



BRAZIL GAMES WEEK

BRAZIL GAMES WEEK
SEPT 26 - 30, 2022



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MINISTRY OF
FOREIGN AFFAIRS





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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COMPANIES ASSOCIATED WITH ABRAGAMES AND THE BRAZIL GAMES EXPORT PROGRAM



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BRAZIL GAMES WEEK 2022

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Aiyra is a company with 16 years of experience in game development, specially via B2B services like external development, advergaming and edutainment - having several successful cases on those areas such as official games made for brands like Dragon Ball Z, Miraculous Ladybug, Alvin and the Chipmunks, and Saint Seiya, summing millions of players to date. Taking advantage of our production experience, we have also ventured on the original IP business, and we would love to talk about these products. Aiyra's strategy for 2022 continues to be offering our expertise of more than one decade to companies searching for a close partner in external development and/or co-development, covering a variety of areas, like Software Development and Engineering, 2D Art and Animation (both classic and cut-out), Music & Sound Design, Game Design and also production - or even whole projects. Besides that, we have several original projects under development, both in house and by teams that we are mentoring, and we are searching for publishing and distribution partners (with or without advancements, depending on the project).

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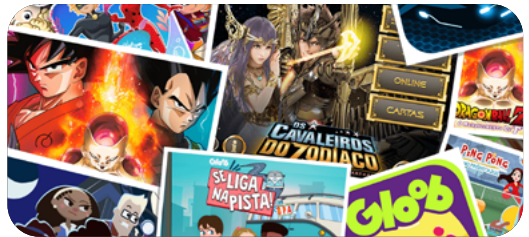
Zaaljinn - Wrath of Elementals

Zaaljinn is a challenging action/platformer that combines several gameplay elements, seeking to bring back nostalgic feelings under a modern approach. Gameplay reminisces a combination from classic games like MegaMan X, Sonic 2 (Genesis) and Beat'em Ups.

Genres: Action-Platformer

Platforms: PC, Consoles

Game Release Date: TBA



External/Co-Development Services

We're offering to lend our expertise of more than one decade to companies searching for a close partner in external development and/or co-development covering a variety of areas, like software development and Engineering, 2D Art and Animation (both classic and cut-out), Music & Sound Design, Game Design and also Production - or even whole projects.



ANIMUS GAME STUDIO

www.animus.games

Animus goes beyond pure gameplay entertainment: we believe that games can cause deep reflections about our existence. The character in a game is a facet of the player in a different universe from what he is used to. It was from this perception that Animus emerged. Have you ever noticed how life is like a game? We depend on rules and different visions to survive in this universe; just like in games. Expand your vision of reality. Create your own universe. Reinvent yourself.

Life is a game.


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Black Anvil

Black Anvil is a blockchain-based game. Buy your booster pack, get to know your character, go on adventures to collect resources, specialize your profession and be prepared to create different types of items. All NFTs items crafted in the previous stages of the game will be used in the card game.

Genres: RPG - Card Game - Crafting

Platforms: PC, Mac, Android, iOS

Game Release Date: 10/11/2022

<https://blackanvil.me/>

Outsourcing

In addition to authoring games, Animus also provides several types of outsourcing: - Game Development

- Blockchain Games

- 3D & 2D Art

- Virtual Reality - Consulting"

www.animvs.com/services

www.instagram.com/animus.gamestudio





AOCA GAME LAB

www.aocagamelab.games/ARIDA_Backlands_Awakening

Aoca Game Lab, is a Brazilian company that creates IPs with historical and touching storytelling. Our main product is called ÁRIDA, a series of adventure games that takes place in the Brazilian backlands. Life is a game.

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www.discordapp.com/invite/VHndhdx



ÁRIDA: Backland's Awakening

ARIDA: Backland's Awakening. A story of survival and adventure in the Brazilian backlands. Face the drought to explore the more arid regions, gather resources and discover clues about the fate of the young Cícera.

Genres: Adventure

Platforms: PC, Android

Game Release Date: 15 Aug, 2019

Press Kit: www.dropbox.com/sh/gkx5pfcaxq0bsr4/AAAC2LDHhy86-lUjwiUoH6-Ta?dl=0

Website: www.store.steampowered.com/app/907760/ARIDA_Backlands_Awakening/



ARIDA II: Rise of the Brave

ARIDA 2: Rise of the Brave. The continuation of a survival and adventure story in the Brazilian backlands. Overcome a long trip on foot and discover the paths to the land where the dreams dwell.

Genres: Adventure

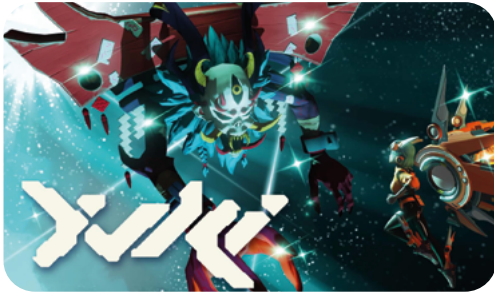
Platforms: PC

Game Release Date: Q4 2023

Award-winning XR gaming and immersive storytelling studio, ARVORE is based in São Paulo. Producers of Award-winning Pixel Ripped franchise, Primetime Emmy® winning The Line, D.I.C.E. Nominee YUKI, ARVORE is focused on creating amazing storyworlds and transporting people through other realities, pushing hard the limits of fun and with innovation at heart.

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YUKI

YUKI is a D.I.C.E. Nominated upbeat mix of bullet-hell and roguelike game in VR! Enter a kid's wild imagination and fly through an anime universe controlling Yuki's action figure. Dodge bullets and cool obstacles, while fighting evil forces. Enjoy this new experience and one of the best games released of 2021!

Genres: Bullet Hell, Virtual Reality, Roguelite, Shooter, Action, Animation

Platforms: Oculus, SteamVR, PSVR

Game release date: July 22 - 2021

www.yukivrgame.com

www.facebook.com/yukivrgame

www.twitter.com/YUKIVRGAME

www.instagram.com/yukivrgame



Pixel Ripped 1995

Pixel Ripped is a nostalgia-fueled virtual reality game-within-a-game! To restore balance to multiple dimensions, our hero Dot recruits the help of the best gamer from 1995, an unassuming 9-year-old boy named David. Join this unlikely duo through challenging throwbacks to all your favorite classics from the late 16-bit and early 32-bit era of games inside a virtual reality world, while facing the real life challenges of a kid who just wants to save the world by doing what he does best - playing video games.

Genres: Action, Adventure, Arcade, Virtual Reality

Platforms: Oculus, SteamVR, PSVR

Game release date: April 23, 2020

www.pixelripped.com

www.facebook.com/pixelripped

www.twitter.com/pixelripped

www.instagram.com/pixelripped



BEHOLD STUDIOS

www.beholdstudios.com.br

Beholds Studios is a small indie studio originally from Brazil and now also present in Canada. The team is known specially for knights of Pen & Paper, Chroma Squad and Out of Space, with its massive audience and over 70 international nominations and awards. The studio is currently looking for publishing partners and business opportunities.

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Out of Space

Strategy co-op online multiplayer game about living on a spaceship with your roommates. You'll need to generate resources, take care of a deadly alien infestation, upgrade your appliances and build your sustainable space home. Living together is never easy, specially when you are in space!

Genre: Multiplayer Couch Fun

Platforms: PC, MAC, Ps4, Xbox One, Nintendo Switch

Game release date: 04/2020



BETA 2 GAMES

www.beta2games.com

Beta 2 Games is a company that operates since 2014 developing games for console and PC.

We are the developers behind Riot Operator and Mythos.

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Game Development

Development of Games on Demand





BIG FESTIVAL

www.bigfestival.com.br/homeen.html

BIG Festival (Brazil's Independent Games Festival) happens since 2012 and is the most important games festival and business forum in Latin America.

On top of showcasing the most innovative games in the world, the events is also the most important meeting point for those who want to have a deep understanding of games, with lectures, workshops, keynotes and the biggest games business forum in Latin America.

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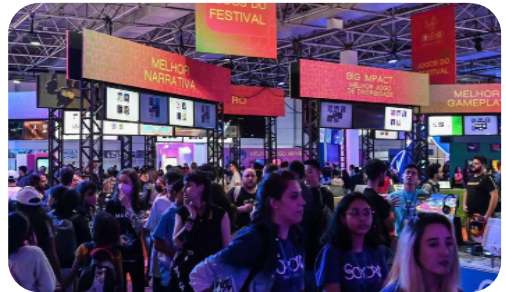
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 **Twitter**
www.twitter.com/BIG_Festival

 **TikTok**
www.tiktok.com/@bigfestival

BIG FESTIVAL 2022

- 538 games submitted, from 53 countries
- Audience: 29,800 in person | +1.6 million online
- + 200 games available to play
- + 300 million people reached through partner creators
- + 90 million people reached on social networks
- + 18.5 million reached by Media Partners
- + 1,350 professionals at business meetings 669 companies - 240 international (from 42 countries) | 429 Brazilian
- + 6000 business meetings
- + US\$100 million generated in business





BITCAKE STUDIO

www.bitcakestudio.com

We create games that bring people together. Founded in 2013, our studio has been creating games independently and for clients ever since, having launched products for different platforms: from browsers to PC, mobile, and soon, consoles. We specialize in developing Multiplayer Games, both online or offline, and have great expertise with virtual reality experiences. Our work with clients has involved co-developing games with companies all around the world. Currently, we are working on our first console launch, and we are looking for publishers and investors for a new upcoming project: Neko Neko Rampage, a 4-player co-competitive game about cats rolling fast and breaking things!

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DeMagnetete

DeMagnetete VR is a first-person puzzler about magnetism. Use your magnetic-powered gloves to solve the puzzles and make your way through a mysterious cave. You will discover the mysteries behind DeMagnetete guided by your companion, Q, a mechanical being voiced by Ashly Birch. The game is getting ready for release on PlayStation VR, Oculus, Steam VR and Viveport.

Genres: Puzzle, VR

Platforms: PlayStation VR, Oculus, Steam VR and Viveport

Game Release Date: Q2 2021

www.store.steampowered.com/app/995270/DeMagnetete_VR



Neko Neko Rampage

Neko Neko Rampage is a hilarious 4-player co-competitive game about cute cats destroying everything on their way! There are many objectives and hidden secrets in each one of our maps – which includes museums, houses, science labs and many more to come. Crash, run, bring some mayhem and help the main character on its mission to make cats regain the control of society!

Genres: Action, Multiplayer

Platforms: PC & Consoles, maybe Mobile

Game Release Date: TBD



BLURY STUDIO | BLU APPS

www.blury.studio

Blury is a mobile game startup on a mission to connect, inspire and unleash creativity in the world. Currently we are making hypercasual and casual games, with a focus on reaching the widest audience possible.

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Cups - Water Sort Puzzle

A challenging yet relaxing color sorting puzzle game, with +4M downloads.

Genres: Casual/Puzzle

Platforms: Android, iOS

Game release date: 12/2020



Rabit

A gamified habit tracker that helps people organizing their routine and tracking habits. With +3M downloads, was Nominated for Google Play's 2021 Best App Award

Genre: Casual

Platforms: Android, iOS

Game Release Date: 12/2020



BRAND NEW WHATEVER

www.brandnewwhatever.com

Brand New Whatever is Pedro Giglio's creative writing services company for video games, also extending to film, TV, and comics. BNW can help you shape up the story, characters, and universe of your next video game.

Whether it is a short piece or a sprawling epic, your audience wants to feel like they are a part of an adventure. We're here to help you weave your next tale in ways they will never forget. Also, we offer sensitivity readings for Brazilian references in your game, analyzing your material and advising you accordingly.

Reach out if you want a fresh set of eyes on your script - or if you need someone to write the script for your future classic!

Pedro Giglio | Founder, Narrative Consultant & Screenwriter

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One Night In Kawami

Meet a new friend for a fun night in the dreamlike City of Rivers. One Night in Kawami is aimed at players who love distorted guitars, dunking on wannabe influencers... and questioning reality. This game is a 15-minute-long experience, and a glimpse into a bigger story BNW has up its sleeve. Don't forget your earplugs!

Genres: Visual Novel, Urban Fiction, Modern Fantasy

Platform: PC, Mac

Game Release Date: 06/2022

<http://okjigu.itch.io/onenightinkawami>





By Aliens is a mobile game incubator and publisher with offices in Portugal and Hong Kong. We explore the universe in search of talented small-mid-size studios to discover new stars and make awesome games reach audiences across the galaxy. Our unique ecosystem already has in Latin America four studios in steady orbit, including Space Sheep Games, a Brazilian developer with over a decade of history in bringing fun to millions upon millions of gamers across the planet. We're a team with an otherworldly passion for great mobile entertainment, and we're most happy using our extensive know-how to help talented game creators reach the next level as part of our fleet.

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Bid Wars

Discover forgotten treasures in old storage units and outbid fierce competitors in thrilling auctions! Use your instincts and strategy to bid right on the prize and pass on the trash, just like in the classic storage auction and pawn shop TV shows!

Genre: Auction simulation

Platforms: Android, iOS Game

Game release date: 05/2021

Website:

www.spacesheepgames.com/en/jogos/bid-wars

www.facebook.com/BidWarsGame

www.instagram.com/bidwarsofficial



CAFUNDO CREATIVE STUDIO

www.cafundo.tv | www.tetragongame.com

Cafundo is ALL IN into technology + animation.

Our newest baby - Tetragon - is a game molded by our vision to entertain and conquer the world with a high standard art style, unique and engaging gameplay and a fantastic background story.

Leonardo | Executive Producer

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www.facebook.com/cafundoestudio



Tetragon

Tetragon is a 2D puzzle game set in a square-shaped world whose walls can suddenly change position, rearranging the game's gravity force.

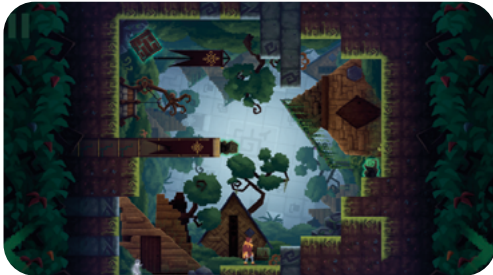
Genre: Puzzle, strategy, casual.

Platform: PC, Android, iOS, Ps4, Xbox One, Nintendo Switch.

Game release date: October 10, 2020

www.facebook.com/tetragon.game

www.instagram.com/tetragongame





Our core business is to provide outsourcing development services in Unity, Cocos2d-x and native mobile development (Android Java/Objective-C/Swift). We also have our own products and IPs, such as Neon Noir and Mr. Joboto.

We have worked on several projects for companies from Brazil, United States and the UK. Some of our clients and partners are Budweiser, Evernever, Huawei, TIM, Mirriad, NBB, NBA and Mackenzie.

Our devs had more than 200 titles combined and have worked on companies such as Electronic Arts, Eidos Mobile and SK Telecom and games like Fifa, Tetris, Scrabble, Real Racing and Game Hero.

We are looking for:
Developers/publishers/partners who need an extra workforce (work for hire) in development and co-development for their games.

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Neon Noir

An accessible 3D high-octane shooter designed exclusively for mobile phones! Neon Noir aims to establish a new standard for action gameplay on mobile.

Genre: Casual, Shooter

Platform: Android, iOS

Game release date: 2018

www.play.google.com/store/apps/details?id=com.cavylabs.neonnoir&hl=pt_BR&gl=US



Make It Rain: The Love of Money (Client:

Evernever/Spacelnch)

Make It Rain: The Love of Money is a casual clicker game with more than 30 million installs, available to Android and iOS devices.

Our company works on new features of the client side of the game, providing services in Cocos2d-x.

Genre: Casula

Platform: Android, iOS

Game release date: 2014



COFFEEAUTS

www.coffeenauts.com

Coffeenauts is a game design studio founded in 2018 by former students of Latin America's pioneering first game development college. Based in São Paulo their goal is to create successful IPs and produce fun, high-quality entertainment products.

Founders Pedro and Fábio met in college in 2014 and have been creating games together ever since. In 2017, they started their final-term college project, which would eventually become Spacelines from the Far Out, their upcoming first commercial release.

Since then Coffeenauts has received multiple awards and nominations, including ""Most Promising IP"" and ""Best Casual Game"" at GCA 2019 and ""People's Choice"" at BIG Festival, a recognition which caught the eye of the Xbox team in 2019, becoming the studio's first business partner.

In 2020, the Coffeenauts team partnered up for the release of Spacelines with Skystone Games, a new publisher founded by game industry veterans David Brevik (Diablo) and Bill Wang (Perfect World).

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Spacelines from the Far Out

A 'roguelike-like' co-op management game about airlines in space, featuring unlockable spaceships, upgrades, characters and customizations, randomly-generated challenges, trips and itineraries, with a generous serving of 60s space-age flair and jazz!

Genres: Local/Online Co-op, Roguelite, Casual, Sci-fi, Retro

Platforms: PC, Mac, Xbox One, Linux

Game Release Date: May 2022

www.coffeenauts.com/playspacelines-preskit

www.coffeenauts.com/spacelines

www.facebook.com/PlaySpacelines

www.twitter.com/PlaySpacelines

www.instagram.com/playspacelines

www.discord.gg/playspacelines



DIORAMA DIGITAL

www.dioramadigital.com/web

Diorama is an external development company operating in Recife/Brazil since 2015, with 13+ years of industry background going from indies to AAA titles.

Our focus is on generating incredible experiences for the players and solutions right on time for our clients and partners.

Our studio provides a talented team where we combine experience and youth, and the result of this work are projects of great prominence in the global scenario, such as Battlefield 2042:Portal, Returnal, Arcadegeddon, Looney Tunes: World of Mayhem, Borderlands 3, Predator Hunting Grounds, Overwatch, Just Cause 4, Override Mech City Brawl, Project Wingman, among other amazing productions. We are also pleased to be partners with great companies such as Ripple Efect, Aquiris, Volta Studio, Ilfonic, Humble Games, Gearbox, Storm 8, and more.

We're looking for work-for-hire opportunities besides getting to know passionate developers and publishers who pursue high-quality and creative solutions within 3D, 2D, conceptual art, animation, development, co-development, and design.

Art External Development

Art Outsourcing

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DOUBLE DASH STUDIOS

www.doubledashstudios.com

Double Dash Studios is a company with big dreams. We believe that everyone deserves to get involved and feel connected with something that brings you good memories. Something to make you smile, relax. Something able to stir emotion and incite reflections.

Always looking for great partnerships and opportunities, we are currently co-producing a game based on the biggest animation series in Latin America: Jorel's Brother.

Working with many different partners every year has made us very experienced in managing different teams and projects. In our history we've provided services to large companies like Cartoon Network, creating games for franchises like Ben 10 and Tom & Jerry, in addition to creating our own IPs, such as Sky Racket, featured in Nintendo's Indie World Direct, and RAWR! Monster Mayor, our upcoming project. If you're looking to turn your dream into a game, or wish to help us fulfill ours, get in touch and let's talk!"

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www.discord.gg/doubledashstu



Jorel's Brother and the Most Important Game of the Galaxy

The most popular cartoon in Latin America, Jorel's Brother, is now a point & click adventure game filled with humor and creative thinking! Made in partnership with Copa Studio, creators of the show, it plays like an original episode, making it both fresh and familiar for players and fans!

Genres: Point & Click Adventure
Platforms: PC, Mac, Android, iOS
Game Release Date: TBA



Sky Racket

Fly through colorful planets and fight hordes of crazy creatures to save the galaxy! Armed with magical rackets, RacketBoy & RacketGirl swing, strike and deflect any attack enemies throw their way. Featured in Nintendo's Indie World, Sky Racket is an easy to pick-up game inspired by 16-bit arcades!

Genres: Shoot 'em up / Brick Breaker
Platforms: PC, Mac, Nintendo Switch
Game Release Date: 2019, 2020
www.skyracket.com



DRAGONROLL STUDIO

www.dragonroll.dev

Dragonroll Studio is a small gamedev team from São Paulo, Brazil created by three friends who joined forces to create cute yet subversive games. We've been making games since 2019 and decided to go for our first commercial game, Pivot of Hearts, in 2021.

Livia Maki Yoshikawa | Executive Producer
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 **Twitter**
www.twitter.com/dragonroll_dev

 **Discord**
www.discord.gg/4Yuxk5gQ25

 **Itch**
www.dragonrollstudio.itch.io



Pivot of Hearts

Pivot of Hearts is a visual novel about a love triangle that breaks free from normative expectations through healthy non-monogamy, honesty, and companionship. Its key feature is a simple yet narratively rich Tarot-inspired card mechanics.

Genres: Visual Novel

Platforms: PC, Mac, Linux

Game Release Date: 08/2023

Press Kit: www.dragonroll.dev/pivot-of-hearts/press-kit

Website: https: www.store.steampowered.com/app/1716820/Pivot_of_Hearts/



DRUID CREATIVE

www.druidcreative.gg

DRUID is an awarded-winning creative marketing agency based in São Paulo, Brazil.

We offer the following services in Brazil and Spanish Speaking Latin America:

- Advertising;
- Marketing;
- Public Relations;
- Influencer Campaigns;
- Social Media Management;
- Community Management;
- Production;
- Esports Strategies and TO;
- Media buying;
- Licensing;
- In-game Capture (we deliver that on a

Bernardo Mendes | Partner, Chief Gaming Officer

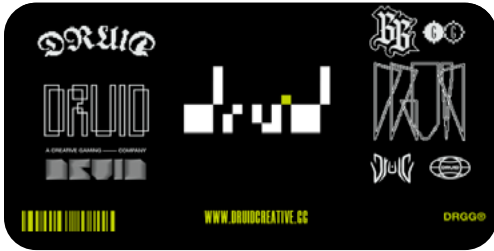
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- Advertising;
 - Marketing;
 - Public Relations;
 - Influencer Campaigns;
 - Social Media Management;
 - Community Management;
 - Production;
 - Esports Strategies and TO;
 - Media buying;
 - Licensing;
 - In-game Capture.
- DRUID is truly a full-service agency for the gaming ecosystem



DRUZINA CONTENT

www.druzinacontent.com.br/series-games

The award-winning company Druzina Content, based in Porto Alegre/Brazil, has over 15 years of experience in the audiovisual innovation and content production market. Druzina works exclusively with its own projects or in co-production, having its contents exhibit in more than 50 territories, on the most diverse platforms and channels, including Prime Video, Nickelodeon, Youku, Netflix, ZooMoo, GloboPlay, Canal Brasil, among many others. The company operates mainly in the areas of cinema, television, strong IP's, XR, games and everything that is fun and innovative. In its portfolio are dozens of titles in development, production and commercialization, in co-production with companies in Brazil and abroad. In addition, it constantly seeks new strategic partners, investors, distributors, publishers, platforms and channels with which it can join forces to put its content around the world.

In recognition of Druzina Content's performance in the foreign market the audiovisual company earned the ADVB/RS Export Award for three consecutive years (2020, 2021 and 2022) an unprecedented achievement for the creative economy sector and for the Brazilian audiovisual industry.



Silo

SILO takes place in a post-apocalyptic setting: a world destroyed by a major nuclear war that has devastated the planet. It is an Online PvP Tower Defense based on developing a strategy to defend the central point of your base.

Genre: Tower Defense

Platforms: Android, iOS

Game release date: 12/2020

Website: www.druzinacontent.com.br/silo

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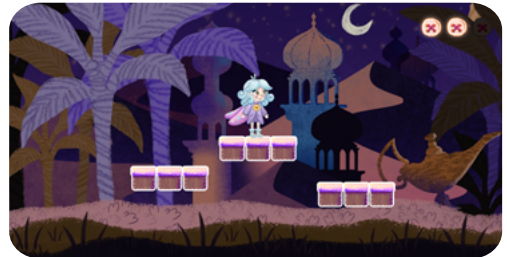
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Instagram
www.instagram.com/druzina_content



Winged

Winged is an adventure game where the player has to avoid obstacles, jump and fly to collect mini-books to unlock stages, access new maps and activate the library where he will progressively unlock classic books of world literature and gain new wings with more abilities.

Genre: Platform Game (side-scrolling, jumping, auto-runner)

Subgenre: Action & Adventure

Platforms: Android, iOS

Game release date: 02/2023

Website: www.druzinacontent.com.br/winged



DX GAMEWORKS

www.dxgameworks.com

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.

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www.twitter.com/DXGameworks

 **Youtube**
www.youtube.com/dxgameworks



Publishing Services

We'd like to publish, fund, or even co-develop your game. If you need help to finish or publish it, reach out to us!

What we need from you:

- Game Pitch Deck – tell us about the game and which services you need. If the game requires funding, show how you will spend it;
- Images, videos, and other materials that can help us understand your game - consider points such as story, gameplay, game style or anything that you feel it's important;
- A playable build. If you don't have it, send us a video (or at least a mockup).

Your Game, Our Dream.



Game Development Services

At DX Gameworks, we are proud to provide all kinds of services for your game! We are specialists in Porting, 3D Art, Concept Art and Game Development (Unreal Engine 4 / Unity / Custom).

Some of our clients are: Humble Games, Soedesco, Touched by Grace, Stray Fawn, Kokku, Starbreeze Studios, Gameolic and many others.

Engineering and Porting Services:

- Co-development
- Optimization
- Patches/Bug Fixes
- Porting to All Platforms



Dyxel is a digital game company created during 2020 in São Paulo, Brazil.

We represent small studios and independent gamedevs offering the following services:

1. Mentoring for the improvement of games and related products;
2. Communication and marketing consultancy, focusing on media relations, events and other strategic partnerships;
3. Advice on attracting advertisers and financing, acting as an intermediary in prospecting for brands, investing funds, licensing products and other related activities.

we have a great team formed by game experts, PhD professors, game artists, etc. We are connected to the social agenda, prioritizing customers involved with diversity, as we believe that this is fundamental to innovate in this area and very important to be accepted by players. We offer innovation, new perspectives, lower costs and reliable products.

At Gamescom 2022, we are representing our small studios and gamedevs to advertisers and potential investor funds. We are also offering our services to game companies looking to have a strong presence in Brazil and Latin America, focusing on impact, visibility and player acquisition.

Visit our website (dyxel.com.br) and let's talk!

Original Village

HIGH CONCEPT - Indigenous lands in Brazil are under constant attack. Indigenous use their ancestral knowledge and join the ecosystem of the biome they belong to to save the environment.

Much more than a game:

- Dissemination of indigenous culture;
- Saving ecosystems;
- Strengthening the value chain;
- Support of sustainable brand

ESG for a better world!

- A percentage of the revenue will be directed to indigenous people support and protection nongovernmental organizations.;
- Impact on nearly 1 million indigenous people in Brazil.

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Vicente Darde | Press Specialist

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 **Twitter**
www.twitter.com/DyxelGaming

 **Linktree**
www.linktr.ee/dyxel



Price: Free

Genre: Tower Defense

Aesthetic: 2D flat art

Platforms: Android, Web and PC

Levels: 24 different villages

Languages: PT-BR and EN

Camera view: Top-down



ELECTRIC MONKEYS

www.electricmonkeys.games

Electric Monkeys is an indie game studio located in São Paulo,

Brazil. Today the company is composed of 18 people. We are looking for partners, investors, and publishers interested in making awesome games possible.

Our games target mobile platforms, consoles, PC and VR. If you are interested please feel free to contact us. The company started in 2016 as Studica Solution and we were split in app development for clients and game development, today Electric Monkeys is focused solely on game development.

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Gravity Heroes

Gravity Heroes is a fast paced, chaotically beautiful 2D platform shooter. Take control of your character's gravitational pull with the gravity shifter mechanic and fight hordes of robotic enemies on the ground, walls, or ceiling.

Genres: Platform 2D, Shooter, Pixel Art

Platforms: PC, Ps4, Xbox One, Nintendo Switch

Game Release Date: 02/2021

www.pqube.co.uk/gravity-heroes/
www.electricmonkeys.games/jogos/gravity-heroes

www.facebook.com/GravityHeroesGame

www.twitter.com/gravity_heroes

www.instagram.com/gravity_heroes/



Gravitational

Gravitational is a Virtual Reality game with gravity-based puzzles where you play as Sebastian, a scientist capable of developing gravitational solutions.

Genres: Puzzle, VR

Platforms: PSVR, SteamVR, VIVEPORT

Game Release Date: 11/2021

<https://electricmonkeys.games/gravitacional-press-kit/>
<https://electricmonkeys.games/jogos/gravitacional/>

<https://www.facebook.com/GravitationalGame>



EPOPEIA GAMES

www.epopeiagames.com

Epopeia is a studio with 12+ years of experience. Specialized in PC and Consoles. We've produced 20+ games with partners and investors in Europe and Asia.

We are looking for investments for our game Gaucho and the Grassland and opportunities to release our games on new stores.

Ivan Sendin Silveira | CEO

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www.instagram.com/epopeiagames



Twitter

www.twitter.com/epopeiagames



Gaucho and the Grassland

Return to the land of your childhood, rebuilding your family's ranch with your friends Cusco and Alazão, experiencing adventures in this fantastic universe of gaucho culture.

Genres: Farming Sim, Simulator, Building, crafting

Platforms: PC, Mac, Ps4, Xbox One, Nintendo Switch

Game Release Date: 09/2023

Press Kit: www.epopeiagames.com/presskit/

Website: www.epopeiagames.com/games/gaucho-and-the-grassland/5/

www.facebook.com/gauchograssland
www.twitter.com/GauchoGrassland
www.instagram.com/gauchograssland/



Epura Games is a company that makes digital games with an eye for entertainment and knowledge based on experience. Come try it, and let's go together in this vibe.

We want to become relevant in the entertainment and knowledge segment, with our own identity. We are guided by principles and values that guide our actions:

- Through our businesses we want to open up new opportunities and markets with quality;
- Deliver more than what was ordered;
- Transparency in everything we do;
- Clarity and Objectivity;
- Respect for the Other;
- Professionalism and Hope.

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Shape Runner

In Shape Runner the player controls a geometric figure and needs to choose one of three tracks to go through, while collecting figures with different shapes and colors along the way. Try to keep your color and shape whatever it is or change it if necessary!

Genres: Hypercasual Runner

Platforms: Android & iOS (Mobile)

Game Release Date: 11/2021



Space Sniper

Space Sniper takes aliens out of fiction and into the palm of your hand, holding attention to recognize the target and hit the nail on the head, in exchange for interstellar rewards.

Genres: Hypercasual Puzzle

Platforms: Android, iOS (Mobile)
Game Release

Date: 09/2021



Minute Bomb

The Rob0t Republic needs you! Human terrorists have left bombs scattered all over Android City and you are the only one able to defuse them. Find the bomb in less than a minute or it's all gone! Use all your processing to solve the most complicated puzzles.



Kung Fu & Run

Live like a Kung Fu master! Dodge and annihilate deadly obstacles!



Founded in 2013, Fanatee is a mobile game studio with more than 250 million downloads worldwide. Our games are available in 11 different languages in more than 200 countries. With a big and engaged fan community, Fanatee's games have great reviews and are a global reference regarding Word and Trivia games, having more than 80,000 people actively exchanging experiences on a daily basis in our user groups. Fanatee's games provide not only a high level entertainment experience, but they also add culture and knowledge to our users. We are entertainment. We are knowledge. We are Fanatee.

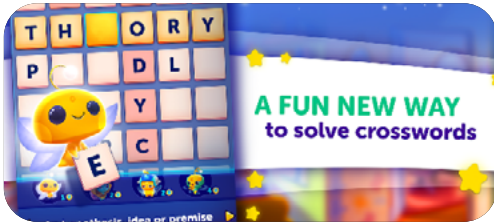
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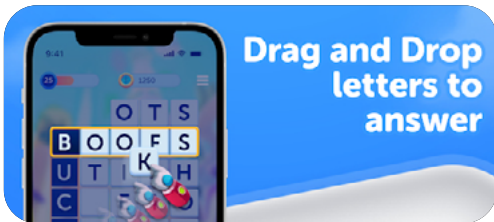
CodyCross

You'll help lovable alien explorer CodyCross learn all about Earth—and have a trivia-tastic word puzzle adventure in the process! Solve crossword puzzles to give CodyCross the ultimate tour of Earth!



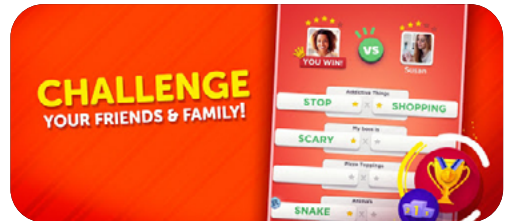
Word Lanes

Word Lanes combines the brain-teasing gameplay of classic word search puzzles with a relaxing and beautiful scenario. As you solve clues and swipe to reveal the words hiding in each puzzle, you won't just challenge yourself and exercise your brain — you'll also shed stress and soothe your spirit!



LunaCross

Traditional crosswords meet word jumbles in this fresh, fun, and inventive puzzle experience! Help Earth-loving alien LunaCross decipher clever clues, learn entertaining trivia, and unscramble more than 1000 encoded crossword puzzles!



Stop

One letter. Five categories. 60 seconds. Infinite chances to become a TRIVIA quiz legend... or at least laugh and have fun with your friends!



Fira Soft is a Game and App Development Studio with extensive experience in developing highly customized experiences on demand. With the experience and resources we obtain from our contract work, we develop our own games, like Move-it! The Game of Charades and Kriophobia.

Fira Soft was born in 2011, inside a technological incubator from University of Brasília. With the objective to generate innovation, entertainment and cutting-edge technology, while focusing on educational games.

We had the opportunity to develop Advergames for major companies and public sector in Brazil, such as the Public Prosecutor's Office National Council. Since then, we've met the demands of several companies and clients, we've developed awarded serious games and apps, Augmented Reality games and Virtual Reality medical applications, all carefully planned according to our clients needs.

Now, Fira Soft qualifies to reach new heights, aiming to also be one of the most important developer of authorial games. From the experience and revenue gained from developing games for hire, we are currently developing our most ambitious project, Kriophobia.

On-demand Co-Development and Full Development

Fira soft provides full third-party game development and on-demand game co-development. We have a work methodology that involves the client in the development process, providing access to documentation and space for feedback. Our team is multidisciplinary, enabling high-level productions from start to finish, or just specific parts, according to the client's needs.

We develop games for mobiles, computers and consoles. Our vast experience guarantees the delivery of unique and excellent games.

www.firasoft.carrd.co

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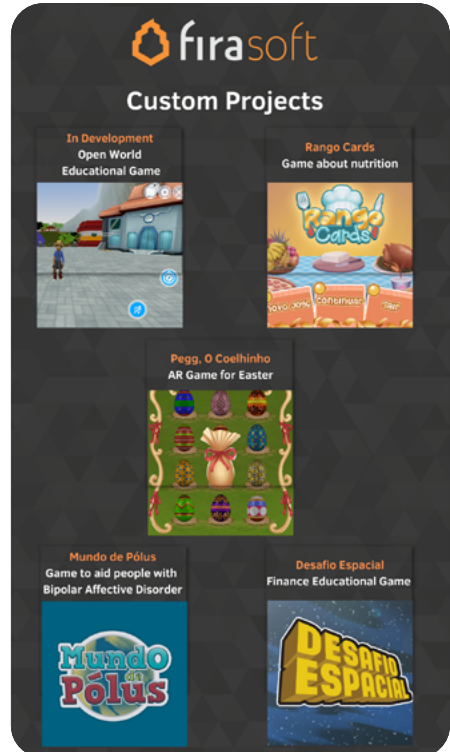
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www.youtube.com/c/FiraSoft





FIREGECKO

www.firegecko.studio

With offices in Brazil and the UK, FireGecko is a game development company that provides premium quality game art and development services.

Our team is a tight cluster of seasoned producers, game developers, game designers and artists that are always willing to go the extra mile to deliver incredible products.

Games are our way of life. Whether developing games from scratch, participating in complex game projects, or gamification processes, we take pride and joy in creating unique and aesthetically pleasing games.

We are now focused on releasing our first wholly-owned IP game - Space Mavericks.

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Yuri Furuushi | Director

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www.instagram.com/spacemavericks

 **Twitter**
www.twitter.com/Space_Mavericks

 **Discord**
www.discord.gg/vbCwTQBztA



Space Mavericks

Space Mavericks is a real-time multiplayer game that recreates the classic artillery style of aiming and shooting by adjusting the angle and power.

Choose from several commanders with unique special abilities and join competitive battlespace arenas.

Genres: Artillery, MOBA, Multiplayer, Shooter

Platforms: PC, Mac, Android, iOS

Game Release Date: 02/2023

www.space-mavericks.com

www.facebook.com/SpaceMavericks

www.twitter.com/Space_Mavericks

www.instagram.com/spacemavericks

www.discord.gg/vbCwTQBztA



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.

Stivenson de Moraes Valerio | Head of Operations

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www.twitter.com/_fluxgames

 **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.



We are the largest developer and publisher of classic mobile games in Brazil. Owners of the Jogatina brand, we have a vast portfolio of casual games developed for Android and iOS, such as Buraco, Domino, Mahjong, as well as games created for other platforms, and the websites jogatina.com and thesocialpoker.com

Our mission is to build fun through simplicity. Our purpose is to entertain and release the essentials in everyone who plays our games and in our collaborators, respecting them equally, regardless of their class, score, team, or special powers.

Founded in 2006, headquartered in Rio de Janeiro, Gazeus Games today has a team made up of the best and most passionate people, working in a relaxed and learning environment to bring a quality experience to millions of players worldwide.

Dario Souza | CEO

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Instagram

www.instagram.com/gazeusgames/



Blog

blog.gazeus.com



Dominoes Battle

Dominoes Battle is a new version of the classic board game also called by Dominos, Domino, Bones or Dominó!

Genres: Boardgame, Classic Game

Platforms: Android, iOS, Facebook

Gaming Game Release Date: 02/2017

<https://play.google.com/store/apps/details?id=com.gazeus.dominoes.battle.board.game&hl=en&gl=US>

<http://www.instagram.com/dominoesbattle/>



GIXER ENTERTAINMENT

www.gixer.com.br

Creators of TOY SPORTS and CHANGERS 7, Gixer Entertainment is a Game Development, Animated Feature Films, Comics, and Licensing (B2B/B2C) company focused on creating the best intellectual properties for young adults and families.

Operating since 2008 in the B2B industry, our team of specialists (currently 35 employees) help customers to develop complete games and solutions for all platforms, including award-winning titles like Inscryption (Devolver Digital), Dodgeball Academia (Humble Games), Skydome (Kinship), No Heroes Here (Chorus Worldwide), and Black Box Map Maker (Fantastic Art Studios).

From 2020 onwards our focus shifted to intellectual property creation (B2C) with Toy Sports, Changers 7, and others to be announced. Our goal is to create characters that are part of players' lives so that they will be remembered fondly for generations, and make people smile along with their friends and loved ones.

We inspire our B2B clients, and now our customers around the world, with professionalism and new ideas, and it is our goal to expand the number of people who have access to the worlds, games, stories and characters created by Gixer Entertainment.

Juno Cecilio | CEO

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www.instagram.com/gixergames

 **MobyGames**
www.mobygames.com/company/gixer-games



Changers 7

The legendary Changers 7 heroes must fight a new threat that changes the citizens of Sunny Point into terrifying beings! But as they investigate, they suspect that someone from their own group may be behind it all.

Genres: Beat' em Up, Action, Arcade

Platforms: PC, Mac, Ps4, Xbox One, Nintendo Switch

Game Release Date: TBA



GLITCH FACTORY

www.theglitchfactory.com.br

Glitch Factory is an indie game studio based in Brasília, Brasil. Our portfolio features award-winning projects. We work with our own IPs, coproductions, outsourcing and advergames.

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www.instagram.com/glitchfty

 **Discord**
www.discord.gg/qFkFhH



No Place for Bravery

Thorn, an old and ambitious warrior, roams a vicious war-torn world in search of his lost daughter. Survive rampant and violent battles in this 2D top-down action RPG, and discover the bone-chilling tale behind Thorn's odyssey.

Genre: Action RPG

Platforms: PC, Nintendo Switch

Game release date: Q3 2022

Press Kit:

<https://drive.google.com/drive/folders/13IWZFY-dVVIJphR4zUCkV2wzubqVbCkqk?usp=sharing>

Website:

www.noplaceforbravery.com

www.facebook.com/gaming/glitchfactorygames



HAMMERFIST

www.beavergames.com.br

Indie team focused in great games.

Alessandro Carlos Martinello | Lead

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TUBELIVE

A streamer simulator focused on the life of a young youtuber trying to make it big.

Genres: ACTION FPS ROGUE LITE

Platforms: PC, Ps4, Xbox One, Nintendo Switch

Game Release Date: 12/04/2020

Website: www.store.steampowered.com/agecheck/app/657510/



HERMIT CRAB GAME STUDIO

www.hermitcrabstudio.com

We believe that games can help the world to become a better place by delivering positive messages.

Based in Brazil and with business offices in France, we are skilled in producing, developing and publishing mobile games to promote an impact on the players' lives.

Since 2016, we have built a highly experienced team with over 10 years of expertise in the game industry, and great know-how on game distribution and brand licensing.

Our ambition is to create and publish high quality games in a global way, providing remarkable experiences to different players around the world.

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+33609376157

Guilherme Gonçalves | CCO

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+55 51 98201 8951

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 **Instagram**
www.instagram.com/hermitcrabstudio/

 **Twitter**
www.twitter.com/hcrabstudio



PSG Football Freestyle

Show your freestyle soccer skills to the world doing incredible tricks and juggles alongside Paris Saint-Germain stars like Cavani, Mbappé and Neymar in this ****OFFICIAL PSG GAME**!**

CHECK SOME OF THE NEAT FEATURES:

-Play as PSG stars in 400+ unique challenges! Collect stars to unlock new PSG Stars and their chapters! - Choose your own path to stardom traveling to multiple locations around the world!

A free, essential game for all sport fans. Get on the field with Paris Saint-Germain!

Awards and Recognition

-Winner as best Game BIG Brands - BIG Festival 2018 -Nominated to Indie Prize London Finalist 201

Genres: Sports / Casual / Action

Platform: Mobile

Press Release: www.docs.google.com/document/d/1NgaacLVfgQz2nqMnKqJKnh5FTcstyTe_neTm_x9JMQA/



Manchester City Freestyle Academy

Train and play with Manchester City stars to become the best freestyle academy manager in this **OFFICIAL MANCHESTER CITY MOBILE GAME**

Buy and evolve your equipments to create a better environment for training at the Academy! Unlock and train the athletes from men's and women's team!

Compete at Leagues in the Etihad Stadium! Attend events and earn bonus on trainings and exhibitions!

Unlock 2021 Man. City Gears and customize each of your Citizens players!

Genres: Sports, Casual

Press Release: https://docs.google.com/document/d/1kbwrk8_7YW6LlfQQQuoVZIOpX0auw3nUOm3OZvT0qB0c/edit?usp=sharing



HOPLON is a game developer, specialized in multiplayer/free-to-play games for PC and Consoles since its foundation in 2004. In 2021, Hoplon created new department focused on mobile platforms that is currently looking for publishers interested in awesome mobile games.

Rodrigo Campos | CEO

rodrigo.campos@hoplon.com
+55 48 99944 9100

 **Facebook**
www.facebook.com/hoplongames

 **LinkedIn**
www.linkedin.com/company/hoplon-infotainment

 **Twitter**
www.twitter.com/hoplongames



Heavy Metal Machines

Heavy Metal Machines is a one of a kind Free-to-Play Multiplayer Vehicular Combat game where players engage in 4v4 intense battles, controlling lethal vehicles in post-apocalyptic arenas.

Genre: MOBA, Vehicular Combat Game, Free-to-Play, Multiplayer, Crossplay

Platform: PC, Ps4, Xbox One, PS5, Xbox Series X | S

Game release date: PC release: 09/2018;
PS 4 (compatible with PS5) and Xbox One (compatible with Xbox Series X | S): 02/2021

Website:

www.heavymetalmachines.com/site

www.facebook.com/HeavyMetalMachines

www.twitter.com/PlayHMM

www.instagram.com/officialhmm

www.discord.gg/heavymetalmachines

PressKit:

[https://drive.google.com/drive/](https://drive.google.com/drive/folders/1doXVjOE_xoksqYHBjz3diXR4CuZZ-XKd)

[folders/1doXVjOE_xoksqYHBjz3diXR4CuZZ-XKd](https://drive.google.com/drive/folders/1doXVjOE_xoksqYHBjz3diXR4CuZZ-XKd)





HYPER DIVE GAME STUDIO

www.hyperdivestudio.com

Hyper Dive is a small studio in southern Brazil, passionate about developing games since 2016. In the last 3 years we've been focusing on the mobile market, where we've reached over 100MM downloads worldwide with our hypercasual games. We're currently expanding our team and preparing to dive deeper into more ambitious projects.

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Gabriel Machado Figueiredo | Partner/Developer

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www.linkedin.com/company/hyper-dive

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www.instagram.com/hyperdivestudio



Paper's Grade, Please!

How smart do you think you are? Hopefully you have enough brain power to grade the answers from your students! Kids say the funniest things and it is up to you to catch what is right and what is wrong.

Genres: Hypercasual
Platform: Android, iOS
Press Release: 10/2020

https://play.google.com/store/apps/details?id=com.hyperdivestudio.papersgradeplease&hl=pt_BR&gl=US



Wolftrucker - Come To the Road

Wild as a wolf, heavy as a truck; Hit the road with Wolf Trucker Rock'n'Roll in its game-clip of the song that gives the name to the album Come To The Road!

Genres: Music
Platform: Android
Press Release: 03/2019

https://play.google.com/store/apps/details?id=com.hyperdivestudio.wolftrucker_come_to_the_road&hl=pt_BR&gl=US



ILEX GAMES

www.ilex.games

Ilex Games is an indie studio based near Sao Paulo, Brazil. We started developing games in 2003. In that time, we have worked on more than 250 serious games, mainly for education, as work for hire, and we have created 8 original IPs for entertainment games. We focus on creating deep narrative games with psychological and/or esoteric themes. Our team is experienced on creating both PC and mobile games.

Three of our games are available on Steam:

- Soul Gambler (2014) - an interactive graphic novel inspired by Goethe's Faust; a tragic play written in the 19th century. This is a contemporary and engaging adaptation of the masterpiece.
- Face It: A game to fight your inner demons (2017) - Carefully crafted puzzles in a challenging 3D platformer take the player on a surrealistic journey through a maze of feelings. are monsters and traps, while brighter concepts are the powers you need to beat the levels.



Tower of Samsara: Hidden Treasures

Summon the forces of the Sun to face tough enemies in this hard 2D cinematic platformer.

In this dark fantasy space opera, a long dead Plutonium is resurrected by the primordial light of the Sun that's seeking for a champion to avoid its impending doom.

Genres: Cinematic Platform, 2D Action platformer

Platforms: PC, Mac, Xbox One, Linux

Game Release Date: TBA

Press Kit: <https://drive.google.com/drive/s/1qjCH43SDUCVwskjbe7ZhgynRPWXDCoZx?usp=sharing>

Website: <https://towerofsamsara.com>

www.twitter.com/TowerOfSamsara

www.instagram.com/towerofsamsara/

www.discord.gg/Cqdb3Rx

- Lux Ex: Legacy (2022) - Shoot'em up bullet hell abstract game where you are trying to recover data from your soul while avoiding virus and glitches affecting the simulation.

Five of them are under production. Stay tuned!


Marcelo Rigon | CEO

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www.linkedin.com/company/ilex-games

 **Instagram**
www.instagram.com/ilexgames

 **Twitter**
www.twitter.com/TowerOfSamsara



PoN! A Ilha dos Tatus

PoN! - A Ilha dos Tatus is a mobile game, funded by EUNIC global and developed by Ilex Games. This is an coop-Royale action game for 13+ teens about environmental changes and activism. In this game you are an armadillo fighting robotized armadillos that are destroying the environment.

Genres: Action, Casual, Multiplayer

Platforms: Android, iOS

Game Release Date: 08/2022

Press Kit: [www.drive.google.com/drive/folders/1W4nEscd2N3nNtzae0D7Ef-34nXK_FPs?usp=sharing](https://drive.google.com/drive/folders/1W4nEscd2N3nNtzae0D7Ef-34nXK_FPs?usp=sharing)

Website: www.jogopon.com.br

www.facebook.com/jogopon

www.twitter.com/jogopon

www.instagram.com/jogo.pon/



Indie Hero is a company that represents game studios seeking business opportunities, investment, outsourcing and publishing.

We believe that by giving voice and power to the 100+ game creators in our base, we are standing shoulder to shoulder with the future of the world's largest source of entertainment.

Indie Hero seeks to facilitate the path of indie studios by assuming the mission of making possible the dream of accomplishing games financial sustainability.

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Juliana Brito | CEO

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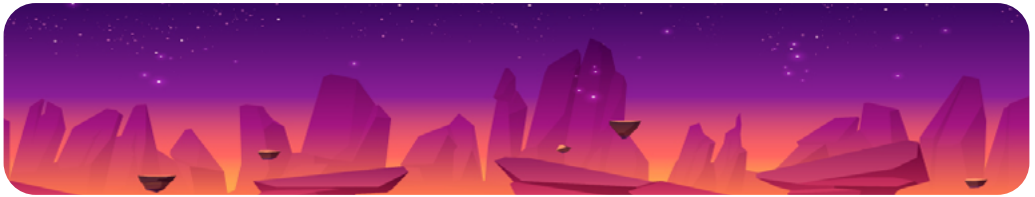
Instagram

www.instagram.com/indiehero.io



Youtube

www.youtube.com/channel/UCfuzr-l-ctyzyKAopApNRQ



Game Business Hub

For Agencies and Brands:

Indie Hero's service structure centralizes all necessary solutions for your business. Our specialized team will seek opportunities for strategic partnerships and the ideal team for the production of your project.

For Game Studios:

We build an optimization framework, where we work together with your team to make the most of the professionals on your team. During the process, the studio is paid per hour of job implementation and can also train new developers in real market cases.

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

Indie Hero fundraising process

The Indie Hero fundraising process initially consists of mapping all game development studios and classifying them by maturity cycle anywhere in the world.

Then, a selection of studios capable of delivering quality projects is carried out, where each one is categorized by sectors and receives a score referring to the sum of these characteristics. This process allows us to make segmentations based on investment thesis

We have built a structured process of technical risk management analysis, which allows you to maximize the chance of investment through all the historical success factors in a single report in the gaming market.

<https://www.indiehero.io/en/investir>



IZIPLAY GAME STUDIO

www.izyplay.com

Izyplay is a 11 years old game studio, located in Brazil, and composed of more than 30 professionals.

Currently, our games totalized more than 20 Mi Downloads. We use our expertise in Hyper and Hybrid casual to create games for all platforms, using different business models, like Ads, IAP and even Premium.

Everton Vieira | CEO

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+55 53 98129-3753

 **Facebook**
www.facebook.com/izyplay/

 **LinkedIn**
<https://www.linkedin.com/company/3614877>

 **Instagram**
www.instagram.com/izyplaygame/



Junk Norris' Impossible Challenges

Junk Norris, the supreme entity in the universe, was a little bored. After all, there are no challenges or enemies capable of entertaining you. To solve this problem, Chuq shaped an entire mountain with punches and created the TOWER OF IMPOSSIBLE CHALLENGES!

Genres: Action Puzzle Mini Games

Platforms: Android, iOS

Game Release Date: 03/2016

Website: <https://izyplay.com.br/desafios-imposs%C3%ADveis-chuq-ciia>



Defuse The Bomb 3D

12 Mi Downloads!

The countdown has started - Can you Deactivate the Bomb in time and guarantee victory? In this thrilling game, victory is only in your hands. One wrong move and BOOM! Test your agility, memory, and nerves to follow all instructions and defuse the bomb.

Genres: Action Puzzle

Platforms: Android, iOS, Web Browser

Game Release Date: 03/2020

Website: <https://izyplay.com.br/defuse-the-bomb>



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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www.instagram.com/kokkugames

 **Twitter**
www.twitter.com/kokkugames

 **Website**
www.artstation.com/kokku



Co-Development

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



KREATIVITAS STUDIO

www.kreativitasstudio.com

Kreativitas is a Brazilian hypercasual and casual game studio. We are creative, dedicated and passionate about what we do. Currently prototyping 3 quality hypercasuals games per month. Our team consist of qualified people and in constant process of evolution. Life is too short to be bored, so our mission is about fun and entertainment. Let's do this!

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Guga Zagonel | CBO

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<https://www.linkedin.com/in/kreativitas-studio-64092b219>

 **Instagram**
www.instagram.com/kreativitas.studio

 **TikTok**
www.tiktok.com/kreativitas.studio



Super Monster Run

Collect and unlock awesome monsters. Evolve them to face your adversary's monsters in the final battle.

Grab lots of treasures and upgrade abilities to make your monsters stronger. Can you get them all?

Genres: Mobile Hypercasual

Platforms: Android

Game Release Date: SOFT LAUNCH ONLY - JUNE 2022



Flick Soccer

An action Button Soccer packed game with simultaneous turns and heroes super powers. Unlock new characters and evolve them, pick your favorite roster and defeat your adversary. (early production)

Genres: Casual

Platforms: Android, iOS

Game Release Date: 03/2023



LUSKI GAME STUDIO

www.luskigamestudio.com

Luski is a Brazilian indie game studio that focus on developing 3D games for PC and consoles. With a qualified team, a high level of production and a focus on making a difference we create innovative games that impact players, whether through their mechanics, their art or their message, creating means to meaningful memories.

We founded Luski while still at university, when six friends came together with the goal of making games that engage audiences in a positive way and to create an even closer community for the future small indie studios that started from scratch like us.

Camila Bothona | Head of Business

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Facebook

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www.linkedin.com/company/luskigamestudio



Instagram

www.instagram.com/luski_gamestudio/



Twitter

<https://twitter.com/LuskiGameStudio>



Youtube

www.youtube.com/channel/UCqu05kPBek_6Ty9L5eOoA



Space Chefs

Space Chefs is an asymmetrical co-op multiplayer cooking game for up to 4 players where they must use constant communication and team decision making to deliver orders to hungry aliens while keeping a space restaurant running. Currently in early development!

Genres: Multiplayer Co-op, Party Game, Cooking game

Platforms: PC

Game Release Date: 03/2023



Loud Noises is a "gang" of game makers based in São Paulo (Brazil). Since 2013 we got a reputation from our different projects, working on videogames, board games, escape rooms and events.. Currently, we are developing the following PC and console games:

- Silkcity is a fashion adventure game of exploration, creativity and crafting. You play as Lāna, a special seamstress who needs to explore the wilderness of Silkcity to collect magic materials and tools to create garments with special features to the Silkcitizens.

- XaxadoWare, our WarioWare-esque game using sertão and Cordel literature themes.

- GAEMS: Last Day of Vacation, a kid vacation simulator sandbox RPG and anthology of minigames.

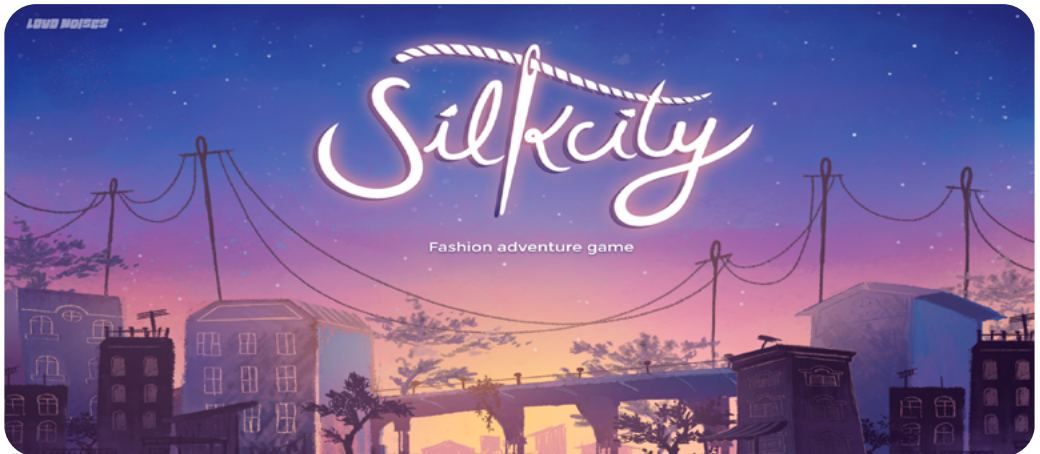
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Ligia Duque | Creative Director

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 **Twitter**
www.twitter.com/madmimic



Silkcity

Silkcity is a fashion adventure game of exploration, creativity and crafting. You play as Lāna, a special seamstress who needs to explore the wilderness of Silkcity to collect magic materials and tools to create garments with special features to the Silkcitizens.

Genres: crafting game, cozy game, wholesome game, exploration game

Platforms: PC

Game Release Date: July 2023



MAD MIMIC
www.madmimic.com

Mad Mimic is an awarded Indie Game Developer based in Sao Paulo, Brazil. In 2017, we successfully launched No Heroes Here across multiple platforms. We are also the studio behind Monica e a Guarda dos Coelhoos (2018), a coop game featuring one of the biggest intellectual properties from Brazil, and Dandy Ace (2021), a roguelite game successfully released on Steam, Xbox One, Xbox Game Pass, PlayStation 4/5 and Nintendo Switch. Currently we're working on ""Mark of the Deep"", an action and adventure game with metroidvania and souls-like elements.

Coming from a variety of backgrounds, the people on our team have in common both their love for video games as well as having a strong commitment to developing games for both PC and consoles.

Luis Fernando Tashiro | CEO

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Bruno Andrade Carneiro Almeida | Marketing & Social Media

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 **Twitter**
www.twitter.com/madmimic

 **Discord**
www.discord.gg/97FbJhVEh7



Mark of the Deep

Mark of the Deep is a story-rich action adventure game where the player controls Marcus "Rookie" Ramsey, a rookie pirate, exploring the mysteries of a cursed island in order to find the lost pirate crew, lift the island's curse and leave.

Genres: tory-rich, Action Adventure, Fantasy, Metroidvania-like, Souls-lite

Platforms: PC, Ps4, Xbox One, Nintendo Switch, PS5 and Xbox series X/S

Game Release Date: Q1 2024



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.

Eduardo Saffer Medvedovski | Senior Business Development

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 **LinkedIn**
<https://www.linkedin.com/company/mainleaf/>

 **Instagram**
https://www.instagram.com/main_leaf



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.



MANIBLOX BY MANIFESTO GAMES

www.maniblox.com


Maniblox is a spin-off from Manifesto Games focused on metaverse experiences, especially on Roblox.

Our team of experts in game development and live operations for mobile platforms worked with major players in the industry such as Ubisoft, Bandai Namco, Zynga, Disney and SeaWorld. Now we're bringing our expertise to Roblox, looking for co-production partners and brands that want to explore this growing platform!

Erica Ferrer | Business Developer

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 **Linktr.ee**
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 **Twitter**
<https://twitter.com/manibl0x>

 **Instagram**
<https://www.instagram.com/maniblox>

 **Discord**
www.discord.com/invite/HFK5ApkT9b



Haunted Town Simulator

Catch Ghosts with your friends and become the best buster in town! Still on Alpha stage, the game already reached +115k visits, with 2.2 sessions/user and 8:10 minutes of session time.

Genres: Roblox, Idle, Simulator

Platform: Roblox

Game Release Date: 07/2022

www.roblox.com/games/7277019781/Alpha-Ghost-Simulator-Traps



Roblox Co-Development and Live Operations

We're open to discuss co-development and live operations for Roblox titles. We're also happy to help brands and kids IPs who wish to explore new revenue streams within Roblox.



MAQNA INTERACTIVE

www.maqna.com.br/en

Maqna is a 10 years old Brazilian game development studio based in Florianópolis, Santa Catarina, Brazil.

The company has developed many games with Unity 3D and published on the main mobile platforms.

We have a game for PC and Xbox One available on early access on the Steam platform and developed with Unreal 4.

The company has more than 13 games on the portfolio and many more developed for our clients. Maqna has started to develop and test hypercasual games since 2020.

Now we are developing our own multiplatform IP aside our other projects.

Fernando Sá de Souza | CEO

fernando@maqna.com.br



LinkedIn

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Twitter

www.twitter.com/MaqaInt



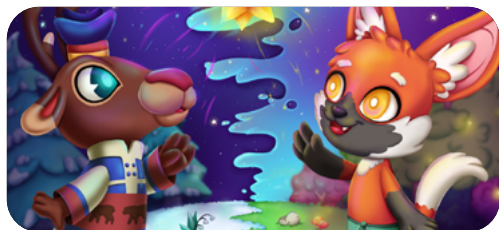
Instagram

www.instagram.com/maqna_interactive



Youtube

www.youtube.com/MaqaInteractive



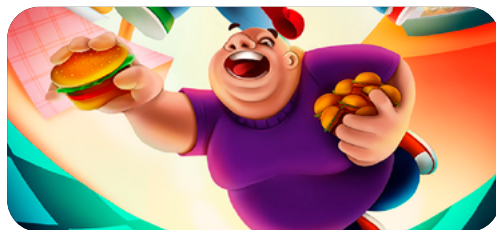
Ukko & Guará: Stellarbound

Ukko is a Finish reindeer and Guará is a manned-wolf from Brazil. One day, a shooting star enters Earth's atmosphere and breaks in two parts. One part falling in Finland, close to Ukko. The other part falling in Brazil, next to Guará. From that point on, the life of both changed completely.

Genre: Puzzle

Platform: PC

Game Release Date: 09/2022



Fat Eaters Challenge

The challenge is running! Join the competitors in a fast paced food eating challenge.

Fat Eaters Challenge is a hypercasual game developed for Android and iOS. It has a series of themed levels based on the areas of a mall.

Genre: Hypercasual

Platform: Android

Game Release Date: 03/2022



MEGAJOGOS

www.megajogos.com.br

We are the developers of the first online Canasta game! Founded in 2002, MegaJogos is a leading company in the online cards and board games segment.

With more than 30 games in one single app and more than 500,000 daily active users, we are present on iOS, Android and PC, for players who speak English, Spanish, Portuguese, Italian and French.

Come have fun and challenge yourself with our classic games!

Ricardo Fonseca | CEO

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Nayara Gonçalves | Marketing

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 **Instagram**
www.instagram.com/megajogos



Megajogos: Cards and Board Games

Come play Canasta, Dominoes, Chess, Checkers, Ludo, Buraco, Truco, Cacheta, Poker and many other classic games with us. Available on Android, iOS or PC, we offer you more than 30 classic games in one single app. Play for free!

Genres: Cards, Tablatoop, Casual, Classic

Platforms: PC, Mac, Android, iOS, Linux

Game Release Date: 2002 (constantly updated)





Game developments for education from elementary to high school and university. Gamification processes for training and recycling.

Egmar Felipe da Silva | Diretor
contato@mimagames.com.br
+55 12 99221-5164



Educational Games

Games aimed at the development and knowledge of children from pre-primary to high school. Always applying the quality and content of each subject to the respective game modes.

Genres: Adventure, research and curiosity

Platforms: PC, Android

Game Release Date: 12/2022



MINIGUM GAMES

www.playsharpshop.com

We are a indie studio from Brazil focused on developing great experiences for multiplayer games.

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Igor Staub | Game Designer

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 **LinkedIn**
www.linkedin.com/company/minigum-games

 **Instagram**
www.instagram.com/minigumgames



Sharp Shop

Sharp Shop is a chaotic and fast-paced multiplayer party-game. It's the ultimate forge challenge where players will create blades from scratch.

They will work against the hostile environment, the hard nature of the steel, but most of all, against time.

Genres: Co-op Party Game

Platforms: PC, Ps4, Xbox One, Nintendo Switch

Game Release Date: JULY 2023



MONOMYTO STUDIO

www.monomyto.com

Monomyto is a mobile game studio that creates fun multiplayer experiences for everyone using web3 technologies.

We've redefined the player's journey, allowing them to be the protagonist in a world filled with digital assets players actually own.

Our games are powered by our community and creators, where everyone has fun and the most skilled can earn and keep their most prized assets: that is our vision.

Rafael Costa | CEO


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+55 67 99237-8737

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 **Twitter**
www.twitter.com/monomyto

 **Instagram**
www.instagram.com/monomyto



Gunstars

A mobile free-to-play battle royale with Play & Earn mechanics.

GUNSTARS is a very fun fast-paced third-person shooter battle royale.

An innovative gameplay that combines a fast learning curve with a high level of skill that an incredible Battle Royale deserves.

Genres: Battle-Royale, Shooter, Battle-Arena

Platforms: Android, iOS

Game Release Date: 06/30/2022

Press Kit: <https://drive.google.com/drive/folders/1ilfqHaN4L3LX21e9ckLuSdYIQ1taaa->

<https://gunstars.io/>

<https://www.facebook.com/gunstarsgame>

<https://twitter.com/gunstarsgame/>

<https://www.instagram.com/gunstarsgame/>

<https://discord.com/invite/98Nf8cQgun>



NUUVEM
www.nuuvem.com

The biggest gaming store in LATAM, Nuuvem was founded in 2012 with the goal of reducing piracy in Latin America and officially distributing previously inaccessible content in this fast-growing market. It quickly went above and beyond this target, and with a monthly reach of 20 million users and over 300 publishers on-boarded across PC, consoles and mobile, Nuuvem is now a leading player in selling, marketing and expanding the Latin American gaming market.

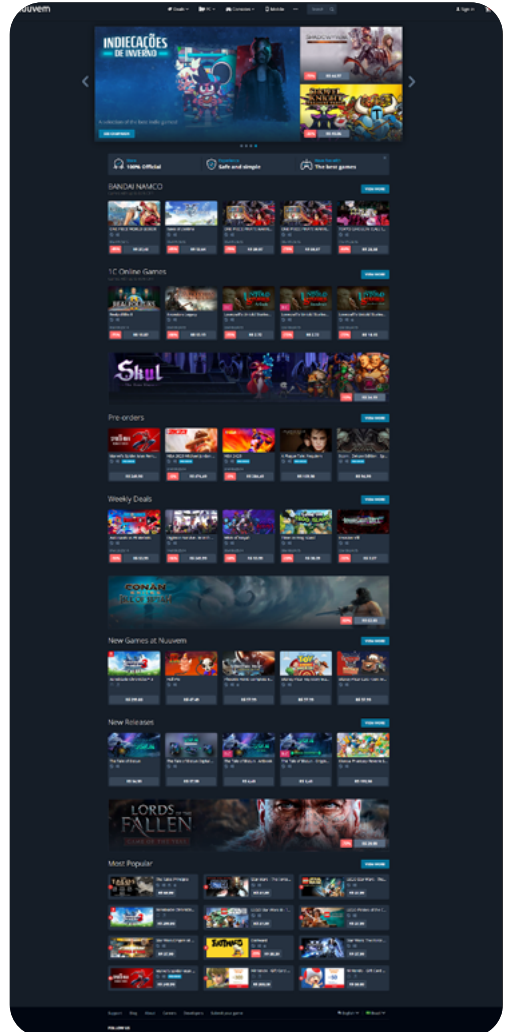
We are looking for publishers and developers who have high quality engaging games to bring to a wider Latin American audience, helping them as digital retail and distribution partners to grow a strong sustainable LATAM revenue stream, while also supporting their catalog long term.

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Thiago Diniz | Chief Operating Officer
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We provide a curated one-stop shop experience for digital games and products, across all platforms, in Latin America.



Founded in 2018, Opernhaus Game Studio focuses on original IPs, single player experience and excellence in quality. Building a new franchise through its upcoming title "Ivory Beast".

Deborah D'Antonio L B Almeida**Founder and CEO**

deborah@opernhausgamestudio.com

contact@opernhausgamestudio.com

+55 (11) 95462-3676

**Facebook**www.facebook.com/OpernhausGameStudio**LinkedIn**www.linkedin.com/company/35733565/admin**Twitter**www.twitter.com/opernhaus1**Game Ivory Beast (Working Title)**

Ivory Beast is a thriller bathed with drama, mystery and hope. Fill in the role of a newborn executioner in a land of forgotten hope, looking for a way to save the world as they know it. Become a legend or be devoured by the mist in this epic cinematic experience.

Genres: Action-adventure, Mystery, Hard/Mid-core, Story-driven, Branching Storyline, Singleplayer experience, Dark Fantasy, Third-person view

Platform: PC

Game Release Date: TBA





What is Pagsmile?

Pagsmile is an international payment facilitator who intend to help Latin America customers with the access to international products. This idea came after reflecting about the international payment process and the difficulties that may occur during this operation when users are trying to buy credits for games and digital services provided by international companies.

Marlon Tseng | Regional Manager
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Victoria Valentim | Marketing Manager
victoria@pagsmile.com

-  **LinkedIn**
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-  **Instagram**
www.instagram.com/pagsmile_



Pagsmile
Payment Gateway



PetitFabrik is an award-winning brazilian studio, producing technology and entertainment since 2007. In these 15 years active we've been developing games, animation and lots of audiovisual content. We've also worked in many innovative projects in partnership with companies such as Samsung, Nokia, Facebook and Microsoft.

We are a team of 27 talented, creative and passionate people, dedicated to create fantastic experiences.

Olimpio Neto | Partner and CEO

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Kukoos - Lost Pets

In Kukoos - Lost Pets the player has to rescue all the brainwashed pets dominated by a giant robot frog during their festival, they have to visit different worlds and meet unique and fun characters.

The Kukoos are beings that live on an island where there is a giant tree with magical doors to any possible worlds.

The game is a 3D platformer, with a fixed camera. It has classical features and tens of different mechanics focused on exploring player and pet collaboration. Many secrets and collectables make possible for more hardcore players to dig deep and replay it to collect it all. Players are invited to free all the pets, defeat all bosses, unlock and the trapped Kukoos and make the Kukoo Island a happy place once again.

Genre: Adventure.

Platform: PC (Steam), PS4, PS5, Xbox one, Xbox Series X.

Game Release Date: Q3 (terceiro trimestre)/2022.

Game website: www.kukooslostpets.com

www.facebook.com/KukoosLostPets

www.instagram.com/thekukoos



Pipa Studios is the leading social Bingo gaming company in South America and has been developing mobile games since 2012.

The portfolio of games is diverse, including best-seller Praia Bingo, as well as Bingo Bloon and our latest addition Bingo Rex.

Pipa was born out of a passion for games, and it is because of this that we believe in the power they have to create deep and meaningful connections between people, who today can create their own worlds and communities that inspire friendships and where everyone can shout ""BINGO"" together, because it's the best part of the day.

Pedro Moraes | CFO
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Daniel Xavier | CEO
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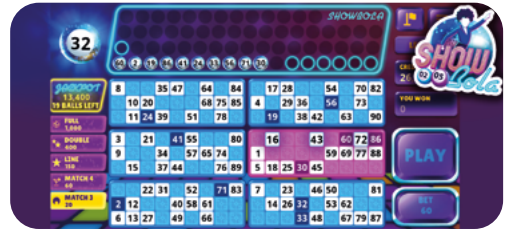


Bingo Rex

Feel the excitement of playing in the best Bingo machines at Bingo Rex! As well as winning lots of Bingos, you can take care of your new best friend, the adorable pup, Rex!

And earn rewards for your faithful companion in the Prize Walkies! 75 and 90 Ball Video Bingo Themed machines with automatic daubing and multiple cards.

Daily Missions with incredible prizes! A progressive Daily Bonus, play every day to earn more! Score lots of points to level up and unlock new games, increase your Daily Bonus and raise the stakes for bigger prizes!



FOLLOW BINGO REX!

Keep updated with all the latest Bingo Rex news on our fan page: www.facebook.com/BingoRex
The games are intended for an adult audience.

The games do not offer real money betting or opportunities to win real money or prizes. Social casino game practice or success does not imply future success in gambling with real money.



We're an entertainment STEM hub for kids. Our goal is to promote curiosity about STEM content in kids minds to make them better prepared for a technology future. Our first product is Milky Shaky LAB, a telescope simulator for space explorers to collect scientific stickers and play mini-games about Astronomy.

One of our consultants is Rosaly Lopes, senior research scientist for planetary science at JPL/ NASA. In 2021 we're incubated at SPcine Game Incubator; Joined at the Pre-Acceleration Program promoted by Samsung; and signed a contract with BEMOBI (publisher). Now, we are at a final-step for an early-stage Venture Capital Investment agreement.

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Discord
<https://discord.gg/Md6UCTdRW4>



Milky Shaky LAB

Milky Shaky LAB is a telescope simulator for space explorers to collect scientific stickers and play mini-games about Astronomy with our characters.

Genre: geolocation based, simulator, kids

Platform: Android

Game Release Date: 02/2023



Plot Kids is an eight-year-old studio focused on innovating storytelling by combining interactivity, narrative and relevant experiences in the best possible way.

We have an expertise on Kids' projects, but our services are not limited to kids-related projects.

Over these years, we have produced content in various formats: games, app, TV-Series and VOD animations and other projects.

We are looking for long-term partnerships to provide the international market with our services.

Our goal is to contribute to the entertainment industry with our expertise and to develop long-lasting and renowned projects.

Our projects have won numerous awards and achievements. Some of which are:

- Truth and Tales (Plot-owned IP): Best Children's Game 2019 at Pixel Show; Bronze Award at The Lusophone Awards of Creativity 2020; Best App at Comkids Interativo 2020; 3 BIG Festival 2021 nominations in the following categories: Best Game: Brazil, Best Mobile Game and Best Game for Kids.
- Monica Toy TV app was chosen by Google Play as one of 2016's Top 5 Best Family Apps
- Snow and Stella: 2014 Etoile du Jouet Prize (Interactive Toy of the Year) by the French Confederation)

Prototyping (UX/UI, Programming)

For companies that either want to validate their gameplay/feature concepts or want to improve an existing product.

- UX/UI: user experience flows, iconography, mood boards, art direction, interactive prototypes.

- Programming: test your gameplay and feature ideas with Unity 3D prototypes and fast iterations

Unity 3D Outsourcing

Unity 3D development and 2D animation for companies looking to increase their capacity.

Some service highlights:

- Feature Development: feature implementation. If needed, we also perform SDK integration, backend implementation and other related tasks.
- Optimization: improve your game performance, loading times, disk size and other issues that might disturb your players' engagement and retention.
- Spine 2D Animation: 2D animation using Spine for your Unity projects. If needed we can also provide implementation services for these animations.
- Full SKU Game Development: develop your entire game with our resources and capabilities.

Leonardo Guedes Bilck | CTO

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Luiza Guerreiro | CEO

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LinkedIn

www.linkedin.com/company/plot-kids



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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Daniela Rolim | Business Developer
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Vanessa Nery | Business Developer
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Rodrigo Branco | Business Developer
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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).



PUSH START

www.pushstart.com.br/studio

PushStart is a studio that creates and develops games, apps and multiplatform content. In the last 8 years, we have developed content for major companies like Disney, Discovery, Hasbro and Turner. We offer outsourcing (2D Art, UI/UX and Full Dev) with more than 100 projects delivered worldwide. And we are also looking for publishing our authorial new game GLITCHERS: Hack 'Em Up!

Vinicius Oppido | Co-founder & Director

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 **Facebook**
www.facebook.com/pushstartstudio

 **LinkedIn**
www.linkedin.com/company/push-start-studio

 **Website**
www.pushstart.studio



GLITCHERS - Hack 'Em Up

A girl gets trapped inside her favorite video game and along with her ex-avatar she must defeat the Penultimate Boss, an evil villain who has the power to cast bugs and change the game rules. To succeed and come back home, she will need allies, swords, hacks and also break some rules.

Genre: Beat 'Em Up

Platform: PC

Game Release Date: 2024

[@glitchers.game](https://twitter.com/glitchers.game)



Outsourcing

PushStart has 8 years of experience providing services (2D Art, UX/UI, FullDev) and producing games for major companies around the world.



QUBYTE INTERACTIVE

www.qubyteinteractive.com/site

QUByte is a Brazilian Game Developer and the largest Latin American Publisher on consoles. Our goal is to develop the industry through Porting and Publishing partnerships making games available to a broader audience on all major platforms, so they can realize their full potential.

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Breakers Collection

Breakers Collection features both of the original games (Breakers and Breakers Revenge) and a brand new content for the cult-classic among the fans of Fighting Games, that was released in 1996 for the Neogeo and Arcades.

Genres: Fighting, Action, Arcade, 2D Fighter, 1990's, Old School, Retro, Multiplayer

Platforms: PC, Ps4, Xbox One, Nintendo Switch

Game Release Date: Q3 2022

www.qubyteinteractive.com/games/breakers



Project Colonies: MARS 2120

Project Colonies: 2120 MARS is a 2.5D side-scrolling action-adventure video game, of the Metroidvania subgenre, in which players take control of Lt. Anna "Charlotte" Right, a member of an enhanced elite group of Space Marines, sent on a Mission to the first Human Colony on Mars.

Genres: Adventure, Action, RPG, Exploration, Fighting, Platformer, 3D Platformer, Indie, Combat, PvE, Character Customization, Singleplayer, Space

Platforms: PC, Ps4, Xbox One, Nintendo Switch

Game Release Date: Q4 2022

www.qubyteinteractive.com/games/2120MARS



RADIOATIVA GAME SOUNDS

www.radioativagamesounds.com

Audio production company with over 25 years in the audio production business doing games, commercials, radio, TV, film, music, web content, mobile content and podcasts.

Active in the games industry since 2010, we worked with original music, sound design, voice creation and audio implementation in projects like Pixel Ripped 1995, Looney Tunes World of Mayhem, Horizon Chase Turbo, Arsenal Football FreeStyle, Manchester City FreeStyle Academy, Mega Monster Party, Gaucho and the Grassland, Wonderbox The Adventure Maker, Ballistic Overkill, DemagneteVR and many others.

Radioativa also produces dubbing and localization into Brazilian Portuguese, LatAm Spanish and English, with more than 60 AAA titles published, such as The Last of Us, Uncharted, Beyond Two Souls, God of War, Warcraft 3, Demon's Souls, Outriders, Diablo 2, Ratchet & Clank and many others.

Marcelo Figueiredo | Partner-Director

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 **Instagram**
www.instagram.com/radioativagamesounds



Audio production and localization

Original music, original voice, sound design, audio implementation and localization into Brazilian Portuguese and LatAm Spanish



ROCKHEAD STUDIOS

www.rockheadgames.com

Rockhead Studios, the team behind the award-winning and globally acclaimed Starlit franchise, with the games Starlit Adventures, Starlit Archery Club, Starlit On Wheels and the newest Starlit Kart. This innovative and forward-thinking studio has helped drive the explosive growth of the Brazilian gaming industry.

Rockhead Studios already have Starlit Adventures, their main title, released in America and Europe in all consoles, but we are still looking for opportunities to explore the Asian market, on mobile and console.

Rodrigo Chips Scharnberg | Business Developer & Producer

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Instagram
www.instagram.com/starlitadventures



Starlit Adventures

Meet Bo and Kikki the Starlit keepers on Starlit Adventures! Play 64 amazing levels on Story mode! Infinite Tower, +144 challenges and incredible characters and the mighty Nuru!

Genre: Puzzle Platformer

Platform: Android, iOS, Ps4, Xbox One, Nintendo Switch

Game release date: 7/2020 (Switch/XBOX) - 4/2018 (PS4) - 5/2015 (iOS/Android)



Starlit Kart

The newest games of the Starlit Franchise, a thrilling kart racing game that you can play on your mobile. We are still on Soft Launch and under development to reach the consoles around Q1 2022. Another great opportunity to join the tens of millions of players and spectators of the Starlit Universe.

Genre: Kart Racing

Platform: Android, iOS (Soft Launch)

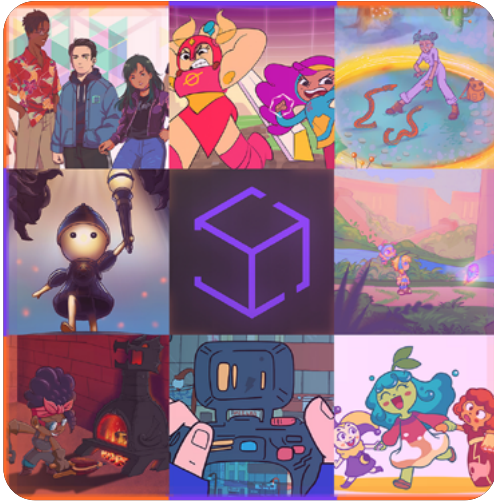
Game release date: 9/2021 (iOS/Android) and release date to consoles (Playstation & Xbox) on 4/2022



SAVEGAME | SPCINE GAME

www.spcine.com.br/spcine-game

The first game-exclusive incubator in Brazil, Spcine Game supported the development of 8 projects in 2021 with a call for another 5 projects in 2022. Through an infrastructure with training and mentoring support, the Spcine game incubator was created to increase the quality of the final products of the projects contemplated by Spcine Seed Money Public Fund. Each studio received a \$10,000 award to support the development of a prototype. In addition, the creation of networks of contacts and actions was sought to stimulate additional private investment, allowing for the realization of expanded versions and more designed actions of the products made with resources from the public fund.



Spcine Game #1 - 2021/2022

Glitchers: a free-rating action and comedy game of Beat 'em Up genre in 2D at a cybermedieval-style cartoon universe, with current technologies in a fantasy environment.

Sharp Shop: A online and local party game with the pressure and heat of the forge with a clan of blacksmiths in this fun co-op in search of the perfect blade!
Milky Shaky LAB: a mobile

Pedro Zambon | Incubator Manager

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 **Instagram**
www.instagram.com/spcinegame

cosmic gateway of astronomy for kids. Using geo-referenced data from Nasa and the smartphone accelerometer, the kids will run a space exploration, learn about astronomy facts and play mini-games.

Pivot of Hearts: a non-monogamous romance visual novel with card game mechanics built into it. It takes place in the city of São Paulo and tells the story of Wén Xiàn, a taiwanese-brazilian game developer who, after a long period of isolation, starts finding chances to open his heart again

Silkcity: A fashion adventure game with magical materials and a creative studio tool to explore your creativity

Lila's Tale: an art-rich 2D platform game in which the player controls Lila and her companion Flee inside a magical forest to rescue the mystical owls that were stolen by the Red Wings.

Lumen: a 2D puzzle game in which the player must explore São Paulo's downtown while illuminating the environment with the help of glyphs created with gesture recognition.

Camera Blitz: an open-world photography and parkour game. Take on the role of a penniless photographer who wants to buy better gear and pay for his trip to La Playa Grande.



SINERGIA STUDIOS

www.sinergiestudios.com

Synergia Studios is a Brazilian based company that aims to join knowledge and technology creating experiences and learning opportunities. As a company we believe that education, work, and fun can be joined in tools focused on human growth.

Via our digital products we strive to unite people with diverse purposes and needs. We have been developing games and apps since 2014.

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GoGame App

Currently we are working on GoGame, an innovative app that connects players from multiple platforms, allowing them to meet up according to their fields of interest, connect with other players, organize online matches, and have a good time with people with similar interests.

To do so the player just needs to register, list their favorite games and the app will suggest other players with similar interests. Furthermore, GoGame has a set of tools that help the user to create multiple player matches, helping in the process of scheduling matches and inviting players. With a database of thousands of games GoGame makes it incredibly easy to find other players and set matches or even championships in a simple, fast and practical way.

GoGa me: Uniting Players!

www.gogameapp.com.br
www.instagram.com/gogame_app
www.facebook.com/gaming/GoGameApp



SKYFOX - FOXONE

foxonegame.com

Skyfox delivers lightweight, highly optimized games that unleash the full power of your mobile device.

+10 millions downloads (organic) through 5 years, with strong branding: top name on the mid core military mobile niche around the world, featured in USA, Japan, Europe, Brazil, Mexico and Asia

Rafael da Silva Rangel Filho | Producer

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FoxOne Special Missions +
Jet airplane combat game

Genres: Action and Simulation

Platforms: Android, iOS

Game Release Date: 05/2022



FoxOne Special Missions is our flagship title, first released in 2015. The FoxOne series has 10 million+ combined downloads on various mobile platforms. Very popular with a 4.6 (out of 5) rating in US Google Play store. It's a 3D action air combat game, focused on the hardcore niche, which sets new standards in performance and efficiency. Several exclusive aircraft and mission types.



SMASH MOUNTAIN STUDIO

www.smashmountain.com

Smash Mountain's vision is to develop high quality cross-platform F2P games for the WEB 3.0 and its future evolutions. Our streamlined and meticulous approach towards every project is built on creativity, partnership and smashing challenges. We compete against ourselves and we fight to keep playing instead of fighting to win. Therefore, a cooperative and growth mindset is adopted to reach our objectives in this globalized world and to follow the infinite learning curve.

In Brazil we have a saying when we refer to doing the impossible; Brazilians say: "we will move mountains".

In our case, we say: "WHY MOVE IF WE CAN SMASH THEM?!!" We are looking for possible INVESTORS (VC/ANGELS) or PUBLISHERS to partner with our endeavors. We are NOT looking for services.

Luiz Eduardo Adler | Founder and CEO

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https://www.youtube.com/channel/UCQjm5KJzQmFcL4_kv1WQw



BEJJ: Jiu-Jitsu Game

BEJJ is a pioneer Free-to-play game for a large existing community with a pent-up demand for a dedicated Jiu-Jitsu (JJ) game. With its original RPG-strategy-tactical-card-fighting mechanic, BEJJ is designed for a broad community wider than people familiar with JJ and/or its lifestyle. It can be a casual game, depending on how players deal with it, but it aims midcore/hardcore players, as well as competitions, since it is focused on PVP fights. Ready to experience something different? Download the BETA version now from Google Play or App Store. Next step is to make a WEB 3.0 game with characters and a narrative, using BEJJ as base technology. Contact us to know more!

Genres: RPG, Fighting, Synchronous Card Battler, Strategy/Tactical.

Platform: PC, Android, iOS.

Game Release Date: 12/2021.

Website: www.smashmountain.com/en/bejj-game

www.facebook.com/bejjgame

www.instagram.com/bejjgameofficial



Snookey

Where Billiards meets Air Hockey. Casual game in Alpha phase.

Genres: Casual, Arcade

Platforms: PC, Android, iOS, Browser (WEBGL), Console

Game Release Date: 2nd semester of 2022



SORORA

Sorora Game Studio, based in southern Brazil with two years of experience in the industry, is composed by a team of women developers, focused on allying the entertainment of games and female protagonism, seeking to go beyond what creative diversity that this union can achieve.

Our company produces outsourcing services to partners and now we are creating our first IP.

We are looking for:

- Companies who need a full work for hire projects or co-development for their games.
- Publishers and/or partners for investment in the game 'Mother'.
- Networking

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 **Facebook**
www.facebook.com/sororagamestudio



Mother

Mother is a story driven game that tell a story about a single mom who experiences different situations between the responsibilities of taking care of her child, growin professionally and experiencing a relationship.

Genre: Storydriven, Romance, Casual, Storyrich.

Platform: PC, Android, iOS, Playstation, Xbox, Nintendo Switch.



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!

Press

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Co-Production Inquiries:

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 **LinkedIn**
www.linkedin.com/company/tapps-games/mycompany



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. Unlock epic loot and upgrade your gear to get strong enough to defeat each world's Boss!

Genres: Strategy / Card
Platform: Mobile (Android, iOS)



A Huge Portfólio of Games

From the massive youtube simulation hit Vlogger go Viral, to the hilarious nonsense of merging mutant cows in Cow Evolution (and just about every other animal), to digging up dinosaur fossils in Dino Quest 2, or taking care of your favorite virtual pet in My Boo and My Boo 2, we've built an eclectic portfolio 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)



THEOGAMES
www.theogames.biz

Founded in 2018, Theogames is a video games Communications and Content Creation agency for Brazil and Latin America (Spanish Speaking countries).


Our services include Public Relations, Social Media Management, Assets Creation & Localization, Community Management and Content Creation.

We help organizations –from indie developers to global industry leaders– tell their story and generate the most value from their projects in the region.

Our headquarter is in São Paulo (Brazil), and we also have members based in Mexico City (Mexico), Buenos Aires (Argentina) and Lima (Peru), securing our ability to offer the best reach for Brazil, Mexico and South America.

Until today, we had the honor to promote and launch over 80 products from amazing companies in Brazil and Latin America.

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 **Facebook**
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 **LinkedIn**
www.linkedin.com/company/theogames/



Public Relations / Influencer Campaigns / Social Media Management / Community Management

Press Kit: https://drive.google.com/file/d/1oArYt9M3AKOBNvKiaz_kGX8LSHBakyXT/view



UP VOICE is a dubbing studio specialized in localization services: dubbing, voice over, subtitling, translation, audio description, mix, foley and all audio post-production. We work and can help you with many languages, some of them: Portuguese, Spanish and English. All recorded in territory.

We localize movies, TV series, documentaries, animations, VR contents and all other formats such as advertisements.

We strive to be one of the best Dubbing Studios in Brazil, employing the most talented professionals in business.

With over 20 years of experience in Dubbing and Broadcasting industry, our CEO Roberto Ciantelli has developed a lean work process, focused on productivity and sustainability.



As many other successful businesses, our story holds the epic truth: hard work pays off. Our catalogue presents more than 2000 titles, and monthly our capability is over 1600 hours.

Technology and security are fundamental parts to reach our goals, that's why we constantly invest in new technologies and process improvement.

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MIP COM

With a studio for the clients to have an experience of dubbing

UP VOICE BRAZIL



DUBBING STUDIO



MIP CUNCUN

The clients had the experience of dubbing in VR





UX4indie is the solution to test your games, whatever stage of your project in the development phase, from the concept to the launch.

Our mission is to create easy, quick, and hassle free playtests for small video game studios to test their prototypes, demos, and games launched. Small studios have a limited budget, so Game UX tools can help you save and optimize your investment.

Our PlayTes bring out the interaction of players with their game or prototype as they first experience it. Use playtests to make project decisions based on the player's actual behavior creating the best experience.

We also work with you to train your internal QA team, and we can allocate our guys to your project team through outsourcing.

We're making tests with our base, testers inside your engaged community, or we can screen testers according to the needs, deadlines, and budgets.


We have a special bundle of services for long-term contracts with publishers, providing insights that can reduce investment risk.

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User Experience

We offer services in Game User Research, Game User Experience (Game UX), User Interface Design (Game UI). Our services aim to offer affordable costs in relation to what we deliver as we focus on medium and small video game development studios.



Quality Assurance (QA) for games

Quality Assurance (QA) Our services offer affordable costs, in relation to what they aim to deliver, as we focus on medium and small video game development.



We are a part of Tapps Games, one of the largest game development studios in Brazil and one of the world leaders in downloads.

Venturion delivers experiences in Virtual Reality using our proven technical and creative expertise to push the limits of immersion. Our goal is to surprise, amaze and emotionally engage our audience.

We create anything from VR games to be played at home to sophisticated free-roam multisensory experiences.

We are looking for funding and publishing for our next VR game, Prowl, winner of the 2021 PROAC grant by the state of Sao Paulo, Brazil.

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Slink & Snatch - Tales of Thievery

Slink & Snatch is a VR stealth and exploration game set in a noir, cartoon-inspired fantasy world full of mystery and humor. Sneak past guards and dangerous creatures, with the help of Snatch, a talking prosthetic grappling-arm that allows you to move quickly and reach difficult places and even swipe treasures from under the enemy's nose.

All this in a comfortable and immersive way: the grappling locomotion system is designed to allow high mobility without motion sickness or breaking immersion. Winner of the 2021 PROAC grant by the state of Sao Paulo, Brazil.

Genre: Stealth

Platforms: Oculus, PCVR

Game release date: TBA



Laser Storm - VR Team Arena

Laser Storm Arena is a shared-space co-op VR shooter where up to 4 players work together against a variety of challenges, like hordes of space drones, space parasites that grab unsuspecting players' faces, cosmic energy swords, and even gigantic asteroid collisions

Genre: Arena VR, adventure

Platform: Oculus

Game Release Date: 07/2020

PressKit:

en.venturion.com.br/laserstorm-presskit

Website:

en.venturion.com.br/laserstorm



VRMONKEY
www.vrmonkey.com.br

VRMonkey is reference in the development of Virtual, Augmented and Mixed Reality experiences.

We develop customized solutions so that our customers' games generate engagement and stand out from their competitors. We have a highly specialized team and projects of international prominence.

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Galaxy Kart VR

An arcade Kart racing game focusing in combat and the use of individual skill of each driver. In a Galaxy full of crazy racers an amazing championship decides who is the best driver of all! Not only the racers can get weapons in the tracks, each one of them have individual skills!

Genres: Racing, VR, Combat

Platforms: PC, Ps4, Nintendo Switch, PSVR, Oculus, SteamVR

Game Release Date: 28/09/2022

www.galaxykartvr.com



Hero's Journey

Hero's Journey VR creates a new paradigm of fighting games, by not only using the natural movements, but also with signed movements for special moves. By manipulating the Qi, which is done by pressing a trigger and making certain arm movements, the user can cast different skills.

Genres: Combat, vr, anime, fighting

Platforms: PSVR, Oculus, SteamVR

Game Release Date: 12/2022



WEBCORE GAMES

www.webcoregames.com/en

Webcore Games is a Brazilian development and outsourcing game studio founded in 1999.

We develop our original IP products, games, apps and VR for: entertainment, advertising and education on different platforms: consoles, mobile, PC and Web. In 2016 the studio launched the game My Night Job and in 2018 the PS4 version of Starlit Adventures.

In 2019 was the global launch of Timo The Game, a mobile adventure game chosen by Google to be part of the Indie Games Accelerator Program in the same year.

The studio is now working on two new games: Super Timo and TerraCodex: The Stolen Relics.

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Super Timo

Super Timo (tentative name) is the next chapter for consoles in the series that began with Timo the Game on mobile devices. The game is a light-hearted adventure tailor-made for co-op play, with non-linear progress and puzzles with multiple solutions.

Genre: Adventure

Platforms: PC, Mac, Ps4, Xbox One, Nintendo Switch

Game Release Date: 2023

www.timothegame.com

www.instagram.com/timothegame



TerraCodex: The Stolen Relics

Travel and venture around the globe - in the mid-1930s - in search of the stolen relics taken from TerraCodex, a respected institution, yet unfamiliar and secretive to most. An immersive and enhanced VR boardgame experience - different every time you play.

Genre: VR

Platforms: PSVR, Oculus, SteamVR Game

Release Date: 2023



YELLOW PANDA GAMES

www.pt.yellowpanda.games

Yellow Panda Games is a Brazilian game development studio with over 5 years of experience. We are specialized in developing B2B solutions such as Advergames, Edugames, Gamifications, AR, VR, Play to Earn Games and are currently entering the mobile game market. In 2018 the studio released the game A Story of Distress which was nominated finalist on SBGames for Best Game and Best Student Game. During our journey, we had the pleasure of working with several big brands such as Meta, Nissan, Localiza Hertz and Netflix. The studio is currently working on 2 mobile games: Idle Black Hole and Speedbox.

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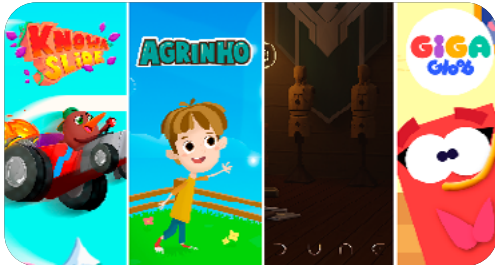
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Advergames/Edugames

Over the span of more than 5 years, we have built a vast portfolio when it comes to educational and advertising games. We always work with the most varied styles of art and game genre so that the games fit the client's goal in the best way possible. In addition, we also develop for a variety of different platforms including AR, VR, Web, Mobile, Instagram, etc, as well as different engines including Unity, Unreal, Cocos Creator, Phaser, etc



Mobile Games

We are starting to publish hyper casual mobile games. With over 100k downloads during soft launch, Idle Black Hole is an idle game set in outer space where players have to keep growing a black hole until it engulfs the entire universe. Speed Box on the other hand is a turn based puzzle game where players control a box that has to collect cubes and deliver them to collection points in as little moves as possible while evading a series of obstacles including spikes, portals, bombs and gates.



One-stop-shop for creators, influencers and brands.

We mix technology, design and business consulting together to monetize and build products that your audience love. Our highly skilled team builds and grows unique audience-focused games and apps.

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Lucas Toon

Lucas Neto's official app. Here, you can fulfill your dream! Enjoy videos, movies, games and activities!

Genre: Casual games

Platforms: Android, iOS

Game Release Date: 10/2020



Hello Kitty Pop Collection

Lita is a long life life-long passionate Hello Kitty fan. One day, she finds a magic wand that will help her discover hundreds of rare items... as long as she can solve all the puzzles!

Genre: Casual game

Platforms: Android, iOS

Game Release Date: 03/2023



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