



About Incognito

Developer of the famed ***Twisted Metal*** franchise, Incognito Entertainment was founded by Scott Campbell and formed with other key members of the now defunct Singletrac Studio, which brought ***Twisted Metal 1 & 2***, ***Warhawk***[™] and ***JetMoto***[®] to the PlayStation[®], among others. Based in Salt Lake City, Utah, Incognito was Incorporated in April 1999 and now shares a creative partnership agreement with Sony Computer Entertainment America's Santa Monica Studio for the production and development of various first party software titles on all PlayStation platforms. With just over 50 employees, Incognito maintains its small studio roots while providing full-scale production capabilities and diverse talent, including software, design, animation, graphics, art, and sound.

Now a two-team studio, Incognito has brought in key talent from all over the world and consistently proven its record as a premier videogame developer. The first Incognito Entertainment title was ***Twisted Metal:Black***[®] on PlayStation[®]2 system, then ***Twisted Metal Small Brawl***[™] (PlayStation system), ***Twisted Metal:Black***[®] ***ONLINE***, ***War of the Monsters***[™], ***Downhill Domination***[®] and ***Twisted Metal:Head On*** (PSP[™]). Incognito is currently working on ***Warhawk*** and ***Calling All Cars***[™] for PLAYSTATION[®]3.