



YSY
SOFTWARES

About the Company

- YSY Softworks is an independent game development studio founded in August 2021, focused on creating games that connect with players while maintaining efficient development practices.
- Based in Jember - Indonesia, we've successfully released multiple titles on Steam and built a foundation of positive player reception despite limited resources.
- Our journey began in the Indonesian game development community for 4 years.



RELEASED GAMES



TWILIGHT MEMORIA – 20 August 2021



TRANSCENDENCE LEGACY : VOIDSWEPT – 5 April 2022



FRAGMENTED MEMORIES – 10 Mei 2022



EREMIDIA : ARCHIVIST'S CURSE – 15 August 2022



RUIN OF DAWNSEEKER – 6 November 2024

Our Core Strength



Resource-Conscious Development

- Our fourth game, Transcendence Legacy – Voidswept, was developed on a modest budget yet achieved full ROI in less than two hours.
- Succeeded in building a small team to consistently continue the development of small-scale games.



Creative Vision

- Storytelling that emphasizes player choice and consequence
- Visual style that blends accessibility with distinctive character
- Game mechanics that serve narrative purposes

Our Development Philosophy



Rapid Return on Investment

Our games consistently achieve break-even point (BEP) within the first month of release



Strategic Resource Allocation

We identify and invest only in elements that directly enhance player experience and marketability



Cost-Efficiency Focus

Every development decision is evaluated based on its budget impact versus player value

Released Soon



BAIL FORCE - ETA Q1 2026



TWILIGHT MEMORIA FREEDOM - ETA Q4 2027



CROWNLESS ABYSS - ETA Q3 2027



ECLIPSE OF FATE - ETA Q1 2027

Our Current Project



STATUS - FULLY FUNDED - DEMO AVAILABLE



STATUS - DEMO AVAILABLE



Coming Soon



VANARIA DUNGEON

Inspired by Sea of Stars, Chrono Trigger, Classic Final Fantasy and Persona 5 Royal, Vanaria Dungeon is a 2D pixel art JRPG that blends classic charm with modern mechanics.

Players will explore open-ended, handcrafted dungeons full of secrets, puzzles, and strategic turn-based battles.

A Confidant-style relationship system allows deeper connections with key characters, unlocking new storylines, abilities, and combat perks.

With engaging mini-games like fishing, puzzles, and arcade-style challenges, Vanaria Dungeon offers a rich, rewarding experience that captures the spirit of classic JRPGs—refined for today's players.





VANARIA DUNGEON

Genre

JRPG

Planned Release

Q1 - 2027

No. of Players

Single Player

Price

\$9.99

Audience

Gamers who enjoy classic JRPG worlds, exploration, turn-based combat, pixel art, mini-games, and relationship-building mechanics

Platform

Windows PC

References



Classic Final Fantasy Pixel Art Turn-Based Battle



Explore the world like Sea of Stars



On Map Enemies Like Chrono Trigger



Deep Relationship with important Character like Persona Series



VANARIA DUNGEON

The Narrative :

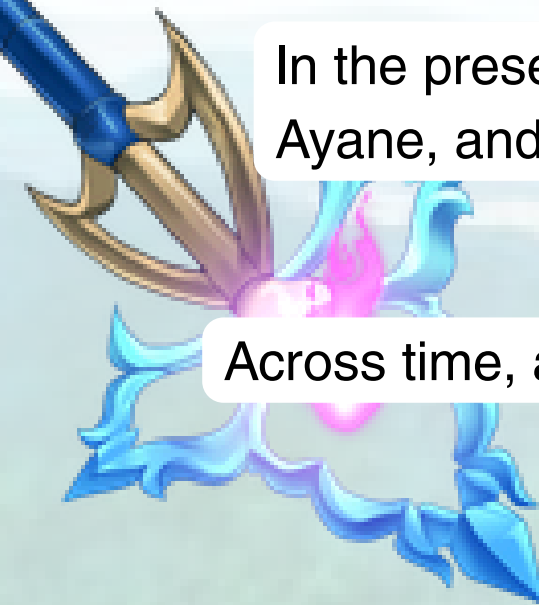
When The Past Guides the Future.

Vanaria Dungeon follows two groups of heroes from different eras — the past and the present. Each journey reveals new connections between their stories.

In the past, players experience the tale of Zephyr, Freya, and Nathan — the first heroes to enter the Vanaria Dungeon.

In the present, the focus shifts to Darren, Setsuna, Ayane, and Mion — the 77th-generation Vanguard explorers.

Across time, across worlds — a secret awaits that only you can uncover.



Complete Feature



Classic Pixel Art Turn-Based Battle

Intense and strategic yet highly rewarding. The game eliminates the need for grinding and repetitive battles.

Open World Exploration

Players are free to roam and uncover the vast world of Vanaria. But caution is key! Some areas are perilous and meant to be explored only at the very end!

Skill Equip System and more

Players have the freedom to create their own builds, ensuring each playthrough delivers a unique experience.

A Relationship Feature

Build close bonds with every character and uncover their true selves

Each Character has a unique personality, and through interactions, players can dive deeper into their stories.

The closer you grow, the more special events and unforgettable moments will be revealed.



CORE LOOP

Main Story

3. The Challenges

Vanaria Dungeon - Main Challenge
This represents the primary challenge of Vanaria Dungeon, enabling players to obtain Keystones and unlock previously inaccessible areas.

Challenge Type: Boss Battle that rigorously tests player mastery of game mechanics learned through Section 1 & 2

Failure Consequence: Game Over → Load from nearest save point → Return to Section 1 & 2 → Retry until successful

1. The Free Exploration

After enjoying several main story cutscenes, the Player will be in a situation where they are free to explore the Vanaria Dungeon area and enjoying all the game feature which is only limited by areas that need to be unlocked with Keystones.

In total, this game has 4 Keystones.
To obtain Keystones, Players must enter and win in The Challenges section.

2. Side Quest & End Game Content

Players can receive various Side Quests from Vanguard HQ by speaking with the Receptionist.

Rewards from Side Quests will grant players access to new materials that can be used for Crafting and add new strength and strategies. End Game Content consists of Dark Tower, Colosseum and Rare Bosses where Players will fight quite powerful opponents that provide exceptional loot with significant impact on progression.

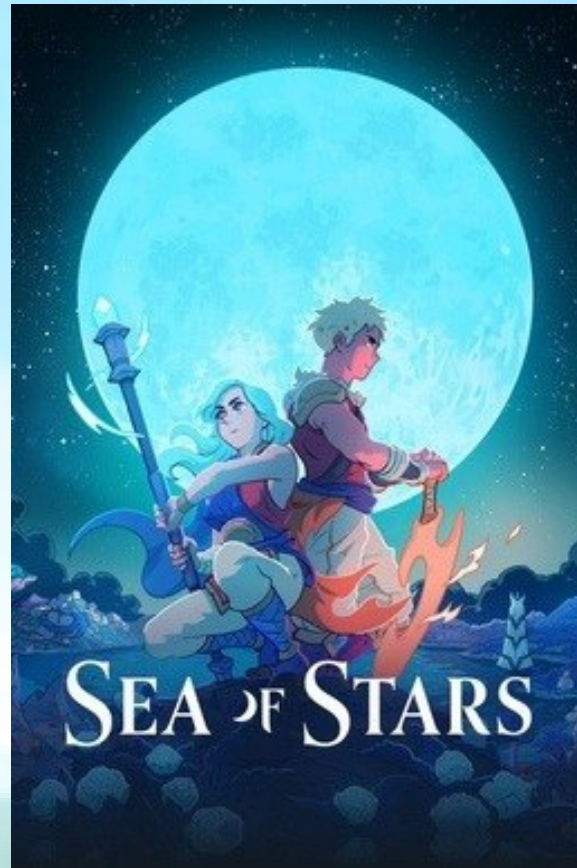
Ending + Access to New Game Plus

New Attempts to The Challenges

Player Become Stronger

Comparison & Benchmark

Highest Potential



\$10.6m gross revenue
402k units sold



\$4.1m gross revenue
216k units sold



\$240k gross revenue
16,050 units sold

Average & Low



\$93,265 gross revenue
6,450 units sold



\$91,182 gross revenue
10,242 units sold



\$75,170 gross revenue
8,811 units sold

Vanaria Team



Yoseph Agung Susanto

Project/Game Engineer

A moderator of RMID, one of the largest game development communities in Indonesia focused on RPG Maker.

His involvement in titles such as Knight of Avalon, Ruin of Dawnseeker, Eclipse of Fate, and Twilight Memoria demonstrates his experience in developing at least four JRPG projects.



Mukhlis Farhan

Main Programmer

With experience working on titles such as Twilight Memoria, Twilight Memoria: Freedom, Eclipse of Fate, and Bail Force, he has gained extensive expertise in developing multiple 2D pixel art games. Anda



Ardhi Herlambang

Main illustrator

Ardhi (a.k.a Eiyubi)

A seasoned digital artist with extensive experience working on numerous video game projects, including Twilight Memoria, Transcendence Legacy: Voidswept, Crownless Abyss, and Vanaria Dungeon.

His work showcases a deep passion and talent for creating stunning visuals that captivate JRPG fans

WITCHIKO AND THE TWISDOM



Coming Soon



But from the void came a king of darkness

Partnership Opportunities

Co-Development Services

- Partner with us to elevate your game project with professional art assets:
 1. Pixel Art - Retro and modern sprite work
 2. Graphic Design - UI/UX and promotional materials
 3. Anime-Style Illustration - Character art and visual storytelling

Work-For-Hire Development

- Transform your IP into engaging video game experiences:
- Custom game development for mobile & PC platforms
- Full production cycle from concept to launch
- Tailored solutions for brand owners and IP holders





OUR PORTOFOLIO

1. Visual Key
2. Character Design and Sprite
3. Pixel Art

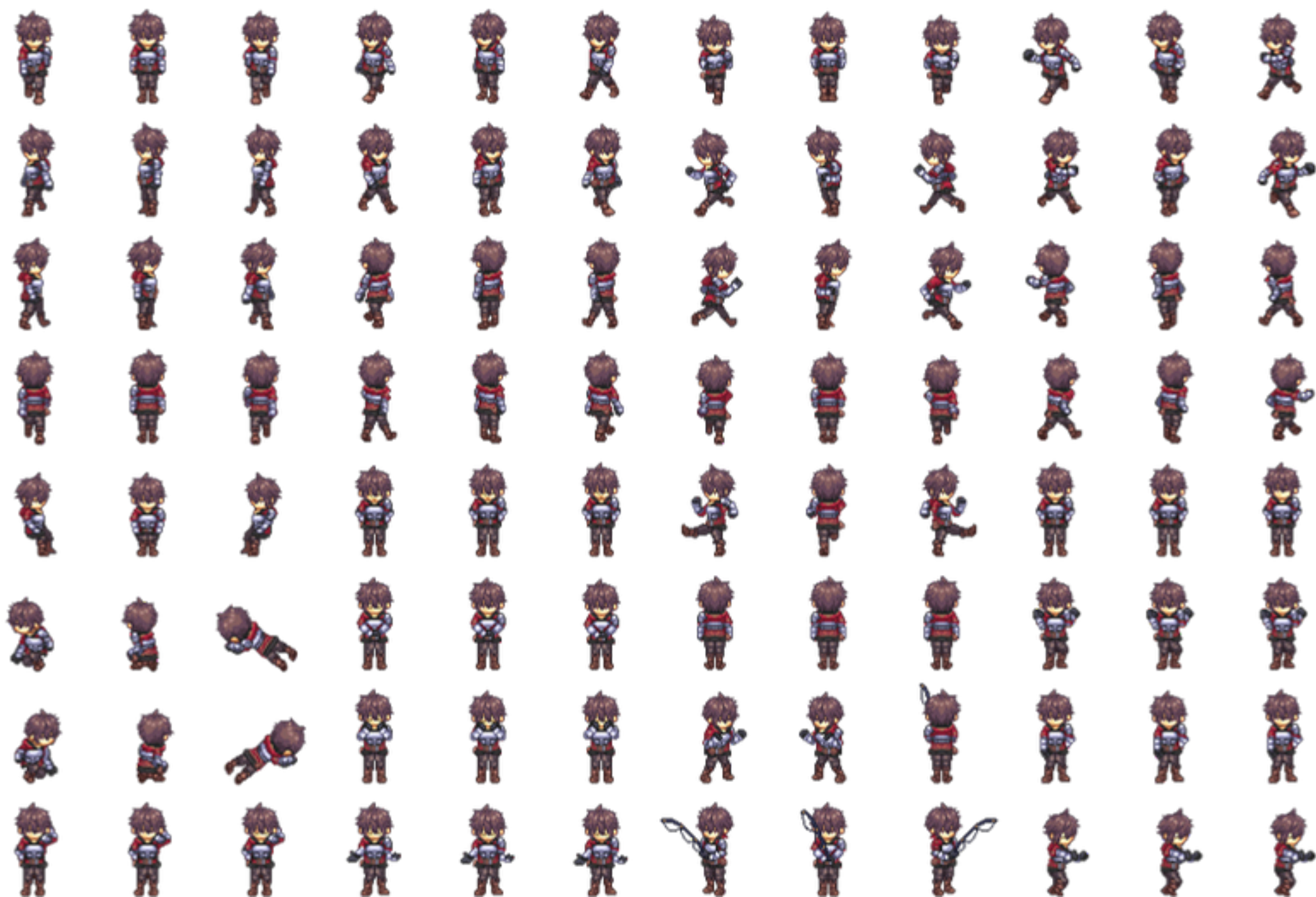














OUR CLIENT & PARTNER



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