

Australian gamemakers level-up with major funding from Screen Australia

New games capture distinctive stories, landscapes and communities from across the country

21 July 2025: Screen Australia has today announced the latest games and gaming events to be supported through the agency's industry-leading funding programs – providing \$1.4 million for gamemakers to upskill and develop stand-out projects.

The funding supports 26 games including a hand-drawn puzzle game about a flooded village rebuilding after climate catastrophe, a point-and-click visual novel with small town mysteries to solve, and an action-adventure RPG (Role-Playing Game) about a brave native mouse. It also supports the [Freeplay 2025 Events Series](#), solidifying the agency's commitment to foster a sector that has both a robust sense of independence and a strong community focus.

In 2024-25, the agency invested \$3 million into the tenacious local industry which included support for 49 games and 200 Australian gamemakers. Initiatives like the [Future Leaders Delegation](#) and support for ten Festivals and Events provided Australian independent gamemakers the opportunity to showcase over 270 games for national and international audiences.

Minister for the Arts **Tony Burke** said, "Digital Games are a billion dollar global industry and Australia's sector is growing every year. This funding ensures that we're backing home-grown talent in order to be at the top of the leader board."

Screen Australia Head of Games **Joey Egger** said, "What struck me about these projects is the depth of talent and the distinctiveness of the content; the diversity of our culture, communities, landscapes and stories really shines through. We're seeing games being developed all across the country including regional towns such as Wallabadah in NSW and Toongabbie in Victoria."

"It's also incredibly exciting to see another round of projects transitioning from the Emerging Gamemakers Fund through to the Games Production Fund. It reinforces our unique position as an end-to-end avenue for Australian gamemakers to take their projects from concept to prototype, to production and then launch."

The past 12 months have seen five games from the Emerging Gamemakers Fund progressing to the Games Production Fund: *Monster Snap* (WA), *Rocketcard Defence* (ACT), *Wyrmspace Tactics* (VIC) and *L8R SK8R* (QLD), as well as *Management in Space* (NSW).

Funded games include:

- **Ashes (VIC):** For fans of graphic novels and interactive fiction, seasoned players and those new to games, comes adventure game *Ashes*. The creative team includes producer/developer Clea Frost, lead developer Nick Loki, 2D artists Phoenix Waddell and Jennifer Reuter and composer Trent Francis. It follows 16-year-old skater Azar Warren who, after witnessing a murder, takes refuge in a rural compound with her estranged grandfather.

- ***Buru and The Old People (NSW)***: A narrative-driven adventure game set in a vibrant anthropomorphic world rich in Indigenous storytelling. *Buru and The Old People* is from creative director and recipient of the 'Rising Star' award at the 2024 Australian Game Developer Awards Benjamin Armstrong, producer Brooke Collard ([Yokai](#)), 2D artist Letoya Muraru, and composer Alexander Tulett.
- ***Nothing To Do Summer Vacation – Part 1 (NT)***: A unique point and click visual novel game from lead programmer Adam Prenger and creative director Mel Stringer, an accomplished illustrator and comic artist making her exciting debut in games. In this game, Summer is bored out of her mind in the small town of Driftwood, until fresh mysteries come calling to be uncovered.
- ***Penguin Colony (VIC)***: A stylish action-adventure game from producer Megan Faulkner, audio engineer David Mason and creative director Naphtali Faulkner, the developer behind the Independent Games Festival Grand Prize-winning *Umurangi Generation*. In *Penguin Colony*, players explore the depths of Antarctica at their own pace as different penguins – unravelling difficult truths along the way.
- ***Retopia (NSW)***: From creative lead Jennyfer Ong, lead designer Nicholas King and lead producer James Lockrey, this cosy management game is the latest project from the Australian Game Developer Awards' 2024 Studio of the Year, Chaos Theory Games. *Retopia* follows a cast of quirky robot companions as they restore life to a collapsed world by salvaging lost technology, rebuilding community, and nurturing a floating sanctuary in the sky. The game continues Chaos Theory's tradition of values-driven development after the success of the award-winning *Crab God*.
- ***Fern: Seed Guardian (WA)***: An action-adventure RPG from creative director Sophie Till and technical director Jamie Dougall. In a fantastical Australian bushland, a brave native mouse battles an encroaching, mysterious goo. She must overcome not only this encroaching danger but also her deep fears, as the Goo uses them to manipulate her perception of reality.
- ***Slumbering Woods (QLD)***: An evocative, hand-drawn puzzle adventure game with a unique crafting and building twist from creative director Svitlana Amelina, lead developer Oleg Chernyshenko and sound designer Jane Wei. In a world recovering from a long-past climate catastrophe, players help a flooded village thrive, rebuild and find their way home along the way. *Slumbering Woods* is financed with support from Screen Queensland's Games Grants.

Additional projects supported through the Games Production Fund include *Bravest Coconut* (QLD), *Mission Delta* (VIC), *Dungeon Breakers* (NSW) and *Rocketcard Defence* (ACT).

Additional projects supported through the Emerging Gamemakers Fund include *SCAV* (VIC), *Pixellated* (VIC), *Dead Zone Mycologist* (VIC), *Dicot* (VIC), *Ash and Earth: Wilderness Reclaimed* (NSW), *Spin Spirits* (WA), *Eclipsia* (NSW), *Untitled Cube Game (Working Title)* (QLD), *Stewards of Nu Juno* (QLD),

Displaced: Oath of Tones (VIC), Kaiju Critters (QLD) and Trinket (NSW).

For the full list of funded gamemakers and projects supported throughout the 2024-25FY, please see the Games blocklines [here](#).

Applications for the [Emerging Gamemakers Fund](#) and [Games Production Fund](#) are now open. For more information about Games funding at Screen Australia and to apply, click [here](#).

For accompanying image assets, click [here](#).

About Screen Australia

Screen Australia is the Australian Federal Government agency charged with supporting the development, production and promotion of Australian narrative, documentary and children's content, across television, feature films, online and games. Screen Australia also administers Australia's Official Co-production program, in addition to the Producer Offset incentive. The agency provides a broad range of resources and opportunities to the industry including access to research, market intelligence, and special initiatives. For more information visit www.screenaustralia.gov.au.

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