



G7 STUDIO

STUDIO & PROJECT PORTFOLIO

**Original Games. Built in Saudi Arabia. Made
for the World.**

A concise overview of G7 Studio, its direction, and its current game portfolio.

EDGE OF THE WORLD

THE LAST SIGNAL

REMNANT BLOOM

FIX IT STUDIO

G7 STUDIO AT A GLANCE

G7 Studio is a Saudi independent game studio focused on building original games for a global audience. The studio is currently shaping a portfolio that balances premium PC projects with a smaller mobile production track.

4

Active Projects

2

Development Tracks

1

Flagship Premium IP

CURRENT POSITION

An early-stage studio moving from strong structured foundations into playable production. Public-facing material is intentionally selective, with the focus placed on clarity, credibility, and long-term studio building.

The studio is still early — but its portfolio is no longer a single project. It now shows a clearer shape: one flagship premium IP, two additional premium projects in development, and one mobile title in a separate execution track.

CORE FOCUS AREAS

- Original IP development across premium and mobile formats
- Clear project foundations before playable production begins
- A sustainable long-term studio path rather than a one-project identity
- Building globally relevant products from Saudi Arabia
- Protecting project identity with selective public-facing presentation

PORTFOLIO SHAPE

Three premium-facing game projects plus one smaller mobile project create a balanced, more credible studio picture.

WHY THAT MATTERS

It shows both ambition and practical range: long-term IP building, near-term learning, and clearer future production pathways.

ORIGINAL IP**PREMIUM GAMES****MOBILE PROJECTS****GLOBAL AUDIENCE**

VISION & STUDIO DIRECTION

G7 Studio exists to build original games with identity — projects that are designed carefully, positioned clearly, and developed with the discipline needed to grow into a sustainable studio over time.

ORIGINAL WORLDS

Build distinctive game concepts and IPs that belong to G7 long-term.

STRONG FOUNDATIONS

Develop story, design, tone, and production direction before scaling execution.

COMMERCIAL DISCIPLINE

Balance creative ambition with practical scope, platform choice, and market awareness.

LONG-TERM GROWTH

Grow from projects into repeatable capability, not just one-off releases.

The direction is intentionally straightforward: build selectively, validate carefully, and grow around original games that can stand on their own.

HOW WE BUILD

G7 Studio uses a staged development approach. The goal is to move projects from clear direction into playable reality without skipping the groundwork that protects quality, scope, and identity.



FOUNDATION WORK INCLUDES

- Story and game foundations
- World, character, and tone direction
- Core gameplay pillars
- Production planning and scope control
- Early portfolio and platform positioning

WHY THIS APPROACH MATTERS

For a new studio, clear foundations reduce noise. They help each project preserve its identity, make better prototype decisions, and create a more credible path toward production, partnerships, and future publishing conversations.

CURRENT PROJECTS

G7 Studio currently presents four projects at different levels of maturity. Together, they show both long-term premium ambition and a practical, commercially aware studio structure.



EDGE OF THE WORLD

Flagship Premium IP

Cinematic mystery adventure.
Structured pre-production

FLAGSHIP



THE LAST SIGNAL

Premium PC / Steam Project

Atmospheric sci-fi mystery.
Early development

IN DEVELOPMENT



REMNANT BLOOM

Premium Sci-Fi Project

Sci-fi survival / restoration.
Early development

IN DEVELOPMENT



FIX IT STUDIO

Mobile Project

Restore & Upgrade.
Early development

IN DEVELOPMENT

EDGE OF THE WORLD

Flagship Premium IP

STEAM-FIRST

STRUCTURED
PRE-PRODUCTION

CINEMATIC MYSTERY ADVENTURE

A cinematic mystery adventure about exploration, friendship, memory, and the unknown beyond the familiar world.

CORE IDENTITY

- Exploration-driven sense of scale and discovery
- Character-led emotional foundation
- Mystery and atmosphere as core experience pillars
- A selective public presentation that protects the larger story



EDGE OF THE WORLD represents the long-term premium ambition of G7 Studio and anchors the studio's original IP identity.

THE LAST SIGNAL

Premium PC / Steam Project

EARLY DEVELOPMENT

UNREAL ENGINE DIRECTION

SCIENCE-FICTION MYSTERY

An atmospheric science-fiction mystery project built around signals, isolation, research, and the unknown.

PROJECT DIRECTION

- Premium tone and strong visual identity
- A tighter, more focused mystery experience than the flagship project
- Early story and direction work are in place, while public-facing material remains intentionally limited
- Designed to grow through prototype validation rather than overexposed early marketing



REMNANT BLOOM

Premium Sci-Fi Project

EARLY DEVELOPMENT

FIRST-PERSON SCI-FI

PLANETARY RESTORATION

A first-person sci-fi survival and planetary restoration project set on Aurelis-7 — a damaged world shaped by abandoned systems, environmental mystery, and the remains of a failed terraforming mission.

PROJECT DIRECTION

- Blends survival tension with restoration-driven exploration
- Uses environment and world state as part of the narrative experience
- Expands the premium portfolio into a distinct sci-fi survival lane
- Public presentation remains selective and spoiler-light at this stage



FIX IT STUDIO: RESTORE & UPGRADE

Up & Running on Android

Restore broken items, upgrade your workshop, and turn every repair into profit.

Restore → Upgrade → Earn → Expand

PROJECT FACTS

Genre: Hybrid Casual / Restoration Simulator

Platform: Android

Engine: Unity

Developer: G7 Mobile Factory

This project represents the studio's smaller, commercially focused mobile track with faster iteration potential.



PORTFOLIO STRATEGY

The current G7 portfolio is intentionally split into two complementary tracks. This creates a clearer studio identity while keeping room for both long-term IP building and shorter-cycle commercial learning.

PREMIUM ORIGINALS

Includes: **EDGE OF THE WORLD**, **THE LAST SIGNAL**, and **REMNANT BLOOM**.

- Designed to build long-term IP value and studio identity
- Covers multiple premium lanes: cinematic mystery adventure, atmospheric sci-fi mystery, and sci-fi survival / restoration
- Natural future path toward prototypes, vertical slices, and publishing conversations

FOCUSED MOBILE PROJECTS

Includes: **FIX IT STUDIO: RESTORE & UPGRADE**.

- Smaller production scope and faster iteration cycle
- Useful for early execution learning, validation, and operational rhythm
- Supports a broader studio model without diluting the premium IP track

Together, these tracks create a balanced direction: long-term original IP ambition supported by disciplined, manageable production choices.

BUILDING THE STUDIO

G7 Studio is not positioning itself as a finished company overnight. It is building toward sustainable production capability step by step — with clear projects, clearer methods, and practical next milestones.

CURRENT STAGE

- A defined studio identity under G7
- A four-project portfolio with differentiated roles
- Structured project foundations and early visual direction
- An evolving public-facing presence through g7works.com
- A focus on credibility over premature scale

NEXT CAPABILITIES TO BUILD

- Core production team capacity
- Playable prototype and vertical slice development
- External specialist support where needed
- Production pipeline discipline across projects
- Publishing, platform, and broader industry relationships

The long-term objective is straightforward: become a Saudi studio capable of turning original concepts into credible, market-ready games.

NEXT 12–18 MONTHS

The immediate goal is not overexpansion. It is to move the studio forward in a disciplined sequence that strengthens delivery readiness across the portfolio.

01 Strengthen studio foundation

02 Advance playable prototypes

03 Validate core gameplay direction

04 Build flagship vertical slice capability

05 Deepen industry and publishing relationships

NEAR-TERM RESULT

By the end of this period, the studio should be further along not just in presentation, but in actual production readiness: clearer prototypes, stronger decision confidence, and more visible momentum across the portfolio.

WHAT THIS PERIOD SHOULD ACHIEVE

EDGE OF THE WORLD: continue moving from structured pre-production toward stronger playable definition.

THE LAST SIGNAL: refine direction and prepare the project for focused prototype planning.

REMNANT BLOOM: strengthen project identity and move toward a clearer prototype path for its survival / restoration core.

FIX IT STUDIO: validate the core loop and strengthen the mobile execution track.

Across the studio overall, the outcome should be greater production readiness, clearer project momentum, and a stronger platform for future strategic relationships.

This period should make the portfolio feel not only broader, but more credible: more grounded, more executable, and more obviously capable of turning direction into production.

BUILT IN SAUDI ARABIA

Designed for global players.

G7 Studio is being built from Saudi Arabia with a long-term view: creating original game IP, building local creative capability, and developing projects that can speak to a global audience without losing their identity.

VISION 2030 ALIGNMENT

G7 Studio's long-term direction aligns with Saudi Vision 2030's focus on creative-industry growth and the National Gaming & Esports Strategy's objectives to expand game production and strengthen the Kingdom's gaming sector.

WHY THIS MATTERS

- Original Saudi-owned game IP
- Sustainable creative production capability
- A studio model open to local and international collaboration
- A global market mindset from the start

PARTNERSHIP DIRECTION

G7 Studio is open to strategic relationships that help accelerate the path from strong foundations into playable, market-ready games — including production support, publishing relationships, and broader industry collaboration.

BUILDING ORIGINAL GAMES FROM SAUDI ARABIA.

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