RED / SHIFT

0x13

OX13
THE SHATTERED REALITY

ROM

Link to Red/Shift Website

IN

RED / SHIFT

GAMEPLAY

OVERVIEW

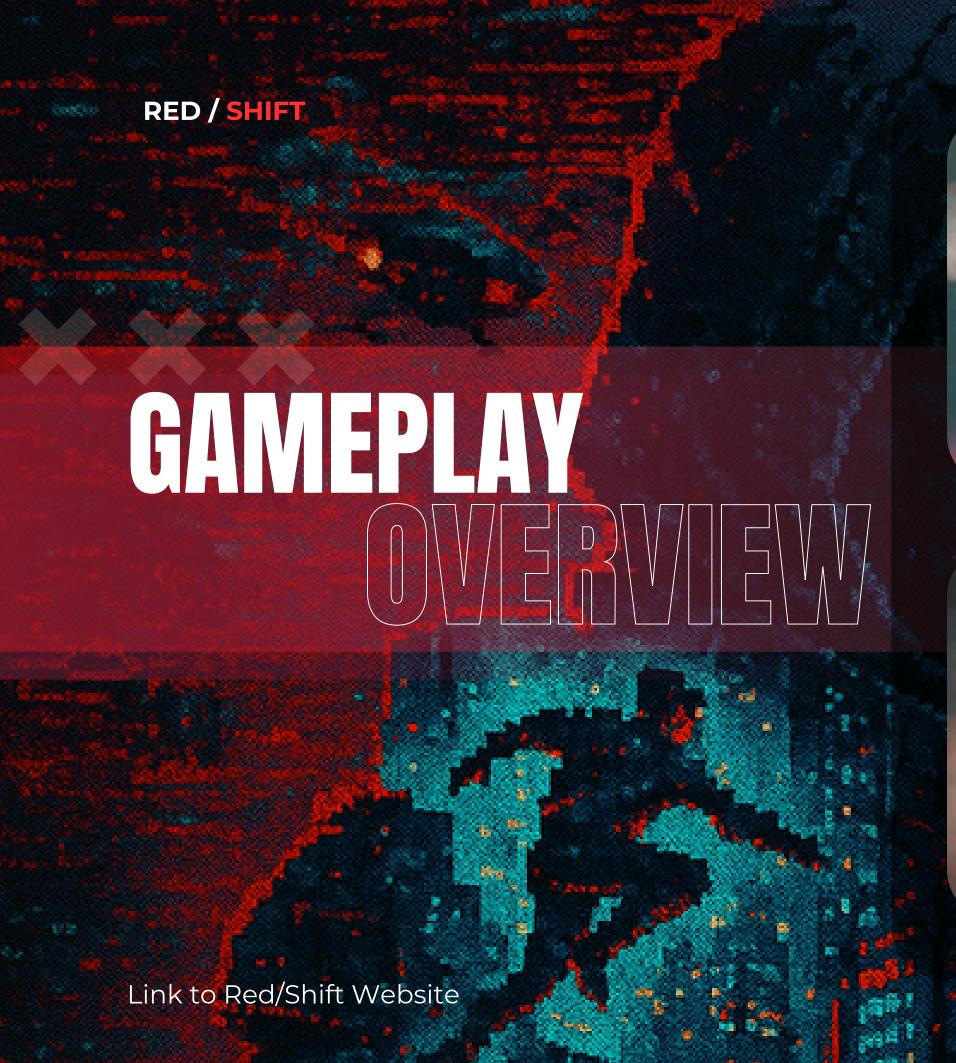PRESENTED BY MUHAMMET ÖZDEMIR

0x13: The Shattered Reality is a **fast-paced action adventure** set in a futuristic **cyberpunk** world where combat, traversal, and reality-shifting merge into one experience. Players engage in fluid **melee and ranged** encounters that emphasize timing, precision, and creativity, chaining together combos, counters, and finishers against both human and corrupted enemies. Every confrontation feels dynamic and cinematic, rewarding **skillful play** and adaptability.

Traversal is just as central as **combat**. The player can **free run** through the dense cityscape, vault across rooftops, climb vertical structures, and weave seamlessly through neon streets with full parkour freedom. The environment is built to encourage **momentum** and creative navigation, turning the act of moving into an empowering part of the gameplay loop.

The defining feature is the **Shattered Dimension**, a parallel version of the world that exists side by side with reality. At any moment, players can shift between dimensions, instantly altering the environment around them. This mechanic not only reveals hidden paths and alternate routes, but also reshapes combat, exposes new threats, and introduces puzzle-solving opportunities. Success requires mastering both realities, blending combat and movement across two interconnected layers of existence. The Shattered Dimension also drives a **dynamic narrative** where player actions influence how characters, factions, and the world itself evolve across both realities, ensuring every playthrough feels unique and personal.
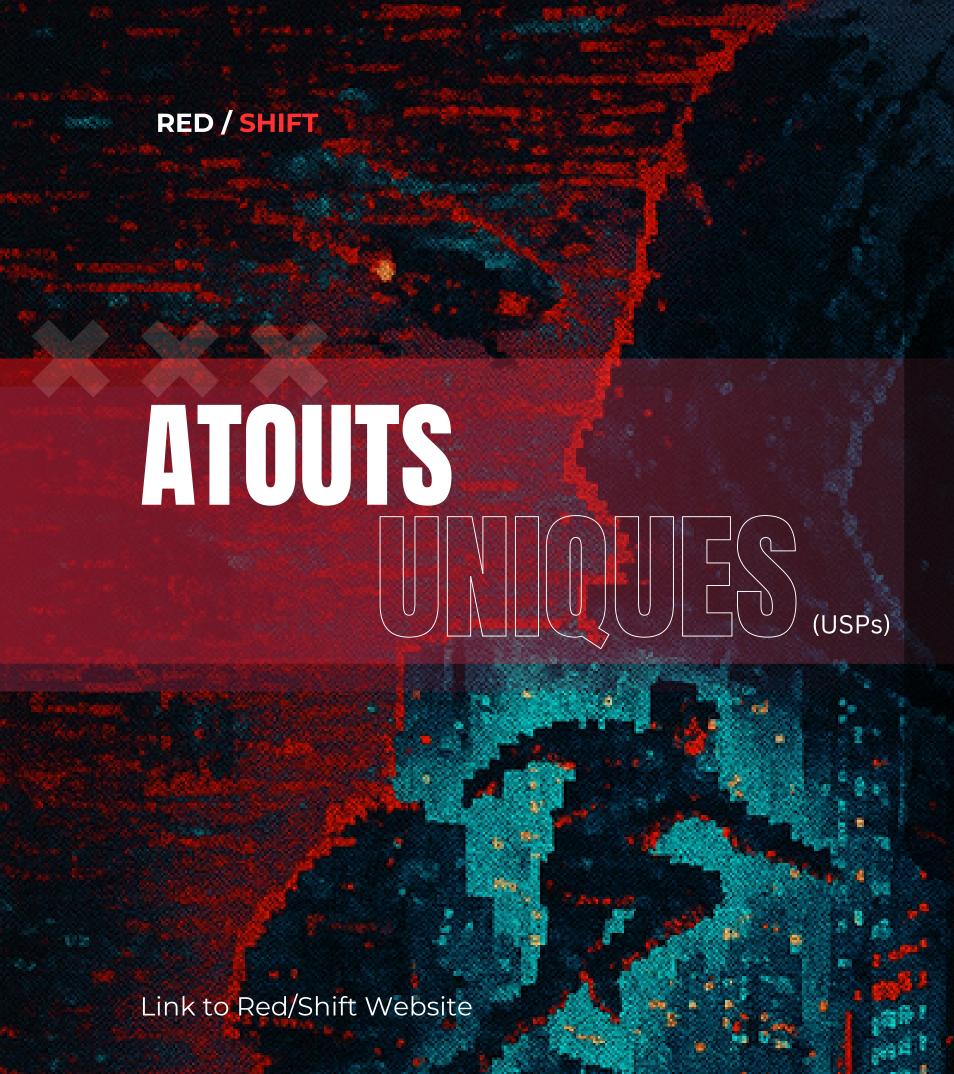
The combination of **visceral combat**, **high-speed traversal**, and **dual-world** strategy creates an immersive experience where every encounter can be approached in multiple ways. **0x13: The Shattered Reality** challenges players to think fast, move fluidly, and adapt to a world that is never stable, pushing the action adventure genre into bold new territory.

Link to Red/Shift Website

RED / SHIFT

GAMEPLAY OVERVIEW

Parkour in Action

CLEAR THE ENEMIES AND CLOSE THE RIFT
• ENEMIES TAKEN DOWN (5/7)

Combat in Action

Link to Red/Shift Website

ATOUTS
UNIQUES
(USPs)

Unique Selling Points of 0x13

The **Shattered Dimension** lets players navigate and fight across two realities simultaneously, offering unprecedented depth and strategy.

Player actions and choices **dynamically** reshape characters, factions, and the environment, creating a living, evolving world.

The game combines fluid, **cinematic** combat with unrestricted vertical movement in a fully integrated cyberpunk cityscape. Hidden paths, puzzles, and secrets exist across interconnected realities, rewarding creative thinking and mastery of both worlds.

The world is a visually striking, neon-drenched cyberpunk city where every element, from environments to enemy behavior, **adapts** to player decisions.

MOMENTUM &
VALIDATION

PRESENTED BY MUHAMMET ÖZDEMIR

COMMUNITY IS THE KEY

- **Prototype Progress**: Core combat, parkour, and Shattered Dimension mechanics fully implemented and tested.

- **Positive Playtests**: Early testers praise fluid combat, immersive traversal, and innovative dual/world gameplay.

- **Community Interest**: Rapidly growing fanbase on social media and forums, showing strong engagement.

- Industry Recognition: Featured in indie showcases and demo events, receiving enthusiastic feedback, also opted in for Steam Next fest.

- Next Steps: Early access release planned to expand dynamic storytelling, refine gameplay, and gather player insights.

COMPETITIVE EDGE

BE UNIQUE

- **Dual-World Gameplay**: Unlike most action-adventure titles that take place in a single reality, 0x13's Shattered Dimension allows players to navigate and fight across two interconnected realities, offering deeper strategy and exploration.

- **Dynamic Storytelling**: Many competitors rely on linear narratives; in 0x13, player choices actively shape characters, factions, and the world, creating a unique experience every playthrough.

- **Fluid Combat & Parkour**: While other games separate traversal and combat, 0x13 integrates cinematic melee combat with unrestricted freerunning across vertical cyberpunk environments for seamless gameplay.

- **Replayability & Depth**: Unlike linear action games, hidden paths, puzzles, and dual-world mechanics reward creative thinking and mastery, encouraging multiple playthroughs.

- **Immersive World**: Compared to competitors with static environments, 0x13's neon-drenched cyberpunk city reacts dynamically to player decisions, making every encounter and exploration feel alive.

PRESENTED BY MUHAMMET ÖZDEMIR

Link to Red/Shift Website

PRODUCTION TIMELINE

Q325 — Core mechanics development including combat, parkour, and Shattered Dimension.

Q425 — Prototype playtests, early feedback collection, and gameplay iteration.

Q126 — World-building, level design, and implementation of dynamic story systems.

Q226 — Closed beta testing, bug fixes, balancing, and polish.

Q326 — Early Access release, marketing push, and community engagement for final feedback.

Q426 — Post-launch updates, expansion of story content, and additional dual-world features.

PRESENTED BY MUHAMMET ÖZDEMIR

TEAM
MEMBERS

Ali Naderi
IT Engineer | Game Developer
- 5 years of game development experience
- Professional experience in Iran's computer game and cinema industry
- Worked on projects including the Iranian film "Ghorbaghe"
- 4-time winner of Iran's Best Video Game and VFX Developer award (2016–2020)

Muhammet Özdemir
Marketing Manager | SaaS Specialist
- 4 years of experience as Marketing Manager at Branch Fördermittel and Zuschüsse in Germany
- Achieved recognition in the Top 10 Best SaaS Company Managers in Germany
- Expertise in driving marketing strategies, growth, and brand visibility in the SaaS sector

PRESENTED BY MUHAMMET ÖZDEMIR

Challenges and Key Needs

- **Marketing Budget**: At least **€350,000** required to execute an effective campaign, build awareness, and reach the target audience.

- **Motion Capture Studio**: A minimum of **€100,000** needed to enhance animations and deliver high-quality cinematic combat and parkour sequences.

- **Publisher Connections**: Access to **publisher networks** is essential to provide the game to journalists, streamers, and influencers for coverage and exposure.

- **Development Funding**: Additional resources may be needed for **team expansion**, software licenses, and outsourced art, audio, or coding.

- **QA and Testing**: Budget required for quality assurance, bug fixing, and thorough playtesting to ensure a **polished** release.

- **Server and Backend Costs**: Necessary for any **online features**, cloud hosting, or multiplayer infrastructure.

- **Localization**: Translating the game to **multiple languages** to reach a global audience.

- **Legal and IP**: Covering **trademarks, copyrights, contracts,** and publishing agreements.

- **Contingency**: **Reserve funds** to handle unexpected costs and ensure smooth production.

ELEPHANT IN THE ROOM

PRESENTED BY MUHAMMET ÖZDEMIR

Link to Red/Shift Website