xamk places significant emphasis on fostering the digital economy and business development, offering comprehensive support for local companies in their product and business development, networking, funding, and trade missions.

CONTACTS:

Jani Ruotsalainen
Lecturer
+358 50 534 1105
jani.ruotsalainen@xamk.fi
www.xamk.fi/en

STUDIO PROFILES

Studios listed here are members of Finnish Game Developers Association [Suomen Pelinkehittäjät ry]

- 10tons
- 1939 Games
- All Hats
- Aniway
- Bugbear Entertainment
- Colossal Order
- Cornfox & Brothers
- Critical Force
- Dodreams
- Dreamloop Games
- FakeFish
- Fingersoft
- Frozenbyte
- Futureplay
- Greener Grass
- Headnought
- Hologram Monster
- Horsefly Games
- Housemarque
- HypeHype
- Hyperkani
- Iceflake Studios
- Kalma Games
- Kuuasema
- Lightheart Entertainment
- Mainframe Industries
- Metacore
- MiTale
- Moido Games
- MotionVolt Games
- Next Games
- Nitro Games
- Parta Games
- Platonic Partnership
- Psyon Games
- Quicksave Interactive

- Red Stage Entertainment
- Redhill Games
- Remedy Entertainment
- Rovio Entertainment
- Seepia Games
- Shotgun Gaming
- Small Giant Games
- Snowhound
- Social First
- Soihtu DTx
- Supercell
- Traplight
- Ubisoft RedLynx
- Zaibatsu Interactive

Members without studio profile in the study:

- Black Smoke Studios
- Boom Corp
- Byproduct Games
- Channel37
- Dazzle Rocks
- EA Tracktwenty
- Empires Not Vampires
- Flatfish
- Forbidden Studios
- Glitch Hammer
- Kyy Games
- Lingon Games
- LudoCraft
- Musopia
- Not a Cult
- PHZ Game Studios
- PlayStack
- Random Potion
- Rust0 Games
- Second Order
- Secret Exit
- Sulake
- Superplus Games
- TicBits
- TJR Games
- Tower Pop
- Virtual Frontiers
- Vuolai
- Yousician



{ Picture } Cornfox & Brothers \\ Oceanhorn: Chronos Dungeon

MORE STUDIOS CAN BE FOUND ON
<https://neogames.fi/about-the-industry/#companies>



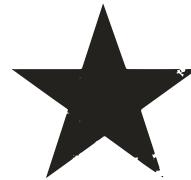
10tons

10tons

www.10tons.com

- Developing and publishing original IPs for PC, mobile, and consoles
- Celebrated 20th birthday in 2023!
- Core team of 14 people in Tampere
- Self-funded & profitable. 2024 revenues ~2M€, profit ~1M€
- All games powered by custom in-house multiplatform tech
- Creators of DYSMANTLE, Undead Horde, Tesla vs Lovecraft, Crimsonland, and 30+ other titles!
- Working on DYSPLACED and a yet unannounced bigger project

[Youtube ►](#)



1 9 3 9

1939 Games

www.1939games.com

- Founded in 2015
- Offices in Reykjavik Iceland and Helsinki Finland
- 22 employees and 5 nationalities
- Focused on WWII gaming experiences and working on a digital collectible card game called KARDS
- Kards is a Multi-platform and cross-play game launched in 2020

[Youtube ►](#)

STUDIO PROFILES 2024



All Hats

www.allhats.gg

- Full-stack Roblox development studio
- Founded in 2023
- 5 Employees
- Based in Helsinki but fully remote
- Working on both client IP:s and our own



Aniway

www.aniway.fi

- Founded in 1999
- 250+ completed game projects
- Own IP, including Anycolor (played over 110+ million times)
- Work for hire
- Entertainment, Serious/Applied, Advertising
- Web browser, Instant/Chat/Social media, Mobile, PC/Mac
- HTML5/TypeScript and JavaScript, Unity
- Clients incl. Rovio, Nitro Games, Unity Technologies, Veikkaus



BUGBEAR

Bugbear Entertainment

www.bugbeargames.com

- Founded in 2000
- Part of THQ Nordic & Embracer Group
- Offices in Helsinki and Tampere
- Successful track record of award-winning games - Wreckfest and Flatout
- Highly passionate team who loves creating leading action driving experiences on PC and consoles

[YouTube ▶](#)



Colossal Order

www.colossalorder.fi

- Founded in 2009 and based in Tampere
- 28 employees
- Independent developer with a passion for creating detailed simulation games
- Best known for the Cities: Skylines series, first released in 2015, followed by Cities: Skylines II in 2023
- Known for complex gameplay systems, long-term community engagement, and extensive modding support

STUDIO PROFILES 2024



Cornfox & Brothers

www.cornfox.com

- Helsinki-based game developer founded in 2010
- Known for award-winning adventure games
- Oceanhorn: Monster of Uncharted Seas (mobile, PC, PS4, Xbox One, Nintendo Switch)
- Oceanhorn 2: Knights of the Lost Realm (Apple Arcade, PC, PS5, Series X/S, Nintendo Switch)
- Oceanhorn: Chronos Dungeon (mobile, PC)
- Working on an unannounced UE 5 game since 2022

[YouTube ►](#)



Critical Force

www.criticalforce.fi

- Critical Force is a mobile game company developing and operating the best online shooter games for mobile devices
- Founded 2012, 36 employees, 9 nationalities
- Studios in Kajaani and Helsinki, plus remote employees around the world
- USD 14.5M funding received
- Focus on multiplayer shooter games
- The company's major title Critical Ops in live operations since 2015, downloaded over 145M times
- Developing Tumble Troopers, which has been in soft launch since fall 2024

[YouTube ►](#)



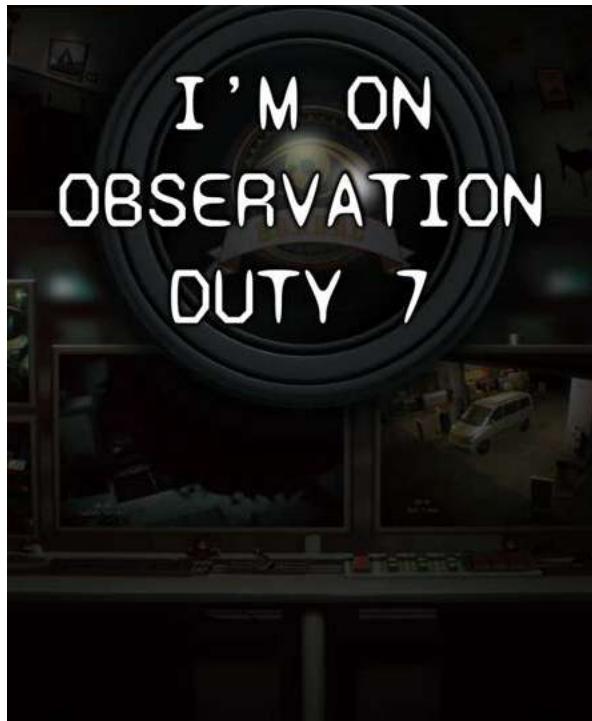
Dodreams

Dodreams

www.dodreams.com

- We Do More Than Games — We Do Dreams!
- We create the Drive Ahead! portfolio of games, packed with wild car battles, real-time multiplayer mayhem, and nonstop laughs.
- Our games bring families and friends together to share unforgettable moments of fun and joyful chaos. Drive Ahead! connects players around the world and makes them feel part of a big, crazy, fun-loving gaming family.
- We're passionate about making a positive impact on the industry and the world. We proudly take part in the UN's Green Game Jam to raise awareness through play, and support future stars by mentoring through We in Games Finland.
- At Dodreams, fun isn't just something we make — it's something we share.

[YouTube ▶](#)

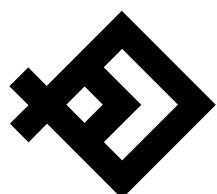


Dreamloop Games

www.dreamloop.net

- Dreamloop makes games with heart and teeth, and helps others do the same with xdev, co-dev, porting, and publishing.
- Founded in 2015
- 26 Employees
- Unity & Unreal developers with multiplatform console expertise (PS4, PS5, Xbox One, Series S/X, Switch, PC)
- Dreamloop's co-developed (and published) titles I'm on Observation Duty 7 & 8 are coming soon to consoles
- The critically acclaimed arcade shooter Stardust Galaxy Warriors is available on all platforms
- 2023's Finnish Game of the Year Nominee, Inescapable: No Rules, No Rescue, is out now for all platforms

STUDIO PROFILES 2024



FAKEFISH

FakeFish

www.fakefishgames.com

- Based in Turku, Finland
- Established in 2014 by 5 university friends and has since grown to an independent studio of 30 people
- Their first game, the critically acclaimed Barotrauma, has sold more than 3M units since its initial launch in 2019 and helped shape the studio's philosophy of delivering memorable experiences and creating a transparent and open community for both developers and players alike
- Frostrail, the upcoming survival FPS is the next step on FakeFish's journey

[YouTube ►](#)

**FINGER
SOFT**

Fingersoft

www.fingersoft.com

- Founded in 2012
- Known for Hill Climb Racing franchise which has over 2.5 Billion downloads to date
- 100 employees, 20 nationalities
- 2024 turnover 22.4M
- Offices in Oulu & Helsinki

[YouTube ►](#)



Frozenbyte

www.frozenbyte.com

- Founded in 2001, 50+ employees
- PC & consoles
- Best known for the Trine series, which has sold over 15M copies
- Currently working on some unannounced projects
- Own technology, owns all IPs, studio ownership with employees/founders

[YouTube ►](#)



Futureplay

www.futureplaygames.com

- We're an ambitious gaming company filled with great people working together to make games that we are proud of
- Founded 2015
- 70 employees, 11 nationalities
- Six launched games played by nearly 150 million players globally

[YouTube ►](#)



Greener Grass

www.greenergrass.company

- Founded in 2015 and based in Tampere
- 14 experienced game developers
- Steadfastly — some say stubbornly — building our self-published empire of digital dice games. A sequel to Dice Hunter is currently in development and will hopefully be released in the not-so-distant future
- Still always eager to "grow your game" with work-for-hire games and prototypes



Headnought

www.headnought.com

- Founded 2013
- Based in Lappeenranta
- Team of 8
- Experience in f2p, mobile premium and web games



Hologram Monster

www.hologram-monster.com

- Founded in 2017
- Based in Tampere with 8 employees
- Focus on adventure games for PC and console
- Working on several projects –
- 3D platformer game, Project: Longtail
- Horror Party game, Ritual Party
- Cozy adventure game, Paqui The Peccary
- Falling puzzle block game, Longtail Bastion Puzzle Pop
- Chosen outsource partner of several game companies

[YouTube ►](#)



Horsefly Games

www.horsefly.games

- Horsefly Games is a Finnish independent game studio focusing on narrative & arcade games for PC & consoles
- We've been up and running since 2022
- Unity developer
- Published works: Local News with Cliff Rockslide (2023), Hyperdrive Inn (2024) & Stratogun (2025)

[YouTube ►](#)

STUDIO PROFILES 2024



Housemarque

www.housemarque.com

- Founded in 1995, Housemarque is an award-winning PlayStation Studios developer dedicated to delivering tight, memorable gameplay experiences.
- We're now creating our latest project, SAROS — a bold new adventure built on our passion for gameplay innovation.

[YouTube ►](#)



HypeHype

www.hypehype.com

- Building HypeHype, new mobile-first online game platform
- Our goal is to enable anyone to become a game maker with simple yet powerful tools on the go. HypeHype offers TikTok-style feed of games to find & play instantly
- Founded in 2012, 48 employees
- Developer of the award-winning BADLAND and Rumble Stars game series, over 150 million downloads
- Operating independently in a long-term partnership with Supercell
- Looking for more people and partners to join HypeHype journey



Hyperkani

Hyperkani

www.hyperkani.com

- Founded in 2009
- Based in Tampere
- 12 employees
- Focus on mobile games
- Over 200 million downloads
- 2024 turnover €2M+
- Latest release: Stunt Bike Extreme



Iceflake Studios

www.iceflake.com

- Founded in 2007, a Paradox Interactive studio since 2020
- Based in Tampere
- Team of 30 and growing
- After Surviving the Aftermath (available on PC, Xbox one, PS4 and Switch) working on an unannounced title for PC and consoles

[YouTube ▶](#)

STUDIO PROFILES 2024



Kalma Games

www.kalmagames.com

- Company founded in 2024
- Based in Tampere
- Focus on PC & consoles
- Currently working on Killbeat that releases in summer 2025

[YouTube ►](#)



Kuuasema

www.kuuasema.com

- Company founded in 2004
- 50+ employees
- 150+ game projects completed
- Platforms: Mobile, PC/Console and Web
- Kuuasema is a creative and agile development studio working with publishers like Supercell, Red Bull Media House, Rovio, Remedy and Microsoft. We are set to outdo ourselves every day to create value for our players and publisher partners alike. We do full game development and co-productions.

[YouTube ►](#)



Lightheart Entertainment

www.lightheart.games

- Helsinki-based mobile studio founded in 2019
- 21 employees
- Believers in the power of autonomous, self-organizing teams
- Making action games that are easy to pick up and hard to put down
- Mr Autofire played by 18 million people

[YouTube ►](#)



Mainframe Industries

www.playpaxdei.com

- Mainframe Industries is a pan-Nordic game company founded by 13 industry veterans in spring 2019. We are now a team of more than 40 members with studios in Helsinki, Reykjavík and Paris
- We are se on creating a social sandbox MMO, where players will build their personal home and craft their fate
- Pax Dei is currently on Early Access, with a release planned for 2025

[YouTube ►](#)

STUDIO PROFILES 2024

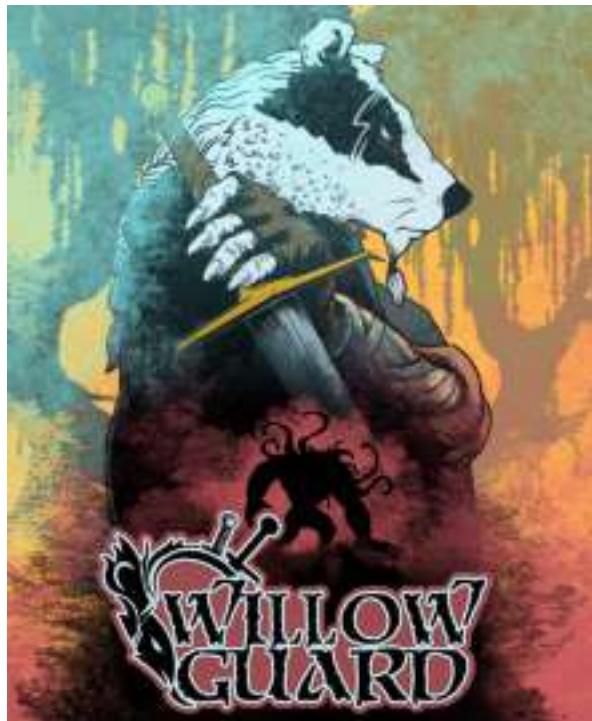


Metacore

www.metacoregames.com

- Metacore is a mobile game company crafting world-class entertainment and building a portfolio of global hit games
- Launched in 2020, Metacore's first game Merge Mansion has 60+ million players and lifetime revenue of over \$600M
- The team of 250+ people are both in Helsinki and Berlin
- Our culture of trust, psychological safety and wellbeing empowers us to shape the future of mobile games together

[YouTube ►](#)



MiTale

www.mitale.fi

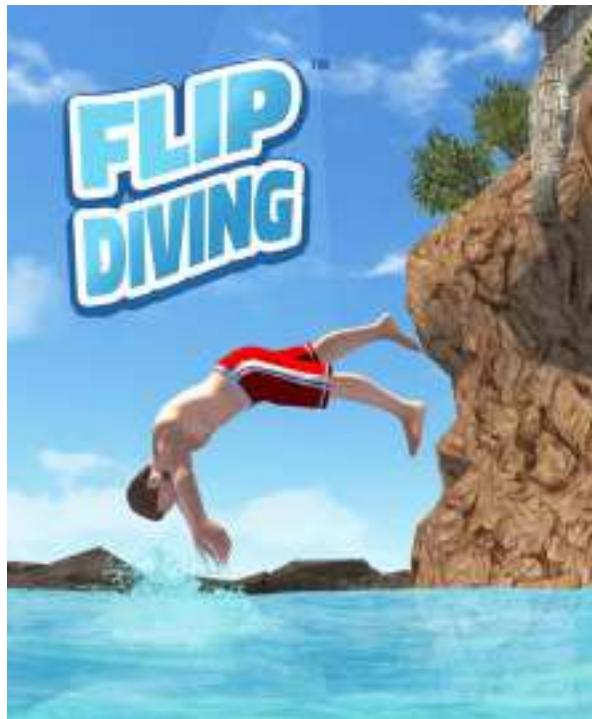
- Founded in 2017
- Based in Turku with 20 developers
- MiTale is an indie game studio with a passion for interactive storytelling and gamification, offering game development, VR/AR, software and content development services
- Latest launched PC title: Willow Guard (Action-Adventure RPG)



Moido Games

www.moidogames.com

- Founded in 2007
- Based in Tampere
- Team of 8 developers
- Platforms: iOS, Android and web
- Work-for-hire & own IP development
- Delivered over 100 online and mobile releases for our clients



MotionVolt Games

www.motionvolt.com

- MotionVolt Games was founded in 2015
- Focused on creating, publishing & updating original physics based mobile games
- MotionVolt's games have reached top charts positions in over 50 countries including US & UK, and largest European countries
- Most popular products include the Flip Diving, Flip Master & Flip Runner hit games
- Based in Helsinki and employs four people

[YouTube ▶](#)

STUDIO PROFILES 2024



Next Games

www.nextgames.com

- Founded in 2013, acquired by Netflix in 2022, based in Helsinki
- 120+ employees representing 30+ nationalities
- We craft cutting-edge, approachable games for a global audience inspired by popular Netflix shows and movies, and our own fresh ideas
- Legacy of working with iconic entertainment franchises, including The Walking Dead, Blade Runner, and Stranger Things



Nitro Games

www.nitrogames.com

- Founded in 2007
- 50 employees + extensive development partner network
- Based in Kotka & Helsinki
- Listed in Nasdaq First North Stockholm
- New PC game coming out in 2025
- Latest release Autogun Heroes
- F2P games for mobile and Web, Premium games for PC and consoles
- Experts in action and shooter games
- Provides also co-development & work-for-hire services for publishers

[YouTube ▶](#)



Parta Games

www.partagames.com

- Tiny rural indie studio founded in 2015
- Based in Suonenjoki
- Focused on developing handcrafted & high-quality games for PC and console platforms
- Offers Co-Development and Work-For-Hire
- Ambitious sequel for Choppa is in development
- Co-developed Turbo Dismount 2 with Secret Exit

[YouTube ►](#)



Platonic Partnership

www.platonicpartnership.com

- Award-winning game studio
- Founded 2017 and based in Vaasa
- Developer of award-winning educational games like Lukuliekki and Democracy education game for the parliament of Finland
- Also PC games based on own IP like Lydia, Good Mourning, Voltage High Society, Bone Dust

[YouTube ►](#)

STUDIO PROFILES 2024



Psyon Games

www.psyongames.com

- Psyon Games is one of the world's leading applied game studios, pioneering health games that drive real-world impact
- Recognized across the pharmaceutical, gaming, and marketing sectors, we collaborate with public health organizations, pharmaceutical companies, and universities to create scientifically grounded, engaging, measurable, and scalable games for awareness, diagnosis, and therapy



Quicksave Interactive

www.quicksave.fi

- Based in Helsinki, founded 2017
- Product: QSApp, which helps companies engage their audience, leading to longer time spent on their offering, a more memorable core message and more conversions. QSApp is a tool for artists and designers, enabling them to create and iterate engaging and interactive WebGL content without coding. WebGL is like HTML on steroids.
- QSApps can be easily embedded on any website or app, and is introducing a new social media messaging format with interactive messages. QSApps can be used as playable ads.

[YouTube ▶](#)



Red Stage Entertainment

www.redstage.fi

- Founded in 2017
- Team of 8, based in Tampere
- Original IPs, Co-dev and Work-for-hire
- PC & Consoles, B2B projects on mobile
- Focus: Narrative, Premium, 3D
- Developer of Skáhma - Snowfall: Nordic Game of the Year & Best Art winner 2023
- Currently working on EINS, a drama-horror game for PC and consoles.
- Coming next: Purr-suit of Happiness
- Narrative games for heart and mind: stories that stick, themes that matter, with the right amount of emotional chaos. Making the world a better place, one game at a time.

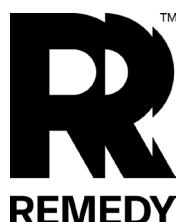
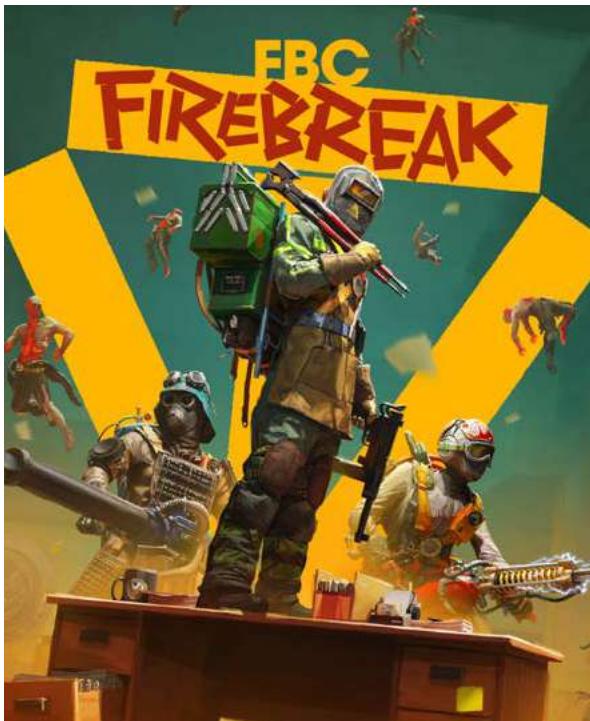
[YouTube ▶](#)



Redhill Games

www.redhillgames.com

- Founded in 2018, Redhill Games is a multinational team with expertise in PC, console and mobile development. Since the pivot in 2022, Redhill has set to become the go-to co-dev partner for developers and publishers worldwide, crafting exceptional gaming experiences for renowned IPs
- In 2022 released Nine to Five, a tactical FPS for PC
- 40+ developers
- Co-dev partner for Supercell, Liquid Swords, Escape Velocity Entertainment



Remedy Entertainment

www.remedygames.com

- Founded in 1995, headquartered in Finland with an office in Stockholm, Sweden
- Known for story-driven and visually stunning action games Control, Alan Wake and Max Payne
- Develops its own Northlight® game engine and tools technology that powers many of Remedy's games
- Currently working on supporting the recently released FBC: Firebreak and on three other projects.
- Remedy's shares are listed on Nasdaq Helsinki's official list with the trading code REMEDY

[YouTube ►](#)



Rovio Entertainment

www.rovio.com

- Rovio Entertainment Ltd. is a global mobile-first games company that creates, develops and publishes mobile games, which have been downloaded over 5 billion times
- Rovio is best known for the Angry Birds brand
- The company has seven game studios. Most of the employees are based in Finland where Rovio is headquartered
- Rovio is owned by SEGA

[YouTube ►](#)



SEEPIA

Seepia Games

www.seepia.com

- We create the best interactive experiences possible
- Founded in 2012, in Lappeenranta
- Work from anywhere with HTML5
- Driven by a diverse team of +50 employees
- 800+ completed projects for leading studios in the mobile gaming space
- Elevate communication with gaming joy - playfulness is a new language

[YouTube ►](#)



Shotgun Gaming

www.shotgungaming.com

www.clayhuntvr.com

- Founded in 2017
- Based in Helsinki
- We are focused on developing shotgun shooting games for mobile and VR platforms
- Clay Hunt VR, released in 2020 for Meta Quest, brings shotgun shooting to virtual reality with realistic game play and real time multiplayer competitions
- Over 9 million downloads for all titles

[YouTube ►](#)

STUDIO PROFILES 2024



Small Giant Games

www.smallgiantgames.com

- Founded 2013, based in Helsinki
- Independent Zynga studio with 120+ team members & 20+ nationalities
- Launched the top-grossing and multiple-award-winning mobile game Empires & Puzzles in 2017
- We create easily accessible mobile games that offer deep, social experiences
- We believe that small, talented teams can accomplish giant things
- Great Place to Work certified and ranked among top 3 Finnish employers in 2024



Snowhound

www.snowhoundgames.com

- Indie studio founded in 2015, based in Jyväskylä
- Small team of seasoned devs with diverse backgrounds
- Simply Deep Games for core strategy players, with a distinct hand-drawn comic book art style
- Focus on building original PC & console IPs; available for contract work and co-dev projects
- Best known as the makers of Deep Sky Derelicts and Potion Tycoon



Social First

www.socialfirstgames.com

- Founded in 2021, based in Kotka
- A team of veteran game developers (and gamers) with numerous titles across multiple companies under our belts
- Announced \$4.2M seed in 2024
- Developers of Nexus Station, a cross-platform social sandbox MMO with heavy UGC elements and a player-driven economy. Currently in Early Access

[YouTube ▶](#)



Soihtu DTx

www.soihtudtx.com

- Founded in 2023, based in Espoo
- Soihtu DTx exists to help people living with depression to improve their mental well-being and life quality by offering a clinically-proven, ground-breaking, game-based digital intervention
- The team is a cross-disciplinary mix of serial entrepreneurs with backgrounds from gaming entrepreneurship to academic professorships, clinicians, and PhDs supported by a world-class advisors

STUDIO PROFILES 2024



SUP ERC ELL

Supercell

www.supercell.com

- Supercell is a game company based in Helsinki, Finland, with offices in San Francisco, Seoul, Shanghai, and London
- We have over 800 Supercellians across the globe
- Since our launch in 2010, we've brought seven games to the global market – Hay Day, Clash of Clans, Boom Beach, Clash Royale, Brawl Stars, Squad Busters, and mo.co
- Our dream is to create great games that as many people as possible play for years and that are remembered forever

[YouTube ►](#)



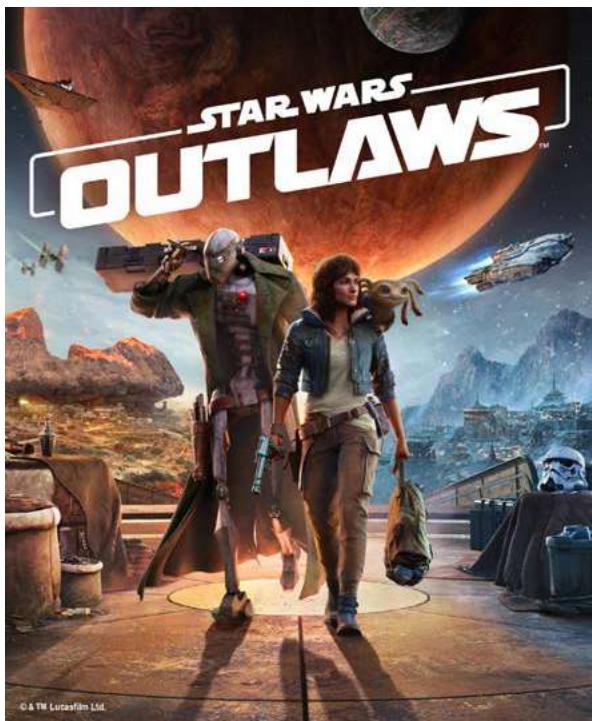
TRAP LIGHT

Traplight

www.traplightgames.com

- Founded in 2010
- Currently employs 10 people
- Developers of Big Bang Racing & Battle Legion, among others. Launching two new games in 2025.
- Strong believers in user creativity, playermade mayhem, big ideas, and cutting only the deadly corners

[YouTube ►](#)



Ubisoft RedLynx

www.redlynx.com

- Multiplatform studio in Helsinki with HD, mobile, and tech under one roof. Founded in 2000, part of Ubisoft since 2011.
- We craft unforgettable gaming experiences on big and small screens, ensuring high-quality, platform-tailored gameplay that resonates with every player.
- In addition to unannounced projects, we're collaborating with Massive Entertainment on Star Wars Outlaws, and bringing the game to Nintendo Switch 2. On the tech side, we're working with the Snowdrop engine.



Zaibatsu Interactive

www.zaibatsu.fi

- Co-development studio based in Jyväskylä
- Founded in 2014, now with 24 people
- Cross-platform F2P development on mobile, web, PC and VR.
- Latest launches:
- Squishmallows Match – match-3 puzzle game with adorable characters, co-developed with East Side Games
- Cyber City Tycoon – an award-winning edutainment idle game developed with Aalto University to teach cyber security skills for everyone in EU
- Catchphrase – #1 word game in the UK, based on the beloved TV game show!
- Boom Karts – an online kart racing game co-developed with Fingersoft



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