







FräserRoot - Gameroom



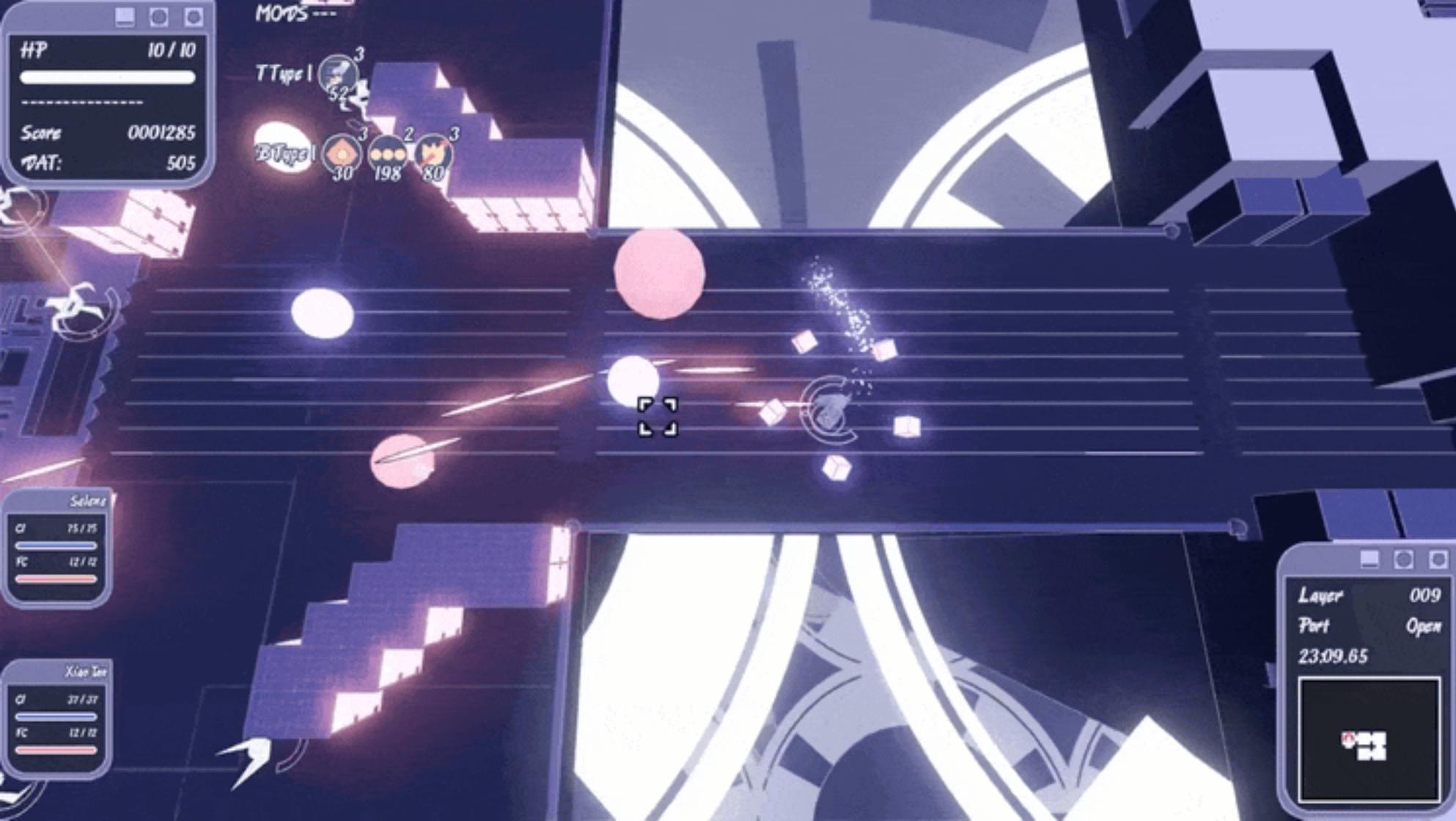
Modern soft media interface design







Search & Information



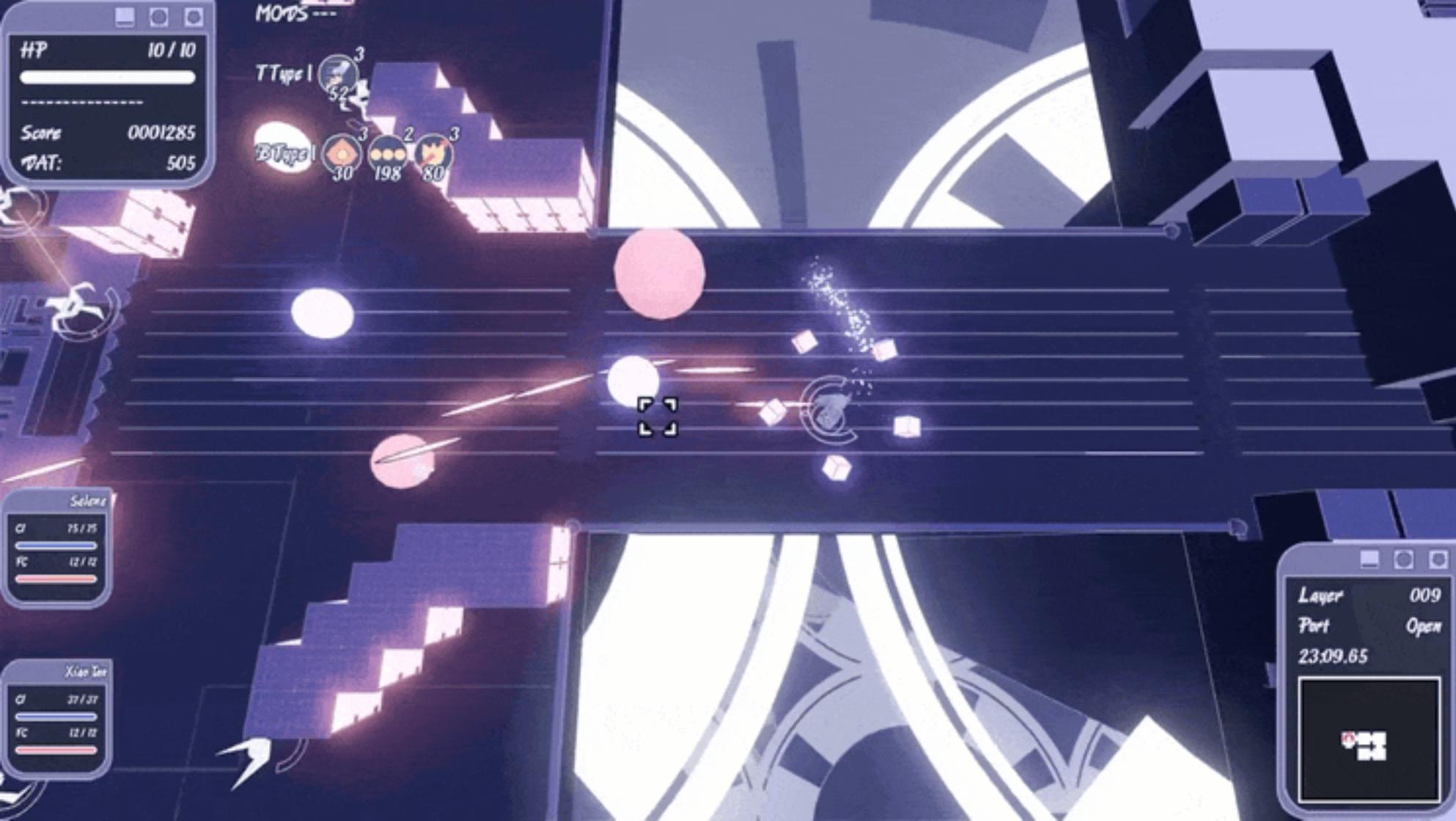
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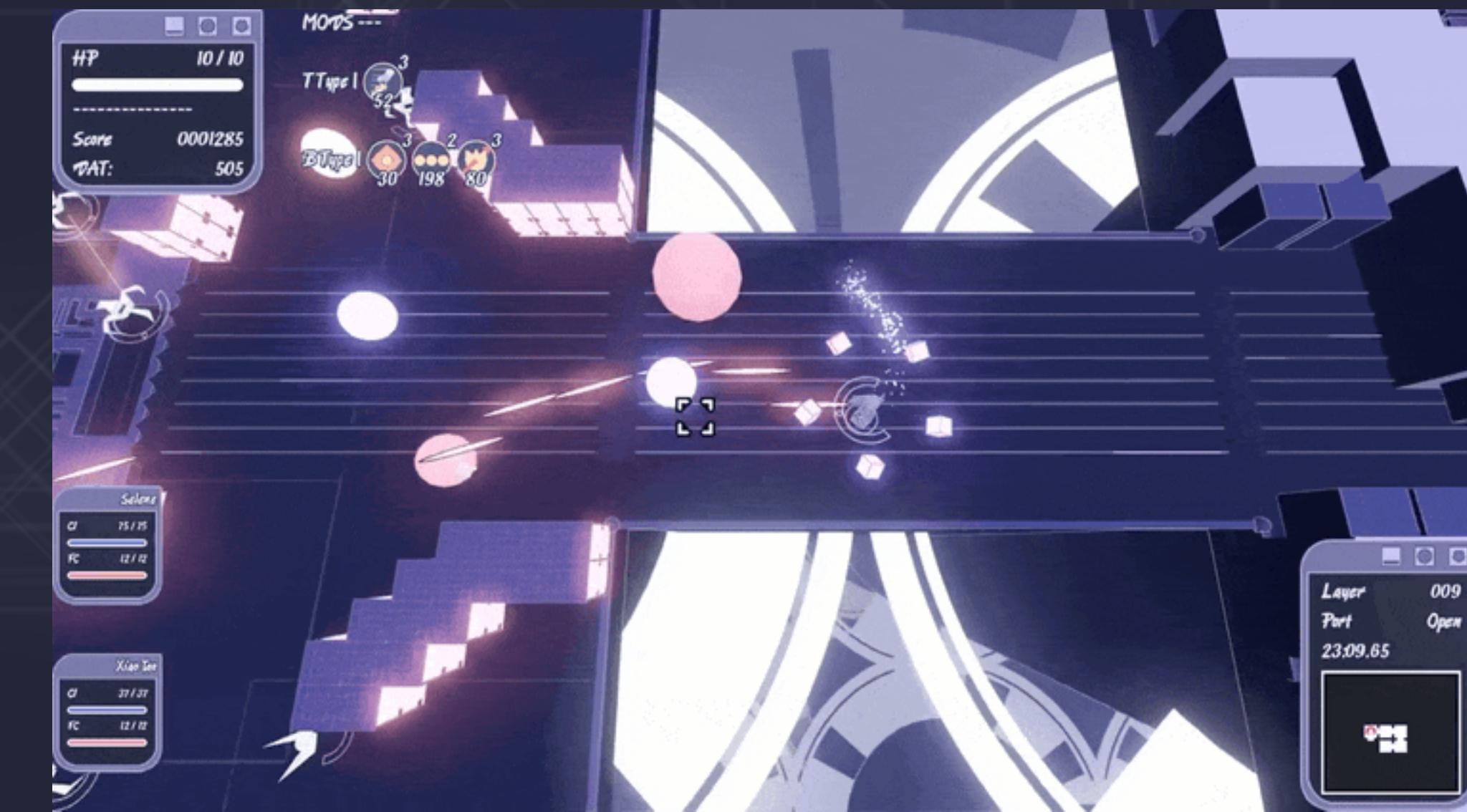




## Search for Powerups & Information



## Engage in Frenetic Shootouts



## Dive into Enemies To Hack Them in Turn-Based Battles



## Upgrade & Modify Your Battle Daemons



## Development Status

We currently have a fully fleshed out prototype and are working on a public-facing demo which will include the first 1/10th of the game.

Target Release: Late 2026 / Early 2027

Target Platforms: PC / Mac

Stretch Target Platform: Switch / Switch 2

## What We Need

We are requesting help with development costs and marketing support

