

ROPE NINJA

Small ninja. Giant purpose.

A physics-puzzle adventure for phones and PC. A small ninja and his fairy free colossal living Titans with a rope.

PUBLISHER PITCH

OCTOBER 2026

BINARY HELIX

GAME PAINTING

You never damage a Titan. You make it damage itself.

The Moss Oak planted every tree in his valley. Now a violet growth called the Hush has taken his mind, and his own saw is cutting his forest down. Knot climbs him and turns his own machinery against the Hush.



Fire runs along a rope to the thorns on his brow.

IN-ENGINE



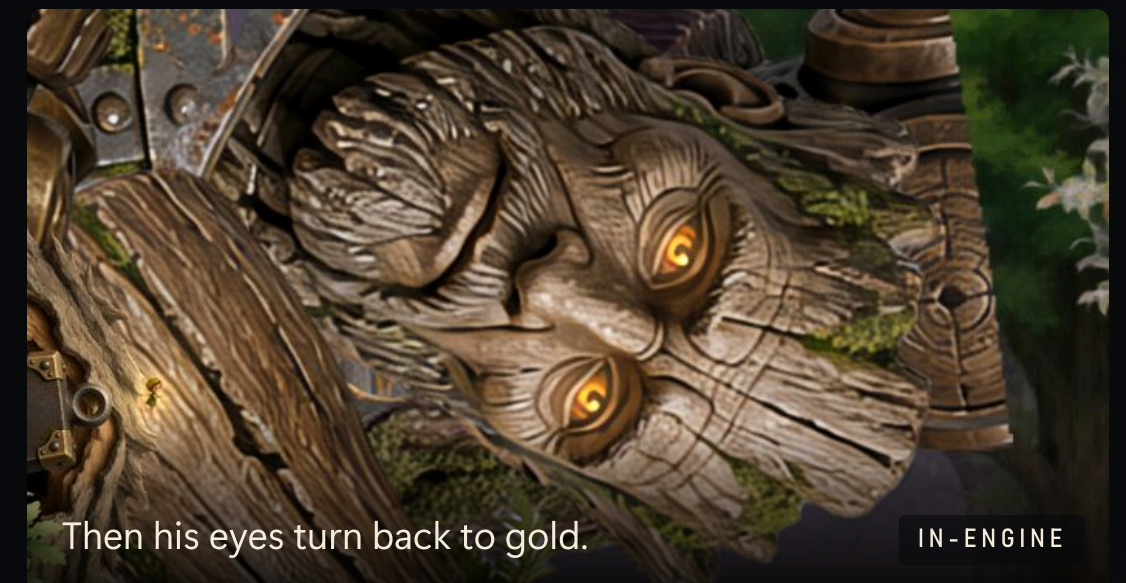
His own saw takes his knee.

IN-ENGINE



His own furnace burns the thorns.

IN-ENGINE



Then his eyes turn back to gold.

IN-ENGINE

One verb: **hook.**

Everything hookable answers every follow-up. Trying things is the tutorial.

TAP

Hook

A golden thread takes hold of anything.

SWIPE

Throw

Fling it, yank it, work it.

HOOK A SECOND THING

Tie

The two are joined, and the rope reels itself tight.

HOLD

Reel

Wind the held thing in, whatever it weighs.



The Deep Sea King is 127 Knots long.

Measured in the game's own units, not drawn for effect.

GAME PAINTING



KNOT, TO SCALE

THE DEEP SEA KING: 12,100 WORLD UNITS, NOSE TO TAIL



95

units: Knot, standing

127×

the Deep Sea King: 12,100 units long

148×

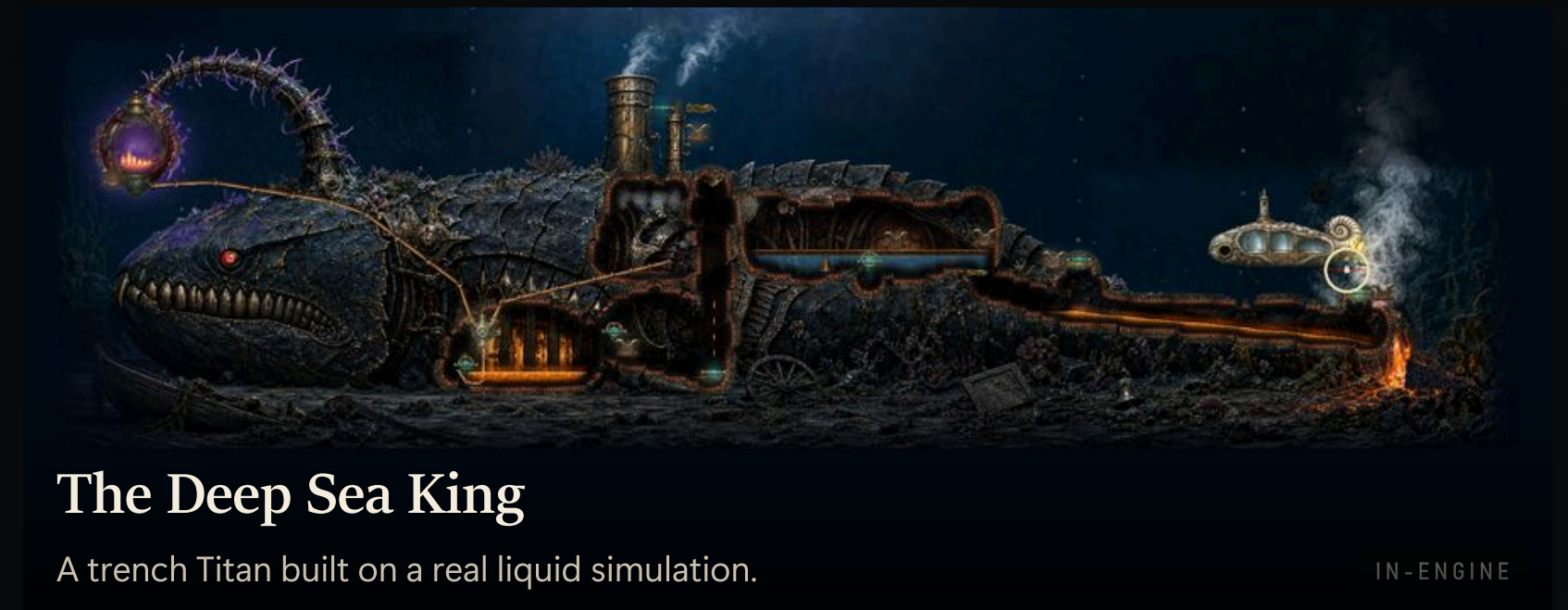
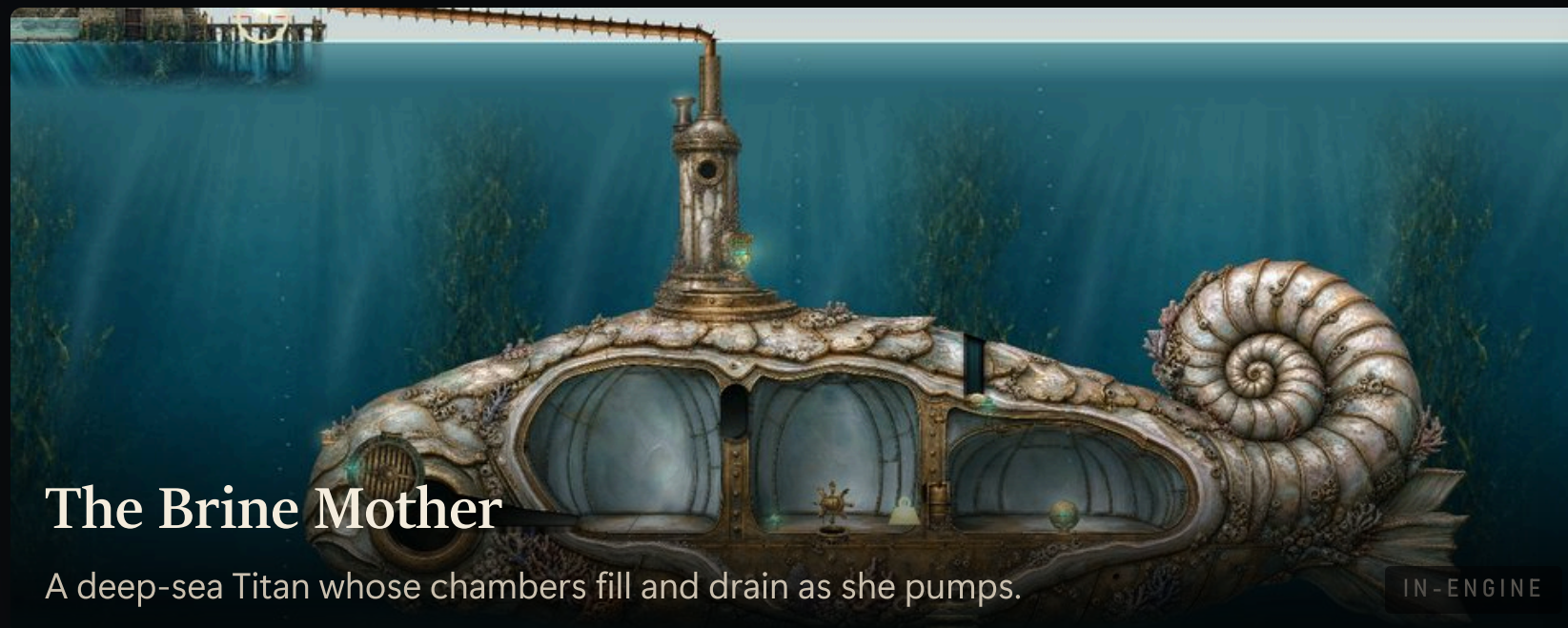
the Brine Mother: 14,055 units long

165×

the Moss Oak: about 15,750 units tall

Four Titans. Each one a body you work inside.

The game is not finished: four of twelve Titans are playable today.

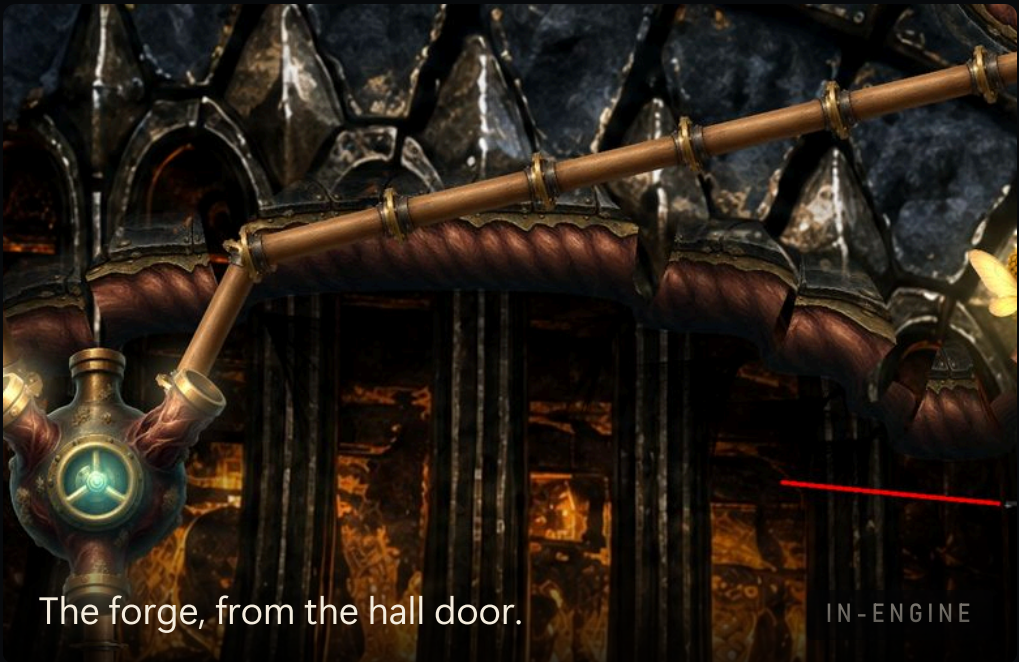


ANDROID Google Play internal test, build 188 **IOS** test build on request **WINDOWS** build ready **PLUS** a tutorial, and a world that keeps living after the win

Water, lava, oil, steam, obsidian. Simulated, not animated.

The trench Titan runs on a mass-conserving liquid simulation. Where the liquids meet is the puzzle.

Lava + sea	obsidian and steam
Oil on water	floats, and burns
Steam + cold	condenses to rain
Obsidian	real stone to stand on



The obvious move fails first. The machine finishes the job.

- 1 Failure teaches.**
Tie the saw arm to his flank and the rope snaps: the Hush gear drives it too hard. Weaken what drives it.
- 2 Cause and effect, never magic.**
A furnace lights because something fanned it. A door opens because something pulled it.
- 3 The Titan does the work.**
Tie a load to a turning drum and the giant lifts it for you.





A friendship that **talks back**.

- KNOT

I meant to do that.
- TANSY

You meant to fly upside down past a tree?
- KNOT

It's a technique.
- TANSY

He swatted you like a fly!
- KNOT

A very dignified fly.

After a Titan swats him: nobody gets hurt here, so they joke.

95

lines from the four playable Titans themselves: the Moss Oak 43, the Drift 28, the Deep Sea King 13, the Brine Mother 11.

4,768

voice lines in the game

1,931

Tansy

1,520

Knot

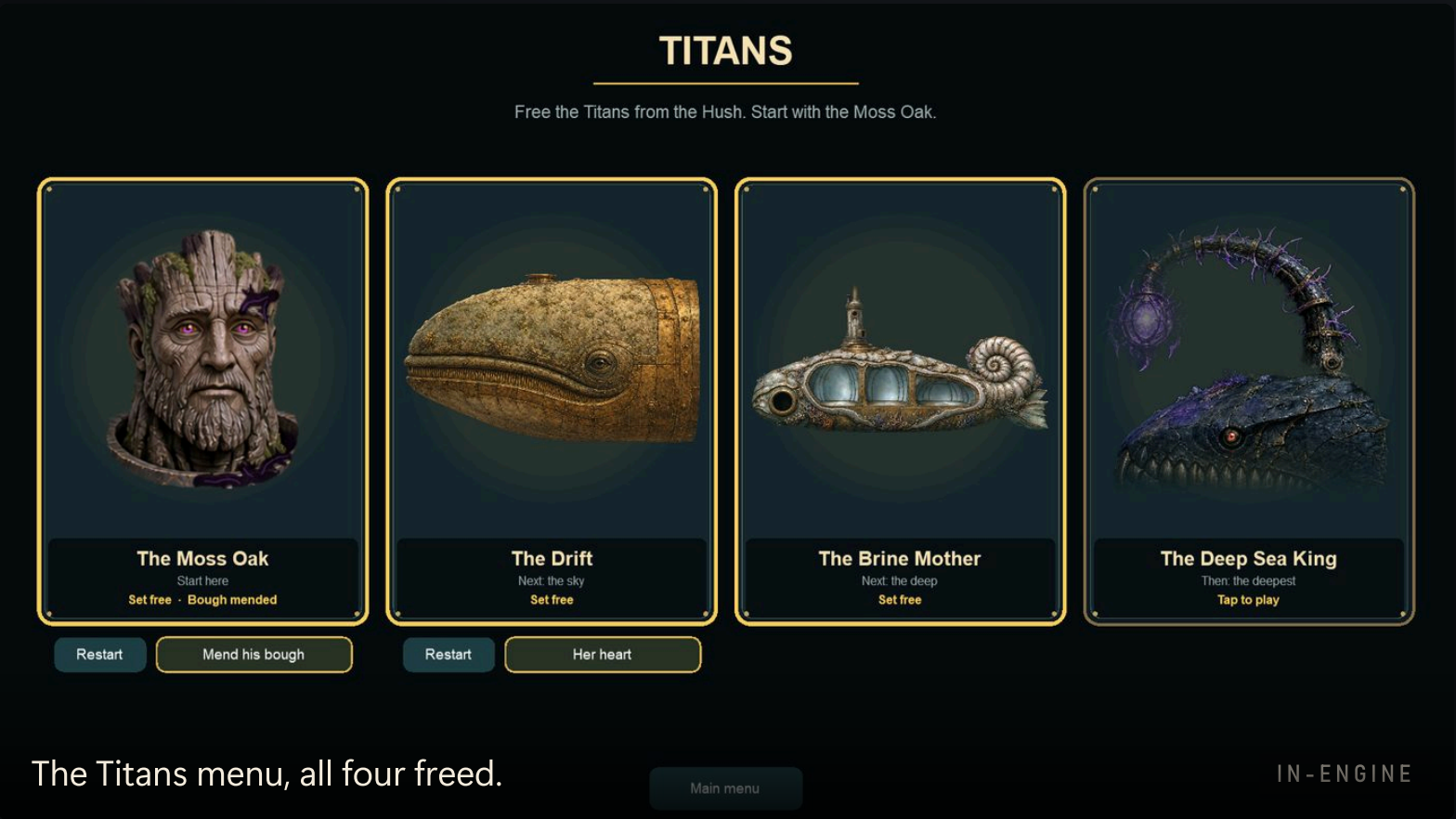
4 h 27 min

of speech, every spoken line captioned

Voices are AI-generated today. The rebuild recasts every one with actors (slide 11).

One developer. Build 50 to 187 in 31 days.

Linh Ngo designs, directs and edits. Anthropic's Claude Opus 5.5 writes most of the code, under direction and review. An AI media pipeline makes the art, voices and music, then every piece is selected, cut apart, rigged, animated and mixed by hand.



136

Android builds, build 50 (September 9) to build 187 (October 9, 2026)

697

commits since August 1, 2026

22

automated checks that must pass before every commit

2016

the rope prototype's first commit, April 23

A publishing partner for iOS, Android and PC, with funding to replace every AI-made media asset (art, voices, music and sound) with work by human artists, actors and composers, plus QA, localization and launch marketing.

The IP stays with us. Launch about 24 months after funding.

No AI in the shipped media. The blueprint is already playable.



GAME PAINTINGS AI-made today. Each is a working placeholder for a human artist.

Every line, painting and cue already exists and is timed. Human artists, actors and composers work against a finished, playable game, not a design document.

Art

Four Titans, Knot, Tansy, the worlds, the story pictures

Voices

4,768 lines, recast with actors under a director

Music

A score for every Titan, by a composer

Sound

Every hook, throw, tie, creak and groan

FUNDING SOUGHT

\$1.2 million

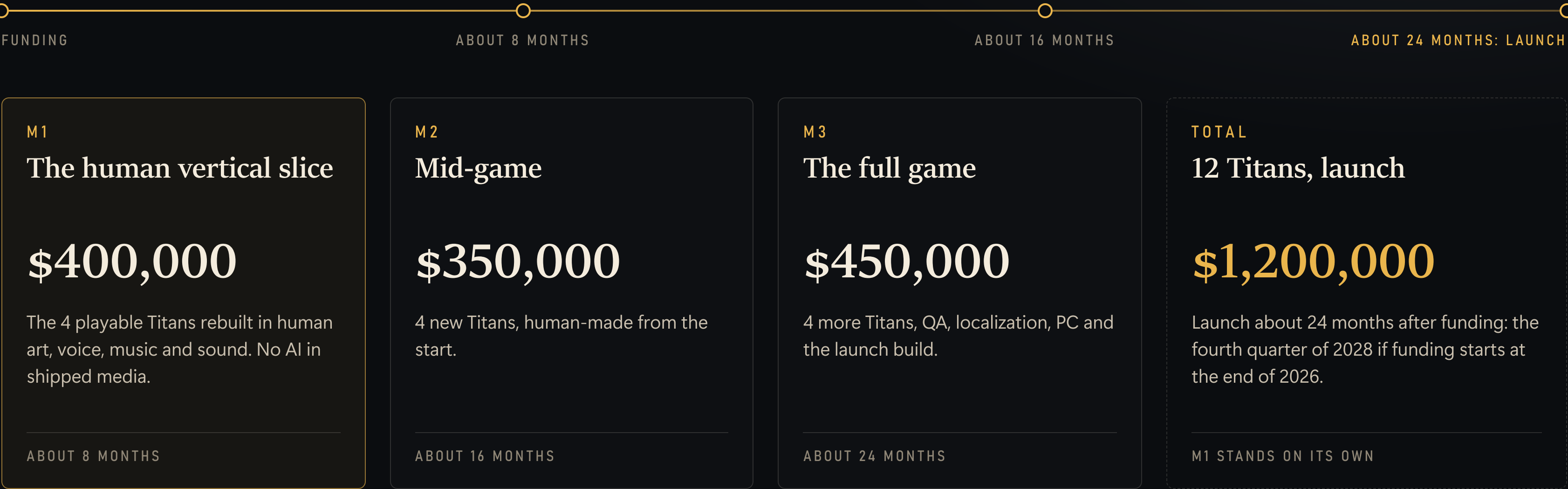
In three milestones. The first, **\$400,000**, delivers a human-made vertical slice: the four playable Titans rebuilt in human art, voice, music and sound.

Milestones and the cost model: slides 12 and 13.

AI disclosure. Today the art, voices, music and sound are AI-generated and finished by hand, and Claude writes most of the code under review; nothing is generated while you play, and no voice imitates a real person.

Twelve Titans. Three milestones.

The game is not finished: four of twelve Titans are playable today.



For a publisher that funds smaller amounts, Milestone 1 stands on its own: \$400,000 to rebuild the four playable Titans with human art, voice, music and sound.

Months are counted from funding. Each milestone carries its share of runway (M1 6 months, M2 8, M3 10) and contingency.

Where the \$1.2 million goes.

Rebuild the 4 existing Titans in human media	4 × about \$55,000	\$220,000
8 new Titans in human media	8 × about \$55,000	\$440,000
Shared art and audio: tutorial, village, Knot, Tansy, UI, title, art direction		\$70,000
QA, localization (5 languages, text), PC and platform work		\$80,000
Developer runway	24 months at \$10,000	\$240,000
Contingency	about 14%	\$150,000
Total	Launch marketing from the publisher, on top	\$1,200,000

ONE TITAN, ABOUT \$55,000

\$32,000

Art: painted body, interiors, props

\$10,000

Voice: its lines, its Titan voice, Knot and Tansy's share

\$8,000

Music: about 4 cues

\$4,000

Sound: about 25 cues and an ambience

Design and code stay with Linh and Claude Opus 5.5, so the money goes to people making art and performances.

Planning estimates from typical indie market ranges, not quotes. Lean rates bring the same 12-Titan game to about \$1.0 million; top-of-range rates to about \$1.4 million.

Mobile first. PC next. **Asia later.**

Mobile iOS and Android, built for touch. Premium, no ads planned.

PC Windows build ready; mouse controls. Steam planned.

Asia With a partner. A paid game in mainland China needs an ISBN approval filed by a Chinese publisher.

Knot's conical hat is a Vietnamese *nón lá*. For China and Korea it can be presented as a Chinese or Korean hat.



Rope Ninja leads. Two more behind it.



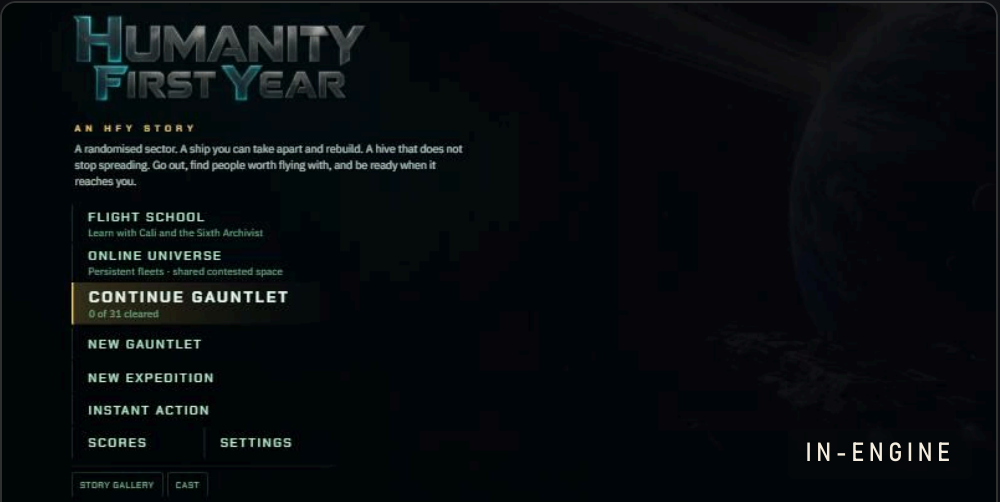
KEY ART

LEAD TITLE

Rope Ninja

Physics-puzzle adventure. Four playable Titans.

Android internal test, build 188. iOS test build on request. Windows build ready.



IN-ENGINE

NEXT

Humanity: First Year

A short-session 2D real-time space expedition. Humans are the underdog.

Free browser demo, public. Android in Google Play testing. Steam page planned.



KEY ART

NEXT

Fast Rocket

A rocket-building and space-flight sandbox with real physics and two voiced instructors.

On Google Play at \$2.99. Free in the browser.

XP.COM, LLC dba Binary Helix. One developer. Solar2D (Lua) with Box2D physics.



Linh Ngo

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Watch the reel at <https://ropeninja.com>. Android and iOS test builds on request.

