



Starball Pachinko

It's late at night. You step into a small izakaya, a Japanese bar.
The bartender says the only way out is to play his old pachinko machine.

Pachinko roguelike · PC (Steam) · 2027 · Summer Break Games AB, Sweden

Inside the izakaya

A fully interactable 3D environment: the bar, the Inari shrine, the prize window.

The player explores to find a way out, and eventually uncovers why they are there in the first place.

Most numbers-go-up roguelikes are 2D. Here the room, the machine and every ball are 3D, and many visitors at the Sweden Game Conference booth remarked on the visuals.



The spectacle



The player drops balls, they cascade, and the numbers climb.

A ball in the start pocket spins the slot reels, just like real pachinko.

Pure dopamine gameplay. Scoring runs on points and fever, a combo system taken from real pachinko and adapted for a roguelike. Slot reels, chains and cascades: the game is built around spectacles worth watching.

The loop



Buy pegs and balls in the shop. Build the board at the workbench. Pray for charms at the shrine. Drop balls and receive the payout. Trade it for prize tokens, and claim the grand prize that clears the stage.

Just like a real pachinko parlour, where players never win money directly.



The mystery

The bartender narrates the run, and he's hiding something.

The further the player makes it, the more they uncover the deeper story of the game.

That mystery is what keeps the player going beyond the pure dopamine of the numbers going up.

The izakaya itself changes as the player gets deeper into a run. Things appear, the layout shifts, and the room becomes more and more unnatural, and more disturbing.



The 3D breakout

Game	Move	Result
Balatro	Numbers-go-up roguelike	5M+ copies
Luck be a Landlord → CloverPit	Slot-machine roguelike, from 2D into a 3D room with dread and mystery	CloverPit: 1M copies in two months
Nubby's Number Factory	Peg-drop roguelike, 2D	Close to 500k copies
Starball Pachinko	Peg-drop, into a 3D room with a mystery	2027

Starball Pachinko makes the same move for peg-drop: a spectacle people share, and a reason to keep playing.

Where it stands

Playable now

- The izakaya: bar, shrine, prize window
- The loop: shop, board building, shrine, payout, prizes
- Cascades, fever and slot reels
- Mouse and gamepad, tutorial
- Played by about 50 people at Sweden Game Conference 2026

In development

- Staged runs, balanced
- The bartender's story and the mystery
- Endings
- Content to launch size

The build you have is the Sweden Game Conference booth build: the core loop in an endless mode.

Traction

725

Steam wishlists, double
mid-September

88k

short-form views on
Instagram, TikTok and
YouTube

20–30 min

typical session at Sweden
Game Conference

- **People keep playing.** About 50 industry people played at Sweden Game Conference. Several stayed close to an hour in a build with no goal, chasing higher numbers.
- **The content converts.** Wishlists doubled in a month of posting. The day the best reel went out, over 90 people wishlisted.
- **A comparable start.** CloverPit had about 80 Steam followers the week before its demo and publisher announcement, and about 15,000 by launch.

Plan

Now

Demo, playable
in the browser

Nov 2026

DreamHack
Indie
Playground

Dec 2026

Listed in the
INDIE Live
Expo Steam
event

Feb 2027

Steam Next Fest

2027

Release, timed
with a partner

Every step is a wishlist push toward release. PC (Steam) first, with mobile and console ports planned.
Target price \$10–20.

What matters most is getting the right traction at each step, so the timeline is flexible. Runway covers well over a year of development, so a later Next Fest is fine if the marketing plan calls for it.

Team



Linus Swahn

Builds the game. Fourteen years making games, ten as a software engineer, five running his own business. Lived and studied in Japan.



Hampus Swahn

Composes the music.



Andreas Fransson

Advisor. Long-time friend and fellow game developer.

Development is self-funded to launch.

The ask

A marketing strategy that fits the game, from a publisher that fits it.

Similar titles

Experience launching games like this one, and a catalogue it fits, for genre fit and bundles.

Asia

Japan, Korea and China could be strong markets for this game. A publisher confident and interested in taking that on.

Know-how

Help where we're thin: reaching influencers and press, localisation, key art and trailers.

Above all, a partner who shares the vision and wants to make the game as good and as successful as it can be.

Japan was the top country for organic Steam wishlists before any marketing push.

Thank you

The core loop is playable now: quickly in the browser, with lower visuals and performance, or in full on Steam with your key.

Browser

play.summerbreak.games/4d50035d45173c4b3d6b5850

Press kit

starball.game/en/press · trailer, screenshots, logos

Steam

Key in your email, or ask

Contact

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