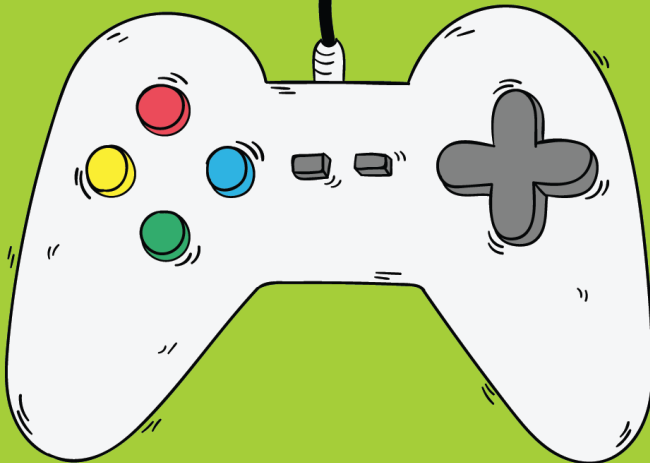


essential[®]
COSTA
RICA

PLAYFUL

by NATURE

Game
over



GAME INDUSTRY

INTRODUCTION

PROCOMER, the Export Promotion Agency of Costa Rica presents the Costa Rica Animation Industry.

Costa Rica's gaming industry offers a variety of original IP's for both the commercial and advertising markets. Our games include action, adventure and puzzle titles for kids, teens and adults.

Our goal is to provide unique game play experiences across multiple devices and environments, ranging from mobile to PC and console.

We offer high quality services powered by our creativity, vast project management skills, and conceptualization in all areas of game development.



WHAT IS UCREATIVA?

U Creativa is one of Costa Rica's top technical universities in the areas of design, art and technology. We are leaders on innovation, we have given the national panorama a wide variety of careers unique in our country at the moment of their release; preparing professionals in some of the most trending careers worldwide, majors that rank even among the top 4 better paid professions according to Forbes on January 2014.

We count with optimal computer labs, the best technical and pedagogical support, a virtual campus, among the many benefits we offer. Sensitive to the natural and cultural heritage of our country, we prepare our students following a humanistical model, preparing them to face the challenges of their professions with critical thinking, always looking for creative solutions and with absolute technological fluency.

CONTACT

www.ucreativa.com
gabriel.serrano@ucreativa.com
Gabriel Serrano : 506 83088011



VALUE PROPOSITON

Diving into the world of videogame production may be hard for a new entrepreneur; where do I start, what to do first? Those can be among the many other questions that go through the mind of a new developer. We are looking to provide this new developers that starting point, not only in an academical way, but with a true production-oriented service that will transform an original idea into a full on product, ready to sell. Dev Lab is an iniciative of U Creativa, a development space, fully equipped with everything that is needed to produce a great game; top of the line machines, a tutoring companion for the team of developers, and a sales platform already set up for the creators of the product to place and profit with their first creation.



We aim to set up a contact network, for distribution and marketing of the products developed on the lab, so that new creators experience meeting potential publishers, buyers and get all the feedback they can. By going through this unique-in-our-country experience, new creators will get a full development experience in no time, and will place their game in the market. Dev Lab will be the home of birth of many projects, and a radical expansion in costarican industry.



BUSHIDA STUDIO

VALUE PROPOSITION



VALUE PROPOSITION

We bring the full experience of Hollywood's Golden era of 2D animation to the videogame industry. We make games heavy on visual slapstick humor and apply to them all 12 animation principles.

SERVICES

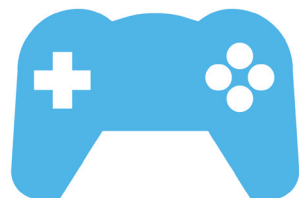
Game Development

PLATFORMS

PC & Mobile

CONTACT INFO

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umanalopesmarcelo@gmail.com
Alfonso.vargas.solis@gmail.com

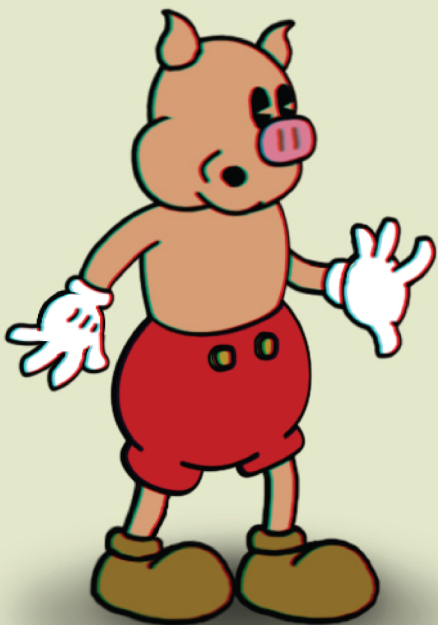


FARAWAY BARN

A nearsighted pig broke his glasses while trying to escape from a farm, now he has to make it in one piece to the interstate highway while being nearly blind, there is a gas station where he could buy some glue to fix his glasses.

RELEASE DATE

Marzo 18.



FARAWAY BARN

TREE INTERACTIVE

VALUE PROPOSITION



VALUE PROPOSITION

We are looking to publish Hookbots and Totem Rotem IPs for PC/Mac and mobile respectively. We also offer outsourcing services focused on rapid prototyping and game design ideations.

SERVICES

Fast mobile game iterative development, art outsourcing, engineering outsourcing.

PLATFORMS

PC, Mac, iOS, Android, HTML5

CONTACT INFO

felipe@treeinteractivecr.com

HOOKBOTS, TOTEM ROTEM

Hookbots is an online multiplayer competitive fast-paced fighting party game focused on mobility with a chain to destroy the other bots around you. Inspired by zen meditation and painting, Totem-Rotem is a unique puzzle game experience that focuses on figure matching and totem building.

PLATFORMS

Hookbots: PC/Mac, Totem-Rotem: Mobile (iOS, Android, iPad)

RELEASE DATES

Hookbots: Soft launch August 2017
Totem-Rotem: July 2017



VALUE PROPOSITION

"At Passcode Studios we create innovative games, that capitalize on a sense of nostalgia, with creative techniques and visuals in both 2D and 3D. We aim to make challenging and fun games that anyone can enjoy, that make use of the latest technical advances in the industry."

SERVICES

Game Development
2D & 3D Animation
Character Design

PLATFORMS

PC, OSX

CONTACT INFO

David Barrantes
info@passcodestudios.com

BLADE ODYSSEY

"Blade Odyssey is a multiplayer beat-'em-up game staged in a world of monsters and adventurers. The game will feature a chaotic and fun multiplayer campaign and four interconnected and challenging story campaigns."

PLATFORMS

PC, Consoles

RELEASE DATES .

Q1-Q2 2019



SUNNA ENTERTAINMENT

VALUE PROPOSITION



SUNNA

VALUE PROPOSITION

Sunna Entertainment offers digital entertainment in the fields of Video Games and Animated Short Films. Sunna is focused in creating small products with high production value that can reach the market in a short time.

Development of original IP on the fields of Video Games and Animated Short Films

PLATFORMS

PS4, PS Vita, Mac, PC, iOS and Android.

CONTACT INFO

info@sunnaentertainment.com



PLANET CUBE EDGE

Edge is the first chapter of a modern action platformer series inspired by old school games. The game tells the story of Edge, a genius skilled engineer who has just woken up to chaos at the factory where he works. The player must travel throughout the whole structure and figure out who are these invaders and why they are here. sunnaentertainment.com/planet-cube-edge

The whole series consists on 5 episodic games dealing with the survival story of a group of misfits that come together to fight a common enemy.

The 4 first games tell the story of the invasion of Planet Cube from different perspectives, each of the games featuring a different character and a different environment. The last game is about how they team up together to fight against their common enemy.

PLATFORMS

PS4, PS Vita, Steam.

RELEASE DATES.

August, 2017

PLANET CUBE

EDGE



MOONSTER STUDIO

VALUE PROPOSITION



Moonster
Studio

VALUE PROPOSITION

Moonster Studio is a team of game developers who seek to challenge the player with new mechanics, immersive storytelling and fantasy open worlds.

SERVICES

Intellectual Property
Video Game Development

PLATFORMS

PC, Unreal Engine 4

CONTACT INFO

info@moonsterstudio.com
(506) 8869-8111
Hans Herbert Stein



MOONSTER STUDIO

SHOWCASES

LAPSI

Lapsi is a fantasy game based on unexplained events from medieval history. The game re-interprets these events with a fantastic and paranormal twist. Player immersion will be achieved by a lack of interface which will grant him the freedom and challenge to forge his own path.

PLATFORMS

PC, Unreal Engine 4

RELEASE DATES.

4th Quarter 2019





VALUE PROPOSITION

The leading game development company in Costa Rica, with over 11 years of experience in the market. We are the long term partner who will help your team design and develop games ranging from next generation consoles to mobile platforms.

SERVICES

Engineering, art, game design & porting services

PLATFORMS

Consoles (PS4, Xbox One, PS3, PS Vita), PC/Mac, HTML5, Mobile (iOS, Android)

CONTACT INFO

Claudio Pinto
claudio.pinto@fairplaylabs.com



FAIR PLAY LABS

SHOWCASES

FIGHTERS OF THE ARENA

Monsters and Warriors fighting for supremacy in the Arena! A semi-automatic fighting game where you build up and equip your characters to smash down your opponents.

PLATFORMS

Mobile

RELEASE DATES.

Production will take 8 Months



RAMA LEAGUE

A team-based first-person competitive game that relies on melee combat in a cylindrical space station with simulated gravity, which can be switched on and off!

PLATFORMS

PC/Mac, PS4, XB1

RELEASE DATES

Prototype available, Production will take 6 additional Months





CONTACT

TRADE OFFICE IN NEWYORK

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DIRECTOR**

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