THE SOUK GALAXY

EMPIRE

PITCH DECK · OCTOBER 2026

A FIRST-PERSON PSYCHOLOGICAL HORROR GAME ABOUT GRIEF

Empire is a working title.

KEY FACTS

Indie game studio
The Souk Galaxy · 7 people

Location
Terrebonne, Québec, Canada

Genre
Psychological horror

Runtime
3-4 hours

Engine
Unity 6.6 · URP

Platform
PC · Mac · Steam

Price
US$19.99 · C$25.99

Target launch
May 2028

Perspective
First person · no combat

Status
Pre-production

Budget
US$620,054 · 17 months + 3 post-launch

THE GAME

A maintenance worker leaves his village, which is built inside a huge, decaying structure, to find out why the water has stopped. On the way he finds traces of the woman he loved and starts to believe she is still alive.



HOW IT PLAYS

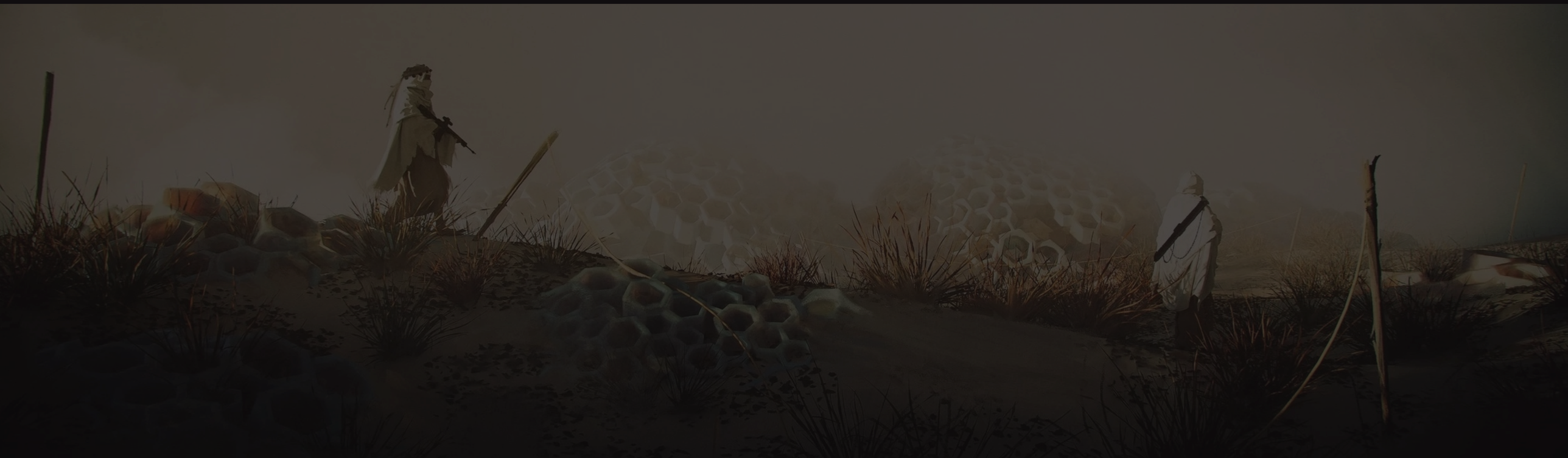
The player follows the water out of the village and repairs what is broken on the way. The player inspects objects, works out how a machine runs, finds the missing part and puts it back. Each repair opens the next part of the route and turns up something of hers.



Theme of the game

GRIEF

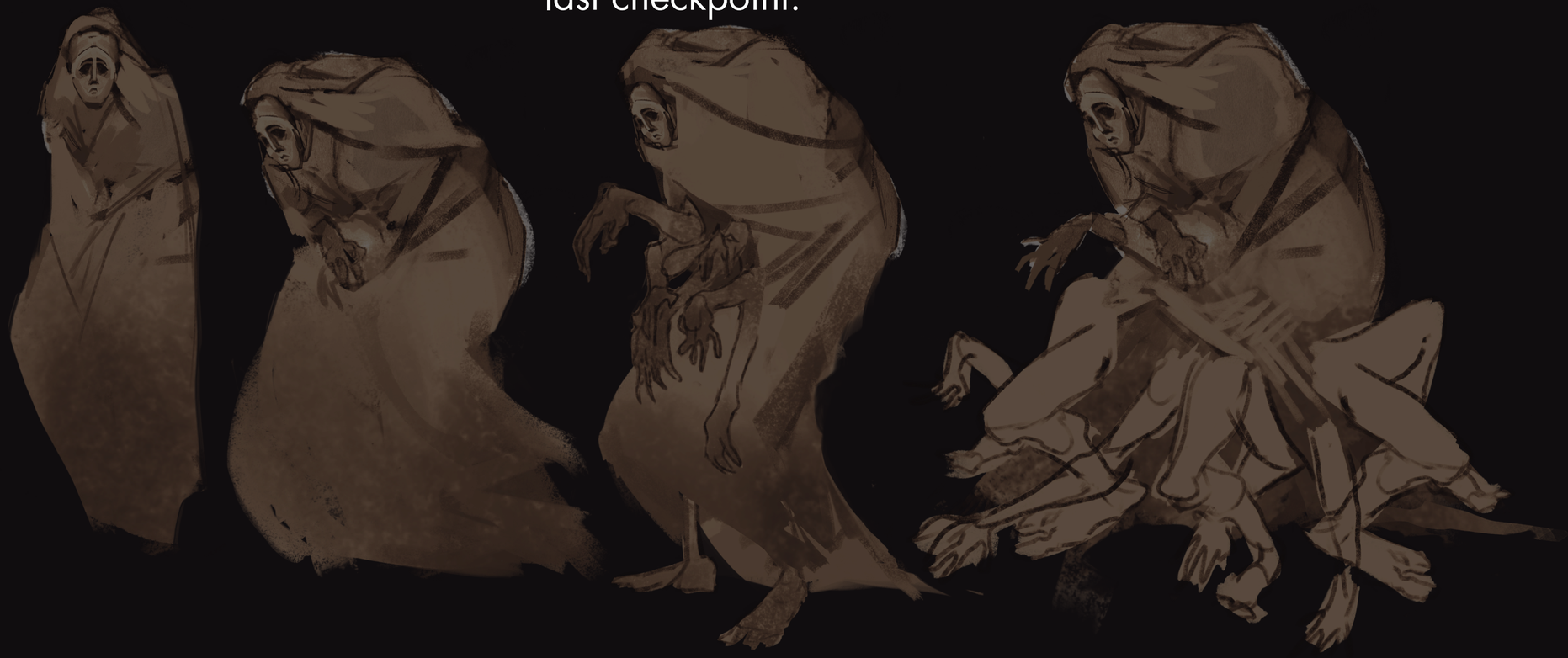
The game is about grief. The water stopped when she died. At the end of the game he finds her body blocking the water intake and removes it himself, and the water comes back.



THE DJINN

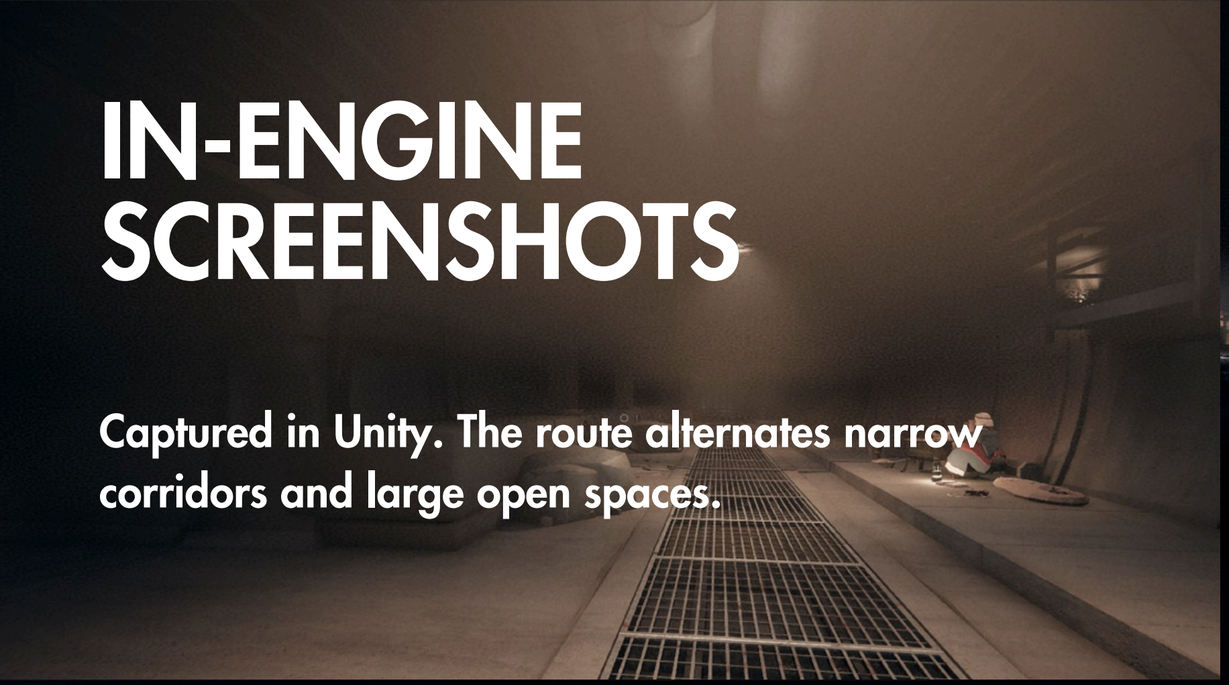
A creature that lives in the decaying structure and hunts him. It leaves false traces of her and speaks in her voice, so he keeps believing she is alive and goes deeper. It sees and hears him. He cannot fight it, so he hides, crouches or runs. Lights flicker and sounds change when it is close.

If he falls from too high or the Djinn catches him, the game reloads the last checkpoint.



IN-ENGINE SCREENSHOTS

Captured in Unity. The route alternates narrow corridors and large open spaces.









THE MARKET



Mouthwashing

500,000+ sold. A short first-person horror story with one ending

Wrong Organ · Critical Reflex



Firewatch

1M+ in year one. One man, one job, an absent woman

Campo Santo · Panic



SOMA

1M+ on PC. No combat, a decaying facility

Frictional Games

Audience: players of Mouthwashing, SOMA, Scorn and Amnesia: The Bunker, on PC, Mac and Steam Deck.

THE FOUNDERS



Najim Filali Saksak

Co-founder, creative director

12 years in AAA environment art and art direction.

Studio Art Director, Porcelaine Games (current)
Principal Artist, Tomb Raider: Legacy of Atlantis
Principal Environment Artist, Splitgate 2
Principal Artist, Star Wars: Eclipse
Senior Environment Artist, unannounced Blizzard game
Lead 3D Artist, Dungeons & Dragons: Dark Alliance
Aquaman and Detective Pikachu (MPC)

Co-founded The Souk Factory in 2024, a handmade candle and incense brand.



Myriam Lafortune

Co-founder, CFO

About 10 years in community work as an coordinator and project manager.

Co-founded The Souk Factory in 2024, a handmade candle and incense brand. She runs it day to day: production, B2B, marketing and workshops.

At The Souk Galaxy she leads finance, admin and HR.

THE TEAM



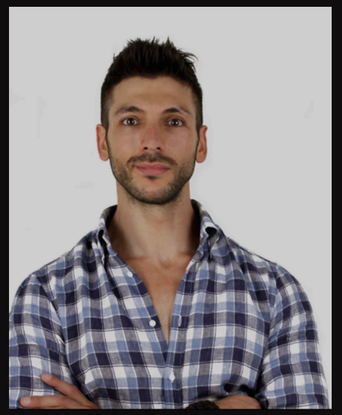
Léna Labonté

Concept artist



Liam Fleming

Lead sound designer



Lorenzo Marconi

3D generalist



Abdellah Aboulouafa

C# programmer



Wassim Ouled Mohamed

C# programmer

Intern: Antoine Lavoie, C# programming, Sept to Dec 2026.

WHERE WE ARE

Now	Working in Unity on movement, inspection, dialogue, the Djinn's AI, sound, lighting. Save/load, checkpoints and the first demo intro in progress.	22 Oct 2026
First Prototype	First playable build with a maze of dry pipes, a valve, a puzzle and the Djinn. Shown to publishers at MIGS, Montréal, and available on request.	9 Nov 2026
Prototyping phase	Planned start, subject to funding. Months 1-6 would be the prototyping phase, ending with the vertical slice, 10-15 minutes close to final quality.	Jan to Jun 2027 (target)
Full production	Production of the full game, financed by the publisher advance.	Jul 2027 to Apr 2028 (target)
Launch	PC and Mac on Steam, Steam Deck support planned. Steam page goes live with the first dressed and lit footage.	May 2028

BUDGET

Team, 17 months
US$467,412

Post-launch, 3 months
US$41,242

Software and licences
US$18,113

QA and compliance
US$17,750

Legal and accounting
US$7,100

Localisation, FR/EN
US$6,390

Miscellaneous
US$5,680

Contingency, 10%
US$56,368

Total
US$620,054

Team, months 1-6
US$164,969

Publisher advance
US$620k

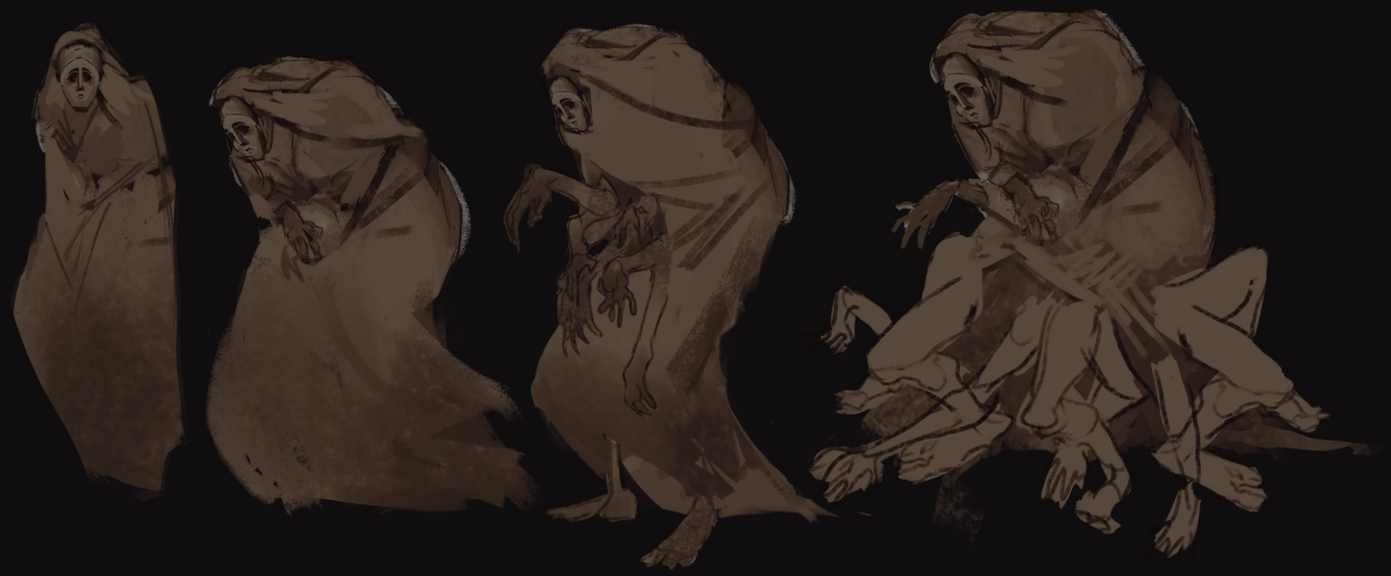
Advance recoups at
about 65,000 copies

All budget amounts are in US dollars (US$). The budget was built in Canadian dollars (C$873,316).
Recoup at US$19.99 list price, about US$9.66 net per copy: 75 percent realised after discounts, then 70 percent after Steam’s cut and 92 percent after refunds and VAT.
US$ figures at 0.71 CAD to USD.

THE ASK

We are asking for a US$620k development advance to cover a production budget of US$620,054 (C$873,316 in Canadian dollars), for 17 months from January 2027 to a launch in May 2028, plus three months of support after launch.

We are looking for a publisher to fund and run marketing, ports to other platforms and relations with platform holders.



GET IN TOUCH

Najim Filali Saksak, co-founder and creative director

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Indie game studio

The Souk Galaxy

www.thesoukgalaxy.com

