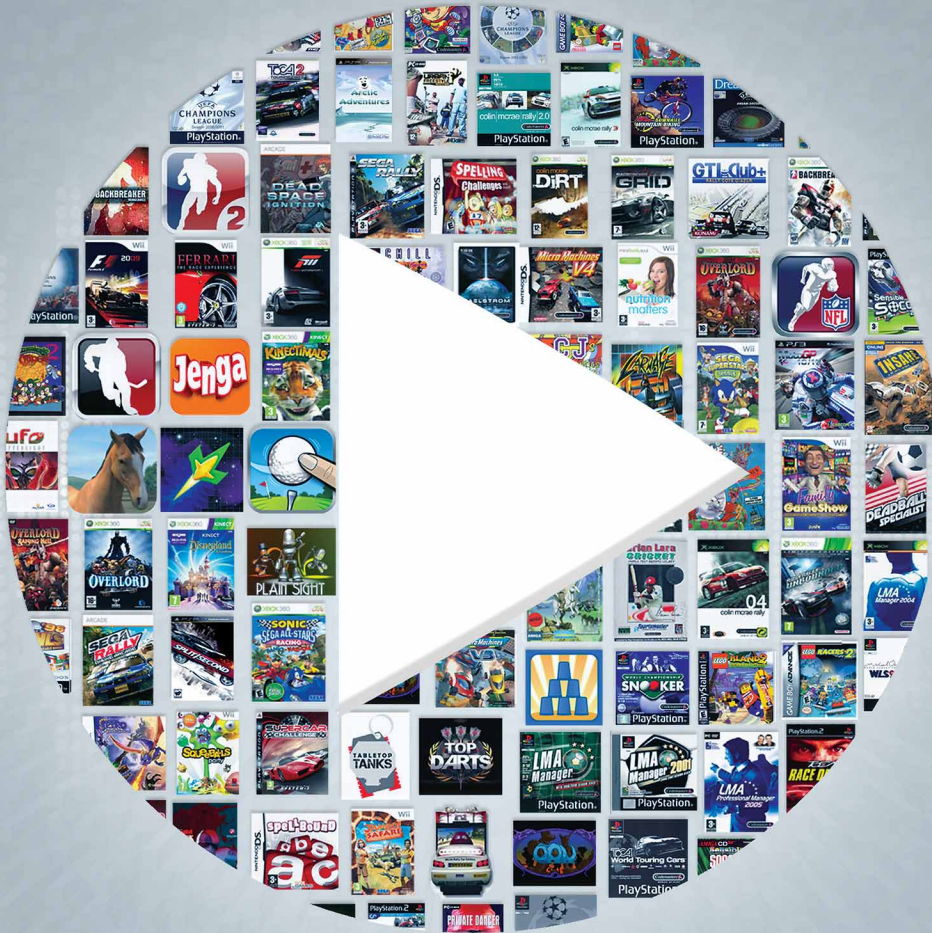


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Employees: 3 + freelance support

Established: 2006

The Audio Guys are an audio outsource company, providing a complete audio solution to game developers and publishers.

With over 40 years' combined experience in game audio development, we have over 175 titles under our belts, covering all formats and platforms since the early 1990s. Our work has featured on many 'AAA' titles, including the *Micro Machines*, *Brian Lara Cricket*, *Colin McRae Rally*, *TOCA Race Driver*, *Overlord* and *Forza Motorsport* series of titles.

Our most recent projects include *Table Top Tanks* (SCEE), *Kinect Disneyland Adventures* (Microsoft), *Ridge Racer Unbounded* (Namco) & *Forza Motorsport 4* (Microsoft)

We are eager to team up with any developer, anywhere in the world, to offer whatever game audio services are required.

We can provide... audio system design and documentation... audio implementation... consultancy and advice... sound design... project management... planning and scheduling... dialogue and localisation services... specialist recording... surround mixing... sourcing of music... the list goes on.

We are experienced and committed game audio developers – far more than a simple outsource solution. We can integrate into your title, in whatever way you require, from full hands on development of audio systems, to just supplying assets, and everything in between.

We would be delighted to talk to you about your next project, no matter how big or small.