

Brazil Games

EXPORT PROGRAM

GAMESCOM
2022



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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, Executive Manager
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-  www.facebook.com/brazilgames.org
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-  www.instagram.com/brazil.games



Get to know the Brazilian
Game Industry in 2022

Check out the trailer!

GAMESCOM 2022

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AOCA GAME LAB

www.aocagamelab.games/ARIDA_Backlands_Awakening

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

Life is a game.

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www.tiktok.com/@aocagamelab

 **Discord**
www.discordapp.com/invite/VHndhdx



ÁRIDA: Backland's Awakening

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

Genres: Adventure

Platforms: PC, Android

Game Release Date: 15 Aug, 2019

Press Kit: www.dropbox.com/sh/gkx5pfcaxq0bsr4/AAAC2LDHhy86-lUjwiUoH6_Ta?dl=0

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



ARIDA II: Rise of the Brave

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

Genres: Adventure

Platforms: PC

Game Release Date: Q4 2023

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

Rodrigo Terra | Chief Technology Evangelist

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Doede Holtkamp | Business Operations

doede@arvore.io



YUKI

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

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

Platforms: Oculus, SteamVR, PSVR

Game release date: July 22 - 2021

www.yukivrgame.com

www.facebook.com/yukivrgame

www.twitter.com/YUKIVRGAME

www.instagram.com/yukivrgame



Pixel Ripped 1995

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

Genres: Action, Adventure, Arcade, Virtual Reality

Platforms: Oculus, SteamVR, PSVR

Game release date: April 23, 2020

www.pixelripped.com

www.facebook.com/pixelripped

www.twitter.com/pixelripped

www.instagram.com/pixelripped



BETA 2 GAMES

www.beta2games.com

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

We are the developers behind Riot Operator and Mythos.

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Game Development

Development of Games on Demand





BIG FESTIVAL

www.bigfestival.com.br/homeen.html

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

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

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www.twitter.com/BIG_Festival

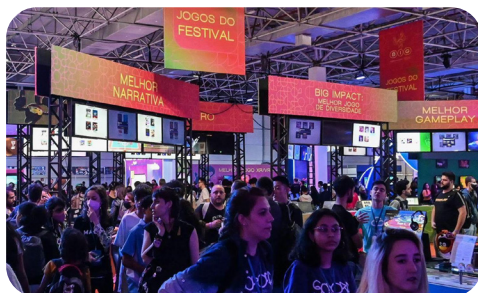


Tiktok

www.tiktok.com/@bigfestival

BIG FESTIVAL 2022

- 538 games submitted, from 53 countries
- Audience: 29,800 in person | +1.6 million online
- + 200 games available to play
- + 300 million people reached through partner creators
- + 90 million people reached on social networks
- + 18.5 million reached by Media Partners
- + 1,350 professionals at business meetings
- 669 companies - 240 international (from 42 countries) | 429 Brazilian
- + 6000 business meetings
- + US\$100 million generated in business prospects
- + 70 hours of live streaming
- + 120 hours of speaking sessions





BLURY STUDIO | BLU APPS

www.blury.studio

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

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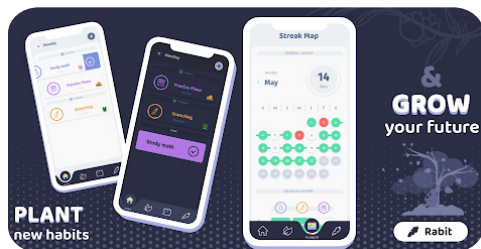
Cups - Water Sort Puzzle

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

Genres: Casual/Puzzle

Platforms: Android, iOS

Game release date: 12/2020



Rabit

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

Genre: Casual

Platforms: Android, iOS

Game Release Date: 12/2020



DRAGONROLL STUDIO

www.dragonroll.dev

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

Livia Maki Yoshikawa | Executive Producer

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www.twitter.com/dragonroll_dev



Discord

www.discord.gg/4Yuxk5gQ25



Itch

www.dragonrollstudio.itch.io



Pivot of Hearts

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

Genres: Visual Novel

Platforms: PC, Mac, Linux

Game Release Date: 08/2023

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

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

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

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

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

Bernardo Mendes | Partner, Chief Gaming Officer

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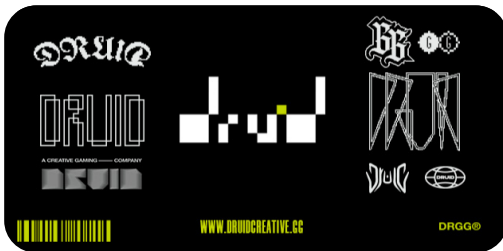
LinkedIn

www.linkedin.com/company/druidcreativegg



Instagram

www.instagram.com/druidcreativegaming



Advertising;

- Marketing;
- Public Relations;
- Influencer Campaigns;
- Social Media Management;
- Community Management;
- Production;
- Esports Strategies and TO;
- Media buying;
- Licensing;
- In-game Capture.

DRUID is truly a full-service agency for the gaming ecosystem



DRUZINA CONTENT

www.druzinacontent.com.br/series-games

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





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

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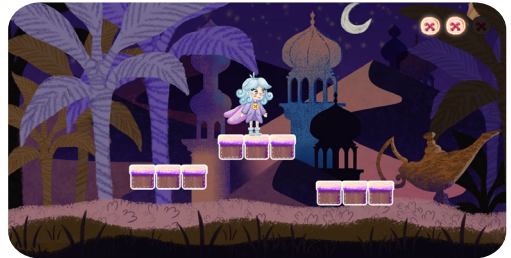


Silo

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

Genre: Tower Defense
Platforms: Android, iOS
Game release date: 12/2020

Website: www.druzinacontent.com.br/silo



Winged

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

Genre: Platform Game (side-scrolling, jumping, auto-runner)
Subgenre: Action & Adventure
Platforms: Android, iOS
Game release date: 02/2023

Website: www.druzinacontent.com.br/winged



DX GAMEWORKS

www.dxgameworks.com

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

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www.youtube.com/dxgameworks



Publishing Services

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

What we need from you:

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

Your Game, Our Dream.

Game Development Services

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

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

Engineering and Porting Services:

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



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

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

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

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

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

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

Original Village

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

Much more than a game:

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

ESG for a better world!

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

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Vicente Darde | Press Specialist

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Twitter

www.twitter.com/DyxelGaming



Linktree

www.linktr.ee/dyxel



Price: Free

Genre: Tower Defense

Aesthetic: 2D flat art

Platforms: Android, Web and PC

Levels: 24 different villages

Languages: PT-BR and EN

Camera view: Top-down

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

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

Ivan Sendin Silveira | CEO

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Gaucho and the Grassland

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

Genres: Farming Sim, Simulator, Building, crafting

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

Game Release Date: 09/2023

Press Kit: www.epopeiagames.com/presskit/

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

www.facebook.com/gauchograssland

www.twitter.com/GauchoGrassland

www.instagram.com/gauchograssland/



FLUX GAMES

www.flux.games

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

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

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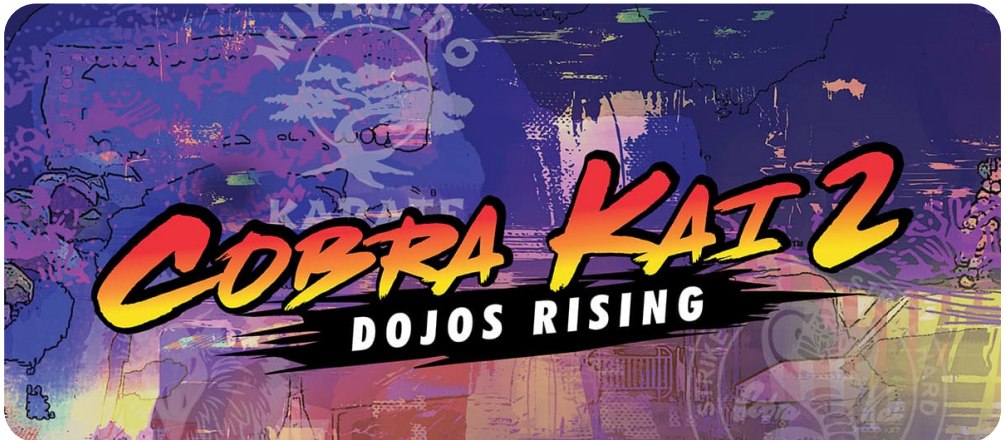
Twitter

www.twitter.com/_fluxgames



Youtube

www.youtube.com/c/FluxGameStudio/channels



Cobra Kai 2 Dojos Rising

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

Genres: Action/Adventure

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

Game Release Date: 2022

Website: www.playcobrakai.com



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



BauMaus

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

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

Wëiph: Reins of Fate

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

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André Faure | CEO

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 **Twitter**
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Co-Development

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

Indie team focused in great games.

Alessandro Carlos Martinello | Lead

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TUBELIVE

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

Genres: ACTION FPS ROGUE LITE

Platforms: PC, Ps4, Xbox One, Nintendo Switch

Game Release Date: 12/04/2020

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



HERMIT CRAB GAME STUDIO

www.hermitcrabstudio.com

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

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

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

Our ambition is to create and publish high quality games in a global way, providing remarkable

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PSG Football Freestyle

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

CHECK SOME OF THE NEAT FEATURES:

-Play as PSG stars in 400+ unique challenges!- Collect stars to unlock new PSG Stars and their chapters!-Choose your own path to stardom traveling to multiple locations around the world! A free, essential game for all sport fans. Get on the field with Paris Saint-Germain!

Awards and Recognition

-Winner as best Game BIG Brands - BIG Festival 2018

-Nominated to Indie Prize London Finalist 201

Genres: Sports / Casual / Action

Platform: Mobile

Press Release: www.docs.google.com/document/d/1NGaacLVfgQz2nqMnkqKJknh5FTcstyTe_neTm_x9JMQA/



Manchester City Freestyle Academy

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

Buy and evolve your equipments to create a better environment for training at the Academy!

Unlock and train the athletes from men's and women's team!

Compete at Leagues in the Etihad Stadium!

Attend events and earn bonus on trainings and exhibitions!

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

Genres: Sports, Casual

Press Release: https://docs.google.com/document/d/1kbwrk8_7YW6LlFQQQuoVZiOpX0auw3nUOm3OZv0TqB0c/edit?usp=sharing



HOPLON INFOTAINMENT

www.hoplون.com/site

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

Rodrigo Campos | CEO

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Heavy Metal Machines

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

Genre: MOBA, Vehicular Combat Game, Free-to-Play, Multiplayer, Crossplay
Platform: PC, Ps4, Xbox One, PS5, Xbox Series X | S

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

Website:
www.heavymetalmachines.com/site

www.facebook.com/HeavyMetalMachines
www.twitter.com/PlayHMM
www.instagram.com/officialhmm
www.discord.gg/heavymetalmachines

PressKit:
https://drive.google.com/drive/folders/1doXVjOE_xoksqYHBljz3diXR4CuZZ-XKd



HYPER DIVE GAME STUDIO

www.hyperdivestudio.com

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

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Paper's Grade, Please!

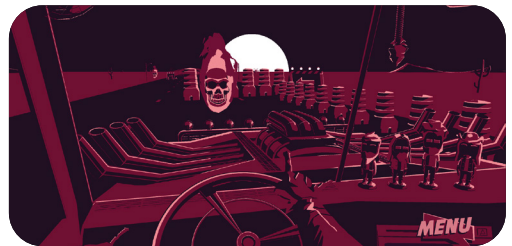
How smart do you think you are? Hopefully you have enough brain power to grade the answers from your students! Kids say the funniest things and it is up to you to catch what is right and what is wrong.

Genres: Hypercasual

Platform: Android, iOS

Press Release: 10/2020

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



Wolfrucker - Come To the Road

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

Genres: Music

Platform: Android

Press Release: 03/2019

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



ILEX GAMES

www.ilex.games

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

Three of our games are available on Steam:

- Soul Gambler (2014) - an interactive graphic novel inspired by Goethe's Faust; a tragic play written in the 19th century. This is a contemporary and engaging adaptation of the masterpiece.

- Face It: A game to fight your inner demons (2017)

- Carefully crafted puzzles in a challenging 3D platformer take the player on a surrealistic journey through a maze of feelings.

are monsters and traps, while brighter concepts are the powers you need to beat the levels.



Tower of Samsara: Hidden Treasures

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

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

Genres: Cinematic Platform, 2D Action platformer

Platforms: PC, Mac, Xbox One, Linux

Game Release Date: TBA

Press Kit: <https://drive.google.com/drive/s/1qiCH43SDUCVwskjbe7ZhgynRPWXDCozX?usp=sharing>

Website: <https://towerofsamsara.com>

www.twitter.com/TowerOfSamsara

www.instagram.com/towerofsamsara/

www.discord.gg/Cqdb3Rx

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

Five of them are under production. Stay tuned!

Marcelo Rigon | CEO

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www.facebook.com/ilexgames



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www.linkedin.com/company/ilex-games



Instagram

www.instagram.com/ilexgames



Twitter

www.twitter.com/TowerOfSamsara



PoN! A Ilha dos Tatus

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

Genres: Action, Casual, Multiplayer

Platforms: Android, iOS

Game Release Date: 08/2022

Press Kit: www.drive.google.com/drive/folders/1W4nEscd2N3nNtzaeoD7Ef-34nXK_FPsy?usp=sharing

Website: www.jogoapon.com.br

www.facebook.com/jogoapon

www.twitter.com/jogoapon

www.instagram.com/jogo.pon/



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

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

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

Danilo Martins | CCO

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Juliana Brito | CEO

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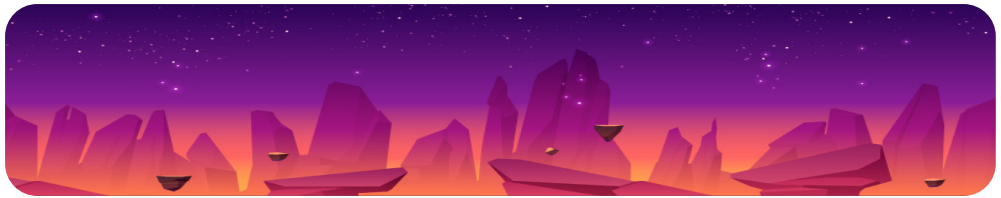
Instagram

www.instagram.com/indiehero.io



Youtube

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



Game Business Hub

For Agencies and Brands:

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

For Game Studios:

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

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

Indie Hero fundraising process

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

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

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

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



IZIPLAY GAME STUDIO

www.izyplay.com

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

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

Everton Vieira | CEO

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+55 53 98129-3753

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

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

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



Junk Norris' Impossible Challenges

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

Genres: Action Puzzle Mini Games

Platforms: Android, iOS

Game Release Date: 03/2016

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



Defuse The Bomb 3D

12 Mi Downloads!

The countdown has started - Can you Deactivate the Bomb in time and guarantee victory?

In this thrilling game, victory is only in your hands. One wrong move and BOOM! Test your agility, memory, and nerves to follow all instructions and defuse the bomb.

Genres: Action Puzzle

Platforms: Android, iOS, Web Browser

Game Release Date: 03/2020

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



KOKKU

www.kokku.com.br

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

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

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

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

Thiago de Freitas | CEO

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Lucas David | Marketing Manager

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Instagram

www.instagram.com/kokkugames



Twitter

www.twitter.com/kokkugames



Website

www.artstation.com/kokku



Co-Development

Game Porting

Full Cycle Game Development

Art Outsourcing

Co-Development



KREATIVITAS STUDIO

www.kreativitasstudio.com

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

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Guga Zagone | CBO

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Instagram

www.instagram.com/kreativitas.studio



Tiktok

www.tiktok.com/kreativitas.studio



Super Monster Run

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

Grab lots of treasures and upgrade abilities to make your monsters stronger.

Can you get them all?

Genres: Mobile Hypercasual

Platforms: Android

Game Release Date: SOFT LAUNCH ONLY - JUNE 2022



Flick Soccer

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

Genres: Casual

Platforms: Android, iOS

Game Release Date: 03/2023



LUSKI GAME STUDIO

www.luskigamestudio.com

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

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

Camila Bothona | Head of Business

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Instagram

www.instagram.com/luski_gamestudio?igshid=YmMyMTA2M2Y=



Twitter

www.twitter.com/LuskiGameStudio?t=uzng5hXbvFcxUl-HyiAecg&s=09



Youtube

www.youtube.com/channel/UCqu05kKPBejK_6Ty9L5eOoA



Space Chefs

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

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

Platforms: PC

Game Release Date: 03/2023



MAD MIMIC
www.madmimic.com

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

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

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Bruno Andrade Carneiro Almeida | Marketing & Social Media

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 **Instagram**
www.instagram.com/madmimic

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

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



Mark of the Deep

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

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

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

Game Release Date: Q1 2024



MAIN LEAF | CANVAS GAMES

www.mainleaf.com

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

Eduardo Saffer Medvedovski | Senior Business Development

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LinkedIn

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Instagram

https://www.instagram.com/main_leaf



MAIN LEAF

**Game Devopment
Services**

Game Development Services

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



MANIBLOX BY MANIFESTO GAMES

www.maniblox.com

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

Our team of experts in game development and live operations for mobile platforms worked with major players in the industry such as Ubisoft, Bandai Namco, Zynga, Disney and SeaWorld.

Now we're bringing our expertise to Roblox, looking for co-production partners and brands that want to explore this growing platform!

Erica Ferrer | Business Developer

erica@maniblox.com



Linktr.ee

www.linktr.ee/maniblox



Twitter

<https://twitter.com/maniblox>



Instagram

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



Discord

www.discord.com/invite/HFK5ApkT9b



Haunted Town Simulator

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

Genres: Roblox, Idle, Simulator

Platform: Roblox

Game Release Date: 07/2022

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



Roblox Co-Development and Live Operations

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



MINIGUM GAMES

www.playsharpshop.com

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

Thiado Ataíde | Game Director

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Igor Staub | Game Designer

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Facebook

www.facebook.com/minigumgames



LinkedIn

www.linkedin.com/company/minigum-games



Instagram

www.instagram.com/minigumgames



Sharp Shop

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

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

Genres: Co-op Party Game

Platforms: PC, Ps4, Xbox One, Nintendo Switch

Game Release Date: JULY 2023



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

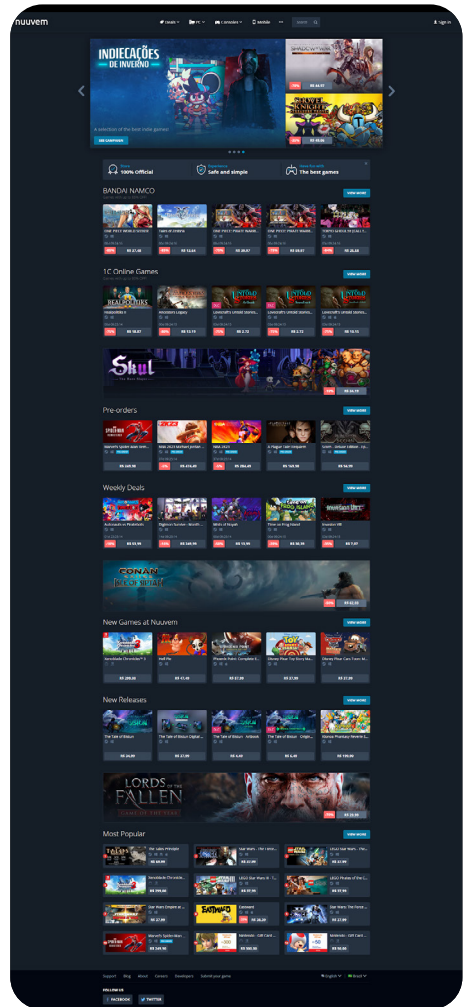
We are looking for publishers and developers who have high quality engaging games to bring to a wider Latin American audience, helping them as digital retail and distribution partners to grow a strong sustainable LATAM revenue stream, while also supporting their catalog long term.

Daniel Peixoto | Business Development Manager
business@nuuvem.com

Thiago Diniz | Chief Operating Officer
thiago@nuuvem.com

 **LinkedIn**
www.linkedin.com/company/nuuvem

We provide a curated one-stop shop experience for digital games and products, across all platforms, in Latin America.





PETIT FABRIK

www.petitfabrik.com

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

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

Olimpio Neto | Partner and CEO

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Facebook

www.facebook.com/petitfabrikpage



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www.instagram.com/petitfabrik



LinkedIn

www.linkedin.com/company/petitfabrik



Kukoos - Lost Pets

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

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

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

Genre: Adventure.

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

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

Game website: www.kukooslostpets.com

www.facebook.com/KukoosLostPets

www.instagram.com/thekukoos



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

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

Bira Lavor | CEO

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https://www.twitter.com/playSTEM_Acad

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



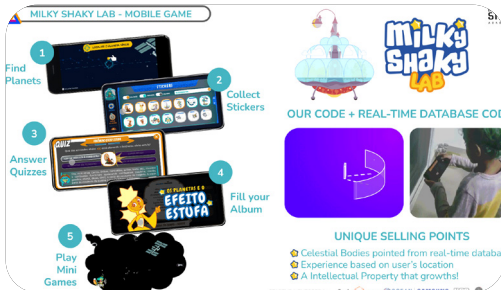
Milky Shaky LAB

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

Genre: geolocation based, simulator, kids

Platform: Android

Game Release Date: 02/2023





PUSH START

www.pushstart.com.br/studio

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

Vinicius Oppido | Co-founder & Director

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+55 11 99934-7254



Facebook

www.facebook.com/pushstartstudio



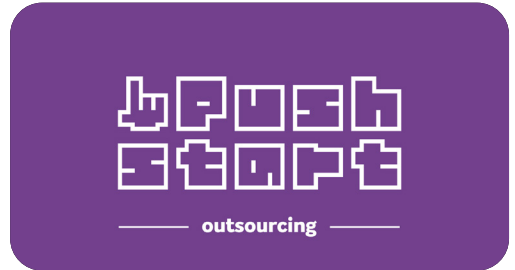
LinkedIn

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



Website

www.pushstart.studio



GLITCHERS - Hack 'Em Up

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

Genre: Beat 'Em Up

Platform: PC

Game Release Date: 2024

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

Outsourcing

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



RADIOATIVA GAME SOUNDS

www.radioativagamesounds.com

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

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

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

Marcelo Figueiredo | Partner-Director

marcelo@radioativaprodutora.com.br

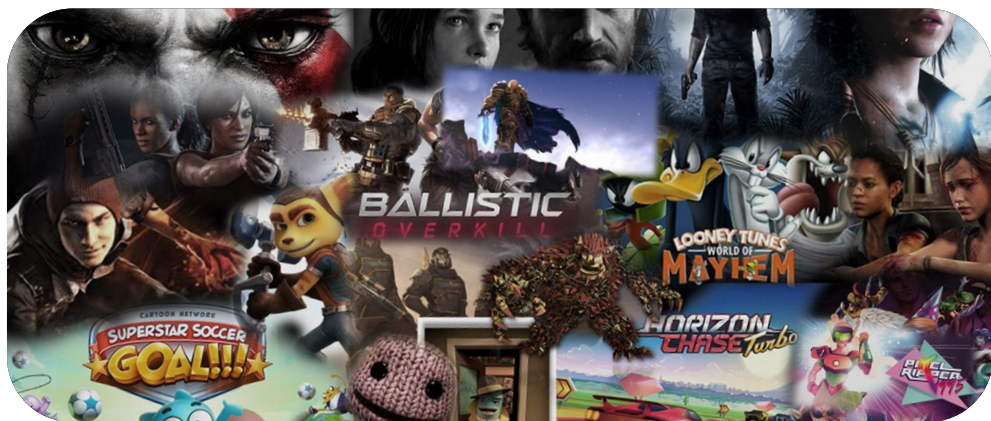
+55 51 98404-0154

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www.linkedin.com/in/marcelofigueiredo1

Instagram

www.instagram.com/radioativagamesounds



Audio production and localization

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

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

Pedro Zambon | Incubator Manager

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Instagram

www.instagram.com/spicinegame

Spicine Game #1 - 2021/2022

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

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

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

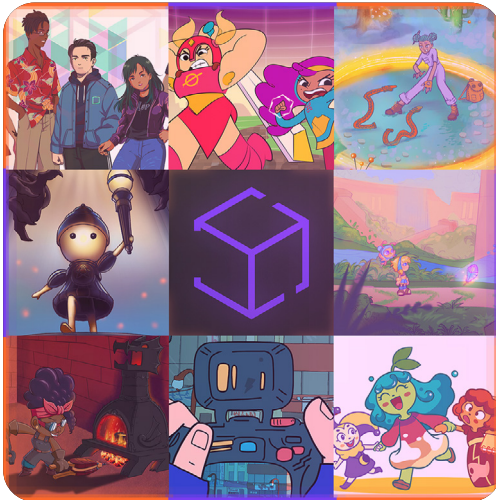
Pivot of Hearts: a non-monogamous romance visual novel with card game mechanics built into it. It takes place in the city of São Paulo and tells the story of Wén Xiàn, a taiwanese-brazilian game developer who, after a long period of isolation, starts finding chances to open his heart again

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

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

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

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





SORORA

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

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

We are looking for:

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

Michele H. N. Weber | Founder, CEO

michele@sororagames.com.br
+55 54 99982-9267

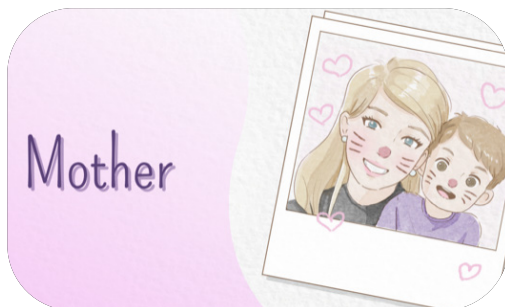
Kassiana Fritz

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 **Instagram**
www.instagram.com/sororagamestudio

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



Mother

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

Genre: Storydriven, Romance, Casual, Storyrich.

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



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.

Theo Azevedo | CEO

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Facebook

www.facebook.com/theogamesagencia



LinkedIn

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

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



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

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

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

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

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

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

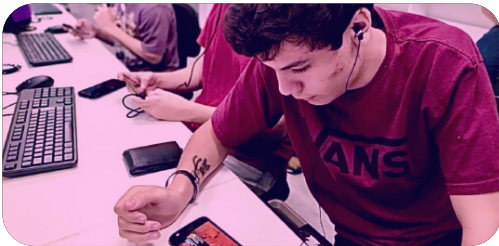
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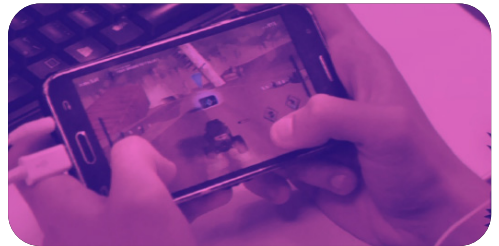
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User Experience

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



Quality Assurance (QA) for games

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



WEBCORE GAMES

www.webcoregames.com/en

Webcore Games is a Brazilian development and outsourcing game studio founded in 1999. We develop our original IP products, games, apps and VR for: entertainment, advertising and education on different platforms: consoles, mobile, PC and Web. In 2016 the studio launched the game My Night Job and in 2018 the PS4 version of Starlit Adventures.

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

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

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Super Timo

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

Genre: Adventure

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

Game Release Date: 2023

www.timothegame.com

www.instagram.com/timothegame



TerraCodex: The Stolen Relics

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

Genre: VR

Platforms: PSVR, Oculus, SteamVR Game

Release Date: 2023



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