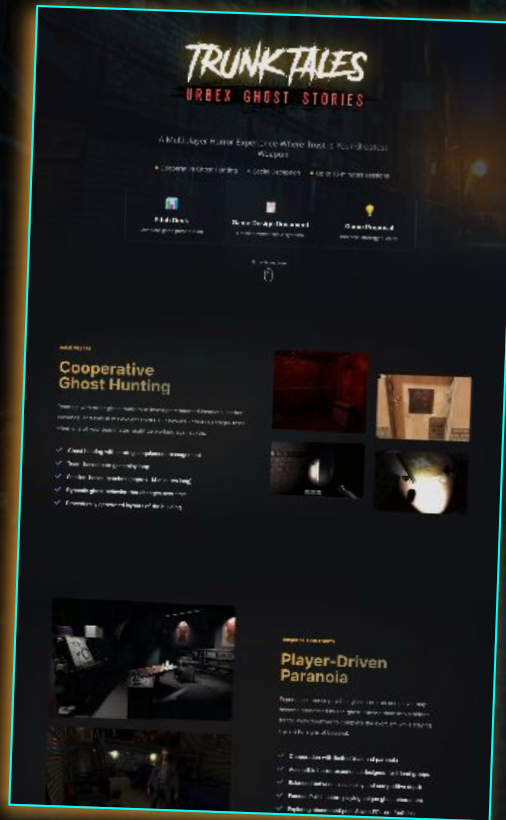


# TRUNK TALES

URBEX GHOST STORIES

Cooperative Horror Game



# Before we begin...

We've prepared something special beyond this Pitch Deck. Visit our project website to download our detailed Game Proposal (available as PDF), which dives deeper into our plans. The website features additional materials and some insights not covered in here.

While we've included the link below, you'll also find it in our final summary slide — so please, enjoy the Pitch Deck first!

Link to website: [trunktales.overbuiltgames.com](https://trunktales.overbuiltgames.com)

**Trunk Tales** is a **multiplayer horror game** that blends **cooperative ghost hunting** with **social deception**. Players step into the shoes of professional ghost hunters, **exploring abandoned locations** from Poland's post-Soviet era with the mission of **expelling malevolent spirits** that dwell within.

Hunters must work together to **locate and collect Fragmentum** — cursed artifacts still pulsing with supernatural energy — then use them in an exorcism ritual to banish the ghost.

But victory is never certain, as the Ghost's power grows over time, allowing it to secretly possess one of the hunters in **some** games. **The betrayer must sabotage the team's efforts from within**, making every expedition a tense battle where trust becomes a deadly gamble.





- As novice ghost hunters, you and your friends **investigate haunted locations** to **confront and banish malevolent spirits**

- **Piece together the dark histories** of abandoned post-Soviet facilities and the tortured souls that refuse to leave them



- A centuries-old secret order provides you with **missions, equipment, and invaluable intel** — if you prove worthy of their trust.



## Hunt & Gather

- Search for cursed items in haunted locations
- Manage equipment and resources
- Avoid or defend against ghost attacks
- Coordinate team movements and strategies



## Power Escalation

- Ghost grows stronger over time
- Teams must adapt tactics as the threat increases
- Risk vs. reward decisions become more critical
- Potential traitor creates mounting tension



## Climactic Exorcism

- Set up and defend ritual site
- Use gathered cursed items to power the exorcism
- All-out confrontation with a fully manifested ghost



## Character Progression

- Reputation system with passive ability unlocks
- Specialized skill paths and playstyles
- New tools and advanced equipment variants
- Strategic loadout combinations

## Visual Progression & Customization

- Character appearance customization
- Equipment visual variants
- Unlockable clothing and accessories
- Steam marketplace integration

## Knowledge & Strategy

- Mastery through gameplay experience
- Unlockable intel about locations and ghosts



### Gathering Cursed Items

- The main goal of the game is to collect cursed items called “Fragmentum” and use them to perform an exorcism that will banish the Ghost.
- Fragmentum items have various passive effects and interactions, making them quite unpredictable.

### Exorcism

- Gather Fragmentum to trigger the final exorcism ritual— a high-stakes showdown where Hunters must protect the ceremony from weakened, but an increasingly desperate Ghost

### Traitor System

- During the mid-game phase of the game, one of the players can be semi-randomly selected as a Traitor, shifting his objective from defeating the Ghost, to defeating other Ghost Hunters under a disguise.

### Procedural Generation

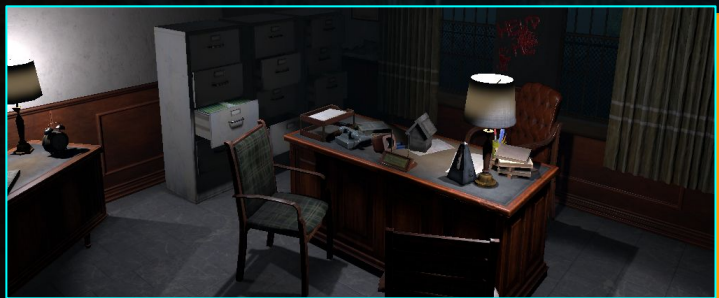
- Randomized item spawns around the map
- Handcrafted locations with dynamic procedural pathways reshape each playthrough

## Game Pillars

- Ghost hunting with strategic equipment management
- Team-based core gameplay loop
- Dynamic ghost behavior that changes over time
- Session-based matches (approx. 14 min long)
- Procedurally generated elements

## Unique Selling Points

- Cooperation with limited trust and paranoia
- Accessible horror experience designed for friend groups
- Balanced between casual play and competitive depth
- Famous Polish actors playing unique ghost characters
- Exploring abandoned post-Soviet PRL-era facilities





## Proven Success in Genre

- Similar games show **successful sales and revenue**
- The horror genre is especially **successful for indie studios**

## Perfect for Content Creation

- Highly **popular & watchable/streamable** gameplay
- Natural **viral potential** through betrayal moments

## Strong Player Retention

- **Endless replayability** through procedural generation
- Friend-focused design encourages **regular group play**

“Bottom 25% of co-op games still **sell twice as well** as the bottom 25% of other games”

“Top 25% of co-op games **sell over 300k units** in their lifetime”

“Only 6% of Steam games released in 2023 were co-op, but **they make up 36% of the units sold**”

“**A typical co-op game sells ~40k units** on Steam VS only 5k for a non co-op game”



Data provided by **Video Game Insights**  
Click on the VGI logo to read the full report

## Base Game

- Pay-to-play model starting at **\$9.99** during Early Access
- Initial Early Access launch discounted to **\$8.99**
- Gradual price increases during Early Access
- Full Release price of **\$14.99**, discounted to **\$12.99**
- Discounted multi-copy bundles to drive group sales
- Pricing aligned with other successful horror co-op games



## Additional Revenue Streams

- **Steam Community Market integration** enabling player trading of cosmetic items, generating ongoing income
- Post-launch **expansion packs** featuring new locations, ghosts, and gameplay mechanics based on community feedback
- Regular **cosmetic DLC** releases including character outfits, equipment skins, and vehicle customization options
- Optional **Supporter Packs** containing exclusive cosmetics to reward our most dedicated players

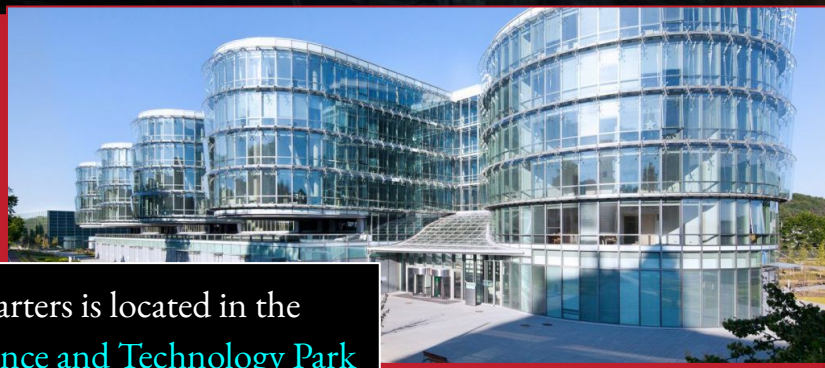
No gameplay-affecting microtransactions

## Pre-Alpha Footage: Networking, Customization and Performance testing



## Who is OVERBUILT

- Small indie studio established in 2021 in Gdynia, Poland
- Track record of successful B2B projects for major clients
- Each member of our core team has over 12 years of experience
- Experienced with the latest VR and AR technologies



Our headquarters is located in the  
Pomeranian Science and Technology Park

## Who we worked for





# Who are we — Core Development Team

in



## Product Owner & CEO — Damian Karczewski

- Winner of Gdynia Business Plan
- Poland's representant for Intel Business Challenge
- Finalist of the national Creative Business Cup

Role: Tank

in



## Unity Developer & C# Programmer — Oktawian Wasilewski

- Runner-up of 3 Global Game Jam events
- Finished over 20 game projects throughout his career
- Additional expertise in porting & Unreal Engine

Role: Damage

in



## Game Designer & IT Generalist — Dawid Niedźwiedzki

- LinkedIn's Top Game Design Voice of Q2 2024
- Experienced in various community-driven initiatives
- Runner-up of 2 Global Game Jam events

Role: Healer

Our core team members were previously involved in projects such as...





Not Yet  
Implemente  
d

Sebastian  
Stankiewicz

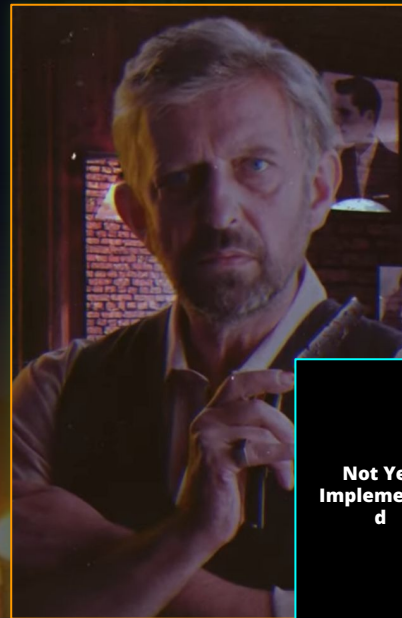
The Butcher



UNFINISHED

Katarzyna  
Figura

The Nurse



Not Yet  
Implemente  
d

Janusz  
Chabior

The Barber







## Development timeline — Past timeline

### Development Begins

January 2023

- Established a partnership with the “PANIKA!” film studio
- Established an agreement with a few renowned Polish actors
- Initial funding of \$100k launched project development

### Ongoing Development

Second half of 2023

- Completed first playable prototype featuring full multiplayer functionality with 5 players online.
- Internal playtesting validated core mechanics while identifying key areas for refinement and improvement
- Developed psychiatric hospital map to its early playable state with core layout and basic assets

### Early Development

First half of 2023

- Developed and refined early gameplay mechanics through multiple prototypes and iterations.
- Engineered a proprietary networking solution that exceeds default Unity Engine capabilities in the context of our project.

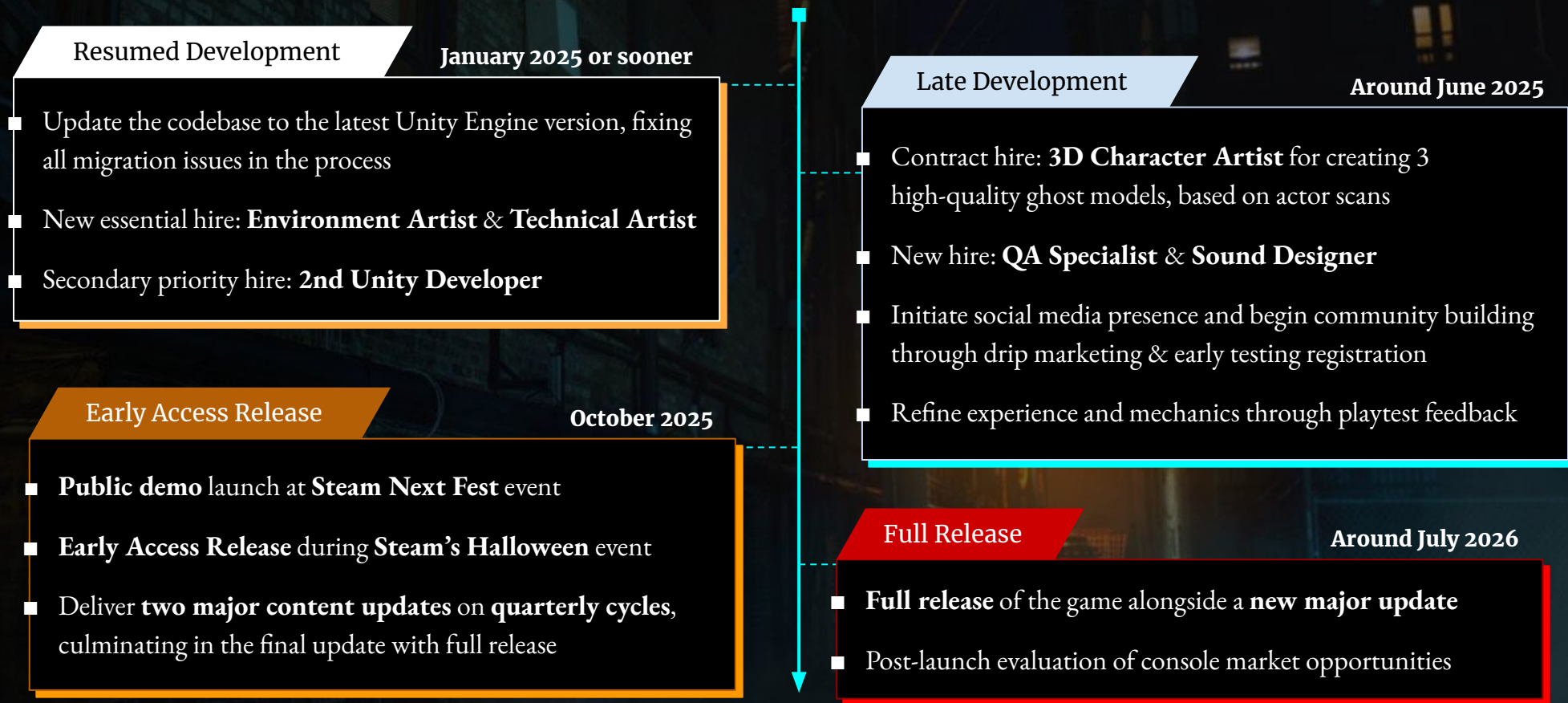
### Development Halted

October 2023

- Development of Trunk Tales was put on hold due to funding constraints. The team has shifted focus to contract work while seeking investment to resume the project.



## Development timeline — Desired future



## Development Funding

We're seeking **\$400,000** in funding to complete development and sustain operations through the first two months of Early Access.

This would cover:

- Development team salaries
- Additional character animations and assets
- Marketing materials and PR campaigns
- Platform certifications and licensing costs

## Marketing Campaign

We would love it if our publisher could also help us with:

- Expertise in Early Access deployment and post-launch strategies
- Connections with established horror genre content creators
- Leveraging Polish actors' likenesses for our media presence
- Planning and organizing streamer and promotional events
- Building and growing our community before launch
- Multi-platform social media engagement optimization

## Summarize

<b>Genre</b>	PvE Cooperative Horror (with PvP Social Deduction elements)
<b>Platforms</b>	PC & Steam Deck, planned console support in the future
<b>Gameplay</b>	<p>You are Ghost Hunters, fighting evil Ghosts</p> <p>You collect cursed items to perform exorcism</p> <p>You explore abandoned post-soviet facilities</p> <p>One of your teammates might be a traitor</p> <p>Each round takes up to 15 minutes playtime</p>
<b>Development</b>	<p>Technical Foundation / Pre-alpha Prototype Stage</p> <p>Game developed using Unity Engine</p>
<b>Monetization</b>	<p>Pay-to-play with expansion packs &amp; cosmetics</p> <p>Base price \$9.99, raising to \$14.00 on full release</p>
<b>Ask</b>	<p>\$400,000 Funding for further development</p> <p>Support and guidance in marketing campaign</p>
<b>Extra info</b>	<p>We created a dedicated networking system for the game</p> <p>Featuring renowned Polish actors as evil Ghosts</p> <p>Actors are already secured with no additional costs needed</p>

## Contact Us

Email us via: [office@overbuiltgames.com](mailto:office@overbuiltgames.com)

Visit our websites: [trunktales.overbuiltgames.com](https://trunktales.overbuiltgames.com)

[overbuiltgames.com](https://overbuiltgames.com)

Discord: [discord.gg/r9b879t8HU](https://discord.gg/r9b879t8HU)