

OCTOBER 2026

PIXEL SORTER FACTORY

WISHLIST
NOW
ON STEAM



It all starts with **one pixel**.

In **Pixel Sorter Factory**, every pixel is simulated. You can grab them and play with them, and watch them fall, bounce and pile up with gravity: just messing around with them is already a lot of fun.

Then you put them to work. Transform them, build machines and conveyors, and automate a whole workflow until the factory runs on its own, selling your pixels and making money for you.

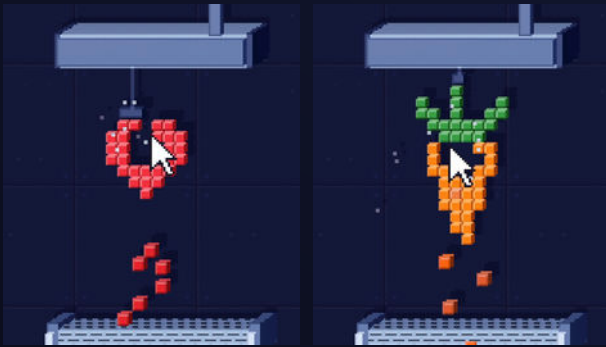
	DEVELOPER	MaxFab (self-published)
	GENRE	Incremental - factory builder - automation
	PLATFORM	PC (Windows)
	STORE	Steam
	RELEASE	Early Access - Q1 2027
	FREE DEMO	November 5, 2026
	PRICE	\$14.99 / €15 (planned)
	LAUNCH	-20% launch discount
	PLAYERS	Single-player
	LANGUAGES	English, French, German, Spanish, Brazilian Portuguese, Russian, Simplified Chinese, Japanese
	ENGINE	Godot 4

LINKS

	STEAM	store.steampowered.com/app/5270820
	TRAILER	youtu.be/bTCRTyGfIKk
	ASSETS	pixelsorterfactory.com/press
	DISCORD	discord.gg/bgmKekJxHU
	PRESS	press@pixelsorterfactory.com



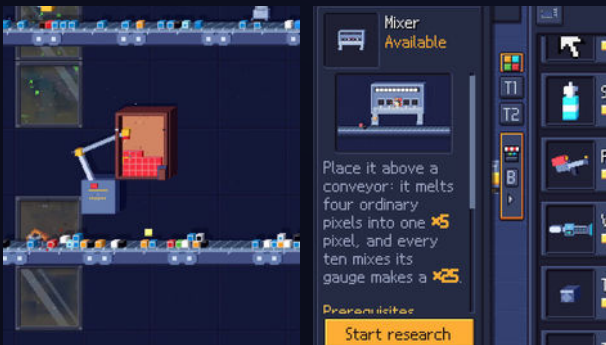
The main mechanic: automation in a few clicks.



01

BREAK THE PIXELS

Click the pictures that drop from the sky: they break into pixels. You can grab every single one of them. They're physics-based, so even huge pyramids of pixels are fun to play with.



02

GUIDE THEM THROUGH THE MACHINES

Send your pixels through ovens, washers, sorters and robot arms, then sell them to earn credits. Spend those credits to upgrade your machines, and research new ones in the research tree.



03

LET IT RUN

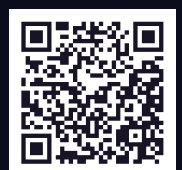
Connect everything into one big automated system: printers, orders, casino tables... until the factory works on its own and keeps the money coming in.



WATCH THE TRAILER

A quick preview of how big the factory gets, and of a game packed with pixels.

youtube.com/watch?v=bTCRTyGfIKk



Where do all those pixels go?



DIDIER
your colleague

You're the new employee. Didier welcomes you and shows you how the factory works. He has been here for a while, and he warns you: strange things happen around here sometimes.

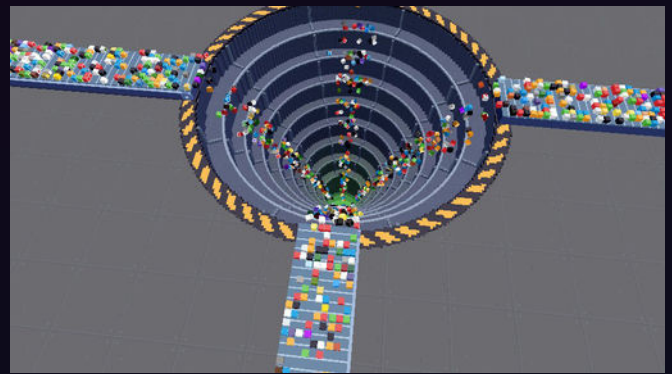
He tells you the pixels are sold. But you quickly notice something is off: they all disappear behind a black door. And one day, radioactive green pixels even fell from the sky... You start to have doubts.

The truth: **the pixels aren't sold at all**. Conveyors carry them all away to feed a **nuclear reactor**. And that reactor powers more than just the factory...

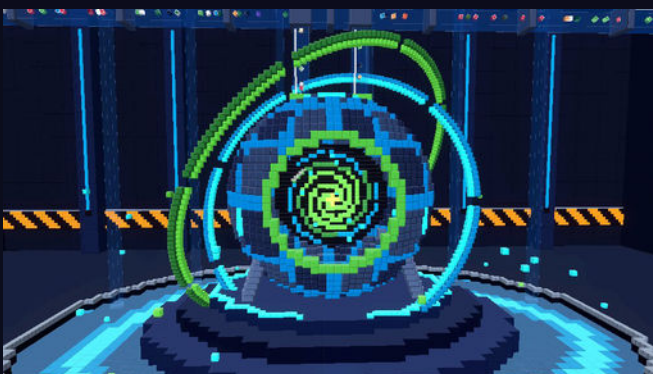
CINEMATIC



01 The sales tunnel



02 The pit



03 The reactor



04 The lab

Story cinematic, work in progress. We plan to dig deeper into the factory's secret throughout Early Access.

A factory made of pixels.

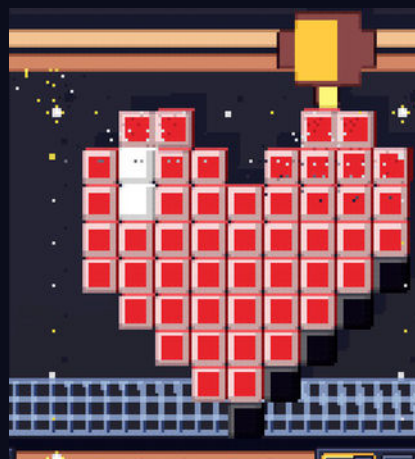
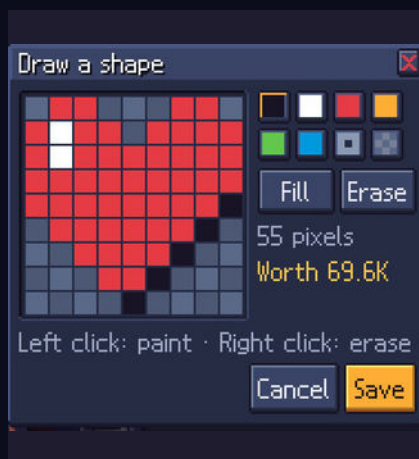
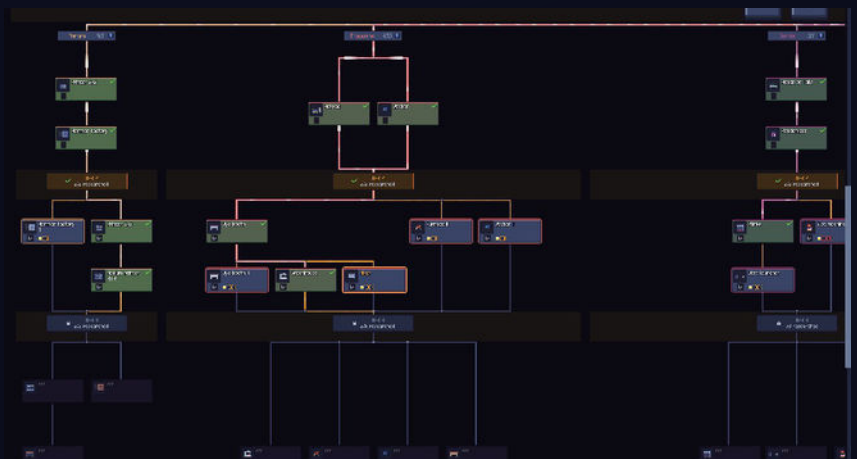


20+ machines

Ovens, washers, dye booths, mixers, greenhouses, color sorters, filter conveyors, robot and vacuum arms, drones, printers of every size: each with its own animation and its own trick, and each upgradable from tier I to III.

A research tree

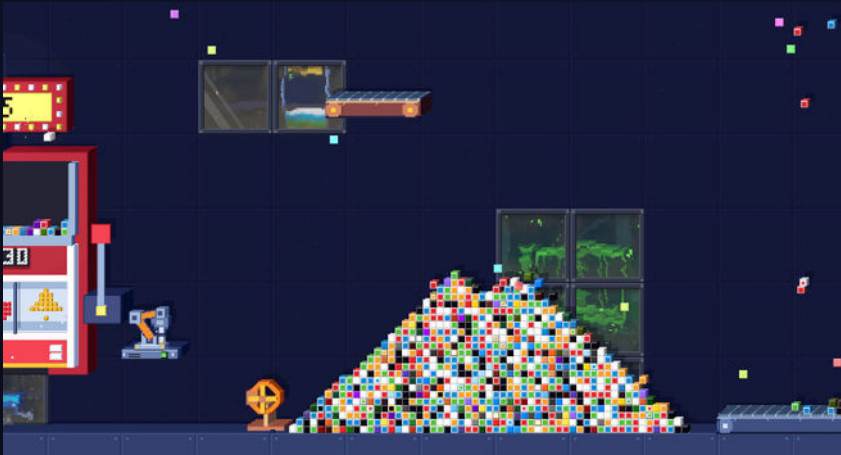
Every new machine is a plan to research. Choose your branch: after the research, your first machine is free.



Draw your own shapes

Open a printer and create your own pixel-art pattern. It turns into a shape you can sell: the more rare pixels you put in, the more valuable the shape.

Then, play with your **pixels**.



Thousands of pixels on screen

Each pixel is a small cube with its own physics: they stack up and end up as huge pyramids. If your factory is too slow, they pile up and it quickly turns into chaos. So hurry up and sell them!

The casino corner

Plinko, a slot machine, a coin-toss table and a dart launcher: bet your pixels, try your luck and go for the jackpot.



Special pixels

Slime pixels stick to the walls, glass pixels shatter on impact, helium pixels float away, gremlins multiply and bombs explode right in the middle of your piles.



Building the rest with the players.

Pixel Sorter Factory is already fully playable, with a complete gameplay loop, but we have many more machines, features and story in mind. Early Access lets players jump in now, while their feedback helps us decide what to balance, fix and add next. We currently expect it to last about one to two years.

PLAYABLE TODAY

- Extract pixels by hand, sort them and sell them
- Automate the whole factory with 20+ machines
- Unlock new machines in the research tree
- Deliver shapes to commercial orders
- Plinko, slot machine, coin toss, dart launcher and their jackpots
- Special pixels: slime, fragile glass and more
- Achievements, statistics, 8 languages
- A tutorial guided by Didier, your colleague

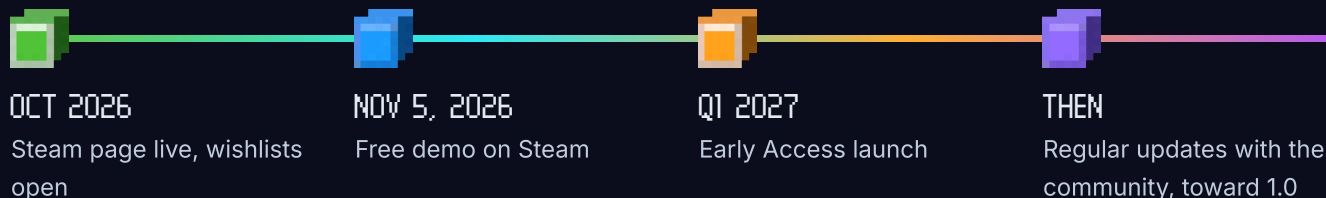


WHAT WE PLAN

- New machines and bigger upgrades
- New kinds of special pixels
- More research, more orders, more ways to earn
- The full story of the factory, and of where all those pixels really go
- Seasonal events, like Christmas content
- Polish and balancing based on player feedback

These are our current plans, not promises: they may change along the way, based on what players tell us.

ROADMAP

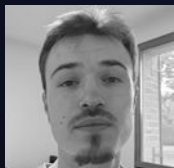


PRICE AND COMMUNITY

We plan to raise the price as new content is added: the Early Access price reflects what is in the game today. We read every Steam review, discussion and bug report, and share our progress on [Discord](#) and Steam.

Made by two people.

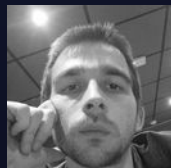
MaxFab is a two-person independent studio based in France. Pixel Sorter Factory is the studio's first game: we design it, code it and build it ourselves, on the Godot engine.



Maxence

CO-FOUNDER - PROGRAMMING AND MUSIC

Started out as an Unreal Engine developer: eight years as a freelancer on Fiverr, and his own small company training people on Unreal, before coding on Unity and Godot. He has made several games and demos, pixel clickers among them. On Pixel Sorter Factory, he leads the technical side, and composed two of its music tracks.



Fabrice

CO-FOUNDER - GAME DESIGN AND DEVELOPMENT

Studied video game creation at e-artsup, then worked at two studios, Smart Tale in Montpellier and LVCim, where he built his skills in game development, game design and programming. On Pixel Sorter Factory, he shapes the gameplay and builds it.

FOR CONTENT CREATORS

- You are free to stream, record and monetize videos of Pixel Sorter Factory.
- Steam keys for the demo and the game are available on request.
- Logos, screenshots, trailer and gameplay clips: pixelsorterfactory.com/press.
- Need a specific clip, a build or an interview? Just ask.

CONTACT

press@pixelsorterfactory.com

General: contact@pixelsorterfactory.com

	Discord	discord.gg/bgmKekJxHU
	YouTube	@PixelSorterFactory
	TikTok	@pixelsorterfactory
	Instagram	@pixelsorterfactory
	X	@PixelSorterFact
	Bluesky	@pixelsorterfactory.bsky.social
	Reddit	r/PixelSorterFactory
	Steam	Pixel Sorter Factory

READY TO PASTE

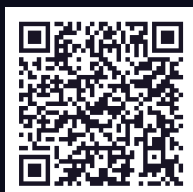
ONE LINE

Pixel Sorter Factory, an incremental factory builder where every pixel is simulated.

SHORT DESCRIPTION

A clicker and incremental game where you start by extracting, sorting and selling pixels by hand, then automate the factory until it runs itself. Coming to Early Access on Steam in Q1 2027, with a free demo on November 5, 2026.

#PixelSorterFactory



Wishlist Pixel Sorter Factory

store.steampowered.com/app/5270820

Thanks for reading!