

Dejobaan Games - Studio Profile

www.dejobaan.com

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Dejobaan Games, LLC is an independent developer of desktop and handheld games. Since our founding in 1999, we've published twelve titles, garnering enthusiastic reviews in print, on the Web, and on television. Our company has achieved creative success and sustained financial viability by developing innovative games with proven efficiency. In addition to developing our own IP, we've also worked on a contractual basis to develop third-party content.

This year, we launched our 12th title, *The Wonderful End of the World* (Windows), which reached #5 on Valve's Steam best-sellers list. In 2009, we are scheduled to complete our 13th, 14th, and 15th titles for multiple platforms, including iPhone and Windows.

Here's what we do better than any other studio our size:

- Create original IPs with compelling core gameplay mechanics
- Manage projects with geographically distributed teams
- Create illustrations, 3D models, and music cost-effectively
- Use third party graphics and physics engines to cut time-to-market
- Work from existing codebases to develop new IP
- Develop with C/C++, C#, Python, DirectX, .NET, and Shaders

Ichiro Lambe - Founder, Principal Designer

Ichiro first entered the industry in 1988, with an early online BBS doors title. He co-founded Worlds Apart Productions, LLC (now Sony Online Entertainment Denver) in 1995 to develop online games. In 1999, after successfully launching their premiere title, *The Eternal City*, he started Dejobaan Games. Right now, he's writing this profile, reviewing a contract to launch *Wonderful* on a new portal, and writing WinAPI and Python bindings for the company's 3D engine of choice.

Dan Brainerd - Creative Development

In 1992, Dan helped earn online multiplayer CRPG *Legends of Future Past* a special award for artistic achievement from Computer Gaming World magazine. At Dejobaan, he has focused his talents on scripting languages, level design, and writing. Right this minute, he's translating his blueprint sketches into levels for *Rice Cake Parade*, our upcoming action title.

Rohit Shenoy - Business Development

Originally trained as an engineer, Rohit's interest in business development led him to a marketing and strategy career in the software industry in 2003. He now handles Dejobaan's promotion and business development strategies. Instead of his workout routine tonight, he's meeting with Ichiro to determine the product plans for Dejobaan's three 2009 titles.

Others who have worked with us on recent projects:

Eric Sutman - Intern, Technical/Artistic
Victor Frenkel - 3D Artist
Dan Silverman - 3D Artist
Miralina Stewart - 3D Artist
Justin Rounds - 3D Artist

Who We Are

Our Strengths

Team Dejobaan

Dejobaan Games - What We Create

Our Games from 1999 to 2009

Our 13th title is a sequel to *The Wonderful End of the World*. It expands on the *Katamari Damacy* genre, adopting a cute, "kawaii" aesthetic that appeals to all ages. The game has a projected 6 month development cycle. [Video: tinyurl.com/55kh3t]

A sequel to 2004's *Inago Rage*, *Galaxy* is our most ambitious game to date – we're researching how to combine algorithmically-generated art, content, and gameplay rules. [www.dejobaan.com/galaxy]

The Wonderful End of the World brought a new genre to the PC and hit #5 on Valve Software's best-sellers on Steam. Haptics pioneer Novint also loved the game, licensing it for their Falcon controller and contracting us to create special content for it.

[www.dejobaan.com/wonderful]

"Fun. There's nothing else like it available on PC" - PC Gamer UK
"[Wonderful] has everything going for it." - Gaming Target
"I got to level 2 and fell in love." - Kotaku

Novint Technologies approached us to create touch feedback enabled versions of two of our earlier Windows titles, *Inago Rage* and *Epidemic Groove*. We tailor-made new content, which they showcased at GDC2008. [Novint: www.novint.com]

Inago Rage was our first 3D title, which we focused on fast-paced aerial combat, and innovated with something missing from just about every FPS we'd ever played: a level designer that *anyone* could use. This project required us to touch all the grimy aspects of DirectX to modify the 3D engine we selected.

[www.dejobaan.com/inago]

A winning combination of *The Sims* and *Tamagotchi*, *BeBop* was featured on TechTV's *The Screensavers* (our first TV spot). This title was so popular with gamers that we translated it into German, and still receive weekly requests to port to modern platforms. We hope to reward our loyal fans soon.

"...BeBop is the ultimate in Palm Geek gaming." - Geek.com
Award: Best Sim Game of 2002 - PDArcade.com

In 1999, we launched Dejobaan Games, creating our our first title in the heyday of shareware games. Without fancy 3D engines, we started with Visual C++, Windows 95, and the dream of a successful game development studio.

2009

Rice Cake Parade

Win - 3DGS Engine
iPhone - Unity Engine

Galaxy Rage

Win - 3DGS/C++/DX9

Last Man on Mars

Win - 3DGS/C++/DX9

2008

Wonderful

Win - 3DGS/C++/DX9

2007

Cell Blast

Impulse Thruster

Win - Falcon SDK

2006

TapDown Two

Pocket PC - C++

2005

Epidemic Groove

Win - 3DGS/C++/DX8

2004

Inago Rage

Win - 3DGS/C++/DX8

2002

BrainBop

Palm OS - C++

2001

QuadBlast

MixMatch

WordForge

BeBop

Palm OS - C++

2000

TapDown

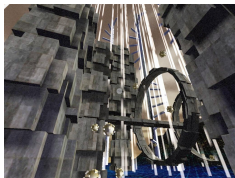
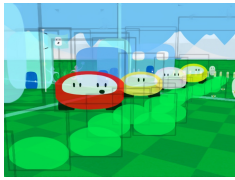
Win - C++

Palm OS - C++

1999

MarbleZone

Win - C++



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