PRESS KIT

Compulse

PLAN. PREDICT. EXECUTE.

Compulse is a fast-paced simultaneous-turn tactical roguelite: build a squad of three bio-abominations called Compulsors, plan your moves, predict theirs, and watch both sides act at the exact same time.

DEVELOPER FutuRats — Turin, Italy	**PUBLISHER** FutuRats (self-published)	**GENRE** Simultaneous-turn tactical roguelite
PLATFORMS PC (Steam)	**ENGINE** Unreal Engine 5	**RELEASE DATE** TBA
PRICE TBA	**LANGUAGES** English, Italian (more TBA)	**STEAM** store.steampowered.com/app/4685100
WEBSITE playcompulse.com	**PRESS CONTACT** squeak@futurats.com	

DESCRIPTION

PLAN. PREDICT. EXECUTE.

ALTERNATIVE TAGLINES

- Plan coordinated chaos and unleash the frenzy!
- Every turn is a gamble on what your enemy will do.
- A tactical roguelite where both sides move at once.

SHORT (ONE LINE)

Compulse is a fast-paced simultaneous-turn tactical roguelite: build a squad of three bio-abominations called Compulsors, plan your moves, predict theirs, and watch both sides act at the exact same time.

MEDIUM

Plan coordinated chaos and unleash the frenzy. Compulse is a fast-paced, simultaneous-turn tactical roguelite: command a squad of three bio-abominations, plan your moves, predict the enemy's, and watch both teams act at once in compact, lethal 3v3 arenas. Outsmart your opponents, obliterate them, and assimilate their powers to build increasingly absurd squads. There are no dice rolls: every outcome is decided by positioning, timing and prediction. Will you survive your mad experiment or end in disaster?

LONG

Step into a surreal experiment where captive bio-organic entities are pitted against each other. Compulse is a simultaneous-turn tactical roguelite where you build a squad of Compulsors and throw them into a brutal test of evolution and mutation. Plan your moves, predict the enemy's, then watch both squads act at once, turn after turn.

No waiting, no downtime: time stops while you queue up to three actions for each Compulsor, then both teams move at the exact same time. Abilities target space, not units, so you aim where enemies will be; colliding bodies cancel each other's actions and become weapons. A stroke of brilliance can wipe the board clean, but a single bad call will turn your turn into a glorious bloodbath. Combat follows deterministic rules: no dice rolls, no hit percentages.

Don't just defeat rival Compulsors: obliterate them and claim their assets. Every downed Compulsor is a loot drop of flesh and abilities ready to be assimilated. Between battles, rip away abilities, swap them in or add them on, and turn the monster that nearly wiped you out into the weapon you flatten the next one with. Topple colossal bosses to unlock a legion of mutants, each with unique roles, passive traits and tactical behaviors, and mutate them mid-run with wild mutations, devastating special attacks and organic relics.

Carve your path through a branching, hostile biological ecosystem of frantic battles, unexpected events, elite encounters and arena-clearing boss fights. Routes, enemies, events and abilities are procedurally generated, and dying is just part of evolution. All of it set in a bio-futuristic nightmare where retro-futurism meets stylized body horror, with a soundtrack created by translating real bio-data into organic-synthetic soundscapes.

KEY FEATURES

- **Simultaneous turns** – both teams move at the exact same time; plan up to three actions per Compulsor, then watch the clash resolve.
- **Blind fire** – abilities target space, not units. Aim where enemies will be.
- **Physical collisions** – bodies collide, actions cancel, and positioning becomes damage.
- **No dice rolls** – deterministic rules; when the plan fails, you know why.
- **Steal their power** – every downed Compulsor drops abilities you can rip away and swap in or add on between battles.
- **A legion of mutants** – unlock new Compulsors with distinct roles and traits; mutate them with mutations, specials and organic relics.
- **Branching node map** – battles, events, elite encounters and boss fights; routes, enemies and abilities procedurally generated.
- **A bizarre, pulsing realm** – retro-futurism meets stylized body horror, with a soundtrack built from real bio-data.

DEEP DIVE

THE EXPERIMENT

From beyond the limits of ordinary space, you conduct brutal biological Experiments inside an alien Incubator. You synthesize unstable organisms, program their every movement, and send them into controlled Iterations to see how far they can evolve. Every Iteration is a test. Every choice changes the organism. Every failure produces new data.

SIMULTANEOUS EXECUTION

Compulse is turn-based, but no one waits their turn. During the Planning Phase, time stops: queue up to 3 actions, anticipate enemy movement, and build your Action Line. Then the plan locks, time resumes, and both sides execute simultaneously. Abilities target space, not units (**blind fire**); colliding bodies cancel each other's actions and become weapons (**physical collisions**). Combat follows deterministic rules: no dice rolls, no hit percentages.

COMPULSORS

- **Motion & Action abilities** – replaceable active abilities. Motion controls space and trajectories; Action handles combat, defense and disruption.
- **Unique ability** – the core of each Compulsor's behavior and tactical role, hardcoded into its DNA.
- **Helices** – crystallized fragments of DNA that act as relics, altering passive behaviors and creating synergies.
- **Surge** – push the Pulse beyond its limits to release a burst of stored energy.

STATES OF MATTER

- **Condensed Zone.** Vast, cold chambers of suspended particulate matter. Open, distant, weightless.
- **Superfluid Zone.** Organic channels grow denser and more unstable. Friction rises.
- **Supersolid Zone.** Claustrophobic structures of living matter, where space itself is a threat.

VIDEOS

Watch the trailer: **youtube.com/watch?v=uoaPYFCbtcc**

SCREENSHOTS

Work in progress — visuals subject to change. Full-resolution JPG files are in the press kit ZIP and at playcompulse.com/presskit.



SUPERSOLID ZONE



PLANNING PHASE



SUPERFLUID ZONE



SELECT COMPULSORS



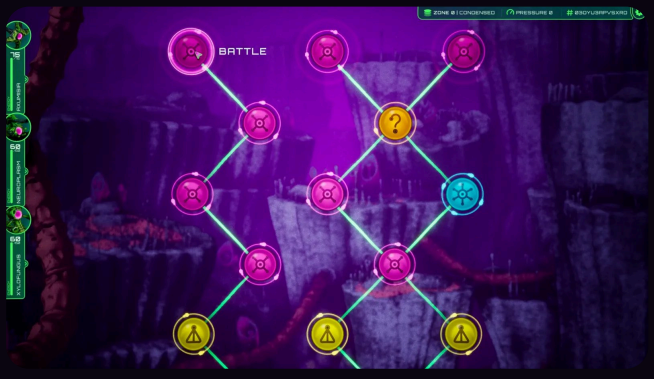
ABILITIES



LABYRINTH ARENA



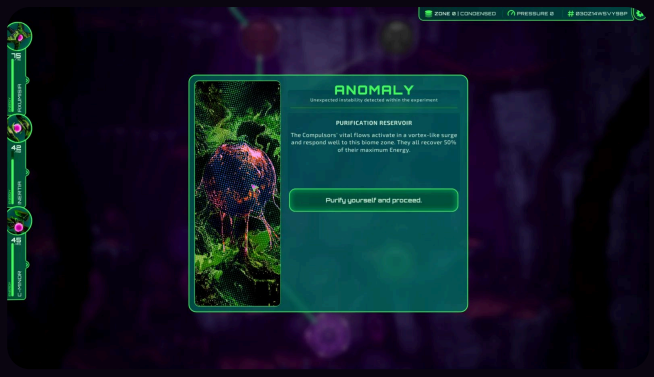
ATTACK AREAS



INCUBATOR MAP



ASSIMILATION



ANOMALY

ABOUT FUTURATS

FutuRats is an independent video game development studio based in Turin, Italy, founded in 2023 by a team of experienced entertainment industry professionals. We design and produce original titles with a strong visual identity and a distinctive creative voice, combining bold aesthetics with rigorous, systemic game design.

Alongside our original IPs, we collaborate with international partners on high-profile productions, including additional development on *Warhammer 40,000: Battlesector* and its expansions, developed and published by Slitherine.

futurats.com · Studio press kit

Press, creators and Steam keys: squeak@futurats.com

Community and playtests: Sign up on Discord

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