



Gunjin Games raises \$1.3m in seed funding

Brighton, UK, 29th July 2015 – UK-based mobile games development studio Gunjin Games secures USD \$1.3m in seed funding following an oversubscribed seed investment round from angel and industry investors.

The investment was secured over 2 rounds, the second of which was heavily oversubscribed and extended as a result. This was led by Smurfit Family Investments and Sir Michael Smurfit, but also included games corporate financier Shum Singh, AceViral.com Ltd and Flashgames247 founder Shazad Mohammed and clipdash founder Rick Gibson.

Established in late 2014, Gunjin Games Limited is a new games development studio aiming to disrupt the lucrative mobile and tablet strategy games market with genuine gameplay innovation and novel social features while maintaining commercial best practice.

“Gunjin Games was founded to try something quite different in a mobile strategy games market in which innovation seems to have become a rarity. Those in the industry that we have shared our games design and development approach with have reacted very favourably and most have commented on the uniqueness of our pitch,” said Nick Gibson, commercial director of Gunjin Games. “We are delighted that this interest has extended to the angel investor community and we are thrilled at the high calibre of investors who have backed us.”

The studio is staffed by mobile and console games development veterans and is being supported by leading games industry entrepreneurs and commercial specialists. Studio Head Nick Baynes co-founded and headed up mobile developer Big Bit and was previously Game Director on Disney’s acclaimed Split/Second. Art Director Guy Mills and Technical Director Matt Ritchie both held lead positions at Big Bit and on Split/Second. Nick Gibson founded Games Investor Consulting and has spent the last 19 years advising on games finance, commercial design and strategy development. They are supported by serial entrepreneur Ian Hetherington who is chairman and former games industry strategist Rick Gibson who is a non-executive director.

Gunjin Games’ first title is currently in development and will be unveiled later in the year.

For more information or to contact Gunjin Games, please visit www.gunjingames.com