

Go Casual

A part of GauravGo Games Technologies

Fun Games. Together. For Everyone. 🎮

Go Casual – a mobile games studio creating fun, engaging and easy-to-play games for players worldwide that can be played together and with family.

01

Emoji Wizard

Match, collect and play with fun emoji characters.



Play Emoji Wizard →

02

Chupan Chupai

Hide, seek and outsmart in a fun multiplayer world.



Play Chupan Chupai →

03

Ping Pong

Simple, fast and competitive 1v1 table tennis.



Play Ping Pong →

04

Rescue Quest

Pull, solve and rescue the hero through tricky puzzles.



Play Rescue Quest →

THE TEAM

The people **building** the games

A passionate team of builders, designers and testers creating fun, engaging games for players worldwide.

Play
Compete
Connect



Saubhagya Laxmi Rath



Founding Member & CTO
Product Lead



Ramanuj Sahu



Game Developer



Sayed Masroor



UI Designer



SK Mehfooz Alam



Game Tester



From a simple idea to a **fun, rewarding game**

Classic snake gameplay, reimagined with emojis, rewards and modern game systems.

! THE PROBLEM

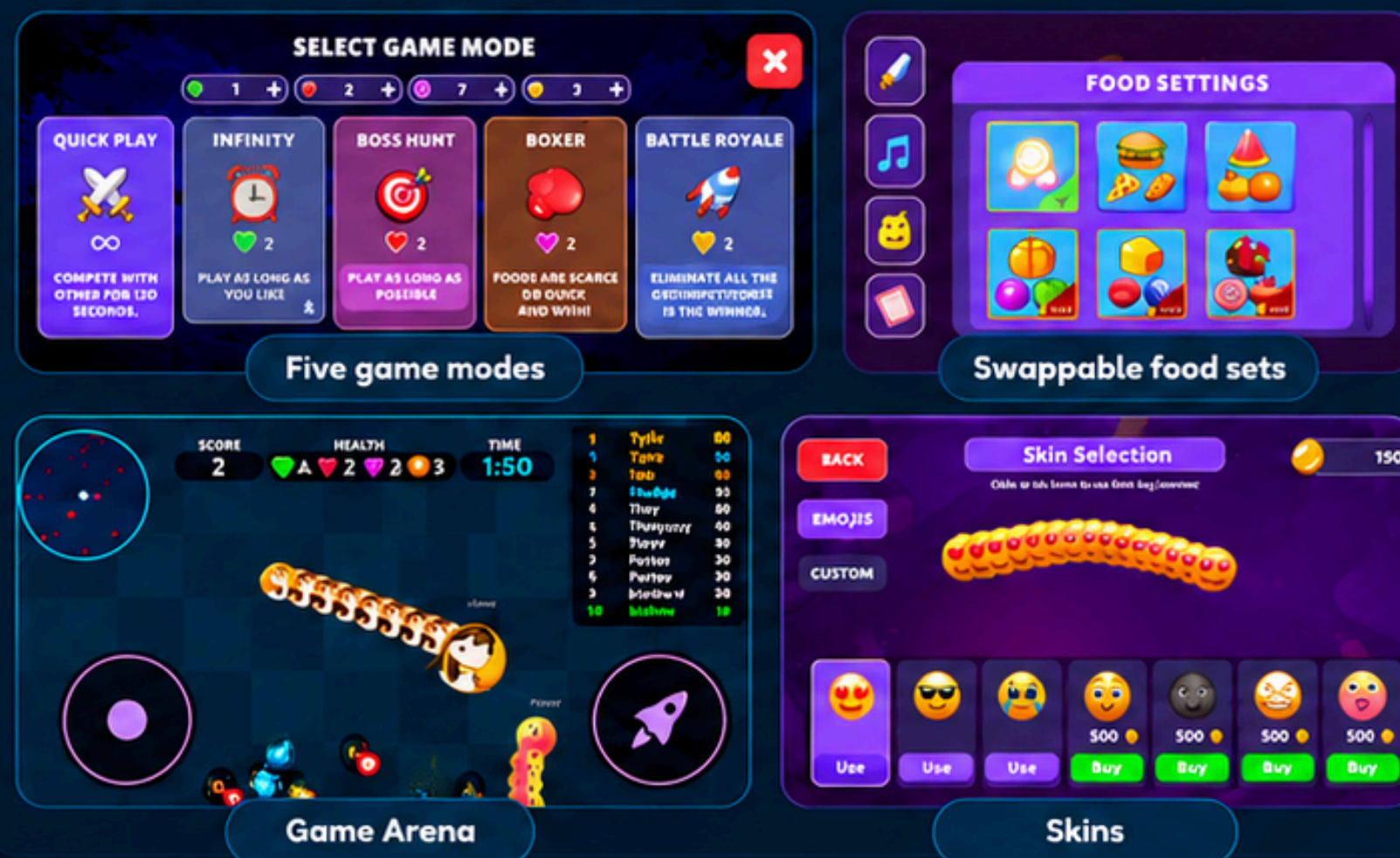
Snake has been on every phone since 1997 — and every version **still looks the same.**

- 01 One anonymous worm on one empty field. Nothing on screen belongs to the player.
- 02 One loop, no modes. Sessions end and there is no reason to come back tomorrow.
- 03 Monetised only by interstitials. No surface a real brand would ever pay for.

THE PRODUCT

A finished build, not a pitch mock-up.

Every screen below is running today in the Unity build on Android and WebGL.



Download APK

Game Screen Recording

MONETIZATION

Ad-led hybrid monetization in a \$450M category

40% **Rewarded video**
Spin wheel, revive and reward doubling.

25% **In-app purchases**
Skins, food sets, arenas, no-ads tier.

25% **Brand placement**
Brands buy the food set or the arena.

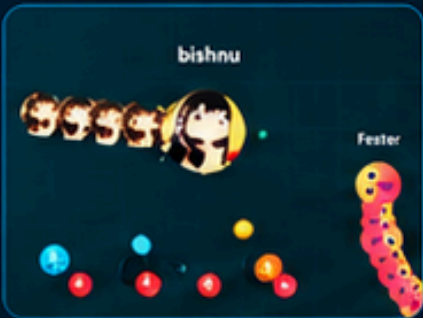
10% **Sponsored cash-out**
Diamonds redeem to UPI cash.

A modern snake game for today's players

Classic snake gameplay, reimaged with emojis, rewards and modern game systems.

★ USP

Four surfaces the rest of the category does not have



Your own face
Photo becomes the snake head — the share asset writes itself.



Multiplayer Game
A multiplayer snake game where players compete, team up, and battle to survive.



Premium content
Arenas, food sets and emoji skins priced in soft and hard currency.



Creator friendly
Face-cam and gameplay share one frame, so streams need no extra overlay.

👥 AUDIENCE

One rule set that a child and a grandparent both already know



Every age group
Zero tutorial, zero reading, one thumb. Nothing to explain at any age.



Family & friends
Private arena multiplayer codes — a household or a class plays the same board.



Short sessions
Sessions from 2 to 20 minutes. Play anytime, anywhere.



🏆 COMPARISON

Technically, we are the best

Game	Est. installs	Brand slots	Player face	Modes	Reward loop
Slither.io	500M+	✗	✗	1	✗
Worms Zone .io	500M+	✗	✗	2	✗
Snake.io	100M+	✗	✗	3	✗
Little Big Snake	50M+	✗	✗	2	✗
Snake Rivals	50M+	✗	✗	3	✗
Emoji Wizard	Launch	✓	✓	5	✓

📈 GROWTH LOOP

Why this game earns after the install

Each stage feeds the next, and the loop ends with the asset brands are buying: an audience that comes back.

01 🎮

Play as yourself
Face on the snake head in the first session.



02 🔄

Share the clip
Personal footage travels further than generic gameplay.



03 👥

Friends join
Organic installs lower blended CPI.



04 🎁

Come back daily
Reward ladder, spin wheel and five modes hold the week.



05 📊

Brands pay for it
Retained daily players are the inventory we sell.

01 — THE GAME

Hide as the furniture. Hunt with a shotgun. Three minutes.

Hiders morph into any object in the level and freeze in place. Hunters sweep the map with limited health and limited ammo — shoot a real chair and you pay for it.

**180s**

round length

**30s**

forced shuffle interval

**1,035**

props in the build today

**3 Maps**

3 different maps



Download APK



Game Screen Recording



02 — COMPETITIVE POSITION

The Hide & Seek Experience, Reimagined.

Familiar genre. More variety. More to play for. That's Chupan Chupai.

FEATURE	 Among Us (Social Deduction)	 Hide Online (Hide & Seek)	 Scary Teacher 3D (Hide & Seek)	 Prop Hunt Mobile (Prop Hunt)	 Chupan Chupai (Hide & Seek)
Core gameplay	Social deduction with tasks	Classic hide & seek with props	Escape from teacher	Prop hunt with shooting elements	Dedicated hide-and-seek party game for mobile
Number of maps	Varies (few)	1–2 maps	2 maps	1–2 maps	3 unique maps
Disguises / Props	No (only characters)	Limited props	Limited objects	Props only	1,035 disguises (full in-game catalogue)
Private rooms (with friends)	✓ Yes	✓ Yes	✓ Yes	✓ Yes	✓ Yes — free 6-character room codes
Anti-camping / Shuffle	✗ No	✗ No	✗ No	✗ No	✓ Yes — forced re-disguise every 30s
Mobile-first	✓ Yes	✓ Yes	✓ Yes	✓ Yes	✓ Yes
Cosmetics / Progression	Limited (hats)	Limited	Limited	Limited	Seasons, cosmetics and store — coming soon
Live player base (mobile)	High	Medium	Medium	Medium	Growing community (early access)

Every object in the game is a **disguise** you can pick.

Dynamic props, real-time re-skinning and audio make every round fresh and unpredictable.

**01**

Every Object is Playable

Every object we place in a level is automatically added to the disguise catalogue. Players browse it and become whichever one they want.

**1,035**

playable disguises
in the game today

02

Play with Friends or Strangers

Create a private room with a short code or jump into multiplayer. One tap to share and play together.

CREATE A ROOM



OFFICE



HAUNTED



MEDIEVAL

ROOM CODE

K7QM2X[Create private room](#)**Free 6-character
room codes**

Play with friends anytime

03

Stand Still Too Long and the Game Re-skins You

Every 30 seconds, any player who hasn't changed disguise on their own is switched into a random new object where they stand — and it makes a noise doing it.

**30s**

auto re-skin cycle keeps
the game fresh and fun

PING PONG

A global sport with no casual PvP leader on mobile

Simple, fun and focused — real-time 1v1 table tennis for everyone.



220+
Table tennis is played competitively in 220+ countries.

1K+
downloads
(on Google Play)

Multiplayer ready
Real-time 1v1 play creates repeat sessions and competition.

02 — THE GAME

One thumb. Eleven points. Six ways to play.

Top-down table, physics-driven ball, swipe-to-place paddle. First rally teaches the whole game.

Play
Compete
Connect

Online match screen

Online 1v1
Random matchmaking

Main menu / rank screen

Friend rooms
Private code lobbies

Choose difficulty

Local 2P
One device, two players

Leaderboard

AI ladder
Easy - Medium - Hard

Shop / customization

Customization
Boards, backgrounds, trails

Play in private room

Leaderboards
Global, server-backed

03 — COMPETITIVE LANDSCAPE

Where we sit in the category.

Comparison based on public store listings, Sept 2024.



Feature	Ping Pong Table Tennis Board (Ours)	Table Tennis Touch (Yakuto)	Virtual Table Tennis™ (SenseDevi)	Table Tennis 3D (Integer Games)
Real-time online 1v1	✓ Yes	✓ Yes	✗ No	✗ No
Free to play	✓ Yes	✗ No (Paid)	✓ Yes (Ads)	✓ Yes (Ads)
Instant-read controls	✓ One thumb	✓ Touch swipe	✓ Swipe	✓ Swipe
Low-end Android friendly	✓ Yes	✗ No (High-end)	⚠ Varies	✓ Yes
Local 2-player	✓ Yes	✓ Yes	✓ Yes	✓ Yes
Leaderboards	✓ Global	✗ No	✗ No	✗ No
Customization	✓ Paddles, boards, backgrounds	✓ Paddles	✗ Limited	✓ Paddles, balls

Download APK

Game Screen Recording

06 — OUR USP

Hypercasual weight. Competitive depth. Server-side control.

Quick to pick up, hard to put down — built for mobile, backed by robust server infrastructure.

Play
Compete
Connect



01 Online 1v1
Random matchmaking

02 Friend rooms
Private code lobbies

03 Local 2P
One device, two players

04 AI ladder
Easy · Medium · Hard

05 Customization
Boards, backgrounds, trails

06 Leaderboards
Global, server-backed

Real players. Real global interest.
With the right partner, we can turn this early organic traction into a global hit.

Same game.
Bigger world.

07 — EARLY SIGNAL

Global pull with zero spend



Players are already finding the game organically — no paid UA, no ads, no featuring. Early traction across multiple countries.

61
Active installed users
(as of Sept 9, 2026)

Organic players

\$0
Spent on user acquisition
No paid marketing, no ads

100% Organic

10+
Countries with active players
Already reaching players worldwide

Growing organically

WHERE PLAYERS ARE COMING FROM

Country / Region	Active installed users	% of total
Brazil	11	18.0%
Spain	6	9.8%
India	5	8.2%
France	2	3.3%
Others	37	60.7%
Total	61	100%



RESCUE QUEST

Pull • Solve • Rescue

Think. Pull. Save. Be the Hero!

A fun and engaging pull-the-pin puzzle game with multiple outcomes. Analyze, pull the right pin, and rescue the hero.

01 — MARKET VALIDATION

A proven, understandable mechanic

Pull-the-pin already has strong consumer familiarity in casual puzzle. Our version brings a distinctive theme and scalable content.

Competitive Analysis

Title	Installs	Rating
Rescue Quest (ours)	Pre-launch	—
Hero Rescue	100M+	4.3★
Save the Girl!	100M+	4.2★
Pull Him Out	50M+	4.1★
Rescue Hero: Pull The Pin	5M+	4.5★



Our Opportunity

Familiar mechanic + distinctive presentation + scalable content
A globally proven genre with strong organic demand. We can turn this early traction into a bigger hit with the right support.

02 — CORE GAMEPLAY

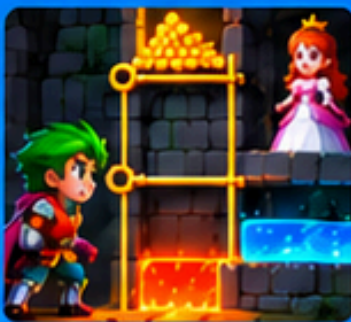
One mechanic, multiple outcomes

Pull the right pin to remove obstacles in the correct order and rescue the hero. Physics moves objects, liquids and characters in real time.

01 Analyze



Read the environment, the hazards and the rescue objective.



02 Pull



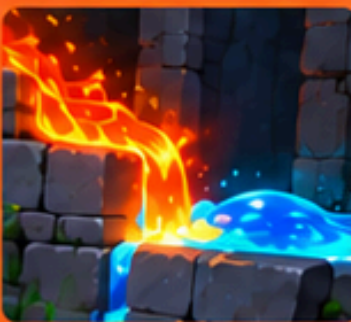
Choose which pin to remove — and in what order.



03 React



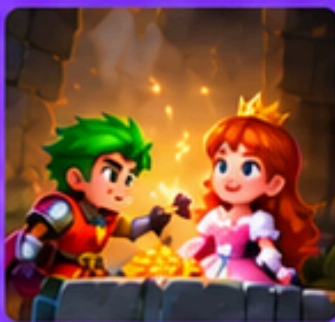
Physics moves objects, liquids and characters in real time.



04 Rescue



Clear the objective, bank the reward, tap into the next level.



03 — DIFFERENTIATION

Pull-the-pin in a handcrafted wooden world



Wooden identity

Characters, rigs, traps and platforms share one carved aesthetic.



Physics payoff

Every decision shows its consequence within a second.



Progressive depth

Single-pin openers grow into multi-step sequencing.



No tutorial tax

Tap and pull needs almost no onboarding.



Failure is fun

Comic outcomes make players retry instead of quitting.



Mobile-shaped

Short portrait levels fit commute-length sessions.



Download APK



Game Screen Recording



Four revenue streams across our **game portfolio**

A diversified and sustainable revenue model powering long-term growth across our four games.

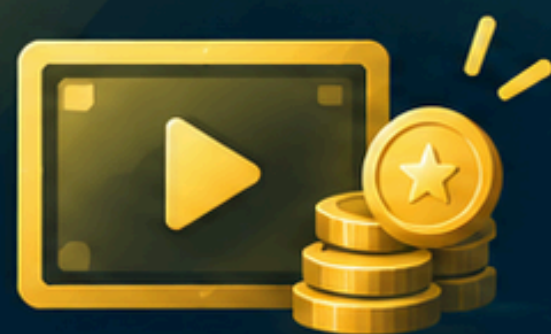


In-App Purchases

Skins, cosmetics, customizations, progress boosts and premium content across all four games.

~25%

of total
revenue



Rewarded Video

Optional ads for revive, rewards, bonus content and accelerated progress.

~40%

of total
revenue



Brand Placement

Native brand integrations across maps, arenas, items and gameplay.

~25%

of total
revenue



Sponsored Rewards

Sponsor-funded rewards, events and player incentives across our games.

~10%

of total
revenue



Free-to-play entry

Accessible to a wide audience



Multiple monetization layers

Balanced and player-friendly



Portfolio-wide scalability

Proven model across four titles



Long-term potential

Expands with new content and live operations

THE ASK

US\$ 165,000 to complete and launch four games from our portfolio

This funding will help us complete development, polish the games and take them to a wider audience.



TOTAL ASK

US\$ 165,000

Across four games



Emoji Wizard

Hypercasual / Arcade

US\$ 75,000

Funding Ask

USE OF FUNDS



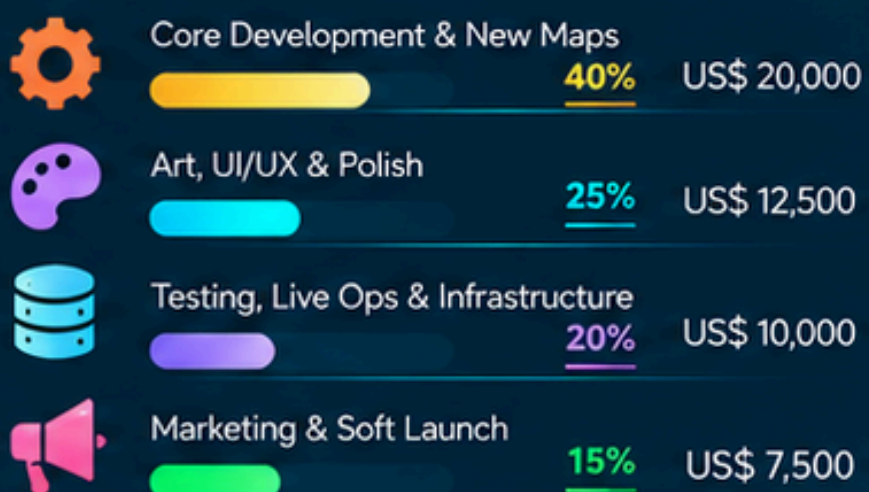
Chupan Chupai

Multiplayer Hide & Seek

US\$ 50,000

Funding Ask

USE OF FUNDS



Ping Pong

Sports / Casual

US\$ 25,000

Funding Ask

USE OF FUNDS



Rescue Quest

Puzzle Adventure

US\$ 15,000

Funding Ask

USE OF FUNDS



Complete & launch
all four games



Reach a wider audience
through marketing and
platform support



Monetization ready
with ads, IAP and
brand partnerships



Build a scalable portfolio
for long-term growth
and new titles