

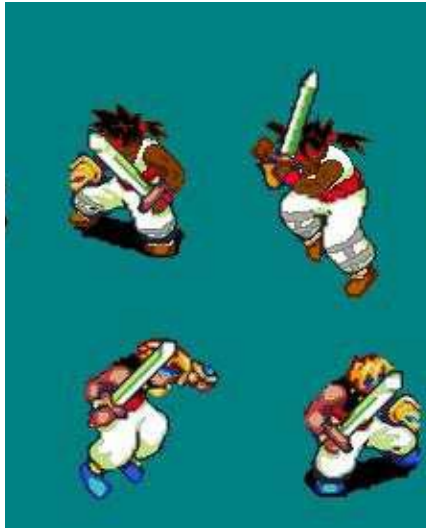


#OneReason2Be Why we make games

By MADIBA Olivier
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We are **professionnal Wallbreakers** since 13 years

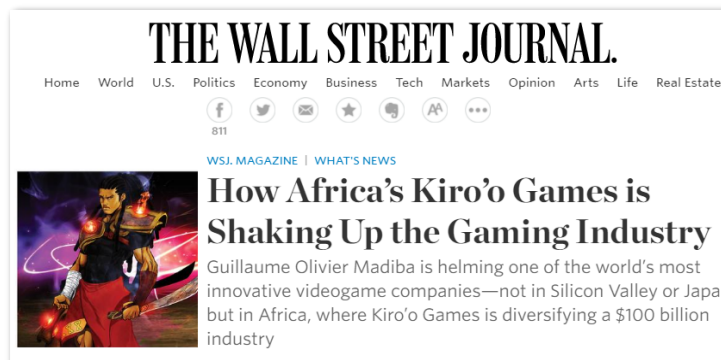
2003 -2012



2013-2015



2016



We started because...

2003

Passion (yeah totally Cliché)

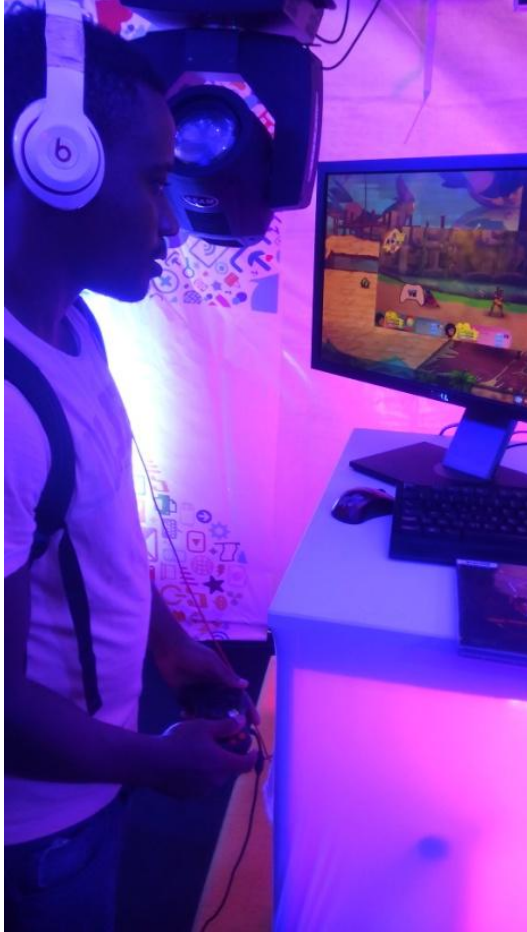


2013-2016

Creativity challenge: African-Fantasy)



In 2016 Something happened in Cameroon...

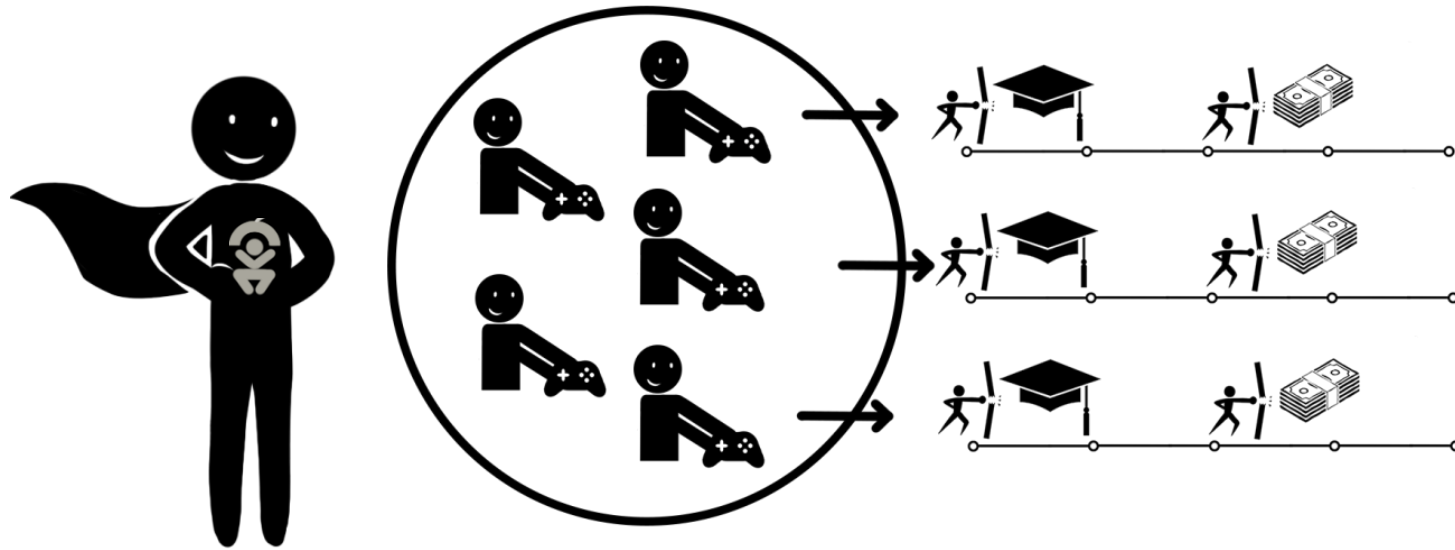


That's why now this is our "reason to be" :

We must

Share our « Wallbreakers » mindset and values

to those who use our games and services.



To build with them

**A community where their
inspiration/motivation/Access to opportunities
Are the focus of our work.**

And we have already started



THANKS FROM THE KIRO'O TEAM !!!



Kiro'o Games



Kiro'o Games

Game? Spirit Design

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