

Title: Throughput

Developer: uuqstrings

Publisher: Entanglement

Platforms: Windows, Mac, Linux

Genre: Simulation

Release Date: TBA

Press contact: For review keys, interviews, or asset requests, reach the Entanglement team at contact@throughput.gg. Coverage, streaming, and monetized video of Throughput are welcome.

Tagline: Build the city. Watch it breathe.

Short Description: A hyper-abstract city sim where every entity pathfinds to the beat and the soundtrack pulses with your city. Zone, build, watch it breathe.

Long Description:

A city sim built for the long session. No spreadsheets, no fires to put out. Just you, the simulation, and the soundtrack.

Every car, every commuter, every truck routes itself, continuously re-optimized. No cached paths. No traffic-rot you have to fix by reloading the save.

The city has a pulse. Traffic flows on the eighth notes. Overloaded streets flash red in unison on the half. The whole city runs on the same clock as the soundtrack.

Push the limits and the city tips Euphoric—the bass takes over, the BPM climbs to 170, the Aura blooms across the map as a living fractal. Fall behind and the map starts pruning itself. It's a cycle, not a scoreboard. You'll hear which way it's going before you can see it.

Saturated, vector-bright, deliberately abstract: vector-arcade lineage pulled forward with modern color and motion. Built for headphones. Built for bass.

Headphones on. Lock in.