



# THE KINGDOM OF KURU

THE GREAT RACE



## ABOUT US

Brian Ollison (left) graduated from Georgia State University with a degree in Art and Design. He is product designer by day, and game designer by night.

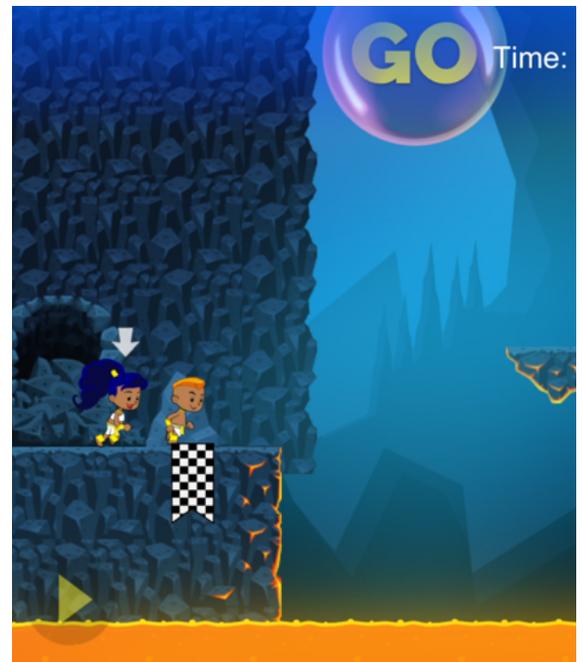
Kym Pressley (right) developed the game to bring a smooth and fast paced experience with intuitive controls while bringing back memories of our favorite retro platform games.

## OUR STORY

Games have been a part of our lives for as long as we can remember. Some of our best memories growing up were multiplayer games like Donkey Kong Country and Mario Kart with their easy controls and memorable characters.

When we think about the current state of the gaming industry, we've observed exciting potential with accessibility through mobile and the rise of esports, but we've also noticed some issues. There are a low number of mobile multiplayer platform games in the market and representation of different ethnicities is sorely lacking.

Seeing this gap, we've created a multiplayer game called Kingdom of Kuru that parents can enjoy with their kids. It is available as a BETA on iOS.



660



291



1374





## QUICK FACT SHEET

**Studio:** Brikym

**Mission:** To create games that deliver beautiful and memorable experiences through creative storytelling, fun gameplay, and diverse characters.

**Location:** Atlanta, Georgia

**Title:** The Kingdom of Kuru - The Great Race

**Genre:** 2D Action Platformer

**Platforms:** iOS

**Rating:** Everyone 7+

**Audience:** School age and Retro Gamers

**Engine:** Unity

**Features:**

- Training mode
- Competitive multiplayer mode
- Magical abilities
- Challenging hazards
- iOS Stickers

## CONTACT DETAILS

 [facebook.com/kingdomofkuru](https://facebook.com/kingdomofkuru)

 [@kingdomofkuru](https://twitter.com/kingdomofkuru)

 [@kingdomofkuru](https://instagram.com/kingdomofkuru)

 [info@kingdomofkuru.com](mailto:info@kingdomofkuru.com)

“ We designed the game Kingdom of Kuru with the aim to be enjoyable and at the same time pleasing to the eye. Kingdom of Kuru is a casual game, but with a fantasy culture. It is inspired by multiple civilizations in a way that’s not normally seen within the genre. We drew inspiration from multiple cities such as Bogota, Cairo, and Punta Cana to create this fantasy world. ”