
INVESTMENT DECK · 2026.10
KNIGHT
DESCENDING
Knight Descending — a gothic dark fantasy action RPG
H1 2027 on Steam · Google Play · App Store
Free web demo available now
MyWorldMaker

About the Game

Knight Descending

300 years ago a monastery sank into the earth. As the Sworn, last of a knightly order, defeat the Wardens and descend the Abyss.

Genre	**Action RPG · hack-and-slash**
Modes	Campaign · Survival · Battle Royale
Platforms	PC (Steam) · Mobile (Google Play · App Store) · H1 2027
Languages	9 languages supported
Engine	Godot — one build: PC · mobile · web



Actual Gameplay Screenshots













Six Depths Descent cutscenes








Dwellers of the Abyss

6 Wardens · 20 Monsters



3F · Chapel

Warden of the Altar



6F · Ossuary

Bone-Gathering Warden



9F · Drowned Library

Ink-Drowned Warden



12F · Nameless Chamber

Name-Erased Warden



15F · Burning Depths

Ash-Eating Warden



18F · Living Stratum

Warden Become Wall



Wandering Monk



Choir Wraith



Lantern Bearer



Skeleton Archer



Grave Swarm



Bone Pile



Bone Shard



Bell Ringer



Ink Pool



Scribe Wraith



Drowned Choir



Imp



Blind Sentinel



The Doorless



Ash Hound



Powder Grub



Forge Golem



Flesh Mass



Flesh Chunk



Wall Maw

Magic · Scrolls

10 Spells, Cast from Scrolls




Fireball


Fire Wall


Meteor


Chain Bolt


Thunderbolt


Frost Ring


Ice Shard


Homing Orb


Poison Cloud


Shockwave

1 scroll = 1 cast — each scroll found in the dungeon is one use of that spell. No spell levels.

Use what you find — all 10 are usable; your 3 most-stocked spells go on the skill buttons.

5 status effects — burn · freeze · shock · poison · stun. Freeze and stun interrupt enemy skills for tactical play; potency scales with gear's magic attack.

MyWorldMaker

Gear · Loot

No levels. Gear is growth.





9 slots Helm · Chest · Legs · Gloves · Boots · Weapon · Shield · Necklace · Ring

Random affixes Legendaries add a unique on-hit status effect

Goblin merchant Roaming shop that sells and upgrades gear

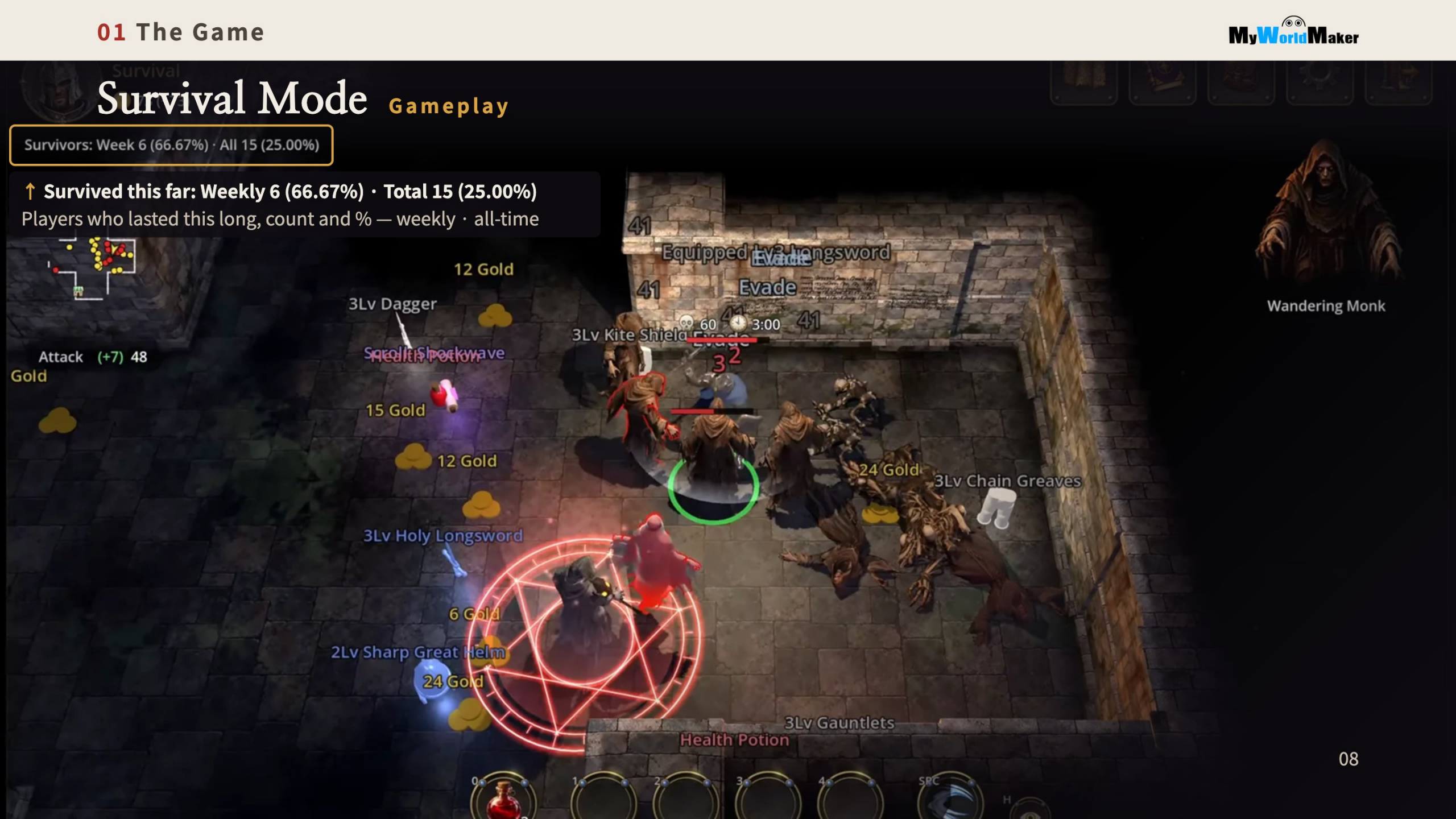
MyWorldMaker

Survival Mode Gameplay

Survivors: Week 6 (66.67%) · All 15 (25.00%)

↑ **Survived this far: Weekly 6 (66.67%) · Total 15 (25.00%)**

Players who lasted this long, count and % — weekly · all-time



Third Mode · Battle Royale

The dungeon shrinks. One survives.



Up to 8, one winner — In a dungeon of 700 monsters, the last one standing wins.

Fresh start every match — No levels; you grow only with gear you find, and drop it when you fall.

Rings close every 60s — Poison spreads inward, iron bars rise; only the central Warden room remains.

Live now as bot matches — Online PvP against other players opens in H2 2027.

Play Flow · Three Modes

Descend, endure, clash — three ways to play

Campaign
Saves after every floor you clear

Enter Floor
Rebuilt every run · banner: who got here

→

Hunt · Loot
Kill quota on a timer · gear · scrolls · gold

→

Warden
Beat the Warden every 3 floors to open stairs

→

Floor Results
Stats · gear won · latest reach rate, then save

→

Next Floor
Deeper, tougher floors · roaming goblin merchant

Survival
No saves, fast pace: how long can you last?

Enter Arena
Start now with 1 heart · a single arena

→

Deeper Per Min
Floor and room shift, foes swarm · up to 100

→

Warden Arrives
Warden floors get +1 min · the run never stops

→

Live Reach %
From 30s: weekly · total "Survived this far"

→

Results · Retry
Time survived · personal best · retry with a heart

Battle Royale
Up to 8 in one dungeon, down to the last one

Enter Lobby
Up to 8 players · bot matches for now

→

Hunt · Farm
Grow only on gear · scrolls found that match

→

Ring Closes
Every 60s from the edge: poison → iron bars

→

Meet, Duel
Fall and you drop the gear you wore

→

Last One Left
Winner decided in the central Warden room

Hush Series 1/6

Hush Pop

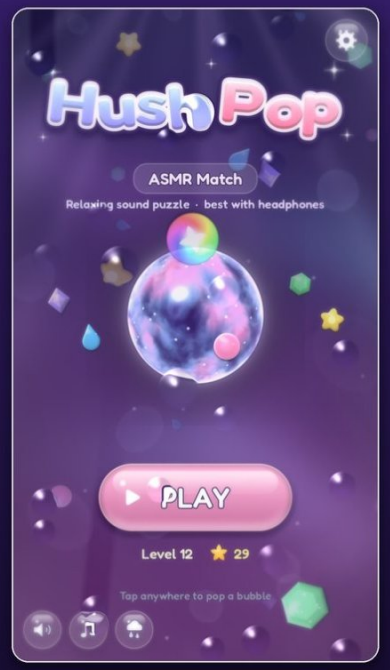
ASMR Match 3 Puzzle

A match-3 puzzle where every swap, match and pop rings out in kalimba, droplet and glass tones.

Sounds to savor
Soft sounds layer up as cascades keep going

Satisfying special tiles
Wave · Burst · Prism; swap two for combo effects

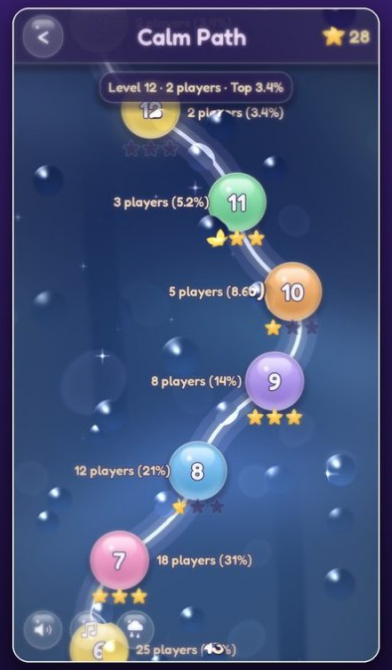
How far have others come?
Compare how many reached each level, anonymously



Put on headphones and unwind with ASMR



Swap two specials for a big combo



How far have others come?

1,000+ Levels

9 Languages

Rewarded ads Watch only if you choose

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On Google Play · App Store soon

Hush Series 2/6

Hush Water

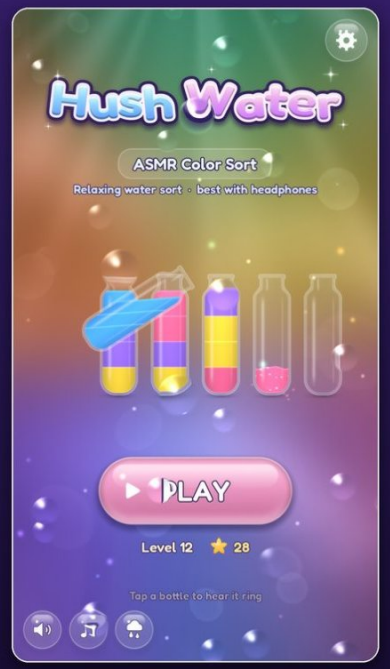
ASMR Color Sort

A water sort puzzle: pour colored water between bottles until each holds just one color.

A puzzle for your ears
Water rises in pitch as bottles fill, then a glass harp

Simple rules
Pour only onto the same color or an empty bottle; one color per bottle clears

How far have others come?
Compare how many reached each level, anonymously



Put on headphones and unwind with ASMR



Hear the water rise as each glass fills



See how many players reached your level

1,000 Levels

9 Languages

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Hush Series 3/6

Hush Knot

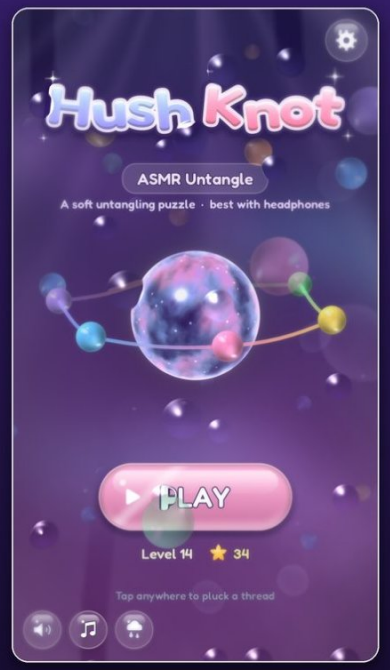
ASMR Tangle Puzzle

An untangling puzzle: move threads and glass beads to remove crossings one by one.

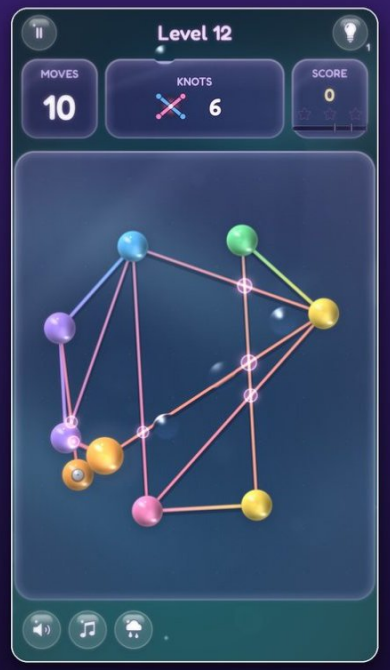
Feel it in your fingertips
A tick on grab, a rubber-band stretch, a twang on release

Simple rules, deep fun
Move beads so no threads cross; untangled, it becomes a picture

How far have others come?
Compare how many reached each level, anonymously



Put on headphones and unwind with ASMR



Drag a bead and hear the thread twang



Untangled, the beads form a picture

590+ Levels

9 Languages

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Hush Series 4/6

Hush Rain

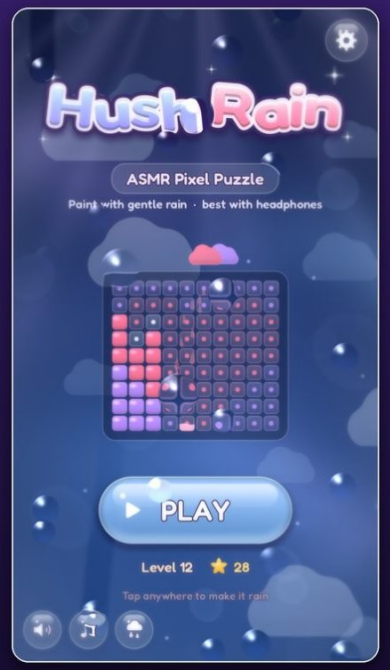
ASMR Pixel Puzzle

A calm puzzle where colorful rain clouds paint pixel art one drop at a time.

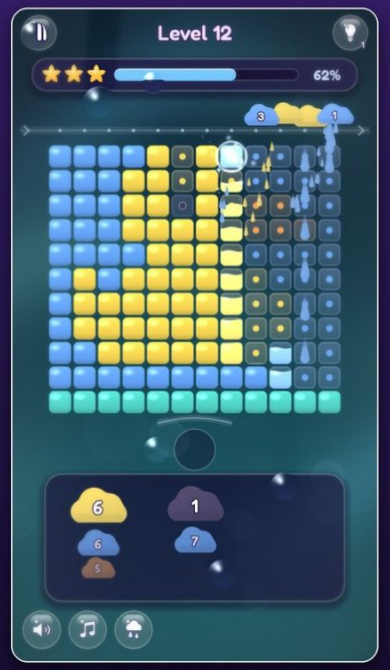
Painting with rain
Tap a cloud and it drifts along the sky path, raining on the picture

Quietly satisfying
Cloud queue, eaves, mystery clouds — send order is key

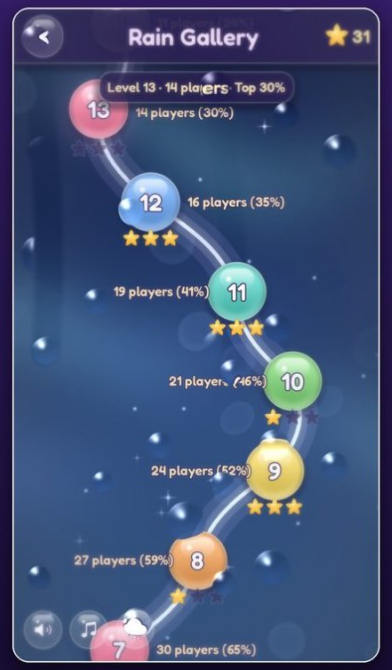
How far have others come?
Compare how many reached each level, anonymously



Rain sound ASMR puzzle for your headphones



Clouds back to back make a pitter-patter shower



See how far everyone has come

1,000 Levels

9 Languages

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On Google Play · App Store soon

Hush Series 5/6

Hush Train

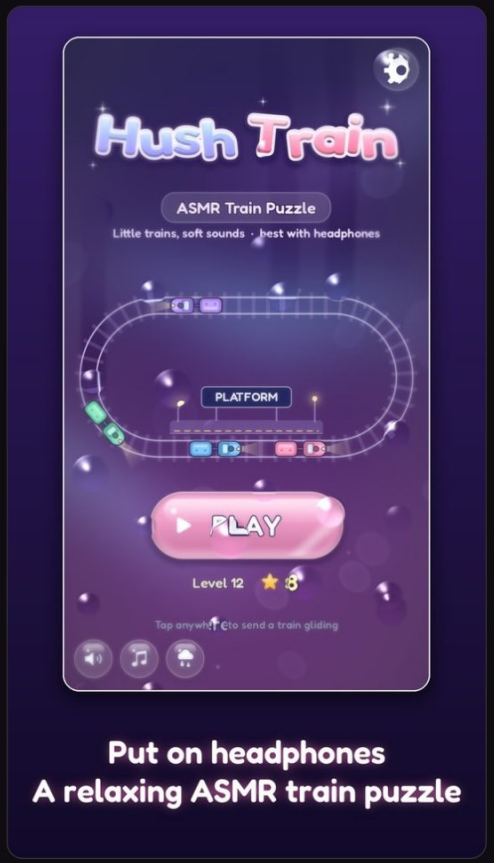
ASMR Train Puzzle

An escape puzzle: send candy-colored toy trains off the board, one at a time.

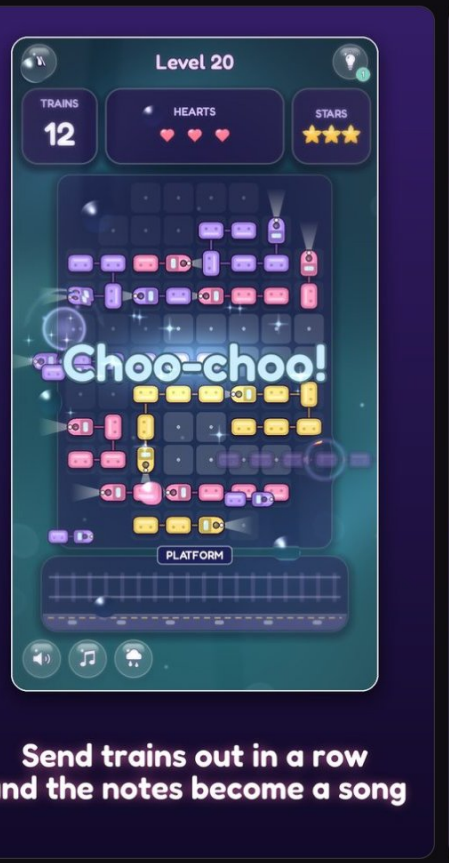
Simple and satisfying
Three same-color trains side by side on the platform depart together

A melody for your ears
Send trains out in a row and notes climb into a little tune

How far have others come?
Compare how many reached each level, anonymously



Put on headphones
A relaxing ASMR train puzzle



Send trains out in a row
and the notes become a song



See how far
everyone else has gone

1,000+ Levels

9 Languages

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Hush Series 6/6

Hush Screw

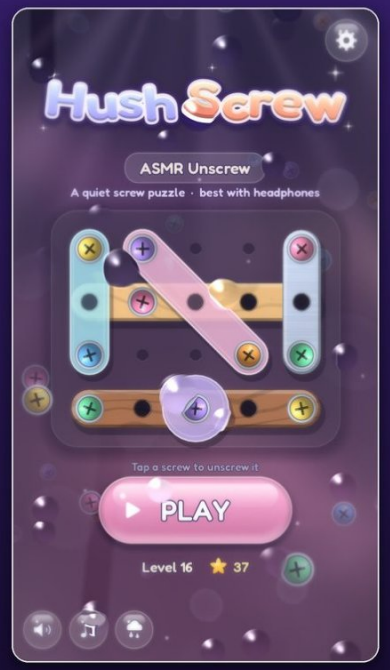
ASMR Unscrew

A screw puzzle where every screw you undo makes a soft, satisfying sound.

Sounds to savor
Ratchet clicks, a drop sound for each material, recorded rain

Simple rules, satisfying feel
Three screws in a same-color box and the lid clicks shut

How far have others come?
Compare players per level and your top %, anonymously



Put on headphones and unwind with ASMR



A soft click with every screw



See how many players reached your level

1,000+ Levels

9 Languages

Rewarded ads Watch only if you choose

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On Google Play · App Store soon

Company · Team

A team that builds and ships

My World Maker Inc.

- Founded August 2022 · Pangyo
- Certified venture company (Korea), July 2025
- 9 mobile games launched globally (2024–2026)
- 2025 Korea Good Company Awards · Innovative Company Brand Awards

Team of 3

Lead · Dev **CEO Chang Ha Lee**

EA · Com2uS

Art · 3D **Byung Ha Lee**

Wemade · Hanbitsoft

UI / UX · Other **Ja Young Kim**

Softnics

Market & Opportunity

$201.6B 2025 global games market

56% Mobile share ($113.3B)

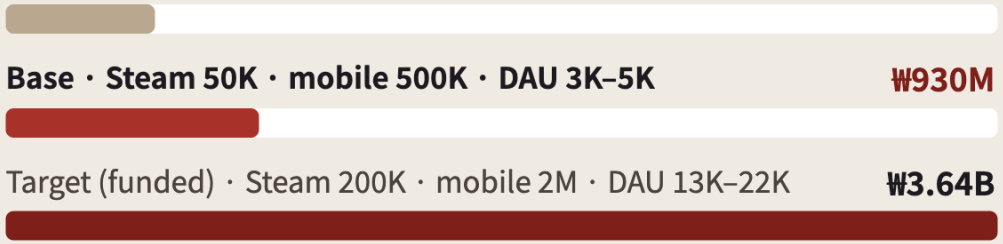
+12% PC growth · fastest platform

Same-genre indie games on Steam

Halls of Torment · small team	**1M copies · ~KRW 6.6B***
Death Must Die · team of 4	**~560K copies · ~KRW 4.6B***
Grim Dawn · indie action RPG	**7M copies (incl. DLC)**

Knight Descending 3-yr net sales (incl. ads · PvP)

Conservative · Steam 30K · mobile 300K · DAU 2K–3K	**₩550M**
Base · Steam 50K · mobile 500K · DAU 3K–5K	**₩930M**
Target (funded) · Steam 200K · mobile 2M · DAU 13K–22K	**₩3.64B**



* Estimated Steam gross revenue (Raijin, Jul 2026). Sources: Newzoo (Jun 2026, reported by GamesBeat) · GamingOnLinux (Oct 2024) · Crate Entertainment (Feb 2022). Net sales = after platform fees · discounts · refunds; US$1 = KRW 1,400

Roadmap

Launch everywhere, then go online

Q4 2026

Now

Demo · Store Page

Web demo live · Steam page live (collecting wishlists) · investor & publisher meetings

H1 2027

Launch

Steam · Google Play · App Store, same day

3 modes: Campaign · Survival · Battle Royale (bot matches) · Steam sales · rewarded ads · mobile ad removal

H2 2027

Expand

Battle Royale online PvP

New classes · bigger Survival map · farming & PvP in one dungeon · battle pass · skins

Revenue Model

Three revenue streams, by platform

Platform	How we earn	Starts
PC · Steam	**Paid $9.99** · launch & seasonal sales, long tail	**From H1 2027**
Mobile	**Free** + rewarded ads · **ad removal purchase**	**From H1 2027**
Online PvP	**Free** + battle pass · skins (PC · mobile)	**From H2 2027**

No paid loot boxes — fair pricing protects our reviews and word of mouth

Online PvP · H2 2027

Dungeon battle royale, profitable at 2K DAU

1 Enter
Many players, one dungeon

→

2 Grow
Farm · PvP to outgrow rivals

→

3 Win
Last one standing as it shrinks

What one user earns

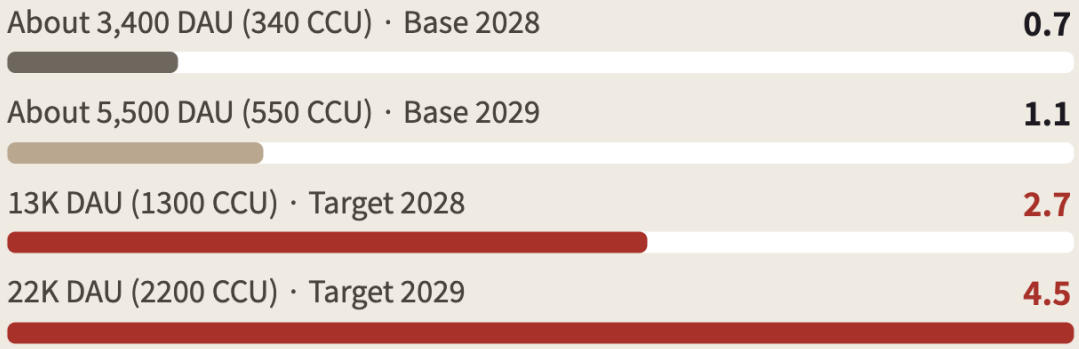
1 user (daily user) → × 4 (monthly users) → 4% pay (₩14K/month) → **~₩20K/yr** (75% after fees)

Why it's cheap to build

Bigger Survival map + new classes · reuses floors · monsters · gear · magic, so our 3 build it · PC + mobile matched together

Battle pass ~₩10K / 2 mo | **Skins** | **No loot boxes or stat sales**

Annual net revenue by DAU (KRW 100M)



Break-even ~2K DAU (200 CCU) — added server · ops cost KRW 40M/yr

22K DAU = 1% of 2.2M Steam · mobile users

3-Year P&L Plan (2027–2029)

KRW 500M lifts 3 years' profit from 290M to 2.04B

No investment · Base — 50K Steam copies total · 500K mobile

(Unit: KRW 100M)	2027	2028	2029	3-yr total
Revenue (incl. Survival ads · PvP)	2.1	3.2	4.0	9.3
Marketing	0.4	0.3	0.3	1.0
Payroll (3 people)	1.5	1.5	1.5	4.5
Operations (servers · office, etc.)	0.3	0.3	0.3	0.9
Operating profit	−0.1	+1.1	+1.9	+2.9

KRW 500M equity · Target — 200K Steam copies total (60K→70K→70K) · 2M mobile

Revenue (incl. Survival ads · PvP)	5.7	13.0	17.7	36.4
Marketing	1.9	1.7	1.0	4.6
Payroll (3 people)	1.9	2.2	2.5	6.6
Operations (servers · office, etc.)	1.6	1.6	1.6	4.8
Operating profit	+0.3	+7.5	+12.6	+20.4

Survival heart-refill ads

Mobile DAU = 3% of total installs
3 ads per user per day · eCPM $8
Base KRW 20M → 80M → 150M
Target KRW 60M → 290M → 590M

H2 2027 online PvP

Free battle royale · pass · skins
DAU = 1% of total Steam · mobile
Base ~3,400→5,500 · Target 13K→22K

Hush Series casual game revenue not included

Net revenue = after fees · discounts · refunds (about KRW 5,900 per Steam copy · about KRW 400 per mobile install). Payroll is unpaid today, paid from 2027. Operations = cloud · office (KRW 1M/month), spread evenly each year. US$1 = KRW 1,400.

Descend for yourself

Website myworldmaker.com

Free web demo myworldmaker.itch.io/knight-descending

Wishlist on Steam store.steampowered.com/app/5485830

Contact CEO Chang Ha Lee

Email contact@myworldmaker.com

LinkedIn linkedin.com/in/evanchanghalee

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