



DESCRIPTION

Embark on a whimsical VR adventure in Cluster Grab, a game that blends the charm of match 3 with the excitement of wave-shooters and the strategic depth of classic puzzle games.



Developed to embrace the weird and wacky side of virtual reality, Cluster Grab invites players into a surreal universe where cosmic chaos and strategic puzzling collide!

Whether you're a cozy gamer or a competitive mastermind, Cluster Grab is a cool and crazy experience with enough of a challenge for everyone to enjoy!

STORY

In the tranquil and wondrous biomes of the Cluster Grab universe, all creatures existed in harmonious bliss until a jealous sky god, unable to find happiness, rampages through. Devouring everything in his path and scattering the remains into hovering clusters.



Now you, a super-organism made up of various useful clean up creatures, must brave the biomes, strategically matching and assembling the scattered parts in order to repair the world and reclaim harmony after the sky god's destructive rampage.

GAME RULES

1

MATCH 3

Players must grab and match three identical clusters to progress.

Use your grabbers (creatures represented by your controllers) to pull clusters from floating formations and bring them back to you.



Once three matching clusters are grabbed, they are sent to the Mouth Belly (your virtual stomach storage).

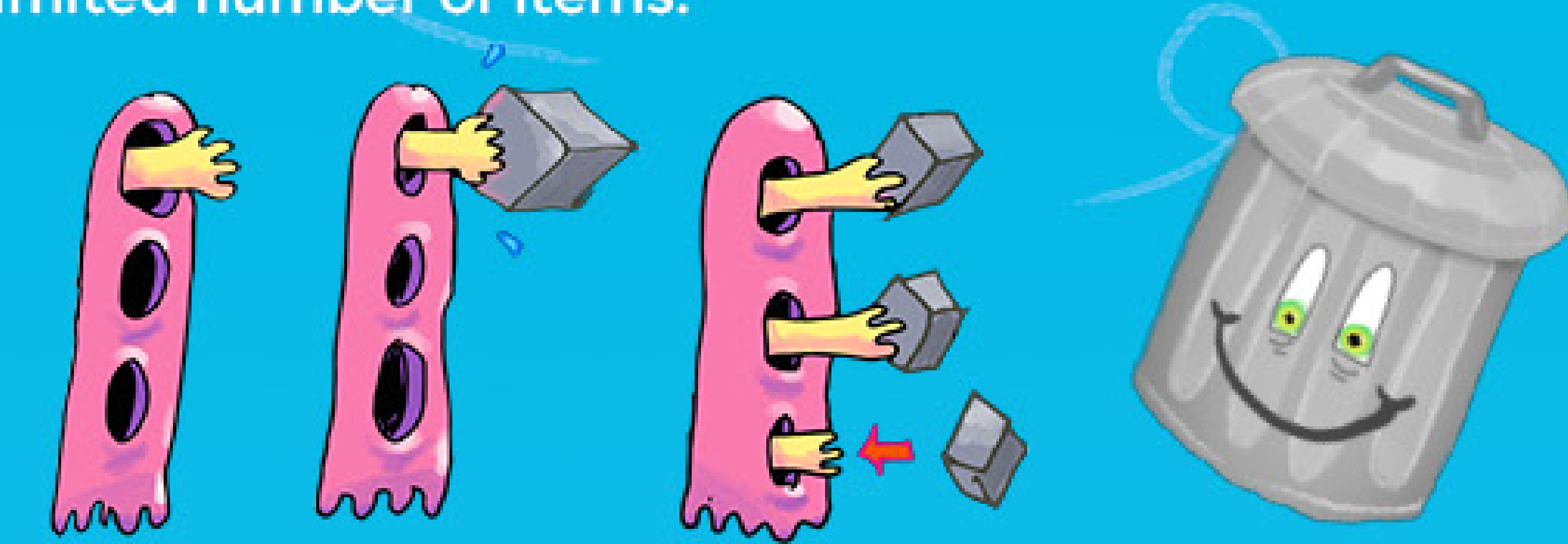
After collecting enough sets of matching clusters, you can reassemble the scattered creature (monster god) to complete the level.



2

INVENTORY MANAGEMENT

Your inventory is represented by a creature that can only hold a limited number of items.



If your inventory becomes too full, it will explode, forcing you to restart the level.

Strategically plan your grabs to avoid overloading the inventory while focusing on matching clusters.

3

POWER UPS & HAZARDS

Power-ups can either help or hinder your progress. Some may allow you to match clusters more quickly, or increase your score.



However, beware of hazardous power-ups that could throw off your strategy, reduce time, or add chaos to the game.

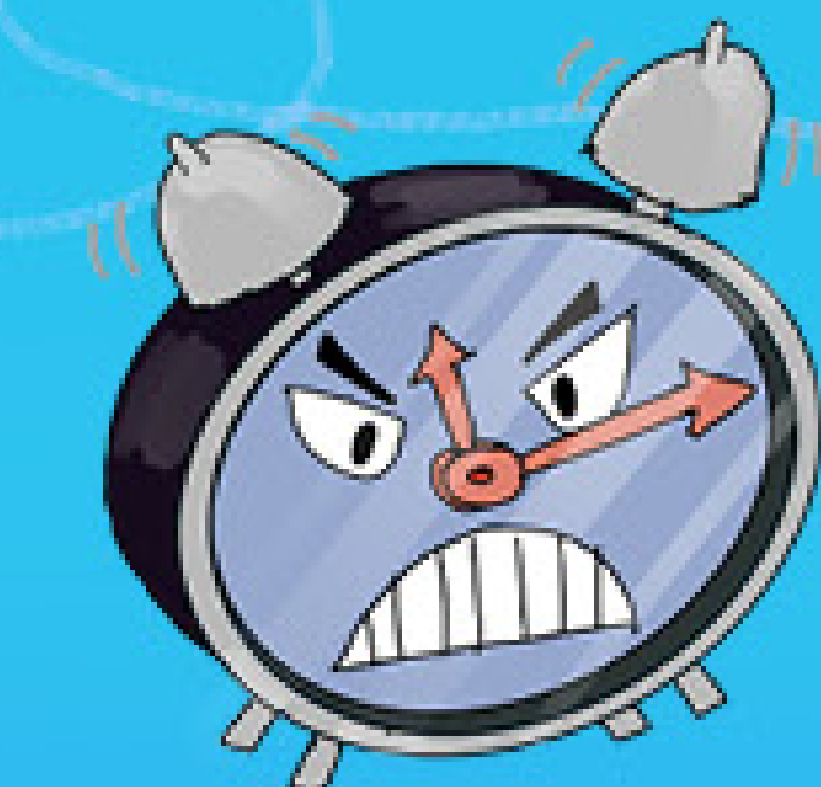
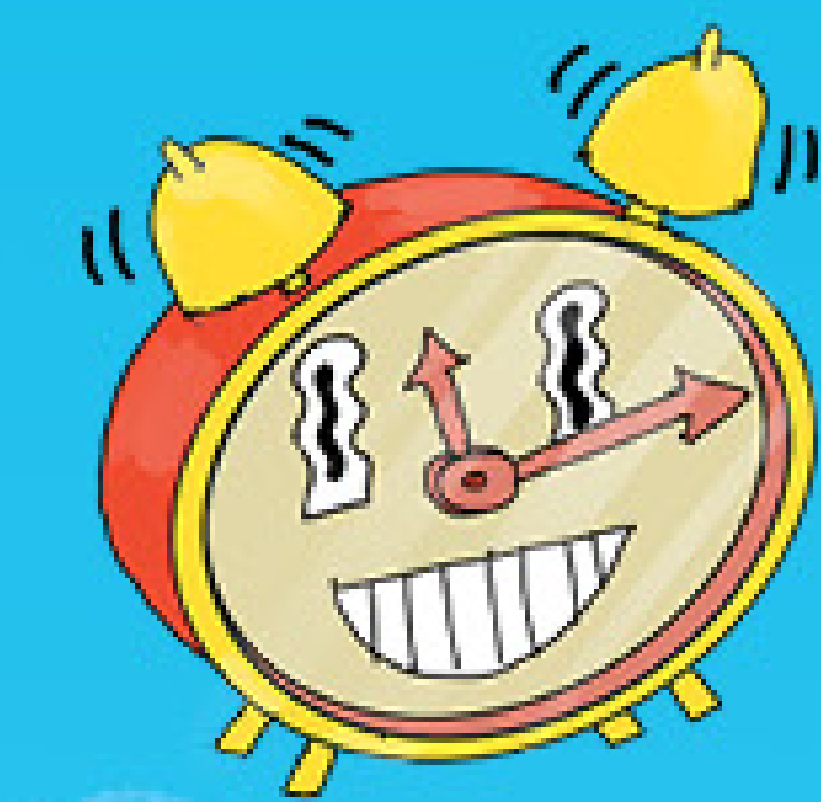
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TIME LIMIT

The Sky God's energy serves as a timer. If time runs out, the energy will overwhelm the player, and the game ends.

Keep an eye on the timer and work quickly to match clusters before it's too late.

Time-based power-ups or bonuses may help extend your time, but others may add to the pressure, forcing you to adapt.



DESIGN PILLARS

1

WHIMSICAL EXPLORATION

Dive into the unimaginable through unusual biomes and quirky creature interactions that will have you questioning what the heck the devs were on.

2

STRATEGIC PUZZLE-SOLVING

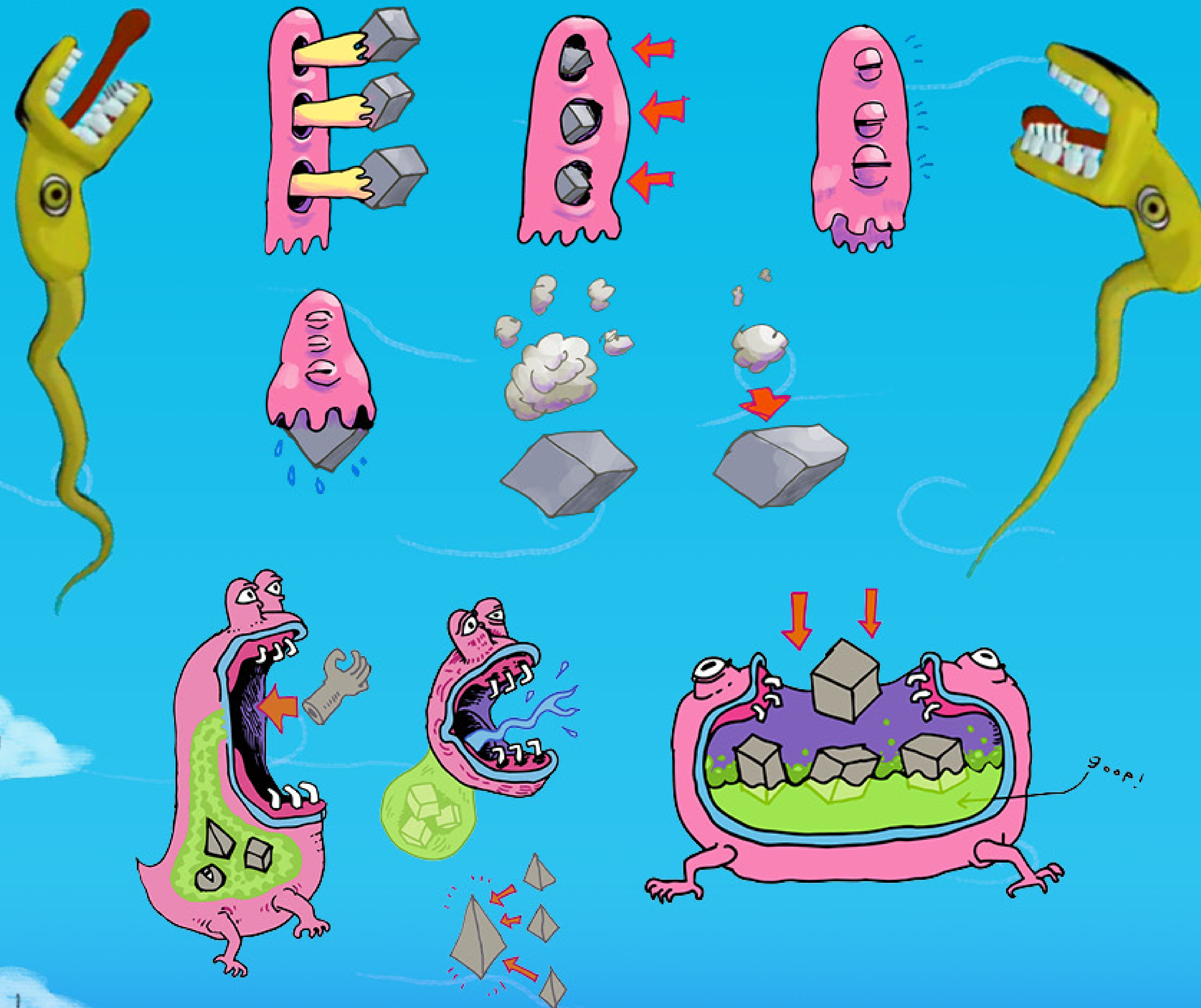
Engage with challenging match 3 mechanics, inventory management and puzzle elements such as power ups that may help... or hinder.

3

APPROACH GAMEPLAY AT YOUR OWN PACE

Whether you like to carefully plan your approach or want to go crazy hip firing and hoping for the best, Cluster Grab leaves it open for you to approach the gameplay as you wish!

THE SUPERORGANISM (AKA - THE PLAYER)



1

GRABBERS

- **Role:** Represent the player's left and right controllers.
- **Description:** Sleek, agile creatures with streamlined bodies resembling advanced tools. They feature mouths with teeth, expressive eyes, and extendable tongues that shoot out like a frog's tongue to grab and retrieve clusters from the environment.
- **Function:** Primary interaction with the game world, grabbing and manipulating objects essential for gameplay progression.

2

THE ORGANISER

- **Role:** Handles sorting and organizing collected objects.
- **Description:** A multi-limbed creature with a segmented body structure resembling a blend of a filing cabinet and a natural organism. Each segment of its body opens into compartments where objects are meticulously sorted.
- **Function:** Manages inventory and ensures clusters are grouped into sets of three for effective gameplay and puzzle-solving.

3

MOUTH BELLY

- **Role:** Stores and manages the player's successful clusters.
- **Description:** Positioned centrally within the player character's form, resembling a biological storage cavity akin to a stomach. It connects the player to the superorganism's collective identity and serves as the repository for clusters that constitute the monster gods.
- **Function:** Essential for completing levels by storing and assembling creature parts, crucial for restoring balance and harmony to the game world.

LOOK & FEEL

We aim for Cluster Grab to be a fun, cozy, yet challenging arcade puzzle game that takes the familiar mechanics of 2D match-3 games and reimagines them for VR. Our goal is to bring these classic elements into the wacky, surreal world we're creating, while adding fresh twists to deliver a unique and exciting experience. We're excited to see how we can take gameplay people know and love and mix it up for something truly special in virtual reality!



Our game is inspired by titles like Beat Saber, Katamari Damacy, and other classic arcade games. We love Beat Saber's casual yet competitive arcade feel, where local and global leaderboards encourage friendly competition and personal high-score chases, a hallmark of many arcade classics. From Katamari Damacy, we've drawn inspiration from its success in embracing weird, wacky concepts while keeping the gameplay fun. A quirky world lets us push gameplay in unusual and creative directions, making the experience both unique and engaging!



Our visual style is heavily influenced by the art of Eli Lamont, aka Spaciousmind, a local New Zealand artist whose style perfectly captures the wacky vibe we wanted for Cluster Grab. Having Eli as our lead artist from the start allowed us to build the game around his unique concepts, giving it a distinctive look that's both captivating and appealing to players of all ages.

The background is a vibrant blue sky filled with several white, fluffy clouds, each with a simple smiley face. In the upper center, a large, stylized eye with a purple and green iris and a black pupil floats. To the left, a pink, multi-eyed creature with a wide, toothy grin and yellow lightning bolts around its head is depicted. To the right, a tall, green, jelly-like creature with a single large eye on its head and mechanical legs is shown. At the bottom, there are smaller elements: a green, blocky creature on the left, a small island with a blue creature on the right, and a single smiling cloud in the center.

TARGET AUDIENCE

Our game caters to both casual arcade gamers who enjoy quick, fun sessions and competitive strategists who love challenging puzzle games with unique twists.

Designed for players aged 13 and up, it especially appeals to those who enjoy the unusual—people who love exploring new, whimsical worlds full of curiosity and wonder. With its distinct visual style, Cluster Grab attracts a broad audience, making it a hit with both adults and children alike.

CONTACT US

☎ +64 022 0897074

🌐 www.wildeyenz.com

✉ info@wildeyenz.com



THANK
YOU!!!

