

KROME STUDIOS™



COMPANY PROFILE

Boasting a game development history reaching back to 1984, Krome Studios has established itself as Australia's premiere independently owned development studio, having sold over 1.3 million copies of TY the Tasmanian Tiger. At Krome, we use our advanced proprietary technology to develop innovative, quality titles on next generation console and PC platforms.

Krome Studios is also Australia's largest game development company, comprising over 100 highly talented and experienced employees. Our core technical and management team have more than two hundred person-years of game development experience, and have worked on over fifty different titles during the last twenty years.

This mix of experience, youth and creativity has been a crucial factor in Krome's success to date.

Krome has shipped all of its titles on time and to budget. We've done many multi-SKU titles and have managed to complete some titles early. To date Krome has released titles on PSone, PS2, Xbox, NGC, DC, Palm OS and PC-CD.

We like to think that the key to our success revolves around one crucial element often forgotten in today's games; fun.

TY THE TASMANIAN TIGER™

TY the Tasmanian Tiger is Krome Studios flagship title, it has sold over 1.3 million units since release making it the biggest selling console game ever produced in Australia. There is an animated television show currently in development based on the adventures of TY and his friends.



The sequel, already in production, is set to surpass the original in scope, technology and gameplay.



AWARDS

Krome Studios has received various government awards in the area of Arts and Entertainment. This is a major achievement for any games development company and one that we are very proud of.

2001

Premier of Queensland Export Award, Arts and Entertainment category.

2002

Premier of Queensland Export Award, Arts and Entertainment category.
PSM Bronze Award, for TY the Tasmanian Tiger.

2003

Australian Game Developer Award for Best Character, for TY the Tasmanian Tiger.

INTELLECTUAL PROPERTY

Krome Studios is constantly researching new game genres and developing intellectual property for future games projects. These include characters and genres suitable for Teen and Mature rated games. Krome also owns a collection of intellectual properties from previous titles including Halloween Harry, Kat Burglar and TY the Tasmanian Tiger.



TECHNOLOGY

In order to compete in today's games market, a game has to be both carefully planned, and designed to use the available hardware to the very best of its abilities.

Over the past four and a half years Krome has been developing the Mercury Multi-Platform engine to drive it's games. This engine is now in it's third revision and is designed to get the very best from the platforms we support.

QA AND APPROVALS

Unique to many development studios, Krome has a full internal QA department devoted to making life easier for publishers by pre-testing builds before they are forwarded to the publisher and we are well versed in the Sony, Nintendo and Microsoft approval systems for the final products. A recent product, which shipped on PS2, GameCube and Xbox, passed first time with 5 out of 6 submissions. A major publisher reported that our Sony PS2 submission had the lowest bug report of all their products submitted over the last 10 years.

GAMEOGRAPHY

2000

Title: Championship Surfer
Platform: PSone®, Sega Dreamcast & PC-CD
Publisher: The Learning Company

2001

Title: Barbie™ Beach Vacation™
Platform: PC-CD
Publisher: Vivendi Universal

Title: Disney's Extremely Goofy Skateboarding
Platform: PC-CD
Publisher: Disney Interactive

Title: Sunny Garcia Surfing
Platform: PlayStation@2
Publisher: Ubisoft

2002

Title: Barbie™ Sparkling Ice Show™
Platform: PC-CD
Publisher: Vivendi Universal

Title: TY the Tasmanian Tiger™
Platform: PlayStation@2, Nintendo GameCube, Xbox
Publisher: EA Games
 Help TY save his family of Tasmanian Tigers in the biggest selling console game ever made in Australia.

2003

Title: The Adventures of Jimmy Neutron Boy Genius™: Jet Fusion
Platform: PlayStation@2, Nintendo GameCube
Publisher: THQ Inc

COMING SOON

Title: TY the Tasmanian Tiger™ 2
Platform: PlayStation@2, Nintendo GameCube, Xbox, GBA
Publisher: EA Games
 The sequel to the million selling hit TY the Tasmanian Tiger.

Title: King Arthur
Platform: PlayStation@2, Nintendo GameCube, Xbox
Publisher: Konami Digital Entertainment
 Based on the blockbuster movie of the same name from producer Jerry Bruckheimer.

For more information about Krome Studios contact Robert Walsh. E: rw@kromestudios.com, P: +61 7 3257 2377

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