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I'm pleased to announce my second project: Sick Samurai. It's a blisteringly fast, one-hit-kill action game. Players will dash through enemies, slash them open, time their runs with burning cigarettes, and survive their mentor's deranged trials in a blood-splattered, jazz-infused memoir.

Set on a surreal island that fuses Edo-period Japan with gritty 20th-century urban America, players will step into the shoes of an aspiring young fighter on Furikyu Island. Under the guidance of Genyu, an irreverent and unhinged ex-samurai, they will become one of the greats.

A blazing fast dash-and-slash mechanic is the heart of the game, and death requires only a single blow, both for the player as well as enemies. Levels can be restarted instantly, and repetition is necessary for mastering the combat. Precision, speed, reflexes, and planning will all be put to the test.

Levels are hand-crafted, and each offers multiple paths and strategies. To earn an elite rating, players must master the routes and finish before their mentor burns through his cigarette. Various upgrade and item choices will also be made as players progress.

Blending vintage aesthetics with raw style, the game features a hand-drawn, retro anime-inspired art style, and an original lofi soundtrack infused with elements of hip hop, jazz, funk, soul, and more.

Finally, fully voice-acted dialogue with branching choices will shape the player's relationships with the island's eccentric cast of characters – including Jones, an “ex”-gangster turned proprietor of a jazz bar, and Spike, Jones' disagreeable pet Rottweiler.

Sick Samurai is slated for release on PC via Steam in Q1 2027.

Yours truly,
Solideo

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