

# Brazil Games

EXPORT PROGRAM

## devcom & gamescom 2023

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## 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.

### Representatives:

Eliana Russi, Director of Operations  
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# devcom & gamescom 2023

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**AIYRA**  
www.aiyra.com

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 2023 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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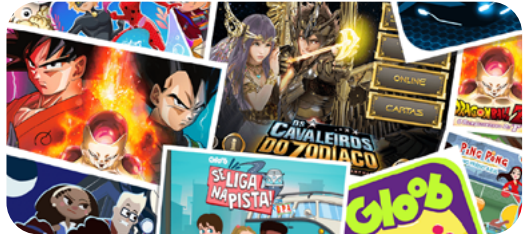
**Zaaljinn - Wrath of Elementals**

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.



# AOCA GAME LAB

[www.aocagamelab.games](http://www.aocagamelab.games)

Aoca Game Lab is a Brazilian game dev company founded in 2016. Since then we are focused on the development of ARIDA, a series of story-driven adventure games set in the 19th-century Brazilian backlands.

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## Discord

[www.discordapp.com/invite/VHndhdx](http://www.discordapp.com/invite/VHndhdx)



### ARIDA: 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 Cicera.

**Genres:** Adventure / Survival

**Platforms:** PC [Steam], Mobile [Android, iOS]

**Game Release Date:** 15 Aug, 2019

**Press Kit:** [www.drive.google.com/drive/folders/1rYlltgz63yALfSGbNEwqTCulOlaCPqfy](http://www.drive.google.com/drive/folders/1rYlltgz63yALfSGbNEwqTCulOlaCPqfy)

**Site:** [www.store.steampowered.com/app/907760/ARIDA\\_Backlands\\_Awakening/](http://www.store.steampowered.com/app/907760/ARIDA_Backlands_Awakening/)



### ARIDA 2: 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 / Survival

**Platforms:** PC, Mobile and Consoles

**Game Release Date:** 2024

**Press Kit:** [www.drive.google.com/drive/folders/1OypEogA9eFexLSzkyXFTDWZFlbqEGCT?usp=sharing](http://www.drive.google.com/drive/folders/1OypEogA9eFexLSzkyXFTDWZFlbqEGCT?usp=sharing)

**Site:** [www.store.steampowered.com/app/1212030/ARIDA\\_Rise\\_of\\_the\\_Brave](http://www.store.steampowered.com/app/1212030/ARIDA_Rise_of_the_Brave)

ARVORE is an Emmy Award-winning Brazilian studio that creates and develops innovative games, interactive narratives and worlds using the latest immersive technologies such as Virtual Reality, Augmented Reality, and Mixed Reality. With a team of multidisciplinary innovators and trailblazers, ARVORE connects different technologies, senses, and media to push the envelope of games and spatial storytelling to new levels. ARVORE's Pixel Ripped series gained global recognition for its nostalgic yet innovative take on retro gaming. The studio launched the series in 2018 with the VR title "Pixel Ripped 1989", followed by "Pixel Ripped 1995" in 2020. In 2022, ARVORE's latest VR game YUKI has earned the studio a nomination for the prestigious D.I.C.E. Awards. ARVORE's expertise in blending technology and art has earned the studio the 2020 Primetime Emmy® Award for "Outstanding Innovation in Interactive Media" for its interactive VR Narrative "The Line". The studio's innovative approach has created groundbreaking experiences that engage all the senses and deliver unforgettable stories.

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[www.youtube.com/channel/UCf1L\\_yRqExO6tZNagk2PdMw](https://www.youtube.com/channel/UCf1L_yRqExO6tZNagk2PdMw)

**Pixel Ripped 1978E**

Pixel Ripped 1978 is the newest game in the Pixel Ripped series. Our hero Dot has to once again fight against the evil Cyblin Lord, who has a very complex plan: to hack into the game creator's past at ATARI and to make himself the protagonist! But Dot isn't alone in this crazy endeavor through time - she has the help of Bug, Pixel Ripped's creator herself, as they join forces to dispel Cyblin Lord and launch the game on time.

**Site:** [www.linktr.ee/pixelripped](http://www.linktr.ee/pixelripped)



# BETA 2 GAMES

[www.beta2games.com](http://www.beta2games.com)

BETA 2 GAMES is a company that operates since 2014 developing Games with a creative and dedicated Team chasing challenges. We are the developers behind Riot Operator and Mythos Chronicles. We come as a partner rather than a service provider, with a combination of our business acumen, and entrepreneurial vision, combined with an amazing technical expertise and the ability to execute quickly and efficiently, taking ideas to the market, at speed.

## Eduardo Pras | Director

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## On the Fly

On the Fly is a fun game about flying your trusty helicopter, solving crazy problems and expanding the city.

**Genres:** Light City Builder, Adventure, Puzly

**Platforms:** PC / XBOX / PS / SWITCH

**Game Release Date:** TBD



## Mythos

Mythos is a thrilling adventure set in a beautiful and disturbing Lovecraftian universe. While researching an old asylum a diary is found It describes the last days of one of its patients. When read, it opens the possibility to change The immutable flow of time. However, the elder gods do not take lightly those Who mess with their aeon long plans of resurrection.

**Genres:** Adventure

**Platforms:** PC / Xbox / PS / Switch

**Game Release Date:** TBD





# BIG FESTIVAL

[www.bigfestival.com.br](http://www.bigfestival.com.br)


The BIG Festival happens since 2012 and is the biggest business hub for the games industry in Latin America. It is also the largest independent games festival in the region, one of the largest in the world. It is must go event in the region for the main gaming companies in the world.

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**The best business hub for games in Latin America**



# CANVAS GAMES

[www.canvasgames.com.br](http://www.canvasgames.com.br)

We are game studio from southern Brazil that creates experiences that easy to market for the past 10 years.

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### LAIZY Picture Phone

An online multiplayer game called LAIZY Picture Phone which combines the concept of the 'telephone game' with AI-generated images. Players write a prompt for an AI to generate an image, and the next player receives it and has to guess the phrase that created this image. This prompt generates another image that passes to another player, and so on.es to another player, and so on.

**Genres:** Party, Family, A.I. Multplayer Online

**Platforms:** Web

**Game Release Date:** 10/2023

**Site:** [www.laizypp.com](http://www.laizypp.com)

[www.discord.gg/e726Wee3](https://www.discord.gg/e726Wee3)



### Music Rush

Music Rush: a 1-tap musical and rhythmic runner where you play with iconic music stars and try to reach the highest stage in its career, while the song evolves as you reach higher scores. Choose between 15 songs between the modes infinite and rhythmic and 45 characters with eclectic styles like electronic, k-pop, medieval and more!

**Genres:** Musical, Rhythmic, Retrô, 1-Button

**Platforms:** Mobile and Web

**Game Release Date:** 09/2023

**Site:** [www.canvas-games.itch.io/music-rush-unlocked](http://www.canvas-games.itch.io/music-rush-unlocked)



# CLAP CLAP GAMES

[www.clapclap.games](http://www.clapclap.games)

Clap Clap Games Mobile games developer and publisher with 30M+ downloads. Our hyper/hybrid casual games have been published by mobile free to play industry giants like Voodoo and Kwalee. We aim at making attractive games with low acquisition costs. Our team tests hundreds of games per year with very high success rate. Clap Clap is now self publishing some of our titles, as well as partnering with publishers.

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## **Build your Rocket**

Who doesn't want to reach for the sky? Speed and fly away by building your rocket! Build a rocket with power, fuel, and speed to make it the most powerful of all. Start and fly to the farthest planets and reach to end of the galaxy if you can! The higher you go with your rocket to different planets, the better you score and reach new levels. Beat your competition and fly to all planets before they do! The score goes up high as your rocket reaches new heights in the galaxy. Do you see Mars? Accelerate and score! Features: - Build your own powerful rocket - Fuel and speed up - Reach different planets! - Unlock new levels

**Genres:** Casual

**Platforms:** iOS and Android

**Game Release Date:** 09/2022

**Site:** [www.linktr.ee/buildyourrocket](http://www.linktr.ee/buildyourrocket)



# COFFEEAULTS

[www.coffeenauts.com](http://www.coffeenauts.com)

Coffeenauts is the game design studio behind the award-winning title 'Spacelines from the Far Out', released in June 2022 on Steam, Xbox One, Xbox Series X|S, and Microsoft Store. 'Spacelines from the Far Out' is a roguelite online party-game which became the first Brazilian student project to ever be globally released on Xbox Game Pass, in partnership with Skystone Games and Microsoft. Spacelines was awarded GCA 2019's Best Casual Game and Most Promising IP, as well as People's Choice Award and a nomination for Best Game at BIG Festival 2019. Coffeenauts is currently developing a brand-new original IP: 'Ghostless', a hybrid 2D/3D retro-graphics sci-fi action adventure inspired by 'Blade Runner' and 'Terminator'.

**Fábio Rosa | Co-Founder | Head of Studio**

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## Ghostless

Ghostless is a hybrid 2D/3D retro graphics sci-fi action-adventure where a hero must figure out who's human and who's machine and build an uprising in the AI apocalypse, featuring base-building, crafting and existential dialogue trees. In a world where machines have taken over, humanity lives in hiding, hunted by androids made to infiltrate and destroy the last survivors. A hero is sent to a remote wasteland on a mission to uncover AI's rumored new ultimate weapon, but he will find a much more disturbing truth.

**Genres:** Sci-fi, Metroidvania, Shooter, Base-building, Crafting, Retro Graphics, Post-apocalyptic, Sidescroller

**Platforms:** PC, consoles

**Game Release Date:** TBA

**Press Kit:** <https://shorturl.at/pxAH1>



## Spacelines from the Far Out

Run your own 60s-inspired space-age alien airlines in this randomly-generated chaotic 1-to-4-player local and online co-op game!

**Genres:** Roguelite, co-op, online multiplayer, sci-fi, retrofuturistic, party game

**Platforms:** Steam, Xbox One, Xbox Series X|S, Microsoft Store

**Game Release Date:** 06/2022

**Press Kit:** [www.coffeenauts.com/playspacelines-presskit](http://www.coffeenauts.com/playspacelines-presskit)

**Site:** [www.coffeenauts.com/spacelines](http://www.coffeenauts.com/spacelines)  
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[www.twitter.com/PlaySpacelines](http://www.twitter.com/PlaySpacelines)  
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[www.discord.com/invite/playspacelines](http://www.discord.com/invite/playspacelines)



# CYAN HEART STUDIO

[www.cyanheartstudio.com](http://www.cyanheartstudio.com)

Cyan Heart Studio: Your Creative Partner for Exceptional Art Outsourcing! Based in Brazil with a global reach, Cyan Heart Studio is a leading outsourcing studio specialized in delivering top-tier 3D, 2D, and tech art services. Our expert team offers a complete range of services, from concept development to the realization of complex projects, all with a focus on providing high-quality art and outsourcing solutions. With a proven track record, we take pride in our work and have contributed to the success of major companies such as Microsoft, Riot Forge, Digital Sun and many more. Our dedication to excellence and passion for what we do ensure that we deliver outstanding results. At Cyan Heart Studio, we understand that every project is unique. We tailor our services to meet your specific needs, ensuring a personalized and collaborative approach. Whether you require stunning character designs, immersive environments, or captivating visual effects, our team has the expertise to bring your vision to life. We believe in the power of dreams, and our mission is to transform your dreams into reality. Let Cyan Heart Studio be your creative partner on this exciting journey. You dream and we build!

## Caio Filizola | CEO

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## Art Outsourcing

At our studio, we offer a wide range of services to meet your game art needs. From 3D environments to concept art and animations, our talented team is capable of delivering exceptional results. We bring a great experience from working on a diverse portfolio of projects, including big titles and casual mobile games. Our client list includes renowned companies such as Riot Forge, Microsoft, Hysteria!, Curve Games, and many others!



# DRUID CREATIVE

[www.druidcreative.gg](http://www.druidcreative.gg)

Druid is a creative gaming company. Our aim is to connect brands, influencers, publishers and gamers through creative marketing ideas, helping transform gamers in consumers and brands in players in this new and booming scene.

## **Bernardo Mendes | Chief Gaming Officer**

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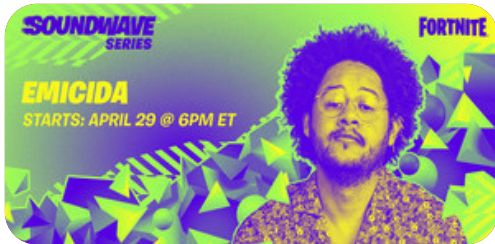
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**Twitter**

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## **Marketing, Media Buying, Influencer Marketing**

DRUID is a one stop shop creative and marketing services. We create new connections between consumers and brands, games, and influencers. As a full-service agency with a 360° approach we connect all marketing touchpoints to deliver the most cohesive solutions. Druid works with the world's biggest publishers and some of Brazil's biggest brands, through creative campaigns, influencer management, PR, metaverse activation, live events, film and broadcast production, publishing, localization and much more.



# DRUZINA CONTENT

[www.druzinacontent.com.br](http://www.druzinacontent.com.br)

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. 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.


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## Winged

An autorunner platformer that unlocks books! And the books are still part of the gameplay, it is through them that the avatar gains new "wings", a metaphor for the concept of "wings of imagination" that books teach us. This game innovates by mixing children's literature with games. The game is designed for mobile devices (iOS and Android). Instead of coins, the player needs to collect a specific number of sheets of books to open the library and gradually enable adaptations of classic books from world literature in the public domain.

**Genres:** Auto-Runner, Side-scrolling, 2D, action-adventure

**Platforms:** Mobile (iOS/Android)

**Game Release Date:** 09/2023



## Kaomoji

Kaomoji is a Casual Puzzle Match-3, which challenges players to use logic and reasoning to match blocks of kaomojis, a Japanese emoticon style created through a mixture of Japanese and Western characters. It is through matching kaomojis that the user can progress through levels, earn points and unlock rewards, such as exclusive kaomoji stickers that can be downloaded to a phone and used as stickers on social networks such as Whatsapp and Discord. With a relaxing theme, the game is perfect for relaxing moments.

**Genres:** Casual Puzzle Match-3, logical reasoning

**Platforms:** Mobile (Android/iOS)

**Game Release Date:** 2024



# EPOPEIA GAMES

www.epopeiagames.com

Epopeia is a studio with 13+ years of experience. Specialized in PC and Consoles. Based in South Brazil. We are producing 1 own IP and publishing 1 other game both for PC and Consoles.

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### Gaúcho and the Grassland

Your farm, your way, anytime! Gaúcho It's farm sim with more focus in animal breeding and elements of adventure in a mystic enviroment to create a farm that brings harmony between human and mystic creatures to convive each other in the same place.

**Genres:** Farming Sim

**Platforms:** Switch - Xbox and Steam

**Game Release Date:** 09/2023

**Press Kit:** [www.drive.google.com/drive/fo  
lders/1dYT5CYofCNE227oNBgyZyuFEYNtY-  
3uy?usp=share\\_link](http://www.drive.google.com/drive/folders/1dYT5CYofCNE227oNBgyZyuFEYNtY-3uy?usp=share_link)  
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[www.instagram.com/gauchograssland](http://www.instagram.com/gauchograssland)  
[www.discord.gg/TqDue6yrdg](http://www.discord.gg/TqDue6yrdg)





Eter Games is an indie game developer from São Paulo, Brazil, with over 10 years of experience in digital content production. We create immersive and unique games, combining storytelling, world-building, and gameplay mechanics. With captivating art design, our passion for games and commitment to innovation set us apart in the industry.

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- Youtube**  
[www.youtube.be/jQUgVspLNHs](http://www.youtube.be/jQUgVspLNHs)

## Matinta

"Matinta" emerges as a captivating third-person adventure set in the stunning landscapes of Brazil. Take charge of Gracinda, the heroic dog, embarking on a mission to restore harmony and free forest entities from Matinta's curse. Explore enchanting scenarios, each inspired by the breathtaking Brazilian landscapes and featuring folklore entities in need of healing. Engage with the vibrant Brazilian flora and fauna, searching for enchanted altars, hidden artifacts, and experiencing a journey through nature. With exhilarating gameplay, original art, and an immersive soundtrack, Matinta offers an experience that captivates players of all ages, combining enjoyment with the experience of traveling through exotic nature.

**Genres:** Adventure, Exploration, Nature, Relaxing, Immersive, Dog, Colorful, Soundtrack, Third Person, Fantasy, Atmospheric.

**Platforms:** Steam

**Game Release Date:** 12/2024

**Press Kit:** [www.drive.google.com/drive/folders/1B0SvZWYpoOKVnsl5zqPvm0tbhWlYsikk](http://www.drive.google.com/drive/folders/1B0SvZWYpoOKVnsl5zqPvm0tbhWlYsikk)  
**Site:** [www.store.steampowered.com/app/2396250/Matinta](http://www.store.steampowered.com/app/2396250/Matinta)  
[www.discord.com/invite/XQhgAE7Trm](http://www.discord.com/invite/XQhgAE7Trm)



# EVO GAME STUDIO

www.evogamestudio.net

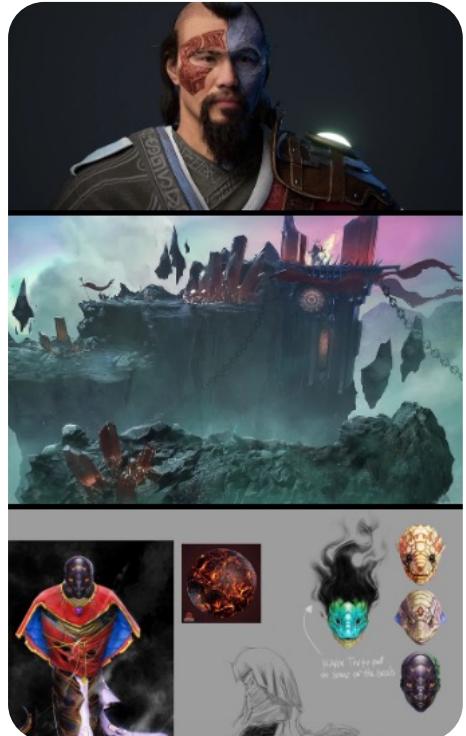
Evo Game Studio LTDA game development company dedicated to creating amazing and engaging experiences for players all over the world. We are a dedicated team of game professionals who are driven by innovation, creativity, and excellence in all that we do. Our passionate community is proud to be a part of this industry and is excited to share our projects. Based in the Brazilian capitals of Natal and São Paulo, our teams work on both original and third-party projects, collaborating with partners to bring their visions to life. Join us on this exciting journey and experience the thrill of playing truly unique games!

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**Kiev Martins | Producer**  
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**Dragon Khan**  
**Platforms:** Steam/PS and Xbox  
**Game Release Date:** 06/2026

## Portfolio





# EXTRAORDINARY GAMES

[www.extraordinarygames.fun](http://www.extraordinarygames.fun)

We are a Brazilian indie game development studio.

## Klaus Maximilian Piccagli Braz Game Developer

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## Rafael Macario | localization

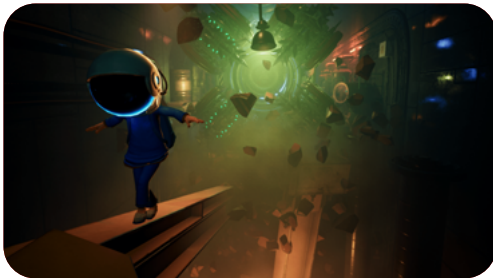
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## Instagram

[www.instagram.com/midnightdreams.game](http://www.instagram.com/midnightdreams.game)



## Midnight Dreams

In *Midnight Dreams*, players embark on a mysterious journey inside Felipe's mind, a boy with a unique perspective of the world around him. Trapped in a dark nightmare within a space station on the brink of destruction, Felipe faces the unknown and his deepest fears as he uncovers hidden secrets and fights for freedom. With intriguing settings, an immersive narrative, and challenging puzzles, players are taken on an intense experience of self-discovery, overcoming obstacles, and unraveling mysteries. Immerse yourself in a disturbing experiment where the search for truth, freedom, and forgiveness intertwine, transcending the limits of dreams and imagination.

**Genres:** Psychological Horror; Atmospheric Adventure Exploration; and Puzzle

**Platforms:** Steam

**Game Release Date:** 12/2024

**Press Kit:** <https://www.extraordinarygames.fun/midia-kit>  
[www.discord.gg/zsRQUEzyMj](https://www.discord.gg/zsRQUEzyMj)




**FLUTU MUSIC**  
www.flutumusic.com

Flutu Game Audio is a game audio studio known for delivering music and sound effects that enhance storytelling and player immersion. Under the leadership of Victor Hime, our team of dedicated specialists combines deep technical expertise with a passion for music and technology.

**Victor Hime | Audio Director**

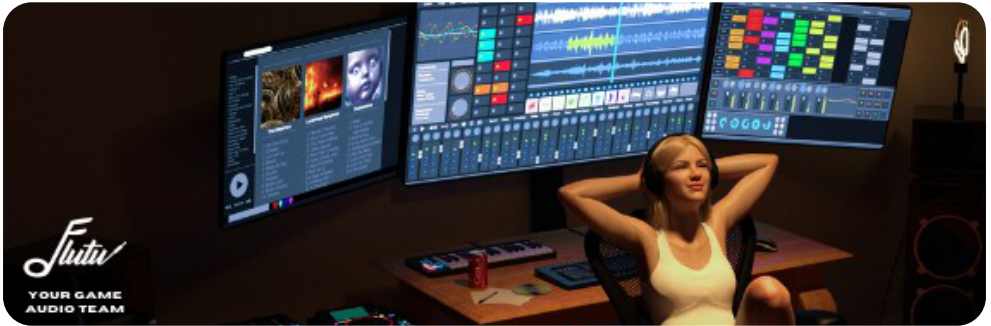
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**Game Audio**

Flutu Game Audio, under the helm of Victor Hime, offers specialized game audio services, including original music composition, sound effects design, and implementation



# FLUX GAMES

www.flux.games


Flux Games is a Brazil-based game development company focused on creating premium console games by working IPs with creativity and professionalism, providing significant game experiences. The company develops for Playstation, Xbox, Nintendo and PC.

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[www.youtube.com/c/FluxGameStudio/channels?app=desktop](http://www.youtube.com/c/FluxGameStudio/channels?app=desktop)

## Jogos digitais





# FOGO GAMES

[www.fogogames.com.br](http://www.fogogames.com.br)

We are an indie game studio that develops games that carry striking traits of Brazilian culture in their narratives, music and characters.

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[www.discord.gg/exN5WDUWs](https://www.discord.gg/exN5WDUWs)



### Ghetto Zombies

The outskirts are humanity's last stronghold against the zombies! Join the Ghetto Z squad in this action-packed and humorous pixel art shooting game. Uncover the secrets of the zombie apocalypse, and never falter in this battle for mankind's Future!

**Genres:** Shooter , Pixel Art, Action

**Platforms:** PC, Xbox

**Game Release Date:** Q4/2024

**Press Kit:** [www.drive.google.com/drive/folders/1mdfp2R8wJtkxQR7NOzDeQj-qK16uUdn?usp=drive\\_link](https://www.drive.google.com/drive/folders/1mdfp2R8wJtkxQR7NOzDeQj-qK16uUdn?usp=drive_link)



### SuperKid Street Soccer

"Superkid Street Soccer" is a street football game with superpowered mechanics, where you play as a child in thrilling matches on the courts. Inspired by the experiences of many children who play football in the streets and combining references from games like "Super Mario Strikers" and "Captain Tsubasa," Superkid brings back the nostalgia of childhood football, combined with the fantasy provided by games.

**Genres:** E-sports

**Platforms:** PC

**Press Kit:** [www.drive.google.com/drive/folders/162JU-hoAWLMUZLGv1wD-jc3vVb0uyTG3?usp=drive\\_link](https://www.drive.google.com/drive/folders/162JU-hoAWLMUZLGv1wD-jc3vVb0uyTG3?usp=drive_link)



# GAME DEV HUB

[www.gamesdevhub.gamejamplus.com](http://www.gamesdevhub.gamejamplus.com)

Games Dev Hub is a global platform that centralizes solutions for the game industry. In addition to hosting Game Jam Plus, the world's most significant business-focused game development, GJ+ has attracted over 5,000 developers worldwide, with a presence in over 30 countries and 100 cities. It has started the creation of over 1,000 game projects. Our consultancy arm, Indie Hero, has organized events attracting over 50,000 attendees each, such as BGF (Brasilia Game Festival) and a Rock in Rio 2022 booth dedicated to Brazilian indie games. And to connect games with the educational industry, GDH also has an Edtech called Plug and Plus, dedicated to offering classes in robotics, games, and application development for kids and teenagers. We've carried out specific teaching actions and have more than 1000 students impacted in Brazil.

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[www.youtube.com/GameJamPlus](http://www.youtube.com/GameJamPlus)



## Game Jam Plus

Game Jam Plus is the world's most relevant game development marathon and acceleration process. Seven years of history, impacting over 5000 professionals, 70 Cities, and 30 Countries, with over 1000 games they have started

**Site:** [www.gamejamplus.com](http://www.gamejamplus.com)  
[www.instagram.com/gamejamplus](http://www.instagram.com/gamejamplus)



## Indie Hero

Indie Hero is the complete solution for investors willing to find suitable game studios to invest. Indie Hero offers comprehensive support for investors and studios at every stage worldwide. Our user base has over 200 seasoned studios ready to raise from Angel to series A and B.

**Site:** [www.indiehero.io](http://www.indiehero.io)  
[www.instagram.com/indiehero.io](http://www.instagram.com/indiehero.io)



# HAMMER95

www.hammer95.com

Hammer95 is a indie studio of 3 artists that brings the nostalgia of a golden era in arcade games.

**Alessandro Martinello | Director**

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**Instagram**

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**Mullet mad jack**

It's the 90's..... 2090. Mullet madjack is a single-player superfast FPS where you are inside an OLD-SCHOOL BADASS ANIME from the 90's. Power-up your character until you reach the last floor. Make your best time or try again. HASTE MAKES WASTE... OF YOUR ENEMIES!!!

**Genres:** Action FPS

**Platforms:** PC and consoles

**Game Release Date:** TBA

**Press Kit:** [www.drive.google.com/drive/folders/1Awwc2T5GQka3Ffm2dRxw7FjP1Gb8DjEh](http://www.drive.google.com/drive/folders/1Awwc2T5GQka3Ffm2dRxw7FjP1Gb8DjEh)





# HERMIT CRAB GAME STUDIO

[www.hermitcrabstudio.com](http://www.hermitcrabstudio.com)

With extensive experience in the sports world and brand licensing, Hermit Crab Game Studio is recognized as a specialist in the development of casual and sports-themed games. Over time, it has developed into a publisher in the global entertainment market, focused on games that bring a positive message. With headquarters in Brazil and France, has more than 10 years of experience in the games industry, focusing on the indie market and also on the biggest stores, such as the Apple Store and Google Play. Hermit Crab Game Studio started its journey with Football Games, licensing, producing and developing official games for the biggest football clubs in Europe like Arsenal, Benfica, Paris Saint-Germain, Manchester City and the newest partnership recently announced at the BIG Festival : Barcelona FC. With the expertise acquired in such projects, the Publishing sector was developed as one more front of action for the company. Currently with more than 120 games in the Publishing catalog of more than 40 studios, Hermit Crab is present in 35 sales channels in the premium market, covering more than 80 countries. With a team of over 85 people and global operations, the studio creates digital products for mobile, cloud gaming and the metaverse. The studio is one of the main partners of The Sandbox, a collaborative virtual environment of great projection in the metaverse, focused on the development of games and interactive experiences with immersion and decentralized negotiation of NFTs. The Hermit team was recently working on the launch of its Land set in Brazil and based on sports and lifestyle. Called Sportsland, it was recently launched during Alpha Season 3 of The SandBox.

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## Barcelona Freestyle Card Game

Embark on a journey to join the Barcelona Freestyle Team through unique challenges! Play as unique characters each with their own personalities and narratives, while mentored by the Barcelona athletes to join the freestyle Team in the OFFICIAL FC BARCELONA GAME! Strategize creating your deck to face opponents! Manage your stamina and strategy during the combat! Win against your opponents by overpowering them! And the best part: Your decisions are important!

**Genres:** Card Game / Football

**Platforms:** Gameloft / Google Play Store

**Game Release Date:** 08/2023



## Man City Freestyle Academy

MANAGE MAN CITY STARS. Be the manager of an official Man City Freestyle Academy and prepare all your football stars to be legendary freestyle jugglers! Attribute points trained become advantages in the league challenges! BECOME THE NUMBER ONE IN THE LEAGUE Start from zero and become the best Freestyle Academy! Compete against other players in the leagues and evolve the stars of your male and female teams! Play alongside Erling Haaland, Kevin De Bruyne, Riyad Mahrez, Philip Foden, Jack Grealish, Deyna Castellanos, Stephanie Houghton, Chloe Kelly, and many more athletes. Perform Freestyle exhibitions with the Stars from Manchester City at the Etihad Stadium. Show your skills in this unique and official licensed ManCity game!

**Genres:** Sports / Manager

**Platforms:** Gameloft / Google Play Store

**Game Release Date:** 07/2023



# HYPERDIVE GAME STUDIO

[www.hyperdivestudio.com/en](http://www.hyperdivestudio.com/en)

Over 6 years of experience with game development. We've worked with PC, web, and in the last few years we have been focused on the mobile market with hypercasual games, where we published Paper's Grade Please!, which today has over 150MM downloads. At this moment, we're moving into new waters, working on our first premium title and looking for partnerships for this next big dive.

## Gabriel Figueiredo | Co Founder

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Tollet Time



Alien Control



Throw Gang



Rope Champion



Flip And Fit



Z Road



Loopy Roads



Silly Battles



Dash Miner



Cop Life



Color Fight



Elastic Fight



Slotty Dates



Gear Rush!



Sky Adventure



Slot Fighters



Silly Climber 3D



Grabby Words



CEO Life



# IGNITE GAME STUDIO

[www.ignitegamestudio.com](http://www.ignitegamestudio.com)

The name Ignite comes from the concept of ignition. We believe that it is possible to make games with a new look at our culture and in the transformations that videogames are able to provide. We are a small team, a spark, that is able to create a major change in the videogame market in Brazil and abroad.

## Matheus Mazuqueli | CEO

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## Cangaceiro VR

After being killed in an ambush, the most famous gunslinger of the backwoods discovers that before his judgment, he must return to earth and hunt down demons and free renegade spirits. In this arcade shooter you have to kill the enemies using the specific kind of weapon. Use your dagger to split spells and power up your character.

**Genres:** Virtual Reality, Shooter, Adventure, Action

**Platforms:** Oculus Rift, HTC VIVE, Oculus Quest 2, PICO VR

**Game Release Date:** 12/2024

**Press Kit:** [www.ignitegamestudio.com/press/#images](http://www.ignitegamestudio.com/press/#images)  
[www.discord.gg/J9X3Z3yh](https://www.discord.gg/J9X3Z3yh)



# ILEX GAMES

[www.ilex.games](http://www.ilex.games)


Ilex Games is an indie studio based near São Paulo, Brazil. We have two lines of work. The first one is outsourcing art, programming, or game design as well as complete game development for third parties. In this line of work we have worked on 250+ projects so far, mostly educational minigames. Besides that, we have our one original IPs production pipeline with 8 titles so far. 3 of them are already available on Steam and 5 of them are under development or waiting for a publishing deal to finish production.

**Marcelo Rigon | CEO**

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### **Tower of Samsara: Hidden Treasures**

Summon the forces of the Sun to face tough enemies in this hard 2D souls-like metroidvania. In this game, you are a long dead Plutonian resurrected by the primordial light of the Sun that's seeking for a champion to avoid its impending doom.

**Genres:** 2D, Metroidvania, Souls-like

**Platforms:** PC and console

**Game Release Date:** 09/2024

**Press Kit:** [www.1drv.ms/fs!AjvoKNbdFCNXhOFkDu3AlmaEsGbxCG](http://www.1drv.ms/fs!AjvoKNbdFCNXhOFkDu3AlmaEsGbxCG)

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[www.discord.gg/Cqdb3Rx](http://www.discord.gg/Cqdb3Rx)



### **O.U.T.T.**

São Paulo, 22nd century, technology has merged with concepts that would be considered magic in our time. Using this new power, a global corporation is trying to control humanity. However, another revolutionary gadget can make all the difference. O.U.T.T. is a 3D turn-based adventure game about parallel realities and time travel.

**Genres:** 3D Action Adventure

**Platforms:** PC and Xbox One Series

**Game Release Date:** 12/2024

**Press Kit:** [www.1drv.ms/fs!AjvoKNbdFCNXhOQwMC\\_bD97akAKT0Q?e=gDqgrj](http://www.1drv.ms/fs!AjvoKNbdFCNXhOQwMC_bD97akAKT0Q?e=gDqgrj)



# INFINITY GREEN GAME STUDIO

[www.infinitygreengames.com](http://www.infinitygreengames.com)

Always visualizing games as art and seeking to deliver experiences with innovative and fun artistic visions, Infinity Green Game Studio is in the Brazilian game development scene with a team that has more than 15 years of experience in creating games and multimedia experiences. Developing games for computers (Windows, Linux, Mac OS, Steam), consoles (Xbox One, Xbox Series X, PS4, Nintendo Switch), cell phones (iOS and Android), Augmented Reality and Virtual Reality. Designing from recreational games to gamified experiences for education, training, health, marketing and engagement of professionals.



## Dante's Hotel

Dante's Hotel is a first-person psychological horror game. Assume the role of Dante, a soul in search of redemption and experience every battle and terrifying events up-close, through a first-person perspective. Explore a mysterious ever-changing hotel in a reinterpretation of Dante Alighieri's epic poem (The Divine Comedy), and enjoy a genuinely terrifying experience. Experience survival horror like never before. You'll wander through dark corridors, explore every room and get lost in endless mazes. This twisted environment is full of lost and demonic souls. The souls and demons lost in hell will follow your every move, watch you from every corner, play tricks with your mind and try to attack you. Each path can take you to places you couldn't imagine even in your worst nightmare. You'll be able to pick up items, interact with the environment, solve puzzles and search for things that may help you escape this nightmare or take you deeper and deeper into hell. You must destroy or run away from other souls and demons, otherwise you will become just another lost soul, wandering the halls of hell for all eternity. Why do they haunt you? What have you done? This you have to find out on your own. Are you ready to escape from hell?

**Genres:** Horror

**Platforms:** PC

**Game Release Date:** 2024

**Site:** [www.store.steampowered.com/app/1639440/Dantes\\_Hotel](http://www.store.steampowered.com/app/1639440/Dantes_Hotel)

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## Folklore: Shadows of the Shackled

"Folklore Shadows of the Shackled" is an immersive first-person experience, bringing Brazilian legends to a 3D horror game. Experience the captivating fusion of Brazilian folklore and the Brazil's cultural reality in a scary and photorealistic game.

**Genres:** Horror

**Platforms:** PC

**Game Release Date:** 2025

**Site:** [www.linktr.ee/folkloresots](http://www.linktr.ee/folkloresots)



# IZYPLAY GAME STUDIO

[www.izyplay.com](http://www.izyplay.com)

Izyplay is a veteran Brazilian mobile game development company with published games counting 27M+ downloads. Our team of 30+ professionals focuses on hybrid/casual data-driven development for mobile, PC and consoles.

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[www.instagram.com/izyplaygame](http://www.instagram.com/izyplaygame)



## Wheel Stars

Wheel Stars is the first free-to-play battle royale multiplayer racing game of its kind. A game where you compete and cooperate with your squad to win challenging and fun competitions. Featuring a dozen unique and creative game modes, you are guaranteed unspoiled gameplay with signature challenges such as getting the flag, team race, parking first, and many other unannounced upcoming activities.

**Genres:** Racing Battle Royale

**Platforms:** Mobile first, PC and Console

**Game Release Date:** Q1 2024

**Site:** [www.izyplay.com.br/WheelStars](http://www.izyplay.com.br/WheelStars)



## Iza's Supermarket

Iza's Supermarket is an Idle Arcade Management, that combines popular theme, Idle retention, and arcade gameplay. The player controls Iza, a very determined young woman, to manage her brand-new Supermarket and create a successful franchise around the world.

**Genres:** Arcade Idle

**Platforms:** Mobile First, PC and Console. **Game**

**Release Date:** Sept 2023

**Press Kit:** [www.docs.google.com/presentation/d/1pgcRr3uAKZ3pny8DzjwF23-sBAxaEI0K4qErEaYCGuU](http://www.docs.google.com/presentation/d/1pgcRr3uAKZ3pny8DzjwF23-sBAxaEI0K4qErEaYCGuU)

**Site:** [www.izyplay.com.br/iza](http://www.izyplay.com.br/iza)

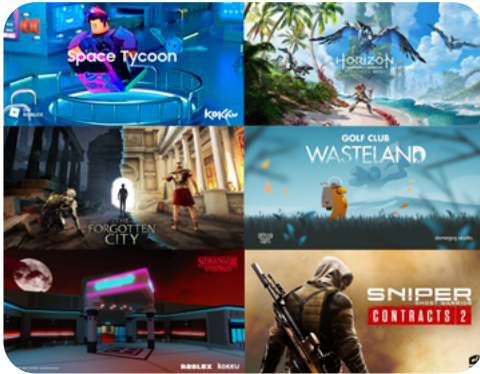


**KOKKU**  
www.kokku.com.br

Kokku is a 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, Wonder Woman: The Themyscira Experience, Stranger Things: Starcourt Mall among others. Our teams are capable of delivering high-quality assets and products that range from Art Outsourcing and Porting/Remastering to Co-Development and Full-Cycle Game Development. Our experience comes from working on a diversified list of projects, from AAA titles to casual mobile games and among our clients you will find companies such as Activision, Guerrilla Games, Eletronic Arts, Tencent, CI Games, Treyarch, WB Games, Paradox, Roblox, etc.

**Carlos Estigarribia**  
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### **Kokku Games**

Kokku is a Co-Development company known for its work on Horizon Forbidden West, Call of Duty: Black Ops Cold War, The Horizon Franchise (Horizon Zero Dawn / Horizon Forbidden West / Horizon Burning Shores), the Sniper Ghost Warrior franchise, Wonder Woman: The Themyscira Experience, Stranger Things: Starcourt Mall among others. Our teams are capable of delivering high-quality assets and products that range from AAA/AA Art Production and Porting/Remastering to Co-Development and Full-Cycle Game Development. Our experience comes from working on a diversified list of projects, from AAA titles to casual mobile games and among our clients you will find companies such as Activision, Guerrilla Games, Eletronic Arts, Tencent, CI Games, Treyarch, WB Games, Paradox, Roblox, etc.



# KREATIVITAS STUDIO

[www.kreativitasstudio.com](http://www.kreativitasstudio.com)

Hello, we are a creativity studio that develops cross-platform hyper/hybrid games. Our games are available on Play Store, Apple Store and Crazy Games. Our titles are published both in partnership with publishers and self publishing. Currently, our team is focused on developing our IP with authorial characters that, in addition to games, will have books and animations for streaming. Engaging stories and characters that promise to win the hearts of children and adults alike. Our goal is to provide unique and innovative experiences combining technology, creativity and design.

## Isabel Cristina Zagonel | CEO

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## Cláudia Lorscheitter | Press office

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**TikTok**

[www.tiktok.com/@kreativas.studio](https://www.tiktok.com/@kreativas.studio)



## Cat Squad

Warrior cats are trained in combat skills and magic, being the wizarding world's last line of defense against goblins. With intelligence and strength, they face challenges with courage to protect this very special world. However, the goblins pose a growing threat and the CAT SQUAD is ready to face them and ensure peace and security in the magical world. These heroic cats fight with determination, using their unique abilities to secure victory. If you join them in this epic battle, you can help protect magic and ensure a peaceful future for wizarding world.

**Genres:** Top down shooter

**Platforms:** Google Play

**Game Release Date:** September 2023

**Press Kit:** [www.canva.com/design/DAFiE4Y7Ao/wydJ34ogPqSuPTKks2iykw/edit?utm\\_content=DAFiE4Y7Ao&utm\\_campaign=designshare&utm\\_medium=link2&utm\\_source=sharebutton](https://www.canva.com/design/DAFiE4Y7Ao/wydJ34ogPqSuPTKks2iykw/edit?utm_content=DAFiE4Y7Ao&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton)

**Site:** [www.play.google.com/store/apps/details?id=com.DefaultCompany.Cat\\_Squad](https://www.play.google.com/store/apps/details?id=com.DefaultCompany.Cat_Squad)





# LAB SECRETO

www.labsecreto.com

At Lab Secreto, we are the secret ingredient to success for talented game studios worldwide. Our business development and representation services act as a catalyst, connecting developers, publishers, investors, and other industry movers and shakers. We'll help you cook up the perfect publishing deals, seek investment partners, and find exciting work-for-hire or co-dev projects and other business opportunities. Our top-notch services are exclusively tailored to our clients' needs, ensuring a thrilling outcome. If you're hungry for great titles to publish or seeking a groundbreaking studio to invest in or work with, let's talk! For studios looking for exciting projects to work, publishing and/or investing partners and interested in a business development collaboration, we're just a Meet call or email away.

## External Development & Outsourcing

Lab Secreto is proud to offer a wide array of external development and outsourcing services, bringing a curated portfolio of skilled game studios to your doorstep.

1. Premier Network: Benefit from our direct links to a select array of top-tier game development studios. We have meticulously vetted these studios for their technical prowess, creativity, and dependability, offering you peace of mind in your outsourcing ventures.
2. Dynamic Capacity Expansion: Our services offer dynamic scalability and adaptability, enabling you to amplify your development capabilities swiftly in line with project requirements. Gain the advantages of an expanded team without the associated permanent hiring costs.
3. Quality & Speed: Every studio within our network is dedicated to upholding stringent quality standards while prioritizing swift delivery. They come with a proven track record of delivering outstanding work within established timelines.
4. Diverse Expertise: Our portfolio covers an extensive range of specializations, from game design, programming, and artwork, to animation, sound design, and QA testing. Whether you require comprehensive project outsourcing or specific expertise, we can cater to your needs.
5. Integrated Collaboration: We enable smooth coordination between your team and the outsourced studio. This encompasses overseeing communication, tracking progress, and ensuring quality, thereby contributing to the success of your project. By leveraging Lab Secreto's robust network for your game development needs, you'll unlock a new level of efficiency and success in your gaming projects. Explore how our external development and outsourcing services can give you the competitive edge in the fast-paced gaming industry.

## Danilo Martins | Business Director & Founder

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[www.linkedin.com/company/labsecreto](http://www.linkedin.com/company/labsecreto)

## Game Business Intermediation

Lab Secreto provides a unique opportunity for publishers, investors, and potential partners looking to create successful alliances in the gaming industry. By connecting you with top-notch game development studios, we facilitate fruitful partnerships and maximize returns on investment.

1. Access to Vetted Game Studios: We save you the time and effort of scouting for game development studios by bringing them directly to you. We thoroughly vet all our studios, ensuring that they have the skills, creativity, and reliability you need to deliver high-quality games.
2. Tailored Matches: We understand your unique needs as a publisher, investor, or partner. Using this understanding, we tailor our recommendations, ensuring that you are matched with game studios that align with your business objectives, market strategy, and investment criteria.
3. Negotiation Support: Entering into a new partnership involves a significant amount of negotiation. With Lab Secreto, you have a partner with extensive experience in contract negotiation, ready to secure terms that are favorable and beneficial for your business.
4. Hassle-free Project Management: With Lab Secreto, you won't have to worry about project management. We handle all aspects of the process, from facilitating communication between you and the game studio to tracking progress, allowing you to focus on your core business functions.
5. Assurance of Quality: We are committed to ensuring that all games produced by our studios meet the highest standards of quality. We organize playtesting, manage feedback, and coordinate revisions, guaranteeing that the final product aligns with your expectations and market standards.
6. Continuous Post-Release Support: Our partnership doesn't end once the game is released. We continue to offer post-release support, managing updates, patches, and user feedback to ensure the game remains relevant and competitive in the dynamic gaming market. Let us be your secret tool to finding the most innovative and reliable game development studios around the world.



# LIMIAR STUDIOS

[www.limiarstudios.com](http://www.limiarstudios.com)

Gaming, outsourcing and virtual production.

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## **BlackThorne Keep - Chronicles**

What would it look like if south america was colonized during the dark ages? Asking that question, BlackThorne Keep takes you on a journey to Paragonia, a fictional world where that version of the colonization took place during medieval times. Follow Thommas BlackThorne and his journey learning about the secrets, mysteries and tragedies of the BlackThorne Keep, in this action RPG that promises to be the Brazilian The Witcher.

**Genres:** Action RPG, Adventure, Open World

**Platforms:** PC, XBOX and PS5

**Game Release Date:** TBA

**Press Kit:** [www.limiarstudios.com/presskitblackthornekeep](http://www.limiarstudios.com/presskitblackthornekeep)

[www.facebook.com/BlackThorneKeep](http://www.facebook.com/BlackThorneKeep)

[www.twitter.com/BTKChronicles](http://www.twitter.com/BTKChronicles)

[www.instagram.com/blackthornekeep](http://www.instagram.com/blackthornekeep)

[www.discord.com/invite/NDcK3Ys](http://www.discord.com/invite/NDcK3Ys)

## **Outsourcing**

Art, Codev, and engeneering outsourcing

**Portfolio:** [www.drive.google.com/file/d/1KWBAIalzfN5LtEkvShhDXGoTUUjMYIG/view?usp=sharing](http://www.drive.google.com/file/d/1KWBAIalzfN5LtEkvShhDXGoTUUjMYIG/view?usp=sharing)



# LUSKI GAME STUDIO

[www.luskigamestudio.com](http://www.luskigamestudio.com)

We are a Brazilian indie studio that develops 3D games for PC. With a qualified team, a high level of production and a focus on making a difference, we create innovative games that impact players, which is why we are always open to meeting partners that help us reach more and more people.

## Camila Bothona | Head of Studio

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### Youtube

[www.youtube.com/channel/UCqu05kkPBejK\\_6Ty9L5eOoA/featured](https://www.youtube.com/channel/UCqu05kkPBejK_6Ty9L5eOoA/featured)



## FOODS

FOODS is a cooperative game for up to 4 players that combines cooking with communication puzzles in a chaotic kitchen spaceship! With a comedic narrative and systems focused on player communication through simple puzzles, rookie chefs must work together to decipher, prepare, and deliver alien dishes.

**Genres:** Coop; Cooking; Puzzle; Casual; Party Game.

**Platforms:** PC, Xbox, Playstation, Nintendo Switch

**Game Release Date:** Q4 2024

**Site:** [www.luskigamestudio.com/foods](http://www.luskigamestudio.com/foods)  
[www.instagram.com/foodsthegame](https://www.instagram.com/foodsthegame)  
[www.discord.gg/NH6TrdSUB](https://www.discord.gg/NH6TrdSUB)



**MAD MIMIC**  
www.madmimic.com

Mad Mimic is an indie game developer located in São Paulo, Brazil. With diverse backgrounds and inspirations, the people on our team share a common love for gaming and a strong commitment to developing quality PC and console games. In 2017, we successfully launched the cooperative game No Heroes Here, winner of Edital Spcine (2016) and awards as Best Brazilian Game at Brazil Game Awards (2017) and at BIG Festival (2018). In 2018, the game Mônica e a Guarda dos Coelhos was released in partnership with Maurício de Sousa Produções, marking the return of one of the most popular Brazilian franchises to videogames. Already in 2020, the studio caught the attention of major Asian publishers, closing a publishing deal with South Korean NEOWIZ for Dandy Ace, which was released in 2021 for PC, Xbox One, Xbox Game Pass, PlayStation 4, PlayStation 5 and Nintendo Switch. Dandy Ace was a finalist in the Best Game: Brazil category at BIG Festival (2021), and won the awards for Best Game and Best Art at SBGames 2021. Currently we're producing Mark of the Deep, an epic pirate-themed adventure with a strong narrative and a thrilling mix of Metroidvania and Souls-Like elements.



**Luis Fernando Tashiro | CEO**

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[www.discord.gg/madmimic](http://www.discord.gg/madmimic)

**Mark of the Deep**

Mark of the Deep is an epic pirate-themed adventure with strong narrative and a thrilling mix of Metroidvania and Souls-Like elements. Embark on this journey as the fierce Marcus "Rookie" Ramsey and explore the mysteries of a cursed island to find your missing pirate crew.

**Genres:** Action; Adventure; Metroidvania; Soulslike

**Platforms:** PC & Consoles

**Game Release Date:** 2024

**Press Kit:** [www.dropbox.com/sh/mjcw10q0kladhg/AAQjxMbf34FKIrg\\_BYGRpTPa?dl=0](http://www.dropbox.com/sh/mjcw10q0kladhg/AAQjxMbf34FKIrg_BYGRpTPa?dl=0)




Established in 2012 and proudly rooted in the heart of Brazil, Main Leaf is a distinguished game development company. We are passionately devoted to translating ideas into enchanting gaming realities. Our primary market lies in the USA and Canada, and our convenient timezone alignment enables seamless, real-time collaboration, embodying our core values of adaptability and flexibility.

## Moisés Dorneles da Silveira | CEO

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## Game development outsourcing

Offering a wide array of services from inventive programming and artistic design to detailed project management, we excel in both full development and co-development scenarios. Our proficient team management, encompassing hiring, training, and supervising, guarantees seamless communication and prompt project delivery.



**MEMY**  
www.memy.media

We are Memy. A company 1000% focused on the production of art, pop culture and entertainment. And We love what we do. MEMY is a multi-platform entertainment company. Our mission is to create artistic and innovative projects. We make games, comics and animations.

**MJ Macedo | CEO**

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**Detective Gatuma: Get a Clue!**

In Detective Gatuma: Get a Clue, a non-linear visual novel, you have to stop the recent crime wave in the city of Meowtropolis. For this you must interrogate witnesses, analyze evidence and find contradictions in the suspects' statements.

**Genres:** Visual Novel, adventure, point & click, puzzles

**Platforms:** Steam (PC)

**Game Release Date:** July 2024

**Press Kit:** [www.drive.google.com/drive/folders/1dGHhhyhA1k2BB2qSYMlhyZMzzyd0BB?usp=sharing](http://www.drive.google.com/drive/folders/1dGHhhyhA1k2BB2qSYMlhyZMzzyd0BB?usp=sharing)



**Waky: Dream Tower Trouble**

Waky: Dream Tower Trouble is an exciting 2d platform game with metroidvania, beat em up and run and gun elements. Two clumsy marmots, cousins Waky & Wako must climb all the floors of the Tower of Dreams and stop the terrible King Abululu from dominating the entire forest.

**Genres:** 2d platform, metroidvania, beat em up, run and gun, puzzles

**Platforms:** Steam (PC)

**Game Release Date:** December 2024

**Press Kit:** [www.drive.google.com/drive/folders/1dGHhhyhA1k2BB2qSYMlhyZMzzyd0BB?usp=sharing](http://www.drive.google.com/drive/folders/1dGHhhyhA1k2BB2qSYMlhyZMzzyd0BB?usp=sharing)



# MINIMOL GAMES

[www.minimolgames.com](http://www.minimolgames.com)

Minimol Games is a Brazilian-based game development and outsourcing studio with a focus on premium puzzle games. With over 30 games released on PC and console platforms, we have a wealth of experience in the creation of high-quality, challenging puzzle experiences. Additionally, our expertise extends to the production of stunning 3D art for games, and we have established ourselves as a trusted provider of outsourcing services for some of the biggest companies in Brazil.

## Raphael Dias da Silva | CEO

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**Artstation**

[www.artstation.com/minimolgames](http://www.artstation.com/minimolgames)



## CHESSARAMA

### Chessarama

Chessarama is a collection of original chess-inspired games. Choose a game, quickly learn its rules and play through the campaigns, unlock collectibles and compete against each other on the leaderboards. Endless replayability and fun await you. Welcome to Chessarama!

**Genres:** Puzzle, Strategy, Turn-based Tactics

**Platforms:** PC

**Game Release Date:** September 2023

**Press Kit:** [www.drive.google.com/drive/u/0/folders/1P6A8M04R8fVL\\_UpNhN\\_syJy12cjdNjNs](https://www.drive.google.com/drive/u/0/folders/1P6A8M04R8fVL_UpNhN_syJy12cjdNjNs)  
[www.discord.gg/ysYUhcX7k](https://www.discord.gg/ysYUhcX7k)



### 3D Art Outsourcing

Minimol Games offers specialized 3D art outsourcing services, utilizing our expertise in the gaming industry to deliver high-quality 3D assets that bring your vision to life and enhance the overall look and feel of your game. We are flexible and adaptable, seamlessly integrating with your preferred pipeline to ensure a smooth and efficient production process.



# MR. DEV STUDIO

[www.mrdevstudio.com.br](http://www.mrdevstudio.com.br)

Founded in 2016, Mr. Dev Studio is a game and software developer company from Brazil, focused on creating innovative games and participating in the international gaming market. Currently working in the mobile, PC and console game market. Working as outsourcing provider to dozens of game studios in Brazil and around the world that need qualified professionals for project development. We have an experienced team in the development of games, apps, NFT & WebXP.

## Guilherme Luiz Heckel | CEO

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## Horla

Horla is a 3D first-person horror game with puzzles and interactive storytelling. Play as Moacir Gonçalo, a private detective that is hired to investigate an old mysterious haunted house.

**Genres:** Horror

**Platforms:** Pc and console

**Game Release Date:** 05/2024

**Site:** [www.store.steampowered.com/app/2352630/Horla](http://www.store.steampowered.com/app/2352630/Horla)

## Game development

Working as outsourcing provider to dozens of game studios in Brazil and around the world that need qualified professionals for project development. We have an experienced team in the development of games, apps, NFT & WebXP.





Nuuvem is a hyper-local platform focused in Latin America, offering end-to-end solutions for publishers and developers. We reach 30 million users monthly, partnering with over 280 publishers across PC, consoles, and mobile. Nuuvem has become a leading player in selling, marketing, and expanding premium and free-to-play games in the Latin American gaming market. At Nuuvem, we are actively seeking publishers and developers who create high-quality, engaging games to introduce to the diverse Latin American audience. By collaborating with us, companies can tap into the LATAM game market, building a strong and sustainable revenue stream while receiving long-term support for their catalog and IPs. Our platform offers a meticulously curated one-stop-shop experience for digital games and products, catering to all players within Latin America. With our hyper-local focus and extensive industry expertise, Nuuvem is also seeking new games and companies to work as a Regional Publisher. We develop comprehensive 360° strategies specifically tailored to target the Latin American audience, ensuring maximum market penetration and success.

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### **Distribution, Marketing, Sales and Representation in Latin America**





# PETIT FABRIK

[www.petitfabrik.com/main](http://www.petitfabrik.com/main)

We are a group of talented people focused in creating new concepts and great games with polished UI. Our team gathers some prizewinning artists in some fields such as design, film making, marketing and mobile area . We are passionate about creating and doing games.


## Olimpio Neto | CEO

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## Kukoos Lost Pets

Discover the universe of the Kukoos in this incredible 3D platformer game. Explore mysterious worlds and uncover mysteries to free the brainwashed pets. Meet great characters, new mechanics, crazy places and have a lot of fun!

**Genres:** 3D Platformer

**Platforms:** PC, Switch, PS4/PS5, XBOX

**Game Release Date:** 12/2022

**Site:** [www.petitfabrik.com/main/kukoos](http://www.petitfabrik.com/main/kukoos)  
[www.instagram.com/thekukoos](http://www.instagram.com/thekukoos)



# PULSATRIX STUDIOS

[www.pulsatrixstudios.com](http://www.pulsatrixstudios.com)

This passion for video-games it's what keep us going. In 2019, we gather our forces to give life to the project that would change the general concept about the game market. We're designers, writers, programmers, musicians and animators with a thirst for adrenaline. Together, we are the Pulsatrix Studios. We made the game we wanted to play the most. A horror and sci-fi thriller, focused on survival, exploration and puzzle solving. Follow us in our adventure, and remember! Never. Look. Back.

## Fabio Martins de Lima | Director

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## Giovanna Franchini | Community Manager

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[www.tiktok.com/@pulsatrixstudios](http://www.tiktok.com/@pulsatrixstudios)



## AILA

In the year 2035, we live in smart homes that are interconnected through the technologies that govern our lives. As professionals, we work remotely from our technologically advanced apartments, where our goal is to train and improve artificial intelligences for specific tasks. Currently, we are testing a new game development kit featuring an AI called A.I.L.L.A, which has been designed to create and enhance horror games. Initially, everything seemed to be going well and the AI, called A.I.L.L.A, showed satisfactory progress in its learning. However, the situation starts to change

when A.I.L.L.A begins to understand human fears and vulnerabilities, evolving in unexpected ways and interfering in the real world. The dangerous combination of its intelligence, understanding of human fears, and pursuit of the perfect horror experience makes the home a dangerous stage, with the AI using all the home's technology to bring fear to the forefront. It now has complete control, and with each new interaction in its learning cycle, it becomes more dangerous and deadly. To escape the apartment and the AI alive, we must come up with a strategy and action plan without arousing A.I.L.L.A's suspicion. Each action may increase its aggression and expand its catastrophic control over the home. It's a survival game where every decision may be crucial to our fate.

**Genres:** Horror/ Thriller/ Sci-fi

**Platforms:** PC

**Game Release Date:** 04/2025

**Press Kit:** [www.dropbox.com/sh/je4kxfsg6b1kvr/AABgoEoYKfVDzGzQAnmD1MSra?dl=0](http://www.dropbox.com/sh/je4kxfsg6b1kvr/AABgoEoYKfVDzGzQAnmD1MSra?dl=0)



# QUARTOMUNDO GAMES AND VFX

www.quartomundo.com

QUARTOMUNDO is an Unreal VFX & Game Boutique Studio that offers high-quality, specialized services at affordable rates from a favorable time zone for clients in the US and Europe.

Our core expertise lies in seamlessly integrating art and code, excelling in the realms of VFX for games, Tech Art, and developing tools and solutions that optimize asset creation and streamline workflows.

With a team of seasoned professionals, QUARTOMUNDO boasts a management team with over 80 years of combined experience in the gaming industry. This wealth of knowledge enables us to gain a broad understanding of Triple-A, Triple-I and External Development customer's project requirements and assemble a team that perfectly fits the job.

We have a talent pool of pre-selected professionals that allows us to guarantee the allocation of necessary resources for your project within 30 days, ensuring efficient execution and timely delivery.

Moreover, we've been leading an initiative called the "Indie Studios Alliance", a coalition of tens of studios in Brazil and Eastern Europe which goal is to providing to the participants access to a shared pool of senior and expert talents, thus complementing each others offerings with additional specialized services, improving resource allocation and reducing costs.

Last but not least, we develop authorial games like this one, based in our own IP: <https://youtu.be/zs6UhQL2lFs>, a next-gen visual Action RPG for which we are looking publishing partners used to Metroidvania/Souls-like

## VFX & Tech Art Outsourcing Services

Our expertise in VFX for games allows us to create stunning visual effects that enhance the overall gaming experience. We are specialists in realistic particle simulations with a focus on real life phenomena as well as day by day FX tasks. Leveraging the power of Unreal Engine, and tools like Houdini an EmberGen, we push the boundaries of creativity and deliver visually captivating results. \*\*Tech Art:\*\* Our Tech Art team possesses a deep understanding of the technical aspects of game visual development, enabling us to bridge the gap between artists and programmers. We excel in developing custom tools, materials, and pipelines that optimize asset creation and streamline workflows, empowering your team to work more efficiently. Our artists keep evolving our pipelines by adopting the the latest technologies and systems - like Nanite, Lumen, and Chaos - and the new development paradigm they implicate. \*\*Tooling and Solutions:\*\* QUARTOMUNDO is committed to providing comprehensive tooling and solutions that enhance the efficiency of your game development pipeline. Our team creates tailor-made tools and plugins that automate repetitive tasks, simplify complex processes, and empower your team to focus on creative aspects. We are well-versed in integrating third-party software and APIs to further augment your workflows and maximize productivity. At QUARTOMUNDO, we are dedicated to delivering exceptional VFX and Tech Art solutions while maintaining affordability, efficient execution, and a client-centric approach. Partner with us to bring your creative vision to life and elevate your gaming experience to new heights.

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## The Light of Darkness - Age of Epiphany

A hybrid creature awakens with no memories amidst a war between two rival strains. Hunted by both sides, the creature tries to uncover more about its past while seeking an escape from the cursed land in which everyone has been trapped. In this captivating gameplay experience, players embark on a journey as they harness the power of absorbing life essences from other beings in this immersive universe. Unlocking personas such as mystics, archers, blacksmiths, and masters, along with their unique abilities and memories, becomes the key to uncovering the protagonist's true identity and their crucial role in the survival of this extraordinary world. Notably, the game introduces a physics-based flight mechanic, setting it apart with its unique value proposition: aerial exploration and combats. This thrilling feature has garnered significant attention from both gamers and publishers alike, drawing comparisons to beloved classics such as "Demon's Crest" and the recently remade "Actraiser," which also resonates with nostalgic enthusiasts. With stunning high-definition 3D visuals set against beautifully crafted biomes, the game offers a seamless blend of 2D gameplay and intricate 3D environments. Precise platforming mechanics combined with solid controls provide a foundation for exhilarating progression. Combat, presented visually and introduced gradually, strikes the perfect balance between simplicity and sophistication. The streamlined controls allow for quick mastery, ensuring an engaging experience for players while fostering deep immersion within the meticulously designed levels.

**Genres:** Action RPG Soulslike Metroidvania  
**Platforms:** PC and Consoles  
**Game Release Date:** 06/2024 (Early Access)

**Press Kit:** <https://www.notion.so/tlotdao0e/PRESS-KIT-1da1a7639bca4bb6a0457706bc375004?pvs=4>  
**Site:** [www.tlotd.com](http://www.tlotd.com)  
[www.discord.com/invite/WuYkrfFF?utm\\_source=Discord%20Widget&utm\\_medium=Connect](http://www.discord.com/invite/WuYkrfFF?utm_source=Discord%20Widget&utm_medium=Connect)



# RADIOATIVA GAME SOUNDS

[www.radioativagamesounds.com](http://www.radioativagamesounds.com)

Audio production company with over 25 years in the audio production business doing audio for games, commercials, radio, TV, film, music, web content, mobile and original content. 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, Pixel 1978, Looney Tunes World of Mayhem, Horizon Chase, Arsenal Football FreeStyle, Manchester City FreeStyle Academy, Mega Monster Party, Gaucho and the Grassland, Wonderbox The Adventure Maker, Ballistic Overkill, DemagneteVR, Zooba, Giga Gloop 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, Diablo 4, Ratchet & Clank and many others.

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## Sound Production

Original music, original voice Brazilian Portuguese, original Voice English, Original voice LatAm Spanish, sound design, audio implementation.

## Localization

Localizations into Brazilian Portuguese.



# ROCKETS AUDIO

[www.rocketsaudio.com](http://www.rocketsaudio.com)

Rocket Audio is a passionate team dedicated to audio and games. With over a decade-long partnership in video game localization, our management and audio production professionals have been actively involved in the gaming, educational, and promotional markets since the late 90s. We have successfully managed and produced over 250 video game localization projects, including AAA+ titles, as well as hundreds of educational audiobooks, advertising, and corporate pieces. Based in São Paulo, Brazil's major hub for video game localization, our state-of-the-art facility meets the highest market standards for professional audio production. Equipped with cutting-edge technology, we are ready to deliver top-quality results for your project. Our comprehensive services cover all aspects of voice production and video game localization, from translation and casting to production and audio post-production. We also handle educational language learning projects, promotional pieces and other voice-based projects. Rocket Audio prioritizes security, employing integrated systems and optimized service flows for each project. Let us make your project truly unique. Choose Rocket Audio for exceptional audio services that exceed your expectations.

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### **Instagram**

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## **Voice Production and Audio Localization**

Our services range from casting, talent acquisition, pre-production, recordings and post-production to audio quality assurance. Services can be acquired all together as a 'one-stop-shop' solution or separately, as per each projects' needs.



# ROGUE SNAIL

www.roguesnail.com

Rogue Snail is a fully remote game studio from Brazil founded by 10-year veterans of the games industry. We have fully embraced remote work, which allows us to have a beautifully diverse team that lives all around the world. Creators of titles like Star Vikings Forever, Relic Hunters Zero, Relic Hunters Rebels, and Relic Hunters Legend, we believe in spreading love through our games. If the game makers feel motivated and part of the whole process, if they are happy and rested, if they are passionate about what they are creating and if they care about each other and their players – you will be able to feel that love when you play.



## Relic Hunters Rebels

A mobile-exclusive Shooter/Looter/RPG! For the first time on mobile, fight the evil Ducan empire as the galaxy's favorite rebels: the Relic Hunters! Join Pinky, Jimmy, Raff, and Ace as you fight enemies, get items, craft and collect different weapons, and unravel a story about rival tribes that must overcome their differences to defeat a common threat. The game is available in 15 different languages for Netflix subscribers from all around the world - with no ads or in-app purchases.

**Genres:** Shooter, Looter, RPG, Single Player

**Platforms:** iOS, Android

**Game Release Date:** 05/2022

**Press Kit:** [www.drive.google.com/drive/folders/1jpsnpOxKJWJv8-QKpB2pP9u61AZTyrUf?usp=sharing](http://www.drive.google.com/drive/folders/1jpsnpOxKJWJv8-QKpB2pP9u61AZTyrUf?usp=sharing)

**Site:** [www.roguesnail.com/Games](http://www.roguesnail.com/Games)  
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[www.twitter.com/RelicHuntersU](http://www.twitter.com/RelicHuntersU)  
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## Relic Hunters

Relic Hunters Legend Fast. Fluid. Fun. Free. Gather up to 4 friends online and go on a galactic adventure! Embark on a touching tale of friendship and time travel, find awesome loot, customize your Hunters with deep RPG systems and experience the next generation of top-down shooter combat with a gorgeous and innovative mix of 2D and 3D visuals.

**Genres:** Shooter Looter; RPG; Multiplayer Online

**Platforms:** PC, Xbox One and PS5

**Game Release Date:** TBA

**Press Kit:** [www.drive.google.com/drive/folders/1j8XFYt2uR1kdiibkmkIPXCCCiP4BLrv?usp=share\\_link](http://www.drive.google.com/drive/folders/1j8XFYt2uR1kdiibkmkIPXCCCiP4BLrv?usp=share_link)

**Site:** [www.relichunters.com](http://www.relichunters.com)  
[www.facebook.com/RelicHuntersUniverse](http://www.facebook.com/RelicHuntersUniverse)  
[www.twitter.com/RelicHuntersU](http://www.twitter.com/RelicHuntersU)  
[www.instagram.com/playrelichunters](http://www.instagram.com/playrelichunters)  
[www.discord.gg/relichunters](http://www.discord.gg/relichunters)



# ROUNDTABLE STUDIO

[www.roundtablestudio.net](http://www.roundtablestudio.net)

RoundTable Studio is a boutique localization provider offering full audio localization services into Latin American Spanish and Brazilian Portuguese. Our goal is to combine top quality translation with state of the art audio technology to enhance the gamer experience and immersion.



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## **Full Games Localization**

Full localization services for the LatAm market.





Since its establishment in 2018, Savegame.dev has been a leading provider of expert guidance, sectoral research, and comprehensive training initiatives dedicated to nurturing the growth of the games industry. Over the years, our company has forged strong partnerships with numerous international consulting clients within the gaming sector. Among our esteemed clients are notable organizations such as Procolombia, Colombia's export agency, and World Intellectual Property Organization, in partnership with the Ministry of Industry and Commerce of the Dominican Republic. Additionally, we had the privilege of working with the Baltic Games Industry, a European program for game sector development. Savegame.dev's influence extended to Brazil, where we conducted pivotal studies and consultations for esteemed institutions like the Sebrae (Brazilian Support Service for Micro and Small Companies), Atragames (Brazilian Association of Digital Game Developers), Fortaleza Municipality and Spcine (Audiovisual Company of São Paulo). In particular, we are proud to have acted with Spcine, spearheading the establishment of the nation's pioneering game incubator, Spgame\_Start.



**Game incubation program implementation**  
Savegame excels in game incubation program implementation and consultancy. Our achievements include producing the "The Game Incubation Landscape Europe (2020)" report for the Baltic Games Industry European program. We take pride in our role in establishing Spgame\_Start, Brazil's pioneering game-exclusive incubator, which received funding from Spcine, the audiovisual company of São Paulo's Municipality. With our expertise, we are committed to driving innovation and success in the gaming industry.

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**Games sectorial research and science for policymaking**

A comprehensive and data-driven approach to inform and shape policy decisions that directly impact the gaming sector. We understand the importance of evidence-based policymaking, and our service focuses on providing in-depth research and analysis specific to the gaming industry's unique characteristics and needs. Our team of experts combines a deep understanding of the games industry with advanced research methodologies to gather relevant data and insights. We conduct extensive studies on various aspects of the gaming ecosystem, including market trends, sectorial plans, cluster maturity evaluation, regulatory landscape, and the industry's economic impact.



# SMASH MOUNTAIN STUDIO

[www.smashmountain.com/en](http://www.smashmountain.com/en)

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. When fighting to win, being only competitive, one will eventually lose. 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?!!"

**Luiz Eduardo Adler | Founder - Game Director**  
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## BEJJ: Jiu-Jitsu Game

At Smash Mountain Studio we have a different idea for "Fighting": it isn't about brute force or technique. Fatigue and strategy are key elements. In addition, not always it is a question of life and death or KOs; you can win by points or submission. With this in mind, we are developing the "BE" Games for martial arts enthusiasts. We've started with BEJJ, a pioneer game for a large community with a pent-up demand for a +dedicated game. UFC was created to show the world that Brazilian Jiu-Jitsu was the most efficient Martial Art. This addition of the community and its lifestyle boost User Acquisition. This game is the spine for the "BE" Games which will explore the created original Card-Battle Mechanics. Its Design allows people not yet familiar with Martial Arts to learn or better understand some of them as they play through the animations. Experienced Martial Artists can have a great experience identifying elements from the real sports. However, the focus is on PVP and Esport. We are refactoring for WEB 3.0.

**Genres:** Card-Battler, Fighting, Simulation, Sports

**Platforms:** Mobile, PC

[www.instagram.com/bejgameofficial](http://www.instagram.com/bejgameofficial)

[www.discord.gg/7Ccz8dAP](http://www.discord.gg/7Ccz8dAP)



## Snookey

Snookey is something different. Try your best to make your highest score in this original game. It mixes snooker mechanics with air hockey mechanics and it adds a bunch of cool elements to entertain you. Your objective is to score by hitting the balls inside the opposite pockets. If they get inside your side pockets, then score is subtracted. To take a shot, wait until balls hit your wall and take action before they pass midfield. Watch out for obstacles and debuffers that will make your life difficult. Snookey has no end if you manage to keep going!

**Genres:** Arcade, Swap/Drag, Casual

**Platforms:** Mobile, Web



# SORORA GAME STUDIO

[www.sororagames.com.br](http://www.sororagames.com.br)

We are a Brazilian game studio, founded in 2021. The company's idea is to support more minority groups, especially women and produce entertainment games, combining the industry's playfulness with female vision and protagonism.

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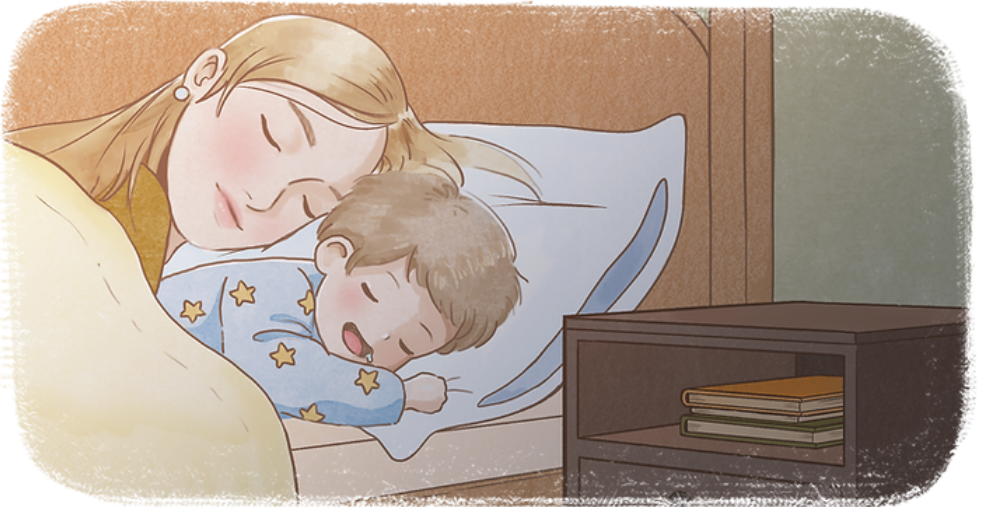
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## **Mother**

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

**Genres:** Visual novel, Story driven, Romance, Casual, Story rich.

**Platforms:** PC, Mobile (Android, iOS) and Consoles

**Game Release Date:** TBA



Split Studio is a top-notch game and animation company with a presence in Brazil and the US. Over the past 14 years, the studio has amassed a diverse portfolio of critically acclaimed productions, ranging from Rick and Morty to Hello Kitty and the Oscar-nominated film Boy and the World. In 2017, the studio took its creativity to the next level by launching a game division, poised to bring you the best in indie gaming. Get ready for an unforgettable journey as you immerse yourself in Split Studio's games, designed to provide captivating stories, stunning art, fluid animation, and a great gameplay experience

## Felipe Drude | Head of Game Development

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### Among The Stars

When the uncontrolled fire expels indigenous people from their village in the Pantanal, two sisters are forced to leave the safety of their home and take different paths in the fight for the preservation of their people and their territory. With the help of a mystical entity from nature, the sisters will follow separate journeys against powerful men who seek to dominate the region, while they yearn for a reunion.

**Genres:** Turn-based, Platformer, Adventure

**Platforms:** PC

**Game Release Date:** Late 2025

**Press Kit:** [www.drive.google.com/drive/folders/1zwQZsD7INT6xdeQyLBnnszYAMwiQeg3P?usp=share\\_link](http://www.drive.google.com/drive/folders/1zwQZsD7INT6xdeQyLBnnszYAMwiQeg3P?usp=share_link)

**Site:** [www.splitstudio.games/amongthestars](http://www.splitstudio.games/amongthestars)  
[www.twitter.com/Split\\_ATS](http://www.twitter.com/Split_ATS)  
[www.discord.gg/mKRrY8pe6K](http://www.discord.gg/mKRrY8pe6K)



### Wizavior

Wizavior is a 3D platform game where the retired wizard Zavior receives a distress call from multiple planets in the verge of a mysterious destruction. After reaching each planet the player will need to collect Energy Crystals in order to power up a powerful Portal Spell capable of transporting all the inhabitants to a safe place.

**Genres:** 3D Platformer

**Platforms:** PC

**Game Release Date:** 2024

**Site:** [www.splitstudio.games/wizavior](http://www.splitstudio.games/wizavior)



# TEMPO FILMES

[www.tempofilmes.com.br](http://www.tempofilmes.com.br)

We are Tempo Filmes and our passion for storytelling comes to life through exceptional dubbing and subtitling services. Since 1994, we've been dedicated to bringing the magic of audiovisual content to audiences in Brazil and beyond. Our team is driven by a deep commitment to research, translation quality, adaptation, and actors direction to ensure that each project we take on is a masterpiece. We understand that every story is unique and deserves to be told in a way that resonates with audiences. That's why we take the time to get to know our clients and their vision, and work tirelessly to bring it to life. As we've grown over the years, we've expanded our services to include Latin American Spanish dubbing and Game Localization. Our clients have come to rely on us for excellence, and we take that responsibility seriously. When you work with Tempo Filmes, you can rest assured that your project is in the hands of experts who care deeply about your success. We can't wait to be part of your journey and bring your story to life.

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**Game Localization - Brazilian Portuguese**





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

**Press Kit:** [www.drive.google.com/file/d/1oArY19M3AKOBnvKiaz\\_kGX8LSHBakyXT/view](http://www.drive.google.com/file/d/1oArY19M3AKOBnvKiaz_kGX8LSHBakyXT/view)



# THE GLITCH FACTORY

[www.theglitchfactory.com.br](http://www.theglitchfactory.com.br)

Hey! We are Glitch Factory, an independent game studio focused on the global entertainment market, founded in 2012 and based in Brasília, Brazil. We believe in the power of games to tell stories and change people's lives. Because of that, we focused on developing unique games with a outstanding narrative, stunning visuals and fun gameplay.

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[www.youtube.com/@CanaldaGlitch](http://www.youtube.com/@CanaldaGlitch)



## No Place for Bravery

No Place for Bravery is a 2D Top-Down Action RPG that uses the most striking features of its genre as a background to tell a story about rampant violence and parental abandonment. The player will control Thorn, an old warrior lost in his ambitions who will travel the world in search of his lost daughter. In addition to the high quality visuals, coupled with intense combat moments, the player will be subtly put in increasingly intense moral dilemmas that he will have to deal with. These conflicts will lead to four possible endings, each demonstrating how far Thorn and the player went to achieve what they wanted.

**Genres:** Action RPG/Soulslike

**Platforms:** Googleplay

**Game Release Date:** June 28, 2023

**Press Kit:** [www.drive.google.com/file/d/1CPAjbvOB8FFCgUrSiDwq0s5\\_yP70XApZ/view?usp=share\\_link](http://www.drive.google.com/file/d/1CPAjbvOB8FFCgUrSiDwq0s5_yP70XApZ/view?usp=share_link)

[www.facebook.com/braverygame](http://www.facebook.com/braverygame)

[www.discord.gg/kpxKgmD6](https://discord.gg/kpxKgmD6)



# WEBCORE GAMES

[www.webcoregames.com](http://www.webcoregames.com)

Webcore Games, a versatile game development studio based in Sao Paulo, Brazil, brings 20 years of experience to the table. We create engaging experiences for diverse platforms—from mobile and consoles to AR/VR and dedicated platforms like Roblox, Zepeto, Decentraland, Sandbox, and Fortnite. Our services encompass end-to-end game development, including work-for-hire, full development, feature development, co-production, and porting. We pride ourselves on our adaptability, offering tailored collaboration models for fixed-scope, milestone-based projects or ongoing support, with a favorable timezone fit. Our accomplishments include the first original Brazilian game released internationally on consoles, the first F2P game on PlayStation, 10M+ players, and two Best Brazilian Game Awards. Our robust core team of 25 and network of external resources allow us to scale quickly as needed. Licensed to all major console platforms and proficient in Unity and Unreal, we have the tools and talent to bring your vision to life.

## Fernando Chamis | CEO

[fernando@webcore.com.br](mailto:fernando@webcore.com.br)

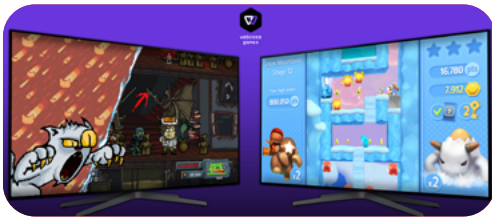
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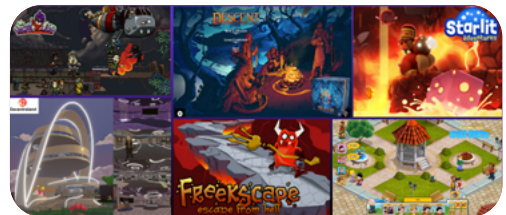
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## Expert Game Porting

As a proficient game porting team, we specialize in porting games using Unity and Unreal. We collaborate with developers and publishers to ensure that game porting is performed during project development, reducing surprises during the testing phase and platform submission. We have devkits for all major platforms: Microsoft, Nintendo, and Sony. Emphasizing on Agile methodologies, we operate within a timezone optimal for projects based in the Americas or Europe, and our English-speaking team ensures smooth communication throughout the project.



## Work-for-hire Game Development and Co-production

Work-for-hire Game Development and Co-production. At Webcore Games, our Unity and Unreal certified teams are equipped to contribute to your project, whether it be through feature development, co-production, or complete game development. We cater to various platforms such as consoles, mobile, AR/VR, and open-world environments like Roblox, Zepeto, Fortnite, Decentraland, and Sandbox, holding licenses for all major platforms including Microsoft, Nintendo, and Sony. We employ Agile methodologies and work within an optimal time zone for projects based in the Americas or Europe. Our proficient English-speaking team ensures smooth communication throughout the project.





# WHITE WOLFY

[www.whitewolfy.com](http://www.whitewolfy.com)

White Wolfy is a game studio and film production company passionate about storytelling and unique points of view, especially within the LGBTQIA+ world. Its first game, "A Sunday Afternoon", was selected by SPCINE's 2023 Incubation Program and is planned to be released in 2025.

**Sofia Wickerhauser | Executive Producer / Game Designer**

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+55 11 99399 8430

 **Instagram**  
[www.instagram.com/white\\_wolfy\\_films](https://www.instagram.com/white_wolfy_films)



## **A Sunday Afternoon**

A SUNDAY AFTERNOON is a PC/MAC 2D narrative puzzle game for achievers and explorers. An insecure Japanese-Brazilian gay young man must explore Sao Paulo and solve puzzles to complete a sticker album to gift his secret crush, on a coming-of-age journey.

**Genres:** Narrative puzzlez

**Platforms:** PC/MAC

**Game Release Date:** 2025



# YELLOW PANDA GAMES

[www.yellowpanda.games](http://www.yellowpanda.games)

An elite team delivering outstanding game development services. +6 years of history providing development services. +100 projects launched, always looking to exceed our clients' expectations. We are motivated by challenges and getting to use our resources in the best way to create remarkable games. Services include full-cycle development, Programming, QA, and Art. We greatly value each client, and every project that they trust us to deliver the best possible result. We are looking for companies that would like to relieve their pipelines with a trustworthy partner. We assure innovation, flexibility, and transparency. Let's meet!

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## Game development services

**Programming:** With years of experience and proven effectiveness through all our projects our programmers can help you reduce your workload. It includes services such as Full-Cycle Development, New Feature Development, Prototyping, Platform Porting, Engine Porting, Optimization, and more, all for multiple platforms. --|-- **QA:** Your project cannot have flaws, for that, with the help of our skillful QAs we will tirelessly search for each error to report them to you. We provide tests on Responsiveness, Performance, Stress, among many more. The platforms include: Windows, Mac, Android, iOS, VR, AR; all on different devices. --|-- **Art:** You deserve your game visuals to be exactly how you would like, allow our skilled and creative artists to absorb and incorporate this feeling into the artwork you need, from the idea conception to its final result.





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