

# SAUL SURGE





**Soul Surge** is a fast-paced **roguelite**, where you **descend** into the depths of an abandoned child's **subconscious**. **Fight** your way through **Ryn's** cultural roots of **Norse** and **Korean** mythology. **Overcome** her **inner demons**, by using their **own** powers **against** them.

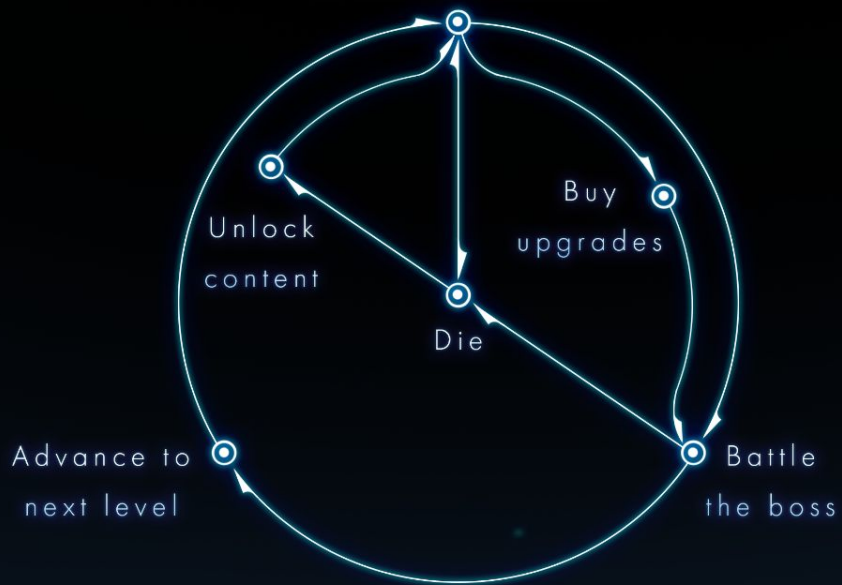


A blue-toned illustration of a character with spiky hair and a headband, surrounded by energy and mechanical parts, with the text 'GAMEPLAY' overlaid.

**GAMEPLAY**

# GAMEPLAY LOOP

Fight demons  
to collect essence



# GAMEPLAY

# STEAL ANY ABILITY

Soul Surge's core concept is **steal any ability**.

The player can **soul-tether** any enemy in the game to gain a **one-time-use** version of that enemies ability.

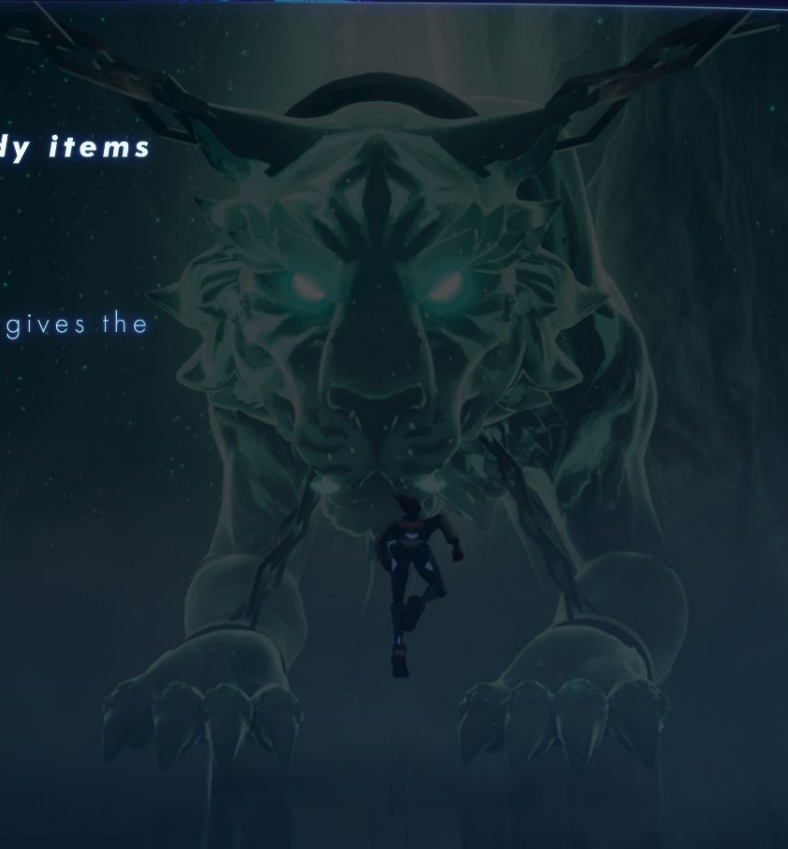
# GAMEPLAY

# DEITIES AND BLESSINGS



Deities are **celestial beings** or **otherworldly items** from **Korean** or **Nordic** mythology.

Deities offer a wide variety of **blessings** 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.

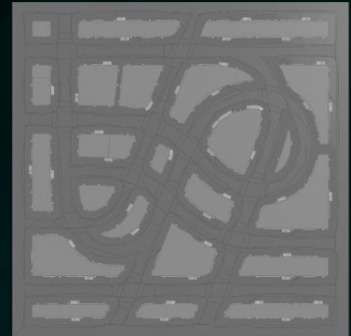
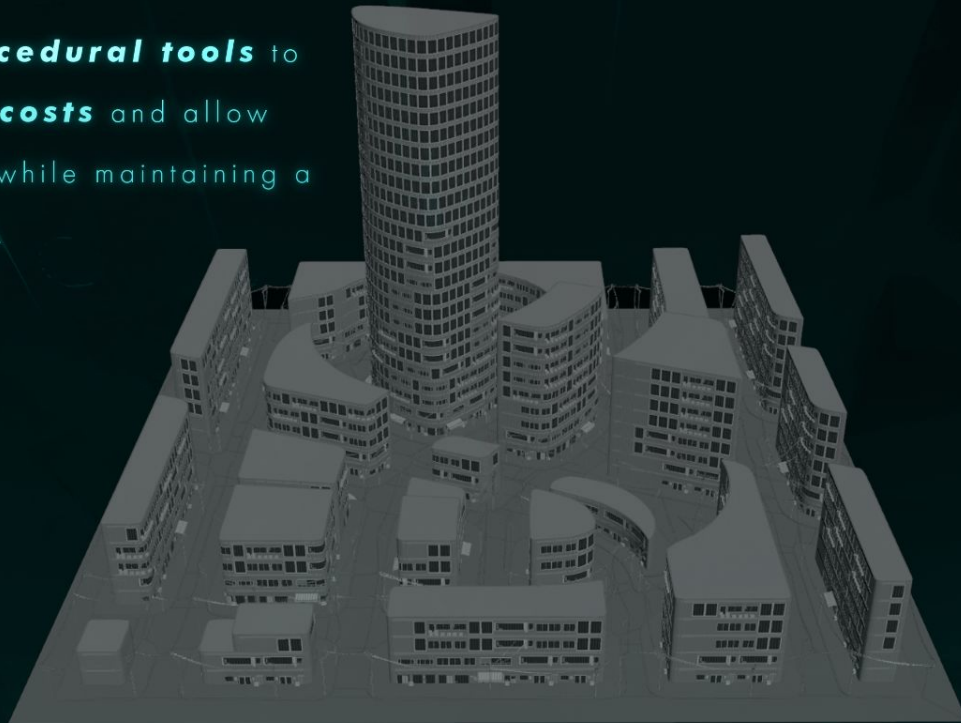


## **SOFTWARE ARCHITECT / FOUNDER**

**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

2023 December

2024 August

2024 December

2025 August

2025 September

VERTICAL SLICE

2<sup>nd</sup> LEVEL

EARLY ACCESS

V.1.0 RELEASE

MAINTENANCE