

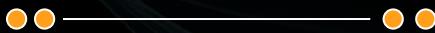


true-bots.com

True Bots



Smarter Bots.
Better retention.



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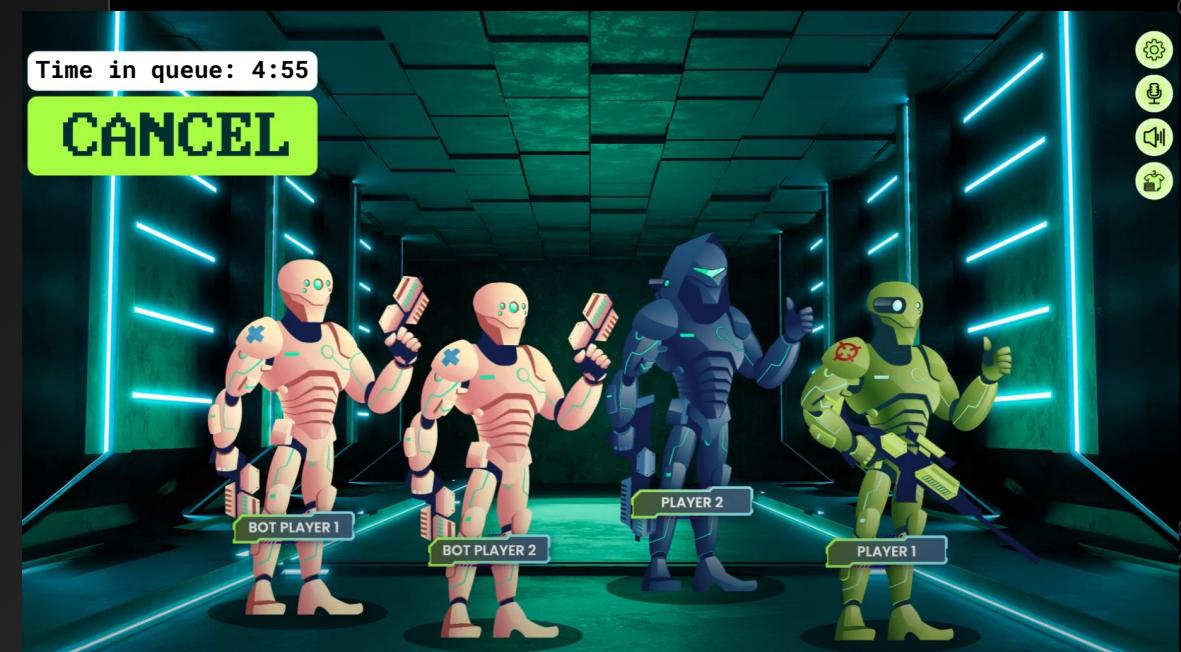


Problem

To fill empty lobbies **game studios** use pre-programmed bots.

These bots are:

- **Costly** for studios
- **Boring or repulsive** to players



Solution

ML powered agents that
LEARN and **PLAY**
like humans.

- Reduce development time and cost by **50x**
- Minimal effort to integrate and deploy
- Players stay: games make more **\$\$\$**

Market

True Bots



info@true-bots.com

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Bottom-Up TAM Estimate

1,500 games × \$200K to \$1M/year =

\$300M to \$1.5B annually

Assumptions:

- 1,500 global live service titles (PC/console) in competitive/action/strategy categories
- Titles must have $\geq 7,000$ peak CCU (filtering out niche/low-scale games)
- Per-title bot/AI system budget ranges from \$200K (plug-in or tool) to \$1M+ (full-service or custom AI behavior)
- Represents both service and SaaS pricing over lifecycle

Top-Down TAM Estimate

\$180B (Global Software Revenue)

- 50% Competitive/Action/Strategy Genres = \$90B
- 7–15% allocated to NPC/Bot Systems =

\$6.3B – \$13.5B annually

Assumptions:

- Global Gaming Market (2024): \$298B
- 60% attributed to game software (exclude hardware and advertising) = \$180B
- Focus only on competitive/action/strategy genres (excludes narrative/sim/sandbox/casual)
- Studios allocate ~7–15% of budget to NPC systems, AI tools, behavior scripting, and player engagement improvement

Revenue streams



Agents as a Service:

We administer trained bots from cloud based servers via a monthly subscription based model.



Customized Solutions:

Train characters for specialized behaviors, such as bosses, NPCs, and objects.



Consulting:

Assisting in setting up a custom pipeline for in-house bot development for specific projects.



Future plans:

Train AI agents to control robots for specialized real-world tasks, such as handling radiation zones, mining, or defense operations.

Competitors

modL.oi

Focus: AI-assisted QA and on-demand bots

Strengths: QA automation and on-demand players

ALTERA

Focus: "digital humans"

Strengths: social simulation and group behavior

gamedriver

Focus: AI-assisted QA

Strengths: Provides automated QA video game play testing

KRAFTON

Focus: Partner with PubG to deliver companions

Strengths: Targeting consumers first

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Our Advantages

Pre-trained component neural nets for each genre only need incremental training.

Speed: we can deliver a solution 50x faster than scripting AI. Onboarding is quick. Implementation is easy.

Bespoke training: we recognize every game is unique, we train reusable components then specialize them.

Engine agnostic: Our platform, plugin, and pipeline work with any game engine.

Team

Founders:

**Andre Bounames**

Tech cofounder

CEO**Lead Engineer**

>15 years

- › Lead complex, multi-million dollar engineering projects
- › Lead PM on international defense projects
- › Mission-critical software developer @ Airbus, Bombardier
- › Founder @ CrossPlanet multiplayer shooter

[LinkedIn](#) | [My game: CrossPlanet](#)**Alex Tselikov**

Tech Cofounder

CTO**AI & Game Dev**

>20 years

- › Created the largest Minecraft server complex.
- › Rewrote Minecraft in Unity & Unreal Engine
- › Developed Eve Online's first bot.
- › Founder @ Ways survival multiplayer shooter

[LinkedIn](#) | [GitHub](#) | [My game: Ways](#)**Thomas Miller**

Business cofounder

COO**Business Ops**

>20 years

- › 7+ years advising startups and angel investor
- › 20+ years options trader and portfolio manager
- › Gaming world building; server management; clan leadership
- › Self-taught python developer

[LinkedIn](#) | [GitHub](#)**True Bots**info@true-bots.com[Chat with us!](#)



Thank You

Revolutionizing gaming with AI-driven solutions



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