EMPIRE STATE DIGITAL GAMING MEDIA PRODUCTION CREDIT PROGRAM – BIANNUAL REPORT
CALENDAR YEAR 2026: FIRST HALF
JULY 16, 2026

Empire State Development (ESD) oversees administration of the Empire State Digital Gaming Media Production Credit Program.

This Program is designed to accelerate and promote economic development in the digital game industry by offsetting qualified production costs associated with developing digital games in New York State. Economic benefits of this program include increased digital game development investment, increased number of jobs and studios, and a bolstering of the existing digital game development industry in New York State.

This report reflects program activity during the first half of this year. The information presented includes estimated projected spending, hires, and tax credits for digital gaming media production projects deemed eligible to participate in the Program. Actual spending, hires, and credits issued to projects that have been completed and audited are also disclosed pursuant to reporting requirements.

ESD accepts initial applications on a rolling basis and reviews them when deemed complete. A preliminary eligibility determination is made for all applications that meet the criteria set forth in statute and regulations. Applicants are directed to submit a final application once projects are finished. This report reflects new applications submitted during January, February, March, April, May, and June 2026.

Digital gaming media production companies may be eligible to receive a fully refundable credit of 25 percent of qualified production costs incurred inside the Metropolitan Commuter Transportation District (MCTD) and a 35 percent refundable credit outside of the MCTD.

INITIAL APPLICATIONS BY TAX CREDIT LEVEL

The tax credit is claimed for the year the final application is submitted. Below is a summary of digital gaming media production initial applications received this half of the year based on the amount of estimated credits.

- Number of Projects, estimated credits of less than $1 million 10 projects / $1,027,170
- Number of Projects, estimated credits of more than $1 million 0 projects / $0

For digital gaming media production projects, once a project is completed and a final application is submitted and approved, a tax credit certificate is issued.

The projected completion dates for the initial applications submitted this half of the year fall between July 2026 and April 2028.

INITIAL APPLICATIONS

During the first half of 2026, the Empire State Digital Gaming Media Production Credit Program deemed 10 initial applications eligible to submit a final application. The data in this report is based on those projects.

INITIAL APPLICATIONS – BY MONTH

- January 2026, 3 initial applications received, estimated tax credits: $185,545
- February 2026, 0 initial applications received, estimated tax credits: $0
- March 2026, 0 initial applications received, estimated tax credits: $0
- April 2026, 2 initial applications received, estimated tax credits: $77,500
- May 2026, 0 initial applications received, estimated tax credits: $0
- June 2026, 5 initial applications received, estimated tax credits: $764,125

Chart A shows the estimated number of hires, qualified costs, and total production costs per project for the 10 initial applications approved this half of 2026. The figures shown in the column for number of employees are head-count numbers, not full-time equivalents.

EMPIRE STATE DIGITAL GAMING MEDIA PRODUCTION CREDIT PROGRAM					
Chart A					
Initial Applications Submitted During 1st half of 2026					
ID	**Number of Employees**	**Qualified Costs**	**Total Production Costs**	**Credit Eligible Hours**	**Credit Eligible Wages**
98	10	$265,534	$450,003	8,320	$265,534
99	3	$102,000	$114,000	2,400	$102,000
100	8	$290,000	$384,920	6,609	$290,000
101	5	$65,000	$65,000	2,000	$65,000
102	2	$735,000	$1,020,000	1,000	$245,000
103	8	$151,375	$151,375	2,753	$151,375
105	4	$28,787	$54,885	940.8	$28,787
107	5	$106,214	$154,265	3,348	$106,214
108	26	$1,587,630	$2,379,820	18,993	$1,587,630
109	7	$410,667	$474,490	4,575	$414,000
Totals	**78**	**$3,742,207**	**$5,248,758**	**50,939**	**$3,255,540**

FINAL APPLICATIONS – CREDITS ISSUED

During the first half of 2026, 6 digital gaming media production projects were issued credits that are subject to the reporting requirement. Chart B shows the project names, the companies that were issued the credits, the states where the companies are incorporated, the counties when applicable, the qualified costs, the total hires, the credit eligible hours, the credit eligible wages, and the credit issued amounts for these projects.

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Chart B								
Empire State Digital Gaming Media Production Credit Program – Credit Issued								
Project	**Company**	**State of Inc**	**County**	**Qualified Costs**	**Total Hires**	**Credit Eligible Hours**	**Credit Eligible Wages**	**Credit Issued Amount**
Normandie - Phase 2	On the March	New York	Albany	$221,600	3	5,617	$220,502	$55,125
Project 1	Velan Studios, Inc	New York	Rensselaer	$435,971	17	8,047	$435,971	$152,590
Project 8	Velan Studios, Inc	New York	Rensselaer	$1,590,389	29	28,247	$1,107,156	$386,065
Ringleaders	Everyrealm Inc	Delaware		$729,803	9	10,360	$527,368	$131,842
Starlight Re:Volver Early Access	Pahdo Labs	Delaware		$1,848,052	28	27,582	$1,800,879	$469,978
Stranger Things vs Killer Queen	BumbleBear Games LLC	New York	Kings	$91,257	4	1,943	$91,257	$22,814
Totals				**$4,917,072**	**90**	**81,796**	**$4,183,133**	**$1,218,414**

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