About Us

Caret Games is Gaming Startup Company in South Korea
Understanding Caret Games

We make a next generation mobile game based on high technology.

From July 2015
Start with 6 members
Now +50 Members

Secured Funding 5.4M

Global Mobile Game

REBIRTH

Strong Team Members
Development by Self
Publishing by Self
Our Opportunity

Just Did it. That’s it.
Problems worth solving

- High Quality Graphics On Mobile
- Support Low Performance Mobile Devices
- Playable in Open Field Based on Mobile
- Massive Multi Player On Mobile
Rebirth M (리버스M)
Live - Mobile MMORPG
Next Opportunity to Global

The Target is New Generation Gamers and New Downloadable Contents System!
Arcross Chronicles is a game that depicts stories of titans who are in search of titan's power deeply sealed in the Arcross continent conquered by Gods. It is an Action RPG that reminds of an animation with unique characters, spectacular background and fantastic action.

Musou Blade
Platform - Mobile
ACTION / Developing

Experience the same emotions of a PC MMORPG Adventure, War, and Fantasy within a sprawling open world. We invite you to the world of RebirthM. You can experience the following when playing RebirthM.

Auto Summon (Skill)
Experience the same emotions of a PC MMORPG!

Full3D Mobile MMORPG
For Global Users

“Prove of Korean small and medium-sized enterprise’s technology, and huge step of shifting global marketplace.”
The game that present to caret games the first title, "Well made game".

MORE Strategy

Xsolla Payment System for Global + X Platform + Social Contents(4Q) + Server vs Server(4Q)
We can get the real Data via RebirthM!

RebirthM go Global in 2019
It's animation style in this time!

Anima Style, Story Based Multiplayer Action Role Playing Game

"Invitation to the world that only allowed person can reach."

For New Generation Gamers in the world!

Anima Style
Is the key.

High-Quality Anima Style
Like PC Animation
Collectable
Not Expensive
Customizable
Lovely
Non-Auto Play Mode
Story is very important
Story will be continued

2019.3Q-4Q
Technically

The prove of Shader-Technology which can realize Japanese Anima Style

Life Cycle

Introducing download contents method, which can gradually and consistently maintain the retention of users with contents updates. It's possible since it is story-based game.

Trend

The genre called "New Generation Gamer" which can be preferred by mid-20s users. Light capacity allows the entry of users. Secure contents capacity through DLC in the mid to long term.
Customizable

Basic spec of genre that has importance on details.
Diversity of character customizing
Perfection of realization with Shader-Technology without adding resource.

Collectable

Collectable diverse costumes & accessories
Weapon system (Refer to right shield image)
Everything is collectable
Using psychology of users who fell in loved with adorable character

Cross Platform

Prove of Technology
PC is fundamentals of Global Market
The option requires the mobile
Providing expanded platform service with contents update
Even more splendid in PC with Shader-Technology
Aiming the confusion between game
Arcross Chronicles (아크로스 연대기)
**Dev** – Cross Platform MMORPG (PC + Mobile)
Real Super awesome mobile game in this time!

Musou + Blade!
Real Musou Style in Mobile Platform.

“Musou” thrilling one’s excitement by its name sounds!
Ultimate thrilling, can’t reach without details of combo action combination!

MORE →

No more Internet access! No more huge capacity!
MuSou Blade (무쌍 블레이드)
Polishing - Action RPG

This clip contains game play.
Fun.. Fun. Fun!!!
Mimic is the Solution

Why so serious! Life is just a process to let the world know about you!

Betakkuma

 적극적인 곰 ★

◎ SNS
Is the key.
Famous IP in Global
Funny Character
Just want to mimic

2019. 2Q
Betakkuma is the Game Tool for creating User Creative Contents
Project Betakkuma

This clip contains 3D source made by Caret Games.
"Success seems to be connected with action. Successful people keep moving. They make mistakes, but they don't quit."

— Conrad Hilton
Caret Games Passion is to understand the Global Market with-by-on Our Games Cause, We are Developers.
Co-CEO’s Portfolio
Hoyong Son, Misun Kim
Portfolio Mrs. Misun

Starting 3D Software Engine Programming since 2022, through the 3D Client Programmer, and Develop Team Manager, Currently managing Investment, Business, Operation in Caret Games. Preference Genre : Education, Casual

Genre
MMORPG(PC, Mobile), FPS(PC, Mobile), Casual, Racing, Action, Educational for Special Needs Children group with NCsoft. She also did as a Tech Volunteer for many places.

Main Skills & Game Engine Experiences
2D- 3D Graphics, Rapid Development, Team Manager, 3D Software Engine, GameBryo, UnrealEngine, Unity3D

Leadership
She started her career as a leader from 2010.
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But what plays the mischief with.
Portfolio Mr. Hoyong

Starting 3D Software Engine Programming since 2002, through the 3D Client Programmer, and Develop Team Manager, Currently managing Development in Caret Games.
Preference genre : Everything

Genre
MMORPG(PC, Mobile), FPS(PC, Mobile), Casual, Racing, Action, Simulator for Organization(Army, Science Museum, Etc), Tech Support for Many Game Genres as a freelancer.

Main Skills & Game Engine Experiences
3D Graphics, Rapid Development, Shader Technic.
3D Software Engine, Vision, GameBryo, UnrealEngine, Unity3D

Leadership
Mostly, He did as a Main Programmer or a Programming Team Manager after he got a 3 years experience.
Contact Us
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