



◆ **NEW GAME**
START A NEW INCURSION

CONTINUE
PLAY FROM LAST SAVE

PROFILES
CURRENTLY PLAYING AS BHARAT

EXIT GAME
RETURN TO SANITY

INCURSION

DARE TO LOOK WITHIN





The experience

INCURSION

A psychological horror following the struggle of “ The Last Daughter” an African traditional healer who must invade dreams to prevent her dark alter ego “The First Mother “ from awakening.

Weave her emotions to craft items and create over 100 unique spells . Then pass them down to your next generation when death inevitably takes you.

PC / CONSOLE

PC first, porting dependent on financing.

TURN BASED

Strategic with simultaneous turn combat

SPELL CRAFTING

Deep customization for builds

ROGUELIKE

Meta progress on death

“Meet The Doctor” – PC Concept



Uncommon Power System

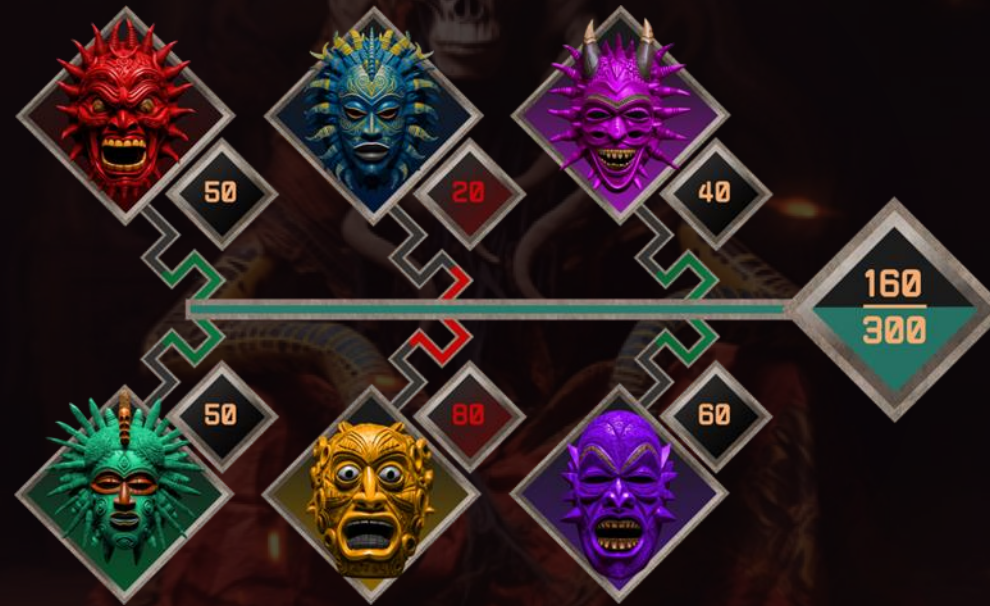
Balance opposing pairs of emotional states

Rage vs Apathy

Resolve vs Doubt

Obsession vs Revulsion

They increase whenever used for any ability or action



Cross the 100 / 0 threshold and lose sanity

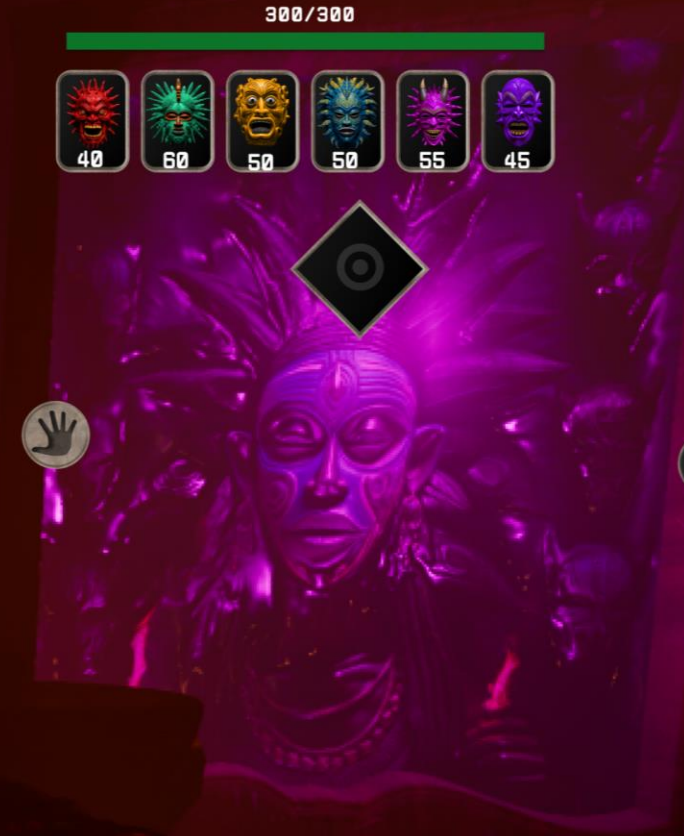
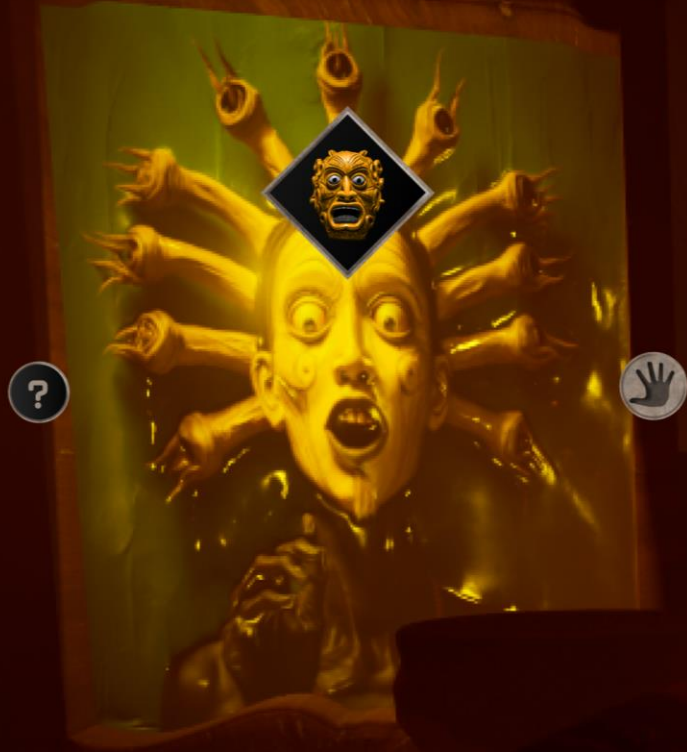
Higher value =
++ damage --resist

Lower value =
-- damage ++ resist

Affects value of item
enchancements

Affects available Dialogue
Choices

Narrative in a Puzzle



Trick, negotiate and subdue the demons possessing your patient (emotions) to unlock their dreams and the key to your own exorcism.



I AM THE WATCHER THAT ALWAYS LIES .
THROUGH SLITS OF LIGHT HE DREAMS OF ESCAPE. BUT WHEN THE LIGHT
FALLS ON HIS SKIN IT BURNS AND INTO THE DARKNESS HE FLEES .
WHICH OF OUR SISTERS DOES HE FEAR?

Each patients dream has a unique combination of emotion states that determine - combat arena, enemies and rewards.

Simultaneous Turn Based Combat

Planning Phase



3.5

Planning : map out actions with AP
Execution : both players and enemies are active


50
1


50
2


50
3


50


45


55

Use the area of enemies

ing: 3



200 / 200



200 / 200

Preview enemy actions to plan better

DMG: 90

Enraged Strike Of Burning -----



RMB TO AIM

TAB TO CONFIRM

In game - placeholder character models, VFX and UI

Combine active emotions to create distinct abilities on the fly

A beam of courage that strips armor

An explosion of rage that resurrects dead

120+
SPELL
COMBINATIONS

6 unique
emotions

Damage



Mask

Shape



Wristbands

Debuff



Necklace

Hazard



Shoes

4 distinct
affixes

4 item mods
activated by affix

A wall of panic that drains health

A pool of apathy that slows and heals



Gamers who would play this game . . .

Like these type of games

Similar in theme, strategic turn based gameplay and depth



4.1M Sales



500K Sales

Spell customization through items

On the fly dynamic spell creation



1.97M Sales



2.72M Sales

Great hits that may not be replicated. . .
but show that a sizeable audience exists .

Follow these type of creators

Our audience trust creators a lot more than ads or media houses.



Splattercat

Specialises in Indie game previews



111K



886K



CohhCarnage

Playthroughs and reviews



1.6M



389K



ChristopherOdd

Loves turn based tactical playthroughs.



69K



567K



Haelian

Humor and Roguelikes



58K



138K

Have these stats

76% M

24% F

A female protagonist could balance this.



Anime / Manga



Horror



Manga



Fantasy

Interests outside of gaming based on followers of similar games

* Data from SteamDB

* Data from SimilarWeb,



tandem interactive

Our team combines years of experience developing creative content, a passion for gaming and the knowledge of how to keep a team running to the finish line and beyond.



BHARAT TAVARES

Founder, Design + Development.
15 years in platform development. 10
years in game dev as a hobby



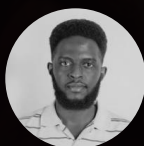
SVETLANA POLIKARPOVA

Founder, Finance + Business Dev
8 years in digital marketing, 6
years as an entrepreneur



GEORGINA MACHARIA

Project Manager
7 years in project management



JOASH WACHIRA

Characters + Animation
4 years building VR games



BENJAMIN NGWENYA

Environments , VFX, 3D assets
6 years as a 3D artist



HARVEY HERR

Sound Design
12 years DJ, sound production



NEVILLE HAWALA

User Interface, Concept Art
8 years being a UX designer



LYNN ATIENO

2D Art
3 years as an illustrator



How do we get there?

We have been self funded for the past year but need both expertise and funding to do justice to our creative vision. The plan before is an ideal version for everything possible.

	Playable Demo (Late 2024)	E.A	1.0	
	6 months	12 months	15 months	Support
ACTIVITY	<ul style="list-style-type: none">Item CraftingAI (20%)VFXCommunity Building	<ul style="list-style-type: none">Vertical Slice of All SystemsArt + Animation PolishNarrative + Boss Content (25%)Community + Conventions (Playtopia)	<ul style="list-style-type: none">Gameplay OptimizationsNarrative + Boss content (100%)Community FeedbackStreamer EngagementPRAdvertising ?	<ul style="list-style-type: none">Bugs + PatchingCommunity FeedbackStreamer EngagementReviews + PRAdvertising
CAPABILITY BUILDING	<ul style="list-style-type: none">+ 1 Unreal Dev (support)Community Manager (local)Knowledge share	<ul style="list-style-type: none">Optimisation Support+ 1 Developer (permanent)+ 1 Narrative writer+ 1 3D VFX artist+ 1 3D animatorKnowledge share	<ul style="list-style-type: none">Optimisation Support+ 1 Developer (support)+ 1 3d artist (project)Marketing SupportKnowledge share	<ul style="list-style-type: none">Porting SupportMarketing SupportKnowledge share
FUNDING	<p>15,000 USD</p> <ul style="list-style-type: none">90% staff10% assets	<p>85,000 USD</p> <ul style="list-style-type: none">80% staff15% marketing	<p>180,000 USD</p> <ul style="list-style-type: none">50% staff50% marketing	<p>100,000 USD</p> <ul style="list-style-type: none">30% staff70% marketing