



TiconBlu

WHO WE ARE

Team

CEO (Ivan)

4 senior programmers (Max, Fabrizio, Gerardo, Marco)

1 junior programmer (Luca)

1 art director / lead artist (Manuel)

4 gfx 2D / 3D artists (Devis; Giacomo; Mauro; Alessandro)

1 3D artist (Danilo)

1 2D junior artist (Riccardo)

1 PR (Silvia)

1 junior producer (Nicola)

2 storyboarders (Davide, Gianluigi)

1 musician (Giancarlo)

Tecnologies

Unity 3D

HTML5

C#

...and everything we need!

Platforms

PC digital; MAC; iOS; Android; Web

Skills

Concept of a new kind of game design, with original positioning and links to the Italian development industry: other Italian companies, indie developers, freelancers.

All-round general culture; strong narrative skills.

Solid production pipeline.

PR strategies conceived with game sales strategies.

Many different experiences gained in 20+ years working in videogames.

OUR STORY

TiconBLU was founded in 2003, formerly Koala Games, by Ivan Venturi and Max di Fraia. With 25+ years' experience in the design & development of videogames, Ivan was the first Italian videogame author, working with the first Italian videogame company (Simulmondo). Max is a software designer and music composer.

TiconBLU has produced and published several educational games, particularly focusing on the issue of Citizenship: driving education and road traffic safety, environmental education, prevention of poor health habits, citizenship and legality, fair trade, disability, media education.

In 2004 the company published DRIVE – the Road Safety videogame, which is still distributed throughout schools in Emilia Romagna in collaboration with the Emilia Romagna Region (one of the largest Italian regions), establishing a solid partnership.

The many products in the TiconBLU school catalogue have all been developed in collaboration with experts in the different contents dealt with, and are distributed throughout Italy. These products are designed for children of all ages, as well as for parents and teachers. They are also meant for school and home use, blending educational contents with the most modern 3D videogame technologies.

TiconBLU also produces apps and videogames for children.





Since 2007, road safety videogames have evolved into professional driving simulators, starting with the GuidaTu project (www.guidatu.it) and then the Safety Driving Simulator for the PC market.

In 2007 TiconBLU became the R&D branch of the “Armonia” group. In collaboration with the other companies in the Armonia Group (A43, IdeeValore, Nouvelle, FCL), TiconBLU began to produce and distribute professional driving simulators. During this period it also developed a close collaboration with the University of Bologna (Educational Sciences) and the Cattolica University of Milan (Psychology), aiming to design and develop technical teaching tools based on simulation and videogames.

In 2010, in partnership with TiconBLU, Ivan Venturi created and directed the Videogame Screenplay and production course of Carlo Lucarelli’s “Bottega Finzioni”. This led to the birth of the project of the anti-mafia pixelart / socialgame “The System”. Carlo Lucarelli is Italy’s most important thriller author, his works are published worldwide.

TiconBLU owns the videogame rights for the Nicolas Eymerich Inquisitor saga, written by Valerio Evangelisti, published by Mondadori. The company has developed a new generation adventure-game about the main character of the saga, Nicolas Eymerich (www.eymerich.it). The videogame is published worldwide by Anuman-Microids, and is the world’s first to be completely playable [also] in Latin, as well as by blind users. In early 2013 Ticonblu began the production of casual-adventure videogames.

TiconBLU is also a reference for Italian indie developers, helping them to produce and publish their videogames. Every year, TiconBLU organises the Italian videogame developers’ party, the Sviluppaparty..

FROM SIMULMONDO TO THE ITALIAN DEVELOPERS PARTY



Ivan Venturi, founder and CEO of TICONBLU, published his first videogame in 1987, co-founding the first Italian videogame company, SIMULMONDO. Then, after 1993, he began to produce his own videogames, working especially on adventures for the national market as well as edutainment and learning videogames, extending his own particular vision of videogame contents and mechanics not only to 'gamers' but also to 'non-gamers'. He also worked on several different kinds of projects, from TV formats to 3D movie executive production.

After founding the company in 2003, he produced and published several products for the Italian national market, working especially on serious games, social-impact games, with many different people and companies, from many different markets and environments, maintaining close links with Italian videogame developers, also for his role as the 'first member' of the Italian videogame industry.

For this, in 2010, he organised the first Italian Videogame Developers Party, Sviluppaparty, now the main developers event in Italy.



WHAT WE DID

Since 2003 TICONBLU has produced and published many videogames, sold mainly to Italian public administrations, schools, non-profit organisations, becoming the main Italian learning / serious game producer and gaining a range of different experiences, also in digital school publishing, using different technologies, uses (for example school laboratories with teachers and students; internet games; DVD-ROMs distributed to schools). From those, TICONBLU gained a particular vision on the ethics, social effects and usability of videogames, including the issue of accessibility, as well as competences in production and distribution in unexplored market clusters.

TICONBLU gained specific knowledge of these particular targets, of parents, children from primary and secondary school, and well as an understanding of the cognitive issues involved in every age.





WHAT WE DO



ADVENTURE GAMES strong IPs and stories, 2.5D / 3D art, highly original, strong communication, multiplatform, including Nicolas Eymerich Inquisitor saga



CASUAL ADVENTURE GAMES hidden object adventures, escape room adventures, with wonderful 2D graphics, photographic/illustrated/3D-rendered, multiplatform, with original IPs including Black Viper



SOCIAL GAMES HTML5 web-based games with social/managerial/strategic game mechanics including Tabby



KIDS APPS learning or edutainment, very particular graphics and a strong educational experience, original contents, strong communication, including My Little Cook



INDIE PUBLISHING Italian indie hi-level productions from a sparkling industry, produced and published with professional experience, including Albedo



ETHIC/SOCIAL IMPACT/ACCESSIBILITY serious games, applied games based on ethical and social issues, accessible for people with disabilities and the blind, including Safety Driving Simulator and Inquisitor Audio Game



PUBLISHING producing and publishing projects in-house, seeking partnerships for distribution, including Nicolas Eymerich, Inquisitor and Safety Driving Simulator



CO-PUBLISHING co-producing and co-publishing games, sourcing economic and production support from partners to develop and distribute the game, including Black Viper



WORK-FOR-HIRE producing bespoke videogames on different topics, including Fantafattoria and The Invisible Hand



NICOLAS EYMERICH, INQUISITOR



CO-PUBLISHED AND DISTRIBUTED
BY ANUMAN INTERACTIVE - MICROIDS

**Will of steel, heart of stone, intelligence as sharp
as a knife and wisdom deep as oblivion.**

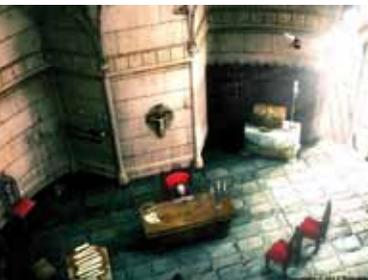
Eymerich is called to investigate an obscure case, beyond heresy, that reveals a new face of Evil. He must tackle many arduous tasks. He must make many painful choices. He must take on terrible creatures. But his burning determination will overcome the Plague and his worst nightmares.

NICOLAS EYMERICH (1320-1399) is the lead character in ten books by Valerio Evangelisti published in Italy (by Mondadori) and around the world (ed. Riva-ges, La Volte, Heyne, etc).

The INQUISITOR is the first chapter of four, in Eymerich's videogame saga "THE PLAGUE": Eymerich is called back to Carcassonne by the head of the Inquisition, a problem has arisen. But not everything is said. Demons, heretics and the Plague contaminate the place he is sent to.

The world's first videogame in Latin!

Fully accessible for the blind and visual impaired.



CASUAL ADVENTURE GAMES

NOSTRADAMUS – The Four Apocalypse Horsemen

The dark and esoteric story of the most famous prophet of all time, Nostradamus, and his adventure in XVI century Europe, between demoniacal places and rich, luxurious castles, searching and catching elements to discover the real side of Evil and create his prophecies.



- Wonderful graphics
- Re-playable hidden object mechanics
- English quality dubbing for scenes and dialogues
- 40+ environments; 20+ minigames; intro, end, interlude scenes; 'prophetic visions' minigames; duel minigames
- Illustrated scrapbook
- Rich music and sound effects
- Demo/freemium version
- Also playable by the blind and visually impaired

HIDDEN VODOO – The Quest of Baron Samedi

An incredible adventure of sorcery, voodoo, strange jungles and dark temples. Baron Samedi must find his own body and defeat his enemy, the Voodoo Pope, in an amazing Caribbean scenario, with coloured villages, cemeteries at dawn and really strange people.



- Caribbean-funny-horror graphics
- 3D animated characters
- Lots of scenes and dialogues to enjoy the incredible story
- 40+ environments; 20+ minigames; 20+ close views; intro, end; interlude scenes
- Illustrated scrapbook
- Caribbean zombie music; mangrove sound effects
- Demo/Freemium/Premium version

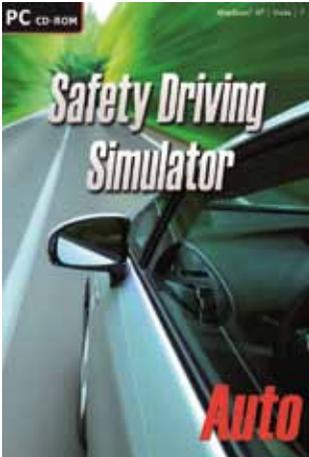
BLACK VIPER – Sophia's Fate

An amazing hidden-object adventure based on the story of Sophia, police woman by day, thief and killer by night. Wealth, luxury, beauty, but also death, suspense, mystery, and male and female sensuality: the world of the Black Viper. Co-published with Anuman Interactive.



- Wonderful graphics
- Re-playable hidden object mechanics
- English quality dubbing for scenes and dialogues
- 40+ environments; 20+ minigames; intro, end, interlude scenes
- Illustrated scrapbook
- Rich music and sound effects
- Demo/freemium version
- Also playable by the blind and visual impaired (iOS only)
- Noir – Thriller story

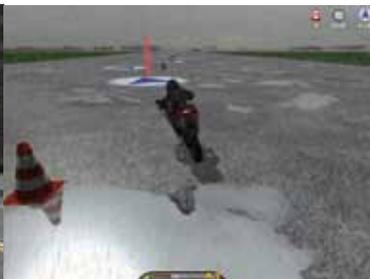
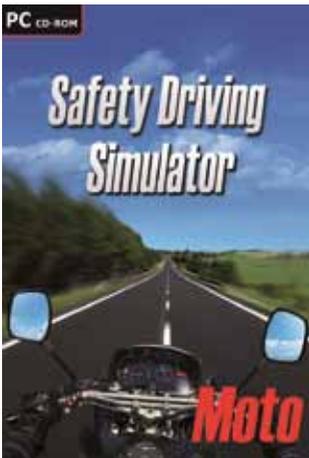
SAFETY DRIVING SIMULATOR



An engaging and enjoyable driving simulator that teaches the basics of driving immersing the player in a detailed and realistic urban environment. A tool widely used today by schools, government, driving schools and health associations.

The main features:

- Choose between utility cars, sedans and sport cars; scooters, motorcycles
- Cities, extra-urban and off-road scenarios
- Realistic viability: one way streets, give way signs, traffic lights, pedestrians and much more...
- Intelligent, configurable vehicles
- Traffic offense detection
- Different weather conditions and night driving
- Driving lessons
- Alcohol and drugs simulation
- Safety Driving circuits
- Accident simulation and replay
- Ecodrive, for learning how to consume less
- The only full accessible simulator



KIDS APPS

With 20 years' experience in edutainment and learning games, also developed through its school-target catalogue published in Italy, Ticonblu develops kids' apps with in-depth knowledge of children and parents, publishing its own and bespoke materials with exclusive, original graphics and contents.



MY LITTLE COOK

An educational game that allows children to cook a real dish from start to finish, providing thorough information about food in an easy and enjoyable way.



- Interactivity on each page, lots of surprises, animations and sound effects at a touch
- Projectiles, objects to be dragged or moved by tilting the iPhone or iPad
- Original graphics created through cardboard models
- 2D/3D physics engine supporting particle systems, shaders, flares, etc.
- Rated: 4+



ITALIAN INDIE PUBLISHING

In line with the fast-growing industry, Ticonblu supports dozens of videogame projects from the Italian indie development field, thanks to its 20+ years experience in Italian videogame development and a rich contact network, publishing, co-producing and co-financing projects and offering excellent conditions for developers.

ALBEDO – Eyes from Outer Space

Albedo is a “first-person-shooter-escape-game” crossover. It is set in an old and partially abandoned research facility in a remote country area... but no... no “failed scientific experiments” clichés here... nothing has gone wrong... here a meteorite has crashed.



- Totally subjective
- PUNK-SciFi scenario
- 20+ Hi-Detailed environments
- 3D realtime “Escape Game” mechanics
- Intense FPS sections; particular game mechanics: use everything as a weapon!
- Use ChronoHolograms to move in the past or future, to change your destiny and save the whole mankind!
- 8-10 hours of gameplay

PABLO CAVAREZ – Sliding Puzzle Explorer

An exploration and adventure mobile game, as easy and immediate as the Fifteen puzzle, but enthralling and as much fun as the best puzzle games. The goal of each level is to move tiles to create a safe route to guide Pablo to the exit, collecting treasures and avoiding traps along the way.



- Plenty of levels: 4 worlds (Mayan cave temple; Egyptian pyramid; Gothic castle; Burma jungle temple) with 16 levels each
- Puzzles: players already know how to play!
- No need for instructions
- Gameplay depth
- Accessibility

TALES OF LUCINE – The Realm of Hobdark

This story tells how a young girl named Lucine explores a fantasy world looking for her brother Timothy. Into the heart of the forest, Lucine discovers the existence of a race, the Hobdark, funny quirky-looking beings, and their realm, a place where magic and science blend into one.



- 3D characters
- 41 environments
- 18 minigames
- 12 hidden objects views + 11 close views
- 15 interlude scenes

THE FUTURE: social games

Ticonblu is also moving into web-based and HTML5 based social games, identifying new business models and partnerships with social games publishers from different countries. The company is developing a isometric-based custom framework, managing different maps, characters and complex interactions between them.



TABBY

TABBY is a European project conceived and directed by the University of Naples with six different European countries, working on cyberbullying issues, growing as a complex web-based social videogame.



THE SYSTEM - Social game

A browser social game for basic and hard-core social gamers where you explore a life of legality and crime, including management and RPG features.

You can lead your Family and gang of mobs or be a police chief. Financial management of the clan (alternatively legal / ecologically oriented) interacts with short stories involving strongly characterised NPC characters, highlighting moral dilemmas and relating the game with themes from 'mafie's crime reality

(the 'system').

The social network is put in use to relate game play with communities, going beyond the well-known "share with friends" format to create parallel player communities with the same "legal orientation".

The players' avatars are part of a player's online, public history and are linked to a unifying storytelling model.

The urban environments are detailed and drawn in a wonderful pixel-art graphic. The contents are produced with the collaboration of Italy's top crime author, Carlo Lucarelli.



THE SYSTEM - Strategic game

And also, "The System" will be a strategic game for PC/Mac/iOS/Android, with single player and real-time multiplayer game modes.

TiconBlu

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