

INVASIA

**Cinematic third-person sci-fi survival horror • PC first, consoles later • Premium •
Looking for publisher**

You wake up on a dying station orbiting an unknown planet. The crew is gone, alarms scream, and inhuman voices echo through the corridors. Are these the consequences of studying that strange artifact?

From Alexey Sytianov — game designer & writer behind the most terrifying moments of “S.T.A.L.K.E.R.: Shadow of Chernobyl”.

- Single-player survival horror (third person, cinematic presentation)
- Brutal, weighty action with limited resources
- Bio/body horror inspired by The Thing, David Lynch, and H. R. Giger
- Hard sci-fi based on the “Invasion” book series
- Oppressive atmosphere; story told through the environment
- Unique decomposing and transforming alien parasites

