

GTRA | 2 0 2 4
PANGYO

ACCELERATING THE WORLD'S
BEST NEW STUDIOS

November 18-19th, 2024
Pangyo, Korea

NOTE

The GTR Conference is an **annual private business matchmaking event**, attended by industry leaders and promising top game studios around the world. We are very happy to host the GTR 2024 in **Pangyo** (tech and gaming city), **South Korea** on **18~19 Nov** to facilitate interaction among players in gaming. The two day event consists of studio pitches, panel sessions, game-play session, 1:1 business meetings, and networking parties.

The game studios are selectively invited based on **G.Round** data and **Round Ventures'** curation in order to satisfy the needs of renowned publishers and investors participating.

G.Round (<https://gameround.co/>) is a unique game-testing platform that allows game companies to improve their games with a global community feedback. We are proud to have over 430,000 users from around the world have tested close to 500 games, including 50 Focus Group Tests (paid premium service).

Round Ventures (<https://roundvc.com/>) is a new game fund with innovative concept that significantly mitigates the risk from game investments through a data-driven approach. It is currently in the process of forming its first fund.

Welcome to the GTR 2024.

We hope to make productive deals with our good partners!

GXC aims to support the growth of promising game companies around the world by connecting game developers to game users, and by providing funds for game production.

GXC looks to establish a healthy gaming ecosystem by identifying the gaps, deficiencies, and unmet needs in the industry. In a revolutionary attempt, GXC has set up a tripod of a model with GTR, the accelerator, G.Round, the user data driven test platform, and Round Ventures, an investment vehicle that will invest utilizing user data to verify games' fun factor. The three business units will create enormous synergy within GXC's ecosystem.

* G.Round : <https://gameround.co/>

* GTR : <https://www.globaltopround.com/>

* Round Ventures: <https://roundvc.com/>



GTR

Game Accelerator

GROUND

User Data Driven Platform

ROUND VENTURES

Data Driven Investment Vehicle

AGENDA

MONDAY, NOVEMBER 18TH, DAY 1

09:00	Registration, Morning Coffee & Networking [60']	
10:00	GTR Conference Intro	André Bernhardt
10:15	Opening Remarks and GXC Intro	Danny Woo, Rick Nahm
10:30	Pitching Session (1/3) - Selected by Ground	
11:15	Coffee Break [15']	9 Studios (7 minutes per studio)
11:30		
12:00	Quality Game Playtesting for a Successful Launch	G.Round, James Choi
12:25	All-In-One Service : NAVER Cloud Platform	NAVER Cloud, Matthew Kang
12:45	Lunch & Networking [75']	
14:00	Pitching Session (2/3) - Round Ventures Intro - Selected by Round Ventures	
15:00	Coffee Break [30']	9 Studios (7 minutes per studio)
15:30		
16:00	Building Communities and Pre-marketing purposed Tournaments	xCBT, Hong Kyun Noh
16:25	AI Virtual Artist and Generative AI Content Production Solution	Studio Meta-K, Kwang Jib Kim
16:45	Wrap-up and MOU [15']	André Bernhardt
17:00	Dinner transit	
17:30	Dinner & Networking [120'] - Party for All	

AGENDA

TUESDAY, NOVEMBER 19TH, DAY 2

09:00	Morning Coffee & Networking [60']	
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10:00	Opening Remarks and GCA Intro	André Bernhardt and Danny Woo
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10:15	Pitching Session (3/3) - Selected by GCA + G.Round	2 Studios (7 minutes per studio)
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10:30	Panel Discussion - Global Testing Impact and Value - Making Deals Using Data - Additional Requests	G.Round(James, Moderator) + Kakao Games, Newcore Games, Opti Games, Black Storm
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11:30	Publisher/Investor Intro	Mingu Lee
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12:00	Lunch & Networking [60']	
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13:00	Playtest Session by G.Round Supporters + Biz-match Requests	Games are played by G.Round Supporters Each gameplay takes 20 minutes Please visit and ask questions to developers when interesting games are played
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14:30	Proxy Planet + GTR 2025 Intro and Closing Remarks	Youngmok Park, Danny Woo & Rick Nahm
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14:45	Coffee Break [30']	
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15:15	Business Matching Sessions - 1 to 1 meetings	Meetings will be arranged based on requests Publishers and Investors have up to three 1 to 1 meetings. Each meeting takes 30 minutes
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16:45	Wrap-up with Developers [15']	André Bernhardt
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17:00	Dinner transit	
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17:30	Dinner & Networking [120'] - Developers x GXC Party	
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GTR 2024 FINALISTS

RIFTSTORM	Confiction Labs
Arkenheim	Bedtime Digital Games
The Devil Within: Satgat	Newcore Games
Metavoidal	Yellow Lab Games
Lost and Found Co.	Bit Egg Inc
ASURAJANG	D-ZARD
Robo Frenzy	YummyYummyTummy
No Umbrellas Allowed	Hoochoo Game Studios
JADA	Big Moxi
Long Time A Girl	UMANIMATION
Rev Cycle	Fun Day Studios
SUPA TRUPA	The Breach Studios
Minimal Affect	Toadman Interactive
ReMemento-White Shadow	Blackstorm
Sparkball	Opti Games
XOCIETY	Team NDUS
Shaman	EVR STUDIO
RIFT HUNTERS	BraveTurtles
GREAT TOY SHOWDOWN	SANDY FLOOR Inc.
V.E.D.A	Tripearl Games

GTR 2024 CONFERENCE SPONSORS

PLATINUM



GOLD





RIFTSTORM

PC / Console / Mobile

[Trailer Link](#)

RIFTSTORM is a Co-op Looter Shooter ARPG + Roguelite where you complete missions, gather loot, and react to in-mission upgrades to create unique builds. Enter the world of the Occultical, where secret societies and operatives exist alongside mythic threats from across the cosmos.



Confiction Labs
Indonesia

A game development company building Riftstorm and pioneering Collaborative Entertainment with a team of gaming veterans coming from Agate International, the biggest development game company from Indonesia.



Dave Fabrian



Arkenheim

PC / Console & Mobile Cross Platform Multiplayer

[Trailer Link](#)

Arkenheim - An isometric multiplayer action rougelike set in Norse Mythology. The game can be thought of as a mix between Hades and HellDivers 2. The game is build to be crossplatform from the get go, allowing us the full range of platforms to reach the most amount of players possible.



Bedtime Digital Games
Denmark

Bedtime Digital Games has been developing and selfpublishing high quality games for 10 years. We have shipped 5 titles and sold more than 2 million units across PC, Console and Mobile. Our latest game Figment 2, holds a steam rating of 97% positive and is on its way to mobile platforms later this year.



Klaus Pedersen



The Devil Within: Satgat

PC / PlayStation 5 / Nintendo Switch

[Trailer Link](#)

The Devil Within: Satgat is a 2.5D action-platformer that blends traditional side-scrolling elements with modern combat mechanics. Dive into a robust technique tree, master the guard/dodge/dash mechanics to unleash devastating counterattacks, explore beautifully large maps and uncover items that are hidden away, and take down formidable foes to uncover the mysteries of the desolate realm.



Newcore Games
South Korea

Newcore Games, established in 2020, is an independent gaming studio determined to create high-quality, immersive gaming experiences that engage players across generations. Founded by Korean gaming industry veterans, our team is composed of both talented experts as well as young but creative new faces of their respective fields. Our development philosophy is centered around blending traditional game design with innovative mechanics and technology.



Manze Lee



Metavoidal

PC / Xbox / NS

[Trailer Link](#)

Metavoidal is a whacky pixelart roguelite brawler where you play as a drummer who sees through the façade of an ominous metal band. Navigate through a dilapidated church overrun with their corruption, and level-up your drumming skills by tapping into the power of music and building your repertoire of metal music. Build your playlist, grow more skillful and beat your way through the hideous, eldritch band members, one-by-one, to finally escape their influence.



Yellow Lab Games
South Africa

We're an eclectic team of 8 South African devs that range from an ex-metal band member, to a veteran in the development space, to fresh-out-of-university graduates who are working together to bring our first game to life. We've all pooled our talents together to be a studio rooted in wholesome fun & creativity.



Bianca Louw



Lost and Found Co.

PC

[Trailer Link](#)

Lost and Found Co. is a whimsical hidden object game set in a cozy, immersive world. Help Ducky, a duck-turned-human intern at Goddess Mei's magical startup, as he finds lost items for quirky townspeople. Meet a cast of unique characters, explore countless magical locations, solve puzzles, and help a tiny dragon regain her power!



Bit Egg Inc
Thailand

Founded in 2014, Bit Egg is Thailand's largest Game Animation & Art Outsourcing Studio, with 80+ employees in Chiang Mai, Bangkok, and Malmö. Bit Egg specializes in Spine & 3D Animation, Stylized 3D Assets, Concept Art, 2D animation, VFX, and game development. The studio develops original IPs, including Lost and Found Co. and Zecha Tactics, and has worked with clients like Square Enix, HoYoFair, Way Forward and Jam City.



Richmond Lee



ASURAJANG

PC / PlayStation / Xbox

[Trailer Link](#)

ASURAJANG is a Battle Royale brawl featuring action that packs a punch and trendy anime style graphics. Wipe out your enemies with powerful combos or simply knock them outside of the arena to eliminate them. Survive in a constantly shrinking arena and engage in strategic combat to become the last team standing in ASURAJANG.

 D-ZARD
South Korea

D-ZARD was founded in 2021 to create World-class Action Games. Our team was assembled from developers who worked at the top game studios in Korea, with an average of over 10 years of experience in their respective fields. With this top-notch development experience, our studio aims to develop the highest quality multi-platform games that meet global trends.



Dong Hyun Kim



Robo Frenzy

PC / Switch / Xbox / PlayStation

[Trailer Link](#)

Robo Frenzy is a sandbox boss-battling game where you can create epic bosses for your friends to fight! Craft over 100 unique weapons, build machines, and beatdown gigantic robots. Capture robots, customize them with parts and weapons earned from exploring the world to design your dream boss. With our community-driven, cross-platform sharing system, the possibilities are endless. Robo Frenzy's story features talent from Cartoon Network's "The Regular Show."



YummyYummyTummy
USA & Indonesia

YummyYummyTummy is an award-winning game studio that unites Hollywood world-building expertise with development talent from Southeast Asia, creating bold, innovative games with efficient overhead. We developed four console games, including Fallen Legion, a PlayStation exclusive and the first console title from Indonesia. Our mission is to craft games that are fun to play, engaging to watch on streams and organically grow through community-generated content.



Spencer Yip



No Umbrellas Allowed

PC(Steam)

[Trailer Link](#)

No Umbrellas Allowed is a narrative simulation game where players run a second-hand shop and trade second-hand items. The core mechanics involve valuing items using a manual and six valuation tools, manually setting desired prices, and haggling with customers. The game emphasizes capturing real-world emotions through game mechanics, using a card system to represent item values through a combination of cards.



Hoochoo Game Studios
South Korea

Hoochoo Game Studios started in 2020 in Seoul as a team of four members. Our first game, No Umbrellas Allowed, was developed while we were students and achieved significant success domestically and internationally, thanks to its unique dystopian setting and immersive second-hand item appraisal and haggling system. We expanded our horizons by creating a roguelike deck-building game and a casual action game, and now we plan to focus on storytelling simulation games.



Seoha Kim



JADA

PC / Xbox / Playstation

A first of its kind, cooperative survival ARPG shooter set in a world ravaged by a mysterious supernatural apocalypse with deadly creatures and dangerous enemy NPC factions. JADA will attract fans of games like Last of Us, Days Gone, L4D, Remnant, Division 2 and GTFO with its best-in-class explore + fight mechanics, stunning visuals, story-rich world, novel character designs, and endlessly replayable dynamic content.



Big Moxi
Brazil/Chile/US

Big Moxi is a world class pc/console game studio with 120+ developers in Brazil, Chile and the US. Our growing co-development business is projected to drive over \$4M in revenue this year while our original IP team prepares to launch its first title, Wardens Rising and begins work on a groundbreaking post-apocalyptic ARPG shooter. Our strategy is driving high-margin revenue and stable cashflow to support investments in IP that can ultimately return massive upside.



Damon Alberts



Long Time A Girl

PC(Steam) / Nintendo Switch / Xbox One & Serie / PS4 & PS

In this narrative-vania game, you follow Cerise, a grandmother, who has to travel through time to find her way back home to the present, where she left her granddaughter Laudane.

 UMANIMATION
France

Created in 2017 by experienced producers Aymeric CASTAING & Cédric BABOUCHE, UMANIMATION is a French transmedia IP production company. With a team of talented storytellers, artists, and designers, we aim to define the next generation of entertainment content by producing transmedia universes that enlist different technologies and platforms.

UMANIMATION is best known for the award-winning video game Dordogne. We developed all the aspects of the game, including console porting.



Aymeric
Castaing



Rev Cycle

PC / Consoles

[Trailer Link](#)

Rev Cycle is an action-arcade roguelite racing game from the veteran racing team FunDay Studios (Brighton). Players race, drift and evade huge screen-filling obstacles in an attempt to progress deep into a cycle - a randomised gauntlet of race events filled with opponents, boss battles, dynamic weather conditions and emergent on-track hazards that never appear in the same place twice. Survival is key to begin with, finishing position becomes the decisive factor later in the cycle. Rev Cycle - roguelite tactics and



Fun Day Studios
UK

We are a team of passionate people, who love combining music, art and technology to create immersive online worlds. And we always have fun doing what we do!

The FUN DAY team has vast experience in the racing genre having worked on some of the most innovative and exciting titles of the last decade. Our team's skills have been honed by working in class-leading studios such as Playground Games, Blackrock Studio, SEGA, Futurlab and many more...



Hrvoje Mitic



SUPA TRUPA

PC / PS5 / XBOX X

[Trailer Link](#)

SUPA TRUPA is a high-energy third-person shooter set in MONOTOPIA, a world where FUN has been forbidden. In both 5v5 Multiplayer and thrilling Single Player Co-Op, players join a band of Misfits on a daring quest to reclaim joy, battling through chaotic landscapes filled with Giant Robots and rival factions. With an advanced multiplayer platform, SUPA TRUPA promises polished, intense gameplay in a vibrant, rebellious setting.



The Breach Studios
Spain

The Breach Studios is a Barcelona-based game development studio founded in 2018 by veterans from Ubisoft, Scopely, King, and Konami. With 26 skilled professionals, we specialize in Unreal Engine, backend services, and multiplayer tech. Known for standout projects like The Harvest and partnerships with LaLiga and the World Cup, we aim to redefine PC and console gaming. Driven by a passion for innovation, we craft games and tech solutions that elevate the multiplayer experience and shape the future of interactive entertainment.



Ferran Punti



Minimal Affect

[Trailer Link](#)

PC / PS4 & PS5 / Xbox One & Xbox Series

Strap yourself in and get ready for the galaxy's most out-of-this-world sci-fi RPG! Live the action-packed life of a space hero bringing peace and order to the universe - by ANY means necessary! Command a crew of questionably capable, likely insane, yet undeniably charming cadets on their haphazard travels across the Milky Way. Enjoy immensely satisfying 3rd person combat and narrative choice that's overflowing with humor, as well as technically legal obscenities you won't find in any other video game - especially after the ESRB hears about this one! And remember: In space, nobody can spell your name.



Toadman Interactive
Germany

Our company, founded in 2013, has grown to around 150 people with offices in Stockholm, Berlin, and Novi Sad, and remote team members across Europe. We focus on developing games we want to play, with new concepts created in-house by our teams. Primarily focused on PC and console, our team can deliver on any platform and also takes on work-for-hire projects. As part of the EG7 family, Toadman enjoys both creative independence and access to a broader infrastructure.



Danny Park



ReMemento - White Shadow

PC / MO(iOS,AOS)

[Trailer Link](#)

ReMemento - White Shadow: A turn-based anime open-world action RPG with cross-platform play on PC and mobile. The players have the option of forming alliances with unique characters, each with evolving skills and backstories.



Blackstorm
South Korea

Blackstorm was founded in November 2021, guided by our motto, "Great games by passionate people," which reflects our commitment to excellence and innovation. We have a strong track record in the gaming industry, with a team that has extensive experience developing successful games such as Yokai Watch, Marvel Future Revolution, and Star Wars. Our team includes members who came together from Activision Blizzard to establish the company. Leveraging this expertise, we develop more efficiently than anyone else and provide stable services.



Do Yun Kim



Sparkball

PC / Xbox / PS5

[Trailer Link](#)

Sparkball is a 4v4 adrenaline-packed 'sports brawler' where players select from a cast of lovably unique heroes and carefully balance both ballin' and brawlin' to score in the enemy team's goal! Affectionately described as League of Legends meets Rocket League (or Kung Fu-tbol!), Sparkball grips you immediately with its dopamine-inducing take on combat sports and keeps you coming back for more as you strive to master its surprisingly complex strategies.



Opti Games
US

Founded by a unique blend of scrappy indie founders and veteran Riot/Blizzard superstars, Opti Games blends passionate indie magic with AAA-level quality and ambition. Opti focuses on creating "Golden Retriever" games - endlessly optimistic experiences where players log off happier than when they logged on.



Chandler
Thomlison



XOCIETY

EPIC Store / HyperPlay

[Trailer Link](#)

XOCIETY is a POP Shooter with RPG progression, backed by HASHED, Sui, Spartan and KRAFTON. Set in a deep Sci-Fi world. XOCIETY aims to redefine gaming experiences offering players economic control, and transforming them into key decision-makers. Unlike traditional 3rd-person shooter games, where a single user's activity has little impact on the broader game environment, decisions in XOCIETY create dynamic ripple effects throughout the gameplay and environment



Team NDUS
South Korea

Founder Jeffrey Kim is a 20 years gaming veteran leading XOCIETY's 36 veteran developers (avg 10+ experience in gaming) from global AAA studios such as NCSOFT, Nexon, and Krafton(PUBG).



Sang Chung



Shaman

PlayStation / Xbox / PC

[Trailer Link](#)

Shaman is a single-player, story-driven action-adventure game based on a webtoon set in a near-future reunified Korea. It follows North Korean soldier Ji Jeongtae and South Korean idol Gavi in a terrorist crisis. Players engage in TPS stealth, pursuits, boss battles, puzzles, and QTE sequences with three characters. Hyper-realistic digital humans and cinematic scenes bring the story to life.



EVR STUDIO
South Korea

EVR Studio is a leading game development company founded by industry veterans from Blizzard, EA, Square, and NCsoft, with experience in blockbuster games like Diablo and Final Fantasy, and Hollywood films such as King Kong and Benjamin Button. With a team of over 100, EVR specializes in creating AAA console games using advanced technology to achieve high-quality results at a fraction of typical production costs. Their first project, Mudang, based on a popular Korean webtoon, integrates top-tier actors and cutting-edge digital human technology to deliver immersive and innovative storytelling. The company strives to establish itself as Korea's first global AAA game development leader.



Jae Hwan Kim



RIFT HUNTERS

ROBLOX

[Trailer Link](#)

Rift Hunters is an action-packed shooting game on Roblox, designed to engage players through diverse missions, strategic co-op play, and competitive elements. Set in a dynamic universe, players join forces to battle challenging enemies, unlocking powerful gear and upgrades. The game emphasizes teamwork and progression, creating a thrilling experience that encourages players to return, and positions Rift Hunters as a standout title in the Roblox metaverse.



BraveTurtles
US

BraveTurtles is a rapidly growing game studio developing innovative, immersive experiences on metaverse platforms like Roblox and Zepeto. Our flagship game, RunwayZ, has been a top world on Zepeto for two years, featuring collaborations with global brands like Walmart. Our latest release, Rift Hunters, maximizes player engagement with co-op play and unique missions, while strong partnerships, including Toei IP, position us for scalable growth.



Kevin Kim



GREAT TOY SHOWDOWN

[Trailer Link](#)

PC(Steam): Early Access Nov '24 / Full Release Q4 '25 / Nintendo / Xbox Game Pass

GREAT TOY SHOWDOWN is a strategic, casual shooting game featuring 8 animal toys in exciting team battles. Players form two-person teams to hunt, explore, grow, and compete in a battle royale format, aiming to eliminate the other three teams. With simplified battle royale mechanics, it is easy for anyone to play and enjoy the thrill of progression.



SANDY FLOOR Inc.
South Korea

SANDY FLOOR is a game development studio specialising in competitive and cooperative multiplayer games, powered by a team of 13 talented and passionate members with leadership experience. In January, we secured seed investment from Kakao Ventures and Kona Venture Partners. Recognised both domestically and internationally, we have received awards for multiplayer games and esports at South Korea's largest gaming exhibitions, including G-STAR and BIC.



Jongchang Lee



V.E.D.A

PC / Playstation 5 / Xbox X/S

[Trailer Link](#)

V.E.D.A is a Soulslike training game designed to let players master the distinctive combat mechanics of the Soulslike genre. By incorporating Roguelite-style progression elements to reduce the stress associated with defeat, this game offers enjoyment for both seasoned Soulslike fans and newcomers to the genre alike. Dive into combat fearlessly, uncover the secrets hidden behind lost memories, and survive in the challenging training simulator.



Tripearl Games
South Korea

Tripearl Games, founded in 2021 by four veteran developers, focuses on making games fun. With over 20 years of combined experience from titles like Little Devil Inside and Blade And Soul, our team excels in 3D graphics and PC/console action genres. We're developing the original IP V.E.D.A. and popular webtoon IP The Player Who Can't Level Up for PC and console, securing three rounds of funding and multiple awards in Korea. Praised by industry leaders like Shuhei Yoshida, our work was also featured in Gamescom Magazine.



Manson Jung

GTR

2024
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