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BAIN GAMES LIMITED is an independent video game publishing company focused on bringing ambitious games to console platforms, including PlayStation 4 and PlayStation 5. We work with talented developers and ambitious studios from around the world, helping transform creative ideas into successful console releases.

We believe that great games deserve the opportunity to reach wider audiences. Our approach is built on close collaboration, transparent communication and a long-term commitment to every project we undertake. By bringing together ambitious studios, creative teams and industry professionals, we aim to create an environment where promising games can grow and reach their full potential.

Our publishing activities focus on supporting developers throughout the release process, including platform coordination, submission management, release planning and ongoing publishing support. We aim to establish strong relationships with platform holders and development partners while maintaining high standards of professionalism and reliability.

Our long-term ambition is to become an established and recognised member of the UK video games industry. As part of this vision, we aim to join Ukie (UK Interactive Entertainment), the trade body representing the UK's games and interactive entertainment industry, when eligible. We believe that active engagement with the industry is essential to building meaningful partnerships, supporting independent developers and contributing to the continued growth of the games sector.

We are committed to building a publishing company that brings ambitious studios together, supports creative independence and helps outstanding games find their audience. Through sustainable partnerships, a developer-focused approach and a passion for interactive entertainment, we aim to build a lasting presence in the global console gaming market.

Ivan Yakovyshyn

Director

Issued on behalf of BAIN GAMES LIMITED