



◆ **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

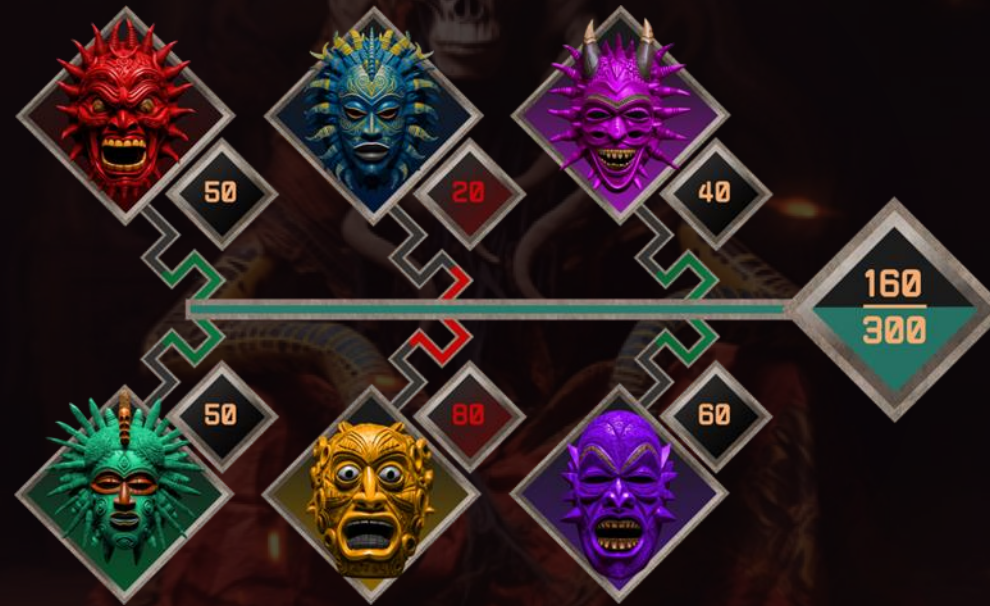
Balance opposing pairs of emotional states

**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

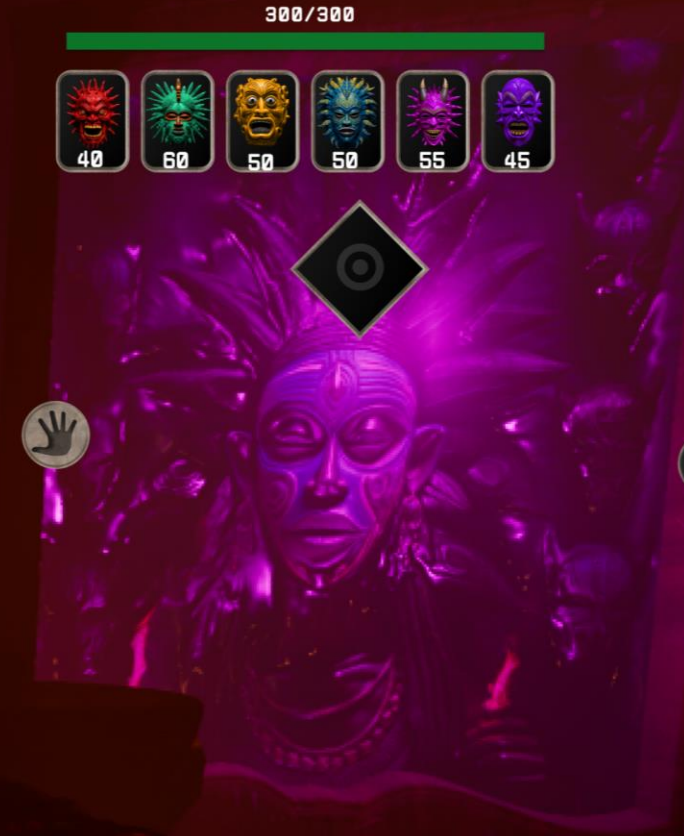
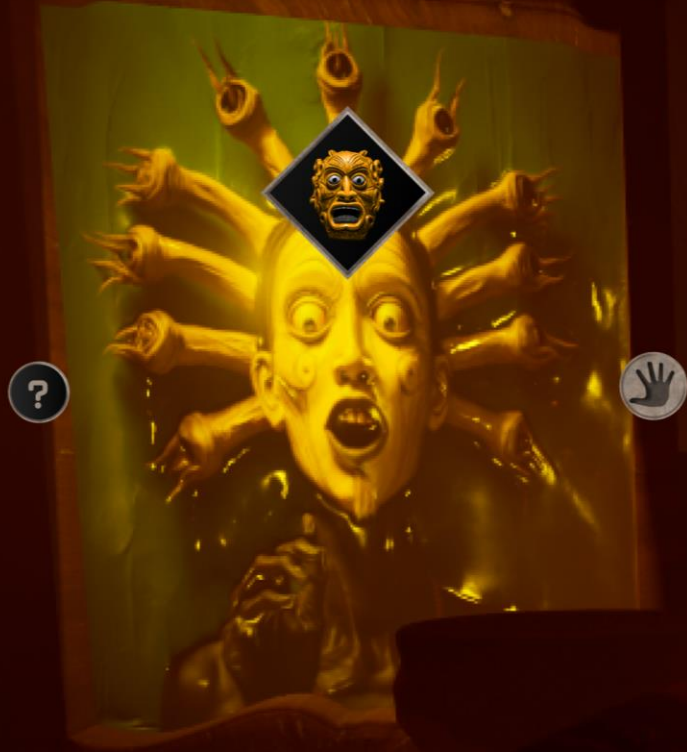
**Lower value** =  
-- damage ++ resist

Affects value of **item** enchantments

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



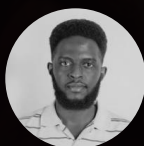
## **SVETLANA POLIKARPOVA**

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"><li>Item Crafting</li><li>AI (20%)</li><li>VFX</li><li>Community Building</li></ul>	<ul style="list-style-type: none"><li>Vertical Slice of All Systems</li><li>Art + Animation Polish</li><li>Narrative + Boss Content ( 25%)</li><li>Community + Conventions (Playtopia)</li></ul>	<ul style="list-style-type: none"><li>Gameplay Optimizations</li><li>Narrative + Boss content (100%)</li><li>Community Feedback</li><li>Streamer Engagement</li><li>PR</li><li>Advertising ?</li></ul>	<ul style="list-style-type: none"><li>Bugs + Patching</li><li>Community Feedback</li><li>Streamer Engagement</li><li>Reviews + PR</li><li>Advertising</li></ul>
CAPABILITY BUILDING	<ul style="list-style-type: none"><li>+ 1 Unreal Dev (support)</li><li>Community Manager (local)</li><li>Knowledge share</li></ul>	<ul style="list-style-type: none"><li>Optimisation Support</li><li>+ 1 Developer (permanent)</li><li>+ 1 Narrative writer</li><li>+ 1 3D VFX artist</li><li>+ 1 3D animator</li><li>Knowledge share</li></ul>	<ul style="list-style-type: none"><li>Optimisation Support</li><li>+ 1 Developer (support)</li><li>+ 1 3d artist (project)</li><li>Marketing Support</li><li>Knowledge share</li></ul>	<ul style="list-style-type: none"><li>Porting Support</li><li>Marketing Support</li><li>Knowledge share</li></ul>
FUNDING	<p>15,000 USD</p> <ul style="list-style-type: none"><li>90% staff</li><li>10% assets</li></ul>	<p>85,000 USD</p> <ul style="list-style-type: none"><li>80% staff</li><li>15% marketing</li></ul>	<p>180,000 USD</p> <ul style="list-style-type: none"><li>50% staff</li><li>50% marketing</li></ul>	<p>100,000 USD</p> <ul style="list-style-type: none"><li>30% staff</li><li>70% marketing</li></ul>