



Trace Root - Gameplay



MODS ---

HP 10 / 10



Score 0000025

DAT: 024

TType |

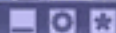
BType |

Selene



CI 075 / 075

Selene



MAX CI 75

MAX FC 12

STATS

ACTION SLOTS

HLT E

ATK E

ACC E

DEF E

EVA E

SPD E

MAIN: Melee Attack

SP1: Bitcrush()

SP2:

SP3:



Health --- Cost to upgrade:
8 DAT

Selene

CI 75 / 75

FC 12 / 12

Xiao Tan

CI 37 / 37

FC 12 / 12

Layer 001

Port Open

29:59.13

!!!



Upgrade & Modify Your Battle Demos

TRACEY

HP 9 / 10

29:33.92



Selene



CI 075 / 075

FC 012 / 012

ACT

Xiao Tao



CI 037 / 037

FC 012 / 012

ACT

HP 10 / 10

Score 0001220

DAT: 505

MOPS---

T Type I 2 37

B Type I 3 96 1 207 1 39 3 146

Selene

CI 15 / 15

FC 12 / 12

Xiao Xue

CI 10 / 10

FC 12 / 12

Layer 009

Port Open

23:23.83






Search for Powerups & Information

HP 10 / 10
Score 0001285
DAT: 505

MODS ---

TType1



BType1



Selene

CI 15 / 15
FC 12 / 12

Xiao Yan

CI 20 / 20
FC 12 / 12

Layer 009
Port Open
23:09.65



Engage in Frantic Shootouts



MODS ---

HP 10 / 10



Score 0000025

DAT: 024

TType |

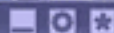
BType |

Selene



CI 075 / 075

Selene



MAX CI 75

MAX FC 12

STATS

ACTION SLOTS

HLT E

MAIN: Melee Attack

ATK E

ACC E

DEF E

SP1: Bitcrush()

EVA E

SP2:

SPD E

SP3:



Health --- Cost to upgrade:
8 DAT

Selene

CI 75 / 75

FC 12 / 12

Xiao Tan

CI 37 / 37

FC 12 / 12

Layer 001

Port Open

29:59.13

!!!

TRACEY

HP 9 / 10

29:33.92



Selene



CI 075 / 075

FC 012 / 012

ACT

Xiao Tao



CI 037 / 037

FC 012 / 012

ACT

HP 10 / 10
Score 0001220
DAT: 505

MOPS
T Type 1 2 37
B Type 1 3 1 1 3
96 207 39 146

Selene
CI 15 / 15
FC 12 / 12

Xiao Xue
CI 17 / 17
FC 12 / 12

Layer 009
Port Open
23:23.83

HP 10 / 10
Score 0001285
DAT: 505

MODS ---

TType1



BType1



Seleone

CI 15 / 15
FC 12 / 12

Xiao Sen

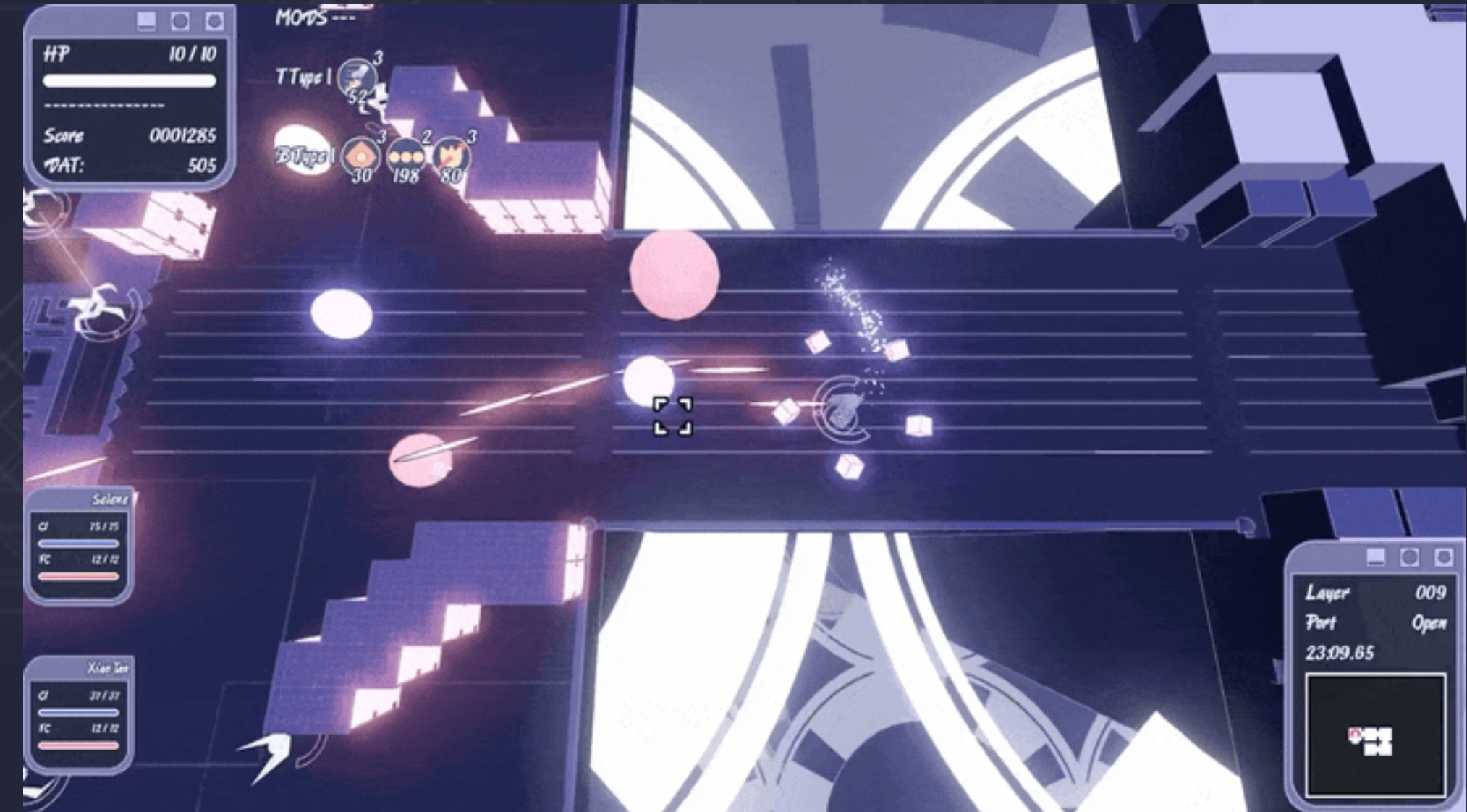
CI 37 / 37
FC 12 / 12

Layer 009
Port Open
23:09.65

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

