

Fatbot Games

Bratislava, Slovakia

Fatbot Games is a small indie studio located in Bratislava, Slovakia, Central Europe, founded in 2015 by two longtime friends and gamedev veterans, Tibor Repta and Matej Zajacik.

Before that, Tibor and Matej worked in other bigger, established game companies, but both were disgruntled by the ineffectiveness and creative inflexibility of them, sharing similar opinions and ideas on how to better run a game company.

In the veins of a true indie studio, they started to work full-time on their first project while being roommates. The project, a dungeon crawler RPG named Vaporum, quickly grew to a solid prototype, gathering interest from fellow gamedevs and other people. The project managed to secure funding from an investor (a small tech company in Slovakia) and the company Fatbot Games was founded. As a coincidence, the investors lived just a block away from the apartment where it all started. ;)

Soon after, two other friends and gamedev veterans with the same indie mindset joined the company, Lukas Chrapek and Peter Uliciansky, and full-time work on the game commenced. Apart from these 4 core members, several other external contributors helped shape the game (mostly music, sound, and additional art). Vaporum was released two years later to critical acclaim (90% rating on Steam), praised for its gripping atmosphere, audiovisuals, fun gameplay, and solid bug-free state.

Vaporum received many updates and additions, mostly based on community feedback, including the Accessibility Update which addressed issues and hardships that people with disabilities had while playing the game. The company also decided to release the game on Nintendo Switch, PlayStation 4, and Xbox One through Merge Games. For Switch, a physical boxed version was also created. Alongside, the team started to work on a prequel to Vaporum, named Vaporum: Lockdown, expanding on everything that made the first game good.

Fatbot Games has since grown to 7 members and effectively uses more external contributors. The team also actively contributes to the events and activities of Slovak Game Developers Association, helping young gamedevs acquiring experience and good practices.

As a whole, Fatbot Games has 75+ years of combined experience in the biz (Bohemia Interactive, Cauldron - Activision, Keen Software House, Illusion Softworks, and others), and believes in polished games with engaging storylines and high production value in both visuals and gameplay.

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