



invictus

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



25+

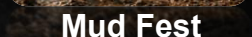
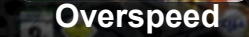
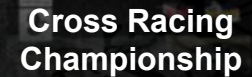
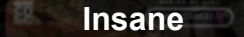
YEARS

50+

GAMES

120M+

DOWNLOADS



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HIGH LEVEL SUMMARY / Mobile



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

FULL SCALE RACING GAMES DEVELOPMENT BY

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▶ 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

Partner: Maximum Entertainment



(PC screenshot, 2024)

Mud Fest / research

First-Hand Field Research

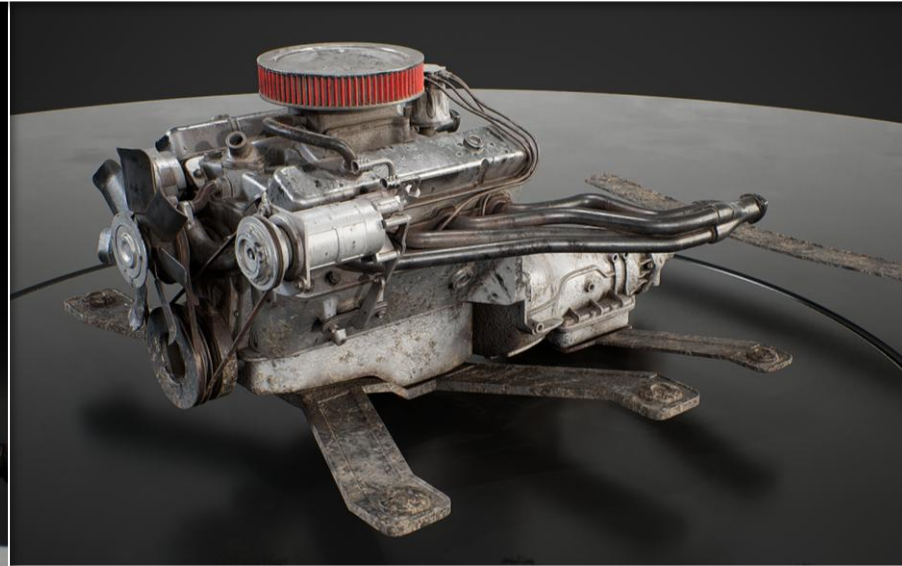
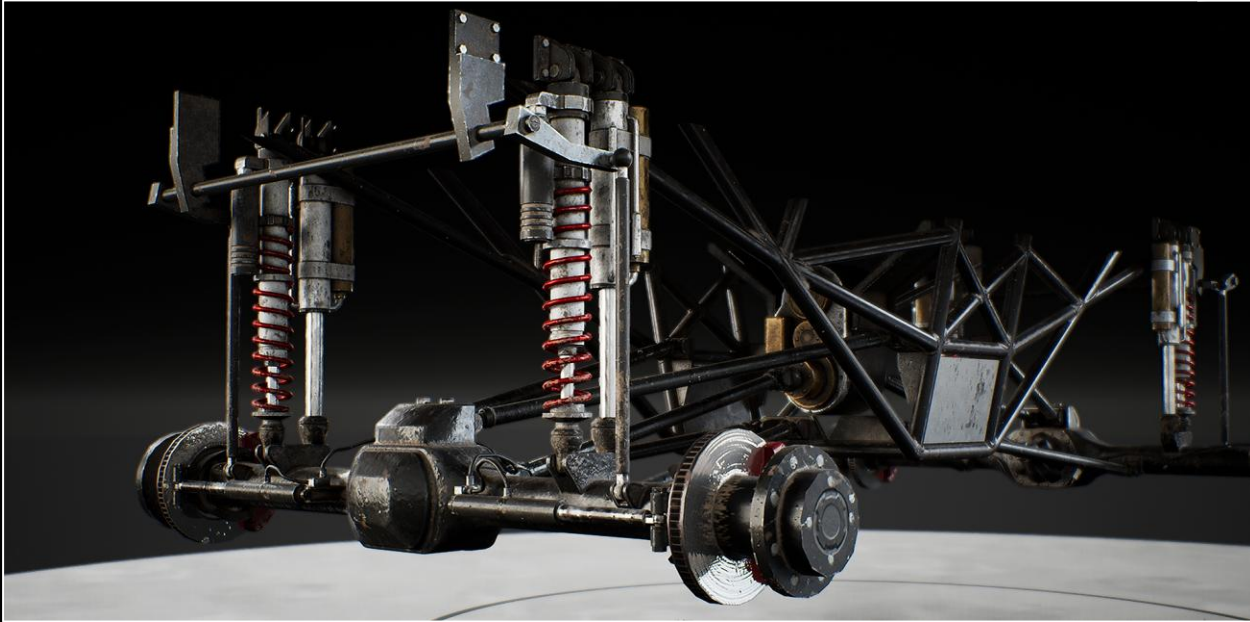
Our developers personally attended real mud festivals and off-road events, spending time with participants, vehicles and organizers to understand the unique atmosphere, culture and mechanics of these events. This first-hand experience helped us recreate an authentic off-road festival experience.



Mud Fest / detail

Engineering Authenticity:

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

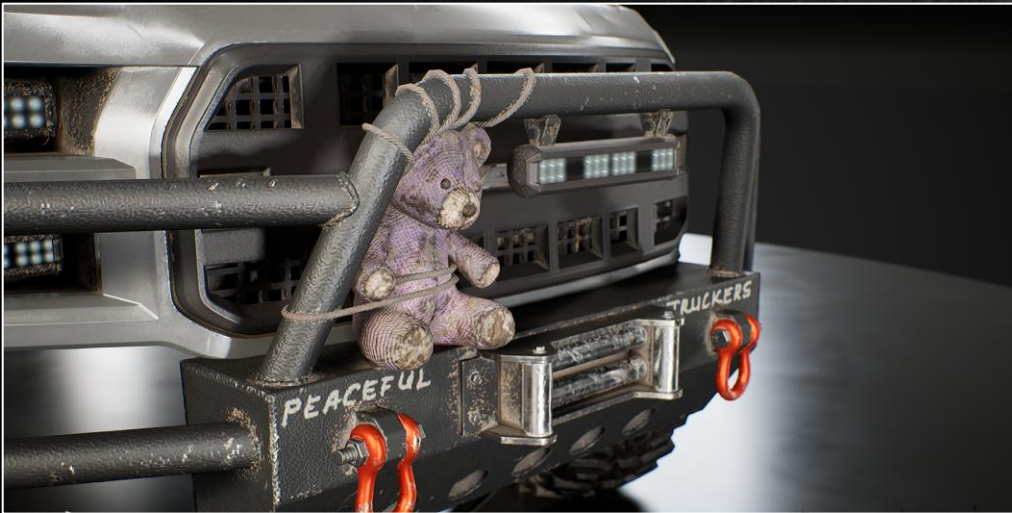


(UE editor shots, 2024)

Mud Fest / trucks

AAA-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.

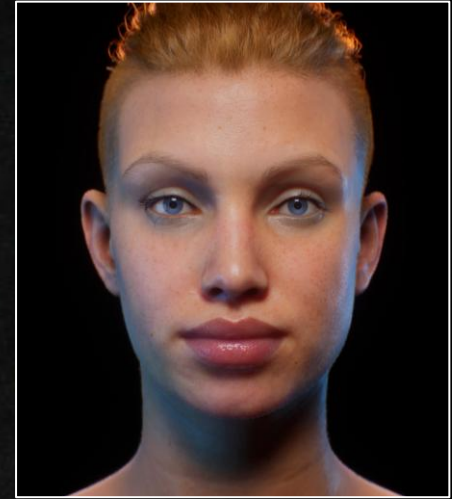


(in-game screenshots, 2024)

Mud Fest / Characters

AAA-Quality 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.



(UE editor shots, 2024)

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: 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: Both art and programming were done by Invictus.

Year: 2021

Tech: Unreal Engine 4.27

Platform: PC, Nintendo Switch



(PC screenshots, 2021)

▶ Highway Getaway

Scope: Full scale development from concept to release

Goal: Create an addictive mobile action racer featuring intense police chases, endless-runner mechanics and intuitive one-hand controls.

Year: 2017

Platform: iOS, Android

Tech: Unity

Partner: Vivid Games



(Mobile screenshots, 2017)

NASCAR Rush

Scope: Full scale development from concept to release

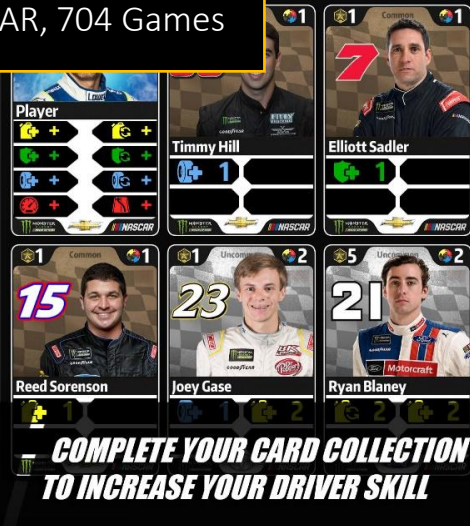
Goal: Transform the successful *Daytona Rush* gameplay formula into an official NASCAR experience, featuring authentic tracks, stock cars, drivers and team sponsors.

Year: 2018

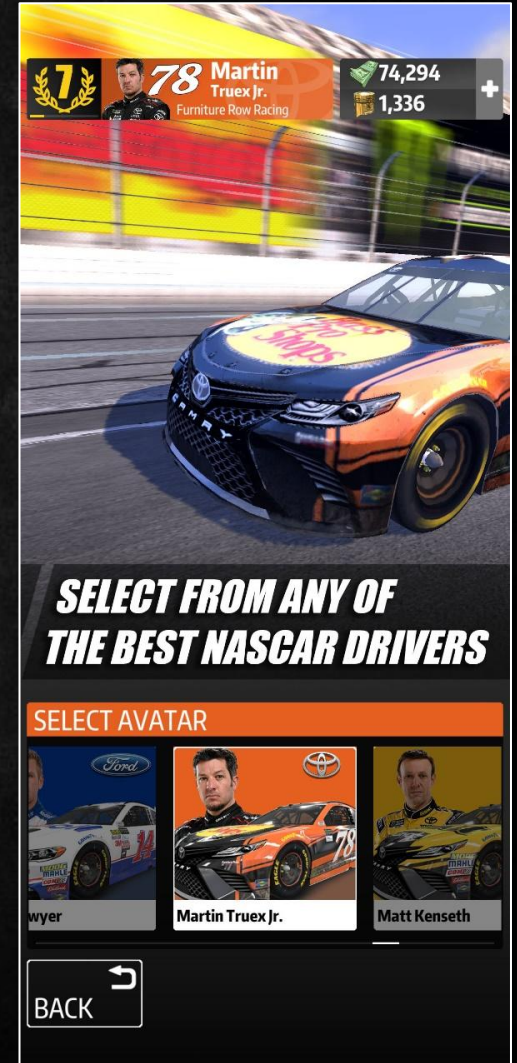
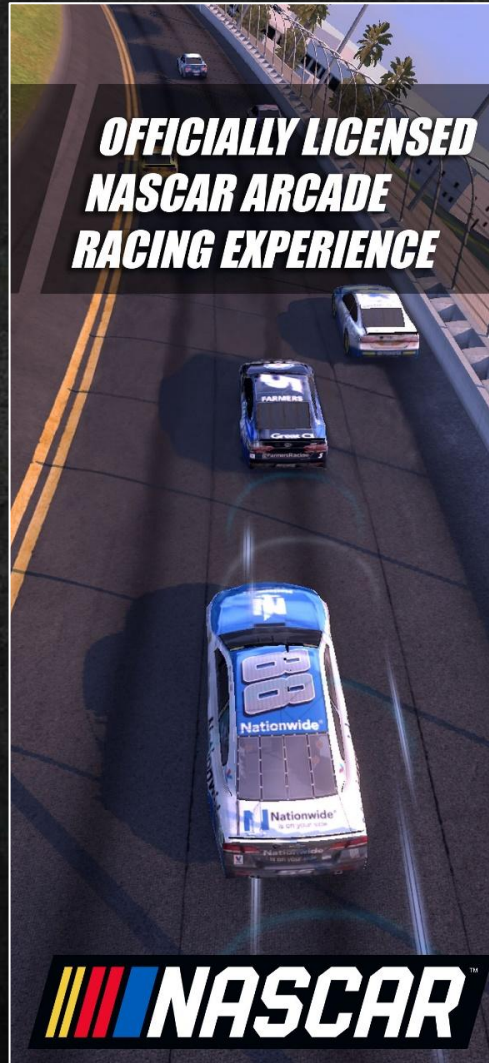
Platform: iOS, Android

Tech: Unity

Partnerships: NASCAR, 704 Games



NASCAR



(Mobile screenshots, 2018)

NASCAR Rush / research

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 race & training, 2018)

▶ Daytona Rush

Scope: Full scale development from concept to release

Goal: Create an accessible mobile racing experience inspired by NASCAR, combining high-speed action, lane-changing mechanics and the atmosphere of Daytona.

Year: 2015

Platform: iOS, Android

Tech: Unity

Partnerships: Daytona International Speedway



(Mobile screenshots, 2015)

▶ 4x4 Jam HD

Scope: Full-scale development from concept to release

Goal: Bring the freedom of open-world 4x4 racing to mobile platforms, combining off-road exploration, competitive events and customizable gameplay modes.

Year: 2015

Platform: iOS, Android

Tech: Unity



(Mobile screenshots, 2015)

► Ridge Racer Slipstream

Scope: Full-scale development from concept to release

Goal: Develop an official *Ridge Racer* mobile title, adapting Bandai Namco's iconic arcade racing franchise for a new generation of mobile players.

Year: 2013

Platform: iOS, Android

Tech: Invictus' Titan Engine

Partnership: Bandai Namco



▶ Race Of Champions World

Scope: Full-scale development from concept to release

Goal: Create a sequel to the official *Race of Champions* mobile game, expanding the experience with real ROC venues and original fictional tracks.

Year: 2012

Platform: iOS, Android

Tech: Invictus' Titan Engine

Partnership: Race Of Champions



actual ingame screenshot



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actual ingame screenshot

▶ Race Of Champions

Scope: Full-scale development from concept to release

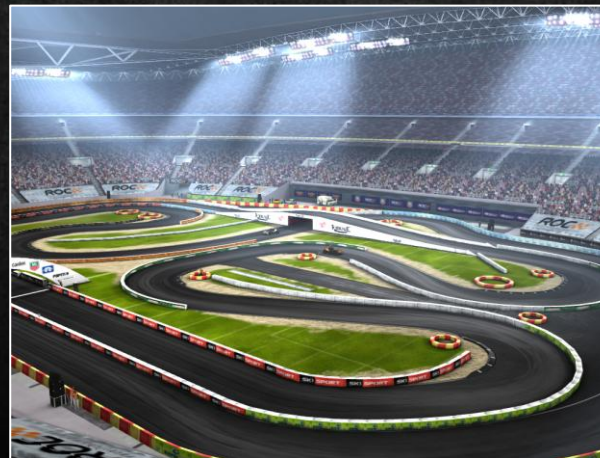
Goal: Create the first official *Race Of Champions* mobile game, capturing the excitement and authenticity of the world-famous motorsport event.

Year: 2011

Platform: iOS, Android

Tech: Invictus' Titan Engine

Partnership: Race Of Champions

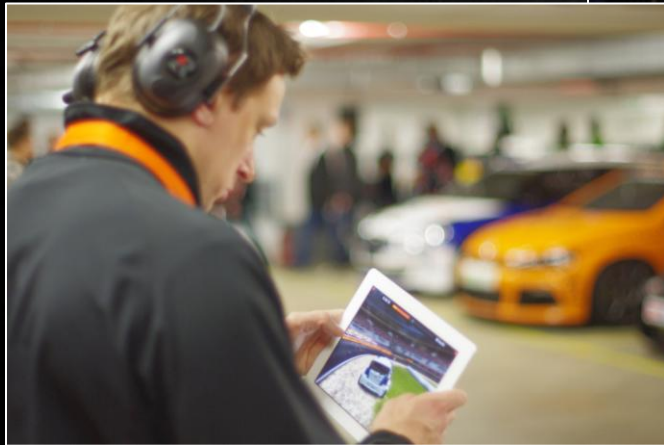


(Mobile screenshots, 2011)

▶ Race Of Champions / research

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.



▶ Level R / Project Torque

Scope: Full-scale development from concept to release

Goal: Create a global Free-to-Play online racing experience combining multiple motorsport disciplines, competitive multiplayer gameplay and an extensive licensed vehicle collection featuring 50+ cars from 10 manufacturers.

Year: 2006-2009

Platform: PC

Tech: Invictus' Titan Engine

Publishers: Gamepot, Aeria Games, Gamigo, Nival, JoyZone, zzima, Unalis, OnleLife



Level-R (JP, DE)

Project Torque (US)

Speed Online (RU)

R-evolution (TW)

Heat Online (EU)

Superrace (CN)

Fast Black (ID)

Level-X (TH)

LEVEL R

"Level-R isn't just a game; it's an online racing community" (mmosite.com)

"a lot better than most of the racing games out there" (onrpg.com)

"a really polished and fun racing MMO" (mmohut.com)

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Level R / Project Torque

Multiple Motorsport Disciplines:

Level-R / Project Torque featured a wide variety of racing experiences, including:

- Formula Racing
- NASCAR-style Racing
- Drag Racing
- Circuit Drift Racing
- Downhill Drift Racing
- Road Racing
- Off-Road Racing
- Multiple casual game modes



(PC screenshots, 2007)

▶ L.A. Street Racing

Scope: Full-scale development from concept to release

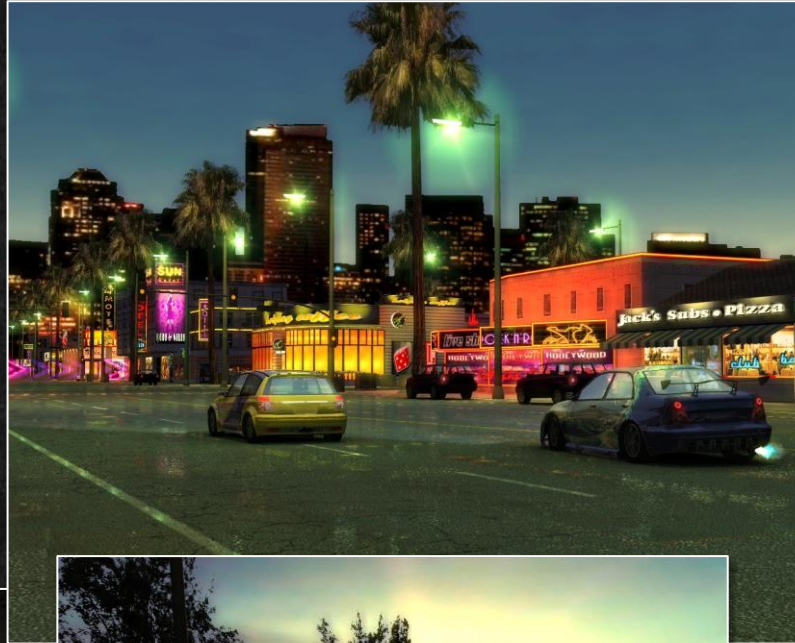
Goal: Develop a skill-based online racing experience with competitive cash-prize matches, introducing a unique player-versus-player reward system on the SkillGround platform.

Year: 2007

Platform: PC

Tech: Invictus' Titan Engine

Partnerships: SkillGround, Octagon, Groove Games, City Interactive



(PC screenshots, 2007)

► Ferrari project

Scope: Full scale development from idea to playable demo

Goal: Develop a Ferrari-branded sim-cade driving experience, combining realistic vehicle representation with open-world street racing gameplay.

Year: 2006

Platform: PC

Tech: Invictus' Titan Engine

Partnerships: Ferrari & Fast World Media



(PC screenshots, 2006)



► Cross Racing Championship

Scope: Full-scale development from concept to release

Goal: Create a complete racing career journey, allowing players to progress from amateur off-road competitions to professional circuit racing across multiple motorsport disciplines.

Year: 2005

Platform: PC

Tech: Invictus' Titan Engine

Partnerships: P3Interactive, Graphsim



(PC screenshots, 2005)

▶ Monster Garage

Scope: Full-scale development from concept to release

Goal: Transform the popular Discovery Channel series into an interactive vehicle-building experience, allowing players to modify, rebuild and customize unique vehicles using real-world garage techniques.

Year: 2003

Platform: PC

Tech: Invictus' Titan Engine

Partnerships: Activision Value, Discovery Channel



(PC screenshots, 2003)

ACTIVISION

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Street Legal Racing Redline

Scope: Full-scale development from concept to release

Goal: Create a street racing simulation focused on deep vehicle customization, realistic tuning mechanics and an open-ended underground racing experience.

Year: 2003

Platform: PC

Tech: Invictus' Titan Engine

Partnerships: Activision Value

Community Legacy

Street Legal Racing Redline developed a passionate global modding community, with players creating new vehicles, parts and gameplay modifications for many years after release.

ACTIVISION



(PC screenshots, 2002)

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▶ Insane

Scope: Full-scale development from concept to release

Goal: Create a groundbreaking off-road racing experience combining realistic soft-body vehicle physics, deformable vehicles, online multiplayer and innovative gameplay modes.

Year: 2000

Platform: PC

Tech: Invictus' Titan Engine

Partnerships: Codemasters



A Milestone in Off-Road Racing

Insane introduced innovative soft-body vehicle physics, large-scale off-road environments and online multiplayer racing, establishing Invictus' long-standing expertise in vehicle simulation.



(PC screenshots, 2000) **invictus**.com

Insane / research

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)



CODEMASTERS®

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THANK YOU

ABOUT INVICTUS

Invictus is designing and developing games for PC, Xbox X/S, PS5 and Nintendo Switch platforms. Invictus 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 28 years history, our studio has been known for the following key titles: **1nsane** (PC), **Street Legal Racing Redline** (PC), **Level-R / Project Torque** (PC), **Froggy Jump** (iOS, Android), **Race Of Champions** (iOS, Android), **Ridge Racer Slipstream** (iOS, Android), **PAC-MAN Friends** (iOS, Android), **Daytona Rush** (iOS, Android), **Dustoff Heli Rescue series** (iOS, Android, PC, Xbox One, PS4, Nintendo Switch), **Give It Up! Series** (iOS, Android, Nintendo Switch), **NASCAR Rush** (iOS, Android), **Flaaklypa Grand Prix** (PC, Nintendo Switch), **Kena** (Xbox, Switch), **Smalland** (PC), **Maximum Football** (PC, PS5, Xbox)



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Invictus has worked together with numerous global publishing partners:



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