For my game I will need to use some geographical names of places in Poland. Since the whole game will be designed in English and only using polish proper names, I was testing how English ASR is picking up some Polish phrases. In my opinion the biggest problem is not the difference between phonemes in both of these languages but rather the phonotactics. In Polish phones are very often devoiced, based on their placement in the word. For example all voiced consonants that are at the end of the sentence are devoiced, but they are still represented by the same grapheme of voiced consonant. The other phonotactic rule, more common in other languages, is devoicing voiced consonants which is placed in consonant cluster next to the other devoiced consonant. The tested ASR system is successful with catching names of big cities like Krakow. Even if pronounced with Polish pronunciation[ˈkrakuf], it interprets it correctly as English substitute Cracow [ˈkɹækaʊ] (utterance: 'Krakow', confidence: 0.4407724). Though the ASR system fail in describing the names of small villages like Stare Wierzchowo (utterance: 'Starevish hobo', confidence: 0.097366706).