

Press Release – September 2025



Knitewings™ – An Anime Rail Shooter Roguelite Announced for Steam

Profenix Studio, **the indie developer** behind the horror title *HELLSEED: All Chapters*, proudly announces its new project: **Knitewings™**, an **anime-inspired rail shooter roguelite** that blends fast-paced bullet-hell combat with cinematic action and RPG progression.

Knitewings™ is a high-speed on-rails shooter where four angelic **sisters** battle against demonic legions across vibrant, fantastical landscapes. Inspired by arcade classics and enhanced with **roguelite progression**, Knitewings™ blends lightning-fast action, strategic on-the-fly upgrades, and cinematic intensity into a unique arcade experience.

Behind every battle lies a greater war: the Song that holds the universe together is fading, and the Silence rises to break it. Four angelic warrior sisters take flight to defend the balance.

Choose your angel — **Michela, Gabriela, Raffaella, or Uriela** — each with a distinct melee style, stat profile, and playstyle. Equip a powerful primary weapon and an auto-targeting secondary, then dive into dynamic stages filled with enemy waves, flying hazards, and epic multi-phase boss battles. **Finish close threats with a forward melee lunge** (and, with precise timing, **parry boss dash attacks**), unleash **elemental Specials**, and customize your run with randomized **Gifts** and synergies.

Every level is a test of reflex and adaptability: destroy enemies to collect **XP** and level up,

unlock randomized upgrades **on the fly**, and gather coins to unlock new characters and permanent enhancements. With **two support system slots** and dozens of combinations, no two runs are ever the same.

Core Features

- **Four Playable Sisters:** Michela (Water), Gabriela (Fire), Raffaella (Earth), Uriela (Air) — distinct melee styles, stat profiles, elemental Specials, and unlockable upgrades.
 - **Rail-Shooter Gameplay:** classic forward-scrolling arcade action with full movement inside the camera frame and crisp pattern readability.
 - **Roguelite Progression:** earn XP to unlock randomized upgrades on the fly; keep coins for permanent enhancements and character unlocks.
 - **Flexible Loadouts:** equip one primary and one auto-targeting secondary per run; weapons level up and can be swapped or recovered without losing progress.
 - **Forward Melee Lunge:** precise close-range strike to **finish high-HP enemies** before they exit—and, with perfect timing, to **parry boss dash attacks**.
 - **Support Systems:** up to two automatic supports—shields, orbitals, lightning fields—that level up and adapt to your build.
 - **Boss Fights & Enemy Waves:** screen-filling bullet patterns, coordinated formations, and epic multi-phase bosses that test both reflex and strategy.
- Replayability & Rewards:** bonus coins and chests for perfect wave clears and stylish play; deep meta progression for high replay value.

Soar through the skies, unleash divine fury, and prove yourself in the war between heaven and hell. Your wings are your weapon. Your destiny awaits.

Press Kit

Screenshots, logos, trailer and cover art are available here:

<https://drive.google.com/drive/folders/17LBdhPTbPp1KfNuZhD9EdoAGxfDPpMw?usp=sharing>

Official Page

Knitewings™ official web page:

<https://www.s2powered.com/knitewings/>

About Profenix Studio

Profenix Studio is a **one-man indie developer** and the creator of **S2ENGINE™**, a proprietary 3D game engine. After releasing the psychological horror **HELLSEED: All Chapters**, Profenix Studio now brings the same passion for immersive worlds into a vibrant anime-inspired rail shooter.



- <https://x.com/ProfenixStaff>
- <https://store.steampowered.com/developer/PROFENIXSTUDIO>
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Wishlist Now

Knitewings™ is coming soon to PC via Steam. Players can wishlist today to follow development and support the project.

<https://store.steampowered.com/app/3729530/Knitewings/>