



### Incuvo entered the stock exchange market - NewConnect

Our shares debuted on NewConnect. 13 053 735 series A, B and D ordinary bearer shares with par value of PLN 0.50 each were introduced to trading. Incuvo's share price increased by 66.7 percent to PLN 3.5 on the opening day of trading.

- After many months of preparation, today we joined the group of public companies. Debut on NewConnect is the realization of one of our goals, which will increase the transparency of our company in the eyes of investors. We would like to thank our business partners, but most importantly, our dedicated team, for making this debut possible - says Andrzej Wychowaniec, CEO of Incuvo.



The company bases its activities on several main pillars. Among them are the production and porting of games to hardware dedicated to virtual reality. Currently, Incuvo is working on the VR version of the popular survival game Green Hell, for which it serves as producer and publisher. - We have recently completed the pre-production stage of Green Hell VR. We are currently preparing an alpha version, which will be shown to players in Q1 this year. We are working on implementing the last mechanics. The release of the full version of the game is planned for Q3 2021. We have high hopes for this title and we hope that the VR version will be a sales success - comments Andrzej Wychowaniec.



In Green Hell VR the player's task will be to fight for survival in the Amazon jungle. In order to do so, the player will have to take care of constant access to water and food, learn how to light a fire, hunt, as well as the proper use of collected resources to create items and build a shelter.

Last year, Incuvo worked on the VR port of Blair Witch, a well-known game from Bloober Team's portfolio, for Oculus Quest and Oculus Quest 2 goggles. The title returned all the costs invested in production to the publisher within 12 hours of its release. Currently, Incuvo is working on a PS VR version of the Layers of Fear game.

As a VR specialist, we also plan to produce our own titles based on well-known IPs, including movie titles. - Over the years, we have built a highly skilled and motivated team that, as a result, is not afraid to take on challenges in the increasingly competitive Virtual Reality market. Due to the fact that we are constantly looking for new talents, we are able to simultaneously realize two large productions on two different engines - adds CEO of Incuvo.