Poznań, 28th October 2024

**Poznań Game Arena 2024 - summary of the exceptional edition**

**The 18th edition of Poznań Game Arena is behind us, during which, for three days, the MTP Poznan Expo became a true centre of gaming - both Polish and European. The event brought together leading brands, premiere titles, exciting esports tournaments and numerous attractive competitions, attracting as many as 61,069 visitors.**

**Industry leaders at Poznań Game Arena 2024**

Every year, Poznań Game Arena becomes the meeting place for the biggest and most influential brands in the games industry. The impressive list of more than a hundred exhibitors included companies such as Bethesda, Ubisoft, 11 bit studios, CD PROJEKT RED, Bandai Namco, Wargaming, Nintendo, PLAION and many more, creating an unparalleled exhibition providing hours of thrilling entertainment at the highest level. In total, PGA 2024 brought together more than 140 exhibitors.

However, the PGA attracts more than just gaming giants - this year Mastercard became the main sponsor of the event, with Doritos taking on the role of Partner. Both brands have prepared special zones full of attractions for participants, guaranteeing unforgettable experiences and fun for hours.

**In anticipation of premieres**

For years, Poznań Game Arena has provided a unique opportunity to learn about the latest premieres and game announcements due to hit gamers in the coming months. This year, numerous titles available for first testing awaited visitors from Poland and abroad. Debuting productions included Frostpunk 2 and The Alters from 11 bit studios, Kingdom Come Deliverance II from PLAION, Just Dance 2024 and Star Wars Outlaws from Ubisoft, as well as the long-awaited Gothic Remake from THQ Nordic.

The exhibitors not only allowed attendees to try out the premiere games, but also shared stories about their development process, bringing the behind-the-scenes of production closer to the stage. As a result, visitors were able to fully immerse themselves in the worlds created by the developers and experience the excitement that their latest titles offer.

**Esporting emotions**

Every year Poznań Game Arena becomes a place of unique emotions, with esports tournaments and gaming competitions reigning supreme. One of this year's premieres was the PGA Monster CUP tournament - the first edition of the Counter-Strike 2 competition, where the best players from all over Poland competed against each other in a team competition. The tournament was supported by the Monster Energy brand and the prize pool reached 20,000 PLN.

On Friday at 9:00 a.m., simultaneously with the opening of the fair, the Polish Teamfight Tactics Championships, organised and sponsored by Monte Snack, started on the Monte Snack Stage. Another great event for brawling fans was the Polish qualification for the European TEKKEN Cup, in which Poland - as one of nine European regions - organised the qualification stage right at the PGA.

There was also huge interest in the Deluxe Ski Jump 2.1 competition and the season finals of the TEB School E-sports League, which took place in three disciplines: League of Legends, Counter-Strike and Valorant.

**Retro zone and Food&Music with great interest**

Two unique highlights of this year's PGA attracted crowds of visitors throughout the weekend. One was the Retro Zone, which proudly returned to the fair with its largest ever space and extensive equipment, delighting attendees. Dozens of old models of computers and consoles, as well as cult game titles, put in a nostalgic mood not only the adults reminiscing about their childhood days, but also the youngest, who had the opportunity to come into contact with legendary games from years ago for the first time.

No less exciting was the Retro&Geek Stage, which hosted talks by developers, artists and game and gamedev experts. The large audience, which participated with interest in the discussions, proved how deeply the games industry is rooted in pop culture.

The Food&Music Hall zone was also very popular, offering a wide selection of snacks and dishes and the opportunity to enjoy live music. The greatest hits were served up by Radio Eska, as well as DJs Emce One, Michal Nimm2, Szenfi, DJ Busha, Joshua and MILO\_COH and Duszne Granie. On Friday and Saturday, a party celebrating the 18th birthday of Poznań Game Arena was held after the fair closed.

**Indie creators**

Poznan Game Arena could not miss indie developers, who once again delighted visitors with their ingenuity and fresh ideas. The games prepared by them provided plenty of fun, and the variety of genres present in the indie zone meant that every game lover could find something unique for themselves.

As every year, from the wide range of productions, the most interesting ones were selected by awarding prestigious statuettes as part of the PGA Awards plebiscite. The jury awarded the following stands:

**Best Indie Game:**

Vector Wave from Silent Pixel

**Best International Indie Game:**

Dice Gambit from Spelkollektivet Sweden AB (Sweden)

**Best Indie Booth:**

Fixer Group

**Cosplay Show on a grand scale again**

Every year, a regular feature of Sunday during Poznań Game Arena is the PGA Genesis Cosplay Show. Participants dressed as characters from broadly defined pop culture are an integral part of the PGA landscape, but it is Sunday that becomes the culmination of their creations. The show of creativity, interpretation and extraordinary skills took place on the Monte Snack Stage.

As the jury pointed out, this year's level of the Cosplay competition was extremely high. There were so many applicants that only the best of the best qualified for the finals. Based on the evaluations of the costumes, stage presentation and performance arrangement, the jury selected the three main prizes and three honorable mentions.

**Main prizes:**

- Grand Prix: Helper - Astarion (Baldur's Gate 3)

- Costume: Domicostume - Harpia (The Witcher 3: Wild Game)

- Show: Lynx Den - Mizu (Blue Eye Samurai)

**Honourable mentions:**

- Ignis Art - Aela (The Elder Scrolls V - Skyrim)

- Ayo - Alfira (Baldur's Gate 3)

- Bloodexcosplay - Blaidd (Elden Ring)

**Awards for the best stands at Poznań Game Arena**

The Acanthus Aureus award, established by the MTP Group in 2003, is a unique distinction awarded to exhibitors whose stands stand stands out for their original ideas, careful workmanship and originality. The statuettes were presented during the opening ceremony of the fair, thus honouring the most interesting exhibitions.

**Distinctions were awarded to:**

- Farming Simulator

- Namco Bandai

- Ubisoft

- PLAION Poland and THQ NORDIC

- LEGO

- CD Projekt Red

- 11 bit studios

- Dark Project

- Hator Gaming

- ASBIS Poland

- RTV EURO AGD

**Awards for the best games in Central and Eastern Europe**

Poznań Game Arena and the accompanying Game Industry Conference (GIC) are events that proudly promote game developers from Central and Eastern Europe. In the same spirit, the CEEGA plebiscite also takes place, whose final gala once again honoured the weekend shared by Poznań Game Arena and the Game Industry Conference.

**The award for best game went to The Talos Principle 2 from Croteam.**

**In the other categories, the winners were:**

- Audio: Ghostrunner 2 from One More Level

- Visual Art: Let Bions Be Bygones from Bohemian Pulp

- Narrative: Let Bions Be Bygones from Bohemian Pulp

- Technology: Ghostrunner 2 from One More Level

- Hidden Gem: Death Must Die from Realm Archive

- Design: The Talos Principle 2 from Croteam

- Best Mobile Game: Raccoon mania from Sun Storm Studio

**‘We're flying for the record’.**

A variety of imaginative stands, the opportunity to test the hottest titles and numerous attractions prepared for visitors meant that this year's edition of Poznań Game Arena attracted an impressive number of participants. The event was attended by as many as 61,069 gaming enthusiasts from Poland and abroad, which testifies to the huge interest in this unique celebration of gaming. The next edition of PGA is already in the pipeline and will take place in autumn 2025.

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Poznań Game Arena - is Poland's and this part of Europe's largest trade fair for computer games and multimedia entertainment, organised for both the industry and individual visitors. PGA already has a history of nearly 20 years, built together with more than 600,000 Polish and foreign fans of gaming hardware, production and multimedia.