

# SAUL SURGE





**Soul Surge** is a fast-paced **roguelite**, where **speed** equals **damage**.

Slide, kick and tear through the **seven stages of grief**.

**Evolve** your abilities to confront the **root of corruption** and emerge **victorious?**

1:10.95



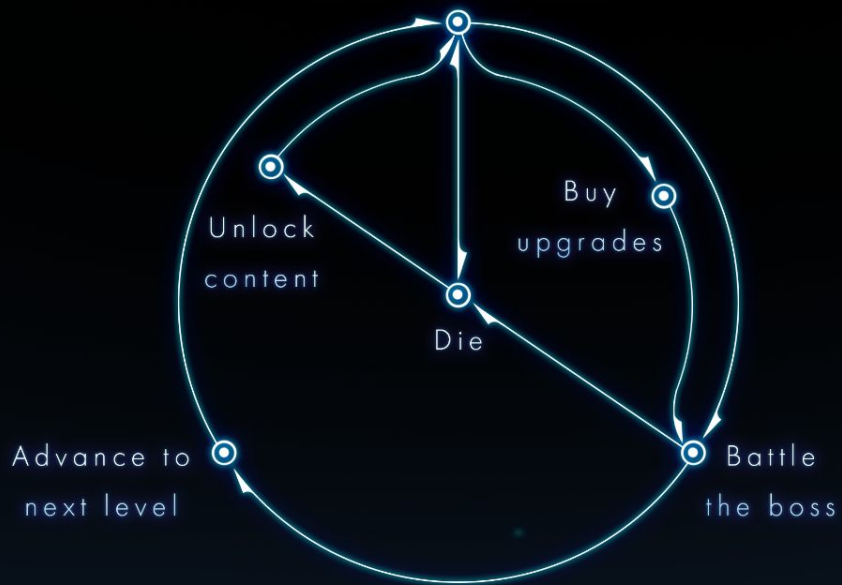




**GAMEPLAY**

# GAMEPLAY LOOP

Fight demons  
to collect essence





GAMEPLAY  
CORE CONCEPT

Soul Surge's core **concept** is **speed** equals **damage**.

**Soul Surge** seeks to **innovate** the movement combat sub-genre of roguelites by **breaching** the barrier between **movement** and **melee combat**

Clothes Store 01

Clothing Store 02

정신적 도움

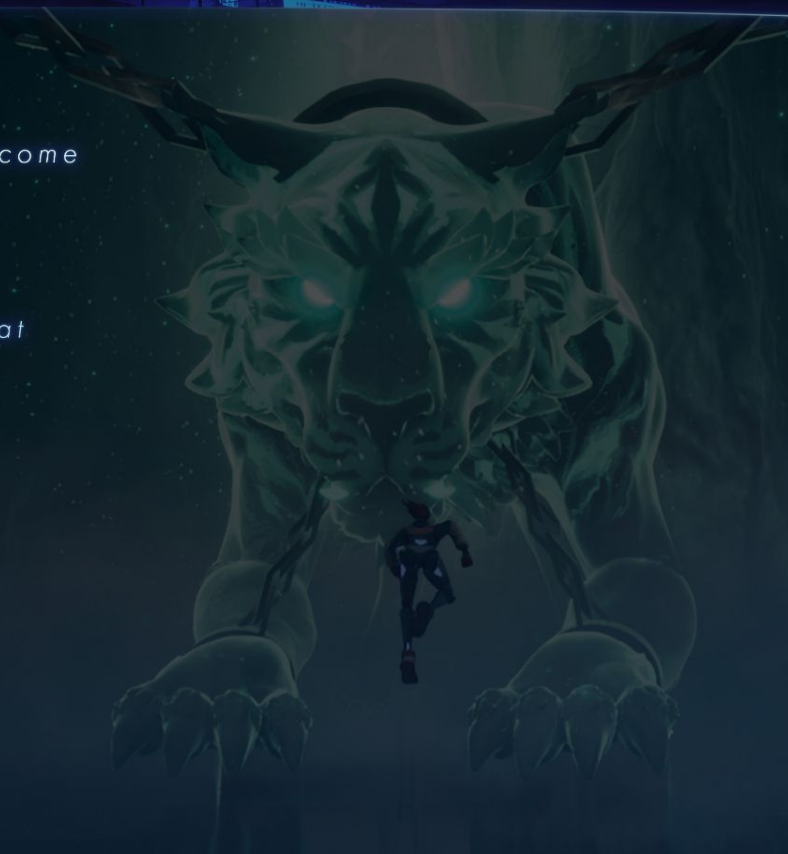


# GAMEPLAY EMOTIONS AND INSIGHTS



**Emotions** are **positive** feelings used to overcome the **seven stages of grief**.

**Emotions** offer a wide variety of **insights** that gives the player **run-specific-upgrades**.





**WORLD BUILDING**



# WORLDBUILDING STORY



Soul Surge tells the **psychological** story of Ryn, an **adoptee** searching for her **biological mother**.

The **theme** of the story is going from **external-** to **internal** dependency.

It is explored through the **seven stages of grief** and the **cycle of pain**.

It is told **primarily** using **soft** worldbuilding.

The story is heavily **represented** in the game's **audio-visual design** and **gameplay**.



# WORLDBUILDING WORLD

## Ryn's Subconscious

Each **run** takes place in Ryn's **subconscious**. A **hostile** and **dynamic** environment, where it's everyone for themselves. **Fight** through hordes of **demons** to reach the **boss**.

## Shaman's Office (Hub World)

Between **runs** the player will find themselves in the Shaman's office. A **calm** and **peaceful** area, where they can spend **currency** on **permanent** stats.

# WORLDBUILDING CHARACTERS

## **Ryn and the Shaman**

Ryn is the **protagonist** of the game.  
The shaman is her **helper/mentor**.

## **Characters of the first level**

The characters are Ryn's **inner Demons**.  
They are **inspired** by **Korean** folklore and the idea of  
**personifying** different aspects of **Denial**.







# MARKETING

# MARKETING TARGET AUDIENCE & EARLY ACCES



**DISCLAIMER:** One Cut is looking for an **experienced partner** in the field of **marketing, distribution** and **sales**. The following is subject to change.

## TARGET AUDIENCE

The target audience of Soul Surge is **players** who enjoy **roguelites** and **action games** with a focus on **combat, movement** and **emergent** gameplay.

## EARLY ACCESS

We are currently looking into **early access**. We believe that it's a great opportunity to create early **player engagement** & it would **reduce** the **maintenance** and **bugfixing** period after **V.1.0 release**.



# MARKETING DISTRIBUTION AND SALES

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## **Distribution**

OneCut is a team focused on **PC development**.  
With a **good partner** and **porting service**, we  
would like to **expand** to the **console market**.

## **Sales**

Comparing **pricing** to **similar** titles such as  
**Risk of Rain 2, Neon White** and **Hades**,  
we consider **15-30\$** to be a realistic **price**  
range.





**EXECUTION**

EXECUTION  
COMPANY



ONE CUT

We specialize in creating **dark but colorful games** with  
a strong focus on **mastery** and **emergent gameplay**.

# EXECUTION FOUNDERS



## **TECHNICAL DIRECTOR / FOUNDER**

**Nicolai A. Wendt** comes from a background of Computer Graphic Art. Nicolai is a specialist in procedural generation and technical art.



## **CEO / DIRECTOR / FOUNDER**

**Kim Hansen** comes from a background of Computer Graphic Art. Kim is the CEO of One Cut and excited to take on the role of director on Soul Surge.



## **ART DIRECTOR / FOUNDER**

**Anton M. Falk** comes from a background of Computer Graphic Art. Anton is an experienced concept artist, who has assisted in the development of multiple indie game projects.



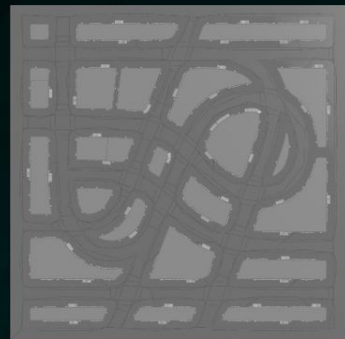
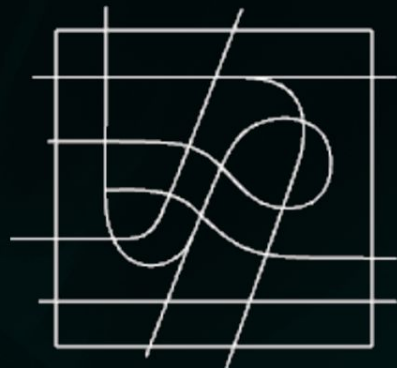
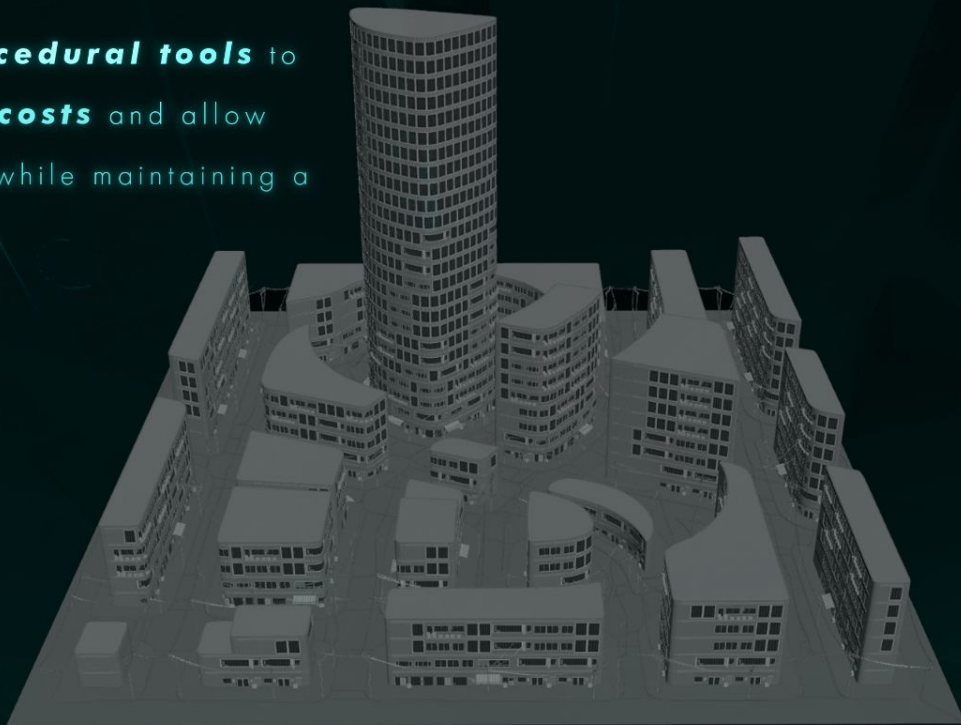
## **SOFTWARE ARCHITECT / FOUNDER**

**Storm Sandergaard** comes from a background of software engineering. Storm has been part of several indie projects, where he has helped with architecture and pipeline.



# EXECUTION TECHNOLOGY

One Cut is utilizing **procedural tools** to reduce content creation **costs** and allow for **faster iterations** while maintaining a **high quality** standard.



# EXECUTION ROADMAP

2024 December

2025 July

2025 September

2026 June

2026 August

VERTICAL SLICE

2nd LEVEL

EARLY ACCESS

V.1.0 RELEASE

MAINTENANCE