

ASTRAY STAR

The lanes went dark. The fleet sails on.

ROGUELITE FLEET AUTO BATTLER · PC · MOBILE

Buy your fleet with cards, deploy it on a 3D grid, and watch the battle unfold.

PITCH DECK · 2026.11

NEONPHASER

01 At a glance

A fleet auto battler built on a battle of reads — read the enemy fleet and counter it — fought in 3D space with an up and a down.

GENRE

Roguelite fleet auto battler

MODES

4-player FFA · Duel (1v1) · Team (2v2)

MATCH

4P up to 13 rounds · ~25 min / Duel ~15 min

CONTENT

40 units · 16 specialists · 100+ cards

PLATFORMS

PC (Steam) · Mobile (iOS · Android)

LANGUAGES · ENGINE

KO · EN · JA · ZH (Hans · Hant) · RU / Unity 6



Title screen — in-development Unity build

CORE LOOP

02 The core loop

01

Buy cards with supply

Each round's supply buys squadron and reinforcement cards.

02

Deploy on a 3D grid

Place squadrons on a layered grid and flank around the front line.

03

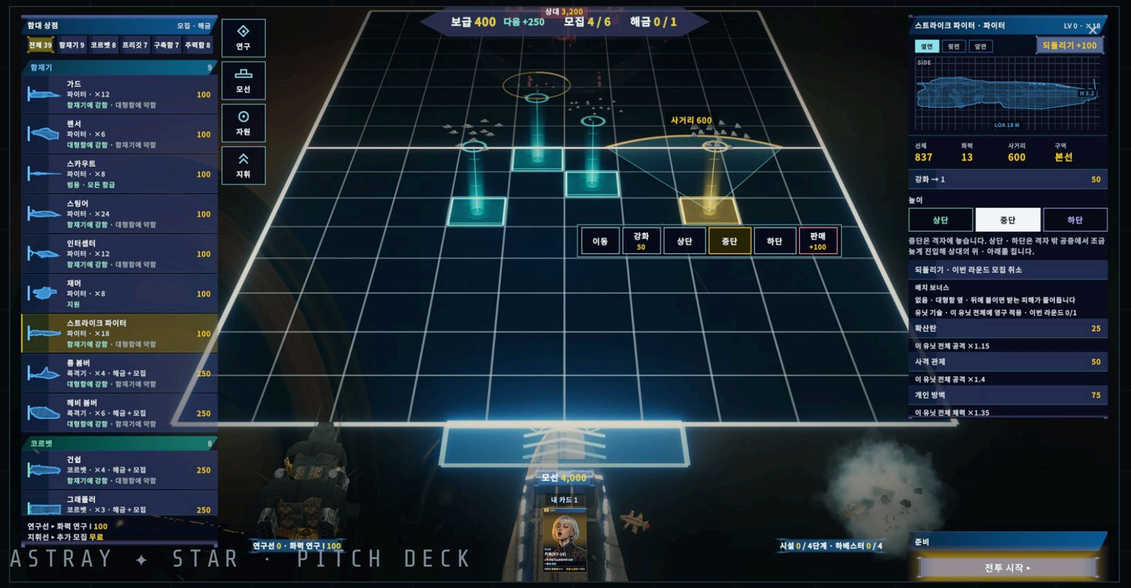
Auto battle

Hundreds of ships clash in real-time 3D. Deterministic: the same input, the same result.

04

Read and counter

Read the result and the enemy fleet, then reshape your next deployment.





03 What makes it different

We add two things to the auto battler.

CORE 01 · ROGUELITE

Every match is a new expedition

The same start becomes a different fleet every time, depending on your choices. Command beats luck.

CORE 02 · Z-AXIS

A battlefield beyond the plane

3D deployment above and below lets you slip past the front line into the rear.

THE RESULT

Won by reads

You win by judgment, not click speed — and hundreds of ships fighting on their own make it a joy to watch.



04 In-game screenshots



Battle — carrier wing engagement



Specialist select



Opening cutscene



Mobile — prep screen (2400×1080)

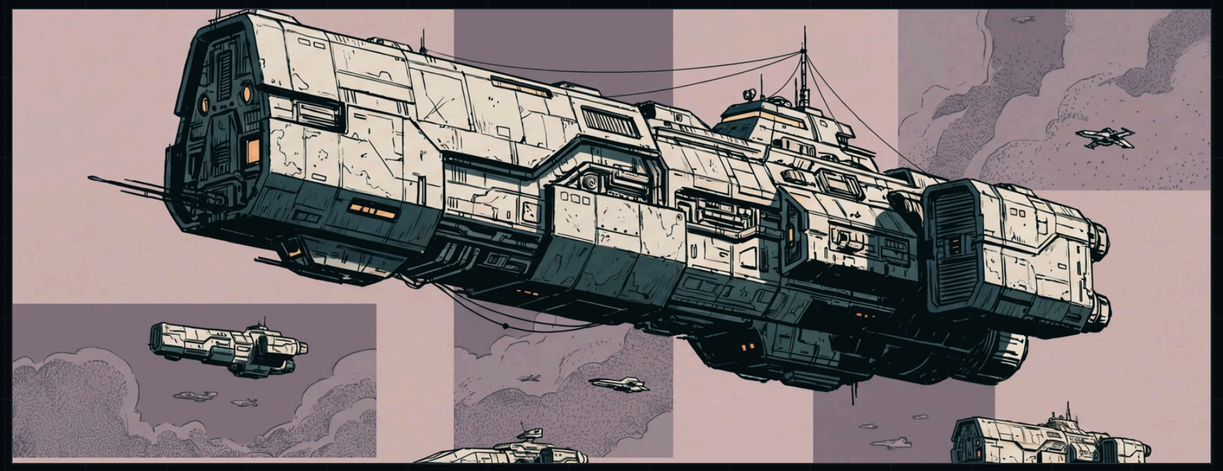
Captured straight from the in-development Unity build. No compositing or mock-ups. Subject to change.

05 World & art

The star lanes have gone dark. Lost fleets fight over Lanterns that flicker back to life.

- No villains — everyone just wants to go home.
- Quiet grand fleet battles over sunset planets, in a silent vacuum.
- 2D in dense linework, flat color and blocked backgrounds; battles in 3D; a HUD like a bridge console.





06 Audience & platforms

AUDIENCE

Who it's for

- Fans of space fleet battles
- Auto battler players
- Real-time strategy players

PLATFORMS

PC and mobile

- PC: Steam
- Mobile: App Store · Google Play
- One project, PC / mobile quality tiers

ONLINE · FOUNDATION BUILT

Online play

- 4-player · duel · team (co-op) matchmaking, friend invites, records · MMR
- PC · Mac · mobile cross-play
- Deterministic: only deployments travel and the host's game judges, so servers stay light

Built for five game languages (KO · EN · JA · ZH Simplified · Traditional), with Russian web material. Matches run 15–25 minutes; empty seats are filled by challenging CPU opponents.

07 Progress & roadmap

DONE

Rules · balance

Versus rules, unit and card data

DONE

Battle system

40 unit types, real-time 3D deterministic battles

DONE · BASE

Online play

4P · duel · team matchmaking, friend invites, cross-play

NOW

Unity first prototype

Challenging CPU opponents; playable build available

NEXT · IN REVIEW

Steam page

Opens as soon as review is done (~2-month wait)

WITHIN 1 YEAR

Demo · Next Fest

Public demo and Steam Next Fest

WITHIN 1 YEAR

Early Access

Online play, after live tests with many players

LATER

Ranked · story

MMR ranked, roguelite expeditions (in concept)

Mobile follows once PC is stable, with cross-play on the same servers.

08 Team

TECHNICAL SOUND DESIGNER · 10+ YEARS

Hanmin Jung

- 10+ years as a technical sound designer on large game projects: live MMORPG, large-battle MMORPG–RTS hybrid, FPS, TPS and global live mobile
- From sound creation to engine implementation (FMOD · Wwise · MetaSounds, Unity · Unreal), production pipelines and quality control; sole sound designer through the launch and live cycle of a Steam Early Access title
- Years of designing sound systems around what players hear and how they decide
- AstrayStar is his first step as a game designer: he designed its rules and balance, 40 units and 100+ cards, and the deterministic battles himself

CREDITS

Lost Ark · Black Vultures: Prey of Greed · Kingdom Under Fire II · Hunter's Arena: Legends · Spiritwish · Time Takers

EXPERTISE

Interactive audio (FMOD · Wwise · MetaSounds), sound design and mixing, Unity · Unreal, production pipelines and automation

PROFILE

www.hanminjung.com

Built together with collaborators in each field.

09 What we are looking for

Publishing

Global marketing and store ops, localization QA, community management, console ports after PC launch

Development funding

To strengthen art, VFX and server staffing through launch. Amount and terms on request

Showcases · events

Game events and online showcases in Korea and abroad, timed with the demo

IP partnerships

Licensing and collaborations; a new title with another IP on the same battle foundation

Free to play · cosmetics-driven · no pay-to-win. A playable prototype build is available.

admin@astraystar.com

astraystar.com/contact

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