+

EXTERNAL
PUBLISHING

PITCH DECK

ABOUT US

Welcome to **DX Gameworks**, where **Your Game is Our Dream!**
We are a Brazilian company with offices in Manaus, São Paulo and Brasilia, and
subsidiaries in the United States (business and marketing), Portugal, Bulgaria and
The Netherlands (research and development). Our team is passionate about games and
technology.

DX Gameworks is a game company founded in 2020. We have a great relationship
with many international partners (publishers, developers and platforms) and the entire
Brazilian game-dev community.

Our team is composed by more than 150 Brazilian veteran game developers that
joined us after we acquired their studios. We were friends first and now we work
together towards the same goal: to make sure that more games see the light of day.

THREE PILLARS

PORTING

Having started in the porting business, DX has large, strong and experienced porting team.

We've put games on all major platforms including Xbox, PlayStation, Nintendo Switch, Epic Games Store, and Microsoft Store.

DEVELOPMENT

We have a large internal development team currently working on six original titles.

PUBLISHING

As the first game publisher in Brazil, we've already published Eternal Hope and Akane on Xbox and PlayStation.

Our publishing offering is shaped after our indie roots and is suited to help bring games of all sizes to a wide market.

NO RECOUP

THE STATUS QUO

Many publishers take 100% of your game's revenue until they make their investment back. That means you don't see a cent for months after release.

OUR OFFERING

DX Gameworks opposes recoup policies. We negotiate a revenue split and follow that from day one. No percentage changes, no publisher recoup.

- You will always make money from your game, no matter how it performs.
- We share the risk and act like true partners.
- We work together to optimize the production costs.
- We involve our internal experts when necessary.

INDIE ROOTS AND FOCUS

We are an indie publisher focusing on offering the best for indie developers to bring as many indie games to as large a market as possible.

CLOSE SUPPORT

We have experienced developers in-house that are ready to help with problems, optimizations, graphics, and other problems you may encounter during development.

WE ONLY PAY FOR DEVELOPMENT

Any marketing, localization, porting and other non-development costs you may anticipate will be handled by us. We won't pay you to pay another third party for their services.

INDIE-LEVEL BUDGETS

The time to profit is after we've released the game. During development indie developers must be lean and resourceful. We can help you optimize your budget to fit within reasonable margins for an indie game. Each game is unique, so we'll provide you with a target if we're interested.

SUPPORTING SERVICES

PORTING FOR ALL MAJOR PLATFORMS AND STORES

- Nintendo Switch, Xbox One and Series S/X, PlayStation 4 and 5, Windows Store, Epic Game Store, GOG.
- Full platform integration including cloud saving, achievements/trophies, input system, in-game messages.
- Performance optimization.
- Platform configuration support.
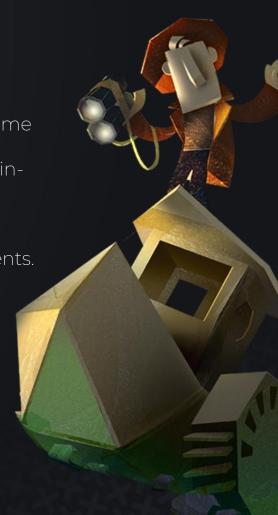 - Certification, age rating, third party licensing, and many other platform requirements.

QA

- We have an in-house QA team ready to test your game.

LOCALIZATION

- We help localize the game following the relevant guidelines for each region and platform.

MARKETING

- We market the game ourselves.

CONTACT US

If you want to share your project, please send:
- Game Pitch Deck – tell us about the game and what you need to finish it;
- Documents - i.e. story, gameplay, anything that is important;
- Demo or gameplay video (even if it's a prototype).

We promise to:
- Evaluate everything in 2 weeks and give you feedback;
- If it's the right game for DX, a call will be schedule to learn more about the project and the development team;
- After receiving all information, we'll run the numbers: schedule, scope of the project, burn rate and resources necessary to successfully complete the project;
- If results make sense, it will be time to discuss details of the deal.

INDIE PUBLISHING, TOGETHER AS PARTNERS

SUBMIT YOUR GAME!
https://notionforms.io/forms/game-pitch

CONTACT US
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