

# TWO ROBOTS.

SYS// TWO ROBOTS STUDIOS — APRIL 2026

THE FUTURE OF ESPORTS IS A CARD GAME WITH A FIRST-PERSON SHOOTER

ASK	<b>\$750K SEED ROUND</b>
STAGE	<b>PRE-SEED</b>
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## SIGNAL 01 // THE PITCH

Imagine Magic: The Gathering. Now imagine Helldivers 2 happening inside the same universe, at the same time, watched by the same players. Two Robots: Unleashed is a competitive card battler in a persistent orbital world called Rennova. Spectators fly in first-person, fight for robot scraps with gravity guns, craft those scraps into cards, and play the next match. One world. Two audiences. One economy that connects them.

## SIGNAL 02 // BUILD STATUS

**THE CARD BATTLER** 70% COMPLETE

Mechanics, ruleset, ability systems, and backend are all wired. Playtesters return weekly unprompted. The remaining 30% is pure polish — VFX, SFX, moment-to-moment feel. As Dan Bunting told us: when the game is feature complete, you are only halfway there.

**THE SPECTATOR ARENA** 15% IN PROGRESS

Ship meta-experience live. Gravity gun built with switchable modes. Scraps fly through the arena. Shruce vent hunt live. Scrap pickup, Lab crafting loop, and Biobot card connection still to close.

V1 ships card battler + spectator arena as one complete loop. Everything else ships when V1 polish meets the standard it deserves. The raise funds the feel, not the features.

## SIGNAL 03 // THE BIOBOT SUPER-CYCLE

The Biobot is TRU's Pokémon — and it cannot be purchased. The Shruce hides in your ship's vents. Chase it in first-person, catch it, and it becomes your card with unique genetic properties. When defeated in a match, spectators collect its scraps and craft their own variant. Real provenance. True rarity. A collectible economy Pokémon, Pop Mart, and One Piece cannot replicate.

## SIGNAL 04 // THE STATUS LAYER

### ■ THE SLATE (SL-8)

Free. Every player starts here.

### ■ THE FRIENDSHIP

Premium. Friend + ship. Visually distinct, signals investment.

### ■ THE OWNERSHIP

Elite. Owner + ship. Earned by rank — becomes a lounge. The best player's ship is the most visited address in Rennova.

## SIGNAL 05 // TECHNICAL MOAT

### ■ GODOT — OPEN SOURCE

We patch at the engine level. Unity and Unreal cannot.

### ■ 100K CCU TARGET

Validated architecture. GTX 1650 Ti (\$79 used). \$400 PC floor.

### ■ TERRAFORM + VPC

Upgraded at CodeLaunch. Regional servers on demand. Brazil live.

### ■ W4 GAMES

Company behind Godot has taken notice of our engine-level work.

## SIGNAL 06 // INDUSTRY VALIDATION

### DAN BUNTING

Former Head of Studio, Treyarch. Black Ops Wager Match architect. Gave TRU a 1.5-hour consultation. Shaped the gravity gun economy.

### TROY SIMPSON

MTG Champion. Investor, Boston Seed Capital. Playtested Oct 2025. Technically sophisticated feedback. Asked to stay posted on every development.

### W4 GAMES

Company behind Godot Engine. Impressed by our engine-level work. Strategic relationship actively developing.

## SIGNAL 07 // THE \$750K ASK

### \$250K 33%

Creator Seeding — Jynxzi (18M Twitch), TenZ (2M Twitch), card gaming creators.

### \$200K 27%

Spectate Mode Build-Out — gravity gun, scrap physics, Lab loop, production quality.

### \$150K 20%

Godot Architecture — custom threading, Vulkan pipeline, 100K CCU infrastructure.

### \$100K 13%

Live Events & Tournaments — prize pools, clan wars, competitive layer.

### \$50K 7%

Operations & Reserve — legal, compliance, runway buffer.

## SIGNAL 08 // THE FOUNDERS

### OMAR HAFEZ — CEO

USA Kayak Polo National Team, 2024 ICF World Championships, Deqing China. 7 years building TRU. \$200K+ personal capital invested before outside funding.

### XACE LEEM — CO-FOUNDER

USA Volleyball NTDP Academy Top Learner 2022. Got TRU into CodeLaunch top 6 of 290 within 6 months of joining. Engineering, strategy, and execution in one person.

PLAY THE GAME

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OMAR HAFEZ // CEO · XACE LEEM // CO-FOUNDER

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