



SUSHI Battle

Rambunctiously

 **visual** Light

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- Enjoyable to watch, even more fun to play!



- Genre: Party, Physics, Action
- Landing Page: <https://sushibattle.net>
- The survival game where only the **last standing** among cute sushi characters wins.
- The party game perfect for enjoying **with family and friends**.
- Choose from a variety of cute and **unique sushi characters**.
- The game that can be **enjoyed** both **alone** and with others.



Craft your cute and diverse sushi character !



**The game doesn't end even if you get ringed out!
Respawn as a zombie sushi and devour other sushi characters!**



Grab and throw objects around to stun friends and zombie adversaries



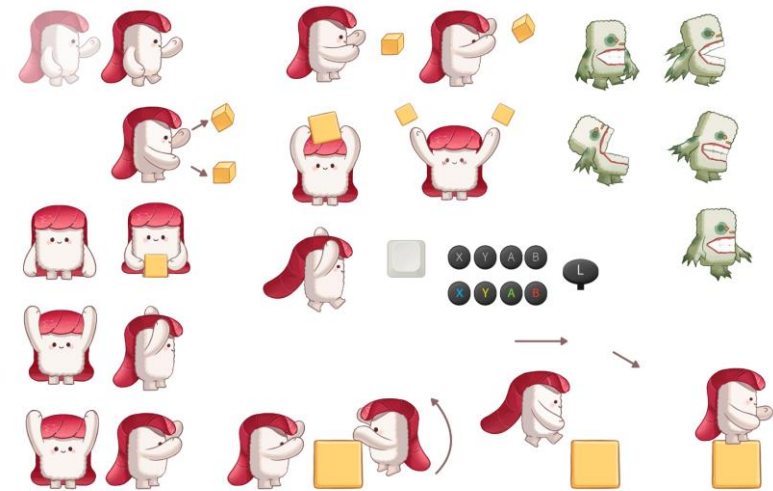
Use various gimmicks in sushi-friendly backgrounds to ring out your friends!



Face endless waves of zombie sushi on your own ! (Single-mode)



- Delectable and adorable sushi characters.
- Comic animations utilizing the ragdoll physics of cute characters.
- The option to choose from a variety of characters (combinations of different rice, fish, and ingredients).
- In this survival game, even if eliminated, players can turn into zombies and continue participating until the end.
- The game where every object around the character is interactive.

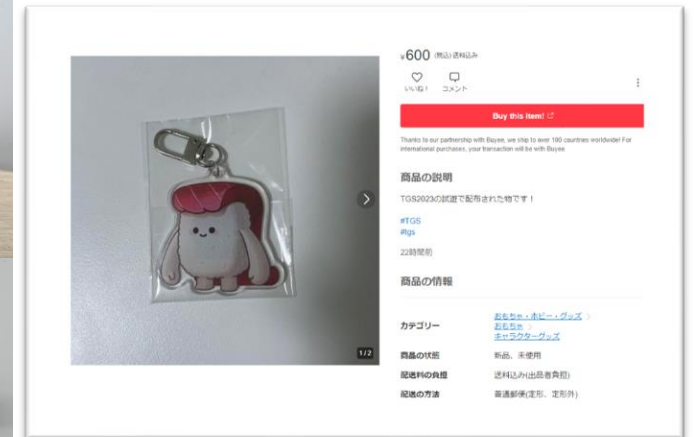


- **High visibility** for audiences of all ages with cute and eccentric characters and animations.
- Automaton's Twitter gained approximately **6 million views** only in two days.



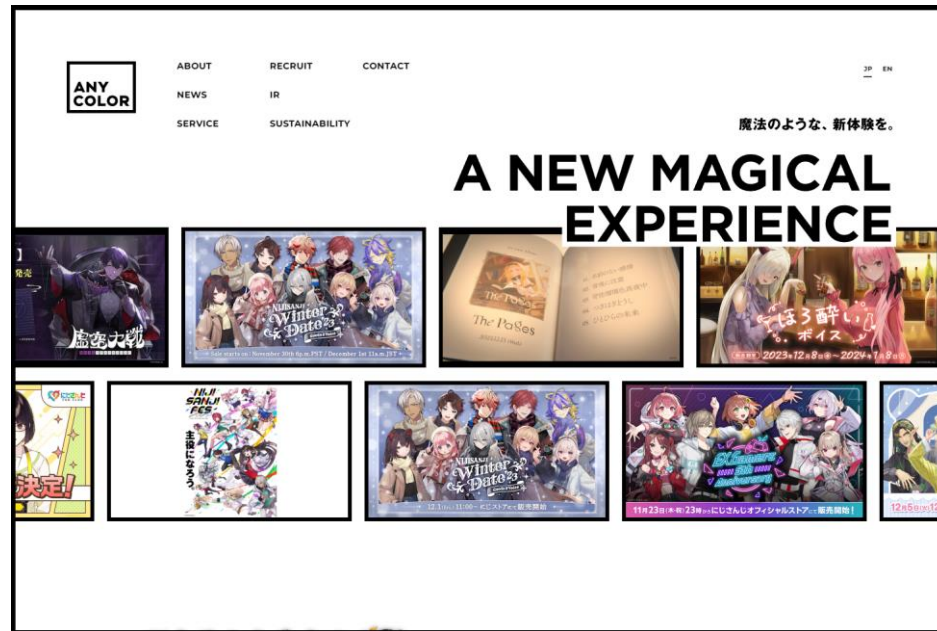
<https://twitter.com/AUTOMATONJapan/status/1705142594873991325?t=9fwC6AxxmUbh0ffnLWGWCG&s=32>

- **Character Licensing and Doll Manufacturing Agreement** (Bandai Namco Investment and Distribution, Nihon Auto Toy Production)
- The character keychain was **highly popular at the 2023 Tokyo Game Show**, with resale occurring on the internet

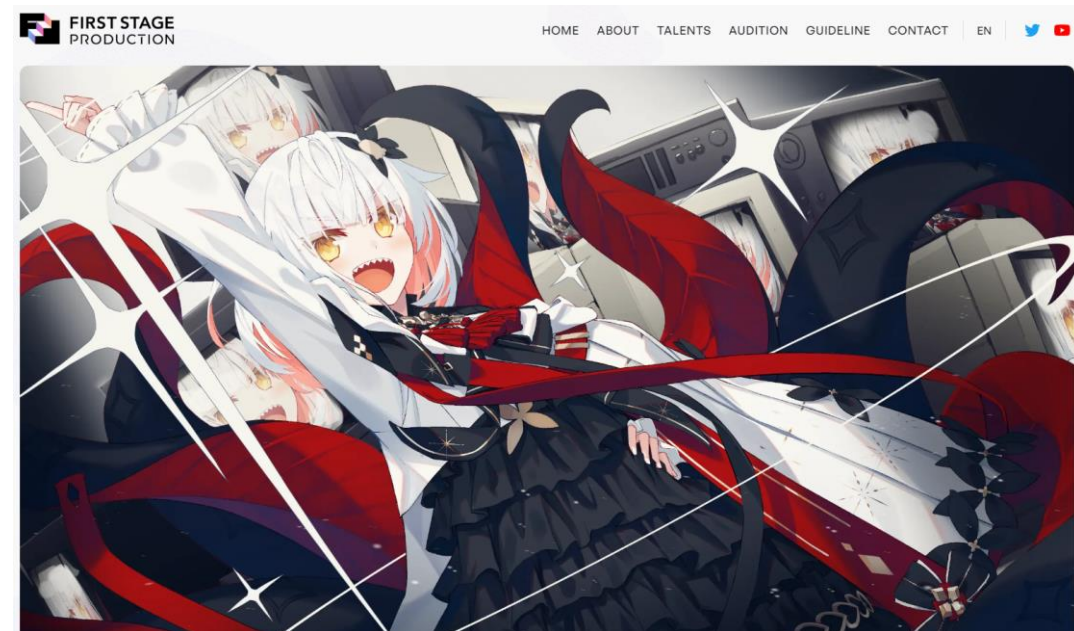


- **Collaborations with V-Tubers (Japan 'Anycolor' , 'Firststage')**

* ANYCOLOR, Inc. is one of the world's largest V-Tuber agencies, managing over 150 V-Tubers worldwide under the NIJISANJI EN and NIJISANJI Project brands.



<https://www.anycolor.co.jp/>

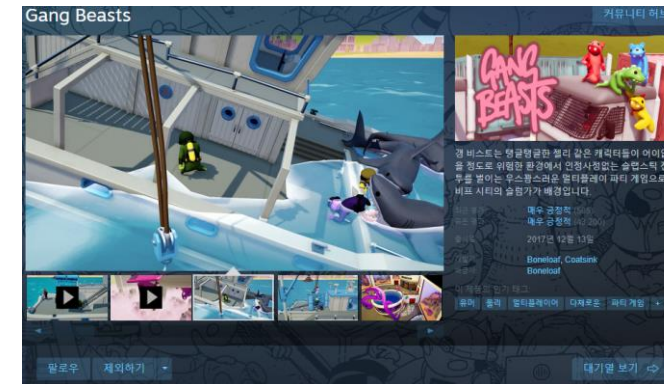


<https://firststage-pro.com/>

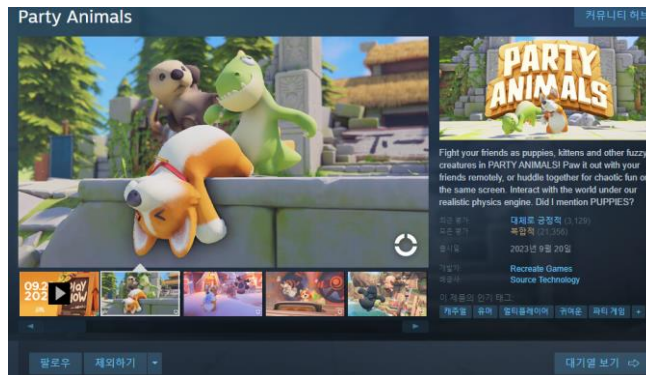
★ Differentiation from competitors: Similar-genre party game with physics-based ragdoll mechanics



• Human Fall Flat(2016. Steam) / about 140M\$
The content is somewhat lacking



• Gang Beasts(2017. Steam) / about 4.7M\$
No single-player mode



• Party Animals(2023. Steam) / about 1.2M \$
Only online mode is available, no offline or single-player mode



• Sushi Battle(2024. Switch, Steam)
Supports single-player mode, offline mode (local mode), and mini-game mode

★ Current Development Status

- We released on Nintendo Switch Mar.2024

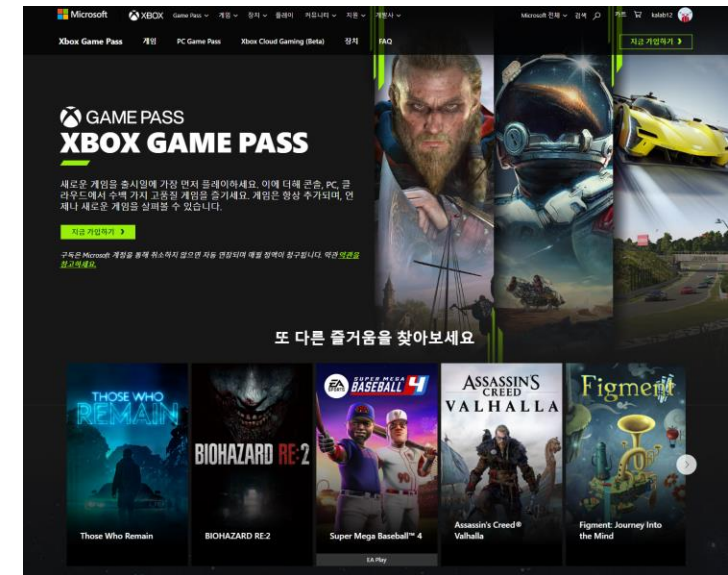


☆ Next Development Plan

- **Release on Steam Oct. 2024**
- Multi-play mode support
- **Release on XBOX GAME PASS NOV. 2024**



https://store.steampowered.com/app/1846090/Sushi_Battle_Rambunctiously/



★ Release

- Released on Nintendo Switch 2024.3.21~4.25 Japan, Europe, USA

★ Publishing Plan

- **Sushi Battle will be released on XBOX , PlayStation, Steam in Oct 2024**

★ Current Development Status

- We've completed additional stages and characters

We are making
a better Sushi
Battle. Please
look forward to
it!



★ What's different between PlayStation and Switch?

	Switch	XBOX
Online Multi	X	O
Online Multi Stage	X	O
Local Multi	O	O
Local Multi Stage	4	6
Single Mode	O	O
Single Mode Stage	4	6
The Number of Characters	10	14

The company has 17 employees



CEO. **Jung Sung-Keun**: 12 years of experience in game and content development, with 8 years in game business operations (Graduated in Architecture, Master's degree in Cartoon Animation)



Director. **Kang Seok-II**: 20 years of experience in game and content development (Graduated in Statistics, Master's degree in Computer Science)



PD. **Kang Ki-Yoon**: 15 years of experience in console game-related fields (Studied Japanese Language during undergraduate studies)



Programmer. **Albith Delgado**: 5 years of experience in game development (Graduated in Computer Science and Master's degree)



Artist. **Eo Yeon-Cheol**: 5 years of experience in character animation and game art (Graduated in Game Engineering)



Programmer. **Park Kyung-tae**: 2 years of experience in game development (Graduated in Computer Science)



Award

Unity Korea Award 2022: 'Wolf&Pigs Multi' Best Immersive Grand Prize – Unity Korea

Unity Korea Award 2021 : 'Lucky Fish Bread' Best Immersive candidate - Unity Korea

2021 Indie Craft : 'Wolf&Pigs' Community Prize - Korean Mobile Game Association

2021 BIC FESTIVAL: 'Lucky Fish Bread' selection - Busan Indie Connect Festival Organizing Committee

2020 BIC FESTIVAL : 'Wolf&Pigs' selection - Busan Indie Connect Festival Organizing Committee

2020 Indie Craft : 'Wolf&Pigs' TOP40 - Korean Mobile Game Association

Designation as an Innovative Company in the DNA Field of the Hyperconnected Intelligence Era - Minister of Science and ICT .Korea

2018 BIC FESTIVAL: 'Throw Anything' - Busan Indie Connect Festival Organizing Committee

Unity Korea Award : 2018 'Throw Anything' BEST XR TOP selection - Unity Korea

I hope this becomes an opportunity for us to collaborate and contribute to each other's success.

Thank you.



E-mail : infor@visuallight.kr

Tel : +82-42-343-6405

Fax : +82-505-490-6405