

The background features three characters in a dynamic pose against a blue background with radial lines. On the left, a large, orange and white robot with a yellow visor and a red cape is shown from the chest up, holding a large, white, spherical object. In the center, a character with a yellow and blue suit and a blue visor is shown from the waist up, holding a red, bat-like object. On the right, a character with a red and white suit and a red visor is shown from the waist up, holding a red, bat-like object. The title "STAR SCALERS" is written in a large, stylized font across the center. The word "STAR" is in blue with a white outline, and "SCALERS" is in yellow with a black outline. Below the title, the tagline "SPEEDY TO SAVAGE IN SECONDS" is written in a smaller, white, italicized font with a black outline. In the bottom right corner, there is a logo for "SWORDSWIPE STUDIOS" featuring a white sword icon and the text "SWORDSWIPE STUDIOS" in a white, sans-serif font.

STAR SCALERS

SPEEDY TO SAVAGE IN SECONDS

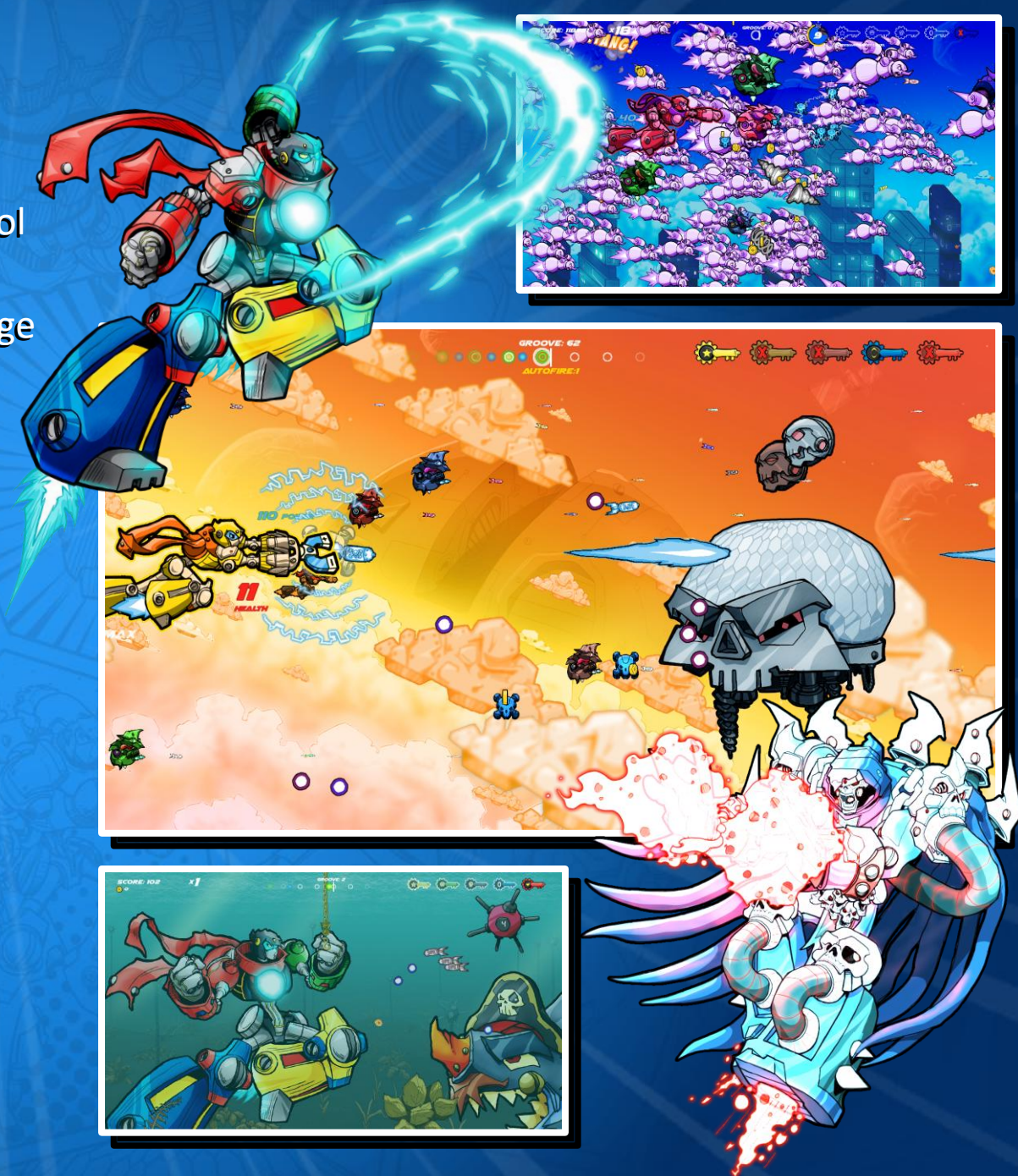


SWORDSWIPE STUDIOS

INNOVATING CHAOS

StarScalers is a high-energy shoot-em-up where players control **Scale Transfiguring Aerial Roboninja (S.T.A.R.) units**, piloted by a race of mecha-dogs who are investigating a strange airborne threat.

- ▶ **Dynamic Size-Changing** – Shrink for speed, grow for power. Any time, all the time.
- ▶ **Powermagnet System** – Use almost anything on-screen as a weapon or trap, including the enemies!
- ▶ **Fight the boss WITH a boss** – Complete optional objectives to unleash the indestructible A-Tron.
- ▶ **Co-op evolved** – Never say die! Earn your way back into the game by assisting your partner as a wing-mutt.
- ▶ **Groove Guard** – Sync your shots to game music – or YOUR OWN – to command Echo Squad.



TOO MANY WAYS TO WIN — ADHD-INSPIRED DESIGN

The game tempts the player with many options for domination. Greed or impatience will result in death, but great rewards await those who learn to filter the noise and focus on one objective at a time. What will YOU prioritize?

- Unlocking the powerful A-tron for a swift boss fight?
 - Star Coins? Buddies? Rings? Enemies? Health?
 - Fueling your ultimate attack?
 - Coins for upgrades?
 - Rescuing wing-mutts?
 - Environmental traps?
 - Using your enemies?
 - Finding your rhythmic groove?
 - Co-op advantages?
 - Survival or Campaign?
- 



PROMOTING CREATIVITY & CONNECTION

StarScalers gives you tools that feel like toys:

Experiment with unbalanced weapon choices!

Weigh the implications of scale, range, damage, and consumption.



Play the music, literally!

Learn the basics of drumming and discover key phrases to remix the game action!



Manipulate the environment with the Powermagnet!

What will you grab, launch, smash, or commandeer?



Partner up with players of any skill level!

Tag team moves, dynamic assists, and healing. Work together to control A-tron!

GROOVE GUARD — SYNC. COMMAND. AMPLIFY.

It's a fully realized game on its own, but you can take it to the next level with a fresh **Zen-based rhythm feature**.

Groove Guard is StarScalers' most expressive layer. Players unlock it when they're ready—then trigger **percussive attacks in sync with the beat**. As your sense of rhythm sharpens, so does Echo Squad—your beat-driven drone crew who mimic your firepower and swarm the screen. The system rewards creative, satisfying timing without prescribed presses or overly strict timing. Rhythm becomes a form of power—not stress.

Turn off the game's music and drop in your own—Groove Guard transforms StarScalers into a **new interactive listening experience**, a genre evolution.



CHECK OUT **GROOVE GUARD GAMEPLAY!** STICK AROUND OR FAST FORWARD TO CATCH A GLIMPSE OF **SURVIVAL LEVEL ONE CHAOS!**



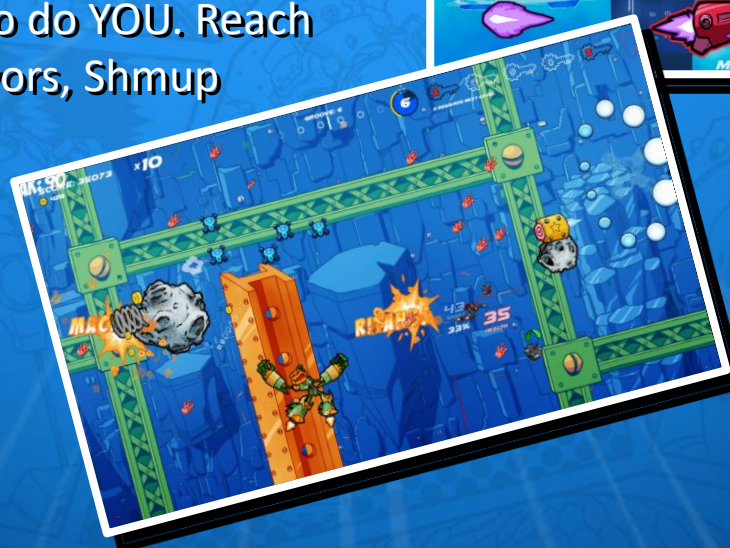
SURVIVAL MODE — FROM UNDERDOG TO TOP DOG

Each stage completion unlocks a **survival remix** with reimagined visuals and randomized enemies / obstacles.

Start weak, build power: earn random **upgrades for every intact objective** upon leveling up.

Farm for coins while **test-driving the abilities** they can unlock to improve your campaign chances.

Endless Chaos: the baddies escalate, but so do YOU. Reach **screen-filling insanity** — it's Vampire Survivors, Shmup Edition!



TARGET AUDIENCE & MARKET FIT

- Fans of fast-paced action
- Shmup enthusiasts seeking fresh mechanics
- Couch co-op fans & casual gamers
- Rhythm-curious players & music lovers
- Kids of all ages who love cartoons, comics, and family friendly mischief
- Dog lovers
- ADHD brains looking for their perfect storm



DEVELOPMENT & PROGRESS

- All core mechanics implemented
- 4 full stages complete, each with 3 unlockable difficulty levels + survival variant
- All menus, tutorials, transitions
- Tons of upgrades, unlockables, customization

Solo Developer: **Doug Pohl** (programming, music composition, design, color, art wizardry, video)
co-founder, creative director of SwordSwipe Studios

Engine: **GameMaker Studio**

Development time: approx. **1 year** (**part-time** development to date)

Target: At least 8 campaign stages, potential bonus levels, unlockable vs. mode
With publisher support, I can polish and expand faster



WHY PARTNER WITH ME

StarScalers is **100% unannounced**, giving publishers an exclusive first-look opportunity

Proven Execution: Bot Gaiden (SwordSwipe Studios) launched on all major platforms

Unique Positioning: A shmup with depth, humor, and accessibility

Innovative Mechanics: Size-changing, powermagnet, groove guard, mecha fights, co-op assist

Charm: Vibrant visuals, thumping soundtrack, and genre fusion appeal



LET'S WORK TOGETHER

- Marketing & Visibility
- Console Porting & Platform Support
- Funding to Accelerate Full Time Development (optional)

BUILD AVAILABLE! CONTACT DOUG POHL: POHLDoug@GMAIL.COM