



essential[®]
**COSTA
RICA**

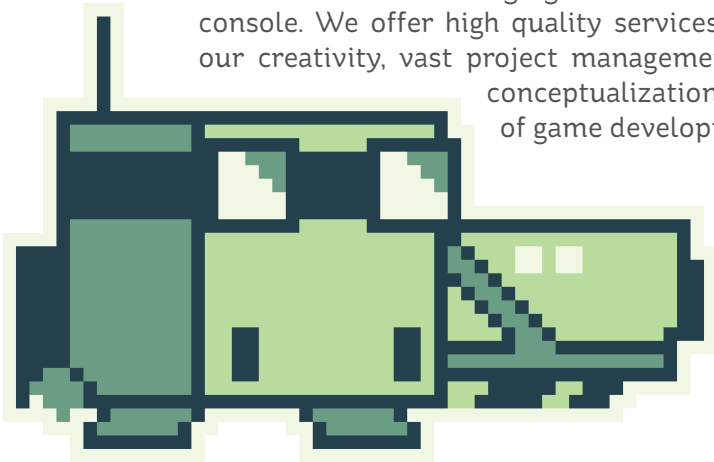
PLAYFUL

BY

nature

COSTA RICA GAME INDUSTRY

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 gameplay 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.





We are a Costarican game development company focused on delivering quality to our clients. Our team has over 12 years of experience in the industry and over 60 titles for customers and IP.

SERVICES

- Game development
- Mobile Applications
- Concept Art
- Sound design and recording

PLATFORMS

- PC
- Mac
- iOS & Android
- HTML5
- Xbox
- Playstation

CONTACT INFO

Felipe Cartín
felipe@treeinteractivecr.com
www.treeinteractivecr.com



HOOKBOTS



HOOKBOTS

Hookbots is an online multiplayer competitive fast-paced fighting party game focused on mobility with a chain to destroy the other bots around you.

PLATAFORMS

PC/Mac, XBOX One, Playstation

RELEASE DATES

Late 2018



headless



chicken



Headless Chicken Games is a videogame development studio located in Costa Rica, we are focused on creating games that have twists on classic mechanics with a heavy emphasis on the narrative. We believe that our diverse team of Latin American developers can deliver the perfect mix between mechanics and storytelling that could only Our services division takes your projects or pieces of projects and takes it to the next level, making sure that we can provide a competitive price and a trustworthy talented team that will make sure that we can build the project together.

Project Porting (PC- Mobile, Mobile - PC, Console - Mobile, Mobile - Console)

PLATFORMS

- PC
- MAC
- Android
- iOS
- Oculus, HTC Vive, PSVR
- PS4

CONTACT INFO

Jose Pablo Monge
jmonge@headlesschickengames.com
www.headlesschickengames.com

SERVICES

- Game Design
- Project Management
- Game Programming
- 3D Art Modelling and Sculpting
- 3D art Animation
- 3D art Rigging
- Full Project Development





LET ME GO

Let Me Go is a VR narrative adventure where players change the world around them using a cassette player and a set of 3 mystical tapes. Interacting with the world and playing the music, players are encouraged to change the world around and find their way to solving the mystery of Abel's journey.

- Unique visuals
- Cast of Latin American Characters
- Developed with VR in mind from the ground up for maximum immersion

PLATFORMS

PSVR, Oculus Rift, HTC Vive

RELEASE DATES

Quarter 4 2018



DARK PULSUM

Dark Pulsum is a local multiplayer game where we put our crazy cast against each to try and survive the galactic prison games. One hit kills, so they must use all their skills to become the sole survivor in the arena. Play on classic deathmatch, or win the hearts of the crowd on capture the flag, king of the hill and tag monster. Fear not, embrace the darkness and become the victor!

PLATFORMS


PC, PS4, Xbox One

RELEASE DATES

Quarter 1 2018 (March – April 2018)



STONEBALL



We are a team of seasoned professionals in technology, science and marketing with a common goal: develop a groundbreaking project in adventure and action genre with an original and addictive story line”.

“We know how to create a reality from your unconscious fantasies and the not so obvious world in which you live”.

SERVICES

- Game Development
- Concept and Scripting
- Concept Art
- 3d Modeling
- 3d Animation
- Particle Effects
- Music Production
- Sound Effects
- Functional Scenes

PLATFORMS

- PS4
- PC
- Xbox one.

CONTACT INFO

Marlon Cascante
mcascante@stoneballstudio.com
www.stoneballstudio.com





SON OF ORION PROJECT

An original adventure full of gimmicks and insights from our post modern society.

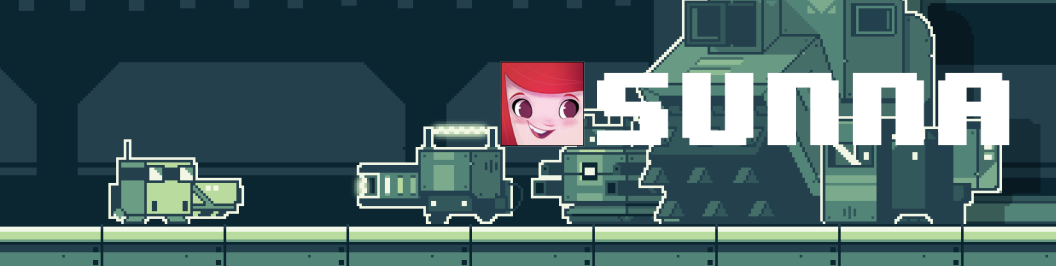
PLATFORMS

PS4, Xbox One y PC

RELEASE DATES

Q3, 2018





Sunna Entertainment is a small indie game studio based in Costa Rica, founded in 2014. Rich and deep experiences delivered through simple mechanics are what tie our products together, and to us, the key to creating great entertaining experiences

SERVICES

Development of original IP for Video Games

PLATFORMS

- PS4
- Xbox One
- Mac
- PC
- iOS and Android.

CONTACT INFO

Virgilio Solís
virgilio@sunnaentertainment.com
www.sunnaentertainment.com





EDGE



Planet Cube: Edge

Planet Cube: 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.

Website: <http://www.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: Steam.

Release Date: July, 2018





Planet Cube Arena

Planet Cube's four heroes fight against each other in this multiplayer battle arena to determine who's best. The highly simple and accessible mechanics gets everybody hooked into the game but only those with skill and persistency will master it.

Website: <http://www.sunnaentertainment.com/planet-cube-arena>

Platforms: Steam.

Release Date: Early, 2019





Psiontech is a small studio located in Costa Rica. We are dedicated to developing our own IP and titles. Our flagship title is Soul Shards: a real time strategy game that combines the deep strategy of traditional trading card games with the immersion and fast pace of FPS games. In Soul Shards two or more Soul Casters compete head to head in the ultimate dueling arena, designed to deliver nerve-racking spell casting battles. During Game Connection we will be looking for marketing, distribution and funding opportunities for our titles. Also we will offer our expertise in the trading card game, real time strategy and server side multiplayer areas, to potential partners in need of outsourcing.

SERVICES

Game development outsourcing

PLATFORMS

- Unreal.
- Unity.
- Cloud based multiplayer server development (Azure, AWS GameLift).

CONTACT INFO

Eric Herrera
info@psiontech.com
www.pSIONtech.com





SoulShards TCG

A real time strategy game that combines the deep strategy of traditional trading card games with the immersion and fast pace of FPS games. In Soul Shards two or more Soul Casters compete head to head in the ultimate dueling arena, designed to deliver nerve-racking spell casting battles.

PLATFORM

Unreal

RELEASE DATE

March 2018





PROCOMER
COSTA RICA *exports*

CONTACT

TRADE OFFICE IN
NEWYORK

MAYKOOL LÓPEZ
DIRECTOR

E-mail: mlopez@procomer.com

Phone: 2129670051

40 west 37th Street, Suite 300

New York, NY 10018

www.procomer.com



CAMTIC
Cámara de Tecnologías de
Información y Comunicación

