



21 SKYWALK GAMES

AT A GLANCE

Business Type

Corporation

Date of Foundation

04. 15. 2019

Number of Employees

40

Annual Sales(USD)

2019	288,852
2020	1,578,747
2021	2,578,599

Capital(USD)

2019	75,053
2020	456,793
2021	1,038,516

Certifications

MAJOR CUSTOMERS (%)

We are B2C business

Approximately 90% of our revenue comes from abroad, mainly Japan currently. The rest is consisted of Korean Market.

MAJOR REFERENCE

PARTNER COMPANY	PRODUCT	CONTRACTUAL AMOUNT(USD)
Kakao Games	My Home	N/D
ZeptoLab	Cut the Rope: BLAST	N/D
Line (Naver Group)	Yumi's Cell	N/D

CONTACT INFORMATION

Name	Euijae Koo	Mobile	+82-10-7710-1170
Gender	Male	Tel	+82-10-7710-1170
Division	CEO	Fax	-
Position	CEO	URL	-
City	Seoul	E-mail	daniel@skywalkgames.com
State	-	Country	Republic of Korea
Address	-		

COMPANY OVERVIEW

CEO: Euijae Koo | Established: 04. 2019 | Capital: \$1M | Team: 40

Business: Mobile Games

We are producing and publishing mobile games in a variety of genres. Having multiple studios expertized in female theme adventures, puzzles, and RPG, SKYWALK aims to succeed as the ultimate gaming network and the excellent brand of mobile gaming.

MAIN PRODUCT

[ Service Product ]

1) Whale in The High SKY(WITH) : Launching in Dec, 2022

Healing content is growing category in mobile games. WITH is a game nurturing Whale as a aqua pet and it is also set as a floating background of the games. Main game theme and system are leaving undone, but users can play mini games and beutify a character. Interaction between users and characters is fulfilling user's experience of fantasy.

[ Strength of project ]

- Emotional interaction and sympathy gives healing experience to users, can appeal to segmented users preferringhealing genre in mobile game.
- Interactive actions of characters are very vibrant and live with high quality of visual effect.
- Independant content that anyone can enjoy easily without any tension and very easy to start for everyone.

2) Hello Hero Epic Battle

Hello Hero was a pioneer in mega hit collecting simulation RPG market. It was on the first place among 49 countries, made more than 40billion KRW from global market, and recorded 2.3million downloads. Until now, there are more than 3.7million followers on FACEBOOK of Hello Hero.

SKYWALK accomplished to have Hello Hero came back to its success in RPG market, as we reboost the content with the version of system and in-game market.



Focused on strategic and aggressive marketing, especially performance marketing, SKYWALK has targeted countries with the high ARPDAU, achieved stable DAU, PU, and revenue to maximize ROAS. Hello Hero is targeting not only Asia and North America, but also many European countries and South America.