PORTING &CONSOLE PUBLISHING

KLABATER

2024

YOU CAN HAVE
YOUR GAME PORTED
AND **PUBLISHED**
ON **CONSOLE PLATFORMS**
AND DELIVERED TO **MORE**
PLAYERS AT **NO COST**

WHY WITH US?

We ported and published over 30 titles, including 4 developed by our studio.

We can help you grow your sales and profits by providing you with all the necessary services of successful porting.

Our team of developers is ready to adapt your video game experience for the consoles - PlayStation 4 and 5, Xbox One and X|S, and Switch simultaneously.

We established proven processes to ensure fast and smooth internal workflow and to deliver performance.

YOU WON'T PAY A DIME

We port games fully at our cost. We also invest in all necessary localization, assets creation, marketing, and PR.

YOU WON'T LIFT YOUR FINGER

We do not only port games but we also go through the certification process, perform marketing and PR activities, and support the catalog long after release.
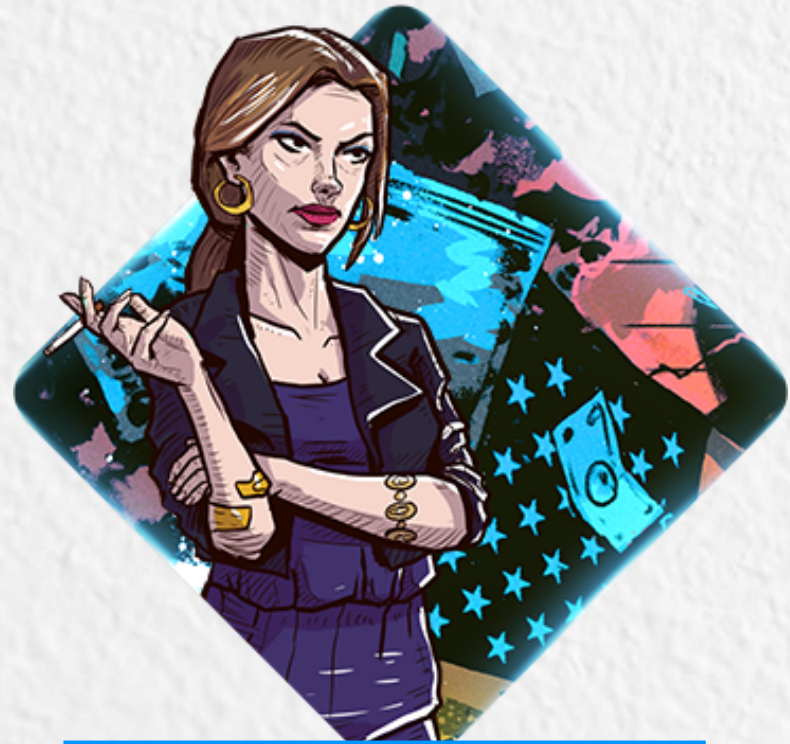
YOU'LL EARN RIGHT AFTER RELEASE

We share profit from the first unit sold - our expenditures are recouped from our share only.
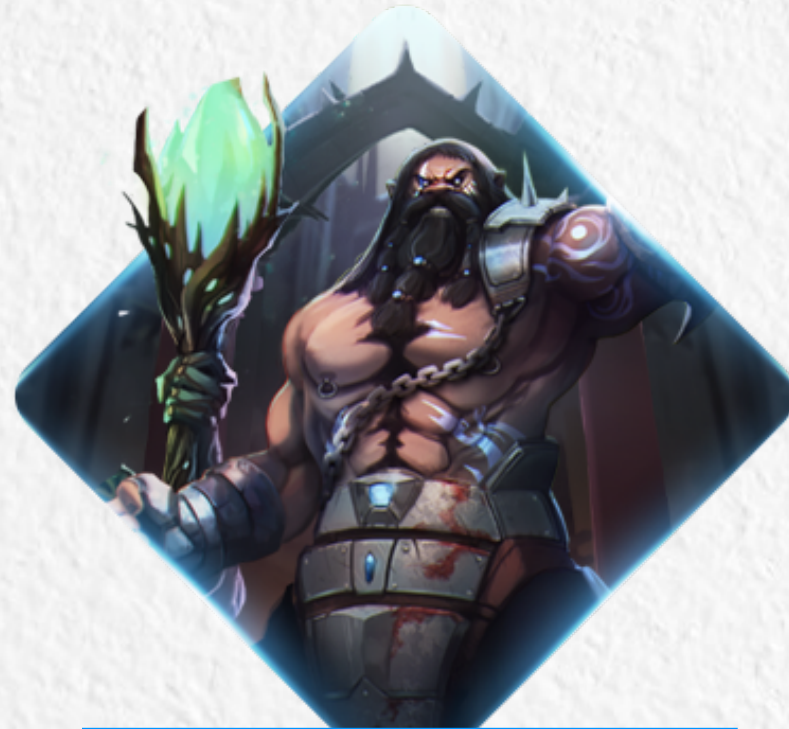
JOIN THEM

DEVOLVER
DIGITAL

GOBLINZ
PUBLISHING

Positech Games

polyslash

SG STARNI
GAMES

and more

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THE TEAM

We have specialists to serve the full complexity of what we offer.

Publishing team of lead, content strategist, release manager, and an internal QA team.

In-house porting lead with porting programmers and outsourced trusted porting partners.

Marketing, PR, community, graphic design and copywriting specialists in-house.

We use paid marketing and PR tools to help deliver results.

Finally, we are developers ourselves and we successfully ported and published our games.
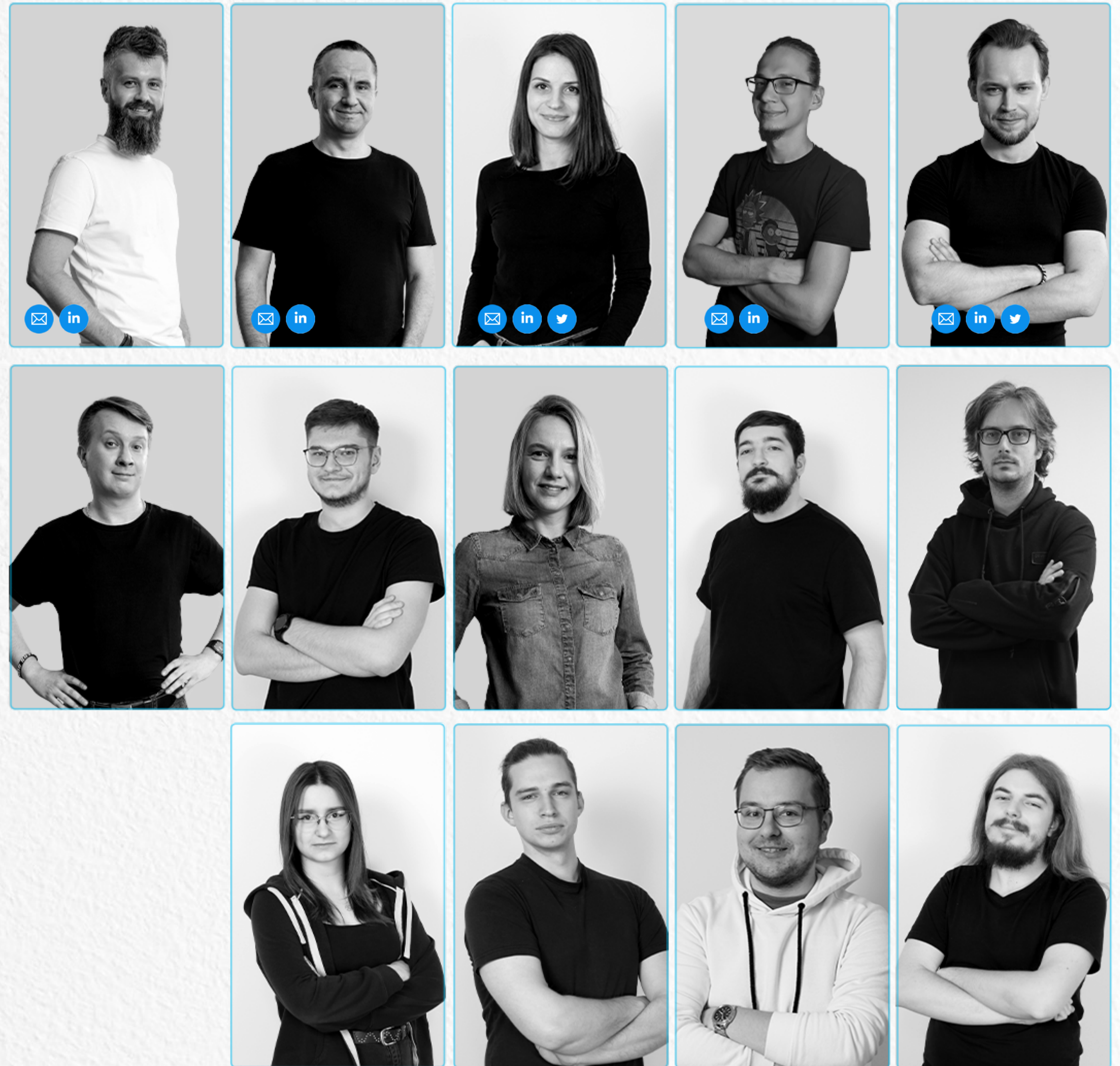
HOW YOUR PROJECT WILL BE HANDLED

01

Evaluation stage

We found your game or you found us! We sign an NDA. We analyze your game code to identify the scope of porting work.

02

Business stage

Based on the code evaluation and P&L analysis, we prepare a business proposal. Once agreed on terms, we prepare a draft of the agreement for your review and signature.

03

Porting stage

After signing, we submit and set up the projects on console platforms. Based on a comprehensive porting plan per platform, with a time schedule and milestones, we start the engineering process.

Publishing arrangements

We master the release plan by estimating the release date, pricing, editions, and pre-order/ launch offer. We create a PR & marketing plan. We start working on console assets and set up store pages on console platforms.

04

QA & certification stage

QA tests start from the first playable builds. In the beginning, we perform functional tests to get the game fully functional and optimized, then at a later stage, we focus on compliance tests to meet platform-specific requirements. After the game build passes internal tests we submit it for certification to get it ready for release.

Pre-launch stage

We execute the marketing plan, including press release distribution, influencer outreach, review round, media coverage, community management, and social media activities. After the game is certified we set up final product store pages, pre-orders/ discounts, and the release date.

05

Launch and beyond

We launch your game! After the release, we analyze the results and define further activities. The game becomes a catalog title, we manage its life-cycle and plan its presence in publisher and themed sales and special offers. We run the tech support and post-release patching.

READY TO GET STARTED?

Catch MARIUSZ

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KLABATER SA

PUBLISHING / PORTING / DEVELOPMENT

Navigating Seas Of Indie Games

According to nautical folklore, **Klabater is a kind-hearted spirit who watches over ships and their crew.**

He takes the form of a kobold with a wooden hammer and his trusty lantern, sealing any cracks in the hull and guiding the crew through even the roughest storms.

Business profile:	Indie video games Publisher and developer on PC & consoles
Date of Establishment:	December 2017
Based:	Warsaw, Poland
Publicly listed:	Warsaw Stock Exchange – NewConnect Since October 2019, PLKLBTR00014
Founder & Main Shareholder:	Robert Wesołowski 20 years industry experience: managing the finances and operations of companies from the CD PROJEKT SA group; Chief Executive Officer at Klabater
Website:	www.klabater.com

KLABATER SA

PUBLISHING / PORTING

As a global Indie Games Publisher, Klabater provides a comprehensive service to market and launch games with success on PC and consoles.

The in-house porting and QA team allows Klabater to partner both Developers and other Publishers on delivering their titles to all main platforms.

Publishing team:	Inhouse 15 people: porting , QA, marketing and sales External partners: localization and complimentary porting
Number of titles published and ported:	Sony PlayStation: 29 titles Microsoft Xbox: 31 titles Nintendo Switch: 18 titles PC (Steam, GOG, Humble & others): 17 titles
Partners – publishers and developers:	Goblinz / Devolver Digital / Starni Games / Positech Polyslash / Arclight Creations / Big Heart Production Arcen Games / Big Robot / Carbon Studio / Inverge DryGin Studios / Foolish Mortals / LAB132 / MindThunk Maccima Games / Punch Punk Games / Purple Tree Tin Can Studios / V5 Play / Warsaw Film School
The biggest titles:	Legend of Keepers / Weedcraft Inc / Heliborne Terraformers / Moonshine Inc / We. The Revolution Crossroads Inn / Strategic Mind series / Roarr!

KLABATER SA

INDIE GAMES DEVELOPER / BRANDS

Klabater Development Studio is where gaming innovation meets passion! Specializing in strategy-simulation games, we blend immersive narratives with RPG elements to craft experiences that captivate.

Our dedicated team is fueled by creativity and expertise, aiming to make a mark on Steam and beyond.

Engaging collaborations, responsive market strategies, and a growing game portfolio propel us forward. We're not just developers - we're storytellers, strategists, and adventurers!

Dev Team: 11 people from Poland, Russia, France and Spain

Brand: **Crossroads Inn**
Genre: medieval-themed tycoon game
Released on: PC, Xbox One, Switch
Plans: Crossroads Inn 2 (in development)

Brand: **Heliborne**
Genre: multiplayer action battle game
Released on: PC, PlayStation 4, Xbox One
Plans: Heliborne 2

Brand: **Moonshine Inc**
Genre: management simulation game
Released on: PC, PlayStation 4, PlayStation 5, Xbox One, X|S

Brand: **The Amazing American Circus**
Genre: deck building game
Released on: PC, PlayStation 4, Xbox One, Switch

THANK YOU!

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