



K-Pop Idol Stories

KISS

ROAD TO DEBUT

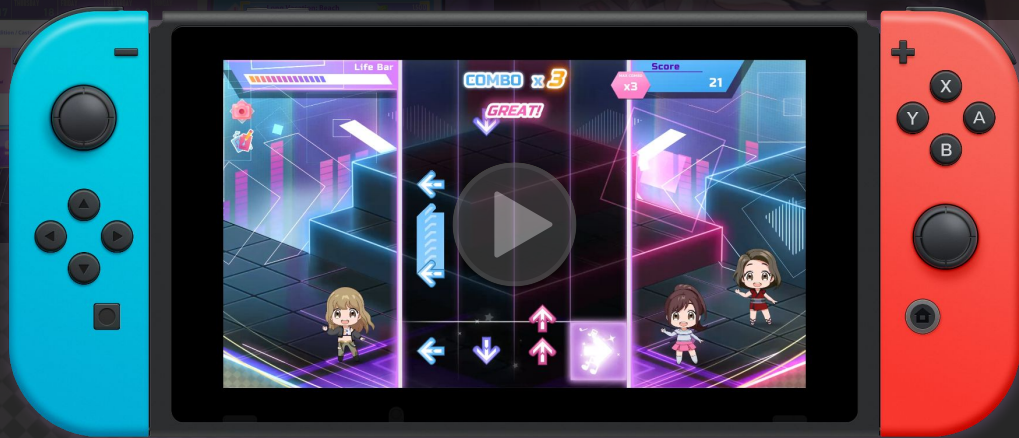
ROAD TO DEBUT

What's the game about

KISS: K-Pop Idol Stories - Road to Debut is a love letter to the exciting world of K-Pop!

In this Life Simulator, you're the manager who scouts for talents, manages their schedule, makes their budget, plans their social media, picks their music & their fashion!

Debut the next hit K-Pop idol group!





Game History

We loves Kpop, We loves music.
And We loves the stories behind them.

Through “KISS: K-Pop Idol Stories – Road to Debut”,
We want to **encourage young women** to pursue their dreams.

K-Pop group such as Twice, Blackpink, and Baby monster is our references
towards the group inside the games.

Another games as inspiration:
Princess Maker, Volcano Princess, Chinese Parents, and Idol Manager.





Game Features

Nurture the Talents

- Audition, Interview and Pick the best candidates.
- Build Relationship with everyone through chat & stories.
- Various Mini Games

Management

- Unlock and Choose the right schedules for your idol group.
- Maintain your Trainee's health, happiness and budget.
- Earn and choose cutscenes to post on the social media.

Facing the Challenge

- Unexpected Events in the middle of the week.
- Quarterly company evaluation.

Final Evaluation

- Multiple Choices and Dozen of Endings.
- 3 Original Single to choose for their Debut.
- 5 Set Costumes to choose.

DEBUT!

Factsheet

Planned Release Date : Q2 2024

Genre : Management Simulation x Visual Novel.

Platform : PC/Mac/Linux, Nintendo Switch.

Playtime : A single playthrough takes 2-4 hrs.
Total playtime around 20hrs.

Price Est. : USD 14.99 to 16.99 on Steam.




Alpha Trailer

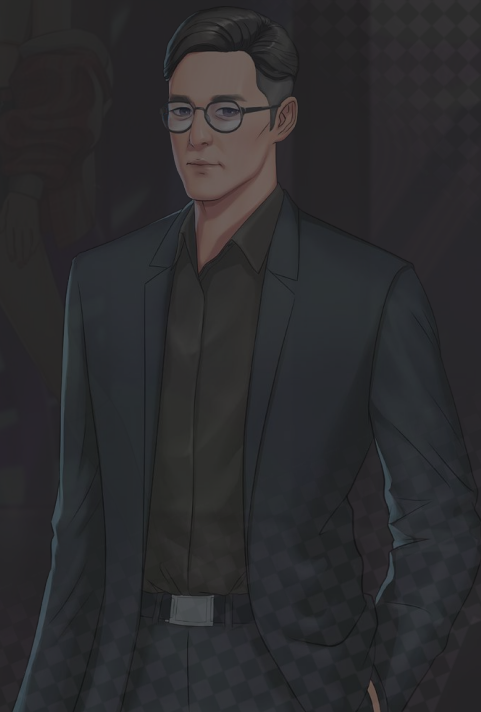
<https://youtu.be/4Os-FpiOHrQ>



[https://store.steampowered.com/app/
1662160/KISS_KPOP_Idol_Stories
_Road_to_Debut/](https://store.steampowered.com/app/1662160/KISS_KPOP_Idol_Stories_Road_to_Debut/)

Website 

<https://www.wisageni.com/kiss/>





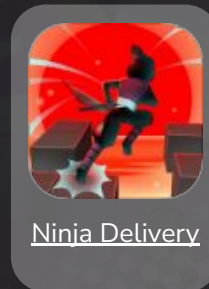
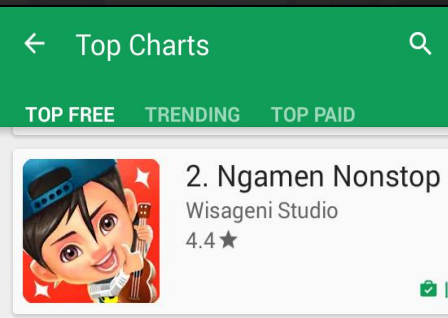
About Wisageni Studio

Established in Yogyakarta, Indonesia since 2015,

Our team consist of 10+ members inhouse.
We have done more than 50 projects for various
platforms and genres, mostly mobile and web, both for
B2B or B2C purposes.

Most of our IPs were for mobile.
And KISS will be our first title since We're pivoting to
premium games.

Here's some of our previous mobile games:





Press / Business Contact :

Wisageni Studio
Yogyakarta, Indonesia

contact@wisageni.com



Supporting Articles :

Kaori Nusantara

IGN Southeast Asia

Hypeabis

