

invictus

25+ years of building authentic vehicle experiences — from physics and customization to licensed motorsport and open-world off-road adventures.



25+

YEARS

20

RACING TITLES

UE5

POWERHOUSE

► The Studio

Company: Invictus Team Ltd.

Founded: 1999, being the oldest and still active game development studio of the country.

Location: Hungary (within EU at cost effective rates)

Experience: 25+ Years

Team size: 25 (access to vast talent pool, capacity to expand quickly)

Core Disciplines:

- Vehicle Art
- Environment Art
- Character Art and Animation
- Gameplay Programming
- Vehicle Physics Programming
- Tech Art
- Rendering and Optimization
- Network Engineering

Technology:



Infrastructure & Security:

- Privately owned development office
- Isolated and secure development environment
- Dedicated workstations and infrastructure
- Suitable for confidential co-development projects

Key Partners:

- Codemasters
- Bandai Namco
- Activision
- Disney
- NASCAR
- Daytona International Speedway
- Race Of Champions
- Discovery Channel

► What We're Looking For

Long-Term Co-Development Partnership

Invictus is available to strengthen existing development teams with experienced specialists in racing, driving and vehicle simulation.

Expertise

Vehicle Art

Environment Art

Character Art & Cinematics

Gameplay Programming

Vehicle Physics

Technical Art

UI/UX Art & Programming

Rendering & Optimization

Quality Assurance

Capacity

✓

✓

✓

✓

✓

✓

✓

✓

✓

Available Capacity: 25 developers

Onboarding: Within 4–8 weeks with gradual team ramp-up

Engagement:

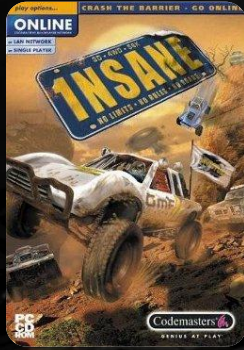
- Full project
- Feature ownership
- Dedicated strike teams

Why Invictus

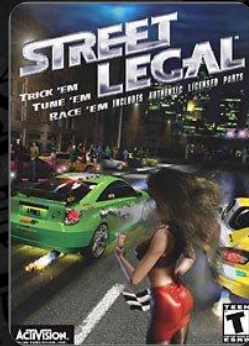
- ✓ 25+ years of racing expertise
- ✓ 20 shipped vehicle titles
- ✓ Licensed franchises
- ✓ Unreal Engine specialists
- ✓ Proven remote collaboration
- ✓ Security & Reliability

*We don't need months to learn vehicle games,
we've been building them for over 25 years.*

FULL SCALE RACING GAMES DEVELOPMENT BY INVICTUS



Insane



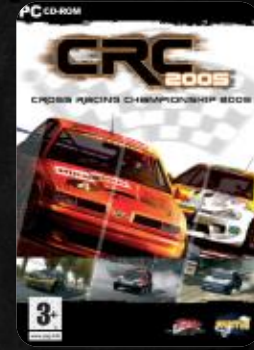
Street Legal



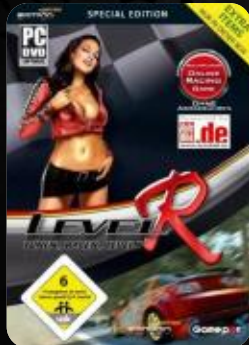
Street Legal
Racing Redline



Monster Garage



Cross Racing
Championship



Level-R /
Project Torque



Overspeed



L.A. Street Racing



Flaaklypa Grand Prix



Mud Fest

PC & CONSOLE

FULL SCALE RACING GAMES DEVELOPMENT BY INVICTUS



4x4 Jam



Truck Jam



4x4 Jam HD



Daytona Rush



NASCAR Rush



Race Of
Champions



Race Of
Champions World



Ridge Racer
Slipstream



Naija Street
Race



Highway
Getaway

MOBILE

▶ Mud Fest

Scope: Full-scale development from concept to Vertical Slice

Goal: Create an immersive sandbox off-road festival management game combining sim-cade driving, logistics, vehicle maintenance and festival operations.

Year: 2024

Platform: PC first

Tech: Unreal Engine 5.3

IP owner: Invictus' former parent company, Maximum Entertainment

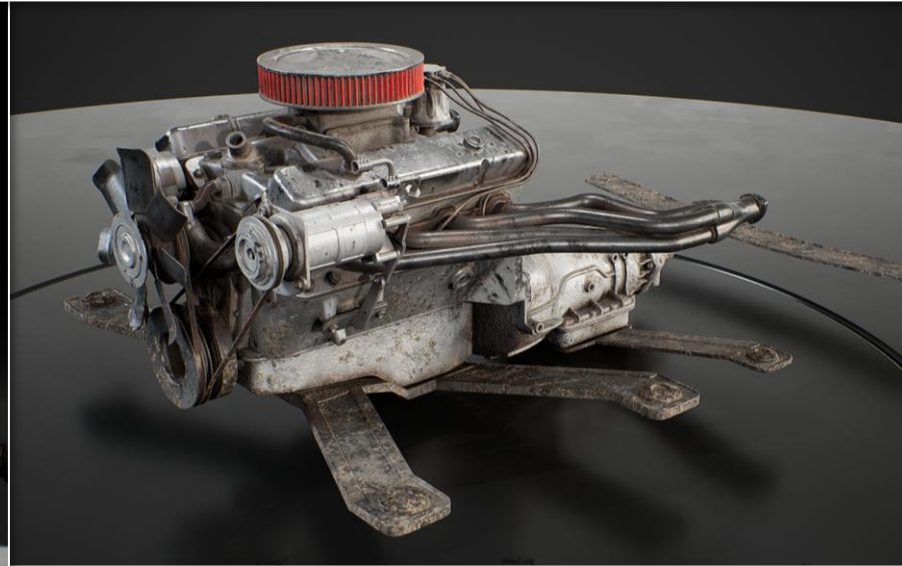
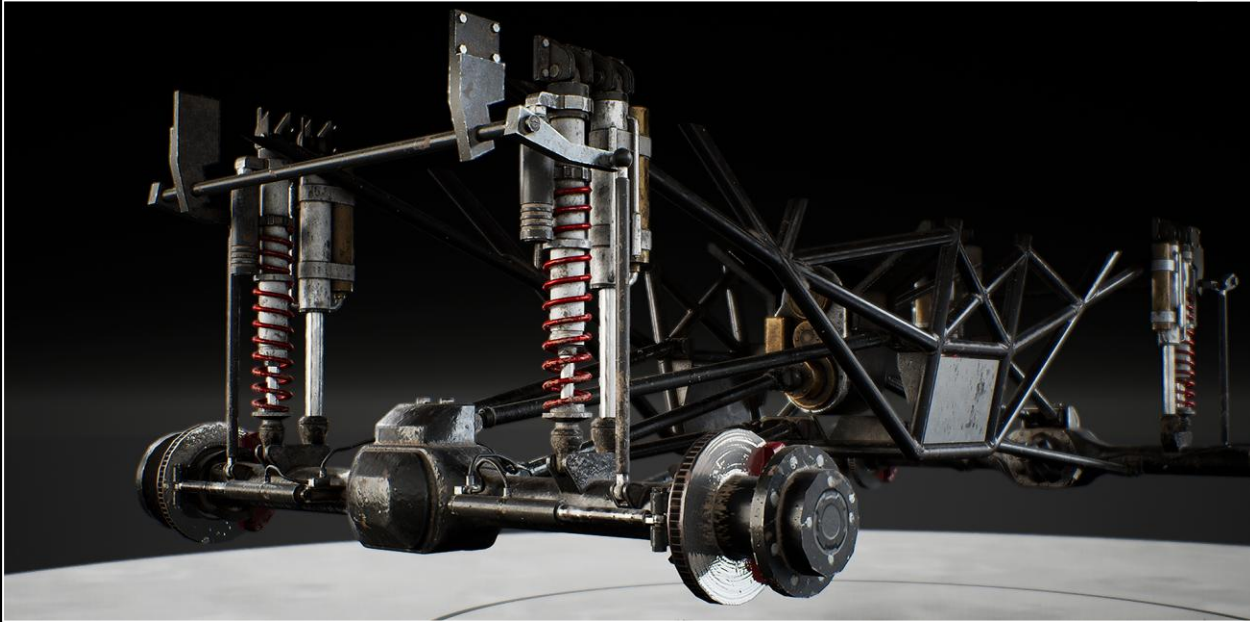


(PC screenshot, 2024)

Mud Fest / detail

Engineering Authenticity:

Every vehicle features meticulously recreated interiors and fully modeled mechanical components, including suspension, engines and complete drivetrain systems.

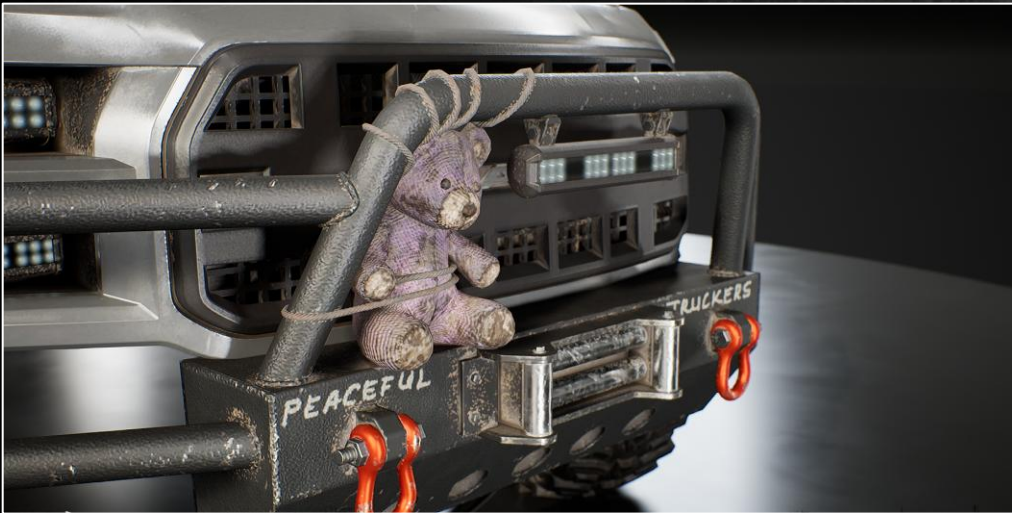


(UE editor shots, 2024)

Mud Fest / trucks

Top Quality Vehicle Assets

Every vehicle was built with exceptional attention to detail, featuring highly detailed components, interchangeable lifted suspension systems and extensive customization options.

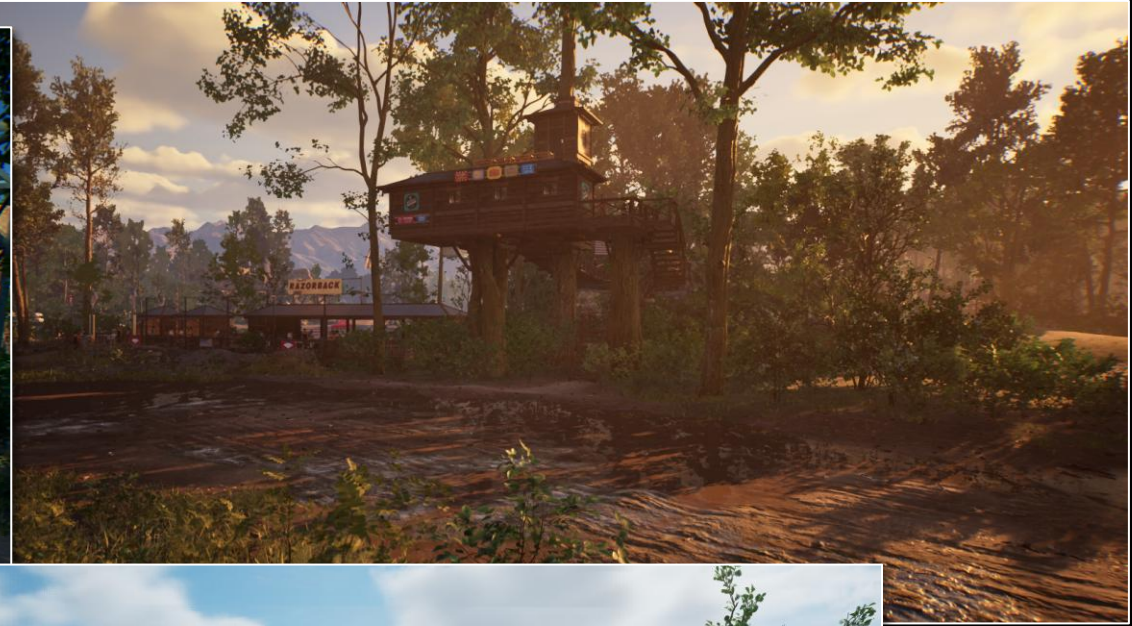


(UE editor shots, 2024)

Mud Fest / locations

Open-World Environment Development

Multiple large-scale open-world environments were created in Unreal Engine, each designed to seamlessly support both festival management gameplay and off-road racing events, featuring dynamic time-of-day systems.

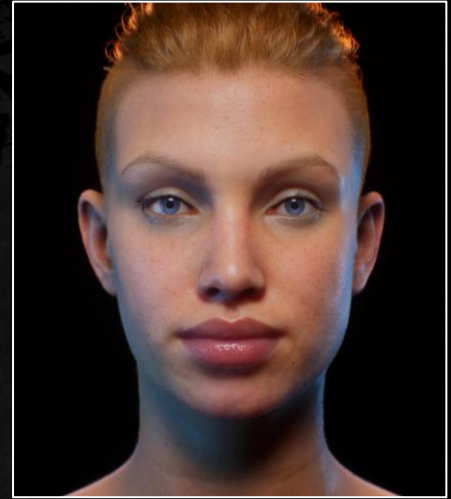


(in-game screenshots, 2024)

Mud Fest / characters

MetaHuman Characters

Invictus' character art team created a wide range of hero characters and spectators using Unreal Engine MetaHuman technology, with extensive body customization options. Each character can be realistically covered with mud to enhance the authentic off-road festival experience.



Project Mud

Scope: Full-scale development from concept to Vertical Slice

Goal: Create an immersive off-road truck experience combining racing, vehicle handling and dynamic physics-based terrain interaction.

Year: 2022

Platform: PC first, Consoles post VS

Tech: Unreal Engine 4.27



(UE editor shot, 2022)



(in-game screenshots, 2022)

Project Mud / detail

Focus on details:

Highly detailed 3D models and materials were created for truck components, suspension systems and engines. A fully functional drivetrain system delivered an authentic and realistic off-road experience.



(UE editor shots, 2022)

► The Flaaklypa Grand Prix

Goal: In Co-Development Invictus developed the complete racing component of the renowned Norwegian IP, *Flaaklypa Grand Prix*.

Co-Dev: Working closely with the original IP owners, Caprino Video Games AS, we faithfully translated the beloved stop-motion film's unique visual style and charm into an authentic interactive racing experience.

Tasks: Stylized art and race game programming were done by Invictus.

Year: 2021

Tech: Unreal Engine 4.27

Platform: PC, Nintendo Switch



(PC screenshots, 2021)

► Building authenticity / Mud Fest

First-Hand Field Research for *Mud Fest*

Our developers personally attended real mud festivals and off-road events, spending time with participants, vehicles and organizers to understand the unique atmosphere, culture and mechanics of these events. This first-hand experience helped us recreate an authentic off-road festival experience.



(research at off-road festivals, 2023)

► Building authenticity / NASCAR

Behind the Scenes at NASCAR

To ensure authenticity, our team attended multiple NASCAR race weekends, spending time in the paddock and garages alongside drivers, mechanics and race crews. These invaluable insights influenced every aspect of the game's atmosphere, presentation and racing experience.



(NASCAR races & training, 2018)

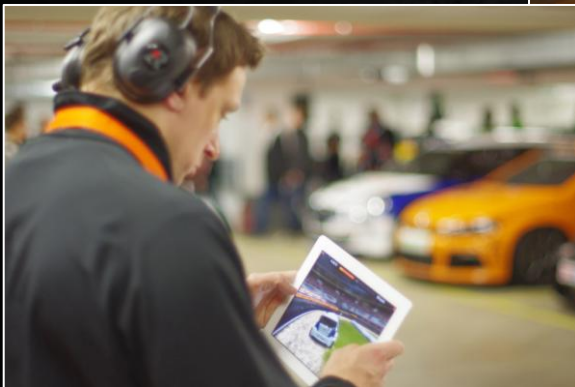
► Building authenticity / ROC

Working Alongside the Champions

During the development of *Race Of Champions*, our developers attended real ROC events and practice sessions, with the opportunity to ride alongside professional drivers in the competition cars.

The people shown in these photos are members of the Invictus development team, gathering first-hand experience to faithfully capture the excitement and authenticity of the event.

ROC
RACE OF CHAMPIONS



(races & training, 2011-2012)

► Building authenticity / Insane

Learning from real world champs:

To develop *Insane*, our team received hands-on training from professional off-road drivers and Camel Trophy champions. Their expertise in vehicle handling, terrain navigation and real-world off-road techniques helped us create a driving experience that felt both authentic and exciting.



(off-road training, 2000)

► Full Racing Catalog

Title	Year	Platform	Partner / Publisher	Technology	Result	Rating
Mud Fest	2024	PC	Maximum Entertainment	Unreal Engine 5.3	Vertical Slice	Playtest 8/10
Project MUD	2022	PC	Maximum Entertainment	Unreal Engine 4.27	Prototype	-
Flaaklypa Grand Prix	2021	PC, Switch	Zordix Publishing, Ravn Studio	Unreal Engine 4.27	Released	80% Gamer.no
NASCAR Rush	2018	iOS, Android	NASCAR, 704Games	Unity	Released	4.0/5 stars
Highway Getaway	2017	iOS, Android	Vivid Games	Unity	Released	4.2/5 stars
4x4 JAM HD	2015	iOS, Android	—	Unity	Released	
Daytona Rush	2015	iOS, Android	Daytona International Speedway	Unity	Released	4.1/5 stars
Ridge Racer Slipstream	2013	iOS, Android	Bandai Namco	Invictus' Titan Engine	Released	Metacritic 76 Pocket Gamer Gold Award
Race Of Champions World	2012	iOS, Android	Race Of Champions	Invictus' Titan Engine	Released	4.0 / 5 stars

More than two decades of racing expertise, trusted by world-renowned publishers and automotive brands. 18

► Full Racing Catalog

Title	Year	Platform	Partner / Publisher	Technology	Result	Rating
Race Of Champions	2011	iOS, Android	Race Of Champions	Invictus' Titan Engine	Released	4.3 / 5 Stars
Level-R / Project Torque / Heat Online	2005–2009	PC	Gamepot, Aeria Games, Gamigo & others	Invictus' Titan Engine	Released Live Service	73% Metacritic
L.A. Street Racing / Overspeed	2007	PC	SkillGround, Groove Games, City Interactive	Invictus' Titan Engine	Released	
Ferrari Project	2006	PC	Ferrari, Fast Word Media	Invictus' Titan Engine	Prototype	-
Cross Racing Championship	2005	PC	P3 Interactive, Graphsim	Invictus' Titan Engine	Released	88% Very Positive PC Gamer 83%
Monster Garage	2003	PC	Activision, Discovery Channel	Invictus' Titan Engine	Released	-
Street Legal Racing Redline	2003	PC	Activision	Invictus' Titan Engine	Released	88% Positive
Insane	2000	PC	Codemasters	Invictus' Titan Engine	Released	GameSpot 76%

A proven track record spanning original IPs, licensed franchises and co-development projects.

► More about Invictus

Invictus is designing and developing games for PC, Xbox X/S, PS5 and Nintendo Switch platforms.

Our company is located in Hungary, Europe and is the oldest and still active game development studio of the country.

Among the more than 50 games during Invictus' more than 25 years history, our studio has been known for the following key racing titles: **Insane (PC)**, **Street Legal Racing Redline (PC)**, **Level-R / Project Torque (PC)**, **Race Of Champions (iOS, Android)**, **Ridge Racer Slipstream (iOS, Android)**, **Daytona Rush (iOS, Android)**, **NASCAR Rush (iOS, Android)**, **Flaaklypa Grand Prix (PC, Nintendo Switch)**,

Recent Co-Development & Partnership Experience:

- **Kena: Bridge of Spirits** (porting to Xbox, Switch, Switch 2)
- **Smalland: Survive the Wild** (co-dev, network engineering, prop art)
- **Maximum Football** (full scale development for PC, PS5, Xbox)



invictus.com

Supporting global teams from porting and co-development to full-scale production.

▶ Trusted Partners

Invictus has worked together with numerous global partners:



Officially Licensed Car Manufacturers Featured in our Games:



... to list only a few among many others.



25+ years. One genre.
We go where the driving happens.

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