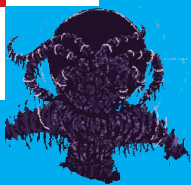
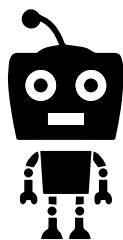


# GDC 2024

## San Francisco



# SWISSGAMES

# GDC 2024

## San Francisco


SwissGames at GDC 2024  
is initiated by:

swiss arts council

prohelvetia

In partnership with:



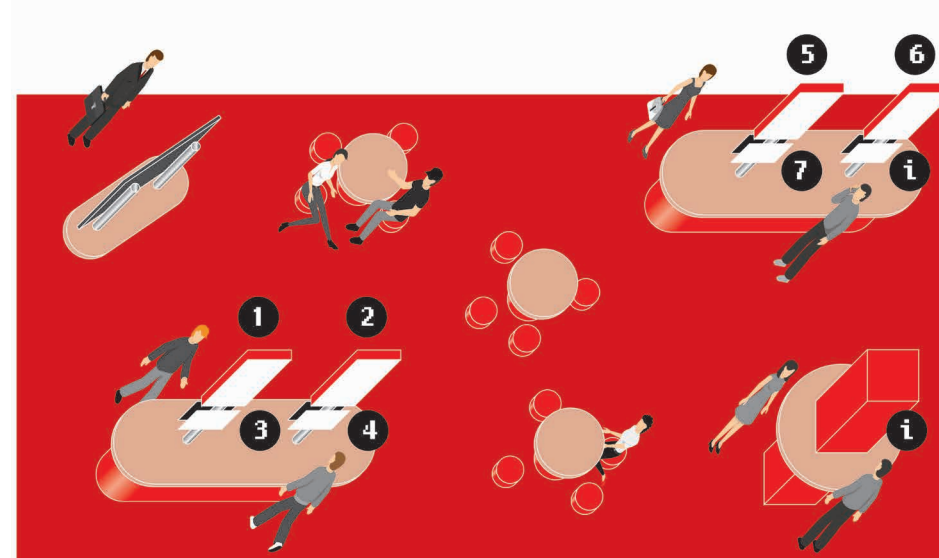


**Initiated by the Swiss Arts Council Pro Helvetia, SwissGames promotes the Swiss game cluster at home and abroad. Our core mission is to help Swiss developers gain visibility, build relationships with the international game industry and access global markets.**

Under the SwissGames umbrella label, we organize and support Swiss participations in various events per year. Our main delegations attend Gamescom, GDC, and Nordic Game.

We are proud to present a delegation of 8 Swiss game studios to attend GDC in San Francisco for the 13th year in a row.

# Studio Overview



SwissGames Booth N2901

**i** Infopoint Pro Helvetia (p. 14)  
and Swissnex (p. 15)

Studio	Game	Genre	Platform						Booth location	Page
			PC	Mac	Linux	Switch	Playstation	Xbox		
Disco:very Studio	Dissecting Love	Emotional Exploration, Narrative Art Game	■	■					4	6
Kipwak Studio	Wizdom Academy	Management, Strategy	■						2	7
LUAL Games	Eldritch Empathy	Rogue-lite, Adventure	■	■		■			5	8
Mac n Cheese Games	Munch	Rogue-like, Dark Fantasy, Rogue-lite	■			■			i	9
Momento Games	Flying Toyz	Sports, Action, Fighting	■		■	■	■	■	3	10
Studio ZB	Truth Detectives	True Crime, Simulation, Strategy, Investigation, Puzzle	■	■					6	11
Twisted BrainZ	Rise of Peles	RPG, Strategy, Crafting Automation	■				■	■	1	12
Whimsical Wolff Games	Kohlrabi Starship	Farming, Simulation, RPG	■	■	■				7	13



## Dissecting Love

**Genre** Emotional Exploration, Narrative Art Game  
**Platform** PC, Mac  
**Release** TBD

**Dissecting Love** is a narrative game that explores the death of a queer relationship through the lens of an autopsy. By dissecting body parts and objects, players uncover the hidden arguments and unique obstacles faced by the couple. With a focus on queer issues, the game delves into the complexities of the characters' relationship, addressing themes such as family dynamics, external pressures, and personal identity.

# Kipwak Studio



## Wizdom Academy

**Genre** Management, Strategy  
**Platform** PC  
**Release** 2025

**Wizdom Academy is a unique 3D vertical builder and management simulation, blending the charm and lightness of a wizard school set in a magical medieval world with increasingly strategic gameplay and a dense meaningful tech tree. Players are tasked with creating and managing their own wizard school, facing challenges like mana droughts and unraveling mysteries around the Wizdom.**

# LUAL Games



## Eldritch Empathy

**Genre** Rogue-lite, Adventure  
**Platform** PC, Mac, Switch  
**Release** 2026

**Try to stay sane in this classic rogue-lite with a unique combat mechanic, inspired by the video game “Papers, Please”. Venture into the dangerous wilderness over and over again and get stronger with every step you take. Face Lovecraftian horrors, deal with a cult’s devotion, and save your village from annihilation. Will you choose empathy or violence?**



## Munch

**Genre** Rogue-like, Dark Fantasy, Rogue-lite  
**Platform** PC, Switch  
**Release** 10/1/2024

**Evolve a monster to save heavy metal from eradication in this reverse-horror action rogue-lite. Devour the unbelievers to mutate into different grotesque forms forged from flesh, bones, and stone. As the summoned Chaosborne, master your new abilities in defense of each metal subgenre and crush Örho, the god of Order. Fight, feed, evolve, repeat!**





## Flying Toyz

**Genre** Sports, Action, Fighting  
**Platform** PC, Linux, Xbox, Playstation, Switch  
**Release** 3/18/25

Flying Toyz is a LEGO-like game set in a UE5-immersive environment. It combines the dynamic physics of “Rocket League” with the combat mechanics of “MultiVersus” to create a unique multiplayer experience where toys equipped with special powers battle to score goals. Every aspect of the game is designed to encourage socialization, ensuring lasting engagement.

**Studio ZB**

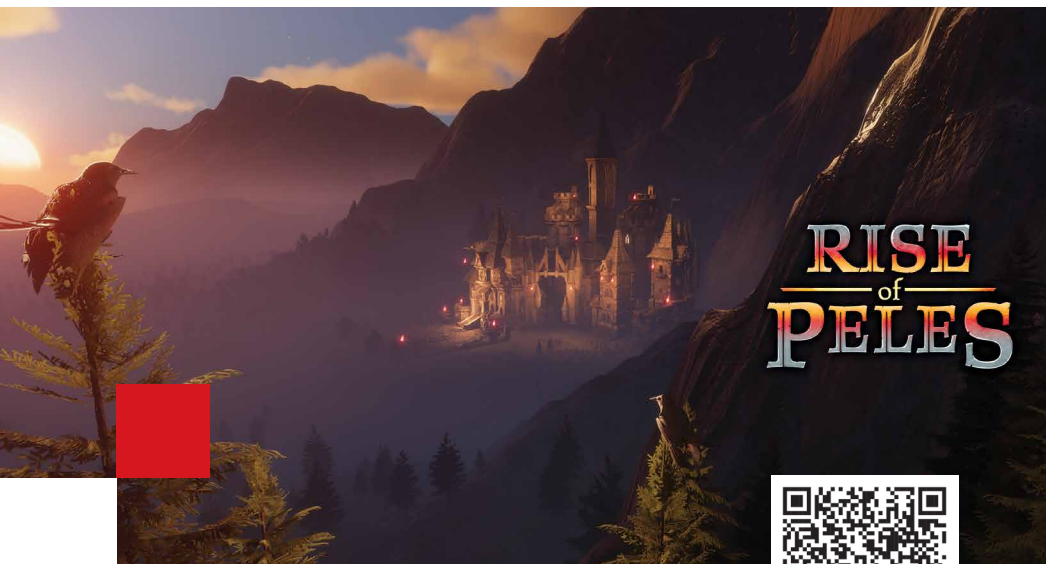
*Studio ZB*



# Truth Detectives

**Genre** True Crime, Simulation, Strategy, Investigation, Puzzle  
**Platform** PC, Mac  
**Release** 6/1/2025

**Truth Detectives – a true crime with real content: use your gamer skills to make a difference. Uncover the truth on human rights violations through puzzles and strategic mini-games. Learn methods of open-source intelligence researchers on real cases. Get empowered to apply forensic tricks in actual conflicts... like a truth detective!**



## Rise of Peles

Genre	RPG, Strategy, Crafting Automation
Platform	PC, Xbox, Playstation
Release	TBD

**Rise of Peles seamlessly blends role-playing and crafting automation with a captivating storyline and intense turn-based combat. Assemble your legion, reclaim, and upgrade your fortress in this sinister epic. You, your companions, and your servants are the only things standing between the hope of a broken world and total annihilation. Build your equipment, explore, discover mysteries, and ultimately seek revenge on the one who cursed you... if you can.**



## Kohlrabi Starship

Genre	Farming, Simulation, RPG
Platform	PC, Mac, Linux
Release	TBD

**Kohlrabi Starship is a cozy farming game with space travel. In this hand-drawn game, you own your very own greenhouse starship, and different mysterious planets await to be discovered. Bring new plants onboard, make friends with animals, fall in love and marry one of the many charming characters, and slowly turn your desert home planet into a thriving ecosystem.**

## SwissGames at GDC 2024 is initiated by Pro Helvetia in partnership with Swissnex in San Francisco.

swiss arts council

**prohelvetia**

As the Swiss Arts Council, we promote contemporary, professional art and culture of national interest on behalf of the federal government. Our tasks, which we carry out independently, are set out in the Culture Promotion Act.

Active in all disciplines except film, we stand for transdisciplinary contemporary artistic practice. We support the creation and dissemination of contemporary, professional art from Switzerland, as well as cultural exchange both within the country and abroad. We provide (thematic) stimulus for the development of contemporary artistic and cultural creation and support projects with a view to aesthetic, personal and content-related diversity.

We advocate for equal opportunity and sustainability and are committed to creating favorable conditions for artists and cultural practitioners.

We promote the creation and dissemination of all kinds of professional contemporary design, including game design. Through financial measures, the organization of SwissGames delegations to major industry events as well as coaching and mentoring programmes, Pro Helvetia aims to help Swiss emerging talents strengthen their networks and achieve their professional objectives.

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**Pro Helvetia**  
**Swiss Arts Council**  
**[prohelvetia.ch](http://prohelvetia.ch)**



Our vision at Swissnex in San Francisco is to connect tomorrow by empowering the next generation of innovators to collaborate and create futures in which the planet and society thrive.

We present a variety of programs in collaboration with Swiss partners for the next-gen innovators from Switzerland. Participants consist of entrepreneurs, students and researchers, artists and designers, policy-makers, and corporate innovators, and are empowered by Swissnex in San Francisco's broad network of experts in the USA spanning various industries.

**Emilia Pasquier**  
**CEO, Swissnex in San Francisco**  
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**#swissgames #gdc2024**

**GDC Play, Moscone Center North Hall, SwissGames Booth N2901**