

brainglyph

We're making games
you can't stop thinking about



An **action roguelike** in which **knowledge is power**

ROGUELIKE

- Profitable for smaller-scoped games
- Lots of content for a cheaper development cost

KNOWLEDGE-BASED

- Rapidly gaining popularity
- Great for creating communities

← r/TunicGame • 2 yr. ago
 Racesolar

other games like Tunic?

i LOVED the show-don't-tell, learning-as-you-go aspect of Tunic with the instruction manual and the different mechanics, and really loved finding all the hidden secrets and trying to solve the puzzles by myself (especially figuring out the [REDACTED])

i've already played Outer Wilds (which i absolutely ADORE), The Witness, and FEZ, but are there other games that are similar?

← Syynx ▾ 19 Feb, 2023 @ 5:33am

Other games like this?

The puzzles in this game brought me back to a time where I actually enjoyed video games. Anything else similar to Tunic's puzzles/creativity out there?

← VladIMatt ▾ 5 ott 2021, ore 0:08

Are there any other games kinda like this?

This game has always looked so cool to me but the loop gameplay is really a huge turnoff for me. I'd love to play a **chill adventure exploration puzzle** game like this but without a time loop.

EDIT: Thanks for the recommendations! I'll be checking out Myst, Riven, and Obduction once I get paid!

Ultima modifica da VladIMatt; 5 ott 2021, ore 6:57

← r/outerwilds • 5 yr. ago
 Ginxed642

Does anyone have any suggestions for games like the outer wilds?

I've 100% completed outer wilds and I want more games like this.

THE FIRST KNOWLEDGE-BASED ROGUELIKE

Helios is the first game to integrate **knowledge-based progression** in the **roguelike format**. Tinker, experiment, and use **creativity** and **ingenuity** to learn as you go.

AN INTRICATE NARRATIVE IN A DEEP STORYWORLD

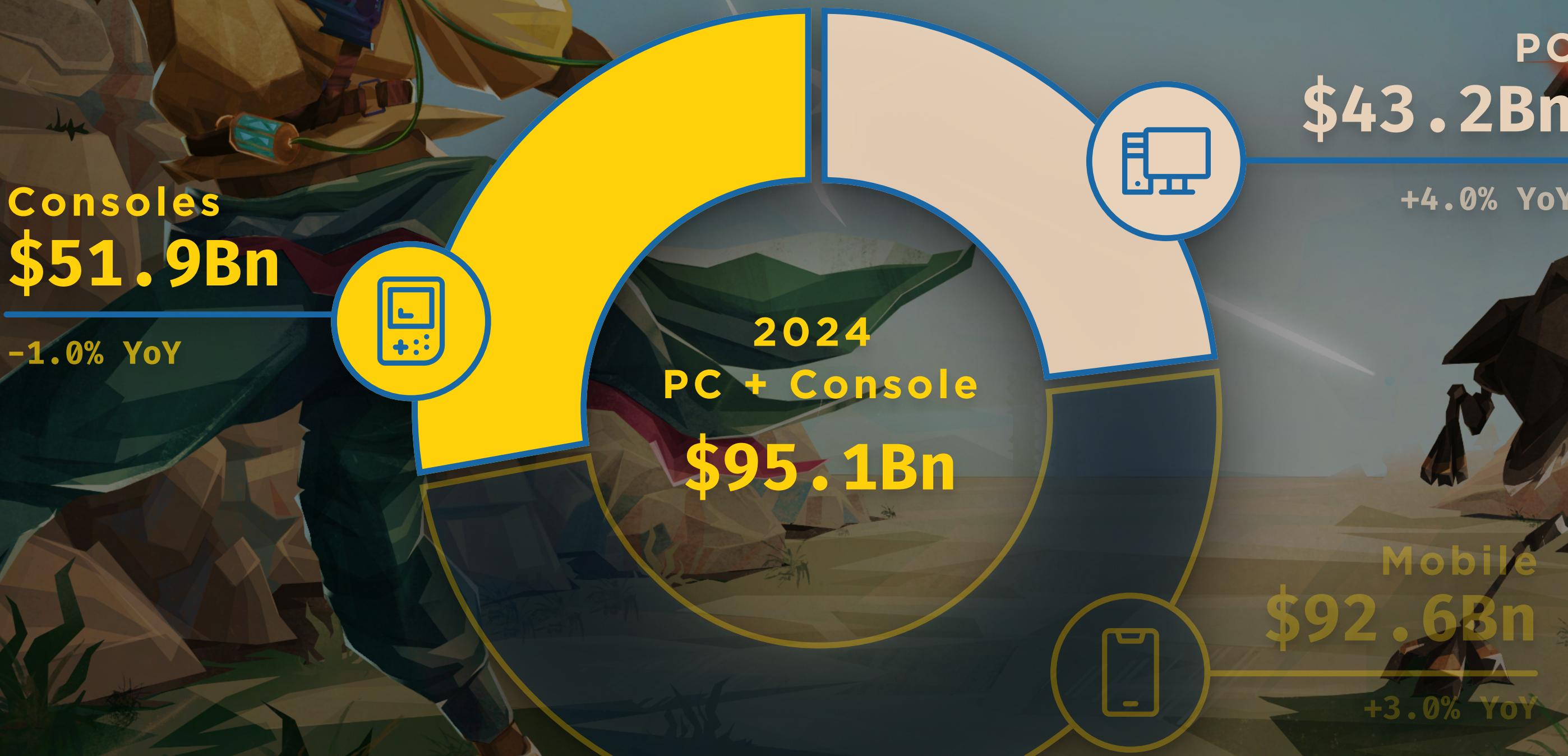
Experience the story unfolding as you **explore** a **wounded world** full of **secrets to uncover**.

A HOPEFUL OUTLOOK IN A POST-APOCALYPTIC SETTING

Even after a disaster caused by **environmental neglect**, humans **haven't lost hope**. Keep moving forward, as you face topics of **resilience** and **sustainability**.

MARKET AND COMPETITION

- The games market is huge. The **total addressable market** for our targeted devices (**PC** and **Consoles**) totals **\$95Bn**.
- “Competition” in games is **beneficial**, as gamers buy **4 to 8 games every year**, and games they like will **drive them to purchase similar ones**.



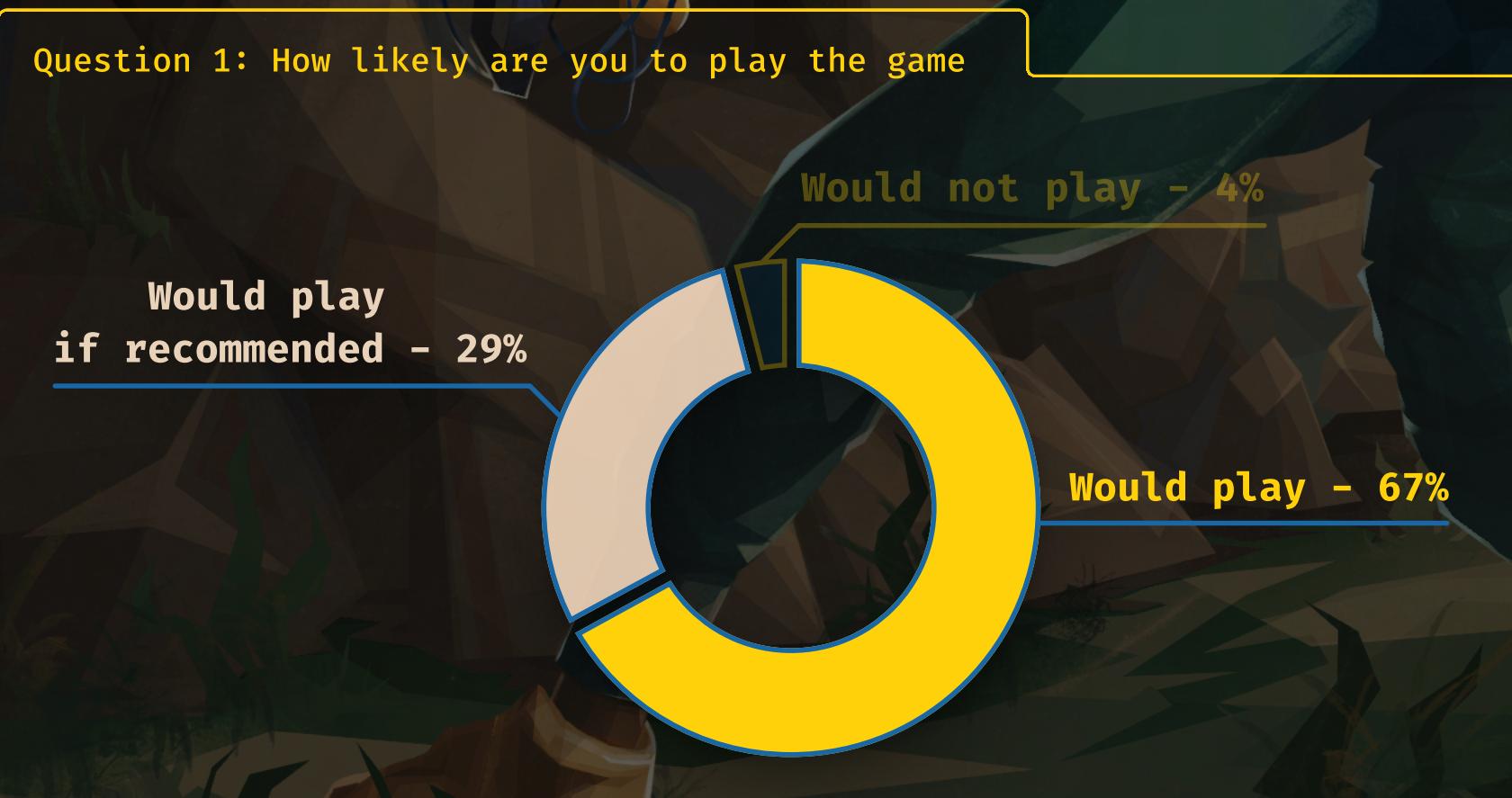
DEVELOPMENT

- Helios started as our **master thesis** project, for which we developed the most complex and risky systems. For this reason, we only need time to scale them, and produce further content.

VALIDATION

- We used the prototype and narrative draft to design a **survey**. The survey aimed to confirm interest from the community in our game, and was **distributed online**.

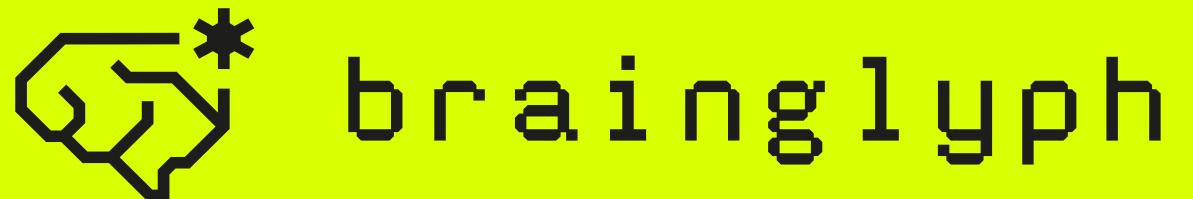
We gathered a total of **849** visits and **624** completions as of October 11th, 2024.



- Further data
- 249 users provided **written feedback** including **game design comments** and **words of encouragement**.
 - 374 users provided their email to **stay updated** on development.
 - 482 users provided their **username** to be **featured** in the game's **credits**.

REVENUE STREAMS

- Games perform well **over long times**, with sales continuing for **years after release** on different markets. **Helios** is aimed to release on major PC marketplaces **Steam** and **Epic Games**, as well as on stores for **PlayStation**, **XBOX** and the **Nintendo Switch** successor.
- **Helios** will be a **premium** game, meaning it will sell for a **fixed price** with no in-game purchases. Other revenue streams include **merchandise** and **digital content** sales (artbook, soundtrack, etc.)
- We plan on expanding the game after release with downloadable content (DLCs) which can either be free or paid.



Our vision is to create plenty of memorable games.

For this reason, we look to grow, re-investing profit from our debut game into the next ones!

Our Team



Giorgio Perri

Co-Founder // Art Director

Giorgio is an art director & front-end specialist with a background in interaction design, who focuses on UI programming and UX design.



Søren Skouvv

Co-Founder // Tech Director

Søren is a developer and technical director with a background in cross-media studies and a deep interest in emergent gameplay and replayability.

Our Advisors



Helena Sokol

Producer @ Flashbulb Games



Stella Vaka

CEO @ Silkroad Studios



Philip S. Wittendorff

CEO @ Trinor Entertainment



Brian M. Nielsen

CEO @ Kaiju Production



Miguel A. Sicart

Professor @ ITU



Søren Lundgaard

CEO @ Ghost Ship Games

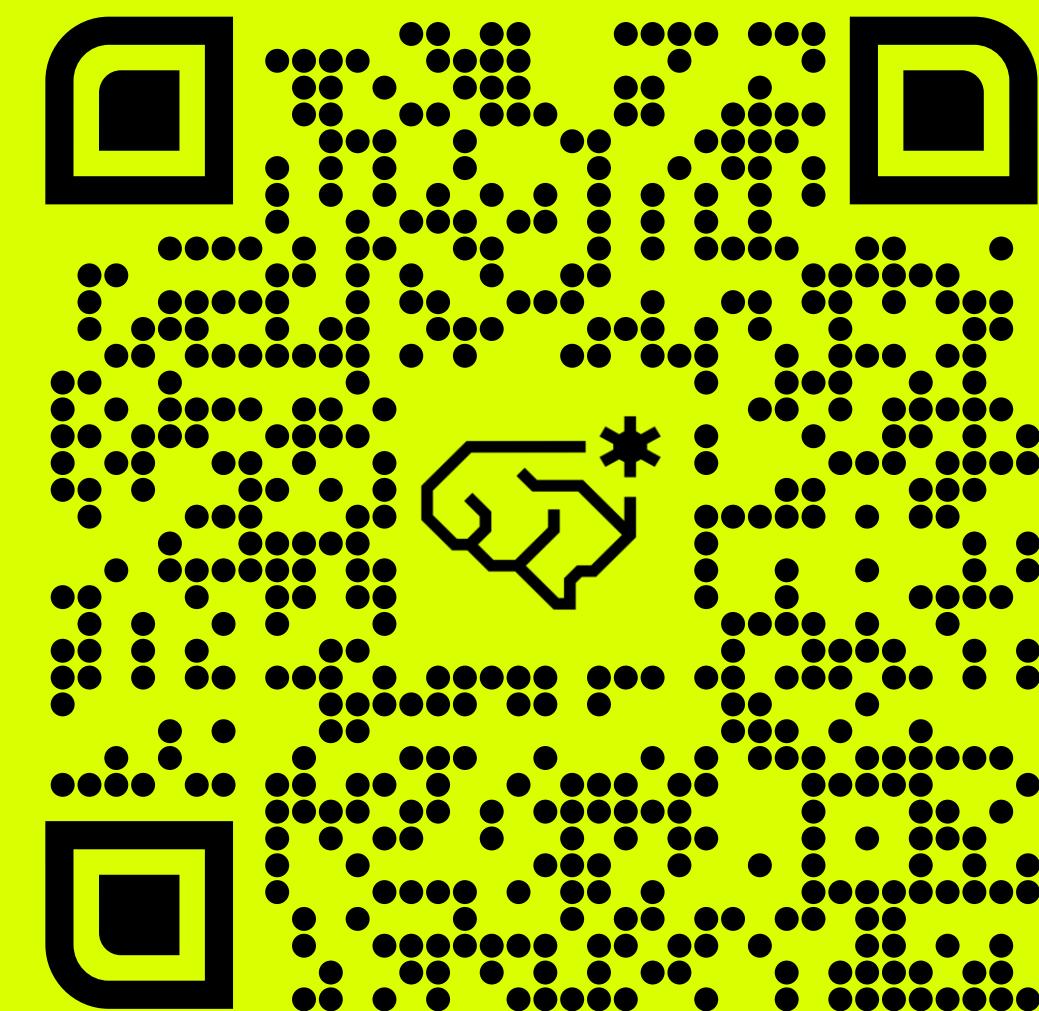
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