



incuvo



INCUBO

We are a studio producing **AAA VR games**.

Our adventure with games started in 2011. For seven years we specialized in creating games for mobile devices and consoles.

After changing our strategy, we focused **exclusively on virtual reality** - we develop and produce games for VR devices. Years of experience have allowed us to become one of the leaders in VR game production.

Over the years we have created a **highly qualified and motivated team** that is not afraid of challenges. It consists of programmers, designers, artists and scientists.

UNITED BY PASSION FOR VR!



OUR ROAD



2011-2018

PRODUCTION OF MOBILE GAMES

Createria, Creteria 2, Castle
Revenge, Super Hero Fight Club,
Crowdy Farm Puzzle, Crowdy
Farm Rush

2019

FIRST VR GAME

Layers of Fear VR

2020

SECOND VR GAME

Blair Witch VR

2021

THIRD VR GAME

Green Hell VR



KEY PLAYERS





ANDRZEJ WYCHOWANIEC

CEO

EXPERIENCE

Over twenty years of experience in project and enterprise management. Since 2012 he has been sitting on the boards of capital companies.

He also gained experience by holding managerial positions in listed companies and corporations such as AIG Credit S.A. Since 2018 he has been involved in the video games industry, he was responsible, among others, for the production of Layers of Fear game for iOS and VR. Shareholder of Incuvo SA.





RADOMIR KUCHARSKI

BOARD MEMBER

EXPERIENCE

Expert with 20 years of experience in the computer games industry, he worked on such titles as Medal of Honor: Allied Assault, was co-founder of The Farm 51, creator and director of CI Games Katowice branch.

In recent years, he founded Spectral Games S.A., where he specialized in creating games and applications in VR and AR technology for the world's largest clients, including Mattel (Hotwheels) and History Channel (game based on the Knightfall - Templar series).
Shareholder of Incuvo SA.





PhD WOJCIECH BORCZYK

PRODUCER

EXPERIENCE

Game developer and producer with over fifteen years of industry experience. His portfolio includes games dedicated to VR platforms, consoles and mobile devices. Also as an entrepreneur, he gained his experience in managing teams and companies in the games industry, among others by being a participant of a business gas pedal program in Silicon Valley for several months.

Trained as a programmer, with a PhD in graphics rendering. Co-founder and shareholder of Incuvo SA.





PhD JAROSŁAW KORCZAK

ARTISTIC DIRECTOR

EXPERIENCE

He has over eleven years of professional experience in graphic design of games and creation of visual space. He is an assistant professor at the University of Silesia in Katowice. He has gained experience by co-creating more than 20 games on various platforms.

He has participated in over forty national and international competitions, winning many of them. Shareholder of Incuvo SA.





PRZEMYSŁAW POMORSKI

LEAD DESIGNER

EXPERIENCE

A philologist with a degree in film studies, he has worked in the games industry for fifteen years, specializing in video game design and narrative.

He has created over twenty productions for various platforms, including games for The Walt Disney Company, Sanrio GmbH, 1C Company and THQ/Nordic Games. He was also involved in creating such high-profile titles as Get Even (BAFTA nominated game), Chernobylite (CEEGA Visual Art/Technology award).





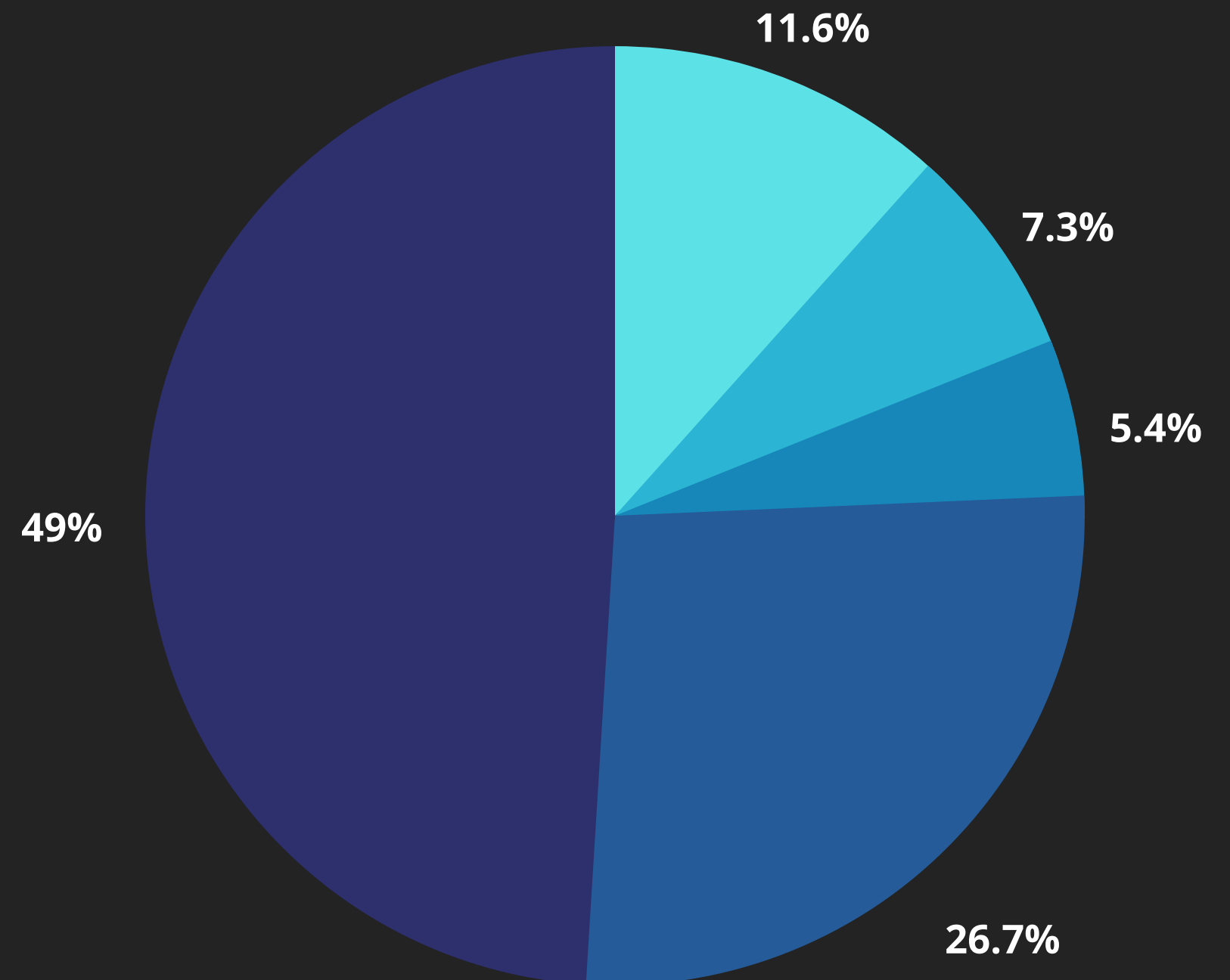
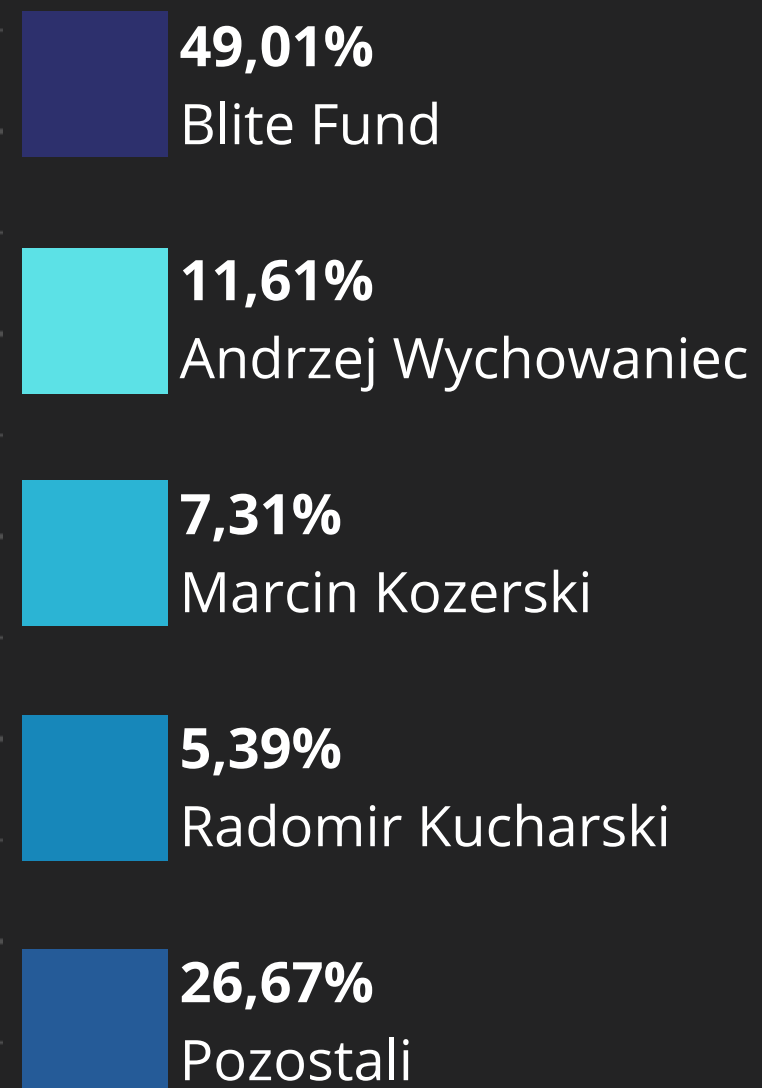
OUR TEAM





- ▶ In eight years of operation, we have managed to build a harmonious, highly skilled and motivated **team of 40 people** who are not afraid of challenges and deliver projects on time.
- ▶ Every member of our team is passionate about virtual reality whether they are in **research, a designer, an artist** or a programmer!
- ▶ With the rapid development of virtual reality technology, we have become a unique team focused **exclusively on VR games.**
- ▶ **10 Incuvo employees** own shares of our company

SHAREHOLDING





BOARD OF DIRECTORS

MARLENA BABIENO
Chairwoman

Associated with the gaming industry since 2011. Since 2016 she has been the President of the Board and Partner of Blite Fund specializing in the video games industry.

She sits on the supervisory boards of technology companies.

DOMINIK MAJEWSKI
Member

Involved in the gaming industry since 2009, and since 2016 he has been a Board Member - Investment Manager at Leonardo Fund ASI Sp. z o.o.

He sits on investment committees of leading gas pedals and funds as well as Supervisory Boards.

PAWEŁ SOBIK
Member

He has been involved in the gaming industry since 2016 and has run a sole proprietorship since 2008.

He gained experience during 7 years of work in one of the largest law firms in Silesia. For many years, he has sat on the Supervisory Boards of companies.

ROMAN TRZASKALIK
Member

Legal counsel by education. The companies managed by him implement a number of investment, technology, research and development, and training projects.

Since 2007, he has been managing the works, which currently encompass 30 parks from all over Poland.

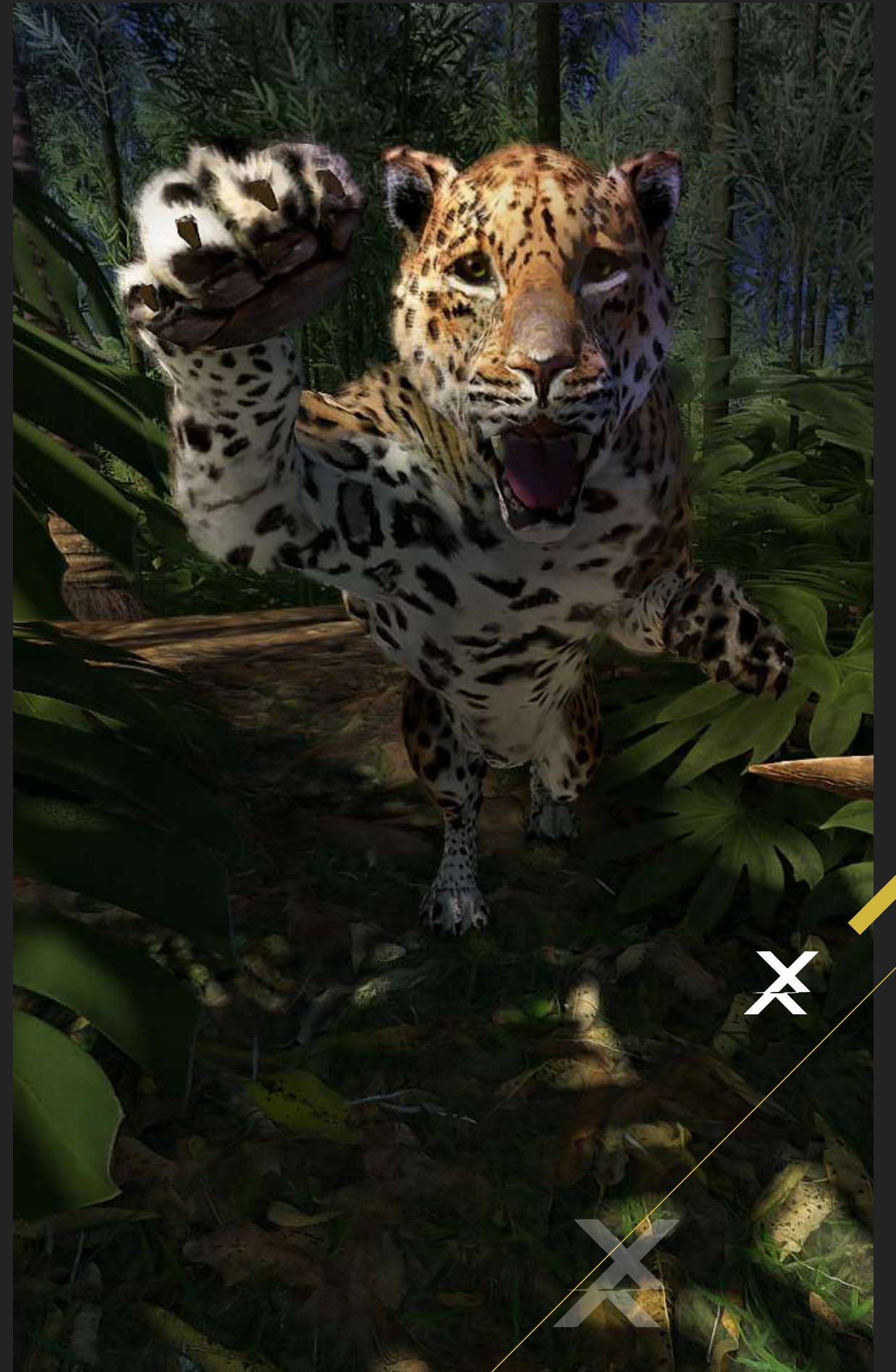
MARCIN BIERUT
Member

Founder and CEO of Iconity Ltd, he has years of experience in finance management in technology companies.

He served on the board of directors of Incuvo S.A. from 2016 to 2018.



OUR VR PROJECTS





OUR FIRST VR PROJECT

1:1 translation of the game world from the PC version to the VR platform and adding interactive elements



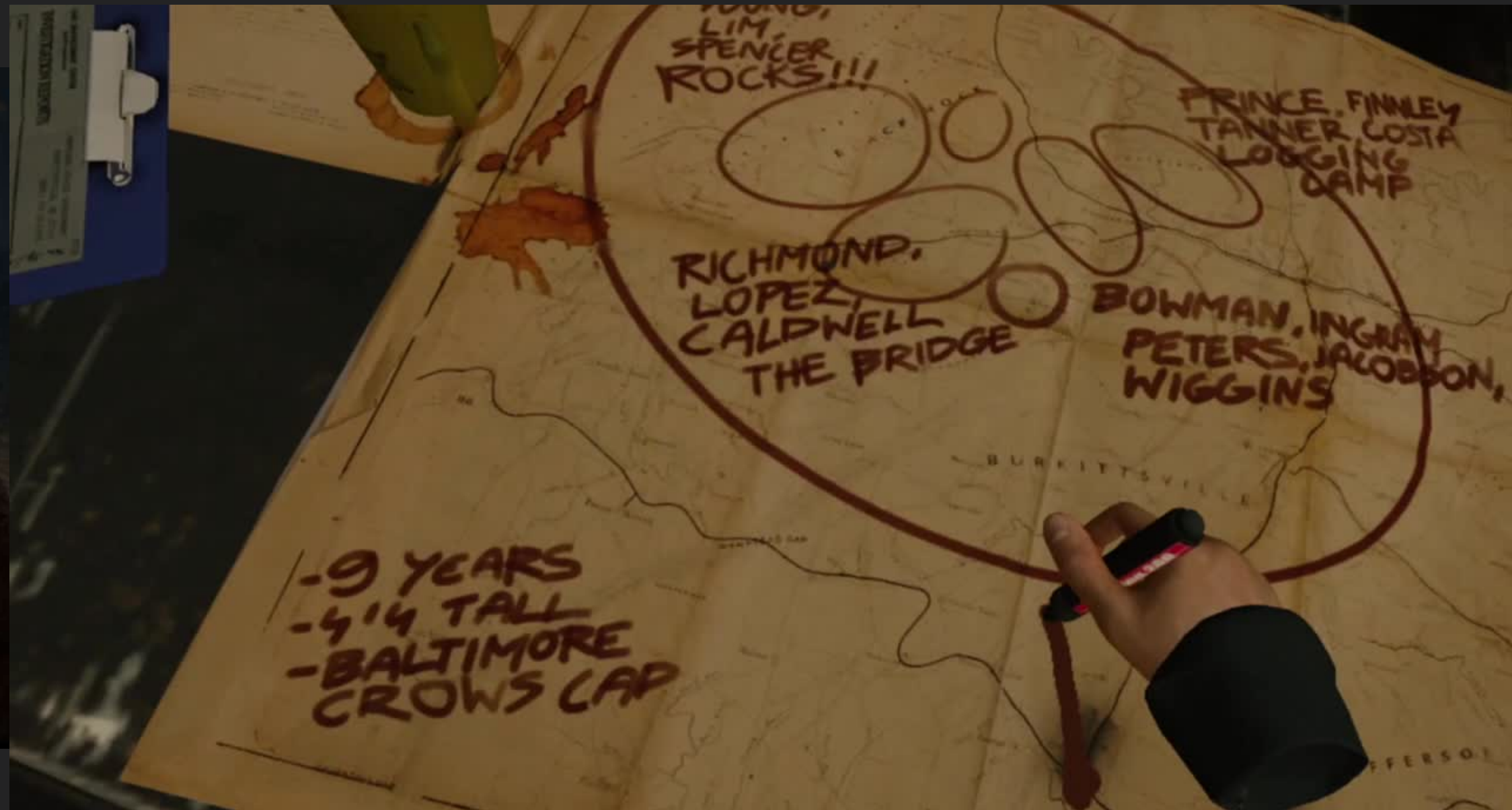
OUR PRIORITY - IMMERSION

Developing immersive VR controls for a game that was not designed for virtual reality



CAN I MOVE THIS?

Complementing the environment with objects that can be interacted with to increase immersion



EVOKING A FEELING OF FEAR

New methods of building terror, on a scale not seen in VR, using peripheral vision

OCULUS QUEST EDITION

Translating a vast game world to the computationally weaker Oculus Quest platform

RIDDLES FROM HELL

Adding significant depth to puzzles and riddles with immersive VR techniques



OPEN WORLD - OPEN THINKING

Combine immersiveness with our own creative solutions to enrich the game's mechanics

HOMAGE TO THE ORIGINAL VERSION

Developing the functionality of the VR version while maintaining the spirit and appeal of the original



CONTACT WITH MEDIA AND THE PLAYERS

Huge response among gamers and in international media (e.g. VR Focus, Upload VR)



The sales dynamics indicate that Green Hell still has a huge sales potential.



We're hoping that sales of the VR version will gain momentum due to the strength of the brand. Green Hell is a highly rated game ideally suited for a VR version. Sales will also be influenced by market growth.



Green Hell is one of the strongest Polish titles among video games.

SALES DYNAMICS (FLAT VERSION)

- April 2020 - **700k**
- June 2020 - **1 mln**
- December 2020 - **1,5 mln**



OUR STRATEGY



WORK FOR HIRE

In exchange for a salary with a small share of the profits from sales. Layers of Fear VR and Blair Witch VR were developed on a work for hire basis.



PORTING PC GAMES TO VIRTUAL REALITY

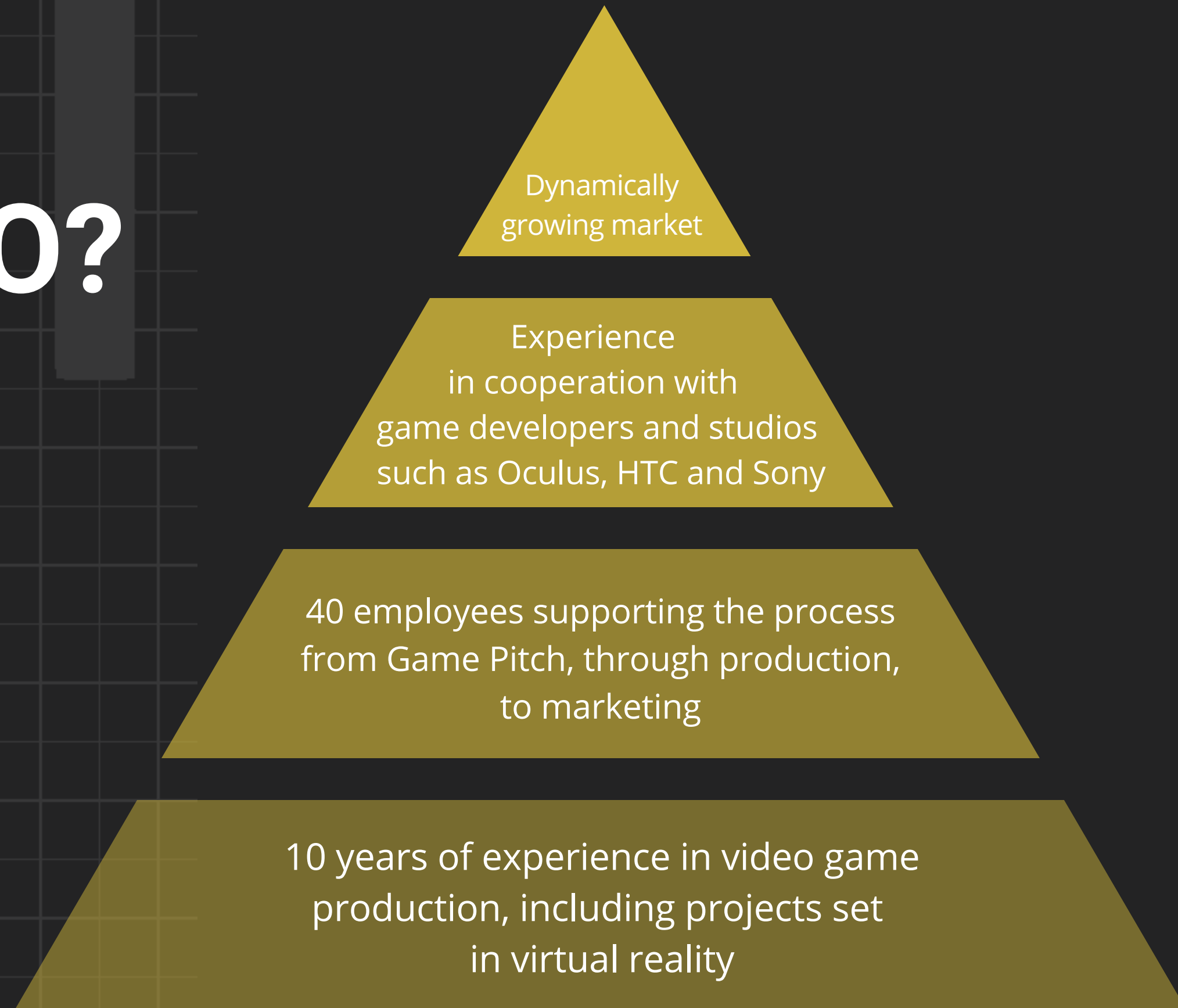
At our own expense in exchange for a significant portion of the sales profits. This is the model in which we are working on the Green Hell VR game.



PRODUCTION OF OUR ORIGINAL GAMES

Incuvo's goal in this model is to create games based on licensed, well-known IPs of major brands, in which the player will be able to fully immerse in an a world created by us.

WHY INCUBO?





GROWTH

LAYERS OF FEAR VR
work for hire

BLAIR WITCH VR
work for hire
+
small portion of the
sales profits

GREEN HELL
revenue share

NEW TITLE 2
Work on a well-known
IP In exchange for a
significant portion of
the profits from sales

NEW TITLE 1
work for hire





FUTURE

With the experience gained in virtual reality and a rapidly market,
Incuvo's best years are yet to come.

As a team of **passionate professionals specializing in VR**, the company is heading
towards **big projects and IPs** in the field of games and movies.

Working on such demanding projects as **Layers of Fear VR, Blair Witch VR or Green Hell VR** (a AAA open world game) has enriched us with new, **unique experiences** that will pay
off in future projects.

The next, ambitious goal we have been preparing for 2 years is **creating our own game
based on a well-known brand**. We want, as a company and virtual reality enthusiasts,
create valuable VR games.

Creating **premium titles** in the genre of **VR AAA** is the direction in which
the company is heading.



CONTACT

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