



FOR GAME DEVELOPERS

The best part of your game. Playable in one tap.

No install. No trailer. One tap to play.

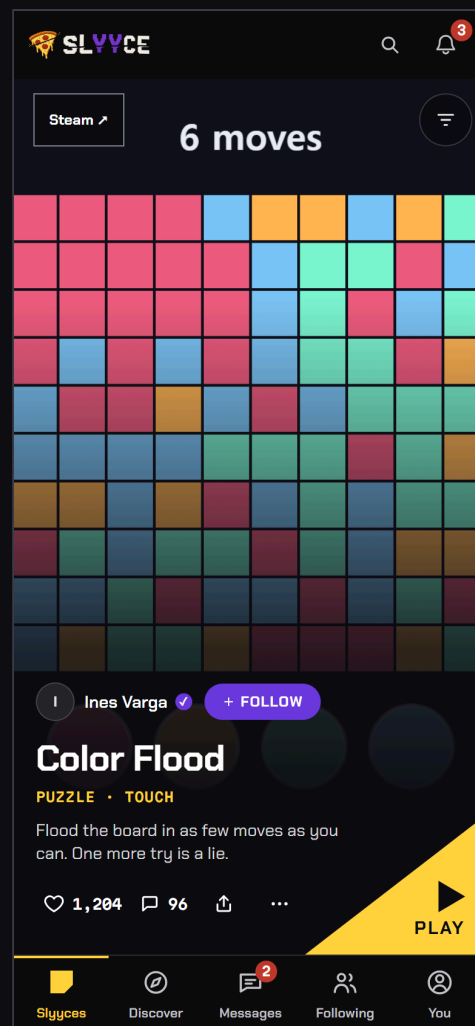
SLYYCE is a feed of playable
slices of indie games. Players
scroll, tap Play, and are inside your
game in seconds. No install. No
store page first.

You choose the moment that sells your
game — a level, boss fight or run — and we
put it in front of players looking for
something new.

Every indie fan knows the moment: you
find a masterpiece, it's five years old,
and you wonder where it has been. We
built SLYYCE to shorten that gap.

BEN KIM, FOUNDER

YOUR SLYYCE IN THE FEED



HOW IT WORKS

1

You pick the slice

A few minutes that show what
your game feels like: a level, a
boss fight, one run. Nobody knows
that part better than you. That
part is your **Slyyce**.

2

It goes into the feed

Upload it as a web build. After
review it becomes a card in the
feed, with your art, your words
and a link to your full game.

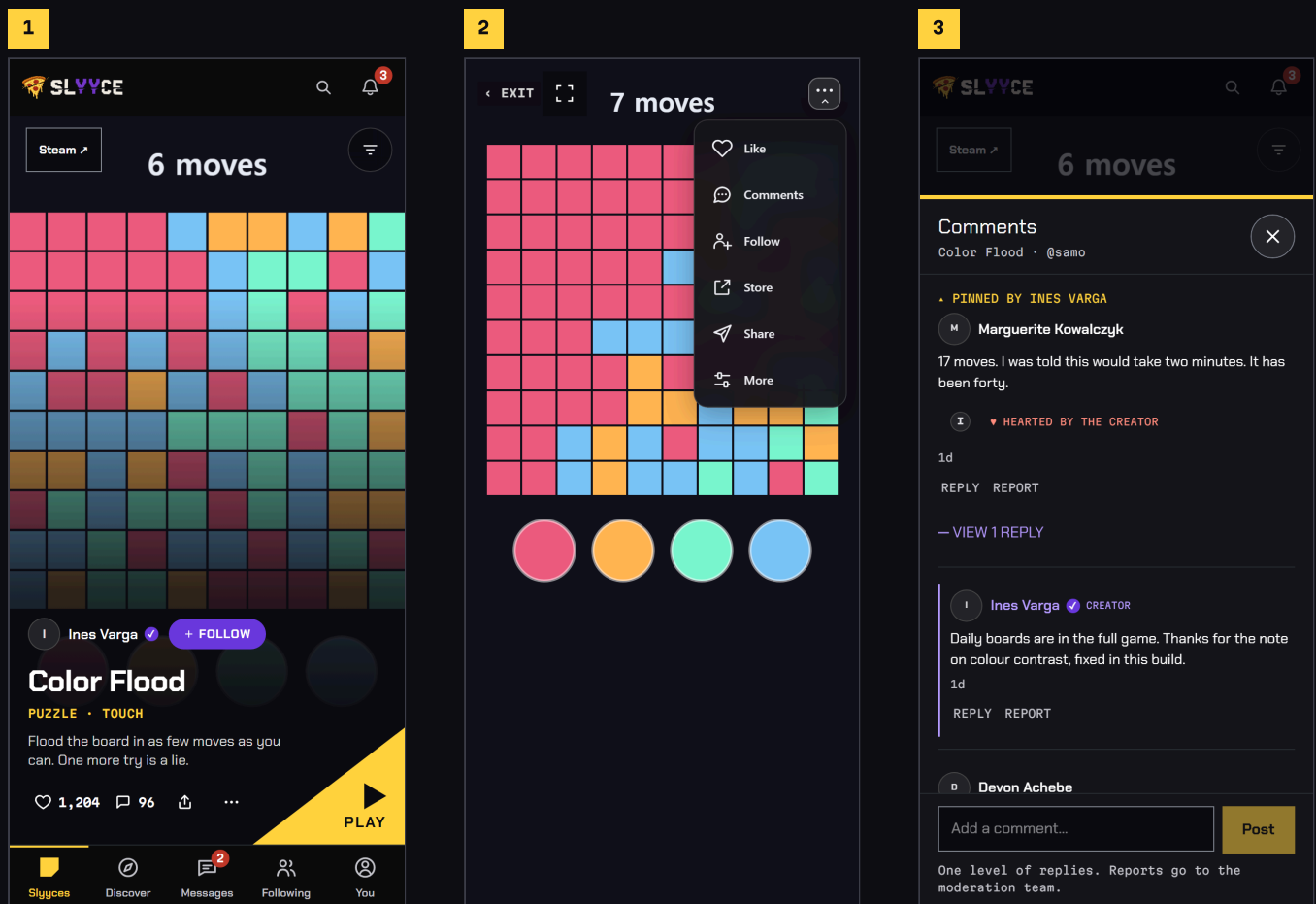
3

Players play, then talk back

One tap starts it. From there they
can like it, comment, follow you,
send it to a friend or head to your
store page.

SCROLL → TAP → PLAY

Three screens, in the order a player meets your game.



In the feed

Your cover art or a looping gameplay clip, your title, tags and store link. The yellow corner is Play.

In the game

Your build runs full screen. Like, Comments, Follow, your store link and Share stay one tap away in the menu.

In the comments

Players talk about the Slyyce. You answer as the creator, pin a comment, and heart the ones that help.

Screens are from the current build, shown with sample data. The games pictured are demo games made by the SLYYCE team; names and numbers are examples.

Marketing to people who came to play.

Everyone on SLYYCE is here to play games. You aren't renting attention from a social network that guesses who might be a gamer: **every person who meets your Slyyce is one**, and people who go looking for new games are the people who buy them.

What rises in the feed is decided by what players do with a game (play it, like it, talk about it), not by who spends the most. Our recommendations are built to put each game in front of the players most likely to love it and, in the end, buy it.

Played, not watched

Players judge your game by actually playing it – not watching a trailer.

No ad budget required

You don't bid for placement, and there is nothing to boost. A two-person studio's card looks like everyone else's.

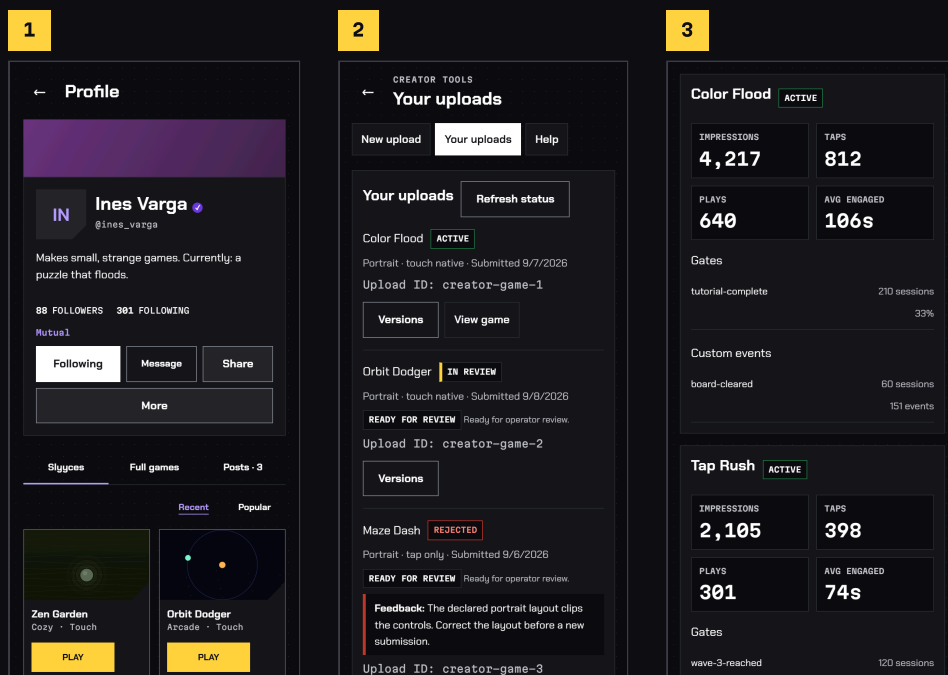
Your store, one tap from play

Your store link sits on the card and in the in-game menu. Your profile lists your full games, plus your Steam, Discord, X and site.

Numbers you can act on

Impressions, taps, plays and average engaged time for each Slyyce, over 7, 30 or 90 days. Add your own checkpoints and events to see where players stop.

YOUR SIDE OF THE SCREEN



A community built around indie games.

SLYYCE isn't only where you show your game. It's where you talk with the people playing it, hear what they think, and bring them along for whatever you make next.

TALK

Talk with your players

They comment on your Slyyce, follow you and message you. You answer as the creator, pin the comments that matter, and post updates in your own voice.

LISTEN

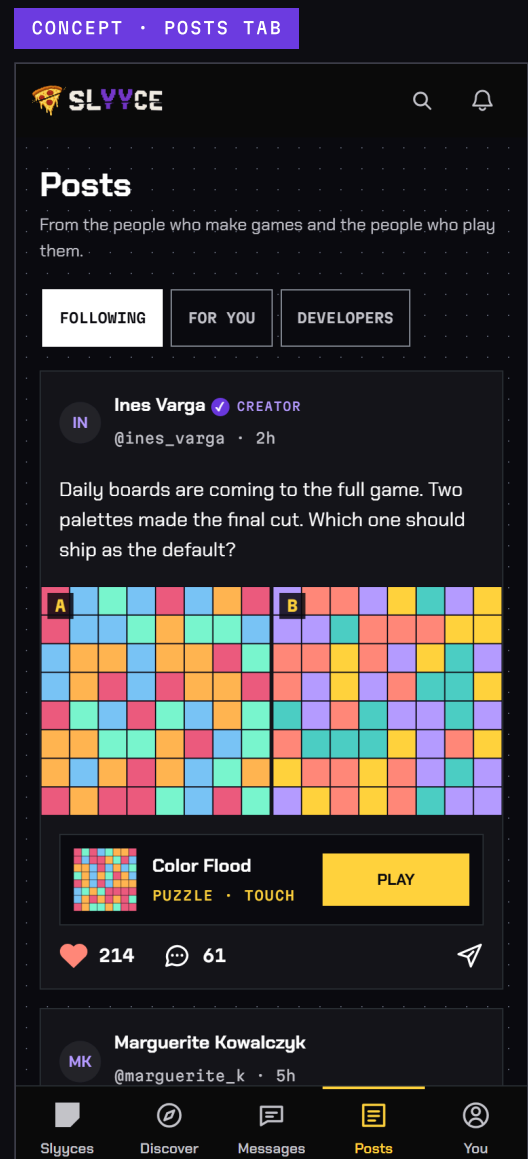
Hear it while it can still change the game

Post a work in progress, ask a question, attach a Slyyce so people can try what you mean. A Slyyce can even be a prototype: test an idea, read the reaction, ship a new version.

GROW

Bring them with you

The people who follow you are there for your next release too. From here the possibilities are wide open: supporter drives, donation campaigns, even crowdfunding the game you want to make next. We're shaping these with the first developers on SLYYCE.



The Posts tab is a design concept: a feed of posts from developers and players, where a post can carry a playable Slyyce. It is not in the current build and its details will change. Supporter drives, donations and crowdfunding are ideas we are exploring, not announced features.

What it takes, and what to expect.

What we need from you

A WEB BUILD	HTML5 in a ZIP, up to 50 MB, with index.html at the root. On Unity or Godot? Send us your web export and we'll get it running with you.
SELF-CONTAINED	Bundle your scripts, fonts and assets. A Slyyce runs in a sandbox with no outside network access, which is what keeps players safe.
TWO CHOICES	Orientation (portrait, landscape or either) and controls: touch, tap only, an on-screen pad mapped to your keys, or mouse and keyboard.
EXTRAS	Optional: cover image, looping gameplay clip, tags, a link to your full game. No SDK needed; an optional API adds scores and custom events.

What happens next

SCANNING → IN REVIEW → ACTIVE

Every upload is scanned, then reviewed by a person, before it reaches the feed. We review as quickly as we can and show you where your build stands. If it needs changes, you get written feedback.

Updates are new versions of the same Slyyce. Each one is reviewed before it goes live.

These specs are a starting point, not a verdict. They will change as we learn what your games need. If your slice doesn't fit, or something here gets in your way, tell us: that is the feedback we're asking for.

Straight talk

- **Mobile-first.** Games built around a mouse, dense menus or long sessions may not be ideal Slyyces.
- **Web build required for instant play.** Games that cannot currently run on the web can wait for the planned desktop app.
- **Ship a slice, not your whole game.** Browser code can be inspected, so keep sensitive code and secrets out of the build.
- **We're early.** SLYYCE is currently invite-only and starting with a small adult audience in the US and EU.
- **Listing a Slyyce costs nothing today.** Right now our job is simple: get your game in front of players.

Send us one Slyyce.

Or send us any questions, worries or feedback you have. A build can come later.

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