


SilverFOCS Incubator

A stylized illustration of a video game controller. The background is a light purple-grey. In the center is a dark grey controller shape. Inside the controller's body is a light blue rectangular screen. Above the screen, a grey line representing a joystick extends upwards. On either side of the screen are two large, rounded buttons with orange semi-circular highlights. Below the screen are four circular buttons: a red one on the left with a white plus sign, and three green ones on the right. At the bottom center is a large green circle, and at the bottom right is a blue circle. The text 'SilverFOCS Incubator' is at the top, 'S-FOCS (game)' is on the screen, and 'Ghostbust Hotline' is below the screen.

S-FOCS (game)

Ghostbust Hotline



Sweet ideas. Crunchy gameplay.



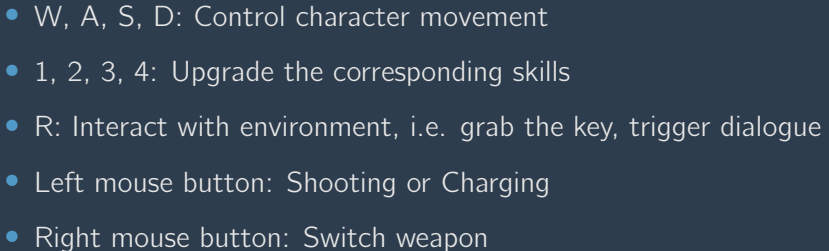
~~GHOSTBUST
HOTLINE.~~



"Descend into the shadows, uncover lost souls, and bust every ghost that lurks within!"

In a world where reality and the supernatural collide, restless spirits roam forgotten places. As Charlie, a rookie intern at Ghostbust Hotline, you've been given your final mission: clear a haunted three-story dungeon of every ghost inside. Explore every corner, confront the unknown, and prove you're ready to join the ranks of elite Ghost-neutralizer!

Can you survive the dungeon and complete your internship?





Charlie

An intern at Ghostbust Hotline

Each intern in Ghostbust Hotline is equipped with two types of weapons, one is the blue Ghost-neutralizer to defeat the revealed ghosts. Another is the yellow Ghostmarker to reveal ghosts. Right click on the mouse to switch the weapon.



Ghost

Mysterious creatures in the dungeon

Having dwelled deep within the dungeon for ages, these species have evolved the power of invisibility. They strike at all intruders without hesitation, and some have gone further—mutating into forms with strange, otherworldly abilities.



Ghost Types:

- **Normal Ghost:** Naturally invisible, it attacks others through physical contact.
- **Dasher:** After a brief charge-up, it dashes toward its target, delivering a more powerful attack.
- **Lobber:** Shoots an energy blast that dulls the target's movements for a brief time.



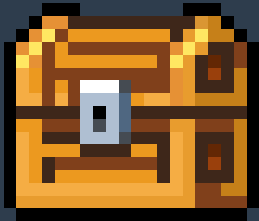
You may encounter more types of ghosts (even powerful bosses) during your adventure!



Dungeon Information:

- The structure of the dungeon remains to be explored, but **two** things are certain.
- Firstly, each dungeon floor definitely contains a door to the next level and a key to unlock it.
- Secondly, touching the key alone doesn't always grant it - you may need to fulfill certain conditions.





Chest

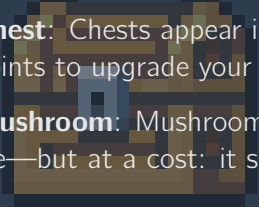


Mushroom

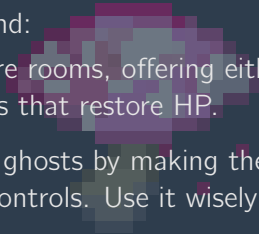


The dungeon is perilous, yet aid can be found:

- **Chest:** Chests appear in special treasure rooms, offering either skill points to upgrade your abilities or items that restore HP.
- **Mushroom:** Mushroom reveals nearby ghosts by making them visible—but at a cost: it scrambles your controls. Use it wisely!



Chest



Mushroom



Images Original, by Apeel Subedi and Tiantong Li

Background Music Original, by Tiantong Li

Fonts Bebas and Garet

Team members

- Apeel Subedi
- Hongrui Fu
- Tiantong Li



- A pixel-art dungeon shooter that blends fast-paced action with eerie horror elements.
- Hand-crafted visuals and music offers players a fresh and immersive experience.
- Set in open, diverse maps keep every run fresh and full of surprises.

