



Mobile Games Growing Companies

June 2026



We are pleased to present the June 2026 edition of the **Mobile Games Growing Companies** report.

This report profiles 20 of the fastest-growing mobile games companies in EMEA. Unlike our sister publication, the **Mobile Games Talent Intelligence Report**, which focuses on the industry's largest employers, this report highlights emerging studios with fewer than 200 employees that are rapidly scaling their teams and businesses.

Drawing on extensive talent market data, it provides insight into the companies, geographies and ecosystems producing the next generation of mobile games leaders.

This edition includes:

- Profiles of the 20 fastest-growing mobile games companies in EMEA
- Rankings of mobile games companies by employee growth
- Analysis of the countries and ecosystems producing the highest concentration of emerging mobile games studios

Identifying future market leaders has always been difficult. We hope this report provides valuable insight into the studios, founders and ecosystems shaping the future of mobile games.

If you have any feedback or suggestions for future editions, please contact us at [peter@neonriver.com](mailto:peter@neonriver.com)

*“At Miniclip, we’ve worked with Peter and Neon River on several important hires over the years, and we’ve always been very happy with the experience.*

*I’d recommend Neon River as one of the very best executive search firms in the market.”*

Rob Small, Founder and President



metacore



Neon River is a specialist executive search firm trusted by games companies around the world.



---

## Recognizing Excellence in Mobile Games

Each year, Neon River publishes its Top 30 Mobile Games Leaders in EMEA list, recognising the founders and executives who have made an exceptional contribution to the industry.

Explore our latest edition [here](#)

The list features the CEOs, Founders and senior executives who have played a key role in shaping the mobile games industry.

This initiative is produced in partnership with Make-A-Wish UK, helping raise awareness and support for the incredible work they do for children facing critical illnesses.

We have only used data on employees based in Europe, Middle East and Africa (EMEA) and candidates based outside of these geographies are not counted as part of our statistics.

The data in this report is based on data from LinkedIn and it is worth noting that whilst many people have a LinkedIn profile, not every employee of every mobile games company has an accurate, up to date profile. It is best therefore to view the statistics within this report as being indicative of patterns and trends rather than being wholly accurate and complete statistics to be taken as fact.

The data used in this report has been collated during June 2026, and we will provide updated reports every six months.

We hope you find the report to be interesting and if you have any feedback or suggestions for future editions, please email [peter@neonriver.com](mailto:peter@neonriver.com)

## Employee Growth Leaderboard (1-10)

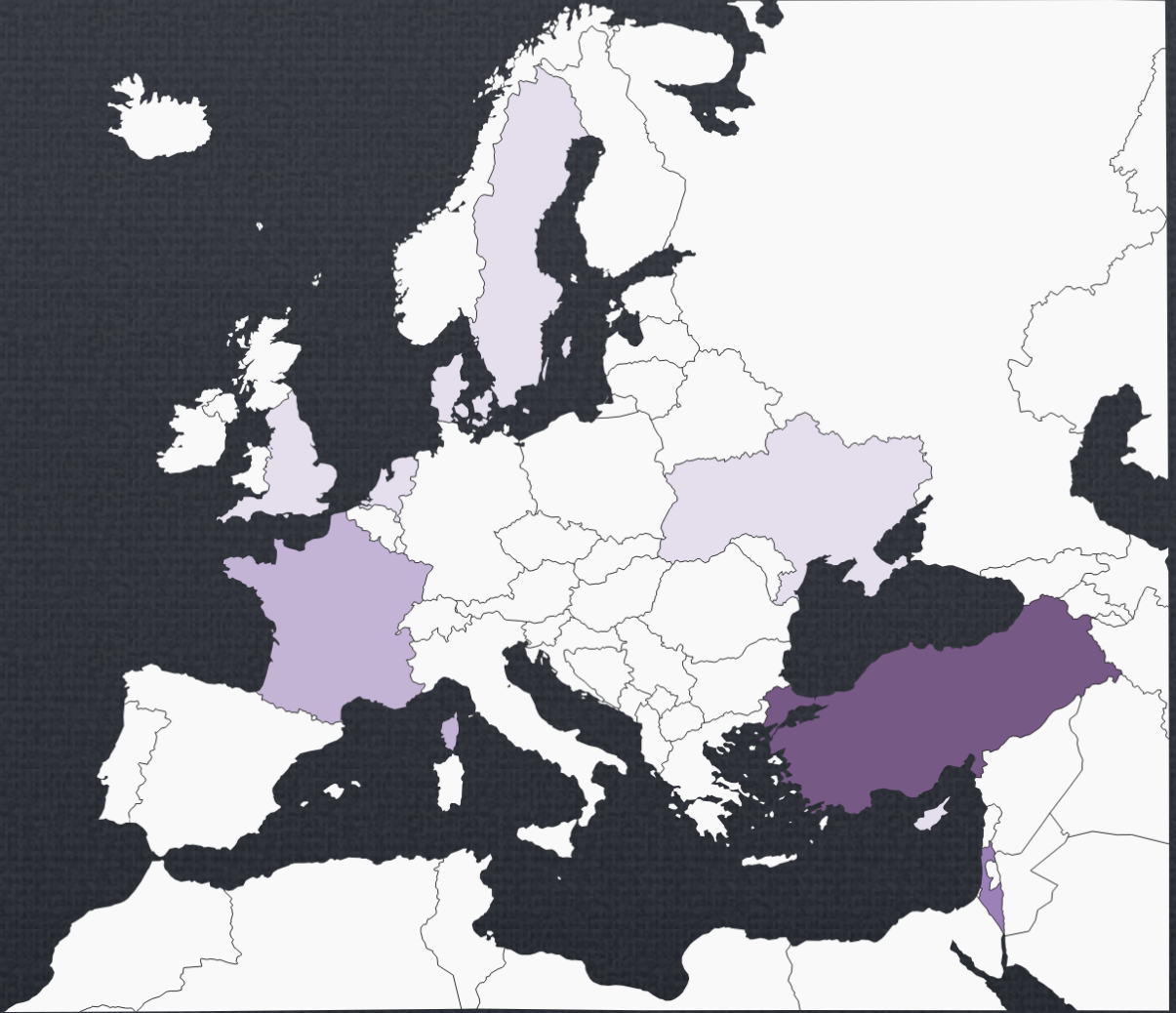
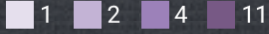
		Employees	YoY %	Country
	Grand Games	87	+74%	Türkiye
	TaleMonster Games	36	+71%	Türkiye
	Joker Games	35	+67%	Türkiye
4 <sup>th</sup>	Vertigo Games	61	+65%	Türkiye
5 <sup>th</sup>	Whalo	67	+52%	Israel
6 <sup>th</sup>	Loop Games	42	+50%	Türkiye
7 <sup>th</sup>	Cypher Games	67	+43%	Türkiye
8 <sup>th</sup>	Agave Games	51	+42%	Türkiye
9 <sup>th</sup>	Play Perfect	114	+41%	Israel
10 <sup>th</sup>	Million Victories	56	+37%	France

## Employee Growth Leaderboard (11-20)

		Employees	YoY %	Country
11 <sup>th</sup>	Triband	60	+33%	Denmark
12 <sup>th</sup>	Hypermonk Games	35	+30%	Türkiye
13 <sup>th</sup>	Guli Games	37	+28%	Cyprus
14 <sup>th</sup>	Rollic	160	+27%	Türkiye
15 <sup>th</sup>	Pixel Pie Games	30	+25%	Israel
16 <sup>th</sup>	Good Job Games	153	+23%	Türkiye
=17 <sup>th</sup>	Matchingham Games	125	+20%	UK
=17 <sup>th</sup>	Snowprint Studios	65	+20%	Sweden
=17 <sup>th</sup>	CoolGames	61	+20%	Netherlands
=17 <sup>th</sup>	BYTE	36	+20%	Türkiye

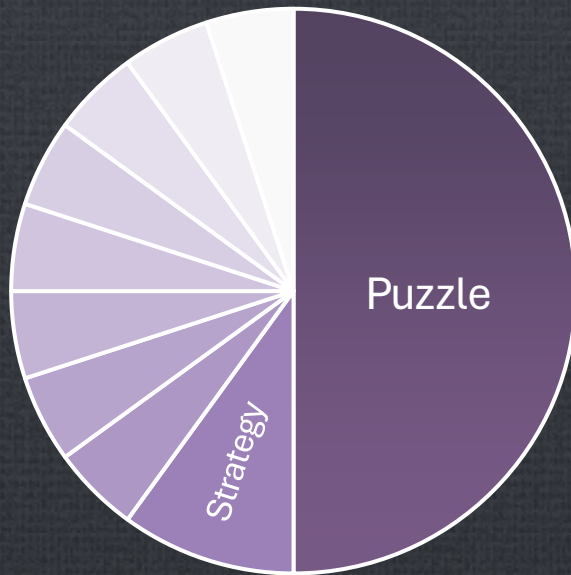
## The Fastest Growing Companies by Location

Number of Companies



Türkiye	11	France	1
Israel	3	Netherlands	1
Cyprus	1	Sweden	1
Denmark	1	United Kingdom	1

## The Fastest Growing Companies by Genre



- Puzzle 10
- Strategy 2
- Card 1
- Shooter 1
- Racing 1
- Skill Games 1
- Social Casino 1
- Comedy 1
- RPG 1
- Simulation 1

## The Fastest Growing Companies by Company Age





87 employees (in  
EMEA)  
+74% YoY

## Overview

Grand Games was founded in 2024 by Bekir Batuhan, Mustafa Firtına, and Mehmet Çalım, who all previously worked at Good Job Games.

The company raised a \$30m Series A funding round in 2025 and a \$70m Series B funding round, both led by Balderton Capital. The company's titles, *Magic Sort* and *Block Out*, recently topped the US iOS download charts.

### FACTFILE

Founded 2024

HQ Türkiye

Genres Puzzle

Ownership Independent

[Visit Website](#)



Magic Sort  
Puzzle



Block Out  
Puzzle



36 employees (in  
EMEA)  
+71% YoY

## Overview

TaleMonster Games is an Istanbul-based mobile games studio founded in 2024 by ex-Peak Games employees, Eren Sarıçiçek, Berk Yaşar and Irem Sumer (CEO), among others. The company raised a \$7m seed round in 2025, led by General Catalyst, and raised \$30m in Series A funding in 2026, led by Arcadia Gaming Partners and a16z.

They launched their first title *Match Valley* in 2024. It's a match-3 game with tower defence elements where players build heroes and defend their castle from waves of enemies.

### FACTFILE

Founded	2024
HQ	Türkiye
Genres	Puzzle
Ownership	Independent

[Visit Website](#)



Match Valley  
Puzzle



35 employees (in EMEA)  
+67% YoY

### Overview

Joker Games is an Istanbul-based mobile games studio founded by Ersin Demir and Özberk Özdemir in 2017.

The company is best known for Turkish social card/board titles. One of their popular titles, *Batak Club*, features a traditional card game in Turkey, which has gained significant popularity in the country. *101 Okey Club* is based on Okey 101, a tile-rummy variant played with tiles rather than cards.

#### FACTFILE

Founded	2017
HQ	Türkiye
Genres	Card
Ownership	Independent

[Visit Website](#)



Batak Club  
Card



101 Okey Club  
Board



61 employees (in  
EMEA)  
+65% YoY

## Overview

Vertigo Games was founded in 2013 by Murat Sayın and Ali Sayın. It's a fully bootstrapped studio known for midcore mobile titles.

Notable titles include *Critical Strike CS: Online FPS*, a free-to-play “counter-terrorist” style real time multi-player shooter with over 150m downloads and \$8m+ in net revenue, and *Polygun Arena: Online Shooter*, a casual FPS with a distinctive polygonal art style.

### FACTFILE

Founded 2013

HQ Türkiye

Genres Shooter

Ownership Independent

[Visit Website](#)



Critical Strike  
Shooter



Polygun Arena  
Shooter



67 employees (in EMEA)  
+52% YoY

### Overview

Whalo Games was founded in 2020. The co-founders include Aviad Biton (CEO), Ron Saranga (VP Product), and Alon Lev (Co-Founder and VP Platform), all of whom were part of the leadership team of Jelly Button before its acquisition by Playtika.

Whalo Games has secured funding from Makers Fund among others, and their first game, *Fish of Fortune*, is a fishing themed game with social casino and competitive multiplayer mechanics.

#### FACTFILE

Founded	2020
HQ	Israel
Genres	Social Casino
Ownership	Independent

[Visit Website](#)



Fish of Fortune  
Social Casino



42 employees (in EMEA)  
+50% YoY

**Overview**

Loop Games was founded by Mert Gür in Ankara in 2019. Loop Games scaled its breakout hit *Match 3D* via a publishing/user-acquisition partnership with Tilting Point, which committed up to \$60m in UA spend for the title.

Loop Games has launched *Match 3D*, where players match 3D objects, followed by *Match Tile 3D*. Both titles were sold to AppLovin in 2021. Today, the studio publishes casual puzzle titles including *Number Match: 2048 Puzzle*.

**FACTFILE**

Founded 2019

HQ Türkiye

Genres Puzzle

Ownership Independent

[Visit Website](#)



Match 3D  
Puzzle



Number Match:  
2048 Puzzle  
Puzzle



67 employees (in  
EMEA)  
+43% YoY

## Overview

Cypher Games is a Turkish mobile game studio founded in 2022. Their debut title is *Match Squad*, a match-3 game with dice-rolling that blends dice-rolling mechanics with social features such as attack and defence.

In 2024, the company raised a \$10m seed round led by The Raine Group. In 2025, it raised a \$30m Series A led by The Raine Group and Play Ventures.

### FACTFILE

Founded	2022
HQ	Türkiye
Genres	Puzzle
Ownership	Independent

[Visit Website](#)



Match Squad  
Puzzle



51 employees (in  
EMEA)

+42% YoY

## Overview

Agave Games was founded in 2021 by Oğuzhan Merdivenli, Burak Kar (both ex-Good Job Games), Ali Baran Terzioglu (ex-Fugo Games), and Alper Oner.

The company has raised \$25.5m funding over two rounds, led by Felix Capital and Balderton Capital. Its most popular game, *Find the Cat* has generated over \$10m in its first quarter. The company is also releasing new games, such as *Art Block Puzzle* and *Find The Cat 2*.

### FACTFILE

Founded 2021

HQ Türkiye

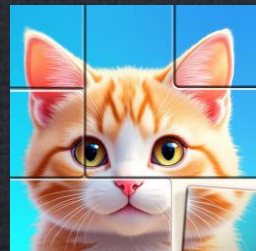
Genres Puzzle

Ownership Independent

[Visit Website](#)



Find the Cat  
Puzzle



Art Block Puzzle:  
Snap & Merge  
Puzzle



114 employees (in  
EMEA)

+41% YoY

## Overview

Play Perfect is a Tel Aviv-based mobile games studio focused on skill-based real-money games. The company was founded in 2021 by Nadav Brandstater, Michael Berkovich and Dvir Shemesh and has locations in Spain, Germany, Poland, Ukraine and Israel.

Its flagship title is *Solitaire Smash: Real Cash!*, a cash-competition solitaire game, and the portfolio has surpassed 8m downloads in total.

### FACTFILE

Founded 2021

HQ Israel

Genres Skill Games

Ownership Independent

[Visit Website](#)



Solitaire Smash  
Casino



56 employees (in  
EMEA)  
+37% YoY

## Overview

Million Victories is a Lyon-based mobile strategy studio founded in 2017 by Benoit Ducrest and Celine Espiet-Allary. The company focuses on strategy MMO mobile games, and its flagship title, *Million Lords* passed 4m downloads by 2025.

The company has raised several rounds of investment, including a \$3m Series A from Griffin Gaming Partners, a \$6.5m round led by Eurazeo and Griffin Gaming Partners, and most recently, a nearly \$40m round led by Haveli Investments.

### FACTFILE

Founded 2017

HQ France

Genres Strategy

Ownership Independent

[Visit Website](#)



Million Victories  
*Strategy*



87 employees (in EMEA)  
+74% YoY

**Overview**

Triband is a Copenhagen-based mobile games studio founded in 2015 by Peter Bruun and Tim Garbos. The company is best known for its comedy games series *WHAT THE?*, including *WHAT THE GOLF?* and *WHAT THE CLASH?*

Its breakout title, *WHAT THE GOLF?* is a physics-based golf parody game in which each level offers a surprising twist on golf. The game initially launched on Apple Arcade and later came to PC, Nintendo Switch and PlayStation.

**FACTFILE**

Founded	2015
HQ	Denmark
Genres	Comedy
Ownership	Independent

[Visit Website](#)



**WHAT THE GOLF?**  
Comedy



**WHAT THE CLASH?**  
Comedy



**hypermonk**  
games

33 employees (in  
EMEA)

+57% YoY

## Overview

Hypermonk Games is an Ankara-based mobile game studio founded by Can Özkaner, Erdoğan Can Meral, and Hüseyinhan Karaca. They are known for car-themed games such as the drift game *Drift 2 Drag* and the racing game *Dyno 2 Race*.

Founded in 2021, their mobile game portfolio reached over 100m downloads worldwide in 2025. Its new game, *Drive 2 Climb* reached #1 in Racing Games on Google Play US in May 2026.

### FACTFILE

Founded 2021

HQ Türkiye

Genres Racing

Ownership Independent

[Visit Website](#)



*Drift 2 Drag*  
Racing



*Dyno 2 Race*  
Racing



32 employees (in  
EMEA)  
+28% YoY

## Overview

Guli Games is based in Cyprus, and was founded in 2020 by Lead Game Designer Aleksandr (Sasha) Shevadzutski and CEO Artem Hodas.

Guli Games was one of the two companies that Wargaming co-founder Nick Katselapov initially chose to invest in having launched investment firm Mika Games Venture Capital. Their flagship title is adventure island simulator *Legendale: Adventure Island*.

### FACTFILE

Founded 2020

HQ Cyprus

Genres Simulation

Ownership Independent

[Visit Website](#)



Legendale:  
Adventure Island  
Simulation



141 employees (in  
EMEA)  
+36% YoY

## Overview

Rollic Games was founded in 2018 by Burak Vardal (CEO & Co-Founder) and Deniz Başaran (CFO), and was acquired by Zynga in 2020, which was itself acquired by Take-Two in 2022.

Rollic has seen multiple titles chart strongly in the US, including *Color Block Jam*, which hit \$100m in booking in 2025, *Car Sort* and *Timeline Up*. Rollic's games have been downloaded more than 2bn times since its inception.

### FACTFILE

Founded 2018

HQ Türkiye

Genres Puzzle, Hyper-casual

Ownership Take-Two Interactive

[Visit Website](#)



Color Block Jam  
Puzzle



Car Sort  
Puzzle



30 employees (in  
EMEA)  
+25% YoY

## Overview

Pixel Pie Games is a Tel Aviv-based mobile games studio founded by Nir Meidan, Or Meidan, Assaf Miran, Gilad Baumhorn and Alex Tavor in 2022. CEO Nir Meidan was previously a UX designer at Google.

The company makes mobile PvP games, and *Bubble Busters* is its main publicly available title. The game is a classic bubble shooter featuring real-time battles against players around the world.

### FACTFILE

Founded	2022
HQ	Israel
Genres	Puzzle
Ownership	Independent

[Visit Website](#)



Bubble Busters  
Puzzle



153 employees (in  
EMEA)  
+23% YoY

## Overview

Good Job Games is an Istanbul-based studio founded in 2017 by Ilker Ilicali and Nazim Akmandil. The company became known for hyper-casual hits such as *Color Bump 3D*, but later sold its hyper-casual games portfolio to AI Games FZ, a subsidiary of Azur Games. The company was also behind *Zen Match*, which was acquired by Moon Active in 2022.

In 2025, 8 years after its launch, they've raised its first funding round: a \$23m seed round led by Menlo Ventures and Arcadia Gaming Partners.

### FACTFILE

Founded	2017
HQ	Türkiye
Genres	Puzzle
Ownership	Independent

[Visit Website](#)



Match Villains  
Puzzle



125 employees (in  
EMEA)  
+20% YoY

## Overview

Matchingham Games was founded in the UK in 2020 by Fatih Haltas and Eda Haltas. Although it is headquartered in Kent, UK, its operational base is in Türkiye.

The company focuses on casual mobile games, particularly brain-training titles, including *Braindom*, *Flashback* and *WordChain*. Its portfolio has generated over 1bn downloads in total.

### FACTFILE

Founded	2020
HQ	UK
Genres	Puzzle
Ownership	Independent

[Visit Website](#)



Braindom  
Puzzle



WordChain  
Puzzle



65 employees (in  
EMEA)  
+20% YoY

## Overview

Snowprint Studios is a Stockholm-based mobile games studios founded in 2015 by Alexander Ekvall and Patrik Lindegrén, both of whom are ex-King. The studio is best known for *Warhammer 40,000: Tacticus*, a mobile turn-based tactical RPG released in 2022. It is also behind *Rivengard* and *Legend of Solgard*.

In 2021, the company raised a disclosed round led by Hiro Capital. In 2023, MTG acquired a 70% majority stake in the company.

### FACTFILE

Founded	2015
HQ	Sweden
Genres	Strategy
Ownership	MTG

[Visit Website](#)



Warhammer  
40,000: Tacticus  
Strategy



Legend of Solgard  
RPG



61 employees (in  
EMEA)  
+20% YoY

## Overview

CoolGames was founded in 2010 by Laurens Rutten. Based in Amsterdam, the company is a HTML5 casual games publisher that historically focused on Facebook Instant Games. Today, it distributes games across a broader range of platforms, including Netflix Games, LINE, and Kakao.

The company creates cross-platform games using high-profile IPs such as Angry Birds, Hello Kitty, Tetris, Battleship, and Arkanoid.

### FACTFILE

Founded 2010

HQ Netherlands

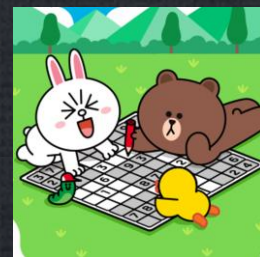
Genres Puzzle

Ownership Keesing Media Group

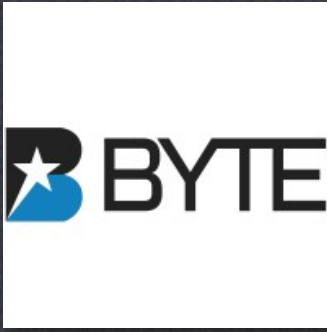
[Visit Website](#)



MONOPOLY  
Sudoku  
Puzzle



LINE Sudoku  
Puzzle



36 employees (in EMEA)  
+20% YoY

### Overview

BYTE was founded in 2020 in Izmir, Türkiye with a focus on porting games from Asia to Europe, Türkiye and MENA.

The company, which has yet to receive outside funding, focuses on MMORPGs and Action RPGs. In 2024, they released their in-house title, *Royal Online*. In 2025 BYTE started investing in other games companies, and in 2026 released its LiveOps and marketing tools to the gaming market.

#### FACTFILE

Founded	2020
HQ	Türkiye
Genres	RPGs
Ownership	Independent

[Visit Website](#)



Royal Online  
Action RPG



Kingdom:  
Flames of War  
MMORPG

