



MAKE YOUR NEXT DEAL WITH  
**URUGUAY GAME DEVELOPERS**

Participating in **GDC**

PASSIONATE & CREATIVE | FRIENDLY ECOSYSTEM | INTERNATIONAL RECOGNITION





## THE #1 CHOICE FOR THE GAMING INDUSTRY

Uruguay offers one of the best ecosystems for the gaming industry. It is a highly innovative country that provides the perfect mix of creativity and qualified talent to develop outstanding video games.

World-class technological infrastructure, advanced and progressive policies, and ease of doing business make **Uruguay the LATAM #1 hub for global tech companies.**



### PASSIONATE AND CREATIVE YOUNG TALENT

**OUT-OF-THE-BOX THINKING**

**QUALIFIED AND EXPERIENCED**

**#1 IN LATAM** offering industry-related university degrees and free access to education at all levels



### FRIENDLY ECOSYSTEM

**WORLD-CLASS TECH INFRASTRUCTURE**

**OUTSTANDING TAX BENEFITS AND FINANCIAL FREEDOM**

**GOVERNMENT SUPPORT**

**COLLABORATIVE GAMING COMMUNITY**

IMPORTANT EVENTS FOR THE PROMOTION AND DEVELOPMENT OF THE INDUSTRY:



#1 CHOICE FOR INTERNATIONAL TECH COMPANIES providing world-class solutions

**Globant** >

**etermax**

**JAMCITY**



## GLOBAL SUCCESS CASES



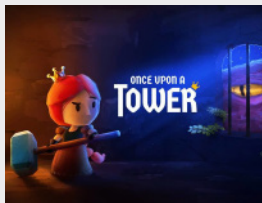
Kingdom Rush Saga  
**IRONHIDE GAME STUDIO**



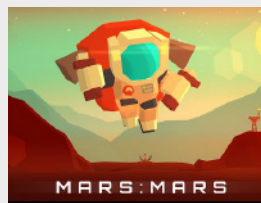
Outlanders  
**POMELO GAMES**



Iron Marines  
**IRONHIDE GAME STUDIO**



Once Upon a Tower  
**POMELO GAMES**



Mars Mars  
**POMELO GAMES**



Fight'N Rage  
**SEBAGAMESDEV**

# URUGUAY GAME DEVELOPERS

Participating in **GDC**



**BRUNO  
FERRARI**



**GameOlic®**



**SARNAYER**





# ARF GAME STUDIO

## BEARSUS

LOOKING FOR: PARTNERS, FUNDING & PUBLISHERS







ARF Game Studio is a game dev services studio with main focus on Mobile and HTML5 video games, from pre-production to development all the way to release, for both original content and for clients like Cartoon Network. Our talented team focuses on a strong game feel, expressive cartoon animation and overall polished experiences.

### ABOUT THE GAME

Bearsus is a 2D 2-button fighting game with single-player, local and online multiplayer modes with grizzly bears as fighters. It has a community interested in seeing its progress, good feedback and some online tournaments have been carried out. Its target platforms are PC, Nintendo Switch with a demo already available on PC, Mac and web. It is currently in alpha phase and set to be released in late 2022.



-  [arfgamestudio.com](http://arfgamestudio.com)
-  [arf@arfgamestudio.com](mailto:arf@arfgamestudio.com)
-  [@ArfGames](https://twitter.com/ArfGames)
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# BRUNO FERRARI

## JAKE'S PARALYSIS

LOOKING FOR: PUBLISHERS & PRESS




Bruno Ferrari is an emerging indie game developer of 2D games. With a background in software development, he has previously worked as a part-time freelancer in small games and game functionalities. His game Junkman: The Kessler Syndrome was the Local People's Choice winner at the NASA Space Apps in 2019.


### ABOUT THE GAME

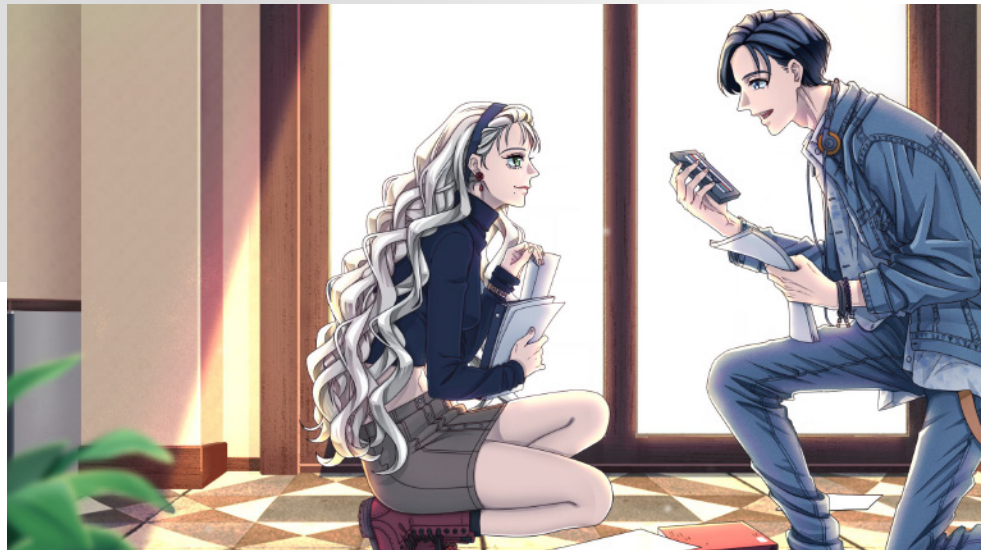
Jake's Paralysis is an animated visual novel that follows Jake through the evolution of his romantic and student life, making decisions that will impact the storyline, being primarily a Dating Sim focused on a narrative with multiple choices. Originally developed for PC with Unity and Live2D to bring characters to life. The demo of this game is now 70% completed and targeting a PC release.

 [WATCH TRAILER](#)

 [bferrari23@gmail.com](mailto:bferrari23@gmail.com)

 [Bruno Ferrari Gonnet](#)

 [@Brunomir\\_23](#)





# EYRATRIN STUDIO

## SUMMERSUS

LOOKING FOR: PARTNERS, FUNDING, PUBLISHERS & PRESS




Eyratrin is a small indie game dev studio founded by Cristian Trinidad, in charge of art, design and programming, and Anna Christian Ferreyra, responsible for sound, marketing and finance and general administration. With experience in programming and 3D modeling they are able to take full charge of their developments. They are currently developing Summersus, their first project.

### ABOUT THE GAME

Summersus is an indie 3D sci-fi adventure and exploration game where we play as a robot that wakes up after a long period of lethargy in an apparently abandoned underwater station. The game ambitiously combines the gameplay of Super Metroid, Dead Space, and Dark Souls. The controls are adapted to bring the experience of a 2D Metroid to 3D graphics with all images rendered in real-time with Unity 3D HDRP. The main target platform is PC with the possibility of VR. It is currently in pre-alpha phase with basic mechanic functionalities, artwork under development and features being polished and added.

 [WATCH TRAILER](#)

 [cristiantrinidad.com](http://cristiantrinidad.com)

 [eyratrin@gmail.com](mailto:eyratrin@gmail.com)







# GAMEOLIC MYTHIC WARS

LOOKING FOR: FUNDING & PUBLISHERS



GameOlic Development Studio is an indie game dev studio. They are bent on a quest for finding the next generation videogame, constantly searching and innovating for new game mechanics. Apart from games, they also develop desktop and mobile applications, multimedia projects and websites.

## ABOUT THE GAME

Mythic Wars takes the basic rules and systems of the genres of MMO, Battle Royale and MOBA and transforms them into something new and amazing. With a unique class system, bound to a special weapon system instead of a character, weapons are the "classes". The game includes hectic PVP and PVE coop raids/dungeons. Developed for PC/Mac/Consoles/Mobile with Unreal Engine.

 [WATCH PROTOTYPE GAMEPLAY](#)



[gameolic.com](http://gameolic.com)



[business@gameolic.com](mailto:business@gameolic.com)



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# IRONHIDE GAME STUDIO

## LEGENDS OF KINGDOM RUSH








LOOKING FOR: PARTNERS & PRESS

Ironhide Game Studio was founded in 2010 and specializes in multiplatform games. In addition to the award-winning saga Kingdom Rush, played by millions worldwide, they launched their second IP, Iron Marines. Legends of Kingdom Rush is the newest addition to the Kingdom Rush saga.

### ABOUT THE GAME

Legends of Kingdom Rush is a unique turn-based and combat game with roguelike elements where the player chooses a combination of legend and a set of companions as their team. There are several maps, a myriad of enemies, and complex boss fights. The game is available exclusively on Apple Arcade.



-  [ironhidegames.com](https://ironhidegames.com)
-  [paula@ironhidegames.com](mailto:paula@ironhidegames.com)
-  [Ironhide Game Studio](https://www.linkedin.com/company/ironhide-game-studio)
-  [@ironhidegames](https://twitter.com/ironhidegames)
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loopstudio

# LOOP STUDIO

LOOKING FOR: PARTNERS

LoopStudio is a nearshore design and development software boutique founded in 2014 looking to partner with startups and gaming companies to turn their ideas into extraordinary web and mobile products. It focuses on providing high-quality technology services to companies large and small throughout the US, Europe, and LATAM.

Driven by customer satisfaction and transparency, LoopStudio looks to help their customers build solid foundations and processes for their products. It provides services for web & mobile development, design, consulting and staff augmentation, always using the latest technologies and methodologies.



loopstudio.dev



evargas@loopstudio.dev



LoopStudio



@loopstudio\_dev



@loopstudio.dev



loopstudio

Take your project  
to the next  
level **with us**





MUCHO  
GAMES

# MUCHO GAMES TOAST IT UP

LOOKING FOR: PARTNERS & PUBLISHERS






android  iOS

Mucho Games is a company founded by professionals with over 30 years of experience in the industry. They have developed and published more than fifteen games for different companies and clients, on a variety of platforms such as PC, OLPC, web and mobile. During their first year, they focused on gaining experience in all areas of the mobile industry, and they have established professional links with prominent publishers in the competitive hyper casual category. From this rich experience comes their next bet: to develop their own IPs in mobile games.

## ABOUT THE GAME

Toast It Up is a casual-arcade mobile game with simple yet satisfactory mechanics, beautiful graphics and great polish. The game has a monetization system already implemented based on revives, skins and live packs. Achievements and ads are implemented as well, conforming an efficient game loop.

 [WATCH TRAILER](#)

-  [mucho.games](http://mucho.games)
-  [contact@mucho.games](mailto:contact@mucho.games)
-  [Mucho Games](#)
-  [@muchogamesuy](#)
-  [@muchogames](#)





# PINCER GAMES

## FIGHTERS OF FATE

LOOKING FOR: PARTNERS & PRESS






android 

Pincer Games is an indie dev studio founded in 2014 focused on bringing mid-core unique experiences for mobile devices. They finished a prestigious national business incubation program and won and completed national grants. Their CEO, Laia Bee was selected by Gameindustry.biz as one of 2020 game-changers and is the organizer of the #1reasontobe panel at GDC.

### ABOUT THE GAME

Fighters of Fate is a Free2Play mobile online multiplayer PVP fighting game. The players can create their unique fighter and customize their looks, abilities, weapons, and personalities, all of them in the form of collectible arcana cards, they can play in competitive mode, tournaments, adventure modes and get stronger by leveling up the arcana cards in the alchemy mode. The game won the national videogame contest and was selected by Google for the first accelerator program for LATAM videogame companies. The game is currently on Google's Open Beta collection.

 WATCH TRAILER

-  [pincergames.com](http://pincergames.com)
-  [contact@pincergames.com](mailto:contact@pincergames.com)
-  Pincer Game Studio
-  @pincergames
-  @pincergames





# POMELO GAMES

## OUTLANDERS

LOOKING FOR: PRESS








Pomelo Games is a video game studio founded in 2011 by a passionate group of indie developers dedicated to creating fun quality games for everyone around the globe. Their focus is to deliver highly polished and visually unique games for everyone. They are the creators of Once Upon a Tower, Mars: Mars and Outlanders (IMGA 2020 Nominee), among many others.

### ABOUT THE GAME

Outlanders is a town-builder simulation game that lets you play alongside the leader of a group of people to build a town together. This strategy game is set to be an enjoyable experience for those who are looking to find great adventures. The game is developed in Unity and available on Apple Arcade for all iOS devices. It was released in September 2019 and was nominated for the 2020 International Mobile Gaming Awards.



-  [pomelogames.com](http://pomelogames.com)
-  [contact@pomelogames.com](mailto:contact@pomelogames.com)
-  Pomelo Games
-  @PomeloGames
-  @pomelogames







# RUBBER DUCK GAMES

## EVIL WIZARD

LOOKING FOR: PRESS








Rubber Duck Games is an independent video game development studio founded in 2020 currently working on their first game, Evil Wizard with 80% love, 20% skill and 100% passion.

### ABOUT THE GAME

Evil Wizard is a humor-filled action RPG that puts you in the shoes of a former Final Boss as he looks for revenge against an army of so-called heroes. Rise from defeat, rediscover long-lost powers, and fight to reclaim your castle in a combat full of magic spells and humor. The game, developed in Unity, is currently in alpha phase and will be released on PC, Playstation and Nintendo in the first half of 2022.

 [WATCH TRAILER](#)

-  [rubberduck.games](http://rubberduck.games)
-  [banki@rubberduck.games](mailto:banki@rubberduck.games)
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**SARNAYER**

# SARNAYER DYING BREED

LOOKING FOR: PARTNERS, PUBLISHERS & PRESS



Sarnayer is a start-up company founded in 2020 for the development of their first game Dying Breed. The company is inspired by RTS (real-time strategy) games from the 90s, which are still played around the world as Command and Conquer, Commandos and Heroes of Might and Magic. They want to take advantage of the revival of this kind of game adding some fantastic new features to make them more attractive.

## ABOUT THE GAME

Dying Breed is a 2.5D, isometric, pixel-art, RTS PC game. It takes place in a retro-futuristic uchronic dystopia where WW2 end in 1951 with a nuclear holocaust. Our story starts 40 years after this event, when a new mineral called substance D start emerging from the center of the earth. A megalomaniac leader called Ubik wants to take control of this new mineral. Choose your side: conquer the world or fight against tyranny.

The game is being developed in Unity 3D and demo is already available for play.

 [WATCH TRAILER](#)



[sarnayer.com](http://sarnayer.com)



[gabos86@hotmail.com](mailto:gabos86@hotmail.com)



[Gabriel Spangenberg](#)



[@sarnayer](#)

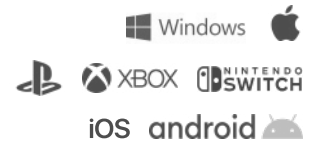




**WiseShards**

# WISESHARDS ARCANE SECRETS

LOOKING FOR: FUNDING & PUBLISHERS



WiseShards is an indie game studio founded by professionals with over 14 years of experience, focused on innovation and quality, based on the expertise and passion of its team. It is committed to creating meaningful and memorable experiences.

## ABOUT THE GAME

Arcane Secrets is an action-adventure game set in a unique Victorian fantasy universe. Make your way through the forgotten arts of magic to unveil the secrets of a world where nothing is as it seems. Its target platforms are PC, Mac, Nintendo Switch, PS4/PS5 & Xbox One/Xbox Series X, iOS & Android and its demo is already available for PC, Mac, iOS and Android. It is the winner of the 2018 grant for Video Games by the Ministry of Industry of Uruguay in the category "Vertical Slice".

 [WATCH TRAILER](#)



[wiseshard.com](http://wiseshard.com)



[hoot@wiseshard.com](mailto:hoot@wiseshard.com)



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URUGUAYAN  
GAME DEVELOPERS  
ASSOCIATION

[cavi uy](http://cavi uy)

✉ [caviuruguay@gmail.com](mailto:caviuruguay@gmail.com)

🐦 [CAVI\\_UY](https://twitter.com/CAVI_UY)



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[uruguayxxi.gub.uy](http://uruguayxxi.gub.uy)

✉ [exportaciones@uruguayxxi.gub.uy](mailto:exportaciones@uruguayxxi.gub.uy)

🐦 [UruguayXXI](https://twitter.com/UruguayXXI)

