

## **Pithead Studio**

After their former studio Piranha Bytes was closed due to the economic situation after more than a quarter of a century of successful role-playing game development, Jenny and Björn Pankratz decided to found their own indie studio to start from scratch. Both have many years of experience in the development of huge role-playing games.

In July 2024, Pithead Studio was brought to life and symbolizes both the light at the end of the tunnel and the love of the industrial culture of its home region, the Ruhr area, Germany.

As a team of two indie developers, they focus on creating dense and dark immersive simulation games.

Website:

<https://pithead-studio.com/>