



SPACE BOAT

Space Boat (Game Pitch)

[PRE-ORDER](#)[FULL GAME](#)

Coming 10.02.2025

★★★★★ 9136 Ratings

Pre-Order \$19.99

 \$19.99
\$16.99

Recombobulator
GAMES



Users Interact
Digital Purchases
Unrestricted Internet

GAME PITCH



WELCOME
TO THE
Jelly Shore
BOARDWALK



1 Player

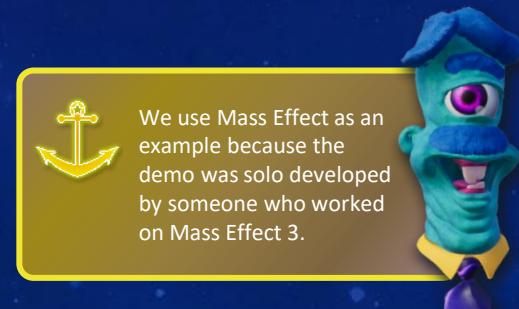


36.6GB



ELEVATOR PITCH

Mass Effect style choose-your-own narrative meets
Muppets in Space visuals with modernized Monkey Island gameplay.





PREFACE

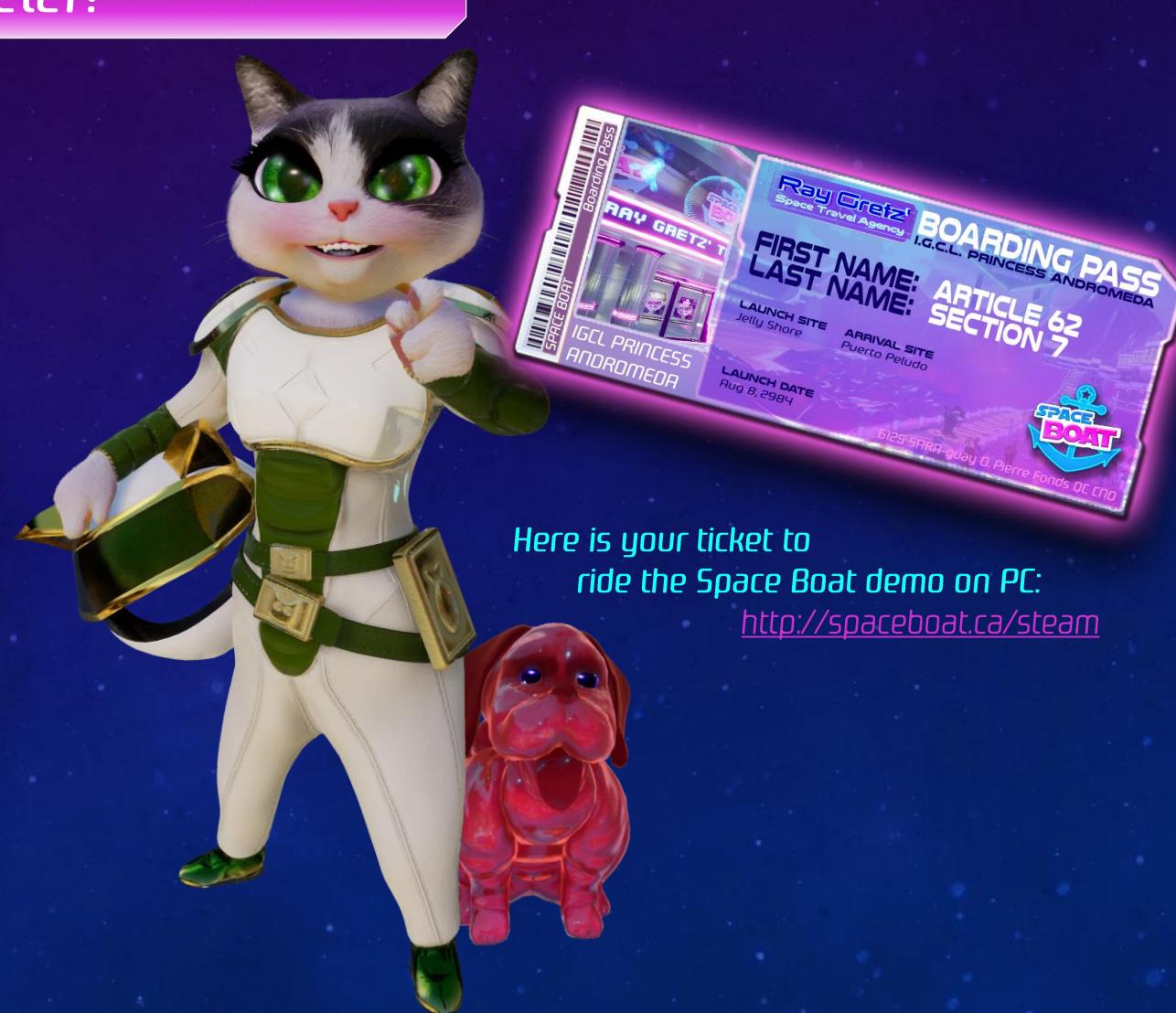
Hello there, space traveler!

Greetings from
Recombobulator Games!

Thank you for taking the time
to view our game pitch!

Space Boat is a project near
and dear to our hearts.

The Demo is currently available
on Steam, Xbox, and
PlayStation!



Here is your ticket to
ride the Space Boat demo on PC:
<http://spaceboat.ca/steam>



GAMEPLAY

1. Game Pillars



Travel the galaxy and meet the locals.



Customize and Collect.



Solve puzzles and cosmic mysteries.



Play mini-games and activities.

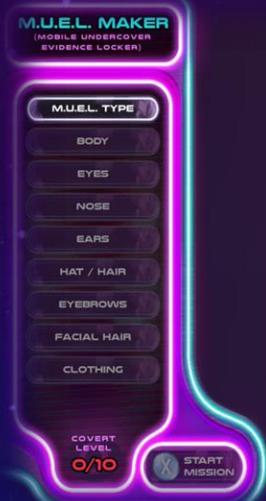
Space Boat is an investigative narrative adventure.

While exploring this bizarre universe, players will speak to wacky NPCs, find key items, customize their suit, take note of important clues, and take part in fun activities. Players will unlock new dialogue options, enjoy story-driven cinematics, and solve puzzles that will help advance the main plot.



GAMEPLAY

2. Customization



Space Boat's customization allows for **creative expression** as well as the choice to select **unique pre-made suits**, all while maintaining the idea that you are a **covert space cat detective**.

Additionally, **collectible suit unlocks** will promote exploration and completionism as well appeal to the creative crowd through an **in-game camera**.



GAMEPLAY

3. Unique Investigation Mechanics





GAMEPLAY

4. Activities and Mini-Games



From simple timing challenges to full on racetracks.



There's never a dull moment in Space Boat since it's filled with **mini-games** and **fun activities**. Sometimes you'll have to run through an electrical gauntlet, other times you'll take part in an underground racetrack, or you might simply want to try out a pinball machine. There's a slew of carnival rides to try out too! You're never stuck doing the same thing.



GAMEPLAY

5. A New Player Experience



Classic adventure games like *Space Quest* and *Monkey Island* serve as the main influence for Space Boat, but Space Boat follows the trend of modern narrative adventure games like *Life is Strange* and *Mass Effect*, with a game controller-friendly exploration and more interactive design.



GAMEPLAY

6. Overview of Future Features



Animal
companions.



Party members
with side missions.



Item collection.



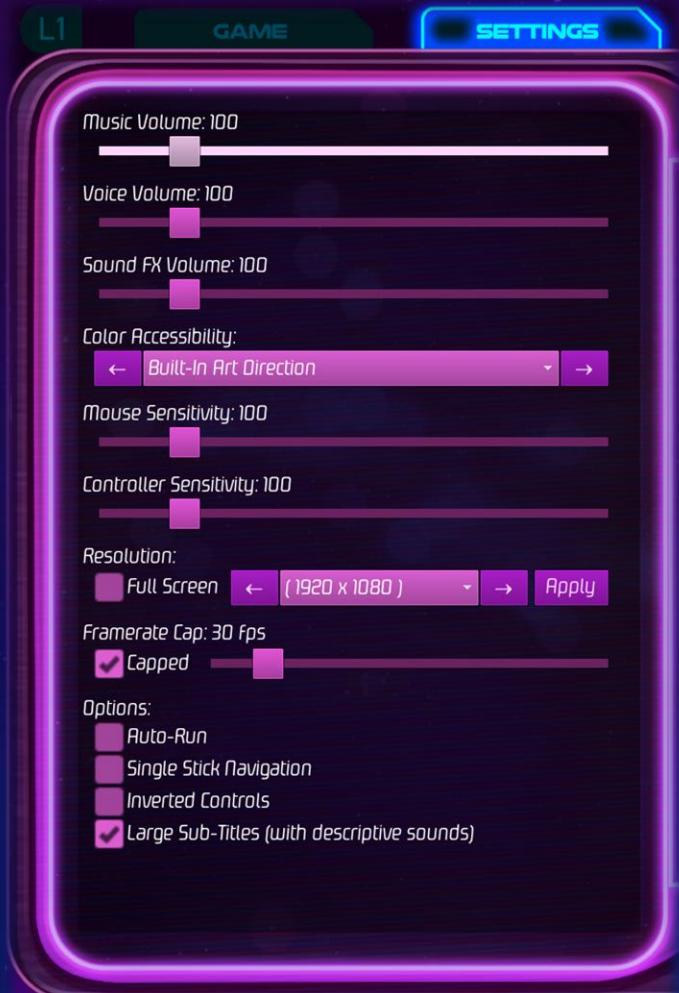
More mini-
games.

There are several more features planned for Space Boat that haven't been implemented in the demo despite there being hints of them. These include animal companions, party members, collectibles, and of course more mini-games.



GAMEPLAY

1. Accessibility



Did you know that Space Boat's current solo developer is also a **triple amputee**? We take accessibility seriously and are actively making it accessible to as many players as possible.

At the base, the art direction, voice acting, and simple controls makes Space Boat more accessible than most games, but members of accessibility groups have reached to us to voice their thoughts and we have been listening.

Space Boat has features beneficial for:

- **People with vision impairments.**
- **People with hearing impairments.**
- **People with limited mobility and motor function.**



ART DIRECTION

1. Vibrant Electric Fade

Space Boat's **unique** look makes it stand out of the crowd and easy to identify.

We are using a **high contrast electric fade** with **vibrant colors** for our core look.





ART DIRECTION

2. Soft and Fuzzy

The *Muppets in space* look would not be complete without fuzzy and furry alien NPCs.

Pushing the technology that the *Unreal* engine provides, *Space Boat* has characters and environments that make the player want to reach out and touch them. *Space Boat* has everything from plush carpets to sparkling talking vending machines.



(questioning sound)



ART DIRECTION

3. Retro-futuristic

The future is scintillating, which, from the view of the past, means it's shiny and reflective.

The demo runs at 60fps at 4K on PS5 and Xbox Series X as well as 30fps on an average PC, PS4, and Xbox One. We have it running on Nintendo Switch but we're working with Nintendo to make it available in their store.

Having 20+ years of AAA development on multiple platforms was key to achieving this.





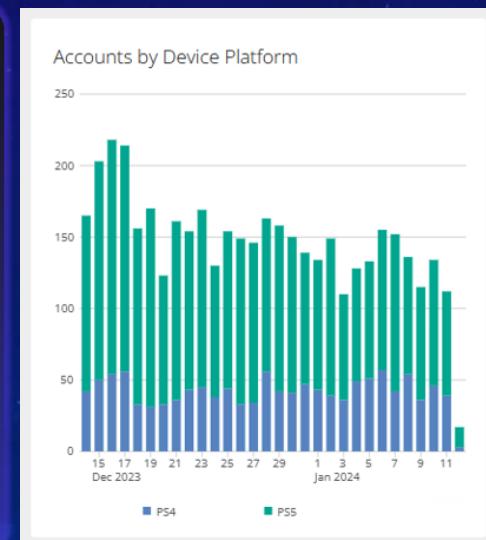
PLATFORM ANALYTICS

PlayStation 4 and 5

Concept	Region	SIE Sub Region	Accounts	Session Hours		Gameplay Hours per Account		Gameplay Sessions per Account		Gameplay Hours per Device		Gameplay Sessions per Device	
				Hours	Sessions	per Account	Account	Devices	Device	Device	Device	Device	Device
Space Boat	SIEE	Middle East and Africa	8,962	3749.28578	26,187	0.418353691	2.922004017	8,202	0.457118481	3.192757864			
Space Boat	SIEA	North America	10,636	5622.436142	25,821	0.52862318	2.427698383	10,083	0.557615406	2.560844987			
Space Boat	SIEA	Latin America	3,270	1074.191946	6,665	0.328499066	2.0382263	3,125	0.343741423	2.1328			
Space Boat	SIEE	UK and Ireland	2,162	954.350011	4,349	0.441419987	2.011563367	2,085	0.457721828	2.085851319			
Space Boat	SIEE	Germany, Switzerland and Austria	1,740	549.765009	3,709	0.315956902	2.131609195	1,677	0.327826481	2.211687537			
Space Boat	SIEE	France	1,709	478.478887	3,492	0.279975943	2.043300176	1,643	0.291222694	2.125380402			
Space Boat	SIEE	Iberia	1,356	412.162512	2,623	0.303954655	1.934365782	1,323	0.31153629	1.982615268			
Space Boat	SIEE	Italy	1,085	318.918061	2,269	0.293933697	2.09124424	1,043	0.305769953	2.175455417			
Space Boat	SIEE	Mediterranean	666	239.288068	1,818	0.359291393	2.72972973	617	0.38782507	2.946515397			
Space Boat	SIEE	East and South East Europe	816	298.741939	1,791	0.366105317	2.194852941	770	0.387976544	2.325974026			
Space Boat	SIEE	Australia and New Zealand	675	382.458054	1,756	0.566604524	2.601481481	636	0.601349142	2.761006289			
Space Boat	SIEE	Benelux	792	267.956101	1,599	0.33832841	2.018939394	763	0.35118755	2.095674967			
Space Boat	SIEE	Scandinavia	633	243.035282	1,275	0.383941994	2.014218009	603	0.403043585	2.114427861			
Space Boat	SIEE	Poland	498	172.325834	1,067	0.346035811	2.142570281	479	0.359761658	2.227557411			
Space Boat	SIEE	Russia, Ukraine, Belarus and Kazakhstan	328	97.216656	697	0.296392244	2.125	316	0.307647646	2.205696203			
Space Boat	SIEAsia	SIEAsia Excluding China	25	3.896944	37	0.15587776	1.48	26	0.149882462	1.423076923			
Totals				35,353	85,155			33,391					

Since Space Boat's demo release in July of 2023, it has been acquired by 35,000 PlayStation accounts and has been played for almost 15,000 hours.

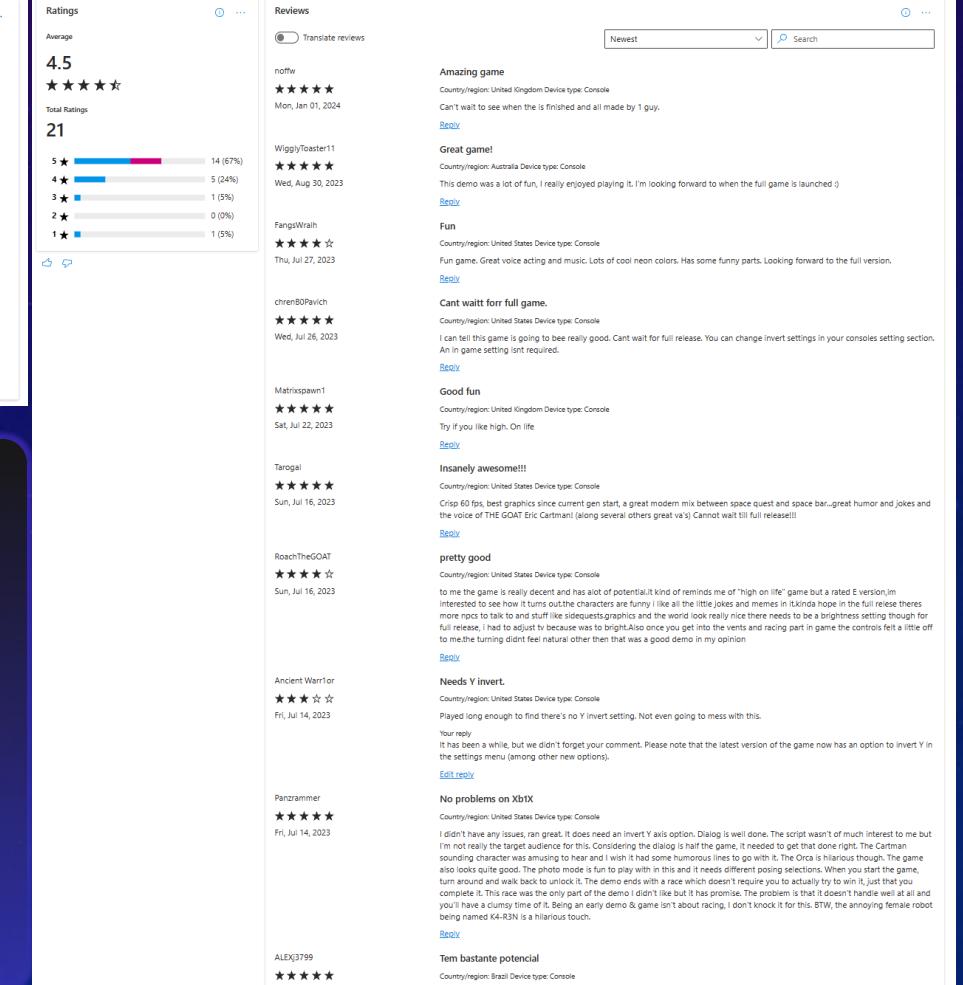
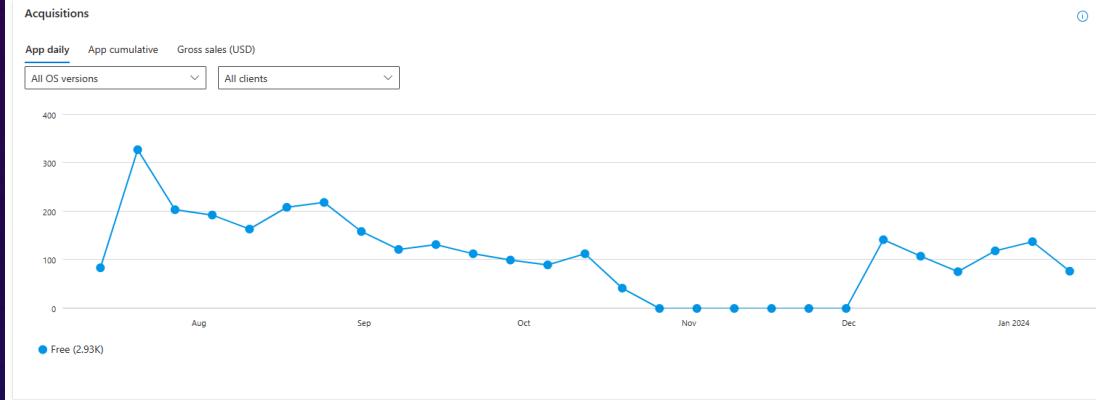
What is notable is that this is without any advertising. We can attribute these results to the Space Boat demo appearing on PlayStation's demo list.





PLATFORM ANALYTICS

Xbox One and Series X/S



Space Boat was part of the 10@Xbox summer and winter demo events of 2023.

It garnered about 3,000 installs and had a review score rating of 4.5 stars out of 5 with overwhelmingly positive comments.



PLATFORM ANALYTICS

Steam

Recombobulator Games Inc. / Space Boat / All Traffic / Lifetime

Download Impression and visit data in CSV format

CSV

IMPRESSIONS (?)

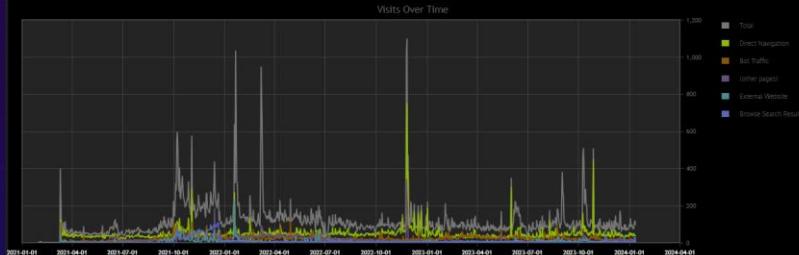
2,458,675

VISITS (?)

122,554

VISITS OVER TIME

This graph shows the number of visits to your store page over time. Each line represents a page on Steam, or external traffic.



Game: Space Boat Demo

Lifetime Steam revenue (gross)	\$0
Lifetime Steam revenue (net)	\$0
Lifetime Steam units (?)	0
Lifetime free licenses (?)	19,989
Lifetime total units (?)	19,989
Lifetime units returned	0
Current players (?)	0
Daily active users	2
Lifetime unique users (?)	1,207
Median time played	22 minutes

Lifetime Overview

Wishlist Additions	5,585
Wishlist Deletions	(693)
Wishlist Purchases & Activations	(1)
Wishlist Gifts	0
Current Outstanding Wishes	4,891
Lifetime Conversion Rate	0.0%

The Space Boat demo has been part of multiple Steam events over the course of a couple of years and has been streamed by hundreds of Twitch and YouTube streamers.

Most notably, it has had close to 2.5M impressions and has been played by close to 20,000 players. It is not far from reaching 5,000 wishlists organically without direct advertising.

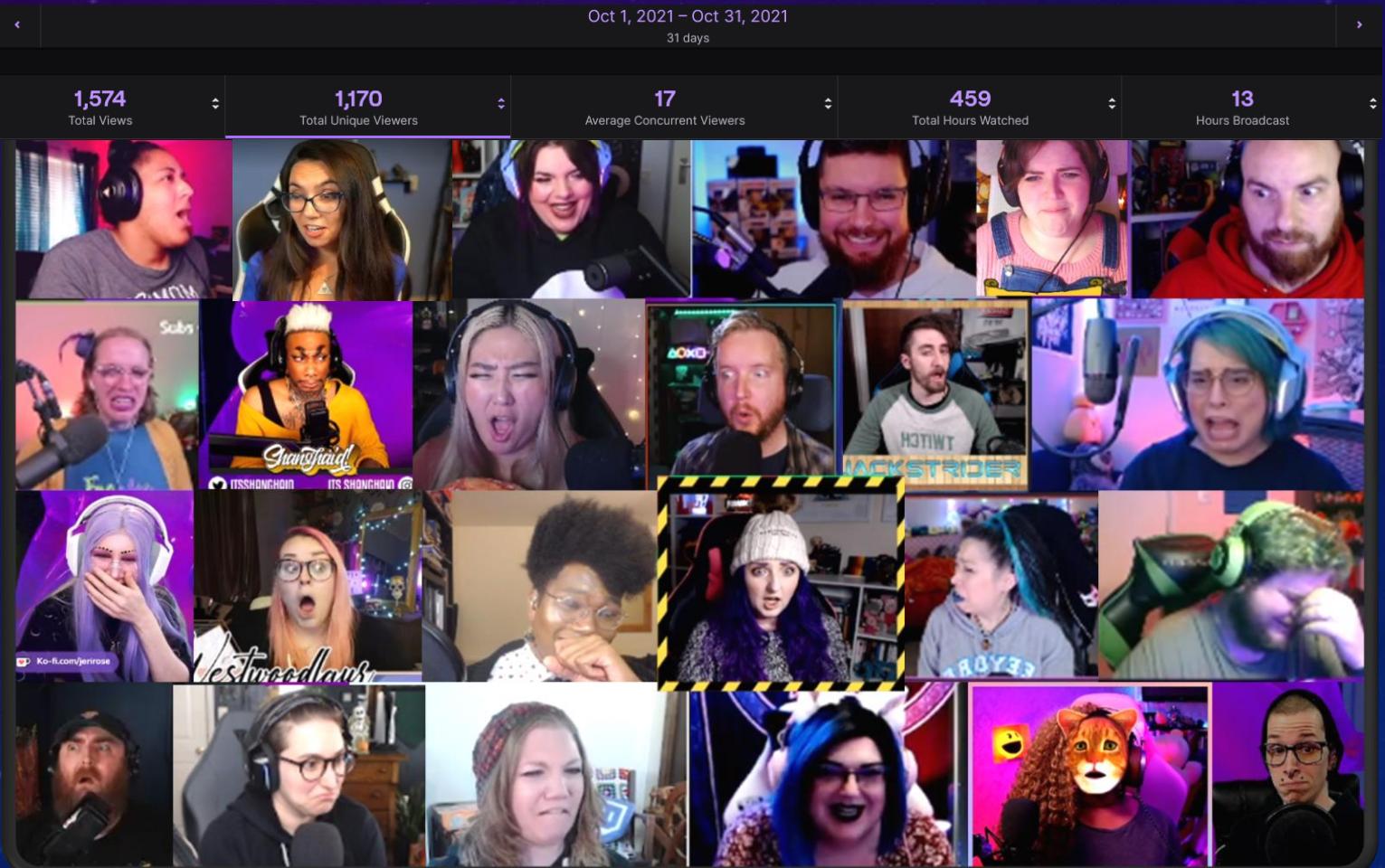


COMMUNITY REACTION

Streamers interacting with Earl.

Since October 5th, 2021, there have been numerous [Twitch](#) and [YouTube](#) streamers that have played the Space Boat demo (despite it only being a 45-minute experience).

The community reception has been [overwhelmingly positive](#) with strong emotive responses to story and characters. This can be clearly seen here when streamers interacted with Earl for the first time.





RECOMBOBULATOR GAMES

A small but experienced team.



Luis Alonso

Video game veteran with over 20 years of game development under his belt. He has worked for many AAA studios, including EA, Warner Bros., Eidos, and Bioware, and his credits include classics like Dead Space 2, Mass Effect 3, Thief 4, and Need for Speed: Nitro.

Space Boat has been a dream of his ever since he was 18 where he conceived multiple storylines and worlds for it. Armed with the knowledge of game production, he is ready to tackle the Space Boat development.



Michelle Franklin

With twenty-two books published from three different publishers, with titles ranging from High Fantasy to Creative Nonfiction, Michelle is not only an industry veteran, having done several narrative titles at Gamers Digital, but is also a Creative Writing instructor, teaching the willing and susceptible how to embrace privation and nurture creativity for writing in all mediums.





BUDGET ESTIMATES

1. Realistic Possibilities

There are **three** possible approaches that can be taken to produce Space Boat's maiden voyage.

The final form of Space Boat is ultimately determined by **scope** and **degree of support**.

In all cases, the schedule is unaffected since the scope is adjusted to make a **2-year production**.



SOLO

The current demo was **developed by one person** (although music was outsourced and a couple of assets from the marketplace were used). The game's scope however would be greatly restricted, and the final game would be no more than a **3-hour** experience.

MVP (MINIMAL VIABLE PRODUCT)

From the current demo we can see that the game could benefit from a **3d generalist** (i.e.: an asset creator) and an **animator**. This would yield a higher quality **4-hour+** experience.

BPP (BEST PROFITABLE PRODUCT)

The game's cost should never be more than what it could realistically make in sales. This is what we refer to as the **BPP**. We would additionally have a **programmer** and a **community manager** hired full-time. This should yield a solid **10-hour** experience with a bigger audience reach.

Please contact us for details.



BUDGET ESTIMATES

2. What you get

When talking about the differences between the **Solo**, **MVP**, and **BPP** development tracks for Space Boat, the **scope** and subsequent feature list differ greatly due to the difference in manpower.



FEATURE	DEMO	SOLO	MVP	BPP
Game-time (hours)	1	3	4	10
Number of planets to visit/dock at	1	2	3	5
Unique Space Boat stores	2	5	8	30
Mini games	1	4	5	10
Unique songs	1	3	5	12
Languages	1	1	1	6
Alien lifeforms	12	24	24	50
Interactive characters	10	25	25	50
Alternative suits	1	3	5	10
Customizable suits	1	1	3	6
Second playable cat	0	0	0	1
Space Boat hub	0	1	1	1
Epilogue mission	0	0	0	1
Unreal version	4.26	4.27	4.27	5.2

Please try our demo!



Recombobulator
GAMES



THANK YOU!



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