



MANIFESTO

In 2019, Redcatpig was born – a studio with a peculiar name that brought with it the ambition to do what had never been done before: develop video games from the Azores.

Today, Redcatpig is the largest independent video game studio in Portugal.

By 2025, Redcatpig has become a success story, standing out for its technological innovation, sustainable growth, and economic impact on the region. Since its founding by three pioneering members, it has been a proud driving force in the international projection of the Azores. More than just a video game company, it is living proof – and ever-surprising – of what can be achieved with excellence from an ultra-peripheral location in the Atlantic. In a region where retaining qualified talent is a critical challenge, attracting investment and consistently competing on a global scale are remarkable feats – far more than one might have imagined when the courage to take the first steps was gathered.

These last words are not just polished statements meant to look good in any corporate text. Redcatpig's games are distributed in over 120 countries, with more than 40 team members in various locations, attracting talent from 10 different nationalities. It is estimated that by 2026, around 100 employees will be part of Redcatpig's growth, with 40% working in person on Terceira Island. The indicators point to this chance, whether through acquiring large-scale projects or through the impressive 700 job applications recorded in just the past six months.

Redcatpig has consistently maintained a strong presence with dedicated booths at the world's largest gaming industry events, whether in the United States, Japan, Germany, or the United Kingdom. Without forgetting the national market, where it also has a strong presence, Redcatpig continues to call the Azores home, with headquarters on Terceira Island – Azores – and offices in Madeira and Lisbon.

Its first video game - KEO - was not only awarded Best PlayStation Talents Video Game but also achieved over 2 million downloads upon release, cementing the studio as a reference in the industry.

However, a company is not only measured by the success of its products—it is also recognized for the credibility and recognition earned over time:

- **The first Azorean startup to join the ALPHA program at Web Summit, later evolving to BETA, proving its growth and innovative nature.**
- **A company invested in by Portugal Ventures, validating its growth potential and sustainability.**
- **A member of the PRR eGames Lab consortium, a strategic project bringing together 22 entities to boost the digital economy and foster Research & Development.**
- **Honorable mention by AICEP in 2024.**
- **Recognized by ANI – National Innovation Agency – and awarded the SIFIDE status of a qualified company.**
- **Certified as a "Great Place to Work" Portugal.**
- **SCORING certification – Top 5% Best SMEs in Portugal.**
- **Cited in the European Commission's report "Entrepreneurial and Innovation Ecosystems in Rural Areas" as one of the standout examples of promising businesses and startups with high demand in international markets.**
- **Founding member of APVP – Portuguese Video Game Producers Association.**

Year after year, from Angra do Heroísmo to the world, Redcatpig proves that the Azorean economy can grow beyond its traditional economic sectors. The gaming and technology industry is rapidly expanding, and the Azores still have the potential to position themselves as an innovation hub in this field. For this to happen, the support of the Regional Government is essential—not only for Redcatpig's growth but to create a robust technological ecosystem that generates more qualified jobs and new opportunities for the region.

With great pride, we leave the indelible mark of the Azorean spirit in everything we do, everywhere we reach, and everywhere we go. It is possible with us!