Access 2023 Brazil Games Industry Fact Sheet

Brazil Games: Member Studios

Get to know the Brazilian Game Industry. Check out the trailers!
About Abragames
Founded in 2004 by a group of game development companies, Abragames, the Brazilian Association of Game Developers, emerged as a non-profit organization with the goal of strengthening the national game development industry. Abragames’ mission is to coordinate, strengthen, and promote the Brazilian digital game industry through representation and dialogue within both the national and international ecosystems, fostering an understanding of all elements within our value chain. Additionally, Abragames promotes events and partnerships aimed at advancing the state of the art in game development in Brazil.

About Brazil Games
The Brazil Games Export Sector Project is a non-profit program created by Abragames (Brazilian Game Developers Association) in partnership with ApexBrasil (Brazilian Agency for the Promotion of Exports and Investments). Its aim is to strengthen the Brazilian digital gaming industry by providing training and creating new business opportunities for Brazilian companies in the international market. Here’s how to participate in the Brazil Games Project: See here!

About ApexBrasil
The Brazilian Trade and Investment Promotion Agency (ApexBrasil) works to promote Brazilian products and services abroad and attract foreign investments to strategic sectors of the Brazilian economy. In order to achieve its goals, ApexBrasil carries out several trade promotion initiatives aimed at promoting Brazilian products and services abroad, such as prospective and trade missions, business rounds, support to the participation of Brazilian companies in major international fairs, visits of foreign buyers and opinion makers to learn about the Brazilian productive structure, among other business platforms that also aim at strengthening the Brazil brand.

Representatives:
Eliana Russi, Director of Operations
eliana.russi@abragames.org
<table>
<thead>
<tr>
<th>05</th>
<th>Arvore Immersive Experiences</th>
</tr>
</thead>
<tbody>
<tr>
<td>06</td>
<td>Audaces</td>
</tr>
<tr>
<td>07</td>
<td>Behold Studios</td>
</tr>
<tr>
<td>08</td>
<td>BitCake Studio</td>
</tr>
<tr>
<td>09</td>
<td>Cavylabs</td>
</tr>
<tr>
<td>10</td>
<td>Coffeenauts</td>
</tr>
<tr>
<td>11</td>
<td>Diorama Digital</td>
</tr>
<tr>
<td>12</td>
<td>Double Dash Studios</td>
</tr>
<tr>
<td>13</td>
<td>Extraordinary Games Studio</td>
</tr>
<tr>
<td>14</td>
<td>Fanatee</td>
</tr>
<tr>
<td>15</td>
<td>Fira Soft</td>
</tr>
<tr>
<td>16</td>
<td>Flux Games</td>
</tr>
<tr>
<td>17</td>
<td>Games Dev Hub</td>
</tr>
<tr>
<td>18</td>
<td>Gamescom latam</td>
</tr>
<tr>
<td>19</td>
<td>Gazeus Games</td>
</tr>
<tr>
<td>20</td>
<td>Hermit Crab Game Studio</td>
</tr>
<tr>
<td>21</td>
<td>Ilex Games</td>
</tr>
<tr>
<td>22</td>
<td>Izyplay Game Studio</td>
</tr>
<tr>
<td>23</td>
<td>Kokku</td>
</tr>
<tr>
<td>24</td>
<td>Kreativitas Studio</td>
</tr>
<tr>
<td>25</td>
<td>Lab Secreto</td>
</tr>
<tr>
<td>26</td>
<td>Lightfarm Studios</td>
</tr>
<tr>
<td>27</td>
<td>Limiar Studios</td>
</tr>
<tr>
<td>28</td>
<td>Mad Mimic</td>
</tr>
<tr>
<td>29</td>
<td>Magistral Games</td>
</tr>
<tr>
<td>30</td>
<td>Main Leaf</td>
</tr>
<tr>
<td>31</td>
<td>MedRoom</td>
</tr>
<tr>
<td>32</td>
<td>Minimol Games</td>
</tr>
<tr>
<td>33</td>
<td>Nuuvem</td>
</tr>
<tr>
<td>34</td>
<td>Pepita Digital</td>
</tr>
<tr>
<td>35</td>
<td>Petit Fabrik</td>
</tr>
<tr>
<td>36</td>
<td>Pipa Studios</td>
</tr>
<tr>
<td>37</td>
<td>Rockhead Studios</td>
</tr>
<tr>
<td>38</td>
<td>Rogue Snail</td>
</tr>
<tr>
<td>39</td>
<td>RoundTable Studio</td>
</tr>
<tr>
<td>40</td>
<td>Seize Studios</td>
</tr>
<tr>
<td>41</td>
<td>Smash Mountain Studio</td>
</tr>
<tr>
<td>42</td>
<td>Spark Studio</td>
</tr>
<tr>
<td>43</td>
<td>Split Studio</td>
</tr>
<tr>
<td>44</td>
<td>Tapps Games</td>
</tr>
<tr>
<td>45</td>
<td>The Glitch Factory</td>
</tr>
<tr>
<td>46</td>
<td>Theogames</td>
</tr>
<tr>
<td>47</td>
<td>ViVa Games</td>
</tr>
<tr>
<td>48</td>
<td>VRMonkey</td>
</tr>
<tr>
<td>49</td>
<td>Webcore Games</td>
</tr>
<tr>
<td>50</td>
<td>White Wolfy</td>
</tr>
<tr>
<td>51</td>
<td>Wingeon Game Studios</td>
</tr>
</tbody>
</table>
ARVORE IMMERSIVE EXPERIENCES

www.arvore.io

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

Contact

Ricardo Justus (CEO)
ricardo@arvore.io
+55 11 99446 4450

facebook.com/arvoreimmersive
instagram.com/arvoreimmersive
linkedin.com/company/arvoreimmersiveexperiences
twitter.com/arvoreimmersive
youtube.com/channel/UCf1L_yRqExO6fZNagk2PdMw

PIXEL RIPPED 1978

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

Site: www.linktr.ee/pixelripped
AUDACES

www.audacesfashionstudio.com

For over 30 years, Audaces has pioneered global technological innovation in the fashion industry, providing easy-to-learn, use, and maintain solutions, solidifying our presence in 70+ countries. As a multinational company, we’re renowned for developing intelligent software and equipment, offering digital solutions to boost industry productivity.

AUDACES FASHION STUDIO

Redefining 3D Fashion Design for Games. This cutting-edge digital clothing creation software is tailored for 3D models, overlaying a mesh onto a character’s body. It simplifies clothing creation with intuitive tools, an integrated workflow, and fast 3D clothing creation in seconds.

Key Features:
• Intuitive 3D Creation Tools: Effortlessly design complex models without the need for 2D patterns.
• Integrated Workflow: Exportation compatible with industry-standard software.
• User-Friendly and Fast: Revolutionize the 3D creation process with quick and easy clothing creation.

The Origin: Audaces Fashion Studio emerged from Audaces’ focus on fashion technology. Initially serving the fashion industry, its success expanded into gaming, animation, and XR, streamlining creative processes for designers.

Underlying Technologies: Fashion Studio uses digital sculpting, interactive physics simulation, and real-time rendering. Our proprietary C++ engine, developed over a decade, holds patents in America, Europe, and Asia, ensuring the uniqueness and security of our technology.

User Experience: Experience the power of Audaces Fashion Studio—create intricate 3D character skins in minutes. The tool is user-friendly, intuitive, and accelerates the clothing creation process with simulation, speed, and compatibility with other leading software.

Open to Partnerships: Audaces actively seeks collaborations with technology companies in the gaming industry. We believe in fostering innovation through partnerships and are open to integrating Audaces Fashion Studio with cutting-edge technologies.

Let’s shape the future of 3D fashion in gaming together!

Contacts

Jorge de Paula (Director of New Business)
jorge.depaula@audaces.com
+55 48 99980 7332

Natali Neis (New Business Developer)
natali.neis@audaces.com
+55 47 99903 0253

facebook.com/audacesfashionstudio
instagram.com/audacesfashionstudio
linkedin.com/company/audaces-official
youtube.com/channel/UCDCFgdZzdXcFPlc3SDx6FSw
Behold Studios is a small indie studio originally from Brazil and now also present in Canada. The team is known specially for knights of Pen & Paper, Chroma Squad and Out of Space, with its massive audience and over 70 international nominations and awards. The studio is currently looking for publishing partners and business opportunities.

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

Genres: Multiplayer Couch Fun
Platforms: PC, MAC, Ps4, Zboz One, Nintendo Switch
Game Release Date: 04/2020

Contact
Saulo Camarotti (CEO)
saulo@beholdstudios.com.br
+1 416 709-4692

facebook.com/beholdstudios
instagram.com/beholdstudios
linkedin.com/beholdstudios
twitter.com/beholdstudios
discord.gg/beholdstudios
BITCAKE STUDIO

www.bitcake.studio

BitCake was formed back in 2013 by an unexpected group who got together to build games in another studio’s kitchen. After going through a lot together, a couple of years later we are a team of over 20 people on a mission to bring people together through joy by playing. We are experts in online multiplayer and have experienced with a variety of platforms, having released games for PC, Browsers, Mobile, and Consoles.

Contacts

Camilla Slotfeldt (CEO)
milla@bitcake.studio
+55 21 98141 4224

Bill Tinoco (PR and Community Manager)
bill@bitcake.studio
+55 21 98022 6461

facebook.com/BitCakeStudio
instagram.com/bitcake.studio
linkedin.com/company/bitcake-studio
twitter.com/BitCakeStudio
tiktok.com/@bitcake.studio

ATOMIC PICNIC

ATOMIC PICNIC is a co-op third-person shooter roguelite! Get together with up to 4 friends to fight hordes of monsters, gain experience to upgrade your weapons, and create the best build possible to survive. Every Picnic is different, each containing a variety of upgrades that can radically change the way you play.

Genres: Roguelike, Action, Roguelite, Third Person Shooter
Platforms: PC
Game Release Date: TBA
Formed by a team of seasoned professionals and founded in 2015, Cavylabs is a game development studio based in São Paulo, Brazil. Having been trusted by companies such as Jam.gg, Evernever, Sicredi and Budweiser, Cavylabs offers expertise and workforce to companies that need a reliable partner in external development/co-development. The studio also has a set of original games under its belt, and is currently looking for partnerships and business opportunities.

MEGABATTLE

Megabattle is a futuristic roguelike that offers new and innovative mechanics inspired by fighting games, delivering a fast-paced strategy game. Build your robot and enter the arena to fight!

- **Genres:** Roguelike, Card Game, Deckbuilding
- **Platforms:** PC, Mac
- **Game Release Date:** 12/2023

EXTERNAL DEVELOPMENT/CO-DEVELOPMENT

We have a multidisciplinary and experienced team whose members have worked for brands such as Electronic Arts, Eidos Mobile, Ubisoft, Telefonica and SK Telecom. Some of the games our team members were involved in are Fifa, Tetris, Scrabble, Real Racing and Game Hero. Cavylabs is able to either create games entirely on its own or to act as a set of minds that can be plugged into a team in order to interact and provide help according to the client’s needs.
COFFEENAUTS
www.coffeenauts.com

The Brazilian indie studio behind the award-winning roguelite online party-game ‘Spacelines from the Far Out’, the first Brazilian student project to ever be globally released on Xbox Game Pass.

GHOSTLESS
Coffeenauts’ upcoming original IP and winner of the grand prize of ‘Most Promising Game’ at Ventana Sur 2023. Ghostless is a hybrid 2D/3D metroidvania/colony sim blend of Terminator and Kingdom: New Lands where a hero must lead the human uprising during the AI apocalypse by exploring, recruiting survivors, collecting resources, crafting new technologies, defeating bosses, building and defending a guerilla resistance base against machines while having to distinguish between humans and disguised android infiltrators through deep existential dialogue trees inspired by Blade Runner’s ‘Voight-Kampff’ tests.

Genres: Sci-fi, Metroidvania, Shooter, Base-building, Crafting, Retro Graphics, Post-apocalyptic, Side-scroller
Platforms: PC, consoles
Game Release Date: TBA
Press Kit: www.drive.google.com/drive/folders/1qBMoGGHz9mIaa0wDDbOj_RKkWPhZcxNu

SPACELINES FROM THE FAR OUT
GCA 2019’s ‘Best Casual Game’ and ‘Most Promising IP’, and BIG Festival 2019’s ‘People’s Choice Award’ and ‘Best Game’ nominee. Run your own 60s-inspired space-age alien airlines in this randomly-generated chaotic 1-to-4-player local and online co-op game!

Genres: Roguelite, co-op, online multiplayer, sci-fi, retrofuturistic, party game
Platforms: Steam, Xbox One, Xbox Series X|S, Microsoft Store
Game Release Date: 06/2022
Press Kit: www.coffeenauts.com/playspacelines-presskit
Site: www.coffeenauts.com/spacelines
www.facebook.com/PlaySpacelines
www.twitter.com/PlaySpacelines
www.instagram.com/playspacelines
www.discord.com/invite/playspacelines

Contact
Fábio Rosa (Co-founder | Creative Director)
fabio@coffeenauts.com
+55 11 97145 1810
facebook.com/coffeenauts
instagram.com/teamcoffeenauts
linkedin.com/company/coffeenauts
twitter.com/teamcoffeenauts
Diorama is an external development company operating in Recife/Brazil since 2015, with 14+ years of industry background going from indies to AAA titles. We aim to offer our partners efficiency, high-quality art, and creative solutions.

Contact

Danielle Ferreira (Business Development)
danielle.ferreira@dioramadigital.com
+55 81 98818 4578

facebook.com/dioramadigital
instagram.com/dioramadigital
br.linkedin.com/company/diorama-digital
twitter.com/DioramaDigital

ART OUTSOURCE SERVICES
2D, 3D, Animation and VFX
DOUBLE DASH STUDIOS

www.doubledashstudios.com

Double Dash Studios is a company that aims to fulfill big dreams. We strongly believe that everyone deserves to be a part of something that brings back good memories, makes them smile, and helps them relax. Our goal is to create content that can evoke emotions and connect people in meaningful ways. We’ve worked with Cartoon Network on franchises like Ben 10 and Tom & Jerry, as well as created original games such as ‘Sky Racket’ featured at Nintendo’s Indie World in 2020, and ‘Jorel’s Brother and The Most Important Game of the Galaxy’, Best IP Game at the BIG Festival 2023. We have successfully obtained seed capital for our next two games, namely ‘Shadows of Chroma Tower’ a game in the new popular PvPvE Extraction genre, and ‘Survivor Heroes’ which is a survival adventure mobile game focused on providing a multiplayer experience. We are looking for investors and publishing partners to help us scale up our projects for both games.

SHADOWS OF CHROMA TOWER

Will you escape with gold and power, or fall to the Shadows of Chroma Tower? Fight your way through the dark and menacingly colorful chambers of Chroma Tower. Defeat enemies and other players, collect loot, upgrade your equipment, and search for a way out.

Shadows of Chroma Tower is an innovative PvPvE dungeon crawler with easy-to-pick-up controls and features, as well as highly stylized graphics. It brings a breath of fresh air to the rising new genre of Extraction Looters.

Genres: Extraction Looter, PvPvE First-Person
Platforms: PC
Game Release Date: TBA

Contacts

Jandê Saavedra Farias
(Creative Director & Founder)
jande@doubledashstudios.com
+55 21 99379 1797

Julia Dalcin (Marketing Strategist)
julia.dalcin@doubledashstudios.com
+81 70 2793 6012

facebook.com/doubledashstu
instagram.com/doubledashstu
linkedin.com/company/doubledashstudios
twitter.com/doubledashstu
tiktok.com/@doubledashstu
EXTRAORDINARY GAMES STUDIO

www.extraordinarygames.fun

We are Extraordinary Games Studio, an independent Brazilian studio formed by enthusiasts of geek culture. We dedicate all our passion and energy to one intellectual property (IP) at a time! Our commitment is to create games with inclusive, diverse, and authentic content.

We are currently in the development of the game series Midnight Dreams, where all stories unfold in the minds of children who present some neurodivergent disorder. The first game is titled Case Felipe, followed by Case Nina and Case Sofia.

Not only do we aspire to create engaging games, but we also collaborate with partners to expand the Midnight Dreams series into other media, such as books and comics, to vividly portray the characters, their conflicts, and triumphs!

We draw inspiration from various sources, not only in games but also in cinema, TV series, books, music, and other expressions of pop culture. We believe that games represent a powerful way to tell stories, and that everyone deserves to be extraordinary!

Contacts

Klaus Maximilian Piccagli Braz (CEO)
klaus@extraordinarygames.fun
+55 19 99100 4328

Rafael Macario (Localization and communication)
info@extraordinarygames.com
+55 11 99569 7896

instagram.com/midnightdreams.game
linkedin.com/company/extraordinarygames
youtube.com/@MidnightDreams_Game

MIDNIGHT DREAMS

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

Genres: Adventure, Exploration and Psychological Horror
Platforms: PC, Xbox and Playstation
Game Release Date: 06/2015
Press Kit: www.extraordinarygames.fun/midia-kit
www.discord.gg/msUUFj4N
Founded in 2013, Fanatee is a mobile game studio with over 300 million downloads worldwide. Our games are available in 11 languages in more than 200 countries. With an extensive and engaged community of fans, Fanatee’s games have great reviews. They are a global reference for Word and Trivia games, with more than 100,000 people actively exchanging experiences in our user groups daily. Fanatee’s games provide a high-level entertainment experience and add culture and knowledge to our users. We are Entertainment; we are knowledge; we are Fanatee.

**CODY CROSS**
You’ll help lovable alien explorer CodyCross learn about Earth - and have a trivia-tastic word puzzle adventure in the process! Solve Crossword puzzles to give CodyCross the ultimate tour of Earth!

**Genres:** Word Game  
**Platforms:** Mobile - Android and iOS  
**Game Release Date:** already available  
**Press Kit:** www.drive.google.com/drive/folders/1Mqkla4f3LPVZaZotw-LB9OB3mr3mAq?usp=drive_link  
www.instagram.com/codycrossgame

**ARENA OF DREAMS**
Arena of Dreams is a Party Royale, a mini-game multiplayer game in the world of Dreams. In this whimsical twist, amidst the chaotic races and challenges, players encounter quirky action and brain challenges. Picture these little characters racing through obstacles and then suddenly facing a quick trivia puzzle. It’s a hilarious mix of action and brainpower, set in a fantastic world without boundaries for creativity!

**Genres:** Party Royale  
**Platforms:** Mobile (Android iOS) and PC  
**Game Release Date:** Available in some territories  
**Press Kit:** www.drive.google.com/drive/folders/1jXW4tHroG7oGO4Ttw0ZAQAQcEnqJZUWVeK  
www.facebook.com/profile.php?id=100092154770946  
www.instagram.com/arenaofdreams  
www.discord.gg/p8JSJkkkQz
Fira Soft is a Game and App Development Studio with extensive experience in developing highly customized experiences on demand. With the experience and resources we obtain from our contract work, we develop our own games, like Move-it! The Game of Charades and Kriophobia. We had the opportunity to develop Advergames for major companies and public sector in Brazil, such as the Public Prosecutor’s Office National Council. Since then, we’ve met the demands of several companies and clients, we’ve developed awarded serious games and apps, Augmented Reality games and Virtual Reality medical applications, all carefully planned according to our clients needs. Now, Fira Soft qualifies to reach new heights, aiming to also be one of the most important developer of independent games. From the experience and revenue gained from developing games for hire, we are currently developing our most ambitious project, Kriophobia.

Kriophobia
Kriophobia is a survival horror in third person. The game tells the story of Anna, a lonesome geophysicist who finds herself trapped in a mysterious island in Russia, where the cold is deadly. As she struggles for survival against things beyond her comprehension, her past secrets are revealed. Little does Anna know that the island conceals a disturbing past under the snow, and to make sense of it all, she must face buried memories and confront her innermost fears.

Genres: Survival Horror
Platforms: PC / Playstation
Game Release Date: 2023

Fira Soft provides full third-party game development and on-demand game co-development. We have a work methodology that involves the client in the development process, providing access to documentation and space for feedback. Our team is multidisciplinary, enabling high-level productions from start to finish, or just specific parts, according to the client’s needs. We develop games for mobiles, computers and consoles. Our vast experience guarantees the delivery of unique and excellent games.

OUTSOURCING, CO-DEVELOPMENT, FULL DEVELOPMENT
Flux Games is a world-level studio with outstanding capabilities to ship memorable and fun video games on time and within budget. We excel in creating games based on outstanding IPs, original or licensed. We envision, create and deliver games into all main console and PC platforms while creating a diverse, sustainable and friendly and hybrid remote/office workplace environment full of first class talent. With over 6 games shipped on PS5, XSX, PS4, X1, Switch and PC Stores, Flux is established as an experienced multi platform console development company.

Flux Games is your one stop shop for creating a game from start to street, including creating physical versions for Playstation, Xbox and Switch. We work from the creative input and building or understanding a vision all the way to wrapping up the project and overcoming all the technical challenges. With a flexible and scalable team, we can take on projects that require teams of 3 to 70 people, and deliver on time, within budget and at a high product quality.

Contact

Paulo Luis Santos (Founder & Head of Studio)
paulo@flux.games
+55 11 98181 5358

facebook.com/FluxGamesOfficial
linkedin.com/company/fluxgames
twitter.com/_FluxGames
tiktok.com/@_fluxgames
Games Dev Hub operates in the production of shows, festivals of cultural audiovisual productions of games under the GameJamPlus brand, being the largest competitive game development festival in the world. The proponent is a national company, from Rio de Janeiro, with Brazilian professionals participating in (inter)national activities. Currently more than 77 cities in 44 countries on 5 continents participate in the GameJamPlus initiative. Over these 8 years, the company producing the GameJamPlus Festival attracted more than 8,000 participants, encouraged the creation of more than 1,600 new game projects and offered more than 2,000 artistic and technical training courses in the area of game development and business activities. Incubation and the Warm Up event. The company also curates and organizes activities at other events, such as Rock in Rio, Brasilia Game Festival, Hacking.rio and Innova Summit.

**Contacts**

**Juliana Brito** (CEO)
julianabrito@indiehero.io
+55 21 99988 2458

**Iugh Mattar** (Head of Communications)
support@gamejamplus.com
+ 55 21 99920 2107

www.facebook.com/gamejamplus
www.instagram.com/gamejamplus
www.linkedin.com/gamejamplus
www.twitter.com/gamejamplus
www.linkedin.com/gamejamplus

**GAMEJAMPLUS**
The GameJamPlus brand is the largest competitive game development festival in the world. The festival takes place in more than 77 cities in 44 countries on 5 continents. Over these 8 years, the initiative has had more than 8,000 participants, stimulated the creation of more than 1,600 new game projects and offered more than 2 thousand artistic and technicians in the area of game and business development in Incubation activities and the Warm Up event. GameJamPlus also acts as a curation and activity organization service at other events, such as Rock in Rio, Brasilia Game Festival, Hacking.rio and Innova Summit.

**Site:**
www.gamejamplus.com
www.instagram.com/gamejamplus

**INDIE HERO**
Indie Hero aims to facilitate the path of independent developers in the great mission of making a living working with games! We work mainly in coordination and establishing direct connections between developers, investors and large companies.

**Site:**
www.indiehero.io
www.instagram.com/indiehero.io
GAMESCOM LATAM | BIG FESTIVAL

www.gamescom.com.br

The gamescom latam is the combination of gamescom, the largest games event in the world, with the BIG Festival, the largest games festival in Latin America. The gamescom latam will take place from June 26 to 30, 2024, at São Paulo Expo. At gamescom latam, visitors will find the best games and most up-to-date trends in the world of games. The biggest companies in the gaming industry gather to make special announcements, launch their new projects, make their most famous titles available for the public to play and much more! In addition to the event for consumers, which also features a meet & greet with creators, talks, cosplays, board games and eSports tournaments, gamescom latam also offers a business area for industry professionals and the BIG Festival, the main competition of independent games in Latin America, all available for you to test.

Contact

Gustavo Steinberg (CEO)
gustavo@gamescom.com.br
+55 11 98264 3836

facebook.com/gamescomlatam
instagram.com/gamescomlatam
linkedin.com/company/gamescomlatam
twitter.com/gamescomlatam
youtube.com/@latamgamescom

• More than 70 new games released in the event, including titles by Atari, Humble, Devolver, Roblox, Soedesco and others

• 63 publishers showing games at the event, including Nintendo, Xbox, Square Enix, Ubisoft

• 118 publishers at the B2B area

• We host one of the biggest indie games competitions, with more than 650 submissions and more than 100 games selected from around the world

• Prospect of US$ 150 million generated at the business area in 2023

• More than 240 foreign investors and buyers and more than 700 companies in total

• Wide national and international media coverage: + 300 million reached in 2023

• More than 50K visitors onsite and more than 3 million online

• Above all, BIG Festival is one of the coolest events in the gaming industry, ask anyone who has been here!
Gazeus Games is the largest casual and social games developer in Brazil. We make amazing games and, through them, we aim to create real bonds between people. And we wouldn’t make the best games if we didn’t have the best team and years of history and tradition. We work hard and we play hard.

DOMINOES BATTLE
Dominoes Battle is a new version of the classic board game also called Dominos, Domino, Bones, or Dominó! Dominoes Battle is a game that players can enjoy both online or offline. They can play against AI, friends, or random people in 1v1 or 2v2 matches of dominoes, centered around 3 classic rule sets or a quick single round turbo mode.

Genres: board game; tile-based game
Platforms: Mobile (iOS, Android)
Game Release Date: 05/2021
www.facebook.com/DomitoDominoesBot/?locale=pt_BR
www.instagram.com/dominoesbattle

Contact
Marcelo Meyer (CEO)
marcelo.meyer@gazeus.com
+55 21 98835 1355
facebook.com/Gazeus
instagram.com/gazeusgames
linkedin.com/company/gazeus/mycompany
Hermit Crab Game Studio started its journey designing, licensing, producing, and developing mobile games with the biggest football clubs in Europe like Arsenal, Benfica, Paris Saint-Germain, Manchester City, and the recently announced: Barcelona FC. As a Publisher, Hermit has over 120 games in the catalog, more than 40 partner studios, and 40 channels in the Telco market, covering more than 80 countries. In the last year, Hermit has been exploring and creating new experiences on Web3, the main goal of the newest projects is to bring well-known brands to start building branding awareness in the virtual world. With a team of 85+ Hermit is working to build the future alongside its partners.

---

**FC BARCELONA FREESTYLE**

Experience Barcelona Freestyle: The Ultimate Card Football Game! Dive into a world of football legends with Barcelona Freestyle. It’s where strategy meets football in a card-based showdown. Become a football champ, where every trick, card, and move can make you the ultimate winner. Assemble your deck with your dream team, customize your club, and aim for victory. Join Barcelona’s elite Freestyle Team and embark on thrilling campaigns. This game is for all football and gaming enthusiasts. Stay updated with regular content drops and aim for glory in the 2023 season. Join Barcelona Freestyle and conquer the pitch!

**Genres:** Cards/Sports/Puzzle

**Platforms:** iOS/Android

**Game Release Date:** 02/2024

**Press Kit:** [https://docs.google.com/document/d/1oK7fkdHREIAvOLTWJMcL7aqSVm2DdLbvsarXizYe/edit](https://docs.google.com/document/d/1oK7fkdHREIAvOLTWJMcL7aqSVm2DdLbvsarXizYe/edit)

---

**BENFICA FOOTBALL MERGE**

Discover the perfect combination of football and strategy! Welcome to Benfica Football Merge, the official game of SL Benfica that combines strategy and fun like never before. Benfica, one of the biggest football teams in the world, invites you to step onto the field and face a unique challenge: Benfica Football Merge.

**Genres:** Merge/Arcade/Sports/Puzzle

**Platforms:** Mobile - iOS/Android

**Game Release Date:** 02/2024

**Press Kit:** [https://docs.google.com/document/d/1qwF0hns7GzkjyMibkNcEMcLnrn3h4DJmDQ61ZI/edit](https://docs.google.com/document/d/1qwF0hns7GzkjyMibkNcEMcLnrn3h4DJmDQ61ZI/edit)
Ilex Games is an indie studio based near Sao Paulo, Brazil. We have two lines of work. The first one is outsourcing art, programming, or game design as well as complete game development for third parties. In this line of work we have worked on 250+ projects so far, mostly educational minigames. Besides that, we have our one original IPs production pipeline with 8 titles so far. 3 of them are already available on Steam and 5 of them are under development or waiting for a publishing deal to finish production.

O.U.T.T - OMINOUS ULTIMATE TIME TECH

O.U.T.T. is a 3D turn-based adventure game set in the XXII century in São Paulo, where Technology has been merged with concepts that would be considered magic in our time. New Horizon, an evil global corporation, is trying to use this new power to control humanity. Only Flavia, has the wits and gadgets to oppose their plans. Besides this first take on the plot as a very straight conflict, this is a game about investigation and doubting yourself as the narrative unfolds. Your friends and foes will shift in the blink of an eye as well as yourself.

Genres: Strategy, Turn Based, Adventure
Platforms: PC
Game Release Date: 2025
Press Kit: https://1drv.ms/f/s!AjvoKNbdFCNXhOQwIK1Rj2gl4mrRuQ?e=vJeFS6

We offer a reliable team with experience on several fronts for your outsourcing needs on gameplay programming, UI Art, VFX creation and 3D modelling.

Contact

Marcelo Rigon (CEO)
marcelo@ilexgames.com.br
+55 19 99118 9354

facebook.com/ilexgames
instagram.com/ilexgames
linkedin.com/company/ilex-games
twitter.com/ilexgames
discord.gg/Cqdb3Rx
IZYPLAY GAME STUDIO
www.izyplay.com.br

Izyplay is a veteran Brazilian mobile game development company with published games counting 35M+ downloads. Our team of 25+ professionals focuses on hybrid/casual data-driven development for mobile, PC and consoles.

Contacts
Enerton Vieira (CEO)
everson.vieira@izyplay.com.br
+55 53 98129 3753
Guga Zagonel (Marketing Manager)
marketing@izyplay.com.br
facebook.com/izyplay
instagram.com/izyplaygame
linkedin.com/company/3614877

IZA’S SUPERMARKET
Build and upgrade your own marketplace, filling the shelves with various groceries and winning loyal customers; manage your way to a top-notch store! Growing business - turn your store into a true supermarket and expand your franchise beyond new horizons! Create a pleasant experience for your customers, and they might come back! Relaxing and satisfying long-term gameplay!

Genres: Idle Arcade
Platforms: Mobile and Web
Game Release Date: 12/2023
Site: www.izyplay.com.br/iza

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

Genres: Car Battle Royale
Platforms: Mobile, PC, Console, and Web
Game Release Date: 12/2024
Site: www.izyplay.com.br/WheelStars
KOKKU

www.kokku.com.br

Kokku is the largest Brazilian External Development company specializing in providing services that include CoDev, FullDev and 3D Art Production for Mobile, Consoles and PC. Known for its work on several titles, such as Call of Duty: Black Ops Cold War, Horizon Zero Dawn, the Sniper Ghost Warrior franchise and other widely known AAA, VR and Mobile Titles. Kokku counts with international industry veterans that have previously worked for major studios such as Microsoft, CAPCOM, Tencent, SEGA and THQ among others.

Contacts

Carlos Estigarribia (Head of Business Development)
carlos@kokkuhub.com
+351 910 099 843

Adriana Shoshan (Head of Marketing)
adriana@kokku.com.br
+55 21 99388 1919

facebook.com/KokkuGames
instagram.com/kokkugames
linkedin.com/company/kokku
twitter.com/KokkuGames
kokku.artstation.com

CO-DEVELOPMENT | FULL DEVELOPMENT

www.kokku.com.br/portfolio
KREATIVITAS STUDIO
www.kreativitasstudio.com

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

CAT SQUAD

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

Genres: Top down shooter
Platforms: Google Play
Game Release Date: September 2023
Press Kit: www.canva.com/design/DAFI4iY7Ao/wydJ34ogPqSuPTK5s2iykw/edit?utm_content=DAFI4iY7Ao&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton

Contacts

Isabel Cristina Zagonel (CEO)
guga@kreativitasstudio.com
+55 51 98137 8806

Cláudia Lorscheitter (Press office)
claudia@kreativitasstudio.com
+55 51 99987 4986

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

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

1. Access to Vetted Game Studios: We save you the time and effort of scouting for game development studios by bringing them directly to you. We thoroughly vet all our studios, ensuring that they have the skills, creativity, and reliability you need to deliver high-quality games.

2. Tailored Matches: We understand your unique needs as a publisher, investor, or partner. Using this understanding, we tailor our recommendations, ensuring that you are matched with game studios that align with your business objectives, market strategy, and investment criteria.

3. Negotiation Support: Entering into a new partnership involves a significant amount of negotiation. With Lab Secreto, you have a partner with extensive experience in contract negotiation, ready to secure terms that are favorable and beneficial for your business.

4. Hassle-free Project Management: With Lab Secreto, you won’t have to worry about project management. We handle all aspects of the process, from facilitating communication between you and the game studio to tracking progress, allowing you to focus on your core business functions.

5. Assurance of Quality: We are committed to ensuring that all games produced by our studios meet the highest standards of quality. We organize playtesting, manage feedback, and coordinate revisions, guaranteeing that the final product aligns with your expectations and market standards.

6. Continuous Post-Release Support: Our partnership doesn’t end once the game is released. We continue to offer post-release support, managing updates, patches, and user feedback to ensure the game remains relevant and competitive in the dynamic gaming market. Let us be your secret tool to finding the most innovative and reliable game development studios around the world.

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

1. Premier Network: Benefit from our direct links to a select array of top-tier game development studios. We have meticulously vetted these studios for their technical prowess, creativity, and dependability, offering you peace of mind in your outsourcing ventures.

2. Dynamic Capacity Expansion: Our services offer dynamic scalability and adaptability, enabling you to amplify your development capabilities swiftly in line with project requirements. Gain the advantages of an expanded team without the associated permanent hiring costs.

3. Quality & Speed: Every studio within our network is dedicated to upholding stringent quality standards while prioritizing swift delivery. They come with a proven track record of delivering outstanding work within established timelines.

4. Diverse Expertise: Our portfolio covers an extensive range of specializations, from game design, programming, and artwork, to animation, sound design, and QA testing. Whether you require comprehensive project outsourcing or specific expertise, we can cater to your needs.

5. Integrated Collaboration: We enable smooth coordination between your team and the outsourced studio. This encompasses overseeing communication, tracking progress, and ensuring quality, thereby contributing to the success of your project. By leveraging Lab Secreto’s robust network for your game development needs, you’ll unlock a new level of efficiency and success in your gaming projects. Explore how our external development and outsourcing services can give you the competitive edge in the fast-paced gaming industry.

Contact
Danilo Martins (Business Director & Founder)
danilo@labsecreto.com
+55 21 98586 1415

linkedin.com/company/labsecreto
LIGHTFARM STUDIOS

www.lightfarm.com

We’re an audiovisual production company with over 13 years of experience. Our team specializes in mixed media for film and still campaigns, seamlessly integrating 3D, Photography, 2D and 3D animation, XR, Real-Time, Web and Software development, and virtual production. From concept design to interactive applications, we are here to master and deliver a wide range of 360 campaigns.

Contact

Danielle Ohana
dani@lightfarmstudios.com.br
+55 21 97585 1121

facebook.com/lightfarmbr
instagram.com/lightfarmbr
linkedin.com/company/lightfarm-studios/
twitter.com/lightfarmbrasil
tiktok.com/@lightfarmbr?lang=pt-BR

ZERO LILIUM BLOOM

Zero is a unique farming game where players can:
Explore the world and its inhabitants; Embark on exciting adventures; Face adversaries; Grow your crops. The game’s captivating storyline and the relationships you build with other characters will draw you in deeper with each interaction and new mechanic discovery!

Genres: Action, Farm
Platforms: Playstation, XBOX, Switch, PC e Steam

Deck
Press Kit: www.canva.com/design/DAF6unwlbrY/2WcoG_x3v7JjTrkkCfhdw/view?utm_content=DAF6unwlbrY&utm_campaign=designshare&utm_medium=link&utm_source=editor
www.twitter.com/lilium_bloom
www.instagram.com/zero.lilium
BLACKTHORNE KEEP - CHRONICLES

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

Genres: Action RPG, Adventure, Open World
Platforms: PC, XBOX and PS5
Game Release Date: TBA
Press Kit: www.limiaristudios.com/presskitblackthornekeep
www.facebook.com/BlackThorneKeep
www.twitter.com/BTKChronicles
www.instagram.com/blackthornekeep
www.discord.com/invite/NDcK3Ys

OUTSOURCING

Art, Codev, and engineering outsourcing

Portfolio: www.drive.google.com/file/d/1KWBAItalzFNSL1EkvShhDXGoTUmYyG/view?usp=sharing
Mad Mimic is an Indie Game Developer from Sao Paulo, Brazil. Founded by people with a deep passion for gaming who dreamed of proving that it is possible to work and make a living with what they love: Games. We strive to share through our games all the great feelings we had to make them real! After all a little bit of madness is always present in a great game! Spamming from a variety of backgrounds, the people on our team have in common both their love for video games as well as having strong commitment to designing and developing games that are more than a product, games that contribute to the medium, games that make us proud.

Contacts

Luis Fernando Tashiro (CEO)
luistashiro@madmimic.com
+55 11 96058 8587

Léo Motta Leal (Business Developer)
leo@madmimic.com
+55 11 97543 8759

facebook.com/mad.mimic
instagram.com/madmimic
linkedin.com/company/mad-mimic-interactive
twitter.com/MadMimic
tiktok.com/@madmimic

Mark of the Deep is a story-rich action-adventure game with strong elements of Metroidvania and Souls-Like games, in an immersive and reactive world. The player controls Marcus “Rookie” Ramsey, a rookie pirate exploring the mysteries of a cursed island in order to find his lost pirate crew, get rid of the island’s curse, and leave.

Genres: Action-Adventure, Metroidvania, Souls-Like
Platforms: PC
Game Release Date: 05/2024
Press Kit: www.dropbox.com/scl/fo/mznzb6e3iww0fc76xb0a5/t?rlkey=txk51u0ahsuwezzthpf0nci&dl=0
www.twitter.com/MarkoftheDeep
www.discord.gg/madmimic

Outsourcing, Porting, and Co-Development

Mad Mimic offers an extensive list of services, from art production, co-development and porting, in all phases of game development. Art services are focused in stylized art in both 2D and 3D, from low poly to high poly.
Magistral Games is a game development company based in Rio de Janeiro, Brazil. We specialize in Unreal Engine development with nearly ten years of experience, and we develop games and general computer graphics applications for all platforms, including mobile, VR, AR, and MR. We also integrate games with new and emerging technologies such as conversational AI avatars and generative AI.

Contact

Ricardo Costa (CTO)
ricardo@magistralgames.com
+55 21 98838 5545

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

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

Contact

Moisés Dorneles da Silveira (CEO)
moises@mainleaf.com
+55 48 99161 8899

facebook.com/mainleaf
instagram.com/main_leaf
linkedin.com/company/mainleaf
twitter.com/MainLeafGames1
mainleaf.com/blog
MedRoom is an award-winning Brazilian startup using virtual reality to enhance medical education. MedRoom adds an extra dimension to medical education, allowing deeper understanding of the human body. Using a VR headset students are able to work on a virtual lab where they can freely explore the human body in unprecedented detail, or through guided experiences crafted by their professors.

Contacts

**Sandro Nhaia** (Founder/CTO)
sandro@medroom.com.br
+55 11 98209 3187

**Vinicius Gusmão** (CEO)
vinicius@medroom.com.br
+55 11 94796 6505

facebook.com/medroomvr
instagram.com/medroomvr
linkedin.com/company/medroom
twitter.com/medRoomVR
Minimol Games is a game studio based in Rio de Janeiro, Brazil, founded in 2019. It has created and launched 32 games for PC and consoles like Xbox, Nintendo Switch, and Playstation in the last five years. The studio first focused on premium, minimalist puzzle games. It has grown since then and released its biggest project, Chessarama, for PC and Xbox in December 2023. Recognized for its excellence in game art, Minimol began offering this service in 2022 to selected companies, already creating 3D art for some of Brazil’s leading game developers.

ART OUTSOURCE

Whether it’s Mobile or AAA, our pipeline encompasses every aspect needed to take your vision to life. From conception to in-engine setup in both Unity and Unreal.

Portfolio: https://drive.google.com/file/d/1O2qSYW4Thm41W9JcqQYEpuHW7vJMLK4Y/view?usp=sharing

Contacts

Raphael Dias (CEO)
raphael@minimolgames.com
+55 11 95293 4093

Helena Souto (Marketing Director)
helena@minimolgames.com
+55 11 98104 0095

facebook.com/minimolgames
instagram.com/minimolgames
linkedin.com/company/minimol-games
twitter.com/minimolgames
artstation.com/minimolgames
NUUVEM

www.nuuvem.com

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

Contacts

Daniel Peixoto (CBO)
daniel@nuuvem.com

Thiago Diniz (COO)
thiago@nuuvem.com

facebook.com/nuuvembrasil
instagram.com/nuuvem
linkedin.com/company/nuuvem
twitter.com/nuuvem
twitch.tv/nuuvem
PEPITA DIGITAL

www.pepita.com.br

PEPITA | CREATIVE STUDIO

We believe that a strong sense of belonging and human connection lies at the heart of every successful organization. With a proven track record of generating $750k/year in revenue, we focus on amplifying belongingness and humanizing organizations. We also believe that life should be celebrated, and we aim to do so through art, courses, films and games. Our offerings inspire individuals to embrace their unique identities, express themselves freely, and rejoice in the wonders of creativity and self-discovery.

MASTER LEMON - THE TREE OF LANGUAGES

Master Lemon is a pixel art adventure inspired by a true story. Play as Lemon, a polyglot who dreams of learning Icelandic, solve puzzles and relearn words on his quest to save a distant land from Dimentics, a plague that feeds on memories and threatens the history of the world and languages.

Genres: Storytelling, Puzzle, Choices matter, Single-player, Pixel art, 2D Top-down
Platforms: XBOX and PC
Game Release Date: ideally 06/2024
Press Kit: www.drive.google.com/drive/folders/19XFdMFO6YND4eq65TJ_yXcNZmgB28fEKW
Site: www.masterlemon.com
www.twitter.com/masterlemongame

Contacts

Julio Santi (CEO)
julio@pepita.com.br
+55 67 98696 4868

Lucas Bigaton (Marketing Representative)
lucas@pepita.com.br
+55 67 99978 1460

instagram.com/pepita.digital
linkedin.com/company/pepita.digital
PETIT FABRIK
www.petitfabrik.com/main

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

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

Genres: 3D Platformer
Platforms: Pc, Switch, PS4/PS5, XBOX
Game Release Date: 12/2022
Site: www.petitfabrik.com/main/kukoos
www.instagram.com/thekukoos

Contact

Olimpio Neto (CEO)
olimpio.neto@petitfabrik.com
+55 11 94354 1773

facebook.com/petitfabrikpage
instagram.com/petitfabrik
linkedin.com/company/petitfabrik
Pipa Studios is a mobile game developer based in Brazil. We focus on developing Bingo games and we are the leading casino gaming studio in LATAM.

Praia Bingo is the leading social bingo in Latin America. At Praia Bingo you can play all bingo styles, from Video Bingo to multiplayer Bingo Rooms.

Genres: Casino  
Platforms: Android, iOS, Amazon, Huawei, Microsoft  
Game Release Date: 05/12/2012  
Site: www.pipastudios.com/praia-bingo  
www.facebook.com/gaming/PraiaBingo  
www.instagram.com/praiaabingo

Contacts

Pedro Moraes (CFO)  
pedro@pipastudios.com  
+55 11 95651 7994

facebook.com/gaming/PraiaBingo  
instagram.com/pipastudios  
linkedin.com/company/pipastudios  
store.pipastudios.com
Rockhead Studios is an Intellectual Property (IP) development company with the ability to economically exploit within a global economy and interactive digital culture. Rockhead’s founders, Christian Lykawka and Fernando D’Andrea, are seasoned game industry veterans, having previously contributed to Ubisoft and stemming from the Brazilian studio Southlogic Studios.

Starlit Adventures is an engaging transmedia franchise spanning games, comic books, animations, and animated shorts. The games provide a captivating experience, with characters Bo and Kikki exploring magical worlds, unraveling mysteries, and facing challenges. Comic books expand the narrative, appealing to early literacy children and their parents with enchanting stories. Animations and animated shorts, such as “Starlit Toons,” deliver fun and humorous moments, showcasing Bo and Kikki in everyday situations within the Starlit Adventures universe. Furthermore, Starlit Adventures consistently innovates, as seen in the highly anticipated release of “Starlit Adventures 2” featuring new outfits and challenges. This transmedia approach offers fans a comprehensive experience, immersing them in a cohesive and stimulating universe across various platforms, reinforcing the appeal and immersion in the magical journey of Starlit Adventures.

Genres: Action Adventure
Platforms: iOS, Android, PlayStation, Xbox, Switch, PC and smart TVs
Game Release Date: 05/2025
Press Kit: https://drive.google.com/file/d/1DrBOK6OCBuexQD1oQzPhics97x_Cl6Q/view?usp=drive_link
Site: www.starlitadventures.com
www.facebook.com/starlitadventures
www.twitter.com/starlitadv
www.instagram.com/starlitadventures
www.discord.gg/rx7sQf5Jfnj

Christian Lykawka (CEO)
cl@rockheadgames.com
+55 51 99945 4577

facebook.com/starlitadventures
instagram.com/starlitadventures
linkedin.com/in/christian-lykawka
twitter.com/starlitadv
youtube.com/@StarlitAdventuresOfficial
ROGUE SNAIL

www.roguesnail.com

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

Contacts

Mark Venturelli (CEO)
venturelli@roguesnail.com
+55 61 9591 4342

Lucy Guerrero (Community and Social Manager)
press@roguesnail.com
+5 511 97575 2161

facebook.com/RogueSnail
instagram.com/roguesnail
linkedin.com/company/roguesnail
twitter.com/roguesnail
tiktok.com/@roguesnail

RELIC HUNTERS LEGEND

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

Genres: Shooter Looter; RPG; Multiplayer Online
Platforms: PC
Game Release Date: Early Access (25 September, 2023)
Site: www.relichunters.com
www.facebook.com GamingRelicHuntersUniverse
www.twitter.com relichuntersu
www.instagram.com playrelichunters
www.discord.gg relichunters

RELIC HUNTERS REBELS

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

Genres: Shooter, Looter, RPG, Single Player
Platforms: iOS, Android
Game Release Date: May 3, 2022
Site: www.relichunters.com
www.facebook.com GamingRelicHuntersUniverse
www.twitter.com relichuntersu
www.instagram.com playrelichunters
www.discord.gg relichunters
We are a one-stop localization and audio production company born to assist clients in customizing and localizing any form of audiovisual content for the Latin American market. From script to post-production our goal is to deliver world class customized content for the Latin American audiences to enjoy in a way that sounds natural, immersive and appealing.

Contact

Samara Valerio (Business Development Partner)
samara@svdigitalconnections.com
+55 51 99962 2227

linkedin.com/company/roundtable-studio
SEIZE STUDIOS

www.seizestudios.com

Seize Studios is an independent indie game studio located in Brasilia, capital of Brazil and home of a great community of game development. The studio was founded in 2016 with the belief that creating worlds can somehow help to change the one we live in. It started like many studios: making some bad games with no money. But showing passion and commitment we quickly reached our most ambitious project, What the Duck. Our goal is to make the best games we can and have a healthy studio that can help a few people to live from their passion: creating games.

WHAT THE DUCK

WHAT THE DUCK is an action-adventure RPG that takes place in a world where every person has a spirit animal, and some individuals are capable of summoning these creatures. Amidst powerful animals like Tigers and Dragons, you play as the guy who has a Duck.

Genres: Action Adventure RPG
Platforms: PC (Steam / Epic) Nintendo Switch
Game Release Date: 11/2023
Site: www.whattheduckgame.com
www.discordapp.com/invite/Cxh39np

Contacts

Felipe Dantas (CEO)
felipe@seizestudios.com
+55 61 99144 8548

Alexandre Haru (Marketing Lead)
marketing@seizestudios.com
+55 61 99144 8548

facebook.com/seizestudios
instagram.com/seizestudiosgames
linkedin.com/company/seize-studios
twitter.com/seizestudios
vm.tiktok.com/u1k7vK
SMASH MOUNTAIN STUDIO

www.smashmountain.com

Smash Mountain Studio is the game studio behind the world’s first Jiu-Jitsu game ever, BEJJ. With a unique game concept, players don’t just play; they learn and visualize real-life techniques and sports rules through play. No button bashing! Our games transcend traditional fighting gameplay; they are a journey through the art of tactical combat, allowing players to experience the blend of martial arts authenticity along with strategic gameplay. BEJJ’s BETA version has over 15k MAUs, over 3M matches played and over 1000 paying players. Its complete version framework will be the first step in our journey to become the leading creators of martial arts games with the “Be Games” Platform: Made by Martial Artists, for Martial Artists. We have been incubated by Block Dojo and have several advisors and mentors.

BEJJ: JIU-JITSU GAME

In response to the martial arts community’s call, we’ve crafted a digital dojo where each smash is backed by a strategy, every move a calculated step towards victory. BEJJ transcend traditional fighting games play by offering a blend of martial arts authenticity with strategic gameplay. Strategy – BEJJ is a Jiu-Jitsu Card-battler video-game. Your strategy and Avatar must prevail before your opponents online. Realism – Cards represent real Jiu-Jitsu movements meticulously designed by experienced BJJ practitioners. You can actually learn! Technique – Improve your performance on the mat exercising your mind and developing your quick-thinking skills. Discover new moves through the game and surprise your friends.

Genres: Fighting, Card-Battler, Strategy
Platforms: Mobile and PC
Game Release Date: 01/01/2025
Press Kit: www.drive.google.com/drive/folders/1A_S1SqcHhmGnt_zvGBuGnOZvCxm4oFny?usp=drive_link
www.facebook.com/bejjgame
www.instagram.com/bejjgameofficial
www.discord.gg/7Ccz8dAP

Contact

Luiz Eduardo Adler (Founder)
lui.eduardo@smashmountain.com
+44 748764 8127
linkedin.com/company/smash-mountain-studio
At Spark Studio, we specialize in game art outsourcing. Our expertise includes Character Design, Concept Art, 3D Modeling/Animation, and UI/UX. We offer top-notch industry professionals and customized Art Direction. Rely on us to craft fantastic worlds, create deep characters, and weave engaging stories.

3D ART
Modeling Texturing Retopology 3D Animation Realtime Rendering

2D ART
Concept Art Character Design Splash/Key Art Environment 2D Animation Art Direction

Contact
Matheus Mazuqueli (CEO)
matt@sparkstudio.gg
+55 14 98104 9392

instagram.com/sparkstudio.gg
linkedin.com/company/spark-studio-gg
twitter.com/SparkStudioGG
SPLIT STUDIO

www.splitstudio.tv

Split Studio is an animation and games studio based both in Brazil and in the USA. We specialize in creating and producing high-end 2D animation content in-house. We’ve worked on incredible projects with fantastic clients like Warner/Discovery, Sanrio, and Riot Games. Some of the projects Split Studio has participated in include RICK AND MORTY, HELLO KITTY & FRIENDS SUPERCUTE ADVENTURES, MONICA AND FRIENDS (Most watched TV show from Cartoon Network Brazil), WEEBOOM (Boomerang Latin America’s 1st original), TITO AND THE BIRDS (a feature film pre-nominee to the Oscar and nominated to the Annie Awards, and Annecy), BOY AND THE WORLD (A feature film nominated for the Oscar, in which he animated and produced).

Contacts

Jonas Brandão (Owner & Business Development)
jonas@splitstudio.tv
+1 (682) 862 6656

Ingrid Schmidt (Communications Coordinator)
ingrid.schmidt@splitstudio.tv
+55 11 98824 4291

facebook.com/splitfilmes
instagram.com/splitstudiobr
linkedin.com/company/splitstudio
twitter.com/splitstudiobr
tiktok.com/@splitstudiobr

AMONG THE STARS

Among the Stars features a touching drama inspired by real conflicts in the Brazilian mid-west and the strength and resilience of the indigenous peoples in the region. The story, which is entirely fictional and with indigenous spiritual elements, mirrors the realities of many native Brazilian lives and families who suffer from violence and are rarely made the news. We want their voices to be heard! We’ve already raised 75% of the money we needed for a 2D platform game through a crowdfunding platform and government investment, and are looking for publishers and other investors to complete the game and expand the universe in other formats such as a feature film and an animated series.

Genres: Fantasy, Action, Adventure
Platform: PC
Game Release Date: 12/2025
Site: www.splitstudio.games/amongthestars
www.twitter.com/Split_ATS
www.instagram.com/Split_ATS
www.discord.gg/xKULbauyr

WIZAVIOR

When all the planets in the galaxy succumb to the mysterious forces of magic and technology combined, only the most powerful of wizards can save their inhabitants and face the great evil behind this destruction. Resting in the crystal fields of cristalia, the mighty Zavior is called back to action and is ready to face all types of danger to protect these innocent lives…… or at least try. In his quest to take the remaining survivors to safety, Zavior will face many challenges… but none as hard as facing his own past mistakes. Wizavior is a Split Studio IP that currently has a game in late production and is looking for publishers and other investors to expand it’s universe to other formats such as a feature film and a prequel webseries.

Genres: Single Player, Platformer, Arcade
Platform: PC
Game Release Date: 2025
Site: www.splitstudio.games/wizavior
TAPPS GAMES
www.tappsgames.com

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

CARD GUARDIANS: ROGUE DECK RPG
Welcome to the world of Valentia! Build your deck of cards and prepare for strategic CCG battles against monsters and the Guardians of Chaos. Card Guardians: embark on a fantastic roguelike adventure game; win battles against monsters and build a card battle deck. The Land of Valentia was at peace for thousands of years until the Day of Chaos came and spread mysterious magic that corrupted the living creatures of all realms. Choose the hero of your RPG adventure, create CCG battle strategies, and discover various unexplored realms. And beware of dangers! Download this card game to have fun in this RPG adventure, and discover a story of the epic war. Become the master duel of the deck of card battle, and explore a roguelike world with dangers and epic stories!

Platforms: GP and iOS
Game Release Date: 09/2021

VLOGGER GO VIRAL: TUBER LIFE
Become the world’s #1 YouTuber influencer! In Vlogger Go Viral you create your own channel, publish videos online, and gain millions of followers as a streamer. Play Vlogger Go Viral and start your life as a YouTuber tycoon. Post cute pet videos, create memes, get subscribers, and be the newest celebrity streamer on the Internet. Can you imagine being the newest digital celebrity influencer & tuber in the world? Vlogger Go Viral is a simulator game for you to find out what it’s like to be one of the biggest YouTubers on the Internet! Start your life as a YouTuber tycoon in the YouTuber simulator. Create your vlog channel, increase the number of views and get followers. The more videos you publish, the more chances you have to earn money, upgrade your home studio equipment, and become the newest internet streamer tycoon.

Platforms: GP and iOS

Contact
João Ramos (Partnerships Manager)
joao.ramos@tapps.com.br
+35 19 6933 7016

facebook.com/tappshq
instagram.com/tappshq/?hl=e
linkedin.com/company/tapps-games
THE GLITCH FACTORY
www.theglitchfactory.com.br

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

NO PLACE FOR BRAVERY

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

Genres: Action RPG/Soulslike
Platforms: Googleplay
Game Release Date: June 28, 2023
Press Kit: www.drive.google.com/file/d/1CPAjvOB8FICgUrSIdwqOsS_yP7DXApZ/view?usp=sharing

Contacts

Túlio César Mendes (Creative Director)
tuliocmendes@gmail.com
+55 61 99917 4486

Igor Rachid de Moraes (Head of Operations)
comercial@tgfstudio.com
+55 61 99404 3801

facebook.com/glitchfactorygames
instagram.com/glitchfty
linkedin.com/company/glitchfactory
twitter.com/GlitchFTY
youtube.com/@CanaldaGlitch
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.

Contact

Theo Azevedo (CEO)
theo@theogames.biz
+55 11 98249 2898

facebook.com/theogamesagencia
linkedin.com/company/theogames

PUBLIC RELATIONS / INFLUENCER CAMPAIGNS / SOCIAL MEDIA MANAGEMENT / COMMUNITY MANAGEMENT

Press Kit: https://drive.google.com/file/d/1oArY9M3AKOBNdKiaz_kGX8LSHbakyXT/view
ViVa Games is the studio behind Kakele Online - MMORPG, a 2D crossplatform game available for Android, iOS, Steam and Epic. The studio was founded by two twin brothers whose passion is to develop free-to-play, low spec, 2D online games that can be played by anyone!

Kakele Online - 2D MMORPG

Embark on a New MMORPG Adventure: Kakele Online, Your Ultimate Cross Platform Fantasy! Prepare for a journey like no other, Kakele Online is both a PC and mobile MMORPG. Immerse yourself in a 2D open world MMORPG that transcends boundaries, inviting players from across the globe to join in an epic battle against monsters, explore the depths of mysterious caves, complete quests, gather treasures, and more.

Genres: 2D MMORPG
Platforms: Android, iOS, Steam, Epic
Game Release Date: 02/2020
Press Kit: www.assets.kakele.io
www.discord.kakele.io

Contact

Lucas (Co-founder)
lucas@kakele.io
+55 35 99949 0740

facebook.com/kakelemmorpg
instagram.com/kakeleonline
linkedin.com/company/viva-games
twitter.com/VKakele
tiktok.com/@kakelemmorpg
youtube.com/c/KakeleOnlineMMORPG
VRMONKEY
www.vrmonkey.com.br

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

Contacts

Rafael Camargo (COO)
rafael@vrmonkey.com.br
+55 11 99124 2975

Pedro Kayatt (CEO)
pedro@vrmonkey.com.br
+55 11 96828 5744

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

Genres: Racing, VR, Combat
Platforms: PCVR, PSVR2, Meta Quest, Pico VR
Game Release Date: 28/02/2023
Press Kit: www.drive.google.com/file/d/1IHV5kbxON0XYeRZ4hPeS2q16sxnOwyCG/view?usp=sharing
Site: www.galaxykartvr.com

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

Genres: Combat, vr, anime, fighting
Platforms: PCVR, PSVR2, Meta Quest, Pico VR
Game Release Date: 07/2023
Webcore Games, a versatile game development studio based in Sao Paulo, Brazil, brings 20 years of experience to the table. We create engaging experiences for diverse platforms—from mobile and consoles to AR/VR and dedicated platforms like Roblox, Zepeto, Decentraland, Sandbox, and Fortnite. Our services encompass end-to-end game development, including work-for-hire, full development, feature development, co-production, and porting. We pride ourselves on our adaptability, offering tailored collaboration models for fixed-scope, milestone-based projects or ongoing support, with a favorable timezone fit. Our accomplishments include the first original Brazilian game released internationally on consoles, the first F2P game on PlayStation, 10M+ players, and two Best Brazilian Game Awards. Our robust core team of 25 and network of external resources allow us to scale quickly as needed. Licensed to all major console platforms and proficient in Unity and Unreal, we have the tools and talent to bring your vision to life.

Contact

Fernando Chamis (CEO)
fernando@webcore.com.br
+55 11 98245 6179

facebook.com/webcore
instagram.com/webcoregames
linkedin.com/company/webcore-games
twitter.com/webcoregames

WORK-FOR-HIRE GAME DEVELOPMENT AND CO-PRODUCTION

At Webcore Games, our Unity and Unreal certified teams are equipped to contribute to your project, whether it be through feature development, co-production, or complete game development. We cater to various platforms such as consoles, mobile, AR/VR, and open-world environments like Roblox, Zepeto, Fortnite, Decentraland, and Sandbox, holding licenses for all major platforms including Microsoft, Nintendo, and Sony. We employ Agile methodologies and work within an optimal time zone for projects based in the Americas or Europe. Our proficient English-speaking team is adept at working with fixed-scope or milestone-based projects, and providing ongoing support through monthly rates.

EXPERT GAME PORTING

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

www.whitewolfy.com

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

A SUNDAY AFTERNOON

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

Genres: Narrative puzzle
Platforms: PC/MAC
Game Release Date: 2025

Contact

Sofia Wickerhauser
(Executive Producer / Game Designer)
sofiawick@hotmail.com
+55 11 99399 8430

instagram.com/white_wolfy_films
WINGEON GAME STUDIOS

www.wingeon.com

Wingeon Game Studios is an independent indie game development studio based in Curitiba, Brazil. Our games are inspired in the beauty of 2D graphics and we work hard to make every game an unique experience.

DRAKANTOS

Drakantos is a pixel art MMORPG that combines fast-paced combat, an immersive story, and more than 21 unique playable characters.

Our inspirations come from great games like Chrono Trigger, Stardew Valley, Graveyard Keeper, and Stoneshard. Classic worlds like Lord of the Rings are also a significant source of inspiration for us, mainly because of our Middle-earth-based theme. Our game will feature familiar figures for fans of these universes, such as dwarves, dragons, elves, and much more.

For centuries before humanity, angels and demons fought a never-ending war against each other. However, one day a powerful dragon god named Drakantos grew bored with the conflict and decided to intervene. Both sides banded together to fight against him, but to win, Drakantos had to sacrifice himself. He shattered into fragments, imprisoning the angels and demons and scattering the pieces worldwide.

Platforms: PC and Mobile
Game Release Date: 04/2025
Press Kit: https://press.drakantos.com/
Site: www.drakantos.com
www.facebook.com/drakantos
www.twitter.com/playdrakantos
www.instagram.com/playdrakantos
www.discord.com/invite/drakantos

Contacts

Marcos Bertani (Director)
marcos@wingeon.com
+55 41 98415 0808

Raphaella Pelegrino (Marketing)
raphaella@drakantos.com
+19544870126

facebook.com/drakantos
instagram.com/playdrakantos
linkedin.com/company/wingeon/about
twitter.com/playdrakantos