



Brazil Games

EXPORT PROGRAM

TOKYO GAME SHOW
2024

Organized by



Promoted by



ABRA GAMES



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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.

The Agency also acts in a coordinated way with public and private players to attract foreign direct investment (FDI) to Brazil with a focus on strategic sectors for the development of the competitiveness of Brazilian companies and the country.

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TOKYO GAME SHOW 2024

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GAMESCOM LATAM

www.gamescom.com.br

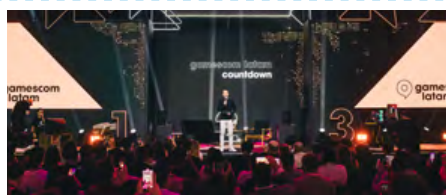
Resulting from the partnership between the world's biggest games event (gamescom) and Latin America's premier independent gaming festival (BIG Festival), the first edition of gamescom latam was a huge success, exceeding all expectations. Held in June, 2024, in São Paulo, it has already become a canonical event on gamers' calendars. With over 100,000 visitors, 1,200 companies, and 120 exhibitors, attendees explored the latest in games. Top industry players showcased new projects, offered exclusive game demos and hosted special reveals. Fans also enjoyed meet & greets with creators, panels, cosplayers, board games and eSports tournaments. For professionals, there was a dedicated business area and the gamescom latam BIG Festival, one of the top recognitions for indie games in the world. The next edition promises to be even more unmissable. From 30 April to 4 May 2025, gamescom latam will take place in a venue with double the capacity, in São Paulo (Brazil), and many more irresistible attractions for the gaming community.

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MAD MIMIC

www.madmimic.com

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

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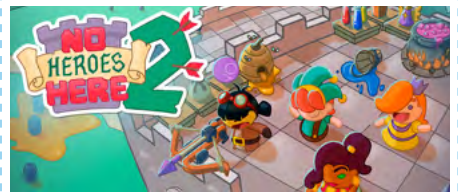
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MARK OF THE DEEP

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, PS5, PS4, Xbox One, Nintendo Switch
Game Release Date: 2024
Press Kit: www.dropbox.com/scl/fo/mznzb6e3iwu0fc76xb0a5/h?rlkey=txk5t1u0ohsuwezthppf0nci&dl=0



NO HEROES HERE 2

A group of non-adventurers is the last hope in defending the castle in this co-op roguelite chaotic game. Organize your castle, purchase new items each day, work as a team to craft ammo, and shoot at enemies to protect your kingdom. Just because you're no hero doesn't mean you can't save the day!

Genres: Co-op, tower defense, simulation
Platforms: PC and Console
Game Release Date: 2024
Press Kit: [No Heroes Here 2 - Press Kit - Dropbox www.dropbox.com/invite/M6vEbb3](https://www.dropbox.com/invite/M6vEbb3)



NUUVEM


www.nuuvm.com


Nuuvm 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. Nuuvm has become a leading player in selling, marketing, and expanding premium and free-to-play games in the Latin American gaming market. At Nuuvm, 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-stopshop experience for digital games and products, catering to all players within Latin America. With our hyper-local focus and extensive industry expertise, Nuuvm is also seeking new games and companies to work as a Regional Publisher. We develop comprehensive 360° strategies specifically tailored to target the Latin American audience, ensuring maximum market penetration and success.


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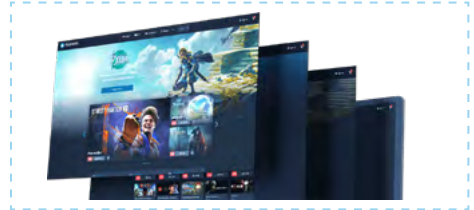
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DISTRIBUTION, MARKETING, SALES AND REPRESENTATION IN LATIN AMERICA




ROUNDTABLE STUDIO


www.roundtablestudio.net

RoundTable Studio is a boutique full localization services provider. Our company has successfully localized hundreds of titles in all platforms from AAA franchises to mobile applications. We combine top quality translation and dubbing with state of the art audio technology in a modern studio environment to produce immersive localization and enhance the gamer experience.

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VRMONKEY

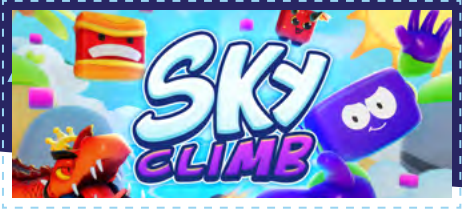
www.vrmonkey.com.br

VRMonkey is the leading Brazilian External Development studio for VR, known for its work on Drunkn Bar Fight, Nock, Wraith The Oblivion : Afterlife, Windlands 2, Tarzan VR, The Exorcist - Legion VR, etc. Founded in 2013, we have a team of 50 professionals to assist your Virtual Reality projects, offering porting, QA and art services. With 3 owned intellectual property games, launched for PSVR and other major platforms, the Company is experienced with Unreal Engine and Unity, perfectly adapting to your needs. Please, let us know if you are interested in this type of collaboration and how we can assist you in your projects! We are also searching for a publisher that could help us with the distribution and marketing effort for our own IPs, specific Sky Climber and Honey Pot. Our founders, Pedro and Keila, are computer engineers graduated in the University of São Paulo, with master and specialization in the University of Milan and Padova. With a combined experience of more than 25 years in the gaming industry, the founders and VRMonkey received several awards and nominations from companies such as Intel and Microsoft, also participating in an acceleration program backed by Samsung. Contact us today! And make your project real, with the quality and agility that you need.

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SKY CLIMB

Soar through the skies like never before and restore balance to the universe with Sky Climb! This first-person adventure brings classic platforming to VR, featuring an intuitive arm-based locomotion mechanism that allows you to fling yourself from one cube to another in low gravity. SINGLE PLAYER CAMPAIGN spanning 7 unique worlds, comprising 65 levels complete with boss encounters and power-ups. MULTIPLAYER CHAMPIONSHIP online mode, supporting up to 6 players and 24 bots in races or hoop-collecting challenges. Personalize your climber with a ton of customization options and stand out from the crowd! Unleash your creativity with the BUILDER MODE, where you can design your very own levels. Dive into a world of endless challenges and share your creations with fellow players. Key Features: - 65 single-player levels - Online multiplayer championship _ Level Editor available in Mixed Reality.

Genres: VR, Platformer, Adventure

Platforms: Quest, PSVR2, Pico and SteamVR

Game Release Date: 04/2024

Press Kit: [Sky Climb - Press Kit - Google Drive](#)

Website: www.skyclimbvr.com
www.discord.gg/4n1pddQj

BRAZILIAN EXTERNAL DEVELOPMENT STUDIO FOR VR

Founded in 2013, our team accounts with 45 professionals among software engineers, developers, and 3D Designers to assist your Virtual Reality projects. With 8 games launched for PSVR2, (1 owned + 7 ports) the Company is experienced with porting, content & art creation, and WFH project management of external content. (TOTAL 33 port projects in 4 years) It's also a highlight that our team is proficient using Unreal Engine or Unity, perfectly adapting to your needs.

Press Kit: <https://drive.google.com/file/d/1Jk1ym55LcsGqUar1zXf1HcYqSbnqimPT/view>



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