

FINALISTS

ROUND VENTURES SELECT

2023 TAIWAN(OCT 23-25)

Round Ventures Finalists

Studio Name	Country
Snowcastle Games	Norway
NDUS Interactive	South Korea
Vice Versa Games	Canada
KEK Entertainment	Cyprus
Stratosphere Games	Germany
Press Fire Games	Cyprus
LowKick Games	United Arab Emirates
FuzzyBot	USA
dc1ab	Portugal
SuperNgine	South Korea
Square Triangle	Cyprus
GRAMPUS°	South Korea
We3D	United Kingdom
2bytes	South Korea
WHAT THE PROD	France

Snowcastle Games

Norway



Fundraising Plan : \$3M • Team Size : 44

Snowcastle Games is an independent game developer founded in Oslo, Norway in 2009 with the aim of creating games we love and would want to play ourselves. Snowcastle Games is known for creating Earthlock, a passion project inspired by the developer's childhood favorites. Currently, Snowcastle Games is putting all the experience into developing the next titles - Ikonei Island: An Earthlock Adventure and Earthlock 2.



Bendik Stang

Representative Games



Ikonei Island: An Earthlock Adventure



EARTHLOCK 2

Showcase

Ikonei Island: An Earthlock Adventure

PC, PS4/PS5, Xbox One/Series X/S, Nintendo Switch

Ikonei Island: An Earthlock Adventure is an adventure crafting game set on a mysterious island full of remnants of the past, magical creatures, and pirates!

NDUS Interactive

South Korea



Fundraising Plan : \$8M • Team Size : 48

NDUS Interactive is a web3 development studio led by a group of leaders from global game companies such as NCSOFT, Nexon, and Krafton who have successfully commercialized services for over 20 years. The team consists of a total of 46 members with an average of over 10 years of experience.



Jeffrey Kim

Representative Games



XOCIETY

Showcase

XOCIETY

PC primary, Mobile/Console secondary

XOCIETY is a metaverse platform that prioritizes engagement, with a MMOTPS (massively multiplayer online third-person shooter) core and a creator economy that focuses on progression towards land and resource ownership. The leadership team has an average of 20+ years of experience from global game companies such as NCSOFT, Nexon, and Krafton.

Vice Versa Games

Canada



Fundraising Plan : \$5M • Team Size : 8

Vice Versa Games is a studio of industry veterans who have designed and developed critically acclaimed features for multiple AAA franchises such as the Batman Arkham series, Tomb Raider, Star Wars: Squadrons, Assassin's Creed, and Far Cry. We are actively working on our own IP development, and after multiple prototypes, we have a playable technical demo we are excited to share.



Matthew Kadai

Representative Games



The Involveers



The Involveers

Showcase

The Involveers

PS5, XBOX X, PC

"The Involveers" is an exciting cooperative action survival shooter that allows for player expression with creative power combinations and satisfying destruction physics. An innovative playful adventure with colorful characters that react to the action so the story is being told as you are playing.

KEK Entertainment

Cyprus

KEK

Fundraising Plan : NDA • Team Size : 30

Game development studio based in Cyprus, Limassol. Formed by ex-Pixonix executives who were in charge of War Robots project that hit \$750M lifetime revenue. Studio builds a new cross play (PC-mobile) vehicle shooter.



Georgy Egorov

Representative Games



Project TORN

Showcase

Project TORN

PC, Mobile

Sci-fi crossplay vehicle shooter game. 3 factions, tons of battle tech, weapons, and abilities. Special usp - interactive enviroment

Stratosphere Games

Germany



Fundraising Plan : \$6M • Team Size : 65

Berlin-based Stratosphere Games is a 65 people strong mobile development studio formed by gaming veterans from Splash Damage, Ubisoft, Bigpoint, Playrix, Riot Games, Wargaming and Nexon. Stratosphere builds and self-publishes AAA-quality games and works with partners like Gearbox, Wargaming and Jagex. Backed by our own development architecture, we create next-gen experiences for all platforms, with a strong focus on high-end production values, leading-edge multiplayer features, and innovate engagement and retention elements.



Kristian Metzger

Representative Games



The Desolation

Showcase

The Desolation

PC, Android and iOS

DESOLATION: Year 2140, Earth invaded by the Shade. Infuse your Exo Suit, choose your archetype, customize with drones. Conquer dungeons and challenging bosses for unique loot. Upgrade your ship as your player base, and socialize in the Space Station hub. Join competitions and Drop Zones for PvPvE action.

Press Fire Games

Cyprus



Fundraising Plan : \$5M • Team Size : 88

Press Fire Games is an experienced game development studio specializing in multiplayer shooter games. At the heart of our studio is our proprietary game engine, reflecting our deep expertise honed over the years. Our primary aim is to deliver cutting-edge technology comparable to industry giants like Unity and Unreal, but with a more transparent and equitable pricing model for developers. Alongside our standout game “Battle Prime”—with a remarkable 15M installs—we’ve extended our collaboration in various work-for-hire projects, attesting to our wide-ranging skills in game development.



Vitali Baradouski

Representative Games



Battle Prime

Showcase

Battle Prime

Mobile, PC, Mac, Consoles

Battle Prime is a third-person multiplayer shooter with console-level graphics on your mobile device. This tactical battle simulator is focused on superpowerful war heroes with unique abilities, formidable arsenal, and high-adrenaline modern shooting action.

LowKick Games

United Arab Emirates



Fundraising Plan : \$4M • Team Size : 44

UAE based studio working on cross-platform MMO WorldShards. Founders have \$500M titles in their track record. Our team has gathered people with rich experience in creating high-grossing games. Many of us have worked for companies such as Playrix, Wargaming, Gaijin Entertainment, Game Insight and others. And we bundled together to make a new game – a game that millions of players will love. We are result-oriented professionals, and we know how successful games are being made.

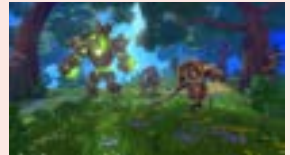


Andrei Zimenco

Representative Games



WorldShards



WorldShards

Showcase

WorldShards

PC / MacOS

Sandbox MMORPG game with life-sim and PvE level-less system. Players engage in activities such as gathering resources, crafting, socialization, upgrading equipment, trading, building — and battling monsters. Multiplayer sandbox game for all platforms, blending casual live-sims and deep RPG elements to captivate a wide audience. Unleash your creativity, embark on thrilling adventures, and forge connections in a dynamic world of limitless possibilities.

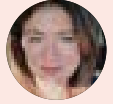
FuzzyBot

USA



Fundraising Plan : \$1M • Team Size : 35

FuzzyBot was founded in late 2020 with the mission of building games that connect players across generations by creating cooperative experiences set in imaginative worlds. Originally spearheaded by a team of experienced industry veterans, we believe that smaller versatile teams with low production overhead can succeed by focusing on innovative mechanics and standing out through eye-catching aesthetics. We have a highly creative group built on trust, expertise, and a love for video games. Our development philosophy is around dreaming big, but building smart – maintaining a pragmatic, flexible, and down to earth approach focused on shipping games.



Tatyana Dyshlova

Representative Games



Project Saturn

Showcase

Project Saturn

PC / Consoles

Project Saturn is a social co-op action game that blends high energy arcade-style combat with roguelite progression and shared town building in a new robot IP. Play with up to 3 players in combat, use a unique grapple hook mechanics and environmental physics to your advantage, build your town to craft and upgrade new battle gear, and collect, showcase and trade with others.

Fundraising Plan : Not Decided Yet • Team Size : 10

We're a close-knit band of nerds and game dev veterans on an epic quest to deliver true MMO magic to strategy games playable across all platforms and turning them into lasting social universes. We're taking the best of game design principles from PC (core game), Mobile (meta) and Board Games (core + social game). We're focusing on UGC driven gameplay and cooperative multiplayer experiences that can be enjoyed both asynchronously (Clash of Clans raiding) or synchronously (think Clash Royale).



Eugene Konash

Representative Games



Dominus

Showcase

Dominus

Mobile/PC and eventually Handheld Consoles

Dominus is a skill-based MMO strategy inspired by classics such as the Civilization Series and Clash of Clans. Starting with easy to learn but hard to master PvE battles, you will quickly team up with old and new friends in co-op, before joining up in a clan and engaging in epic alliance wars powered by our hybrid game mechanics which combine the best of turn-based and real time strategy. The individual battles are tied together by a meta that is a game in itself involving tough economic decisions, meandering technological advancement, treacherous trading and politics as you advance through the ages to dominate the world of Dominus.

Fundraising Plan: \$7.5M • Team Size : 30+

As a hybrid casual game development company, SuperNgin aims to develop games in a more enjoyable way by applying the expertise of our veteran development team and the agility of small-scale company, while actively engaging with our customers. To provide global services, we have automated many of our development and service procedures, adopted various solutions, and actively integrated AI technology. Especially, for the art department, we have developed advanced Generative AI technology that allow us to generate consistent images with our graphical style from simple sketches. Additionally, we are utilizing this technology to create webtoons.



Dongjun Kim

Representative Games



Rumble Knights

Showcase

Rumble Knights

App Store, Google Play

Rumble Knights' is an attractive idle RPG with adorable movements of cute & tiny pixel characters. It contains intuitive gameplay where you collect and grow 5 distinctive types of heroes, allowing users to easily enjoy the game. You can assemble knight orders up to 20 members, considering the character's stats, professions, skill attributes, and buffs. It also provides various dungeons and arenas in PvP and Guild systems, ensuring long lasting popularity among game players.

Square Triangle

Cyprus



Fundraising Plan : \$2M • Team Size : 12

Square Triangle studio was founded in 2019 by three game dev veterans who assembled a dedicated team of 12 who shared same passion for game development. Team members bring with them substantial experience from big companies and game dev studios such as Playkot, MY.GAMES, and ROOM8, boasting a number of major titles in their portfolio. Over the past seven years, this team has collaborated closely. The studio's primary focus is creating free-to-play PvP sports games. Presently, the team is working on the first game of a kind - Bowling Clash: New Legends.



Evgenii Liubetskii

Representative Games



Bowling Clash: New Legends

Showcase

Bowling Clash: New Legends

App Store, Google Play

Bowling Clash: New Legends is a mobile sports game with a fame-based meta. It falls into the category of mid-core bowling simulators and offers such features as: characters with their own stats, a variety of balls and gear, each with specific attributes, sponsor contracts and a fame level progression. In the game, players not only aim to knock down pins but also need to play with style to gain followers and sign contracts with prestigious sponsors. Other features include leagues, quests, amazing locations and graphics, and a PvE mode is soon to come.

GRAMPUS°

South Korea



Fundraising Plan : \$5M • Team Size : 100+

GRAMPUS is a development studio established in Seoul in 2014. We provide 'Cooking Adventure', a time management-based cooking game. It has generated over 33 million downloads worldwide. Metadivision, which started two years ago, is creating a new gamification-based platform together with various commerce and entertainment advertisers. We will take on another challenge next year. We are developing a BTS cooking simulation game. It is a game that takes you around cities around the world while playing a cooking game, card collecting, and setting up a stage. Please remember GRAMPUS, and we will meet you in game next year. thank you.



KIM KAY JEEIN

Representative Games



BTS Cooking ON

Showcase

BTS Cooking ON

Apple, Google, Web, Cloud Game

BTS Cooking ON is a simulation game that will be released globally in early 2024. It is a time management game where you can directly experience the cities that BTS has visited while performing around the world, enjoy the food that can be enjoyed in those cities, and meet various Army fans. The game provides the ability to cook dishes, collect BTS character photo cards, and decorate the stage for performances held in each city. Through this game, we will connect with global fans and create new value.

We3D

United Kingdom



Fundraising Plan : \$2M • Team Size : 15

We3D aims to be the Heroku for web3 games, providing both a no-code-first 3D engine and dashboard/PaaS tailored for live game creation and deployment, integrating blockchain for game economics, and targeting the web3 game market first unlike traditional platforms like Unity and Unreal.



Pierre Renaux

Representative Games



We3D

Showcase

We3D

IOS, Windows, Andriod, Mac, Apple Vision Pro

Project Noah is a new NFT game centered around acquiring unique AI companions. Each NFT represents a distinct AI persona that can interact with the user, exhibit emotional growth, and mimic companionship. Each NFT will remember all the conversation and interaction you have with her

2bytes

South Korea

2bytes

Fundraising Plan : \$8M • Team Size : 148

2bytes is a “Game Localizer to Co-Publisher” company that connects Asia with the world. We started out by providing global game services (localization, QA, player support, live ops, and CM), and our portfolio has now grown to 120 partners within 3 years. We want to level-up as a “Co-Publisher” based on our game service business. Co-Publishing is a new developer-friendly business model, where we will offer balanced contracts to great games in collaboration with Game Round through a strategic partnership. We’re also developing our own games to accrue EXP for our Co-Publishing business - a mobile puzzle & deco called Stellar Tales, and a PC sci-fi strategy game called Space Gears. Our ultimate vision is to connect gamers worldwide to fun and innovative games from Asia as a global Co-Publisher, utilizing our global expertise in game services unparalleled in Korea.



Ham Youngchul

Representative Games



Space Gears



Space Gears

Showcase

Space Gears

PC, Steam

Space Gears is a PC sci-fi strategy game set on Mars. At the dawn of the 22nd century, humanity deploys powerful mechs capable of terraforming the harsh Martian environment, but threats lurk in the corner. Players must secure their position and fend off competing mech factions (PvP) as well as corrupted AIs and other dangers (PvE). Collect resources to build up and upgrade an army of mechs, deploy mech units to defend the home base or go on the offensive and take the fight to the enemy in this mech-on-mech showdown.

WHAT THE PROD

France



Fundraising Plan: \$2~3M • Team Size : 7

Creative production house with a digital 360° approach. Favoring French works of content, IP's and talents with strong international reach : TV series, Movies, Video games, Virtual Reality and Web3. A 360° approach: from video games to series, from film to metaverse. A co-production business model to maximize number of projects and optimize their funding with diversification of income sources for the same IP. WTP aims to bring together the best talents and French cultural heritage: IPs, authors, artists, and development studios.



Loick Tanguy

Representative Games



PROVENCE and MEDITERANNEE (not confirm)



PROVENCE and MEDITERANNEE (not confirm)

Showcase

PROVENCE and MEDITERANNEE

FEATURES FILM - METAVERSE - VR XP - Multiplatform GAMES

What The Prod is launching a 360° cross-media approach around the MARCEL PAGNOL AND PROVENCE IPs, from adapting SYBERIA for TV to making UMIKO. The approach includes feature films, internet initiatives, and VR experiences inspired by the rich cinema legacy of the PROVENCE, SOUTH OF FRANCE. NETFLIX will stream “The Magnificent Life of Marcel Pagnol,” co-produced with Mediawan and distributed worldwide by SONY and WILDBUNCH. A prolific writer and filmmaker who loved Provence and Méditerranée, Marcel Pagnol has sold 150 million books in 45 languages and made over 25 movies.

Memo



Round Ventures invests in promising video game companies to help fuel growth while continuing to deliver high quality content and services. Round Ventures possesses a unique ecosystem and investment strategy where we analyze our portfolio companies with key data and insights and then introduce them to our prominent investment network to achieve deals and maximize growth opportunities.

Round Ventures invites early to growth stage global startups in the video gaming sector, to an annually held Private IR Event. RV Select will showcase the best of the best game startups and facilitate high-profile investment opportunities for our co-investment partners to ensure exponential growth for our portfolio companies.

