



Sunday, February 1, 2026

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## Akupara Games "Pitch A Game Submission"

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Dear Ann,

Thanks for reaching out and for sharing "**SpaceWoman: Distortions In A Triple Star System.**" The surrealist sci-fi framing is memorable, and the emphasis on audio and haptics is a distinctive angle. I also like the ambition of using sound to drive navigation and threat awareness. It's an atmospheric pillar that could make the experience feel very personal and tense in a way many space games don't attempt.

After review we're going to pass at this time. While we admire what you're building, it isn't the right fit for our portfolio or our upcoming releases, given our current platform and resourcing priorities.

Thank you again for thinking of Akupara, and wishing you the best as you continue development.

Best regards,  
Rachel  
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**Rachel Heleva**  
Producer  
she/her



# SPACEWOMAN

## DISTORTIONS

### IN A TRIPLE STAR SYSTEM

