

Croatian Games @ gamescom 2023



Croatian
Audiovisual
Centre

Hrvatski audiovizualni centar

Introduction

The Croatian Audiovisual Centre (HAVC) is the Government-backed strategic agency for the audiovisual sector in Croatia. It aims to stimulate a successful and vibrant audiovisual industry, as well as to promote the widest possible enjoyment and understanding of audiovisual works throughout Croatia.

Since 2021, the Centre has been providing public funding for the development and production of video games. The video games sector is an integral part of the ecosystem of our country's cultural and creative industry.

Currently, there are over 150 officially registered game development studios in Croatia, offering a wide variety of sonic ideas and creative visions with each new project.

For more information visit our website (www.havc.hr) or access our online publications.

Informational publications:



Video game projects supported by HAVC 2021 & 2022

The Croatian Audiovisual Centre offers support for video game projects in two separate categories, according to their production stage: **development** or **production**. The development phase is defined as the process that precedes the first prototype, and involves ideation, creation of the game design document, making of a prototype, etc. The production phase is defined as the process that starts after the development and ends with a complete, published video game. The following pages present a brief overview of the projects approved for support in 2021 and 2022.



2021

Projects supported for development

Studio: Mirinda Games
Lead author: Mirinda Paraman
Contact: mirindagames.studio@gmail.com
Genre: metroidvania

Ancient Tales

A little fairy named Kosjenka descends from the clouds to Earth for the first time, but due to unfortunate circumstances, she is left without the powers to return home. Follow Kosjenka on the adventure of a lifetime, as she tries to get back to her mother.

One on One, Boys and Girls

Studio: Pet rusa
Lead author: Frano Petruša
Contact: mrnjao000@gmail.com
Genre: casual basketball simulator

A multiplayer basketball simulation game that teaches the basics of basketball in a fun way. Shooting, changing directions, dribbling, blocking, or passing – all these elements are faithfully depicted using hand-drawn animation.

Path of View

Studio: Siva
Lead author: Vanja Čulek
Contact: sareno.siva@gmail.com
Genre: mobile puzzle platformer

The game is full of spatial puzzles that the player solves by understanding the limitations of movement in a given dimension. It shows, in a unique way, the complex relationship between two-dimensional beings and three-dimensional beings, in order to bring us closer to the fourth dimension.



Professor Balthasar / Profesor Baltazar

Studio: Gamechuck
Lead author: Aleksandar Gavrilović
Contact: gamechuckdev@gmail.com
Genre: puzzle adventure

Based on a popular cartoon from the Oscar-winning studio Zagreb film, the game is envisioned as a series of episodes, each a self-contained narrative, with the player enjoying the fun feel-good atmosphere while solving cute puzzles along the way.

The Flight of the Bumblebee / Bumarov let

Studio: Interfilm produkcija
Lead authors: Marko Hrenović & Ivan Turković-Krnjak
Contact: interfilm.produkcija@gmail.com
Genre: puzzle adventure

A coming-of-age story revolving around a group of children from the island of Trs who are trying to solve an out-of-this-world mystery that turns out to have a very local origin. Based on the novel *Mysterious Lighthouse*.

Vučedol

Studio: Bad Elektron
Lead author: Andrija Zorić
Contact: azoric.game@gmail.com
Genre: Deckbuilder

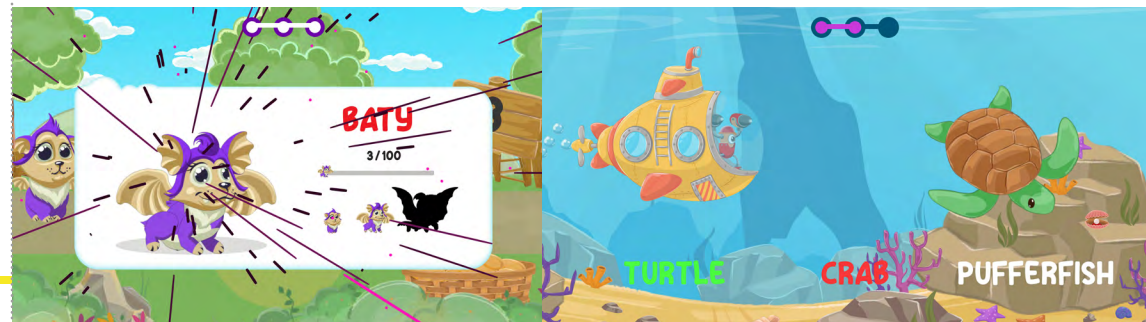
Vučedol is a village cut off from the outside world of magic. For generations they've had in their possession a sacred stone called Erados. Legend has it that Erados fell from the sky a long time ago, changing the world forever. In campaigns against the forces of evil, the game's protagonists discover magical sacred stones whose strength is limitless.

Projects supported for production

Go Home Annie

Studio: Misfit Village
Lead author: Mladen Bošnjak
Contact: mladen@misfitvillage.com
Genre: first-person horror adventure

As an employee of the SCP Replication Division the player is tasked with testing artificially developed paranormal events. Solve puzzles, converse with anomalous entities and explore multiple paths to untangle the secrets behind the Replication Division.



Moopies

Studio: Stegris
Lead author: Mateja Vedrına
Contact: stefanvedrina@gmail.com
Genre: edutainment

Through various thematic journeys, in the company of small, cute monsters, the child will look for their friends and, in the process, introduce them to our world. Each of the 26 monsters has 3 stages of evolution, which they achieve by increasing their knowledge with the player's help.



2022

Projects supported for development

All Living Things

Studio: Moxo
Lead author: Filip Ugrin
Contact: ugrinfilip@gmail.com
Genre: casual puzzle

In the game, the player revitalises a digital art gallery by solving puzzles. The game was inspired by the GROW games, a series of web games by On Nakayama.

Cave Hikers

Studio: Porcupine Parkour
Lead author: Zvonimir Barać
Contact: info@porcupine-parkour.hr
Genre: puzzle adventure

The game is set in a dark but colourful cave that's full of strange creatures and phenomena. The player controls various characters as they solve puzzles to advance the story, told in a way reminiscent of real-world nature documentaries.

Cartographers

Studio: Potior LG
Lead author: Lovro Gašparac
Contact: lgasparac@gmail.com
Genre: dungeon crawler

The story follows pacifist cartographers and their quest to chart a mystical realm. The game explores the themes of pacifism and how it relates to the common tropes of fantasy fiction.

Dream Glitcher

Studio: Compact Worlds
Lead author: Vjekoslav Brkić
Contact: brkic.vjekoslav@gmail.com
Genre: sci-fi cyberpunk adventure

A visual novel about the emotional chaos in the brain of an android named Luna. The player takes the role of a program loaded into the android's memory and is tasked with finding out what is wrong with it.

Ghost Painter

Studio: Studio Spektar
Lead author: Sven Nemet
Contact: studiospektar@gmail.com
Genre: stealth adventure

Set in the 1920s Europe, the game follows a depressed German painter on the run from the police as he passes through many European countries on his route from France to Croatia. The painter uses his craft to manipulate reality, painting in the popular art styles of the era.

Moguth Run

Studio: White Cube
Lead author: Zdenko Bašić
Contact: miran.brajsa@gmail.com
Genre: endless runner

The game is based on an old Croatian folk tale. The game's protagonist is a boy who is hunted by an invisible being called Moguth. While outrunning the Moguth, the boy must collect acorns that enable him to see the monster.

Reflection / Odraz

Studio: Misfit Village
Lead author: Mladen Bošnjak
Contact: mladen@misfitvillage.com
Genre: first-person puzzle adventure

The game is a first-person adventure with escape-room elements, in which the player passes through two parallel worlds where they must manipulate objects from both worlds to solve puzzles and advance the story.

Studio: Pulsar produkcija
Lead author: Boris Vuković
Contact: info@pulsarprodukcija.hr
Genre: visual novel

Shooting Range and Ice Cream

Using the family drama genre, the game tells a “rite of passage” story about accepting life changes. The project mission is to make a game in which weapons are not used for the act of violence, in contrast to the dominant trend in the commercial gaming industry.

The Book of Grando

A dark fantasy isometric RPG set in 17th century Istria. With dynamic, physics-based combat and folklore-inspired mechanics, this narrative-driven game centres its plot around the mysterious legend of the first vampire in history – Jure Grando.

Studio: Red Martyr Entertainment
Lead author: Marko Tominić
Contact: info@redmartyr.com
Genre: RPG

What Is Life Other Than Fantasy / Ča je život vengo fantažija

Studio: Jaka produkcija
Lead author: Martin Babić
Contact: jure@jakaprodukcija.hr
Genre: point-and-click adventure

Three kids are playing at the cemetery, summoning ghosts, but when a skeleton rises from the grave instead, the spoiled kids go home. The skeleton sets out to explore the world in order to discover the answers to its questions and find a way to return to its peaceful afterlife.

Projects supported for production



Bura: The Way the Wind Blows

The player goes through a coming-of-age story arc, getting older every time he reaches a new location. Along the way, he meets various nature spirits from the Adriatic pantheon.

Studio: Tiny Meow Studios
Lead author: Read Budić
Contact: tinymeowstudio@gmail.com
Genre: narrative adventure

Cloudsea

The game is set in a world among the clouds, populated with flying islands inspired by the European Middle Ages. The player controls a flying ship, crew, cargo and solves various quests.

Studio: Yeti Ate My Breakfast
Lead author: Mihael Dumančić
Contact: mihael.dumancic@yetiatelybreakfast.com
Genre: RPG

Professor Baltazar / Professor Baltazar

This is the first game to secure the support for production after completing development under the HAVC co-financing scheme. For more details see page 5.

Studio: Gamechuck
Lead author: Aleksandar Gavrilović
Contact: gamechuckdev@gmail.com
Genre: puzzle adventure

Impressum

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