

**SCATTERGOOD**

**S T U D I O S**

# Why work with a GAME PUBLISHER?

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[www.scattergood.io](http://www.scattergood.io)



# RECOIL



# SAVAGE



## Crystal Edge

Retribution



# SCATTERGOOD

## S T U D I O S

## WORK WITH US

Once you've completed your Indie game the next step is to publish it.

- You can do it yourself.
- DIY on Steam, Itch etc.

However that is just the start...

**Publishers make it easier.**

# SCATTERGOOD

S T U D I O S

## ABOUT US

- **Founder: Damian Scattergood**
- Games industry since 1980
- Moonwalker, Vigilante, SuperTed

## MISSION

**Create. Inspire. Play.**



# SCATTERGOOD

S T U D I O S

## How we help

We make it easy for you as Indie developers to **Create** games, publish them and do what you do best - **Inspire** others to **Play**.

You develop the game, and we'll help turn it into a commercial product for you.

### Create

We can support you with tools, expertise and even funding depending on the stage of the game. We know what it takes to be creative - lots of hard work. Sometimes you can't do it alone. If you need that last bit of effort to complete the game we can help.

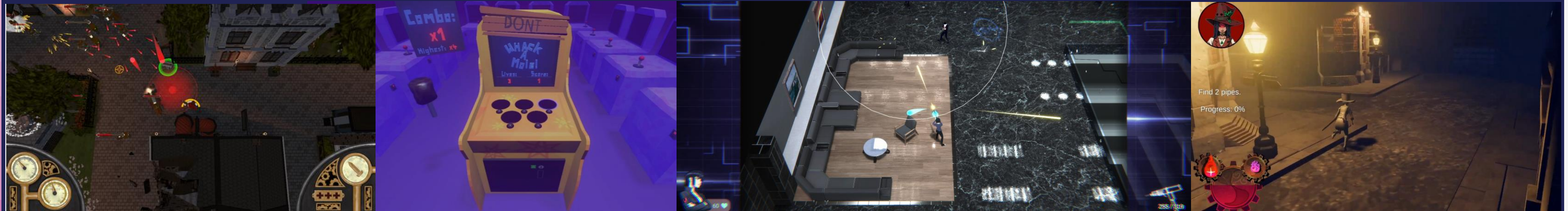
### Inspire

We'll drive sales, get your game out to [influencers and players](#), We'll support and give you space and inspire you to be the best game developers you can be. We're inspired by the talent that comes our way. Working together we bring new worlds and games to life.

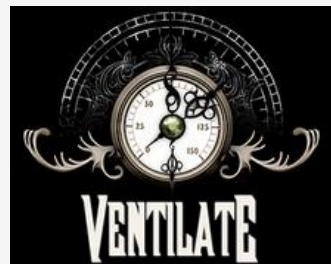
### Play

We'll get the game into the hands of players - to bring the game to live. We support you by developing merchandise, and promoting your game across all our media channels. We help you and our fans grow and play together.





# Games



01

## Ventilate

A single-player bullet-hell game in a [steampunk world](#) where constructs have gone rogue. Use steam to fuel your weapons. Find your family and escape the collapsing city.



03

## The Gauntlet

[The Gauntlet is a new Game Show](#) hosted by a notorious evil mastermind known as Bad Bat. You, one of his new contestants, must race through many lethal obstacle courses

02

## RECOIL

A chaotic [top-down shooter](#) that pits you against unimaginable odds and just enough luck to overcome them.



04

## Don't Whack a Mole

It's the [classic game in reverse](#) – help the mole escape getting whacked! How long can you survive?







# Monetization

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- **Maximize Revenue**
    - Maximizing it's revenue potential with product merchandise etc.
  - **Boosting Sales**
    - Work with artwork and game content to produce merchandise, selling on multiple online stores.
  - **Future Sales**
    - Focus growing the community and product line for each published game.
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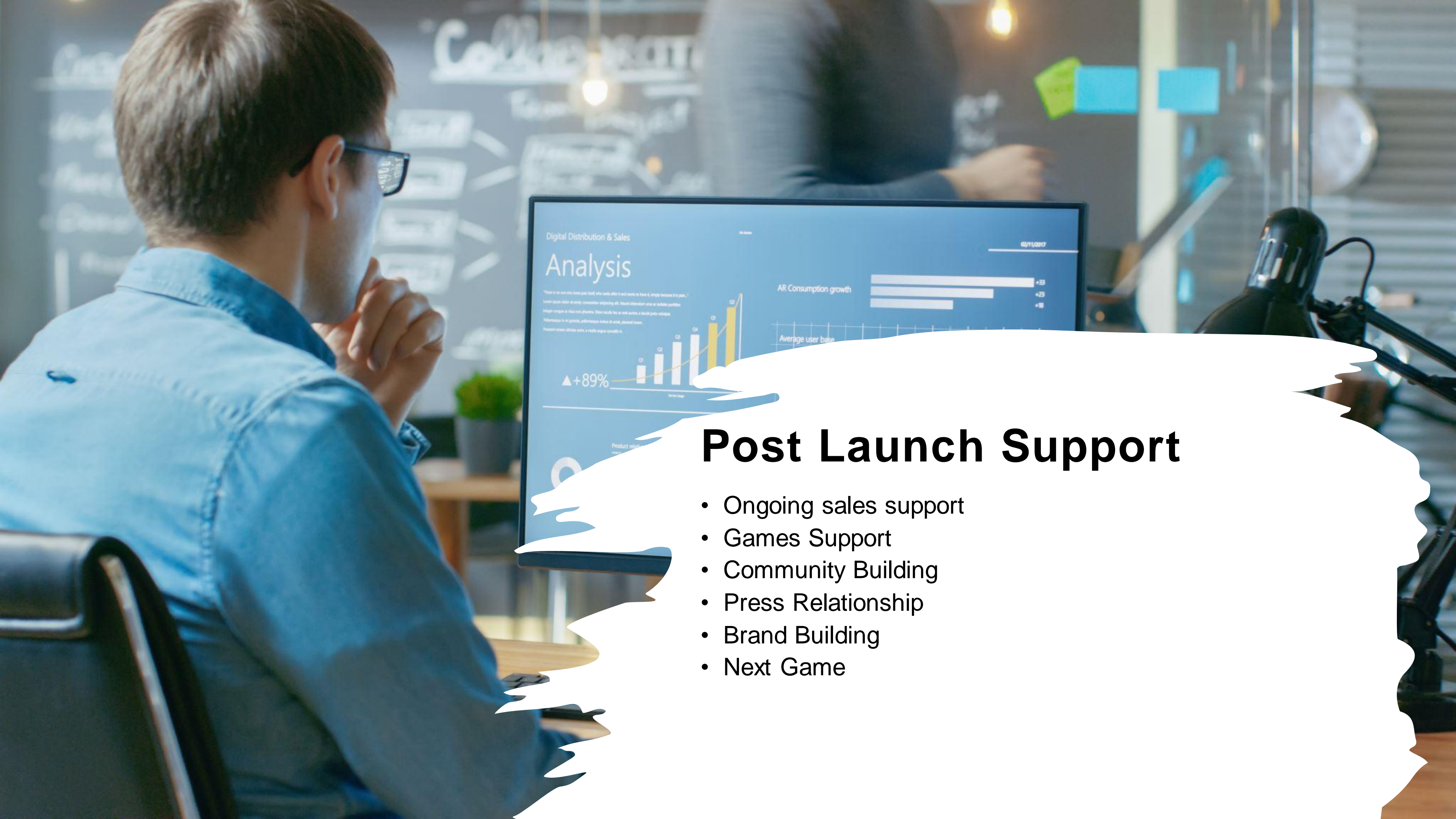


# PR - Promotion

## Marketing Strategy

- Press
- Influencers
- Social Media Campaigns
- Community Building
- Expos
- Demos
  
- **Before, During and After Launch**





## Post Launch Support

- Ongoing sales support
- Games Support
- Community Building
- Press Relationship
- Brand Building
- Next Game





# CONTACT

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# SCATTERGOOD

S T U D I O S

CREATE. INSPIRE. PLAY.



STEAM®

The Gauntlet - Ventilate - RECOiL  
Crystal Edge Redemption  
Don't Whack a Mole & More

[www.scattergood.io](http://www.scattergood.io)