

Brazil Games

IN SAN FRANCISCO

2019

PROMOTED BY



ABRAGAMES - BRAZILIAN GAME COMPANIES ASSOCIATION

Abragames, the Brazilian Game Companies Association, was founded in 2004 and represents Brazilian studios developing games in various platforms such as PC, consoles, mobile phones and Internet.

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.

BRAZIL GAMES EXPORT PROGRAM

The Brazil Games Export Program, is the export program created by the Brazilian Game Companies Association, ABRAGAMES, in partnership with Apex-Brasil, 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.

Representatives:

Eliana Russi, Executive Manager
eliana.russi@abragames.org



DESCRIPTION:

2Mundos is a digital factory that develops complete solutions to help companies in their process of improvement and digital transformation.

We are specialized in Usability (UX), Design (UI), Development. (DEV) and system infrastructure, which includes the management and maintenance of mobile and web services.

Our human capital is composed of more than 60 multidisciplinary professionals, including usability experts, developers and system architects, who listen and guide the customer and deploy any digital experience from start to finish.

With offices in San Diego, São Paulo and Madrid 2Mundos has a global presence to insure the best services and solutions for it's clients.

We have created customized digital products and services since 2011 for international clients with a high level of demand.

WEBSITE: <http://2mundos.net/>

REPRESENTATIVE:



Eduardo Capobianco Zaidan

Job Title: CFO

Email: ezaidan@2mundos.net

OUR PRODUCTS/SERVICES:

2Toring: Interactive platform that allows tutors to have classes on-line with students

WHAT WE ARE LOOKING FOR:

Meet business partners and clients



DESCRIPTION:

44Toons Interactive is a game company specialized in IPs development and transmedia content. We produce games and apps from our brands and characters, together with our TV series and feature films production. The association with 44 Toons, one of the biggest animation studio in Brazil, allow us to developed games connected with the audiovisual products, creating multiplatform storytelling that complement and expand the experience of the audience and users.

WEBSITE: <http://www.44toons.com/>

REPRESENTATIVE:



Eduardo Guilherme Machado de Sá

Job Title: CFO

Email: guilherme@44toons.com



Rafael Reinoso

Job Title: Executive Producer

Email: rafa@44toons.com

OUR PRODUCTS/SERVICES:

GadgetDroids

WHAT WE ARE LOOKING FOR:

Publisher partner to launch our games in Asia, Europe and USA (Mobile market)

AQUIRIS

DESCRIPTION:

Aquiris is known by the critically acclaimed arcade racing Horizon Chase Turbo, Best Racing Game - Nintendo Switch 2018, and "Looney Tunes - World of Mayhem", F2P mobile game, developed in partnership with Scopely.

WEBSITE: <https://www.aquiris.com.br/>

REPRESENTATIVE:



Sandro Manfredini

Job Title: Business Director

Email: manfredini@aquiris.com.br

OUR PRODUCTS/SERVICES:

Horizon Chase Turbo

WHAT WE ARE LOOKING FOR:

Publisher partner to launch Horizon Chase Turbo in Asia - PC and Consoles.

AR VO RE

DESCRIPTION:

Brazilian creativity brought to a boundless medium.

Based in São Paulo, Brazil, and California, USA, our studio creates, designs, produces and develops world-class interactive experiences and games for all current and future high end immersive platforms, including virtual reality, augmented reality, and mixed reality.

Our products reach global audiences through digital distribution and we lead the way locally with the top location based immersive entertainment centers in Latin America.

Our multidisciplinary team of 40 innovators and trailblazers work symbiotically to connect different technologies, senses, and mediums to create profound living experiences and push immersive storytelling to new levels.

WEBSITE: <http://arvore.io/>

REPRESENTATIVE:



Rodrigo Mandarino Terra

Job Title: COO/Founder

Email: terra@arvore.io

OUR PRODUCTS/SERVICES:

Pixel Ripped Franchising

WHAT WE ARE LOOKING FOR:

Look the production and the news.



DESCRIPTION:

Behold Studios is a small indie game development studio from Brasilia, capital of Brazil. With more than 60 nominations and prizes around the world, the studio was founded in 2009 and its main focus is PC, Mobile and Consoles. Currently working on Out of Space, they are mostly known for their previous games Knights of Pen and Paper and Chroma Squad.

WEBSITE: <http://www.beholdstudios.com.br/>

REPRESENTATIVE:



Saulo Camarotti

Job Title: CEO / Co-Founder

Email: saulocamarotti@gmail.com

OUR PRODUCTS/SERVICES:

Original IPs

Knights of Pen & Paper and Galaxy of Pen & Paper, Meta RPG, old school pixel art with more than 3 million downloads.

Chroma Squad, a Tactical RPG themed on a power rangers tv recording studio.

Out of Space - New strategy multiplayer couch-fun game about living together in outer space.



WHAT WE ARE LOOKING FOR:

- Press and media contacts for the new PC/Console Multiplayer game "Out of Space"
- Publishers and Funding for upcoming projects, based on current and new IPs.

BIG

**Brazil's Independent
Games Festival**

DESCRIPTION:

BIG (Brazil's Independent Games Festival) is the most important international indie games festival in Latin America. The event includes a international game competition, 10-day showcase of the nominated games for the festival, international congress with over a 100 different keynotes and activities (BIG Business Forum) and an exclusive business area, complete with business meetings and dedicated space and matchmaking tool (BIG Meetings).

BIG aims to strengthen the independent production of games through the exchange of experiences from developers from all over the world, in addition to establishing itself as a business hub in Latin America for both local and international game developers and creative economy producers.

WEBSITE: <http://bigfestival.com.br>

REPRESENTATIVE:



Pedro Mutton

Job Title: Game Maker Relations

E-mail: curadoria@bigfestival.com.br





DESCRIPTION:

BitCake Studio is a young indie studio from Rio de Janeiro, working on multiplayer and VR games independently and for clients, since 2013. Our biggest release yet is "Holodrive: Collectible 2D shooter", an online F2P game that reached over 1 million people. In 2019 we launched "Jelly Beams", a colorful VR wave shooter for the Oculus Go, and also available as an Arcade VR game. Now we're wrapping up our newest VR title for Desktop, "DeMagnetite VR", a mysterious puzzle adventure about magnetism, and looking for new opportunities later in the year.

WEBSITE: <https://bitcakestudio.com/>

REPRESENTATIVE:



Camilla Slotfeldt

Job Title: CEO

Email: milla@bitcakestudio.com

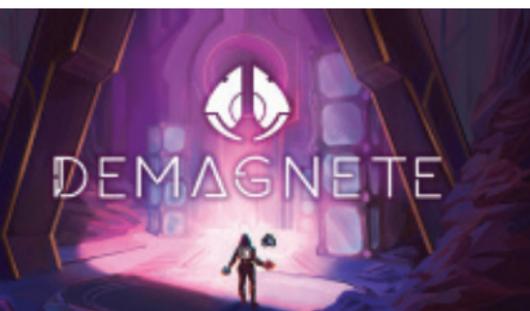
OUR PRODUCTS/SERVICES:

"DeMagnetite VR", VR puzzle adventure about magnetism, voiced by Ashly Burch.

"Jelly Beams", VR shooter for Mobile and Desktop, LBE-ready.

"Neko Neko Rampage", multiplayer cat tournament of destruction.

Outsourcing and collaboration in new projects - We are experienced multiplayer devs that have created various samples and solutions for Exit Games and their Photon and Photon Quantum Technology. Over the years we've also helped many other game studios and clients creating whole games or parts of them.



WHAT WE ARE LOOKING FOR:

Publisher for Neko Neko Rampage, a new console/PC game already funded.

Virtual Reality Arcade houses / Location-based business to accommodate "Jelly Beams", "DeMagnetite VR", and possibly new multiplayer experiences.

New partners interested in external development or collaborations/co-development.



DESCRIPTION:

With more than 10 years, BlackHouse is formed by experienced artists which deliver services to the major companies of the Brazilian entertainment and publicity business.

We understand the client's needs through our knowledge of the business in general, delivering excellent results, in time, with the expected quality. Among our works, there are 3D films, games and visual effects.

Our current project (Black Andy Label), uses state of the art technology such as photogrammetry and motion capture in order to achieve the highest fidelity possible in visuals and animation.

WEBSITE: <https://www.blackhouse.com.br/>

REPRESENTATIVE:



Régis Baralti

Job Title: CTO

Email: regis@blackhousefx.com



Victor Lucki

Job Title: Lead Developer

Email: victor@blackhousefx.com

OUR PRODUCTS/SERVICES:

Facial and body motion capture; Photogrammetry for people and objects; General outsourcing for game development, animation and VFX;



WHAT WE ARE LOOKING FOR:

Investors, partners and publishers for the game we're currently developing; Companies in need of our outsourcing services for game development, animation and VFX.

DESCRIPTION:

Black River is a game development studio based in Manaus - Brazil, founded in 2014. Known for its excellence in Virtual Reality games, the studio has a catalog of award-winning games such as: Finding Monsters Adventure, Angest, Conflict 0: Shattered and Dead Body Falls. Recently, Black River has opened its doors for the development of other platforms like mobile, PC and consoles.

WEBSITE: <https://www.blackriverstudios.com>

REPRESENTATIVE:



Daniel Tadeu

Job Title: Business Development Coordinator
Email: hello@blackriverstudios.net

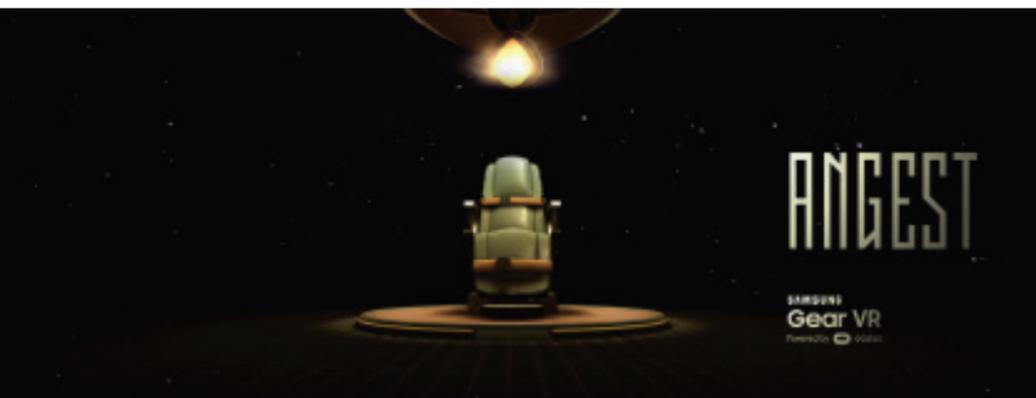


Ronaldo Nonato

Job Title: PR & Community Manager
Email: ronaldo.nonato@blackriverstudios.com

OUR PRODUCTS/SERVICES:

Mobile, Console, PC and VR/AR/MR games.



WHAT WE ARE LOOKING FOR:

Publishers.



DESCRIPTION:

Cafundo is the developer studio from Tetragon. A new immersive mobile puzzle game with a gorgeous art style, unique and challenging gameplay and a deep narrative fit for all ages.

WEBSITE: <http://cafundo.tv> |
<http://www.tetragongame.com>

REPRESENTATIVE:



Leonardo Minozzo

Job Title: Executive Producer

Email: leonardo@cafundo.tv

OUR PRODUCTS/SERVICES:

Mobile Games, VR and AR games.



WHAT WE ARE LOOKING FOR:

Publishers and investors for this new mobile game already done and ready to go market.



DESCRIPTION:

Dogs is a small dev studio focused in research distinct forms of interactive narratives and data-driven design research for pre-production purposes.

WEBSITE: <http://dogsunderground.com>

REPRESENTATIVE:



Claudio Gusmao

Job Title: co-Founder

Email: gus@dogsunderground.com

OUR PRODUCTS/SERVICES:

PC Games, Mobile Games, Interactive Narratives.

WHAT WE ARE LOOKING FOR:

New technologies, user data, research and video games industry networking.



DESCRIPTION:

Fanatee is a mobile developer and publisher founded in 2013. Producing high quality games is our driving force, and we strive to develop games that last for years and years. We are a data-driven company, working to turn great ideas into solid businesses. Together, our games (Stop and CodyCross) are played by millions of people worldwide every single day. We love playing games and having the privilege of making them is a dream come true. What we especially love is being surrounded by talented, passionate and enthusiastic people.

WEBSITE: <http://www.fanatee.com/>

REPRESENTATIVE:



Cesar Mufarej

Job Title: CFO

Email: cesar@fanatee.com

OUR PRODUCTS/SERVICES:

We are sending our employees to learn more about the game universe.

WHAT WE ARE LOOKING FOR:

Knowledge about the game development universe.



DESCRIPTION:

Fira Soft is an 8 year old Brazilian game development studio. Having delivered more than 30 games for clients, the studio is now working on Kriophobia, a survival horror game for PC and PS4. Kriophobia is currently being funded by ANCINE (Brazilian Film Agency), after being selected to receive funds in a public tender with more than 150 other companies. We are now searching for a partnership to help publish and distribute our game globally.

WEBSITE: <https://www.firasoft.com.br/>

REPRESENTATIVE:



Luigi Reffatti

Job Title: Partner / Game Designer

Email: luigi@firasoft.com

OUR PRODUCTS/SERVICES:

We're bringing our game Kriophobia, still under development. The game marks a return to form for the survival horror genre. By using static cameras, placed in intense environments and rendered using a new and unique technique that combines 3D models and lightning with 2D painted scenarios, Kriophobia approaches the genre with respect but innovates on it. The game presents this mix of old and new in a stylized comic book / graphic novel style, and tells an immersive narrative, where the player's choices matter.



WHAT WE ARE LOOKING FOR:

We're looking for publishing, distribution and marketing partners that are interested in releasing our game, Kriophobia, worldwide, on PC and console.



DESCRIPTION:

Flipstar is a Brazilian Indie company based in Florianopolis, currently working on Crystal League, a multiplayer Arena / Party game aimed for release soon on PC and Consoles. Flipstar also provides outsourcing services, having it done for companies in UK, Switzerland and USA.

WEBSITE: <https://flipstar.com.br/>

REPRESENTATIVE:



Paulo Lafeta

Job Title: Co-Founder & Producer

Email: paulo@flipstar.com.br

OUR PRODUCTS/SERVICES:

We are currently working on Crystal League, a multiplayer arena / party game aimed to be launched soon for PC as a game as a service. Crystal League has a roster of cute mascot characters, vehicles, combative and defensive items, and flying devices to assist the players in winning the different game modes such as Crystal Captors, Battle, Triathlon Racing, and more. Crystal League is targeted for 'Early Access' on Q2 2019.



WHAT WE ARE LOOKING FOR:

We look forward in meeting companies related to Publishing, Marketing, Distribution, PR, Porting and/or Online Multiplayer tools for our game Crystal League (PC).



DESCRIPTION:

Flux is a 7 year old game development company specialized in getting the most value out of the Intellectual Properties we work with by developing amazing game products with strong partners.

We are a company that leverages our creativity and outside-of-the-box approach into creating full games, game features, game modes, spin-offs and so on.

What sets us apart is that we are thinkers, creators, passionate game designers and developers - not just a team of executors that follow orders.

WEBSITE: <https://www.fluxgamestudio.com/>

REPRESENTATIVE:



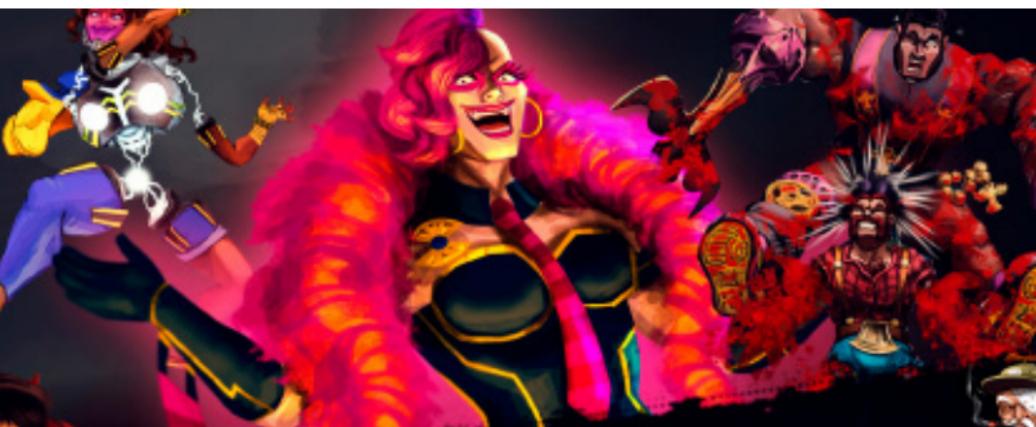
Paulo Luis Santos

Job Title: CEO

Email: paulo@fluxgamestudio.com

OUR PRODUCTS/SERVICES:

At GDC Play, we'll display both our recent work with IPs and also a couple of upcoming games we are developing.



WHAT WE ARE LOOKING FOR:

We are looking for opportunities to work with awesome IPs from all over the world, creating full games or parts of them. We are interested in meeting with Publishers to discuss new IP opportunities - including theirs and our own. We want to expand the growing list of IPs we have worked with in our portfolio, which already includes The Walking Dead, Hunger Games and some of our own IPs such as GUTS and Trenga.

DESCRIPTION:

GamePlan one of the leading consultancies in the world fully dedicated to the games industry. Our team of experts help companies small and large to completely understand their business plan, intelligence and strategy, marketing strategy and full global execution. Our mission is to be your partner to achieve success whatever your goals are.

WEBSITE: <http://www.gameplan.com.br>

REPRESENTATIVE:



Andre Faure

Job Title: CEO

Email: andre@gameplan.com.br

OUR PRODUCTS/SERVICES:

GamePlan is the leader in global business intelligence, development and marketing acting as a service and consulting provider.



WHAT WE ARE LOOKING FOR:

We are looking for new clients, great games, business opportunities and executives that believe that an external opinion is key to achieving success.



GARAGE 227
GAME STUDIOS

DESCRIPTION:

Award winning Game Studio founded in 2014 in Brazil and now incorporated in the USA, Garage 227 Studios is focused in providing services to third parties in 3D Modeling, Concept Art, Animation and full Game Development we also work developing original game IPs for consoles and computers. Our first game SHINY, launched 2016 and selected as Best Brazilian Game by IGN Brasil also awarded several accolades around the world. Available now for Xbox, PS4 (Digital and Retail) and PC.

Our recent outsourcing projects: Among The Sleep, Nintendo Switch port, Tantra Rumble (2D and 3D art, partnership with Kokku Hub), Defunct, Nintendo Switch port, Truck Driver (NPC illustrations), The Overkill's The Walking Dead (partnership with Flux Game Studio - Twitch + UE4 integration), They Live to Destroy (3D Heroes and Monsters).

WEBSITE: <http://www.garage227studios.com/>

REPRESENTATIVE:



Daniel Monastero

Job Title: CEO - Business Development

Email: daniel@garage227studios.com

OUR PRODUCTS/SERVICES:

Outsourcing, Art, game design, full game development, Porting and our New Game Tameless.

among the
SLEEP

— ENHANCED EDITION — SOEDESCO



WHAT WE ARE LOOKING FOR:

Contracts for our outsourcing, partners, financing, investors etc.



DESCRIPTION:

Gazeus Games is the leading social and classic mobile games developer in Brazil with more than 10 million players monthly around the world.

WEBSITE: <https://www.gazeus.com/en/>

REPRESENTATIVE:



Iuri Genovesi

Job Title: Business Development Manager

Email: igenovesi@gazeus.com

OUR PRODUCTS/SERVICES:

Mobile Games, Classic Mobile titles, HTML5 titles.



WHAT WE ARE LOOKING FOR:

Mobile Stores, HTML5 Stores, Syndication platforms for games distribution, HTML5 developers, technology companies for mobile games, analytics and BI technologies, development platforms.



DESCRIPTION:

GILP is game developer studio.

We make original games for a variety of platforms since 2013, every project is treated with passion and creativity. We are always aiming for quality and fun.

We are currently working on our upcoming game Areia which will be released on the PC. If you'd like to play , make sure to check out GDC Play on March 18-22 at the booth #N3233.

WEBSITE: <http://gilp.studio/>

REPRESENTATIVE:



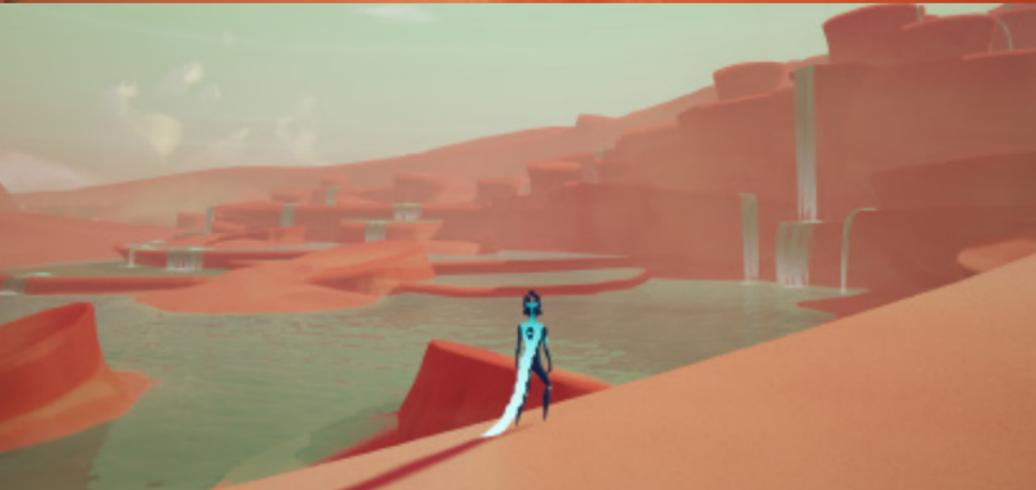
Lucas Humberto Montes Ferreira

Job Title: Business Developer

Email: lucas.hm@gilp.studio

OUR PRODUCTS/SERVICES:

Areia is a puzzle platformer composed of beautiful landscapes and emotional design where one can unveil its path and create a unique connection with the game.



WHAT WE ARE LOOKING FOR:

We're looking for publishing and distribution partners that can help leverage the commercial success of Areia.

DESCRIPTION:

An indie mobile studio based in Brazil and France specialized in developing casual games for the sports world.

WEBSITE: <http://hermitcrabstudio.com/>

REPRESENTATIVE:



Matheus Vivian

Job Title: CEO

Email: matheus@hermitcrabstudio.com



Guilherme Gonçalves

Job Title: Art Director & Co-Founder

Email: guilherme@hermitcrabstudio.com

OUR PRODUCTS/SERVICES:

PSG Football Freestyle - An official Paris Saint-Germain casual F2P mobile Game.

Start your journey to become a freestyle football legend with a help from PSG Stars, such as Neymar, M'Bappé, Buffon and many others!

In PSG Football Freestyle you will create, customize and develop your character while traveling around the world in fantastic turn-based multiplayer challenges against friends and opponents.



WHAT WE ARE LOOKING FOR:

Publishing and Distribution partners.



DESCRIPTION:

HOPLON is a game developer and publisher, specialized in multiplayer / free-to-play games since its foundation in 2004. Currently, Hoplon is focused on publishing its most recent game Heavy Metal Machines (PC F2P MOBA) in all continents.

WEBSITE: <http://www.hoplon.com/>

REPRESENTATIVE:



Rodrigo Campos

Job Title: CEO

Email: rodrigo.campos@hoplon.com

OUR PRODUCTS/SERVICES:

Heavy Metal Machines



WHAT WE ARE LOOKING FOR:

Staff and partners for our Ireland office focused on publishing Heavy Metal Machines in Europe and North America.



DESCRIPTION:

Indie Warehouse is the first Brazilian Gamedev Coworking and a entire dedicated game ecosystem space. It is home to the main games events in Brasilia, offers training for several professionals in the area and a program for accelerating game studios. Represents 40 indie games companies in Brasília.

WEBSITE: <http://indiewarehouse.com.br/>

REPRESENTATIVE:



Júlia Hormann

Job Title: General Manager and New Business Manager

Email: julia@indiewarehouse.com.br

OUR PRODUCTS/SERVICES:

Gamedev coworking, and we actively work for the game ecosystem with courses, events and mentoring.



WHAT WE ARE LOOKING FOR:

Indie Warehouse is interested in people or studios who want to make partnerships, lectures, trainings, connections, exchanges and exchanges with the Indie Games market in Brasilia - Brazil.



DESCRIPTION:

INSANE was founded in São Paulo - Brazil with the main purpose of creating the MMORPG game named Profane. In 2009, the CEO Diego Beltran and the CTO Luiz Zaiats teamed up to begin their journey. At first, the company developed several games to gain experience and maturity. Finally, in 2015 Profane became the main project of the company, having now 30 developers working exclusively on the project that is currently in Alpha.

WEBSITE: <http://profa.ne/>

REPRESENTATIVE:



Diego Beltran

Job Title: CEO

Email: diego.beltran@insa.ne



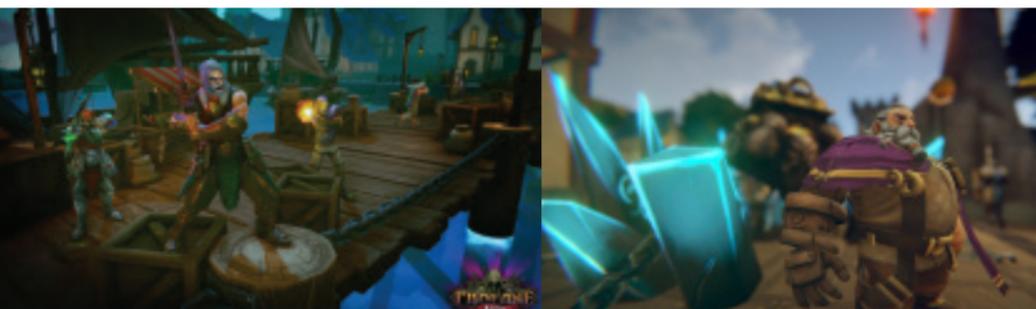
Luiz Zaiats

Job Title: CTO

Email: luiz.zaiats@insa.ne

OUR PRODUCTS/SERVICES:

We are bringing INSANE's most important project, the MMORPG Profane, which is currently under development. Profane stands out on it's main characteristic: freedom. To make that happen, 5 key elements are fundamentally core on it's design: being open world and sandbox, having action combat, progression based on proficiencies other than levels and liberty to explore, conquer, settle and rule.



WHAT WE ARE LOOKING FOR:

We are hoping to meet companies that can provide us solutions that will help us achieve our core design elements. Besides that, we strongly believe that Profane must be, even in its early stages, known worldwide. Our goal is to have an engaged community that can collaborate with us by providing feedback, so we're looking for community management solutions, publishing, technology and marketing partner.

KOKKU

DESCRIPTION:

Kokku is the largest Brazilian External Development company known for its work on "Horizon: Zero Dawn", Sniper Ghost Warrior III and Tantra Rumble, among others. Our teams are capable of delivering high quality assets and products that range from 3D Art to Full Game Development. Our experience comes from working on a diversified list of projects, from AAA titles to casual mobile games. Among our clients you will find companies such as Guerrilla Games (Horizon: Zero Dawn), Ci Games (Sniper Ghost Warrior), 505 Games (Confidential), Paradox (Confidential), High Voltage (They Live to Destroy), GameOlic (Tantra Rumble) and Garage 227 (Shiny) , just to mention some. We try to cater to a variety of needs that a game developer might have, if all you need is just to finish up your project or if you just have a great idea that needs to be implemented from scratch, we have you covered.

WEBSITE: <http://www.kokkuhub.com/home/>

REPRESENTATIVE:



Thiago de Freitas

Job Title: Business Director

Email: thiago@kokkuhub.com



Alberto Lopes

Job Title: CFO

Email: alberto@kokkuhub.com

OUR PRODUCTS/SERVICES:

External Development

WHAT WE ARE LOOKING FOR:

Partners interested in external development

Programming - (UE4 | Unity | CryEngine | C# | C++ | Lua)

Art (Concept - 2D - 3D - Realistic - Cartoon - AAA - Animation)

Co-Development & Full-Development



DESCRIPTION:

Ludact specializes on the design and development of learning games and game-based learning experiences. Since 2005 we released more than 40 titles covering all ages and a variety of subjects as reading, maths, physics, citizenship, children's rights, road safety and cultural diversity. Among our works are three games created with Sesame Workshop nominated for the 2015 International Digital Emmy® Awards in the category Digital: Children & Young People. Currently working on our most ambitious game UNBINARY, winner of Brazil's largest funding prize for a VR game to date.

WEBSITE: <https://ludact.com>

REPRESENTATIVE:



Mario Lapin

Job Title: CEO

Email: mario@eludica.com

OUR PRODUCTS/SERVICES:

PetDrivr is a mobile casual VR game to drive the most cute pets around a crazy, fast-paced city. No lack of fun urban adventures! Be gentle as the pets need you to take them safe (and breathing, err... barfing) to their destinations!

UNBINARY offers an immersive VR adventure, featuring a unique, fully hand drawn artwork to step the player into 4 different characters with intertwined stories.



WHAT WE ARE LOOKING FOR:

Publishers, distributors and strategic partnerships for distribution of VR titles.



DESCRIPTION:

Lumen Games is a Brazilian based development studio creating games since 2004. Being focused in the freemium mobile industry on the past years, we understand the challenges of launching and running a successful free-to-play game and that releasing a game on the stores is only the start of the story.

From concept to live operations, our team has the expertise you need if you're planning to create and release a free-to-play game in the mobile industry.

Wanna know what is driving retention in our games?

Ask us!

WEBSITE: <https://lumen.games/>

REPRESENTATIVE:



Tiago Melo

Job Title: CEO

Email: tiago@lumen.games

OUR PRODUCTS/SERVICES:

We're a development team focused on the mobile free-to-play industry. We're creating unique new IPs and working with the best publishers to develop engaging and exciting new games.

WHAT WE ARE LOOKING FOR:

We're looking for co-development deals for free-to-play mobile projects.



DESCRIPTION:

Mad Mimic is a Brazilian Indie Game Studio. We already released 2 games No heroes here, and Monica e a Guarda dos coelhos (Monica and friends). We're looking for a partnership that would cover and extended Dev funding for our new game Dandy Ace. Our main interest is Publisher, Investors, and Distributors.

Dandy Ace is an over the top action game following a fabulous magician seeking to combine and use his magical cards, fighting and looting his way to defeat the Green-Eyed Illusionist and free himself from a cursed

WEBSITE: <https://www.madmimic.com/>

REPRESENTATIVE:



Luis Fernando Tashiro

Job Title: CEO

Email: luistashiro@madmimic.com

OUR PRODUCTS/SERVICES:

We want to show our newest game, Dandy Ace is an over the top action game that follows this fabulous magician seeking to combine and use his magical cards, fighting and looting his way to defeat the Green-Eyed Illusionist and free himself from a cursed mirror.



WHAT WE ARE LOOKING FOR:

We are looking for an investor, publishing and distribution partners that can help leverage the commercial success of our games.



DESCRIPTION:

Manifesto Games is a game studio who creates engaging experiences for kids and casual gamers. Since 2005, we have developed projects for Bandai Namco, DeNA, Pearson, and also with MightyPlay for Disney, Sea World, Age of Learning and Zynga.

We help brands and studios creating both entertainment and educational experiences for different age groups and platforms, as mobile, browser and facebook instant game.

WEBSITE: <http://www.manifestogames.com.br/>

REPRESENTATIVE:



Erica Ferrer
Job Title: Business Developer
Email: erica@manifestogames.com



Vicente Vieira
Job Title: CEO
Email: vicente@manifestogames.com

OUR PRODUCTS/SERVICES:

Game development and live operations for mobile, desktop, browser and facebook instant game platforms. We have developed, co-produced and operated games for Bandai Namco, DeNA, Pearson, and with Mightyplay for Disney, SeaWorld, Age of Learning and Zynga.



WHAT WE ARE LOOKING FOR:

Partners interested in our development and operational skills, projects in a work-for-hire, co-production or revenue share model. Publishers for hyper casual, kids and tweens games.



DESCRIPTION:

Massive Work is an ambitious new studio based in Natal-RN, Brazil, with twenty-three team members, over two dozen indirect collaborators and five partner studios, spanning thirteen cities in several countries. Team members include Abraão Segundo and Alex Oliver, whom previously worked on AAA titles such as Injustice 2, Diablo and World of Warcraft. Everyone at Massive Work shares a shared love for the game industry and the drive to make the best games possible! Massive Work's premier title is DOLMEN, a Sci-Fi Action-RPG inspired by games like Dark Souls, Dead Space and Metroid Prime. For more information, please visit <http://massiveworkstudio.com>.

WEBSITE: <http://www.massiveworkstudio.com/>

REPRESENTATIVE:



Pedro Bastos

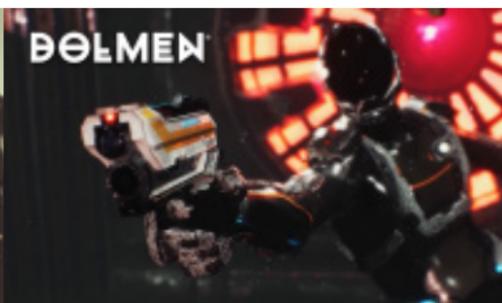
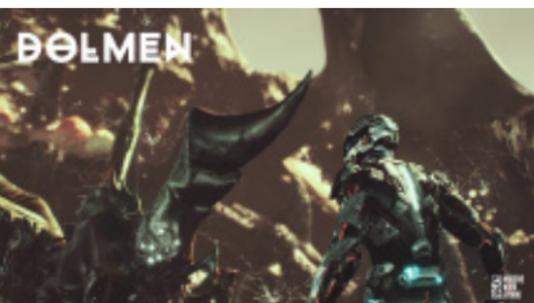
Job Title: Producer

Email: pedro.bastos@massiveworkstudio.com

OUR PRODUCTS/SERVICES:

Today we're excited to formally announce DOLMEN — a terrifying new Action-RPG from independent Brazilian developer Massive Work Studio, which is coming to North American for the second time at GDC 2019! Are you going to be at the show? Let us know and experience the game first-hand!

DOLMEN combines futuristic Sci-Fi and Lovecraftian Cosmic Horror, set in the "SoulsBorne" RPG genre mold. You play as a lone astronaut left stranded on a forgotten planet known as Revion Prime. This world is surrounded by the billions of victims to a great war — their corpses float in orbit as a reminder and warning to all those who are unlucky enough to enter its galaxy. To survive on this hostile planet, you'll have to adapt by mastering the game's layered combat system, scavenge for resource and craft new items that improve your space suits' functionality. Revion Prime is unforgiving; you'll learn that the hard way.



WHAT WE ARE LOOKING FOR:

Press contacts, publishing and distribution partners that can help increase the commercial success of DOLMEN world wide.



DESCRIPTION:

The studio developed the games: ChemIQ, for the Californian Clef Software Inc., and Training Faces, for the also American Company Training With Gaming Inc.

Most recently MTI is currently developing the game Baby Hood, in partnership with the Australian X-cite Agency , MTI Studio released the authorial game Greedy Monsters and have plans to launch a new authorial game: Samba Robots.

Currently we also produce several educational projects for Cultura Inglesa , using gamification to create animated and interactive content in HTML5 and Mobile App to make English classes more attractive.

WEBSITE: <http://www.mtistudio.com/>

REPRESENTATIVE:



Flavio Montanaro

Job Title: CEO

Email: flavio.montanaro@mtistudio.com

OUR PRODUCTS/SERVICES:

Our services: HTML5 development, Unity development, web based system development, game design, illustration and design.

Our products: Greedy Monsters, Samba Robots, Moobing Playground (gamefied learning platform)



WHAT WE ARE LOOKING FOR:

New clients, possible partners to release our new mobile game Samba Robots.

**DESCRIPTION:**

Nuuvem is a LATAM-Focused, curated, digital gaming platform for PC. Working both with large publishers such as Capcom, Ubisoft and Warner, as well as indies like 11 Bit Studios and Devolver, we're equipped to offer you all the support you need in the region and make your experience here as smooth as possible.

WEBSITE: <https://www.nuuvem.com/>

REPRESENTATIVE:

Thiago Diniz

Job Title: COO

Email: business@nuuvem.com

OUR PRODUCTS/SERVICES:

Nuuvem.com digital distribution platform.

WHAT WE ARE LOOKING FOR:

We are looking for high-quality new indie and AAA games for PC and Consoles.



OKTAGON

DESCRIPTION:

Oktagon is a mobile game startup founded by professionals with more than 10 years of game industry experience! The Studio is the official developer of Magic The Gathering Puzzle Quest. Oktagon is the number one in the industry providing games-as-a-service with lean live ops practices.

WEBSITE: <http://oktagongames.com/>

REPRESENTATIVE:



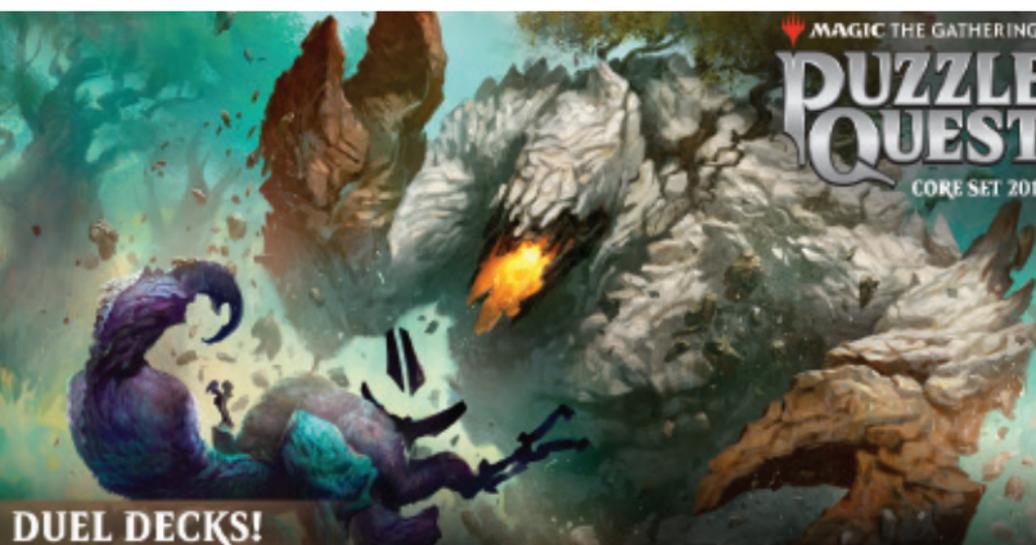
Ronaldo Cruz

Job Title: CEO

Email: ronaldo@oktagon.com.br

OUR PRODUCTS/SERVICES:

We are showing our most recent IP Trial of Titans, a round-based RPG mobile game with synchronous and asynchronous PVP battles. Oktagon is also offering Live-Ops/Game-as-service to publishers and developers.



WHAT WE ARE LOOKING FOR:

Publishers and development partnership.



DESCRIPTION:

We are a company that combines Creativity, Tech, Gaming, Design and Animation to build original IP's with a global appeal.

WEBSITE: <http://petitfabrik.com/>

REPRESENTATIVE:



Olimpio Neto

Job Title: CEO

Email: olimpio.neto@petitfabrik.com

OUR PRODUCTS/SERVICES:

Kukoo Monkeys Planet is a mobile MMO for kids.

Welcome to the Kukoo Monkeys Island! Come and discover endless worlds within the tree! Each magic door leads to a unique adventure and experience: games, music, dance, special missions and collectable items! It's now available for iOS and Android.

SILO. It's a game that mixes Traditional Tower defense mechanics with an online multiplayer layer.



WHAT WE ARE LOOKING FOR:

Publishers and Investors.



DESCRIPTION:

Papprika is a digital marketing agency specialized in ad videos and storefront creatives for apps and games. Hot creativity and years of work with hundreds of projects are important ingredients of our secret recipe for spicing up apps and games. We serve our clients a full course of data-oriented marketing creatives, prepared to delight those with a taste for high-performance user acquisition and storefront strategies.

WEBSITE: <http://www.papprika.co>

REPRESENTATIVE:



Felipe Watanabe

Job Title: General Manager

Email: felipe.watanabe@papprika.co



Rodolfo Santana

Job Title: General Manager

Email: rodolfo.santana@papprika.co

OUR PRODUCTS/SERVICES:

Papprika offers a wide variety of creative services to app and game developers, always with a data-oriented mindset. From game sound design to user acquisition creatives and complete storefront material (copy, graphic design, and video), we have the secret recipe to spice up your app marketing strategy. We also offer sound design solutions, from soundtracks and effects to apps and games to promotional video sonorization and voice-over services.

WHAT WE ARE LOOKING FOR:

working with app developers, publishers and advertising companies interested in commissioning banners and videos for paid user acquisition, improving organic user acquisition through storefront revisions and running A/B tests to increase conversion rates.



DESCRIPTION:

Pipa Studios is a mobile gaming company founded in 2012.

Pipa Studios owns Praia Bingo, which is the top selling mobile gaming app in Brazil and ranks among the top 3 bingo apps in Mexico, Spain, Italy and France.

WEBSITE: <http://pipastudios.com/>

REPRESENTATIVE:



Daniel Xavier

Job Title: co-founder and COO

Email: xavier@pipastudios.com



Pedro Moraes

Job Title: co-founder and CFO

Email: pedro@pipastudios.com

OUR PRODUCTS/SERVICES:

Our bingo title Praia Bingo is the #1 gaming app in the mobile stores in Brazil (Android and iOS). Praia Bingo has the most renowned Video Bingo games in the industry and also the most interactive multiplayer bingo room.



WHAT WE ARE LOOKING FOR:

Networking, Product and Game Design, Live Ops, Marketing, Innovation.



DESCRIPTION:

We are a digital gaming platform for children from 3 to 12 years old.

WEBSITE: <http://playtablekids.com/>

REPRESENTATIVE:



Marlon Souza

Job Title: CEO

Email: marlon@playmove.com.br

OUR PRODUCTS/SERVICES:

PlayTable is a digital gaming platform made by an interactive table and games/pedagogical Apps built on concepts of pedagogy, which stimulate the development of cognitive and motor skills, as well as work with specific contents such as language, mathematics, art and science, allowing a fun and highly efficient learning.

We are a Brazilian educational games and products company made up of a multi-disciplinary team of professionals who are engaged with education and technology. Our goal is to transform learning into a more complete process that is stimulating and fun.



WHAT WE ARE LOOKING FOR:

We are looking for developers and companies with educational games to work with.

PLOT KIDS

DESCRIPTION:

Plot Kids create and design Transmedia Universes, with a greater focus on Games and Animated Series. We believe that great entertainment products not only entertain, but also improves peoples' lives in various ways. We are experienced in immersive technologies (especially AR and VR) and believe they are great tools to achieve great storytelling and immersion.

Currently our main goal is developing strategic partnerships, including (but not limited to) publishing and licensing deals for game and media distribution platforms.

WEBSITE: <http://plotkids.com/>

REPRESENTATIVE:



Leonardo Guedes Bilck

Job Title: CTO

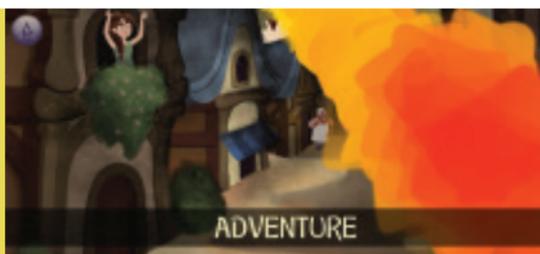
Email: leonardo@plotkids.com

OUR PRODUCTS/SERVICES:

Our soon-to-be-released project (Truth and Tales) is an interactive stories/"books" library. The first story is based on classical Central Asian and the Middle East story. It will be launched in March 2019 under Explot, a Plot Kids' spin-off company. We are also bringing our already launched products "Monica Toy TV" (listed on 2016 Google Play Awards as one of the top 5 Best Games and Apps for Family) and Hello Kitty TV, both already available on Google Play and the AppStore.

#PlayTogether is another project that we are bringing to GDC, it is an in-development synchronous party game that uses smartphones as controllers. Its alpha version was short listed as best technology at SBGames 2017.

We offer animation services (3D and Cut-Out/"Toon Boom"). Currently we are responsible for "Hello Kitty's World" webseries, currently available in Brazilian Portuguese and Spanish (LATAM) and heading to its 4th season.



WHAT WE ARE LOOKING FOR:

We are looking for publishing, localization and licensing partners for the Asian, Middle-East and African markets.

We also look for content development partnerships and/or co-productions (script, screenplay and storytelling) for family-friendly IPs.



DESCRIPTION:

PUGA Studios develops valuable art assets for the game industry. We're an experienced game development company founded by people who have 10y+ in the game industry. Our main focus is providing high quality art and UI/UX outsourcing services, always on time.

WEBSITE: <http://pugastudios.com/>

REPRESENTATIVE:



Rodrigo Carneiro

Job Title: CEO

Email: rodrigo@pugastudios.com



Augusto Santana

Job Title: Business Manager

Email: augusto@pugastudios.com

OUR PRODUCTS/SERVICES:

3D Art, 2D Art, Engineering, UI/UX, Full Development.

WHAT WE ARE LOOKING FOR:

We are looking for partners who needs 3D stylized assets, UI/UX and Engineering services for their games.

PUSH START

DESCRIPTION:

From visual concept to production, we develop stories and narratives designed for interactive and digital media.

WEBSITE: <http://pushstart.com.br/>

REPRESENTATIVE:



Felipe Marlon

Job Title: Business Development

Email: felipe@pushstart.com.br

OUR PRODUCTS/SERVICES:

Games, Animation, Transmedia, Digital Content, HTML5 and Mobile. Entertainment and Educational projects with partners like FOX, Discovery, Hasbro, NBC and MIND.



WHAT WE ARE LOOKING FOR:

Partners, Publishers, Investors, Broadcasters and networking.



DESCRIPTION:

Audio production company and localization to Brazilian Portuguese, LatAm Spanish and English.

WEBSITE: <http://www.radioativagamesounds.com/>

REPRESENTATIVE:



Marcelo Figueiredo

Job Title: Partner Director

Email: marcelo@radioativaprodutora.com.br

OUR PRODUCTS/SERVICES:

Radioativa Game Sounds is a full audio service provider offering audio solutions from original music and sound design to voice over, dubbing and localization into Brazilian Portuguese. Our goal is to enhance the gamer experience by combining our artistic expertise with the best local talents in a modern studio environment.

WHAT WE ARE LOOKING FOR:

We are looking for game developers or publishers of any size willing to add more value to their products by outsourcing music, voice and sound design to a company based in a country with an extraordinary musical tradition as well as localization into Brazilian Portuguese to offer a better immersion to the Brazilian gamer.



DESCRIPTION:

Rockhead Studios is the company behind the several award winning Starlit Series, with over 10 million players on mobile, and over a million on PS4 already, the Starlit franchise keeps growing as a multimedia product.

WEBSITE: <http://rockheadgames.com/>

REPRESENTATIVE:



Rodrigo "Chips" Scharnberg

Job Title: Producer

Email: chips@rockheadgames.com

OUR PRODUCTS/SERVICES:

Starlit Adventures, Starlit Archery Club e Starlit On Wheels.



WHAT WE ARE LOOKING FOR:

Publisher partner to put Starlit Adventures and Starlit On Wheels on Asia - Consoles.



DESCRIPTION:

Rogue Snail are the creators of Relic Hunters Zero, Chroma Squad and Dungeonland. With millions of players around the world, they currently have 14 employees and are focused on the Relic Hunters IP with two free-to-play games in development for PC/Mobile/Consoles.

WEBSITE: <http://www.roguesnail.com/>

REPRESENTATIVE:



Mark Venturelli

Job Title: CEO

Email: venturelli@roguesnail.com

OUR PRODUCTS/SERVICES:

Relic Hunters Legend: An online free-to-play Shooter/RPG based on the Relic Hunters franchise with millions of players around the world. Being developed for PC/Consoles, with crossplay for mobile platforms.

Relic Hunters Blitz: unannounced new title on the Relic Hunters franchise, exclusive for mobile devices.

A third, unannounced, multi-platform, mobile-first title.



WHAT WE ARE LOOKING FOR:

Meeting games media and influencers to showcase Relic Hunters Legend; looking for interested publishing partners and investors for Relic Hunters Legend and future Rogue Snail projects.



DESCRIPTION:

Smash Mountain Studio is specialized in VR/AR and game development. With a team of extensive capabilities, we deliver crafted innovative experiences to help drive businesses and expectations to our clients. Our streamlined and meticulous approach towards every project is built on creativity, authenticity and commitment.

WEBSITE: <http://www.smashmountain.com/en/>

REPRESENTATIVE:



Luiz Eduardo Adler P. Duarte

Job Title: Partner Director

Email: luiz.eduardo@smashmoutain.com



Pedro Thiago Mourão

Job Title: Partner Lead Artist

Email: pedro.thiago@smashmoutain.com

OUR PRODUCTS/SERVICES:

Our first game: BEJJ - The first Jiu-Jitsu game ever is being developed for mobile, currently in BETA version. BEJJ is a strategic/fighting card game of this incredible martial art, which is greatly expanding worldwide and exporting a bit of the brazilian culture.

We also work with VR as B2B services.



WHAT WE ARE LOOKING FOR:

Our goal in GDC 2019 is to 1)find possible investors, 2)to present the BETA version of our game BEJJ: The Jiu-Jitsu Game, 3)to look for opportunities in outsourcing or co-production and 4)to do Networking.



DESCRIPTION:

Tapps games is the most prolific independent game studio in Brazil. 400 + games developed and published and over 600 million downloads from a worldwide user base have cemented our identity as creators of fun mobile titles for everyone.

WEBSITE: <http://tappsgames.com/>

REPRESENTATIVE:



René Retz

Job Title: CEO

Email: contact@tappsgames.com

OUR PRODUCTS/SERVICES:

Tapps' developed games portfolio is bursting at the seams with fun, simple and addictive casual experiences, among which are big hits like Bid Wars, Logic Pic and Vlogger Go Viral - all with large and engaged user-bases that span the globe.



WHAT WE ARE LOOKING FOR:

Attending to several talks and networking with partners.



DESCRIPTION:

Theogames is a communication agency with 20+ years experience on Brazil and Latin America games market. Our services include PR, content creation, social media management, consultancy and copywriting

Our main differential: we know our target audience like no one, because we're part of it. The Theogames team has specialists in Journalism, Media Relations, Marketing, Business Development, Social Media and Community Management – and we all, above all else, love video games, be them eSports, or on PC, dedicated home consoles, or mobile.

WEBSITE: <http://theogames.biz/content/>

REPRESENTATIVE:



Theo Azevedo

Job Title: CEO

Email: theo@theogames.biz

OUR PRODUCTS/SERVICES:

Theogames is a content creation and PR company.

WHAT WE ARE LOOKING FOR:

Clients and partners - and opportunities to build amazing content tailoring Brazil and Latin America gamers!



DESCRIPTION:

VRMonkey is reference in the development of Virtual, Augmented and Mixed Reality experiences. We develop customized solutions so that our customers' brands generate engagement and stand out from their competitors. We have a highly specialized team and projects of international prominence.

WEBSITE: <http://vrmonkey.com.br>

REPRESENTATIVE:



Pedro Matsumura Kayatt

Job Title: CEO

Email: pedro@vrmonkey.com.br

OUR PRODUCTS/SERVICES:

Launched VR Experiences

Dinos do Brasil (<http://www.dinosdobrasil.com.br/>)

7VRWonders

(<http://vrmonkey.com.br/projects/7vrwonders/>)

Apocalypse Rider

(<http://vrmonkey.com.br/projects/aporider/>)

Viking Days

(<http://vrmonkey.com.br/projects/vikingdays/>)

The Rabbit Hole (<http://vrmonkey.com.br/projects/trh/>)

VR Experiences in Development

RicoShooter

Valley of Reapers

Viking Karts VR

ProcrastiNation VR (Not a Job Simulator)

Splash VR

Beside these projects we do provide services of programming and developing mostly for Unreal Engine 4 (team of seniors with more than 4 years or experience)

We also have an Educational Platform (Minerva Labs) and an Industrial Training Platform.



WHAT WE ARE LOOKING FOR:

Publishers

Investors

LB VRs for licencing our current games or looking for custom solutions

Clients looking for B2B Projects



DESCRIPTION:

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 in different platforms: consoles, mobile, PC and Web.

WEBSITE: <https://www.webcoregames.com/en/>

REPRESENTATIVE:



Fernando Chamis

Job Title: CEO

Email: fernando@webcore.com.br

OUR PRODUCTS/SERVICES:

Some of our projects we like the most are:

- Porting of Starlit Adventures (mobile game by Rockhead Studios) to PlayStation4, adding a local multiplayer mode for up to 4 players;
- Creation of My Night Job (PS4 and Steam), platform game based on 80's horror arcades;
- Timo The Game, our latest released mobile game for kids, winner of the contest HQ K.O. 2017 (by Spcine), point and click adventure based on a Brazilian comic book named Timo by Raul Aguiar;
- Our interactive digital books for kids: This is Betsy and So Many Butts;
- And all of our kids' games like Hello Kitty - Activities, ABC Bia & Nino, The Name of Things and others



WHAT WE ARE LOOKING FOR:

- Meeting potential publishing partners for our next VR game TerraCodex;
- Partners for our kids games;
- Talking to clients in need of studio for work-for-hire jobs.



Brazil Games

PROMOTED BY

