GAMING STUDIOS

Media Kit August 2021

txkgaming.com

Contents

Who we are & What we are about

TxK Gaming Studios is a German start-up company based in Cologne. The company was founded by Khang Pham and his friend and co-worker Tom Bockhorn, both of whom are avid gamers and longtime gamemasters, with a passion for VR gaming. (more on the Founders)

We, here at TxK Gaming Studios, are trying to revolutionize both Tabletop Gaming and VR Gaming. We aim to create the most immersive tabletop game ever, that is accessible for everyone (VR and non-VR players). (more on Availability & Accessibility) We want to connect players from across the globe with a shared love for tabletop games and join them in an adventure of a lifetime.

TxK Gaming Studios at a Glance

Origin

TxK Gaming Studios is a **German start-up company based in Cologne**. The company was **founded by Khang Pham** and his friend and co-worker **Tom Bockhorn**, both of whom are avid gamers with a passion for VR gaming as well as longtime gamemasters.

The Success Story

After the initial overwhelmingly positive feedback, Khang and Tom turned to Kickstarter, to develop Dungeon Full Dive together with the community. There they quickly rose to the top and became the **highest funded VR game ever**, earning **over 275 thousand US dollars**.

Our Goals

We are trying to bring VR and tabletop gaming to the next level, along with connecting friends and people from around the world by making the game **accessible to everyone**. Therefor the game can be played both with a VR headset for maximum immersion or simply with the traditional mouse and keyboard. We will try our very best to realize the expectations, hopes and wishes of the community to create a game that many have been waiting for: Dungeon Full Dive.

The Game

Dungeon Full Dive will stay true to the **round-based combat mechanics** that we have all come to love, however, we are taking the experience to the next level: You can choose, adapt and **create your own battle maps**, place minions and monsters and then switch into their view to **fight in their place**; moreover, you can **create your own character** in our character-builder. Your gamemaster can switch between characters with the click of a button to make the gameplay all the more immersive.

Release

Dungeon Full Dive is planned for **release** in **2022**. The first closed **Beta,** however, is planned to be released in 2022 too, so if you want to get early-access to the game, you can **pre-order** the game on Backerkit.

Content

You can find all sorts of **content** (videos, pictures, logos, headshots, etc.) regarding the company or the game here and further insight into the game development on our Blog page.

Contact

If you have any **business or media related inquiries,** please do not hesitate to contact us at contact@txkgaming.com.

An Introduction to Dungeon Full Dive

Dungeon Full Dive is a computer game that will make your tabletop worlds real and enables you to actually be *inside* your own tabletop world! For the first time ever, the players will be able to see, interact and walk around in the worlds of their adventures: may it be a forest deep inside the kingdom of elves, a dark mysterious dungeon, or just a small cozy tavern for the adventurers to rest. Create your own adventures in Dungeon Full Dive!

Dungeon Full Dive can be played with mouse and keyboard or in VR. And of course: cross-play will be supported between all PC and VR-Players, so you will be able to play with all of your friends and like-minded tabletop enthusiasts from all across the globe.

Combat

In Dungeon Full Dive we will stay true to the turn-based combat mechanics that we all love: so prepare yourself for (virtual) dice! To take Combat to the next level, however, you can now place miniature characters, monsters and even entire buildings on your table, switch into the eyes of your miniature with the press of a button, and then play and fight as that character.

Roleplaying

You can choose or even create your own characters and then play as them in first person, so you can actually be the hero of your own adventures. Your friends won't have to imagine that you are a half-orc anymore, since you can actually be a half-orc in game.

The gamemaster will be able to shapeshift into a wide variety of different characters, monsters, and magical creatures with the click of a button. Thus, they will be able to talk to the players as actual giants, orcs, elves, and many other mystical creatures, making the experience all the more immersive.

Battlemaps

From mystical forests to cozy taverns, snowy mountains, or lost dungeons. For the first time ever, the players will be able to walk around in their own tabletop worlds. The gamemaster can choose from a wide variety of worlds for the party to play in. You can make the maps your own, modify them, mix and match them and of course create your own 3D battlemaps in our map-builder. We will also continue to create more free worlds after release for the community to explore.

If you already have some maps prepared for your campaign, or simply want to replay your favorites, don't worry, you can also play on classic 2D battle maps; just import your files (pdf, png, etc.) into Dungeon Full Dive and you are good to go.

Similarly, if you have pre-existing notes from games that have already begun, you can easily import your files into your in-game journal. Furthermore, taking notes on the fly will be easier than ever before, just pop up your in-game journal and use it like a whiteboard.

Release

Dungeon Full Dive will be released as a computer game, that can be played both with and without a VR-Headset. We plan to release Dungeon Full Dive in 2022 on Steam and the Oculus Store. The Beta is planned for 2022 too, so if you want to get early-access to the game, you can pre-order the game on Backerkit.

Frequently asked Questions

What ruleset will Dungeon Full Dive support?

You can play any tabletop RPG that you want! You can easily import any character sheets or notes into DFD. Furthermore, DFD will include game mechanics and stat integration for DnD 5e on launch. That means that things like initiative tracking can be done with just a click of a button.

Will there be prebuilt campaigns?

Yes. If you don't have time to write your own campaigns, you can pick one of our prebuilt campaigns with carefully written stories, NPCs and even encounters, your Gamemaster can host a thrilling game night even without any preparation. You can also modify our campaigns to make your own, unique adventures or write your own campaigns of course.

Will you support other genres like steampunk, sci-fi or cyberpunk?

We want to give our players *all* the tools they need for their tabletop adventures. We will continuously add new content to the game and listen to the wishes of the community; so while we currently plan to support the fantasy settings at launch only, additional settings are definitely on our radars for the post-launch roadmap.

Can I import my own Custom 3D models?

Custom 3D model import was part of the 50.000€ stretch goal, and thus, will be part of the game. This will also allow the import of battlemap asset models from 3rd party systems.

Will there be grids on the battlemap?

A grid system for movement will be available, as well as the option to turn the grid off for free movement. Also, a system to help you track how far you can move each turn is planned.

Can I play this game without a VR Headset?

Yes, Dungeon Full Dive supports traditional mouse and keyboard input as well as VR-devices.

Will you support the Oculus Quest/Quest 2?

Dungeon Full Dive can be played with any VR Headset! For now, if you want to use the Quest you can simply connect it by linking it to your laptop or computer. After the full release, native Quest support is one of the first things on our planned feature agenda, that we will look into.

What is the character sheet support like? Is there a built-in character sheet feature?

5e stats are integrated and you can use the in-game UI to create and track your character stats. If you want to use another ruleset or have pre-existing character sheets lying around, you can also import those into the game.

Our Team

Our team consists of a diverse mix of young and creative minds who have come together to revolutionize VR and tabletop gaming.

The Founders

Khang Pham is the founder of TxK Gaming Studios. He is a long-time gamemaster, with a passion for RPGs and VR gaming. After graduating from high school, Khang moved to Cologne to begin his dual studies, gaining real work-experience at the Bayer cooperation, while simultaneously studying. After graduating as a certified software engineer, he moved on to work for Bayer full-time, until recently, when he realized the lack of truly great tabletop VR games and thus decided to take the initiative to create said game himself.

Likewise, Tom Bockhorn, the co-founder of TxK Gaming Studios, also is a long-time gamemaster with a flaming passion for video games and tabletop games. After graduating from high school, he also began his dual studies in Cologne, while simultaneously gaining real work-experience at the Bayer cooperation. He, too, graduated from university as a certified software engineer and continued to work for Bayer full-time.

Community & Social Media

Dungeon Full Dive being a crowd-funded game, our community is of highest priority to us; therefore, we will always keep an open channel for the community to give feedback and suggestions via our Discord, Reddit or various other social media.

Discord   Reddit   Twitter   YouTube   Facebook   Instagram   Kickstarter   Our Website
Pre-order on Backerkit

Downloadable Asset

If you are looking for more high-quality pictures and videos please click here.

Contact

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