

Brazil Games

EXPORT PROGRAM

XDS 2022



Promoted by

**ABRA
GAMES**

apexBrasil 



Get to know the Brazilian
Game Industry in 2022

Check out the trailer!

BRAZIL GAMES EXPORT PROGRAM

The Brazil Games Export Program, is the export program created by the Brazilian Game Companies Association, ABRAGAMES, in partnership with ApexBrasil, the Brazilian Trade and Investment Promotion Agency.

Our goal is to promote the Brazilian Game industry internationally, developing new business opportunities for our companies.

The Brazil Games Program also promotes Brazil as the hub for business in Latin America and invites buyers, investors and publishers for BIG Festival, Brazil's Independent Games Festival, the most important international indie games festival and the hub for international business in Latin America.

ABRAGAMES BRAZILIAN GAME COMPANIES ASSOCIATION

Abragames, the Brazilian Game Companies Association, was founded in 2004 and represents Brazilian studios developing games in various platforms.

Besides catalyzing the game production in the country by training and promoting expertise, Abragames aims at making Brazilian creativity and technology available to the main players of the international game industry.





ApexBrasil

The Brazilian Trade and Investment Promotion Agency (ApexBrasil) works to promote Brazilian products and services abroad, and to attract foreign investment to strategic sectors of the Brazilian economy. The Agency supports more than 12,000 companies from 80 different industries, which in turn export to 200 markets.

ApexBrasil also plays a key role in attracting foreign direct investment to Brazil, working to detect business opportunities, promoting strategic events and providing support to foreign investors interested in allocating resources in Brazil.

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DIORAMA DIGITAL

www.dioramadigital.com/web

Diorama Digital is an external development company operating in Recife/Brazil since 2015, with 14+ years of industry background ranging from indies to AAA titles.

Our talented and versatile professionals act as an extension of its client's team, actively working to offer creative solutions that result in quality and efficiency for productions. All this engagement and excellence is the result of working in projects of great prominence in the global scenario, such as Returnal, Arcadegeddon, Battlefield 2042: Portal, Predator: Hunting Grounds, Looney Tunes: World of Mayhem, Borderlands 3, Just Cause 4, Overwatch, Override: Super Mech League, Wonderbox, among other notable titles.

As some of our clients, we are pleased to partner with names such as EA/Ripple Effect, Sony/Housemarque, Gearbox, Volta Studios, Aquiris, Illfonic, Humble Games, Modus Games, Avalanche Studios, and Blizzard, including other relevant studios. We aim to offer our partners efficiency and high-quality art.

3D art, 2D art, conceptual art, co-development, VFX, Rigging and animation.

Diorama also looks for work-for-hire opportunities besides getting to know and establish empowering connections with developers and publishers in 3D, 2D, conceptual art, co-development, VFX, Rigging and Animation.

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DX GAMEWORKS

www.dxgameworks.com

We are DX Gameworks, here your game is our dream! DX Gameworks is a Brazilian Multinational company with three regional offices in Brazil (Sao Paulo, Manaus, and Brasilia) and two international Offices, United States and Portugal. Our team is made up of passionate people that love games, tech and are highly capable of creating, developing and publishing successful games.

Founded in 2020 with support from Xbox Brasil and investment from Bertha Capital, DX Gameworks is a developer and publisher ready to help your game succeed providing structure, development services, design advice, localization, testing, porting, post launch support, PR, Marketing and Community Management.

MISSION

Create, Develop and Launch high-quality world-class games.

VISION

Create a diverse catalog of games with worldwide recognition and become a Latin American leader in Game Development and Publishing.



Porting Service

We love to port games, it is an honor and privilege to work with other developers, sharing their passion and creativity while we do an incredibly technical job, port a game and get it through the demanding certification process of each platform.

VALUES

We celebrate diversity and collaboration in the quest for excellence. All areas of DX Gameworks exist and collaborate to one accomplish our mission.

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Youtube

www.youtube.com/dxgameworks

We have a dedicated Porting Department with its own Quality Assurance team that are experienced on working with Unreal, Unity and Proprietary (Custom) engines and have certified games for Xbox One and Series, Switch, PlayStation 4 and 5, Stadia and Mobile.

From the initial idea, through the development process and finally getting the game ready to publish on several Platforms we are here to help your game reach the next level.

All areas of DX Gameworks exist and collaborate to accomplish our mission. Create, Develop and Launch high-quality world-class games.

Website: www.dxgameworks.com/porting



FLUX GAMES

www.flux.games

We are a Brazilian game developer company passionate about creating remarkable game experiences focused on Consoles and PC.

We create games that add value, depth and fun to new or existing IPs from around the world - including a few of our own.

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Youtube

www.youtube.com/c/FluxGameStudio/channels



Cobra Kai 2 Dojos Rising

Immersing fans with what they love about the series, Cobra Kai 2 offers players a unique perspective from all 3 competing dojos- featuring an engaging ""pick your story"" narrative campaign that will shape the entire story, ending, and even who the player controls.

Genres: Action/Adventure

Platforms: PC, Ps4, Xbox One, Nintendo Switch, Ps5 e Xbox Series X

Game Release Date: 2022

Website: www.playcobrakai.com



Founded in 2014, GamePlan is a Gametech created to serve the global gaming market, providing intelligence, technology and services. Talking about GamePlan is talking about our team of experts, whose work focus is always the business goals of our partners and customers, as well as innovation and training projects. We produce games targeting the strategic goals of our customers and partners through Serious Games and Gamification; we transform into reality innovative and creative products through Co-Development services; and we use our expertise as developers and market specialists for Ecosystem Enablement programs.



BauMaus

BauMaus is a dark Tower Defense / Problem Solving game where players take the role of a Scientist performing tests on Subjects in a dystopian society.

Each test is a different problem to solve, directing the Subjects, experimenting on them, combining and giving them abilities that will come at a great cost, all to create perfect defense systems in a never ending war.

Wëiph: Reins of Fate

Wëiph: Reins of Fate is an emotional experience where you control an abandoned cat named Wëiph in a cruel and scary world in verge of collapsing. As you progress and discover the threats that surround this place, you also learn about the character's past lives, who were great heroes with tragic stories and a strong connection to the world.

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Co-Development

- Game Concept Document;
- Game Design Document (GDD);
- Technical Design Document (TDD);
- Prototyping Versions:
- Alpha, beta and gold;
- User Experience;
- BI, Desk Research and Trending
- Analysis of the Market.



Indie Hero is a Brazilian company focused on outsourcing teams and people in the Game Development Industry.

We seek business opportunities, strategic partnerships, teams and studios to outsource production of game development projects. We continuously look for the perfect match between investment thesis and the gaming industry.

Indie Hero aims to facilitate the path of indie developers in the great mission of living and working with games!

We believe that by giving voice and power to the studios in our partnership base, we are positioned shoulder to shoulder with the future of the world's largest source of entertainment.


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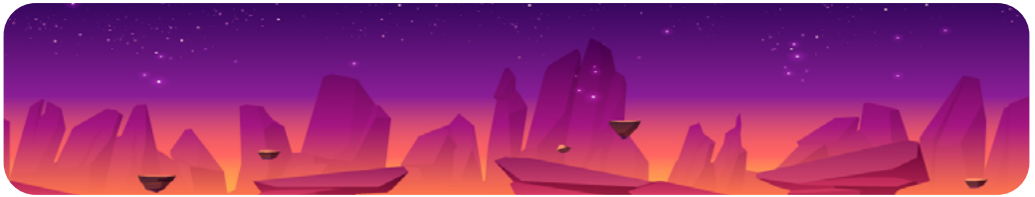
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Game Business Hub

Indie Hero's service structure offers all the necessary solutions for your business. We represent +120 studios with expertise in every step of game development: 2D, 3D, realistic design, animation, UI, UX, sound design, engineering for mobile, browser, pc, console, AR/VR, and the list goes on.

Our process consists of mapping all game development studios in the 30+ countries we have a presence in and classifying them using our maturity model.

Then, we select the studios capable of delivering projects with our quality standards. Each studio is categorized by sector and receives an Indie Hero score, which will be considered for recruiting for projects/challenges.

Main Services:

- Intermediation in work-for-hire teams
- Technical human capital allocation for development
- Building games with teams experienced in teamwork
- Game design and development management
- Creation of 2D, 3D and audio assets or sound scores on demand

Website: <https://www.indiehero.io/en/hub-de-neg%C3%B3cios>



KOKKU
www.kokku.com.br

Kokku is the largest Brazilian co-development company known for its work on Horizon Forbidden West, Call of Duty Black Ops: Cold War, Horizon Zero Dawn, the Sniper Ghost Warrior franchise, among others.

We've got a Metaverse focused department which is responsible for full developing Samsung Space Tycoon, Stranger Things: Starcourt Mall and Wonder Woman: Themyscira Experience and other Roblox projects that together had more than 300 million visits in 2021 and 2022.

Our Porting division is responsible for porting and remastering projects with cases like The Forgotten City, Trash Sailors, Truck Driver and Real Farm, among others.

With more than 10 years of experience, among our clients you will find companies such as Tencent, Activision, Ubisoft, Guerrilla Games, Warner Brothers, Microsoft Studios, Treyarch, Zenimax, Daybreak, CI Games, Roblox and Netflix, to name a few.

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Co-Development

- Game Porting
- Full Cycle Game Development
- Art Outsourcing
- Co-Development



MAIN LEAF
www.mainleaf.com

Main Leaf is a 360° external game development studio with 100+ professionals across Brazil. We have 10 years of experience in full project development which involves a variety of activities, such as mobile free-to-play full projects to its live ops environment, developing an entire blockchain game backend, porting games to all consoles, and VR development outside gaming.

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Game Development Services

We have 10 years of experience in full project development which involves a variety of activities, such as mobile free-to-play full projects to its live ops environment, developing an entire blockchain game backend, porting games to all consoles, and VR development outside gaming.



PUGA STUDIOS

www.pugastudios.com

PUGA Studios is a diverse Brazilian outsourcing studio for stylized games known for the quality of the art services and inclusive work environment. Created 8 years ago and located in Recife, PUGA is currently the largest service provider for stylized games in Latin America, with more than 140 employees, of which 90 are in the creative team.

PUGA's art services in the 2D department are related to Concept Art, Illustration, Environments/Buildings, Characters, UI/UX Interface and Key Art. Within the 3D universe, high and low poly service for character modeling and texturing, props and environments texturing, rendering, 3D visual development, animation and technical art.

2021 was a year of important achievements for PUGA Studios, PUGA worked on 65 projects, for clients in 16 different countries around the globe, was certified with the **Great Place To Work** award, the **LGBTQIA+ stamp of support**, **Racial stamp of support** and **Gender stamp of support**, all the last three were awarded by **ABRAGAMES**. PUGA Studios was also a finalist at the **2021 Pocket Gamer Mobile Games Awards** in the **Best Service Provider** category. And by the end of 2021, PUGA's reached the number of 100+ committed people making a stronger and solid team for the new challenges of 2022.

It's more than just business and expansion, it's about the culture and the value of relationships that leads PUGA's

work into building long-term partnerships and friendships, inside and outside the studio. These are some of the characteristics that make PUGA able to successfully work with some top game developers and publishers such as A Thinking Ape, Aquiris, Dinosaur, Flowstate, Futureplay, Gearbox, Illfonic, Jam City and others.

PUGA Studios is looking for developers and publishers who are after high-quality performance, professional project management, art direction, QA, fun, lots of creativity, and cost reduction. In other words, great deals and partnerships.

Check here our Portfolio: https://pugastudios.com/files/deck/Deck_Portfolio_PUGA.pdf

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Looney Tunes World of Mayhem by Scopely

& Aquiris: Puga worked on Characters and Environment (Concept, Modeling, Texture, Rigging, Animation, Illustration, VFX and Skill Icons).



Bunkers & Badasses by Nerdvana, Gearbox

and Leder Games: Characters, Weapons, and Environment (Concept & Illustrations).



We create Fun!

And we've been doing it since 2010. A few people in a room became a team of **passionate professionals** focused on making the world a bit more fun every day!

Tapps Games has developed and published **more than 400 titles**, which have been **downloaded more than 840 million times** by players all over the globe.

We make it a point to put lots of heart into everything we do. This has allowed us to create some of the most unique mobile games out there, and we're not planning to stop anytime soon!

Now, we're looking for partners to co-develop even more of our game concepts! If that sounds like an interesting proposition, let's have a chat!

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Card Guardians: Rogue Deck RPG

Our latest release is a roguelike deck building RPG, where each decision and card can turn the tide in a battle. Face-off against dozens of fully animated enemies as you push your way through the worlds of Valentia, where chaos has disrupted the peace and corrupted the land.

Genres: Strategy / Card

Platform: Mobile (Android, iOS)

Game Release Date: 09/2021



A Huge Portfólio of Games

From the massive youtube simulation hit Vlogger goViral, to the hilarious nonsense of merging mutant cows in Cow Evolution (and just about every other animal), to digging up dinosaur fossils in Dino Quest2, we've built an eclectic portfólio that spans multiple game genres.

Games: over 9000!! (just kidding, but its more than 400)

Genres: Casual, Puzzle, Time Management, Simulation, Strategy

Platform: Mobile (Android, iOS)

Game Release Date: 01/2015

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