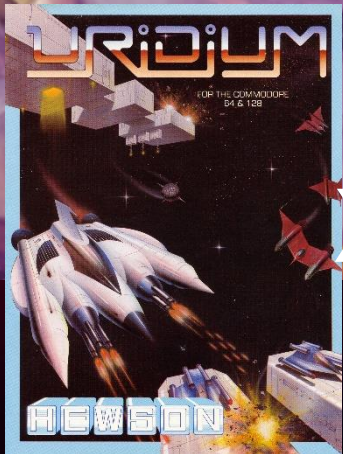


HYPER SENTINEL

FUSION

**A ROGUELITE
NEO-RETRO
SPACE SHOOTER**



X



HUEY

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WHAT IS HYPER SENTINEL FUSION

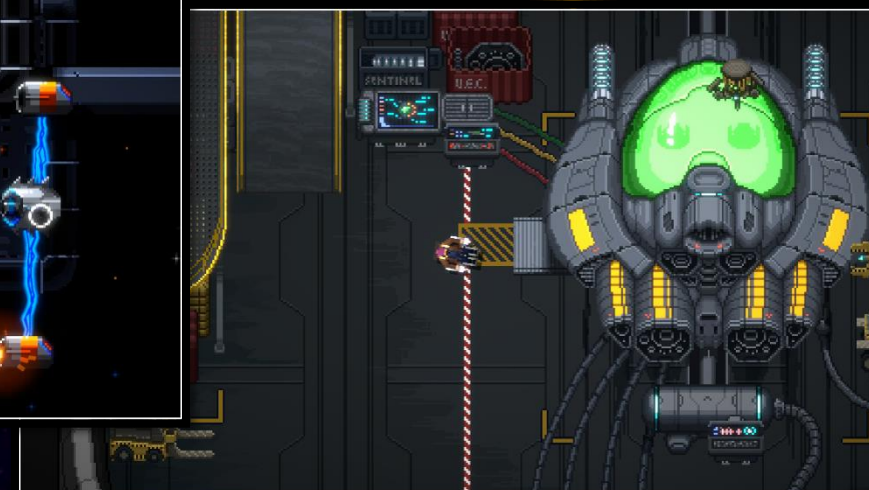
- *Hyper Sentinel: Fusion* is an adrenaline-fueled retro-shooter-roguelite where tactical destruction takes precedent over mindless blasting.
- Ready for full release on PC in Q1 2026.
- Huey Games founded by industry veterans.
- We need **£151,533** to bring *Hyper Sentinel: Fusion* to its full potential.

Gameplay Video:

<https://youtu.be/35GTOi4ZTfM>

Play the Demo: We're happy to share some Steam keys.

Get in touch: Rob@HueyGames.com





CORE GAMEPLAY



HYPER SENTINEL

- Procedurally generated arenas
- Blistering combat based on fast, fluid movement.
- Damage has consequence
- Defeat terrifying bosses and discover awesome ship upgrades.



HYPER DROID

- Explore the Depths of the dreadnaught
- Timed treasure trove
- Each Droid has secondary abilities
- Escape before the Dreadnaught explodes or your droid gets overtaken.



MOONBASE ALPHA

- Return to Moon Base: Alpha after each run.
- Spend currency on and unlock new weapons.
- Space opera soap opera.
- Expandable base



CONNECTED AREAS

DISABLE THE DREADNAUGHT



Damage done to Dreadnaught directly affects your time and capabilities during Droid levels.

PILLAGE THE TREASURE



Approach to the droid level effects power of the ship – has the player chosen to collect resources for meta progression or power ups?

SPEND YOUR BOUNTY



Complete objectives to moves side stories forward

Upgrade ships, collect buffs, create new routes.

Resources collected define what upgrades you can collect.

Upgrades improve your droid abilities.

PILLARS

**Blistering
Arcade Action**

**Slick Controls
Intense Combat
Permadeath
Epic Boss Fights**

**Endlessly
Replayable**

**Different Every Time
Roguelite Upgrades
Synergistic Power-Ups
Story Progress Tied to
Replay Loop**

**Meaningful
Choices**

**Choices on the move
Narrative choices
influence gameplay**

Neo-Retro

**Retro Lineage
Arcade Reimagined
Beyond Your Memories**



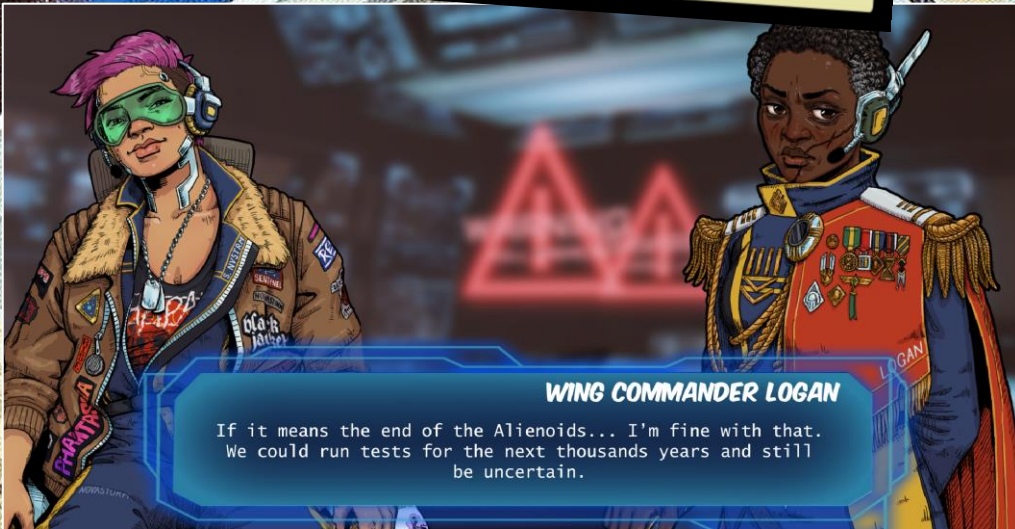
MOONBASE HUB

WELCOME TO MOONBASE: ALPHA, HOME TO EARTH'S LAST HOPE – THE IQT DRIVE, AN UNTESTED, HIGH STAKES EXPERIMENT.

WHEN THE SENTINAL FIGHTER IS INEVITABLY SACRIFICED IN BATTLE IT SENDS A SIGNAL BACK HOME – TRIGGERING THE IQT DRIVE.

THE RESULTING TIME FLUX DETONATION PROPELS THE MOONBASE, THE SENTINAL FIGHTER, AND THE LIVES OF THOSE WITHIN BACK THROUGH THE FABRIC OF PARALLEL UNIVERSES, TO THE DAWN OF A NEW DAY TO START THE FIGHT ANEW.

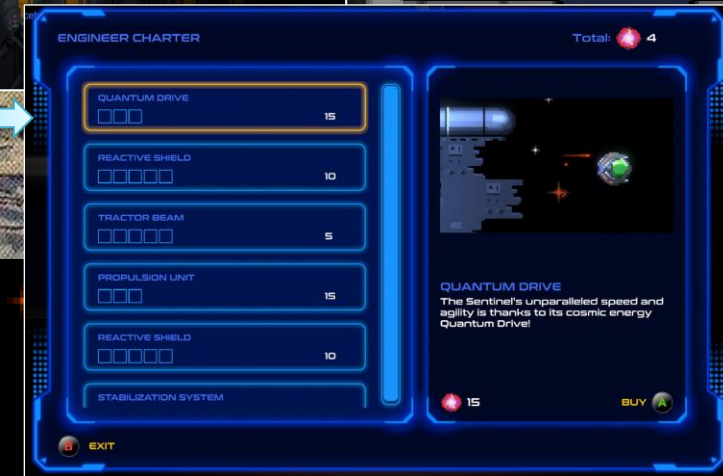
Wake up at the end of every run in Moon Base: Alpha, ready to start the fight again. Explore the expandable Lunar Base in Stella's hover chair.



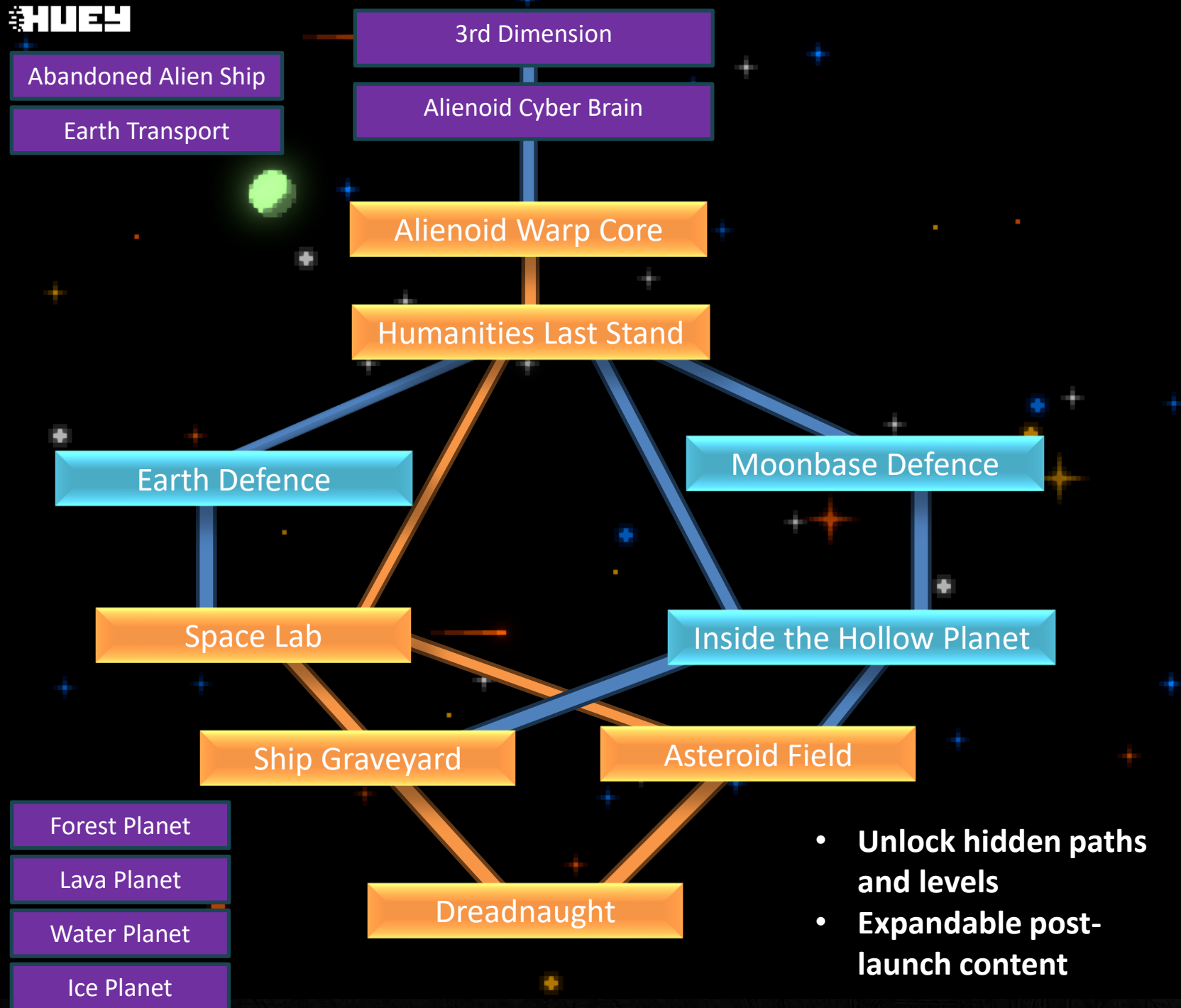
WING COMMANDER LOGAN

If it means the end of the Alienoids... I'm fine with that. We could run tests for the next thousands years and still be uncertain.

- Talk to characters to unlock extra upgrades and move their stories forward.
- Complete sidequests to earn the trust and respect of your friends.
- Turn the spartan military base into a comfortable home to unlock in game buffs (e.g buy a coffee machine and use it for a slight speed bonus.)



- Upgrade your ship, buy weaponry and expand the base.



Ship Graveyard Concept

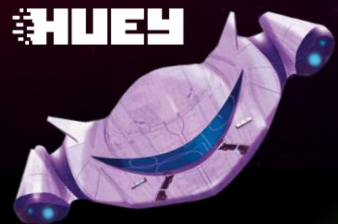


Forest Planet Concept



Asteroid Field Concept





MARKET POSITION

High Narrative

No Meta Progression



Price Point: £20 / \$25 / €23.50



Low Narrative



TARGET AUDIENCE



Steam Units Sold: 319k
Steam Gross: \$3.3m



"Neo-Retro Executed to Perfection"
8/10 – Nintendo Life



Steam Units Sold: 143k
Steam Gross: \$1.6m

Retro Gaming Fans:

- Hyper Sentinel sold 75k units (self published, shmup only)
- HS2 Fuses Uridium with Paradroid

Roguelite Fans:

- Fresh take on the Roguelite genre
- Meaningful choices create endless replayability.

Narrative Fans:

- Narrative elements and human characters help broaden the appeal.

MARKET RESEARCH



Steam Units Sold: 208k

Steam Gross: \$2.1m

Currently in Early Access

Relevant tags: 2D, Action, Action Roguelike, Action RPG, Arena Shooter, Bullet Hell, Colourful, Ine, Retro, Roguelike, Roguelite, Shoot 'Em Up, Shooter, Space

96.2% Positive Reviews:

- 'Galaga roguelike that has major replayability. they keep giving updates and say there will be a campaign mode, but honestly the endless mode is awesome..'
- Very fun and addictive game. So much replayability, difficulty adjustment, weapon, upgrade and enemy variety..

Avg Playtime: 78.1 hrs

***2023 Peak concurrent players:** 606

Release Year: 2019

****Hours watched ('23):** 117,248



Steam Units Sold: 7.4m

Steam Gross: \$125.4m

Also available on Switch, PS4 / 5, Xbox S / S / One

Relevant tags: Action, Action Roguelike, Action RPG, Difficult, Indie, Perma death, Replay Value, Roguelike, Roguelite, Story Rich

98.5% Positive Reviews:

- 'Even if you do not like roguelikes, this game is worth trying. Game play, art style, and story are very good. I can't wait for Hades 2.'
- 'It is indeed complete package. Brilliant characters, neatly constructed plot and enjoyable gameplay with the classic "easy to play, hard to master" aspect to it.'

Avg Playtime: 67.7 hrs

***2023 Peak concurrent players:** 16,903

Release Year: 2019

****Hours watched ('23):** 3,607,828



Steam Units Sold: 769k

Steam Gross: \$2.2m

Also available on Switch, IOS

Relevant tags: 2D, Action, Action Roguelike, Arcade, Bullet Hell, Gun Customization, Pixel Graphics, Roguelike, Roguelite,, Shoot 'Em Up

92% Positive Reviews:

- 'Classic ic bullet hell, millions of enemies trying to take you down :) Bunch of weapons upgrade, characters and synergies
- 'Very nice game, with lots of nice power-up synergies.'

Avg Playtime: 21.2 hrs

***2023 Peak concurrent players:** 3222

Release Year: 2023

****Hours watched ('23):** 137,317



Steam Units Sold: 952k

Steam Gross: \$1.1m

Relevant tags: Exploration, Twin Stick Shooter, Bullet Hell, Top Down, 2D, Nonlinear, Top-Down Shooter, Shooter, Shoot 'Em-Up, Retro

98% Positive Reviews:

- 'A fun game that mixes a strange combo of genres but it works really well'
- 'This is such a 'me' kind of game. I loved the pacing, difficulty, and length. It's a perfect little adventure that compelled me to want to keep exploring further and further as it perfectly doled out new upgrades and abilities to do so.'

Avg Playtime: 5.3 hrs

***2024 Peak concurrent players:** 1367

Release Year: 2024

****Hours watched ('23):** 660

Nova Drift, while still in Early Access, is demonstrating an audience for roguelite shoot-em-ups, a sub genre which is less crowded than others.

All stats, unless otherwise stated, are from VG Insights
 *2023 Peak Concurrent player stats obtained from SteamDB
 **Hours watched ('23) stats obtained from SullyGnome



FUNDING RECEIVED TO DATE:



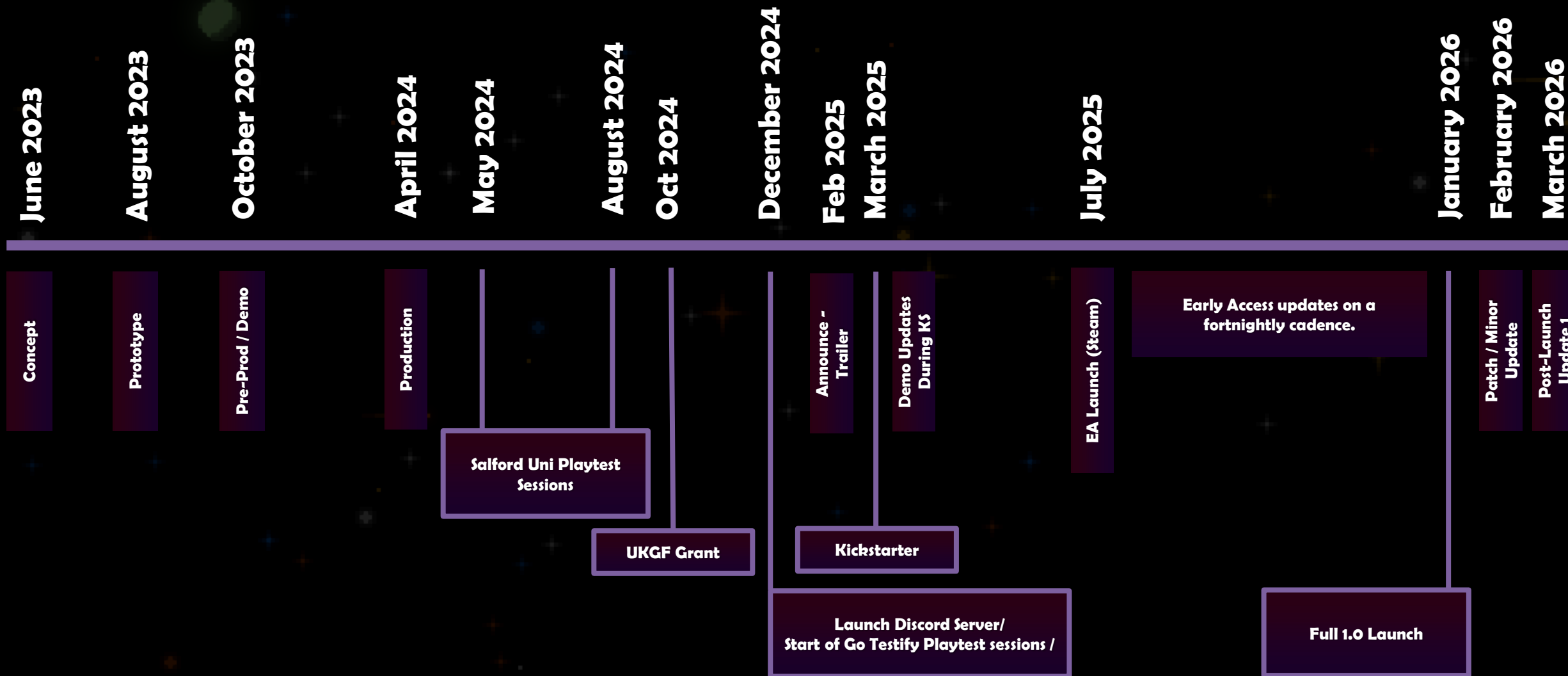
UK Games
Fund

£102,371

We received a £102,371 grant from the UKGF in September 2024.



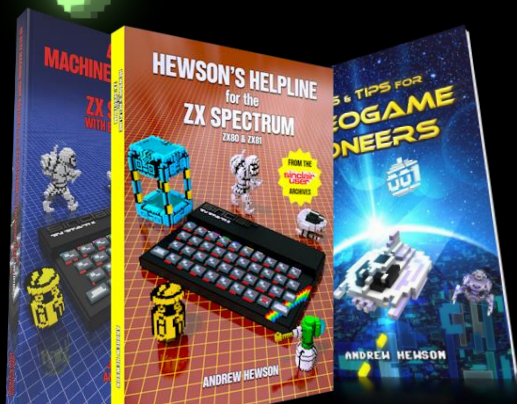
PROJECT TIMELINE





KICKSTARTER

We have successfully run 20 **KICKSTARTER** campaigns



3 Books



15 USB Cassette Games



1 Original Game

- Metrics indicate we can confidently raise £30,000 to £50,000
- We have raised a total of almost £200,000 on Kickstarter, including £21,000 for Hyper Sentinel in 2017 when our Kickstarter following was much smaller.
 - A Kickstarter would also be a good chance to start building a community for the game.



MANAGEMENT TEAM



Rob Hewson, CEO & Creative Director

- 18 years as Lead Designer, Game Director, CEO



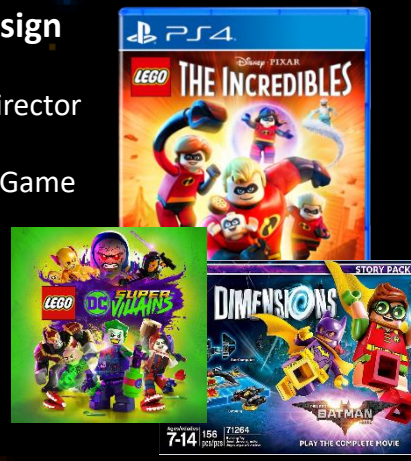
John Ogden, CTO

- 23-year industry veteran
- Worked on every console generation since the original PlayStation
- Led technical teams in all aspects of video game development



Peter Gomer, Head of Design

- BAFTA nominated Game Director
- 17 years as Lead Designer, Game Director, Head of Design



Andrew Hewson, Chairman

- Founder of 80s & 90s hit game publishers
- Founding Chairman of UKIE (the UK trade body)
- Trained accountant
- Serial entrepreneur & business advisor



Plus a team of talented and passionate developers

SMART PORTING POWERED BY **HUEYCORE**



KONAMI



Our Partners:

Our proprietary HueyCore™ porting technology means we can complete ports to ALL consoles (Switch, PS5 and Xbox Series) efficiently and cost effectively following a successful PC launch.

THANK YOU

HYPER SENTINEL

FUSION

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