



DESERT DRIFTERS

FOND
LABS



DESERT DRIFTERS

Unravel the mysteries of a post-apocalyptic desert world in the thrilling two-player co-op VR action adventure, **Desert Drifters**.



PRODUCT DETAILS

Desert Drifters is an action-packed co-op VR adventure set in the sci-fi desert of planet Sha. Two players must man a hovercraft to navigate the challenges of the hostile environment.

The game captures the experience of two friends embarking on a shared adventure in a world divided by war. They must work together to defeat enemies, solve puzzles, and unravel the mystery of the origins of their civilization.

Title: Desert Drifters

Development Studio: Fono Labs

Genre: Co-op Action Adventure

Platforms: Meta Quest, Steam

Game Engine: Unity

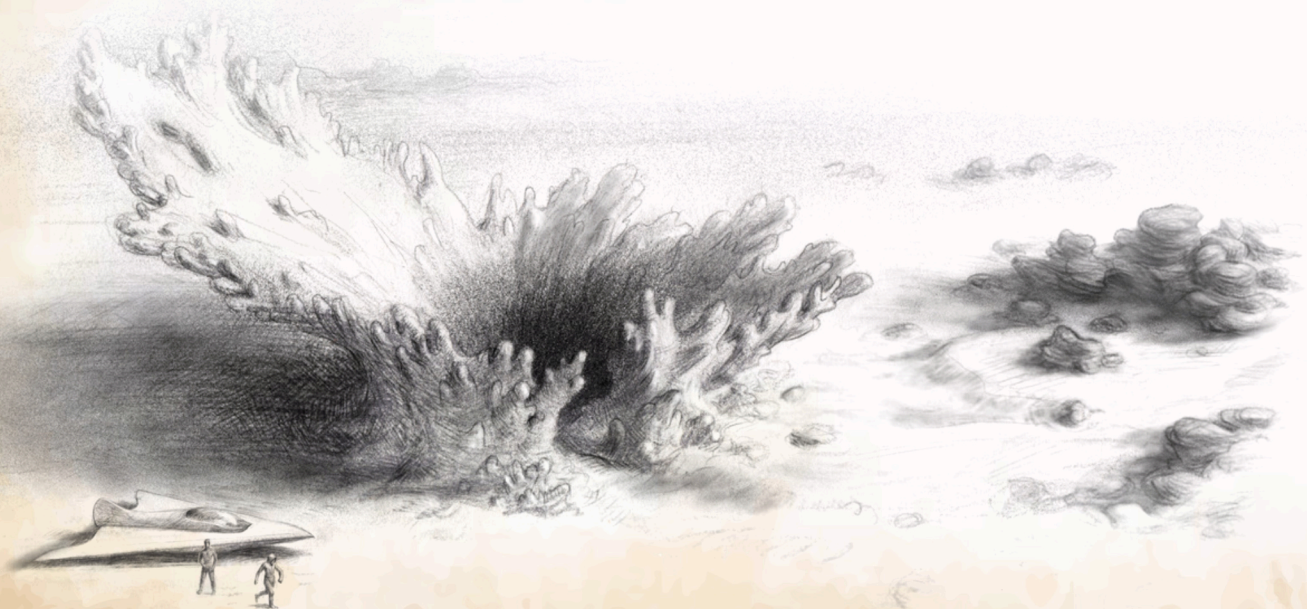
Current Stage: Vertical Slice

Release Date: 2025

Localization: EN

Pricing: TBA

Age rating: TBC, PEGI 16



VR CO-OP

Desert Drifters is a two player co-op experience. Not only does it allow us to create a more unforgettable experience for players, VR multiplayer games also generate more sales than VR single player games.

Why VR?

Virtual reality can create a more immersive space for social interaction than any other gaming platform.

“After a VR multiplayer session, you feel like you’ve really been with the other person.”

— Fono Labs

Why co-op?

The satisfaction of a task completed is bigger when shared. The same applies to an adventure. We are creating an experience that has the power to transport two friends to another world and is remembered even long after they have returned.



KEY FEATURES



TWO-PLAYER VR EXPERIENCE ///

VR enhances “shared adventure” like no other gaming platform. Desert drifters is taking advantage of two players sharing a common space at every design decision.



STORY-DRIVEN EXPLORATION ///

Dive into the story and lore of Desert Drifters penned by the post-apocalyptic author Peter Kalva.



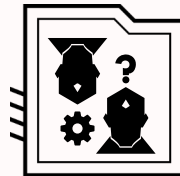
HOVERCRAFT CONTROL ///

Master the hovercraft control and navigate the desert hellscape together. Speed and precision are key to survival.



TACTICAL COMBAT ///

Act as one to outsmart scavengers, defeat monsters, and win against all odds fighting brutal bosses.



CO-OP PUZZLES ///

Put your heads together to solve puzzles to get valuable loot scattered around area.

TWO-PLAYER VR EXPERIENCE

Half of the fun in **Desert Drifters** is created by working together with the second player. We are providing players with space and tools to make a selection of a partner an interesting part of the game.

Hideout (Social Hub)

Inside the hideout, players can meet, chat, play minigames, compete in riding a hovercraft and find the perfect match for a shared adventure.

Briefing room

This area serves as a level selection hub for the teamed-up players. It's designed for planning and collaborative decisions, allowing the team to choose any level they wish to tackle together.



STORY DRIVEN EXPLORATION

The rich world-building and story from the pen of Slovak post-apocalyptic author **Peter Kalva** drives the players to unravel the mysteries of planet **Sha**.



The story itself explores the **current issues** of environmental catastrophe, political polarization, and technological progress in a fictional setting.

The post-apocalyptic world is divided between **two opposing factions** that fight over precious resources as well as climate-related ideological differences. However, there seems to be an even more ominous presence — a technologically advanced caste of **telepaths** that controls the fate of the planet from shadows.

HOVERCRAFT CONTROL

Are you the driver or the deckhand? A close collaboration between the two is key to controlling the hovercraft and overcoming challenges.

Driver

- | Controls the direction and speed of the hovercraft.
- | Chooses when to engage a speed boost to get out of a tight situation.
- | Readies a damaged hoverpad for repair.

Deckhand

- | Aims and shoots the hovercraft's pulse cannon.
- | Recharges the speed boost (you never know when you will need it).
- | Repairs hoverpads when readied by the driver.

The **players can abandon their posts** or even choose to swap roles at any time. Sometimes the situation calls for it!



TACTICAL COMBAT

Just like the players, enemies work together to gain advantage on the battlefield. They never shy away from using underhanded attacks and tactics to outsmart the players.

Basic Enemies

- | A truly despicable bunch! They target the players, the engines on your hovercraft, and even use attacks that limit your movement.
- | They're not very brave. When low on health, they will seek cover or even leave their comrades behind to die a dog's death.
- | Just like they can damage your hoverpads, you can damage theirs. And just like you would, they will try to repair them.

Boss enemies

- | Big set-piece battles with puzzle elements. The players need to figure out the right strategy to defeat them. They don't always fight alone.
- | Boss fights are important milestones in the story and expand the lore of the world.

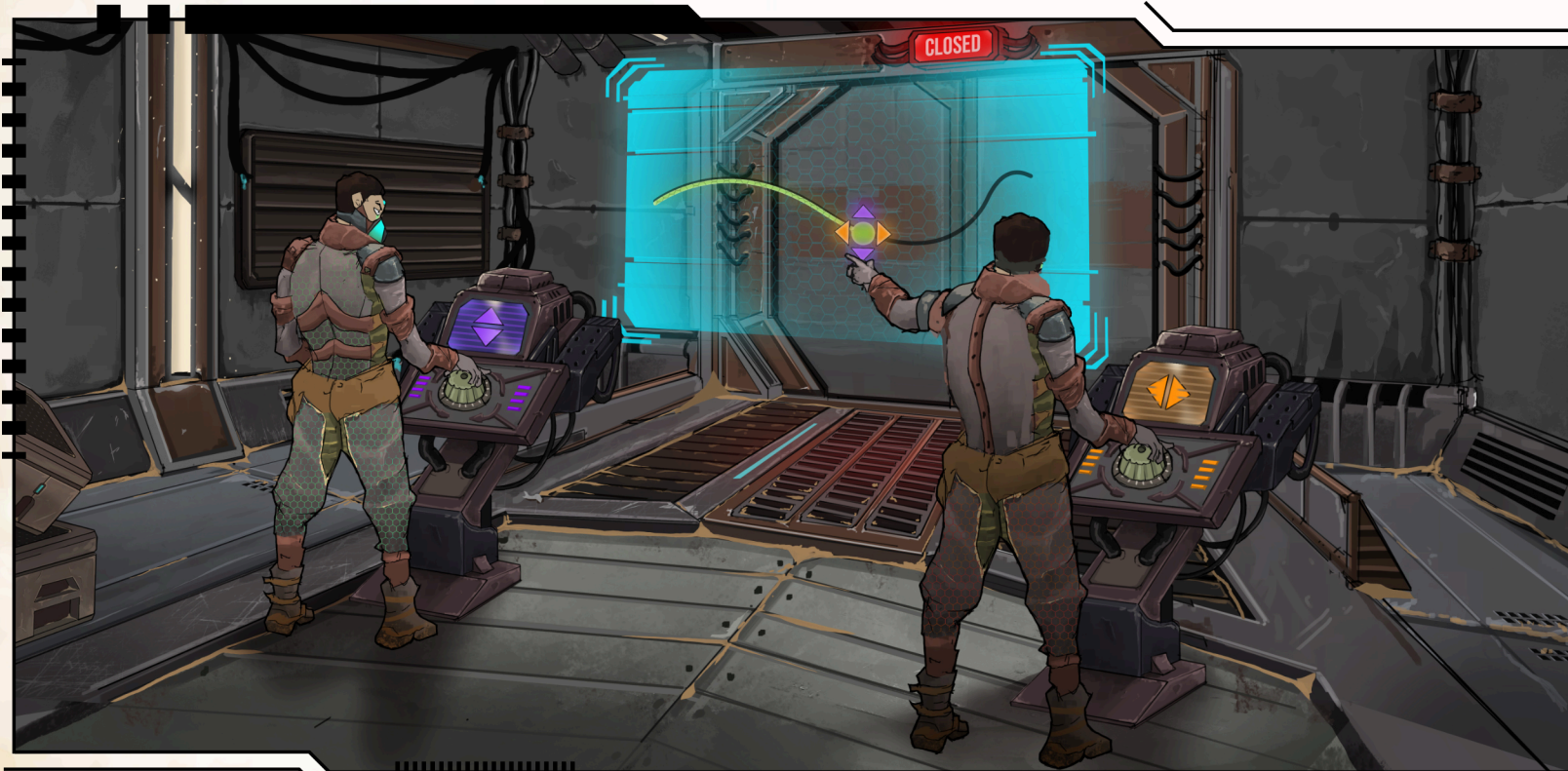
Players

- | The two of you against a hostile world! Even when you get downed, there's always hope. The other player can pick you up.



CO-OP PUZZLES

During exploration players are challenged with co-operative puzzles. Some of them are a product of the environment, others were set up by an ancient civilization to test their bond.



The puzzles can only be solved by both players working (and thinking) together.



UNIQUE SELLING POINTS

Co-op experience in VR takes immersion to another level

VR creates a nearly real, embodied space. This allows for players to get a true sense of companionship and shared adventure they can talk about long after they have logged out.

Cooperative vehicle control

Even though the hovercraft can be controlled by a single player alone, it's two player co-op where it shines.

Puzzles that require coordination of both players

Combat-intensive thrills are intertwined with slower, more contemplative moments of puzzle solving where each player must pull their weight.

Sense of grand scale enhanced by VR

Facing a huge desert snake in VR feels much more intense than staring at one on a flat screen.

Deep narrative experience imagined by Peter Kalva

The world and mechanics of the game are built to work in unison to give players a real sense of a lived space.

AUDIENCE

Desert drifters is targeting VR players that are looking for an unique multiplayer game. Our audience is made of players that want to experience a shared narrative.

- I **Early adopters** are always searching for novelty experiences.
- I **Social players** that lack narrative games in their market.
- I **Narrative seekers** that lack socializing in adventure games.



MARKET

Multiplayer beats single-player in revenue and VR is ready for more players.

“The global virtual reality gaming market size reached US \$28.9 Billion in 2022. Looking forward, IMARC Group expects the market to reach US \$136.8 Billion by 2028, exhibiting a growth rate (CAGR) of 29% during 2023-2028.”

- **IMARC Group**

“There are significantly more single-player than multiplayer apps in the Meta Quest Store (286 vs. 155), but that the latter generate 30 percent more revenue per title on average. This is not surprising: according to Meta, more than half of Quest usage time is spent on social experiences and multiplayer games.”

- **Meta**

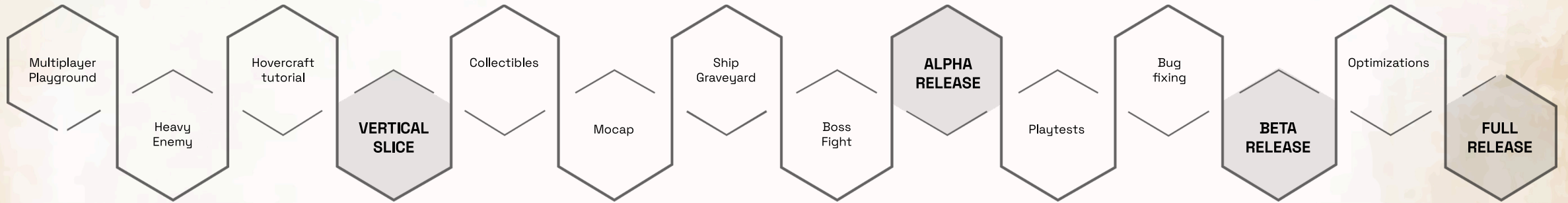
COMPARABLE TITLES



Genre	Single Player action-adventure	Multiplayer MMO	Single Player action-adventure	Single Player action-adventure (co-op possible)	Single Player puzzle-adventure
Release date	19.11.2020	27.01.2022	21.05.2019	05.12.2019	11.02.2021
Price	39.99	29.99	19.99	39.99	9.99
Platforms	Meta Quest, PSVR	Meta Quest, Steam, PSVR	Meta Quest, Steam, PSVR	Meta Quest, Steam, PSVR	Meta Quest
Ratings	4.3 ★ (x5400)	4.3 ★ (x6718)	4.7 ★ (x6625)	4.2 ★ (x6150)	3.3 ★ (x310)
Metacritic	73	70 (User)	81	81	N/A

ROADMAP

MONTHLY PLAN



FONO LABS

Fono Labs was established by three game enthusiast and friends:

Peter Gonda - Game designer

Miroslav Beka - Programmer

Milan Lajtos - UX/UI VFX Programmer

During the production of our first game Fono, all of us became fascinated by virtual reality and created several smaller projects in VR:

I **The Bat**

I **Big Bang Godly Golf**

I **Feartherapy**

I **Waka Waka (pacman VR)**

I **BomberVRMan (bomberman VR)**

In 2021, after two rounds of funding from the Slovak Arts Council, we were able to grow our team and focus exclusively on Fono Labs



FONO LABS TEAM

We created a team of dedicated and capable people with great passion for games. In Fono Labs ideas are created collaboratively and execution is provided by specialist. We thrive in Agile development format. **We are here to stay.**

FOUNDERS:



Peter Gonda

Formerly Game Designer at **Nine Rock Games** and **Bohemia Interactive**. After six years of learning from veterans, starting something of his own was the only way.



Miroslav Beka

Formerly a developer at **Eset** and **Kistler**. After years of working for the man, he got way too enthusiastic about game development to let it be just a phase.



Milan Lajtoš

Formerly a developer at **Deepnote** and **Lighting Beetle**. He was the first one to bring a VR headset to a party, changing our lives forever. It wasn't the first time he did that either.

TEAM:

Tomáš Csütörtöky
Graphic Design

Martin Poduška
Copywriting

Juraj Maruška
3D Assets & Characters

Jakub Čulák
3D Assets & Environments

Filip Goliaš
3D Assets & Marketing

Tomáš Létal
Concept Art

Tomáš Sonlajtner
Project management

Katarína Cvičelová
Marketing

Peter Kalva
Story writer

CONSULTANTS:

Mária Zborovská
Art Direction

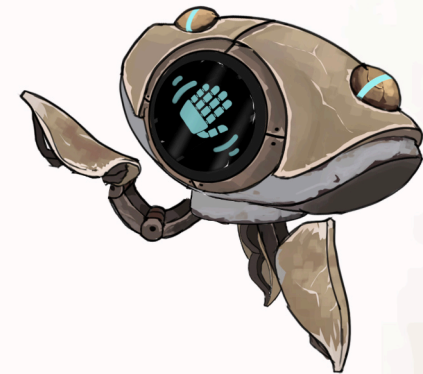
Michal Ištok
Environmental Art



SEE YOU IN THE DESERT, DRIFTER!



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**WE ARE LOOKING
FOR A PUBLISHER!**



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