

Swedish studio Gaming Corps secures 91m krona ahead of acquisitions

Investment will be spread across three years, change in strategy follows acquisition of Red Fly Studios



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Gaming Corps

Gaming Corps is on the hunt for new acquisitions thanks a significant investment from Global Emerging Markets.

The investment group will pour up to 91m Swedish krona into the developer over the next three years. The money comes from GEM's Global Yield Fund, and enables Gaming Corps to pursue a new strategy that centres around purchasing other studios.

The Swedish developer is currently "analysing several potential acquisitions", CEO Magnus Kolaas revealed in a statement, stipulating that the company is looking for studios with successful IPs, healthy revenue and experience with console, mobile and VR games. The company hopes to announce its next acquisition this summer.

Gaming Corps previously developed mobile titles Slam Dunk Basketball and Inertia: Escape Velocity, but expanded its portfolio with the acquisition of Austin-based dev Red Fly Studios back in November. In addition to working on its own Mushroom Men IP, Red Fly handled the Wii ports for several big brand games, including Star Wars: The Force Unleashed II and Ghostbusters, as well as various Teenage Mutant Ninja Turtles and Walking Dead titles.

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