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# The Finnish GAMES INDUSTRY

Info:



**NEOGAMES**

*Centre of Game Business,  
Research and Development*

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# The Finnish GAMES INDUSTRY

REPORT

Pages 3 to 22



**FINNISH GAME  
COMPANIES**

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- Helsinki
- Oulu
- Tampere
- Jyväskylä
- Espoo
- Vantaa



# The Finnish games industry



The Finnish games industry is growing. From an industry of fewer than 10 companies in the late 1990s, the industry has grown in the late 2000s to become an integral part of the Finnish content export industry. Recent figures show that the games industry was the biggest cultural exports industry in Finland in 2008.

The effects of the rise of the games industry and its establishment as part of the Finnish content creation sector are most clearly seen in the growth figures presented on the following page and in the expectations of game companies for the future. The main factors behind the strong development of the Finnish games industry have been estimated to be:

- The technological and content expertise of the companies. This has been especially important as the technology has seen rapid development in recent years. For instance, new-generation console platforms and very strong growth in online gaming have demanded good technological skills from game development companies.
- The excellent price-to-quality ratio of gaming production. Cost-efficient operations are a convention in Finland. The low level of their resources requires the companies to operate efficiently, which is enabled by the high level of technological expertise mentioned above.
- Reliability of deliveries. It has been said that in the games industry over-promising and under-delivering is common practice. In the Finnish games industry, it is usually the other way around.

- Companies being willing and able to create innovations. Innovation and creation of solid intellectual property in-house is usually seen one of the main factors for success. Finland is a small country with no possibility of competing against Asian countries in labor-intensive licensed game development and subcontracting. Thus, other measures are needed, among them creation of independent IP.

The purpose of this publication is to provide a picture of the Finnish games industry's landscape and of the operations of game development companies. The data presented in the following charts are from a total of 45 company interviews carried out in the course of this study. The 45 companies involved represent the vast majority of the Finnish games industry. Other sources are mentioned individually.

This industry publication was drawn up by Neogames and was commissioned and financed by Tekes (the Finnish Funding Agency for Technology and Innovation), Invest in Finland, Greater Helsinki Promotion, the Digibusiness Finland cluster program, and the Tampere Centre of Expertise program.

We wish to thank everyone who participated in this process.

**Tampere, 4.3.2009**

*KooPee Hiltunen*

*Teemu Haila*

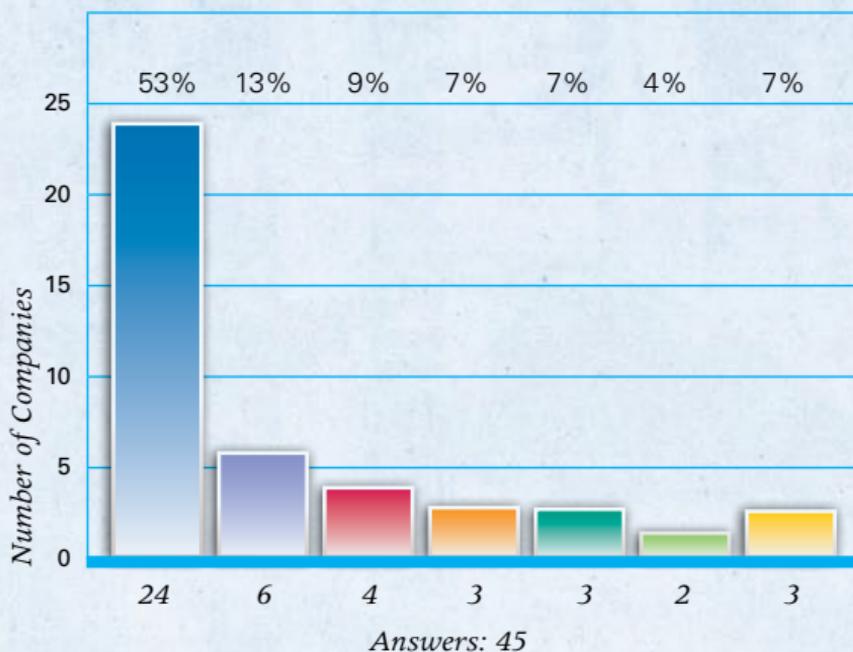
*More info: [www.hermia.fi/neogames](http://www.hermia.fi/neogames)*

*[www.playfinland.fi](http://www.playfinland.fi)*



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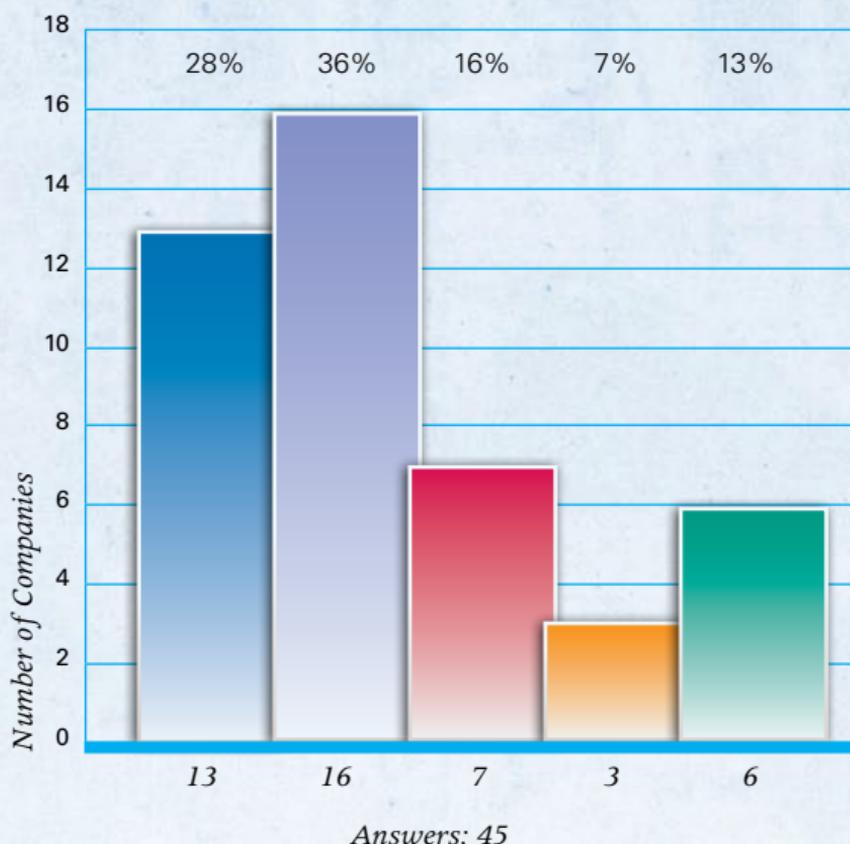
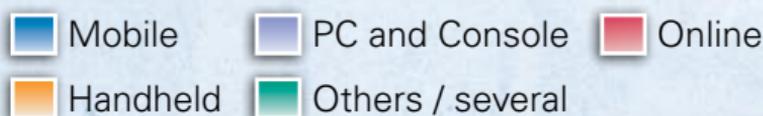
## Location of the companies



The Finnish games industry is concentrated in the capital area (Helsinki, Espoo, and Vantaa), with about 64% of games companies in this region. Helsinki alone accommodates 53% of the industry. The reason for this is obvious: Finland is relatively large in geographical terms, and the capital area is its most densely populated area.

The second largest concentration of the games industry is found in Oulu, which has a long history as a high-tech city. That, alongside some local game-industry-related development projects in the past, is the main factor contributing to this situation.

## Primary platforms



Finland has traditionally been the pioneer in mobile games. This is the result of Nokia's strong presence in the country, coupled with the high penetration of mobile technology. In 2008, however, the situation changed.

In our study "Finnish Game Companies 2006," mobile platforms were clearly dominant, with 70% of the companies stating that the mobile one is the primary development platform. In 2008, only 29% of the companies saw the mobile platform as the main platform, and even

some of these companies are considering moving at least in part to, for instance, downloadable or casual online games.

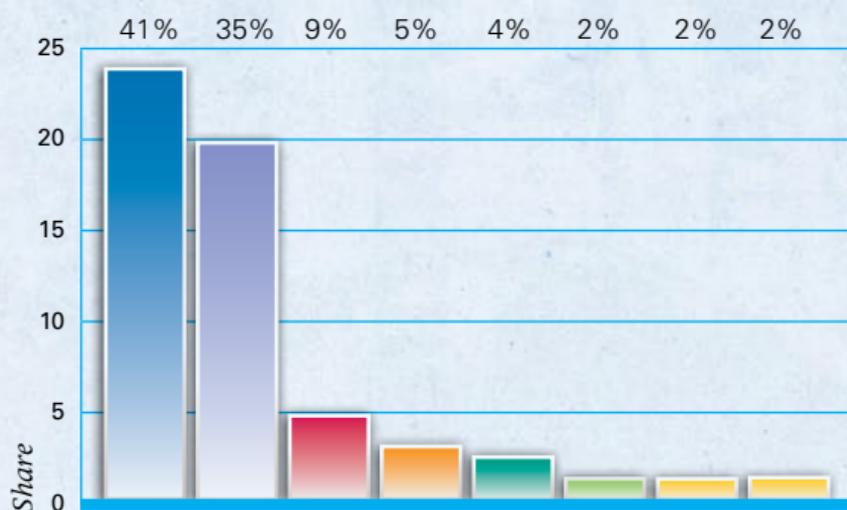
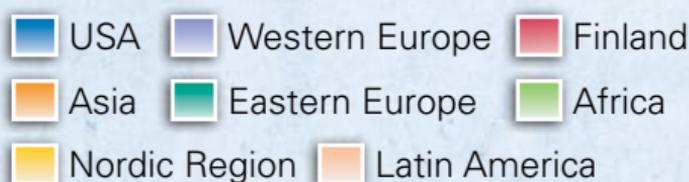
The reasons for this are many. On the one hand, mobile game sales and business models have not developed as expected. At the same time, device fragmentation has led to a situation wherein the number of “builds” per game has increased such that making mobile games is both technically and economically very difficult. The future of mobile gaming seems unclear once again. New devices like the Apple iPhone have, however, received much attention also within the Finnish game developer community. The Apple iPhone is able to offer a simple business model and a solid development environment.

Nowadays, the biggest assets seem to be invested in PC/console and online games. Online games in particular have increased their popularity among developers. The reason is clear. Online games represent the most rapidly growing sector in the games business. According to PWC, the growth in online games sales was around 30% for 2008.



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## Main end-user markets



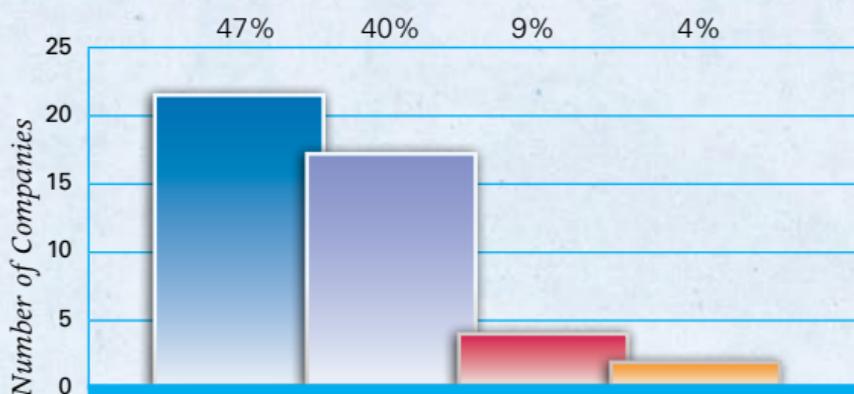
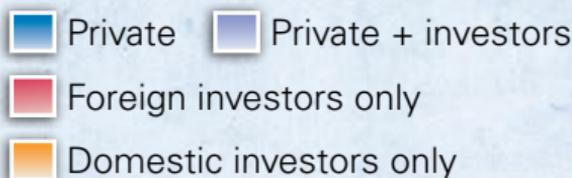
The main end-user markets of Finnish game companies seem to be in the Western world. The US market, the economically most significant game market in the world, is the biggest target market also for Finnish game developers. The Western European market is the second biggest end-user market targeted.

Although the domestic Finnish market is quite small, it still is the main market for some, mainly online-oriented companies. However, even for these companies, the domestic market is more like a stepping stone to the larger markets.

It's no surprise either that Asian markets are not a very significant target market for the Finnish games industry. In the past five years, some Finnish game companies have had business operations in, for instance, China and Korea

with no great success. Developing markets such as Africa and Latin America are rather insignificant for Finnish game companies.

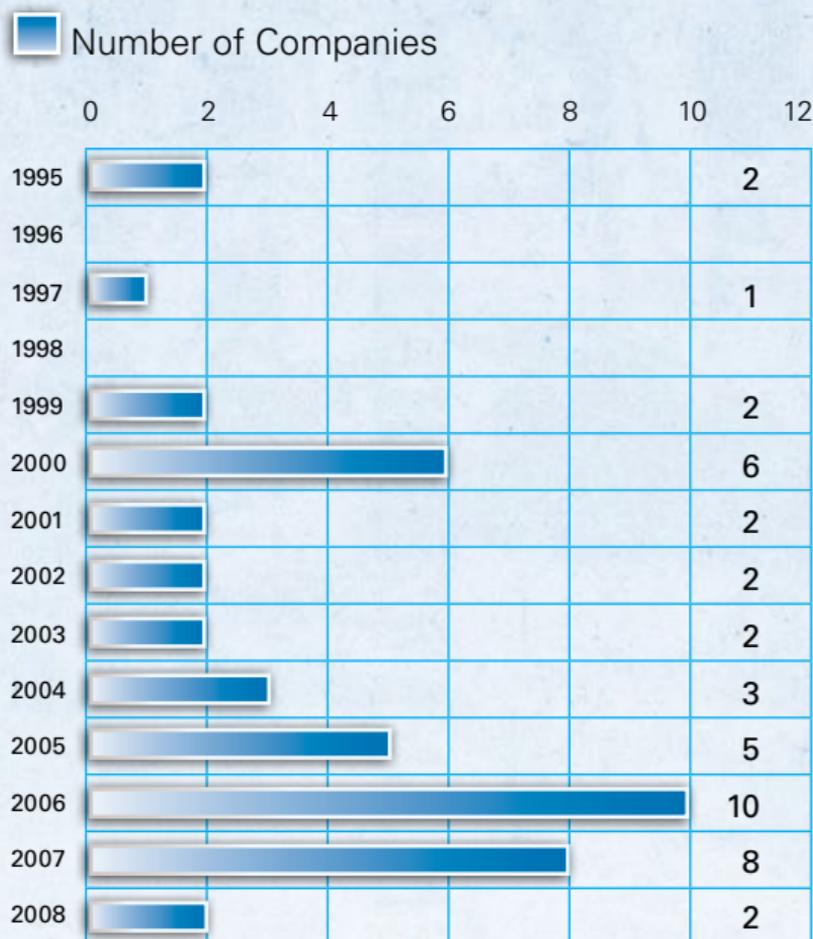
## *Ownership of the companies*



In 2008, most Finnish game companies were at least partially privately owned. This is in part because of the relative youth of the companies. Also, the availability of domestic VC investment wasn't very good in earlier years. Normal VC investment strategies do not apply that well to game development, because of the high risks involved in game development. Game developers' position in the value chain is complicated in investment terms. Game development still is largely a hit-based business.

The biggest investments in the Finnish games industry from overseas have been made with mobile game developers. Three significant Finnish mobile developers (Sumea / Digital Chocolate, Universomo / THQ, and Mr.Goodliving / RealNetworks) are owned by foreign investors.

## *Finnish game companies, year of establishment (companies still operating)*



*Answers: 45*

As the figures above show, the Finnish games industry is still relatively young. The oldest of the companies specializing in games that are still active today were founded in the mid-1990s.

Despite the small number of game companies in the 1990s, creating games was felt to be interesting then, and game-making expertise and experience were developed

on a wider scale than the figures indicate. This development took place mainly on the so-called “demo scene,” which remains very active in Finland. The best example of this activity is Assembly, <sup>1</sup> a computer festival, demo party, and LAN party that was held for the first time in 1992. Assembly is still going strong, drawing about 5,000 visitors to Helsinki every August.

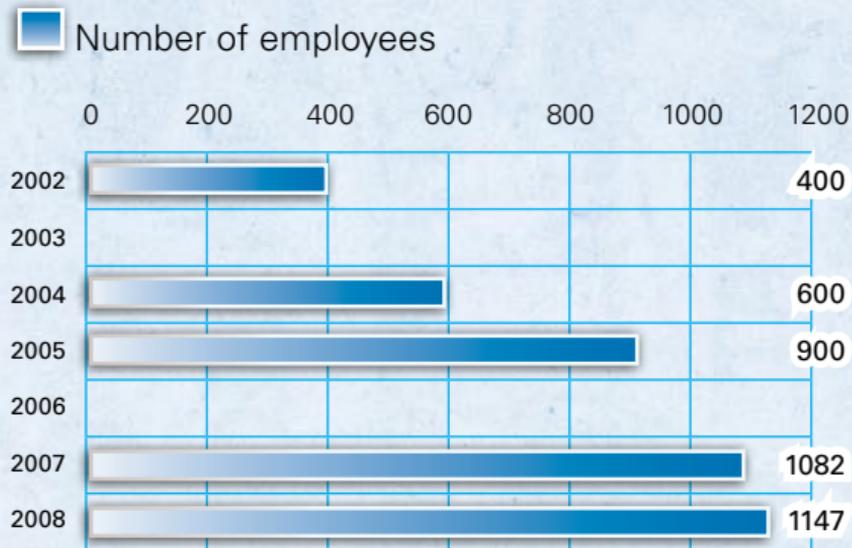
The majority of Finland’s game companies were established in the 2000s. Of these, those founded in the early 2000s have succeeded in establishing solid operations. Worthy of very great note is that, all told, 20 game companies were established between 2006 and 2008. Many of these new start-up companies can be described as “next-generation” companies, meaning that their founders had strong previous experience in the games industry. Some of these companies have already gained an international reputation.

<sup>1</sup> See <http://www.assembly.org>



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## Number of employees, 2002–2008



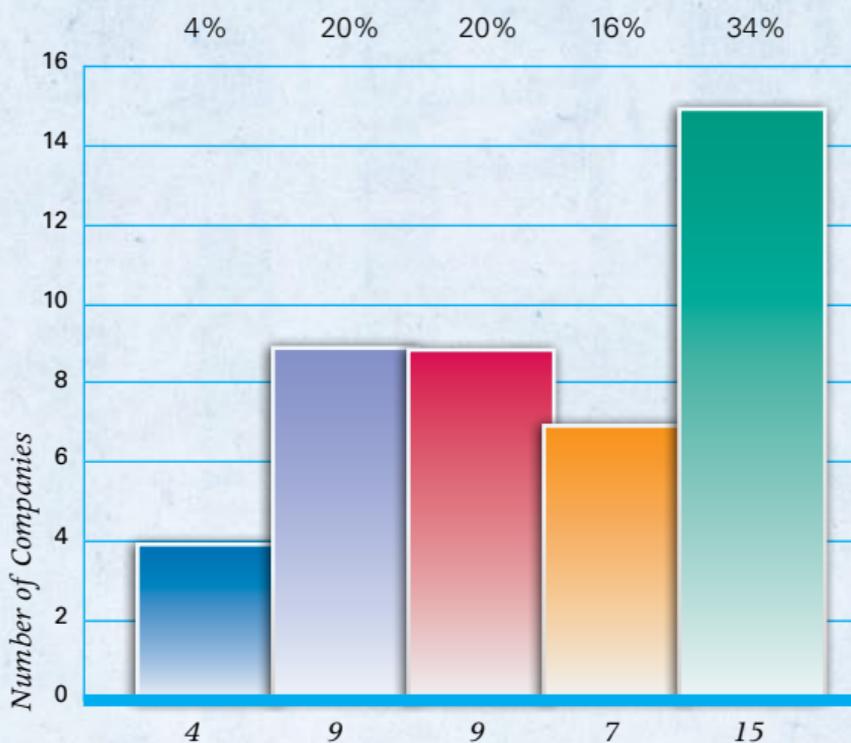
The growth of the Finnish games industry can be seen clearly from this chart. In six years, the number of employees in the industry has grown from 400 in 2002<sup>2</sup> to 1,147 in 2008.

In 2002, nearly all of the employees in the Finnish games industry worked in Finland. In 2008, a total of 255 people employed by Finnish game companies were working outside Finland. Basically, this means that some game studios have subcontracting studios outside Finland. Some Finnish game companies, like Sulake and Apaja, have offices in other countries as well.

<sup>2</sup> According to the 2002 study “Raportti Suomen digitaalisesta peliteollisuudesta ja sen työvoimatarpeista tulevaisuudessa.”

## Number of employees per company in 2008

Over 51 21-50 11-20 6-10 1-5



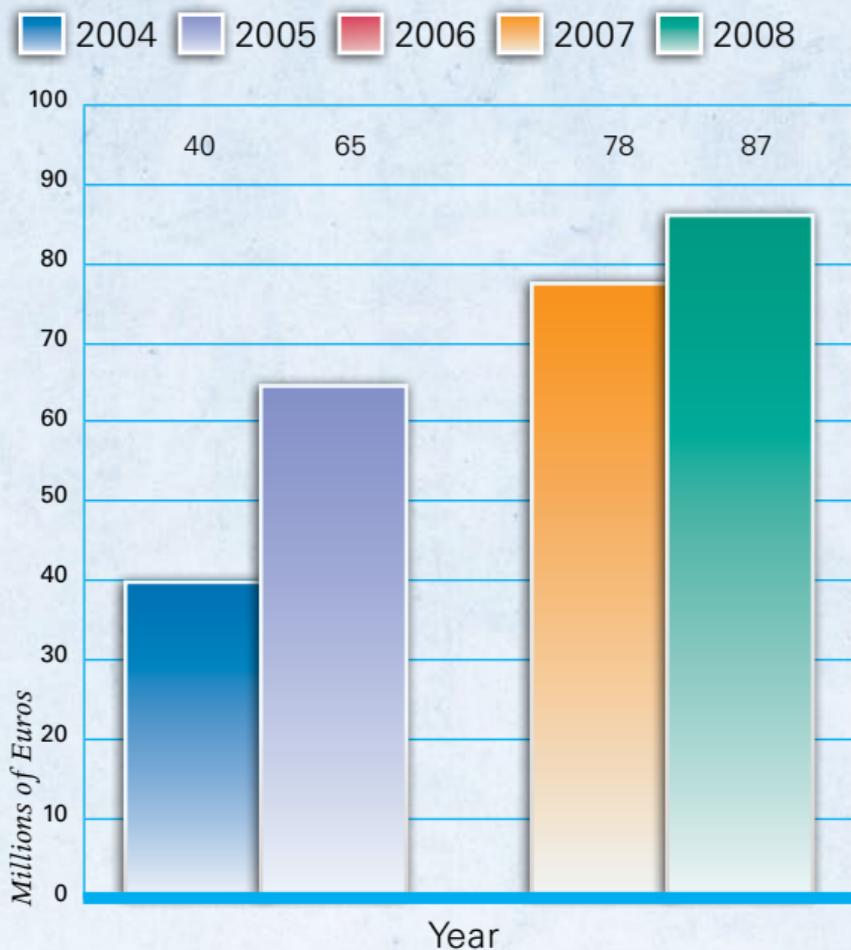
Answers: 44

The typical Finnish game company is still relatively small by international standards. Only four studios have more than 51 employees.

There are no big console studios in Finland. All of the Finnish console game developers employ fewer than 51 people, and the biggest studios are mobile and online game developers. This is due to the strong mobile background of the Finnish games industry. This situation is also why Finland's ranking in the <sup>3</sup> *Edge online* magazine list "EUROPE'S TOP 50 GAME STUDIOS" is as low as it is.

<sup>3</sup> See <http://www.edge-online.com/features/europes-top-50-game-studios>

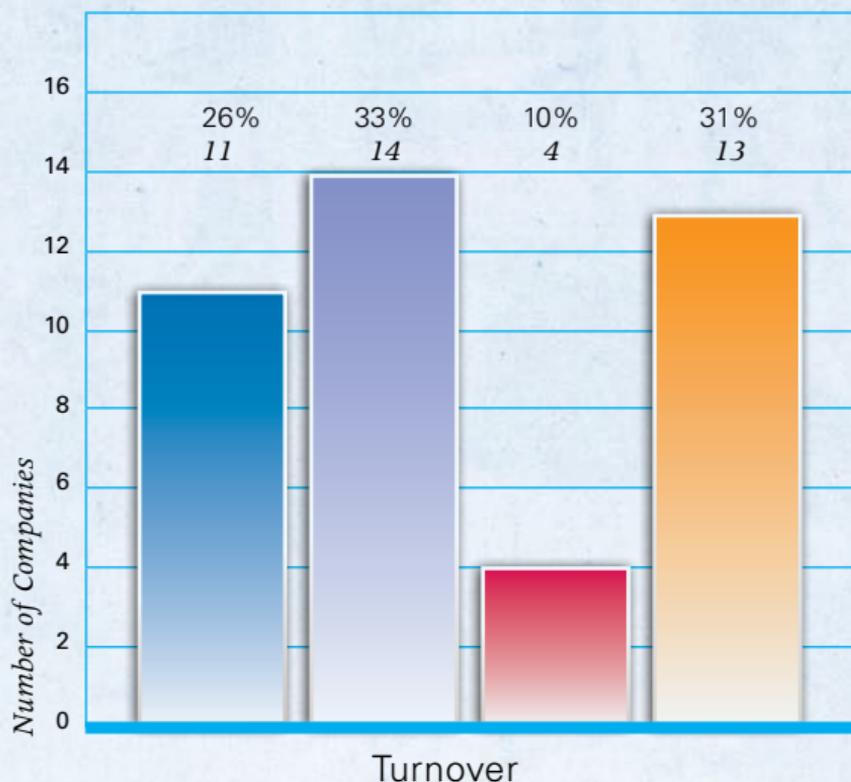
## *Turnover of the industry, 2004–2008*



The turnover of the Finnish games industry was approximately €87 million in 2008. The vast majority of this, 87% (or approx. €75 million), came from export activities. In Finland, the domestic market for games is rather small when compared with that in many other European countries, on account of the low population (5.3 million people), so companies cannot count on it to generate significant income in the future.

According to the available statistics, the games industry seems to be the biggest cultural export industry in Finland, with export figures exceeding those of both the music and film industry.

## Turnover per company in 2008



Answers: 42

In 2008, a considerable proportion of the companies generated low turnover (under 100,000 euros), but, as this chart shows, the majority of the companies generated more than 200,000 euros in turnover for 2008.

In our 2006 study, the number of companies generating turnover of more than 200,000 euros per year was 16. The more recent study shows that the number of companies in this category has increased to 25. Also, some of the companies with more than €1 million in turnover generated significantly more than that.

At the same time, the proportion of companies with a low turnover (less than €100,000/year) has increased also. The reason is that 20 game companies were established in 2006–2008. Most companies were still in the development stage at the end of 2008 and therefore weren't generating turnover.

From the industry point of view, the large number of start-ups can be seen as development of the necessary healthy "undergrowth."



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# R&D investments and available public funding

The Finnish games industry's R&D investments totaled approx. €22 million in 2007. This is 28% of the industry's turnover in the same year. While the R&D investment is high when compared to the size of the industry, R&D of this scale is typical of the games industry all over the world.

However, in Finland, Tekes (the Finnish Funding Agency for Technology and Innovation) subsidized the games industry's R&D investments to the tune of €7 million in 2007. This means that Tekes subsidies covered almost 30% of the R&D investments of the game companies. Tekes subsidies are one major factor behind Finnish game companies' technological competence. In total, 24 of the 45 companies in this study (54%) indicated that they have had Tekes funding for R&D, exports, or both in the past two years.

Other public funding is available also, although some parts of the funding system are inadequate when compared to, for instance, the Canadian funding programs. Other public funding sources mentioned by the game companies were **Avek** digital demo funding, **Nordic Game** development support, and **EU Media Programme** funding for game production. In addition, some general funding is available to game companies.

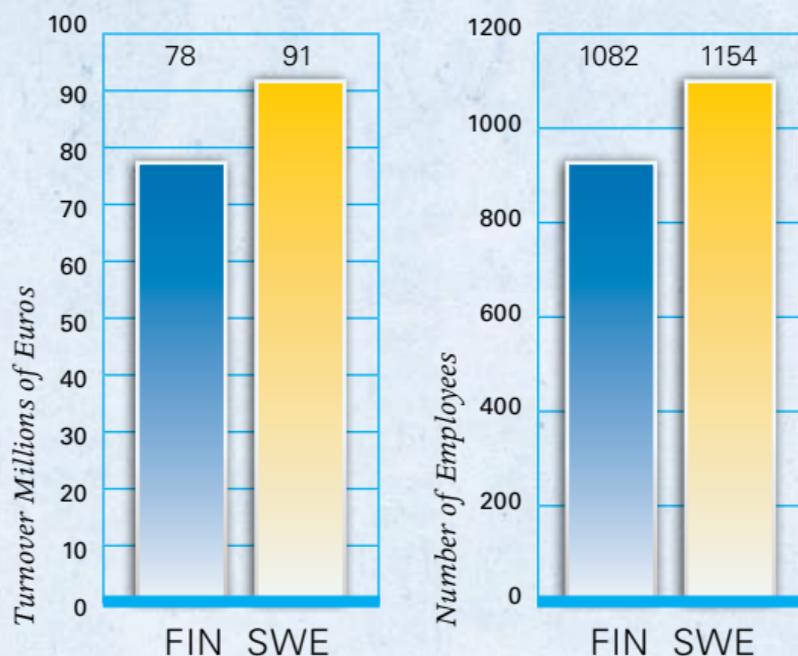
The chart below shows game-industry-applicable funding in some Western countries

■ National 
 ■ Regional 
 ■ Both 
 ■ Other

	UK	Canada	France
R&DTax Credits			
General Tax Credits			
R&D Funding			
Investment Funding			
Salary Subsidies			
Loan Guarantees			
Project Funding			
Demo Funding			
International Project Funding	EU media		EU media
Exports Funding			

	Germany	Sweden	Finland
R&DTax Credits			
General Tax Credits			
R&D Funding		Vinova	Tekes
Investment Funding			
Salary Subsidies			
Loan Guarantees		Utvecklingsfonden	Finnvera
Project Funding			POEM
Demo Funding			AVEK/ Tekes
International Project Funding	EU media	EU media and Nordic Game	EU media and Nordic Game
Exports Funding			TEM/Tekes

## Game market, Finland vs. Sweden



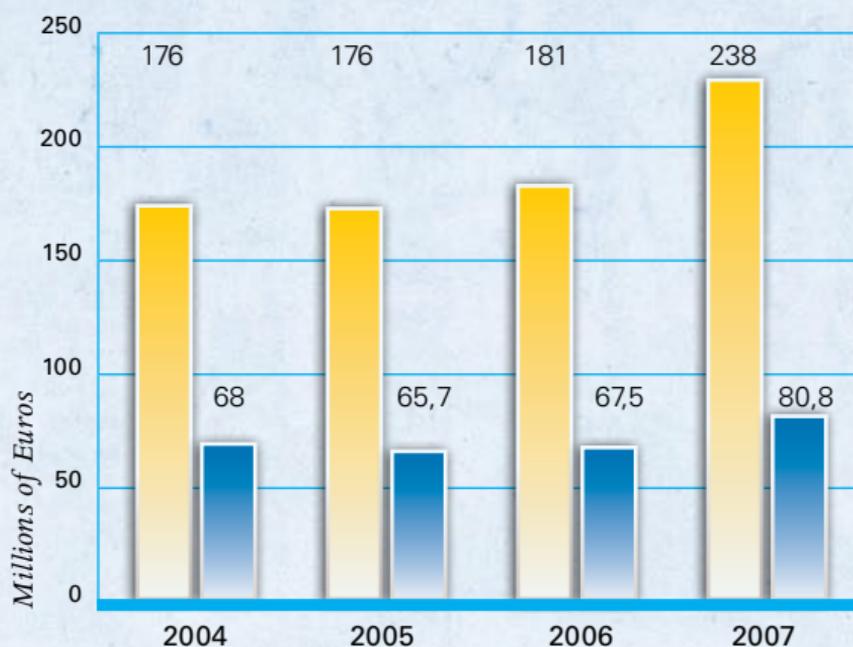
In the charts above, the Finnish and Swedish game industries in the year 2007 are compared. As the charts show, the Swedish games industry was approx. 20% larger in 2007 when measured by both the number of employees and the turnover of the industry<sup>4</sup>.

Swedish figures for 2008 are not available yet, but preliminary information suggests that the Swedish and Finnish game development industry were about the same size in 2008.

The main difference between the two countries where game development is concerned is that Sweden's five biggest studios (EA Dice, Grin, Avalanche, Massive Entertainment, and Starbreeze) focus on console platforms. In Finland, the five largest studios (Sulake, Sumea / Digital Chocolate, Gamelion, Apaja, and Universomo / THQ) operate with a mobile or online base.

<sup>4</sup> *Spelutvecklarindex 2007*,  
from *DATASPELSBRANSCHENS RAPPORTER 2008*.

## *Games market in Finland vs. Sweden for boxed games*



The chart above presents a comparison between the Swedish and Finnish boxed game markets<sup>5</sup>. As the chart indicates, the Swedish market for boxed games in 2007 was almost three times larger than the Finnish market, even though the Swedish user base is only 1.75 times bigger than the Finnish one.

The Finnish figure includes only FIGMA (Finnish Games and Multimedia Association) members, representing around 80–85% of Finnish boxed game sales, but, even when that is taken into account, the Swedish game market seems to be substantially larger in relative size.

<sup>5</sup> *PC, PS2, and Xbox 360 platforms were the dominant platforms in Finnish markets in the first two quarters of 2008.*

The total value of the 2008 Finnish game market (including hardware, mobile and online products, and accessories) has been estimated at €171.2 million. This figure is broken down below.

<b>Box sales, FIGMA members</b>	<b>€86.5million</b>
<b>Box sales, non-FIGMA-members</b>	<b>€20 million</b>
<b>Mobile games</b>	<b>€6.7 million</b>
<b>Online spending</b>	<b>€6 million</b>
<b>Hardware (consoles)</b>	<b>€45 million</b>
<b>Hardware (accessories)</b>	<b>€7 million</b>
	<b>€171.2 million</b>



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# In conclusion...

The Finnish games industry and its competitive edge can be summarized by way of a few observations.

- The Finnish games industry possesses some of the best technology know-how in the world. This is of great value in the context of the constant technological development of the industry.
- Finland has a strong gaming culture. Gaming is socially accepted, and the games industry is recognized as one of the cultural industries in Finland.
- Finland has a good infrastructure in terms of its economy, society, and technology. The country's basic educational system is among the best in the world, and Finnish society is very stable.
- Good price-to-quality ratio and innovation ability are characteristic of the Finnish games industry. All players in the field have good know-how and high motivation.
- Tekes subsidies offer companies possibilities to perform the extensive R&D work that is required in the industry.
- The games industry is well organized, and communication between companies, researchers, and educational facilities functions smoothly and well.

These elements provide a good foundation for the growth of the Finnish games industry.



# FINNISH GAME COMPANIES

3D Arts  
Advant Games  
Anyfun Games  
Apaja Online  
entertainment  
Black Metal Games  
Bugbear  
Chat Republic  
Games  
Digital Chocolate Oy  
E-sports Nordic Oy  
Everyplay  
Farmind  
Finncodex  
Frozenbyte  
Funda Games  
Futuremark/  
Futuremark Game  
Studio  
Gamelion  
Housemarque  
Iceflake Studios  
IGIOS  
Intervisio  
Ironstar Helsinki  
Joyride Games  
Kuetku Games  
Kuuasema  
LudoCraft  
Mobilive  
Mobust Studios  
Moido Games  
Mountain Sheep  
Mr. Goodliving  
Nitro Games  
Pixolane  
Recoil Games  
RedLynx  
Remedy  
Entertainment  
Rovio Mobile  
Sauma Technologies  
Secret Exit  
Sofia Digital  
Speela  
Sulake Corporation  
Tracebit  
Universomo  
Virtual Air Guitar  
Company  
Älypää



# 3D Arts

## 3D Arts

Location: Jyväskylä

Founded: 2000

Employees: [not public]

Orientation: Mobile / PC

Contact:

<http://www.3dartsmobile.com>

[contact@3dartsmobile.com](mailto:contact@3dartsmobile.com)

Ylistönmäentie 31

40500 Jyväskylä

**3D Arts**

animaatio ja kuvitus, multimedia, mobiili ja web



## Advant Games

Location: Tampere

Founded: 2006

Employees: 8

Orientation: Technology provider

Contact:

<http://www.advantgames.com>

[info@advantgames.fi](mailto:info@advantgames.fi)

Hatanpään valtatie 24

33100 Tampere



ADVANT GAMES



## Anyfun Games

Location: Helsinki  
Founded: 2006  
Employees: 3  
Orientation: Handheld



Contact:  
<http://www.anyfungames.com>  
[jouni.mannonen@anyfungames.com](mailto:jouni.mannonen@anyfungames.com)



a p a j a

## Apaja Online entertainment

Location: Helsinki  
Founded: 2001  
Employees: 20 + 10 abroad  
Orientation: Online services

Contact:  
<http://www.apaja.fi>  
[mika.manninen@apaja.com](mailto:mika.manninen@apaja.com)

Mikonkatu 19  
00100 Helsinki



a p a j a



## Black Metal Games

Location: Järvenpää

Founded: 2007

Employees: 3

Orientation: Online casual



# BUGBEAR

## Bugbear

Location: Helsinki

Founded: 2000

Employees: 43

Orientation: PC / console

Contact:

<http://www.bugbear.fi>

[bugbear@bugbear.fi](mailto:bugbear@bugbear.fi)

Teollisuuskatu 33

00510 Helsinki





## Chat Republic Games



Location: Helsinki  
Founded: 2006  
Employees: 12  
Orientation: Online casual MMO  
Contact:  
<http://www.chat-republic.com>  
[olli.kallioinen@chat-republic.com](mailto:olli.kallioinen@chat-republic.com)  
Lönnrotinkatu 22 a 4  
00120 Helsinki



## Digital Chocolate Oy

Location: Helsinki  
Founded: 2004 (Sumea 1999)  
Employees: 140  
Orientation: Mobile, online



Contact:  
<http://www.sumea.com>  
[hl-bizdev@digitalchocolate.com](mailto:hl-bizdev@digitalchocolate.com)  
Tammasaarenlaituri 9  
00180 Helsinki



e-SPORTS

## E-sports Nordic Oy

Location: Helsinki

Founded: 2005

Employees: 20

Orientation: Online services



Contact:

<http://www.e-sportsnordic.com>

Erottajankatu 15-17 A

00130 Helsinki



## Everyplay

Location: Vantaa

Founded: 2008

Employees: 6

Orientation: Online casual



Contact:

<http://www.everyplay.fi>

[corporate@everyplay.fi](mailto:corporate@everyplay.fi)



# FARM

## Farmind

Location: Oulu

Founded: 2005

Employees: 15

Platforms: Console

Contact:

<http://www.farmind.com>

[ari.kangasniemi@farmind.com](mailto:ari.kangasniemi@farmind.com)

Kirkkokatu 8 A 9

90100 Oulu



FARMIND



## Finncodex

Location: Oulu

Founded: 2004

Employees: 3

Orientation: Mobile

Contact:

<http://www.finncodex.com>

[support@finncodex.com](mailto:support@finncodex.com)

Nummikatu 3

90100 Oulu





## Frozenbyte

Location: Helsinki

Founded: 2001

Employees: 20

Orientation: PC / console

Contact:

<http://www.frozenbyte.com>

[info@frozenbyte.com](mailto:info@frozenbyte.com)

Vanha Talvitie 11 C

00580 Helsinki



# Funda

## Funda Games

Location: Espoo

Founded: 2007

Employees: 1

Orientation: Online Edutainment





**FUTUREMARK**  
CORPORATION

**Futuremark/  
Futuremark Game Studio**

Location: Espoo  
Founded: 1998 / 2007  
Employees: 62 / 25  
Orientation: PC, Xbox 360  
Contact: <http://www.futuremark.com>  
[info@futuremark.com](mailto:info@futuremark.com)  
Tammasaarenlaituri 9  
00180 Helsinki



**FUTUREMARK**  
CORPORATION



**Gamelion**

Location: Helsinki  
Founded: 2002  
Employees: 5 + 95 abroad  
Orientation: Mobile, online,  
handheld,  
outsourcing  
Contact: <http://www.game-lion.com>  
[info@game-lion.com](mailto:info@game-lion.com)  
Vironkatu 12d 40  
00170 Helsinki

**GAMELION**



# housemarque

## Housemarque

Location: Helsinki

Founded: 1995

Employees: 17

Orientation: Console,  
downloadable



Contact:

<http://www.housemarque.com>

[ilari.kuittinen@housemarque.com](mailto:ilari.kuittinen@housemarque.com)

Kaisaniemenkatu 1D

00100 Helsinki



# ICEFLAKE

## Iceflake Studios

Location: Tampere

Founded: 2007

Employees: 8

Orientation:  
PC / console



Contact:

<http://www.iceflakestudios.com>

[team@iceflakestudios.com](mailto:team@iceflakestudios.com)

Niemikatu 6-8 B 14

33230 Tampere



## IGIOS

Location: Jyväskylä

Founded: 2007

Employees: 10

Orientation: Porting,  
subcontracting

Contact:

<http://www.igios.com>

[igios@igios.com](mailto:igios@igios.com)

Gummeruksenkatu 7

40100 Jyväskylä



IGIOS



intervisio

## Intervisio

Location: Helsinki

Founded: 2000

Employees: 2

Orientation: PC

Contact: <http://www.intervisio.fi>

[antti.seppanen@intervisio.fi](mailto:antti.seppanen@intervisio.fi)

Sörnäisten rantatie 27 B 7/6

00500 Helsinki

   intervisio





## Ironstar Helsinki

Location: Helsinki

Founded: 2005

Employees: 7

Orientation: Mobile, Own IP MoiPal

Contact:

<http://www.ironstarhelsinki.com>

[info@ironstarhelsinki.com](mailto:info@ironstarhelsinki.com)

Iso Roobertinkatu 42 B

00120 Helsinki



## Joyride Games

Location: Vantaa

Founded: 2004

Employees: 2

Orientation: Physical games

Contact: <http://www.joyride.fi>

[matti@joyride.fi](mailto:matti@joyride.fi)

Kankurinkatu 4-6, 05800 Hyvinkää



# kuetku games

## Kuetku Games

Location: Oulu  
Founded: 2006  
Employees: 5  
Orientation: Mobile

Contact: <http://www.kuetku.fi>  
[info@kuetku.fi](mailto:info@kuetku.fi)

Kansankatu 47 A, 4th floor  
90100 Oulu



# KUUASEMA

## Kuuasema

Location: Helsinki  
Founded: 2004  
Employees: 11  
Orientation: Mobile subcontracting

Contact: <http://www.kuuasema.com>  
[info@kuuasema.com](mailto:info@kuuasema.com)

Malminkatu 20 b  
00100 Helsinki





# LudoCraft

## LudoCraft

Location: Oulu

Founded: 2006

Employees: 22

Orientation: PC

Contact: <http://www.ludocraft.com>  
[ville.wittenberg@ludocraft.com](mailto:ville.wittenberg@ludocraft.com)

Teknologiantie 12

90570 Oulu



*The Art of Designing Games and Play*



## Mobilive

Location: Helsinki

Founded: 2003

Employees: 1 + 7 part time

Orientation: Mobile

Contact: <http://www.mobilive.fi>  
[info@mobilive.fi](mailto:info@mobilive.fi)

Henry Fordin katu 5 K

00150 Helsinki



**mobilive** entertainment ltd.



# mobust

## Mobust Studios

Location: Jyväskylä

Founded: 2006

Employees: 5

Orientation: Mobile, subcontracting

Contact: <http://www.mobust.com>

[contact@mobust.com](mailto:contact@mobust.com)

Asemankatu 11 b

40100 Jyväskylä



# MOIDO

## Moido Games

Location: Tampere

Founded: 2007

Employees: 6

Orientation: Downloadable casual

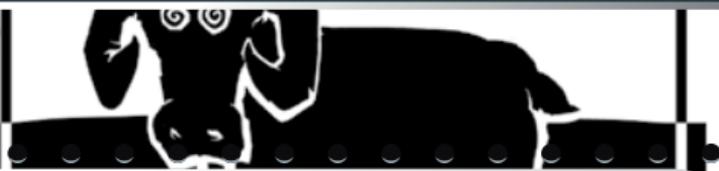
Contact: <http://www.moidogames.com>

[info@moidogames.com](mailto:info@moidogames.com)

Sumeliuksenkatu 18 A

33100 Tampere





## Mountain Sheep

Location: Helsinki

Founded: 2005

Employees: 3

Orientation: Downloadable,  
mobile, console

Contact: <http://www.mountainsheep.net>



## Mr. Goodliving

### Mr. Goodliving

Location: Helsinki

Founded: 1999

Employees: 39

Orientation: Mobile

Contact:

<http://www.mrgoodliving.com>

[sales@mrgoodliving.com](mailto:sales@mrgoodliving.com)

Kalevankatu 30

00100 Helsinki





# nitro

## Nitro Games

Location: Kotka

Founded: 2007

Employees: 15

Orientation: PC + Console

Contact: <http://www.nitrogames.com>  
[info@nitrogames.com](mailto:info@nitrogames.com)

Datariina, Heikinkatu 7  
48100 Kotka

**nitro**  
GAMES



## Pixelane

Location: Oulu

Founded: 2007

Employees: 10

Orientation: Console

Contact:

<http://www.pixelane.com>  
[info@pixelane.com](mailto:info@pixelane.com)

Hakamaantie 18  
90440 Kempele



**PIXOLANE**



## Recoil Games

Location: Helsinki

Founded: 2006

Employees: 30

Orientation: PC / console

Contact: <http://www.recoilgames.com>  
[press@recoilgames.com](mailto:press@recoilgames.com)

Kalevankatu 30, 00100 Helsinki



## RedLynx

Location: Helsinki

Founded: 2000

Employees: 30

Orientation: PC, Mac, Mobile,  
Handheld, Web,

Contact: Downloadable, iTV

<http://www.redlynx.com>

[contact@redlynx.com](mailto:contact@redlynx.com)

Opastinsilta 8  
00520 Helsinki





# REMEDY Q

## Remedy Entertainment

Location: Helsinki

Founded: 1995

Employees: 44

Orientation: PC / console

Contact: <http://www.remedygames.com>

[business@remedygames.com](mailto:business@remedygames.com)

Päiväntaite 8

02210 Espoo



## Rovio Mobile

Location: Helsinki

Founded: 2005

Employees: 15

Orientation: Mobile/  
online, casual

Contact:

<http://www.rovio.com>

[info@rovio.com](mailto:info@rovio.com)

Annankatu 31-33 C

00100 Helsinki





# SAUMA TECH

## Sauma Technologies

Location: Helsinki

Founded: 2004

Employees: 15

Orientation: Cross-platform

Contact:

<http://www.saumatechnologies.com>

[miikka@saumatechnologies.com](mailto:miikka@saumatechnologies.com)

Kalevankatu 30

00100 Helsinki



SAUMATECHNOLOGIES



## Secret Exit

Location: Helsinki

Founded: 2006

Employees: 4 + 2 part time

Orientation: Downloadable games

Contact: <http://www.secretexit.com>





## Sofia Digital

Location: Tampere / Hki

Founded: 2000

Employees: 21 / 3

Orientation: TV games

Contact: <http://www.sofiadigital.com>  
[info@sofiadigital.com](mailto:info@sofiadigital.com)

Sumeliuksen 18 A, 33100 Tampere



## Speela

Location: Oulu

Founded: 2006

Employees: 1

Orientation: PC edugames

Contact: <http://www.speela.fi>  
[sinikka.takkula@speela.fi](mailto:sinikka.takkula@speela.fi)

Orsitie 1 C 14  
90240 Oulu





## Sulake Corporation

Location: Helsinki

Founded: 2000

Employees: 150 + 150 abroad

Orientation: Online (Habbo hotel)

Contact:

<http://www.sulake.com>

[info@sulake.com](mailto:info@sulake.com)

Korkeavuorenkatu 35

00130 Helsinki



## Tracebit

Location: Porvoo

Founded: 1997

Employees: 10

Orientation: Mobile

Contact: <http://www.tracebit.com>

[enquiries@tracebit.com](mailto:enquiries@tracebit.com)

Itäinentie 8

06100 Porvoo





## Universomo

Location: Tampere

Founded: 2002

Employees: 62

Orientation: Mobile



Contact:

<http://www.universomo.com>

[contact@universomo.com](mailto:contact@universomo.com)

Yliopistonkatu 58 B

33100 Tampere



## Virtual Air Guitar Company

Location: Espoo

Founded: 2006

Employees: 14

Orientation: Console



Contact:

<http://www.virtualairguitar.com>

[office@virtualairguitar.com](mailto:office@virtualairguitar.com)

Tietäjäsentie 4

02130 Espoo



# Älypää!

## Älypää

Location: Helsinki

Founded: 2003

Employees: 7

Orientation: Browser games

Contact:

<http://www.alypaa.com>

[pekka.huovinen@alypaa.com](mailto:pekka.huovinen@alypaa.com)

Ludviginkatu 6-8

00101 Helsinki

# Älypää!



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**digibusiness.fi**



**HELSINKI**  
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