Red Rabbit Games Information

History: Red Rabbit Games was founded in 2025 by Matthew Rubin and Christopher Meyer in Needham, MA. Red Rabbit Games is a hybrid game studio and accelerator reimagining how great indie games get made.

Through our studio arm, we create original IP that reflects our values: human-centered stories, unique gameplay systems, and rich visual worlds. We believe games are more than entertainment—they're art, culture, and connection.

Through our accelerator, we invest in high-potential teams, providing early capital, infrastructure, and hands-on mentorship. Our model is built to scale: as teams graduate, they fuel our ecosystem through contract work, publishing partnerships, and long-term collaboration.

Whether we're building games ourselves or backing the next wave of creators, Red Rabbit Games is committed to pushing the boundaries of what indie games can be—without losing sight of the humans behind the pixels..

Mission Statement: To develop unforgettable games with emotional depth, artistic vision, and tight mechanics—and help emerging teams do the same.

Unsent: New 3D Platformer game coming out on Steam in Q4 2025
- Unsent is a wacky 3D platformer set in a labyrinthine 1970's inspired post office. Freshly out of work, Valentine has turned to his latest employment opportunity: a postman at the Unsentiment Department. Jump, dash, and fight your way through your postal route as you deliver letters that were never meant to be Unsent.