



◆ **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

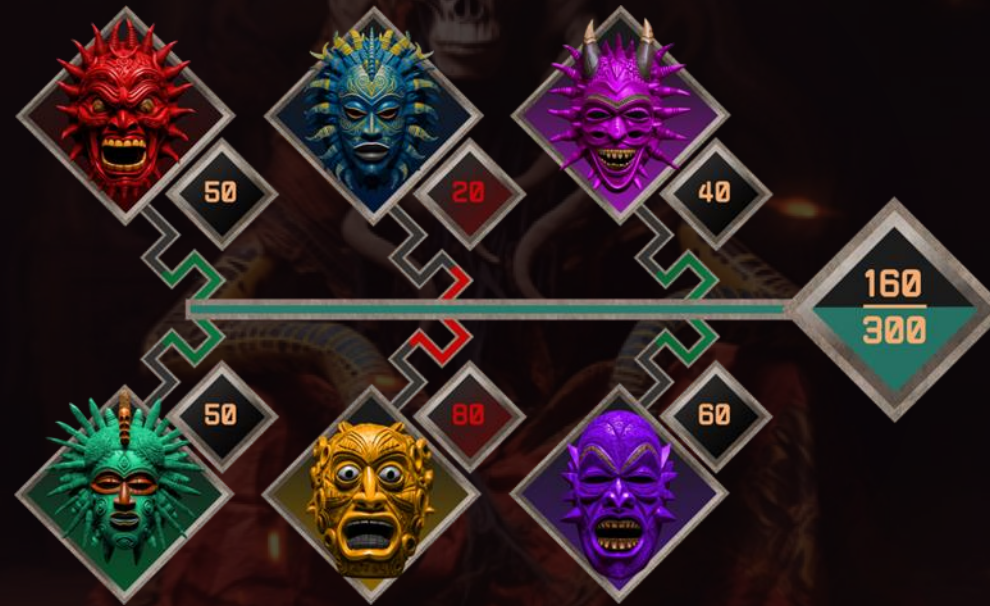
Balance opposing pairs of emotional states

**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

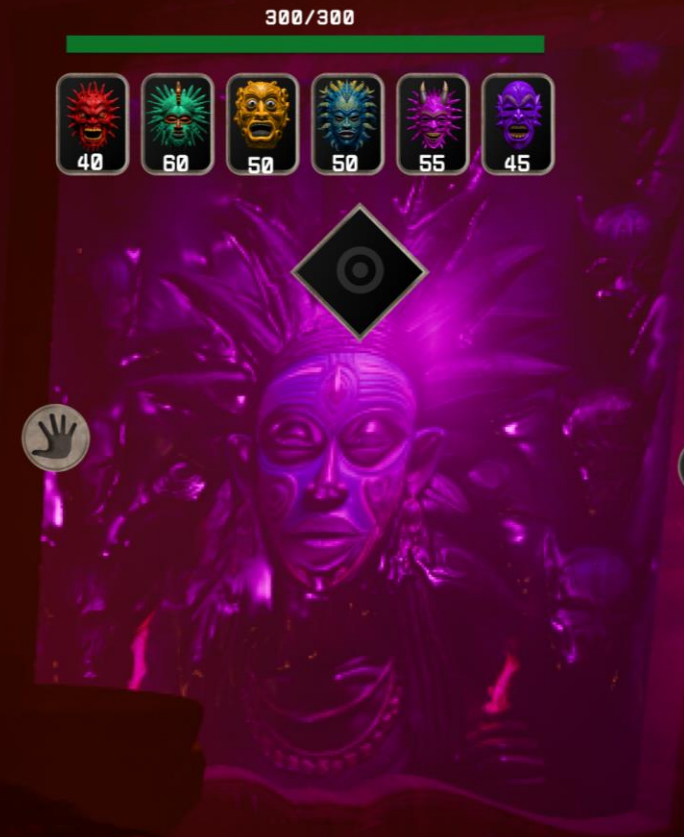
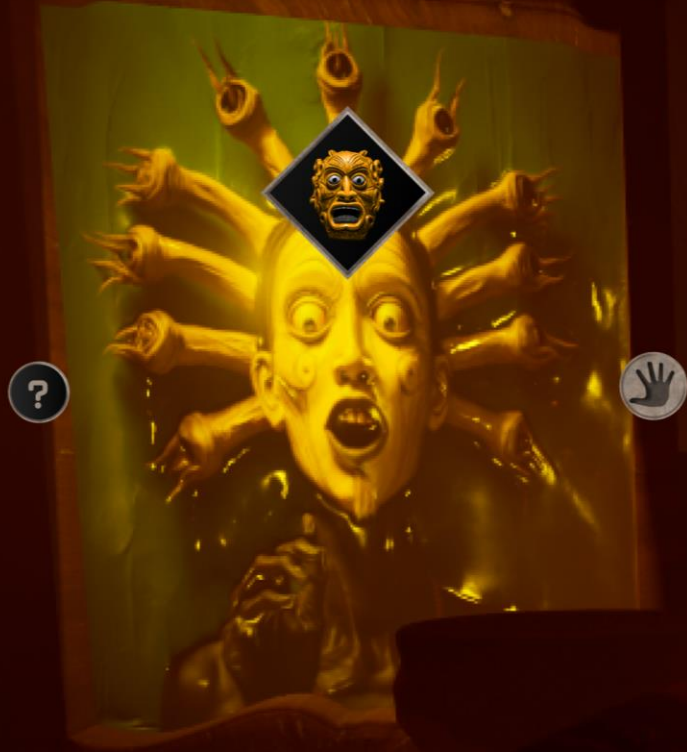
Lower value =  
-- damage ++ resist

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



1



2



3



50



45



55

Use the area of enemies

ing: 3



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

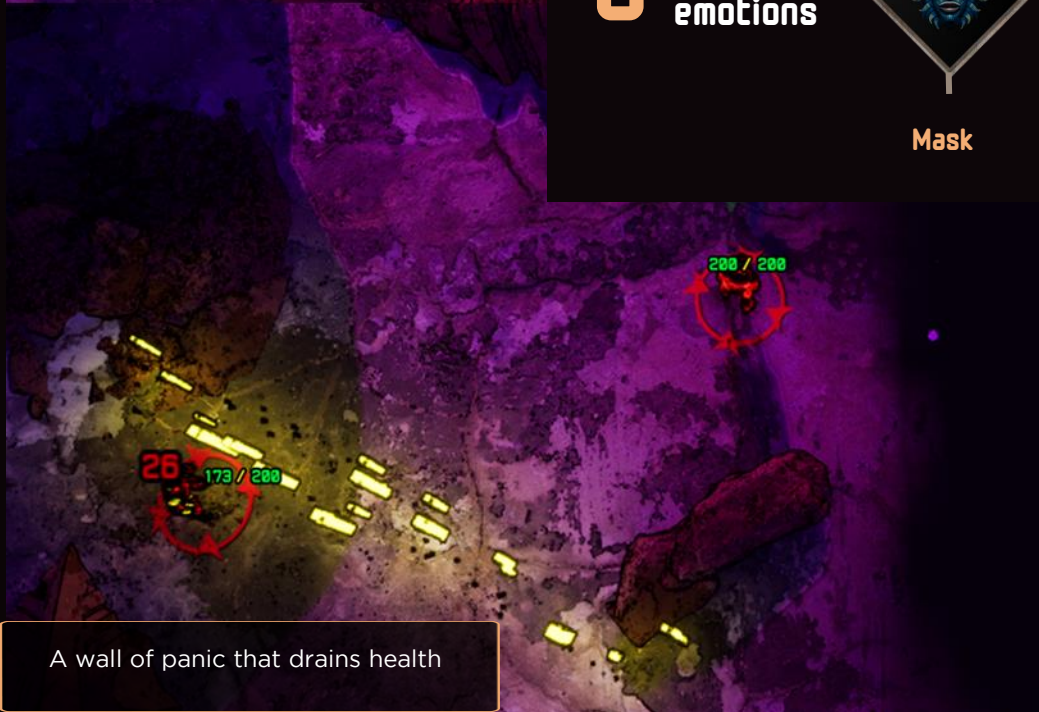


120+  
SPELL  
COMBINATIONS

6 unique  
emotions



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 with 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



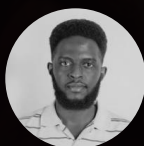
## **SVETLANA POLIKARPOVA**

Founder, Finance + Marketing  
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





Lets Collaborate



THE IDEAL SITUATION

|         | + 6 MONTHS                                   | + 12 MONTHS   | + 12 MONTHS  | + 6 MONTHS   |
|---------|--|---|--|--|
|         | DEMO   | EARLY ACCESS  | BETA LAUNCH  | LAUNCH   |
| FUNDING | +15K USD:<br>Core Game Loop<br>and art style | 50K USD:<br>Chapter 1 of<br>Narrative +<br>Vertical slice | 85K USD:<br>All story + gameplay<br>content complete.<br><br>Balancing and<br>Optimisation | 100K USD:<br>Launch Optimisations<br>and Marketing |



**COMMITTED TO FINISH THIS GAME**



**WILLING TO PROVE THAT WE CAN**

**10K usd invested  
by self funding  
can reach a  
demo in next 6  
months**

**With just self funding**



**Sacrifice asset + feature  
development.  
Extended EA period.  
Organic growth.**

**+ 2 years to  
EA**

**+ 4 years to  
launch**

**With funding + expertise support**



**Full scope of features  
Adaptation after EA  
Boosted growth via marketing**

**+ 1 years to  
EA**

**+ 2 years to  
launch**

# THE TEAM BEHIND THIS

**Bharat Tavares**  
Game Director,  
Developer + Designer

**Svetlana Polikarpova**  
Finance & Operations

**Lynn Okello**  
Concept Designer

**Joash Wachira**  
Character + Animation

**Benjamin Ngwenya**  
Level Design + 3D Assets

**Harvey Herr**  
Sound Design

**Neville Hawala**  
UI Design

**Georgina Macharia**  
Project manager

# THE MISSING SKILLSETS

|                            |                        |                         |
|----------------------------|------------------------|-------------------------|
| + Unreal C++<br>developers | + Community<br>Manager | + 3d and VFX<br>Artists |
|----------------------------|------------------------|-------------------------|

Can source locally but would improve drastically with experience, training and collaboration

# KNOWLEDGE + EXERTISE SHARING

|                                 |                 |                   |
|---------------------------------|-----------------|-------------------|
| Optimisation and<br>Performance | Console Porting | Developer Support |
|---------------------------------|-----------------|-------------------|

|                                 |        |
|---------------------------------|--------|
| Better Community<br>Development | 3D Art |
|---------------------------------|--------|