



incuvo

A PEOPLE ^{CAN} FLY STUDIO

WORK WITH US

PUSHING BOUNDARIES IN **VR GAMING**

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WHAT WE STAND FOR

**WE USHER PEOPLE INTO
VIRTUAL REALITY, CREATING
IMMERSIVE WORLDS THAT
FEEL **ALIVE**. STEP BEYOND
THE SCREEN AND EXPERIENCE
GAMING LIKE NEVER BEFORE.**

OUR OFFER

1

PORT

FLAT GAMES TO VR.

2

CREATE

NEW VR GAMES
BASED ON NEW OR
EXISTING IPS.

3

SUPPORT

WE COVER THE ENTIRE **PRODUCTION** PROCESS
– FROM PITCH DECK TO POST-RELEASE SUPPORT.

WE HANDLE THE ENTIRE GAME **RELEASE** PROCESS
AND SUPPORT SALES AFTER LAUNCH.

WE WORK IN A **WORK-FOR-HIRE** MODEL
WITH A **REVENUE-SHARING** AGREEMENT.

WHY INCUVO

INCUVO SPECIALIZES IN VR GAME DEVELOPMENT AND OUR BEST ADVANTAGES CONSIST OF BUT ARE NOT LIMITED TO:

1

EFFICIENT DEVELOPMENT

Our proprietary **VR framework** allows us to significantly **reduce the cost and production time** of VR games.

5

SPECIALIZED QA

In-house QA team specialized in VR game testing.

2

GENRE EXPERTISE

Experience gained from developing games in the horror, survival, and shooter genres.

6

MULTI-PLATFORM

We develop games for **all VR platforms**.

3

SKILLED VR TEAM

A team of 60 professionals with extensive experience in VR.

7

INDUSTRY PARTNERSHIPS

Close collaboration with major platforms such as **Meta, Sony, Pico, and HTC**.

4

PRODUCTION EXCELLENCE

High standards in production processes and security.

8

SUSTAINED GAME SUCCESS

A large player base and experience in launching and sustaining game sales post-release.

WHO WE ARE

WE ARE INCUVO, A POLISH VR GAME DEVELOPMENT STUDIO BASED IN KATOWICE, FOUNDED IN 2012.

With expertise in VR game porting, production, and proprietary IPs, pushing the boundaries of virtual reality. Our goal is to become a global leader in VR gaming through continuous innovation and creativity.

Since 2021, we have been publicly traded on the Warsaw Stock Exchange (NewConnect), with PCF Group S.A. as our majority shareholder.



2021

INSIDE INCUVO

OUR TEAM

60+ skilled professionals specializing in VR development.

A mix of **industry veterans and emerging talent** in game design, engineering, and art.

Passionate about **pushing VR boundaries** and creating immersive experiences.

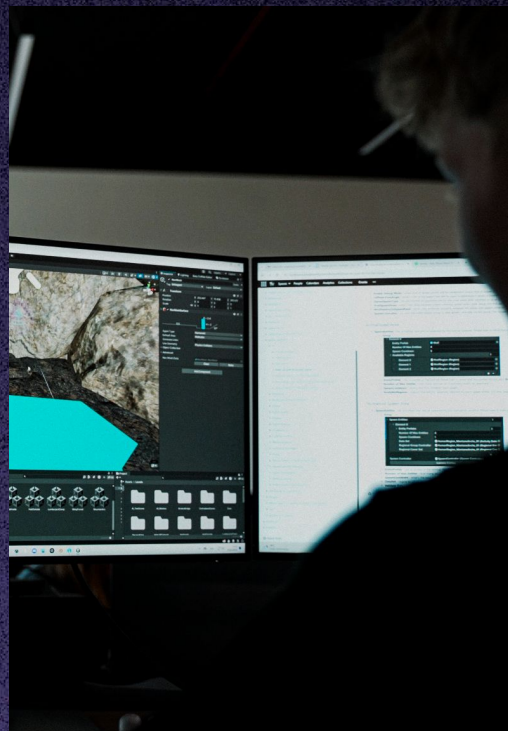
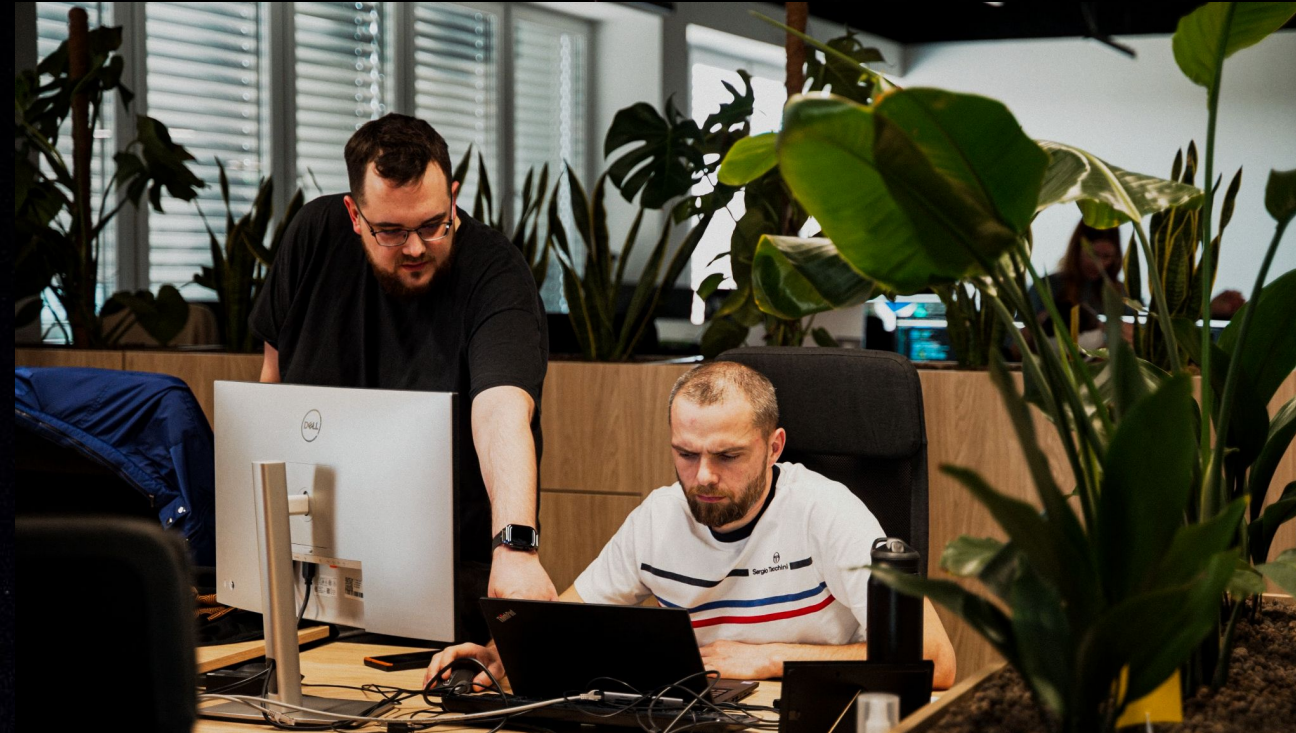
Collaborative culture that blends **technical expertise with creative innovation.**

Dedicated to **expanding our capabilities** and shaping the future of VR.

INSIDE INCUVO

IncUVO
A PEOPLE CAN FLY STUDIO

OUR BASE IN KATOWICE



INSIDE INCUVO

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GAMES

THAT DEFINE US

KEY PROJECTS

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LAYERS OF FEAR VR

A psychological horror experience that immerses you in the mind of a tormented painter as you explore a constantly shifting, eerie mansion filled with disturbing visions.



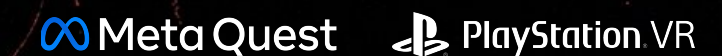
ENGINE:



RELEASE DATE:

December 10, 2019

PLATFORMS:



BLAIR WITCH VR

A tense, atmospheric horror game set in the dark woods of the Black Hills, where you uncover supernatural mysteries with your loyal dog, Bullet.



ENGINE:



RELEASE DATE:

June 25, 2021 (Meta Quest),
August 12, 2021 (PSVR)

PLATFORMS:





GREEN HELL VR

A realistic survival adventure in the Amazon rainforest, where you must hunt, craft, and manage your sanity while uncovering a gripping story.

CREEPY  JAR

ENGINE:

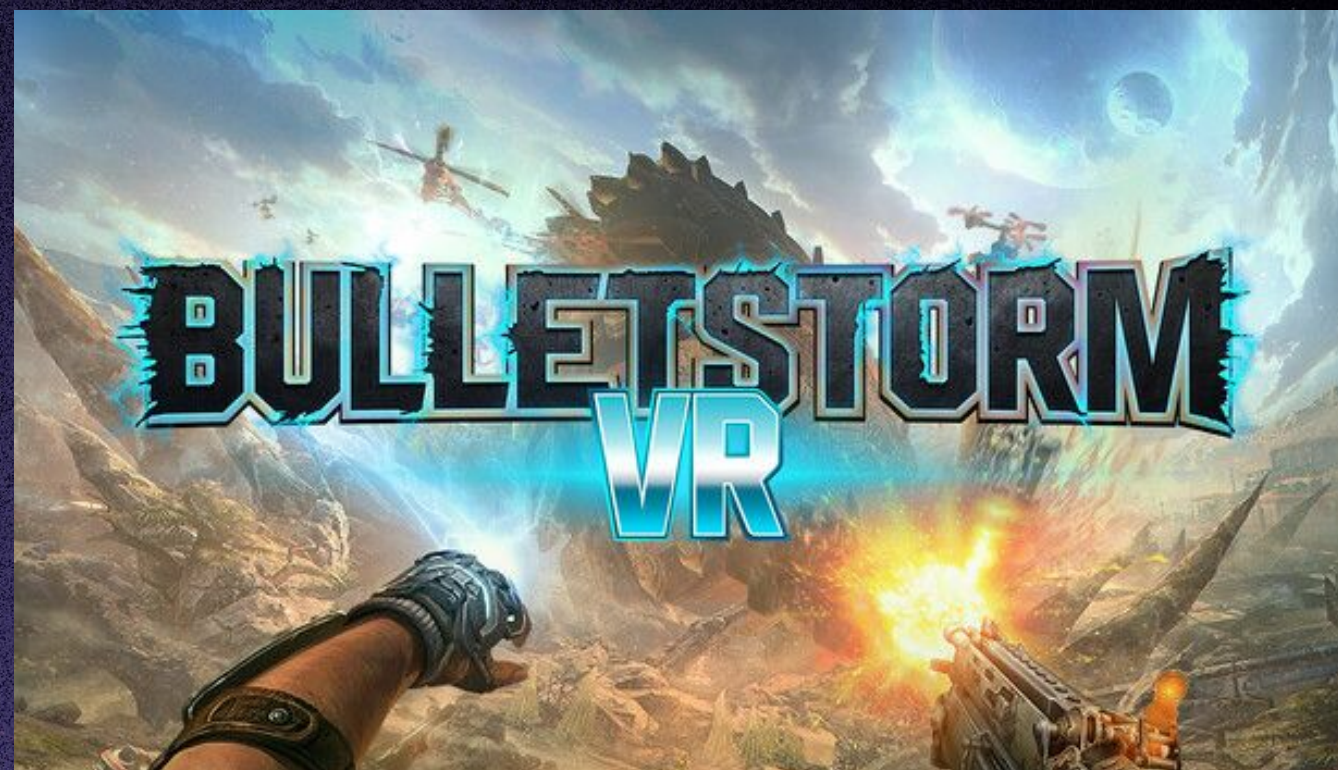


RELEASE DATE:

April 7, 2022 (Meta Quest)
June 9, 2022 (PC VR)
June 15, 2023 (HTC)
August 15, 2023 (PS VR2)
October, 2022 (PICO)

PLATFORMS:

 Meta Quest  PlayStation VR2
 STEAMVR  oculus  PICO  VIVE



BULLETSTORM VR

A fast-paced, over-the-top FPS that lets you execute stylish, brutal kills using an energy leash and powerful weapons in a chaotic sci-fi world.

PEOPLE CAN FLY

ENGINE:



RELEASE DATE:

January 18, 2024
(Meta Quest, PS VR2, PC VR)
September 19, 2024 (PICO)

PLATFORMS:

 Meta Quest  PlayStation VR2
 STEAMVR  oculus  PICO  VIVE

OUR UPCOMING GAME

PROJECT BISON – WILL BE AN
IMMERSIVE VR ACTION SURVIVAL
WITH RELEASE PLANNED FOR 2025!

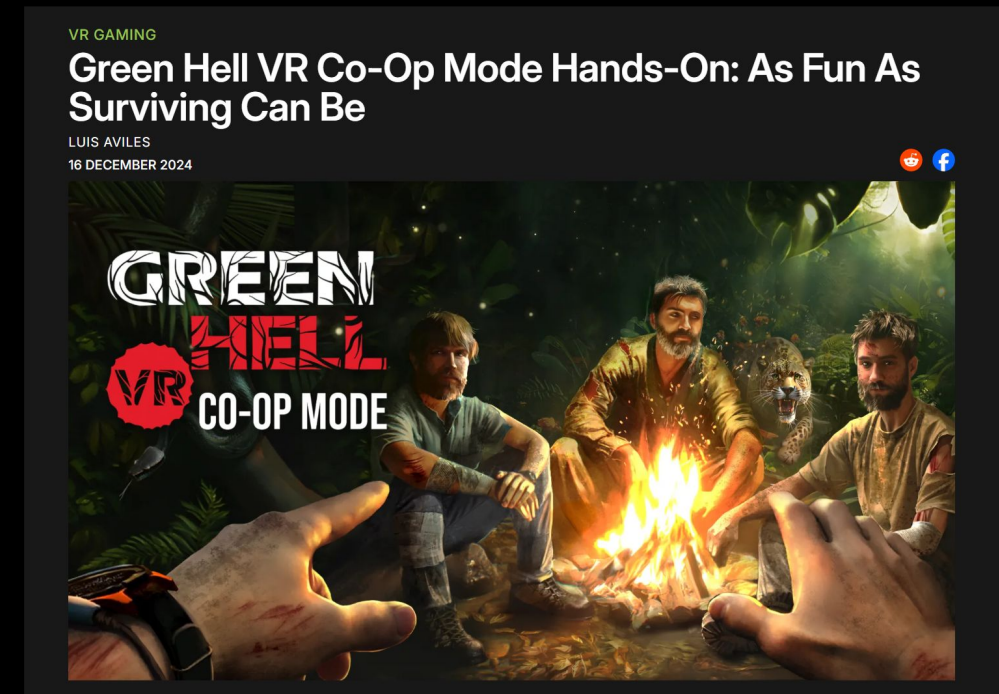
PRODUCED FOR PEOPLE CAN FLY IN THE UNITY ENGINE.
MORE DETAILS COMING SOON!

BISON VR

GREEN HELL VR SUCCESS STORY

ADAPTED FROM THE POPULAR SURVIVAL GAME
– A TOP selling VR game globally!

- Since its' launch GHVR has sold over **500 000 gross units!**
- Released April 2022 on **Meta Quest, PlayStation VR2** (August 15, 2023), SteamVR earning critical acclaim.
- **Green Hell VR Co-op Mode (Dec 2024)** a major multiplayer expansion.
- **Top 4 best selling VR game on Meta Quest** after Co-op release!
- Constantly updated since its' release.
- Roadmap 2025 announced – 3 free updates!



~20 000 CCU
on Meta Quest in 12.2024 –
over 2 years after release!



GREEN HELL VR ROADMAP



June 9, 2022



October, 2022



August 15, 2023



December 16, 2024

COOP MODE

Meta Quest, PS VR2

June, 2025

VISUAL UPDATE

Meta Quest 3

PLANT CULTIVATION

Meta Quest, PS VR2

April 7, 2022



July 29, 2022



June 15, 2023



November 30, 2023

**SPIRITS OF
AMAZONIA PART 1**

Meta Quest, PS VR2



March 19, 2025

**SOA1 IN COOP
MODULAR AND MUD
BUILDINGS**

DRUMS AND RATTLES

COOP FIXES

NEW SANDBOX MAP

Meta Quest, PS VR2

Autumn, 2025

**NEW SANDBOX MAPS
& ANIMAL HUSBANDRY
(CAPYBARA, TAPIR, PECCARY)**

Meta Quest, PS VR2

INSIDE **INCUVO**

LET'S TALK



**ANDRZEJ
WYCHOWANIEC**

andrzej.wychowaniec@incuvo.com



**MATEUSZ
KIRSTEIN**

mateusz.kirstein@incuvo.com