



Press Release

Introducing "WarRoar: Genesis" – Revolutionizing Indie Fighting Games and Investment Opportunities

Madrid, Spain – [1st of July, 2024] – Today marks the public unveiling of "**WarRoar: Genesis**," a high-budget indie fighting game poised to set new standards in the gaming industry. Combining nostalgic elements with an innovative gameplay proposal, "WarRoar: Genesis" aims to captivate seasoned arcade enthusiasts and modern gamers. **Angelo Du Bois**, a seasoned leader with a proven track record in the indie gaming sector, spearheads this ambitious project. The game is in early development by his recently founded startup video game company: **ADB Video Game Studios**, located in the always beautiful Spanish capital, Madrid.

A Game Full of Nostalgia for All

"WarRoar: Genesis" is more than just a game; it's a tribute to the golden age of arcade fighters while embracing contemporary gaming innovations. The game promises an immersive experience with a rich storyline, diverse characters, and stunning graphics that honor the classics while pushing the boundaries of the genre. There will be 3 games into 1 big title, defined as 3 fighting modes to be selected while playing: 2D fighting mode (16-bit style), 3D fighting mode (realistic 3D high-poly graphics), and beat em' up mode (8-bit style). Here's an important detail: the game will not have DLCs or paid content. In true old-school style, you pay once for the game (at a low cost), and all additional or secret content, which they promise will be plentiful, is unlockable through gameplay (except for the exclusive content for crowdfunding backers). The game is being developed in Unreal Engine 5 for PC (Steam and Epic), PlayStation, and Xbox. It will be released progressively, with the 2D modes launching first, followed by an update for the Final Version that includes all three game modes. The Final Version is expected to be released in mid to late 2027, if everything goes according to plan.

Currently, we can see well-crafted character designs (early concept art) and an intriguing game lore/storyline for the game. Four main characters have been showcased in both 2D and 3D forms in an early teaser video, alongside a primary antagonist and a future one yet to be revealed. The game's website offers more insight into the story and the game factions within it. Although they are still developing the prototype and are running an initial fundraising campaign for this purpose, the project already shows a clear focus and substantial experience behind it, making it reliable. The leader's experience is proven, and



he is the direct face associated with the game, ensuring it is not a scam attempt, which is a huge relief.

Sustainable and Innovative Business Model

The project is built on a robust business strategy that ensures sustainability and growth. In addition to the main title, the company will focus on Free-to-Play (F2P) mobile games and B2B services such as third-party games and asset development. This diversified approach guarantees steady revenue streams and solid financial projections, making “ADB Video Game Studios” and “WarRoar: Genesis” a great investment opportunity. Also, we can highlight that within their long-term planning is the transition from an Indie Studio to a Triple-A Studio.

Also, it’s good to know that the founder of the company has no plans to make deals with publishers for project funding, as they usually demand ownership of the game’s IP and more than 50% of the company, including control over creative decisions. Du Bois emphasizes and promises that funding will be through crowdfunding campaigns and angel investors, thus avoiding any loss of creative or business control. Therefore, it’s crucial to receive the support from the community.

Proven Leadership and Vision

Angelo Du Bois, the visionary behind “WarRoar: Genesis”, brings extensive experience as COO & Project Lead of indie video game companies. His expertise in leading high-budget projects and implementing successful business strategies is a key asset, significantly reducing the risk of failure. *“Investing in ‘WarRoar: Genesis’ is investing in a seasoned leader who knows how to assemble and lead a great team of professionals, and how to navigate the complexities of game development and business growth”,* says Du Bois.

Join the Revolution

The team is currently finalizing key aspects of the game and preparing for the formal investment process. Initial funding through a modest crowdfunding campaign will support basic logistics. *“We invite gamers, indie game enthusiasts, and investors to join us in making ‘WarRoar: Genesis’ a reality”,* adds Du Bois. *“Your support will help us bring this innovative project to life and set a new benchmark in the gaming industry”.*

For more information and to support the project, please visit:

- Website: <https://angelodubois.es/warrior>
- Discord Server: <https://discord.gg/5SpCDxKt>
- GoFundMe campaign: <https://gofund.me/475bd3f0>



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Link to Video:

["WarRoar: Genesis" Early Teaser + Project Lead & Studio Founder anno...](#)