



## The creation of a consulting company for indies, by indies

*“After 23 years making games for other people I saw an opportunity to break free and use every development scar i had endured for a greater good. My hope is to empower indies to have*

*a longer more successful career”*

- Bob Hands Lead Designer and Founder of **Sanity Check**

Talent and ideas are not in short supply in the indie scene, however a proven track record for delivering a strong vision on time and to budget, is much rarer!

**Sanity Check** emerges from the shadows as a new consultancy company that aims to help young teams avoid the traps that even the big studios often fall into. We offer over 40 years accumulated knowledge in the video games sector to fast track independent developers into experienced superstars across France and internationally. We are immediately available to provide our assistance across a wide choice of options with prices tailored to a teams needs.

**Sanity Check** will also regularly post accumulated wisdom in the form of free content drops. Our primer guides cover a broad range of topics including company creation, pitching, project planning and finding finance, through to navigating a successful release and beyond.

Follow our journey as we cut through the noise and present carefully prepared step through guides and offer practical advice for all aspects of game development.

Twitter: @SanityCheckMe

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Website: [www.Sanitycheckmygame.com](http://www.Sanitycheckmygame.com)