

BEAT+MATE



Presentation Pitch Deck

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A singleplayer turn-based, musical action rpg, in which the player takes control of a caring friend in a disconnected world who plays chess with their loved ones' psyche to try to understand their pain and heal their sorrow.

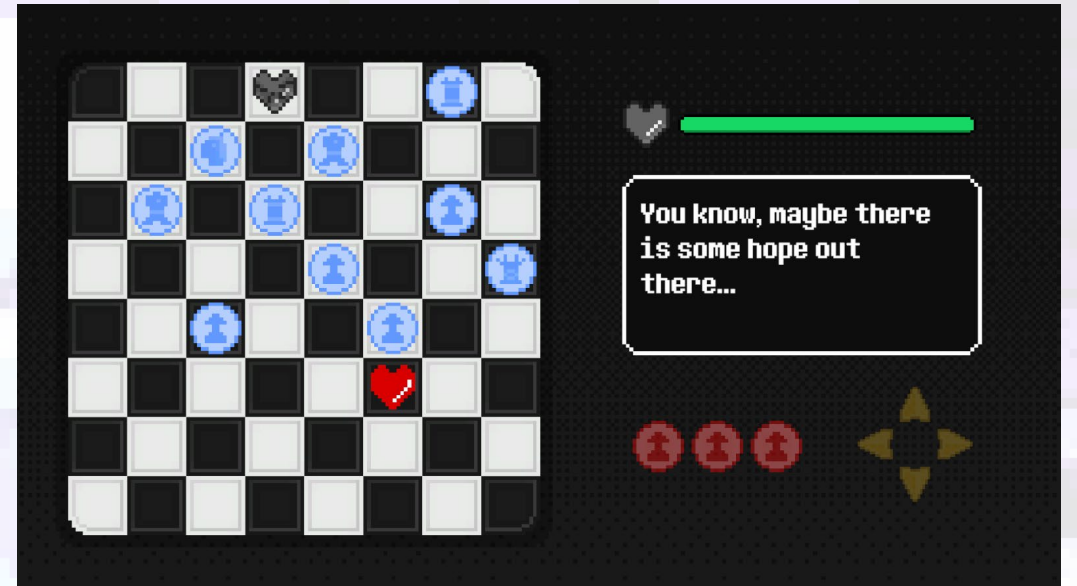


Introduction

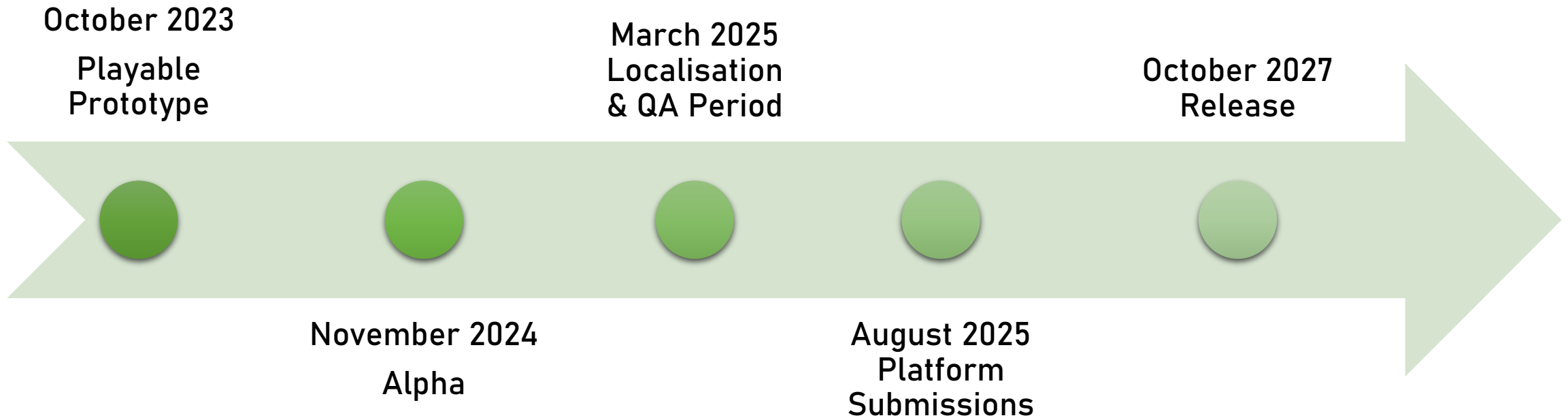
BEATMATE is a **story driven** game that takes the formulaic combat of traditional turn-based rpg and gives it an **action-packed twist**.

RPG fans seek to find a new game that delivers the **emotional impact** that the genre is known for and **innovate** at the same time.

The game takes the best of **rhythm based games** and combines it with the endless possibilities of **chess** to deliver a **unique experience** that will attract the genre's fanbase.



Timeline



Why we need your help

Funding

Marketing Support

Porting

QA & Localisation

Platform Holder Support

Experience & Advice



Key Information

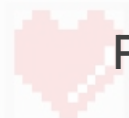
Genre: Musical, Action, Indie

Release Date: October 2025

Developer: Ferchus

No. of Players: 1

Audience: Narrative-driven gamers and puzzle enthusiasts



Platforms: PC, Switch, Xbox & Playstation

