

# True Bots<sup>+</sup>

Smarter Bots.  
Better retention.



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# Problem •

Game studios are forced to use scripted bots to fill game lobbies at the margin.

These bots are expensive to make, yet they still fail to keep players engaged which leads to players leaving and games shutting down.



True-Bots •  
[info@true-bots.com](mailto:info@true-bots.com)

# Empty servers kill games.

Games must populate servers at the margin with AI.  
Scripted approaches to AI fail to keep players engaged.

## Issues With Current Bots:



**Predictable Gameplay:** Bots lack the complexity of human players, making games feel repetitive.



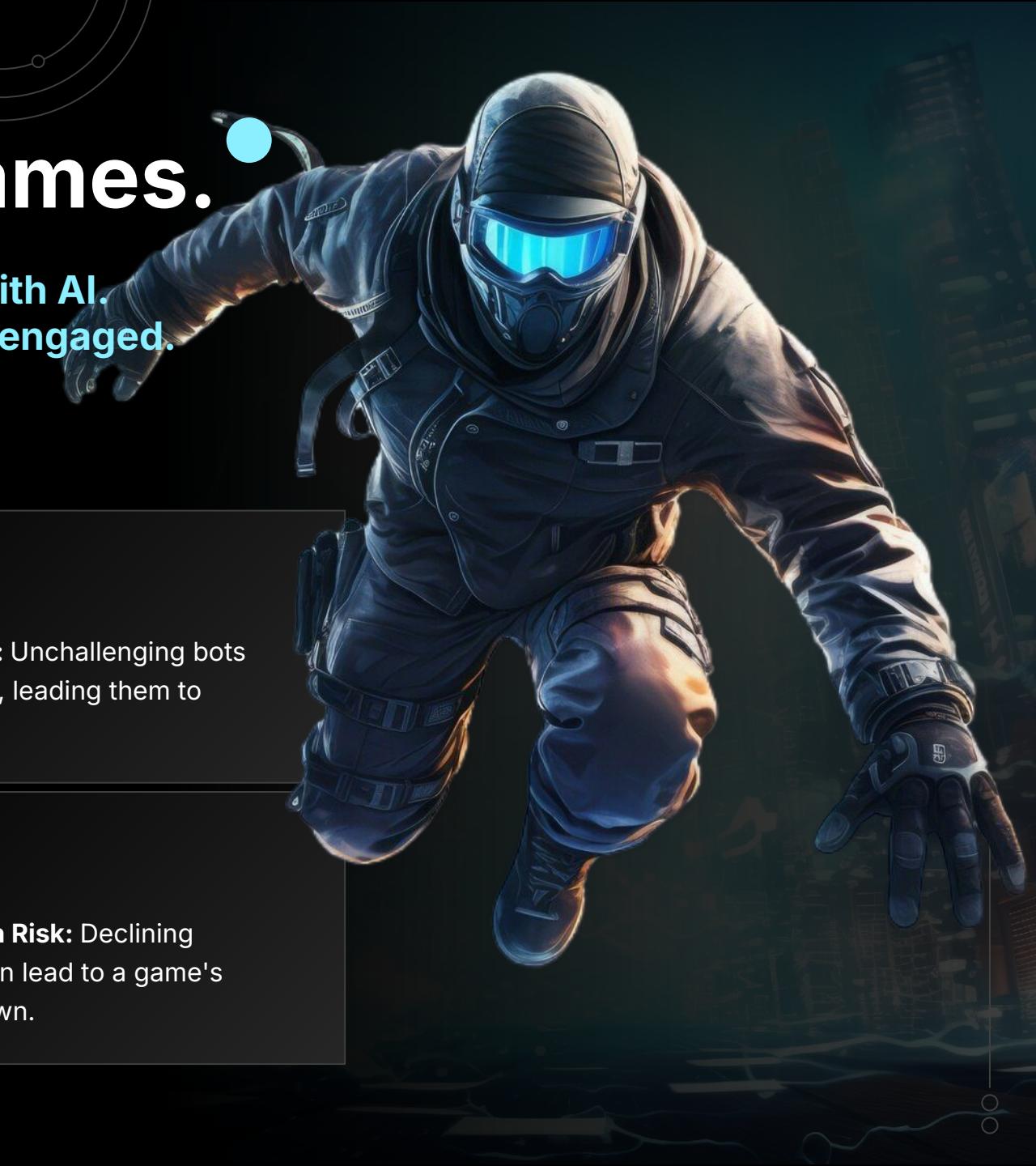
**Player Drop-Off:** Unchallenging bots frustrate players, leading them to leave the server.



**Vicious Cycle:** As more players leave, the game relies even more on bots, worsening the experience.

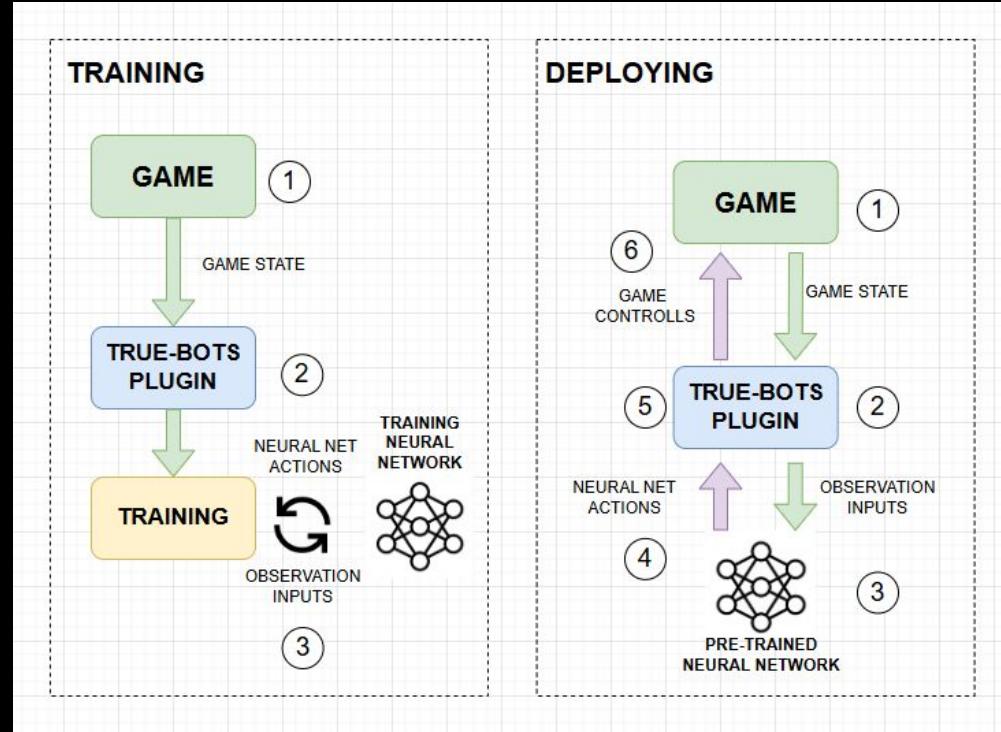


**Game Shutdown Risk:** Declining player counts can lead to a game's eventual shutdown.



# Solution •

**True-Bots:** AI powered agents that **LEARN** to play games without a programmer's input, and **PLAY** games like humans, keeping players engaged!



*Training bots can look like a scene from The Matrix*

Our in house tools allow us to reuse modular component neural nets, letting developers focus on the game they want to make.

See our bot in action!



[[Click to visit](#)]

# The Solution: True Bots

**Neural networks that PLAY the game like a human.**

**Human-like Behavior:**  
Fun, challenging and unpredictable gameplay



**Adaptive Learning:**  
AI Players evolve with ongoing player interactions



**Emergent Behavior:**  
True Bots may surprise you while they achieve their objective goals



**Saves Cost:**  
Eliminates the need for in-house bot development



**Retention and Satisfaction:**  
Enhances engagement in multiplayer games during low-activity periods



**Cloud-Based:**  
Operates seamlessly without impacting game performance



**Seamless Integration:**  
APIs Compatible with Unity and Unreal Engine



# How It Works<sup>•</sup>

## Turnkey Service Process



### Obtain Client's Headless Build

- › Exchange necessary NDAs, APIs, and documentation with the client.



### Integrate Build Into Our System

- › Incorporate the client's headless build into our system.
- › Use our tools and technology to train the neural network agents.



### Neural Network Control

- › The trained neural network takes control of the bots.



### Bot Deployment

- › Bots operate on our servers, connecting to the client via the headless build.
- › The client manages the bots through our online dashboard.
- › If required, bots can be deployed server-side.



**We Continuously Train Our Bots  
To Improve Their Intelligence.**

Neural nets can be frozen to maintain the integrity of a first encounter.

## We're establishing partnerships!

- › Developers want True Bots!
- › 100% of contacted studios recognize problem/solution
- › Breaking ground with 4 studios; taking meetings with more

## Currently working with these games:



## Global Video Gaming Market:

- **\$250 Billion** growing to **\$750 Billion** by 2030

*(CAGR of 13.1% from 2023 to 2030)*



## Our slice:

- **>1k new games released each month on Steam and trending higher**
- **100s of studios each year need us to make 1000s of True Bots!**

## Global Video Gaming Market:

**\$250 Billion** growing to **\$750 Billion** by 2030

(CAGR of **13.1%** from 2023 to 2030)



## Our slice:

**10% to 30%** of a development budget goes  
to programming bots

# Market growth accelerating



## Global Gaming Market Size:

- › Valued at **> \$1/4 Trillion**.
- › Forecasted to grow to **~\$3/4 Trillion** by 2030.
- › CAGR of **13.1%** from 2023 to 2030.



## AI Insights:

- › Approximately **10% to 30%** of a development budget goes to NPCs and AI.
- › We are positioned to disrupt that segment



# Competitive Analysis

## Competitors

### mod.oi

**Focus:** AI-assisted QA and on-demand bots

**Strengths:** QA automation and on-demand players

### ALTERA

**Focus:** AI for combat behavior

**Strengths:** Pivoted to "digital humans"

### gamedriver

**Focus:** AI-assisted QA

**Strengths:** Provides QA solutions similar to ours.

### KRAFTON

**Focus:** Partner with PubG to deliver companions

**Strengths:** Targeting consumers first

## Our Advantages

**Quick iteration:** True Bots are designed to be flexible and support iterative development with modular components

**Engine agnostic:** our platform, plugin, and training pipeline make it easy to train bots on any game engine

**Bespoke training:** we recognize every game is bespoke, we train reusable components then specialize them

# Revenue Models

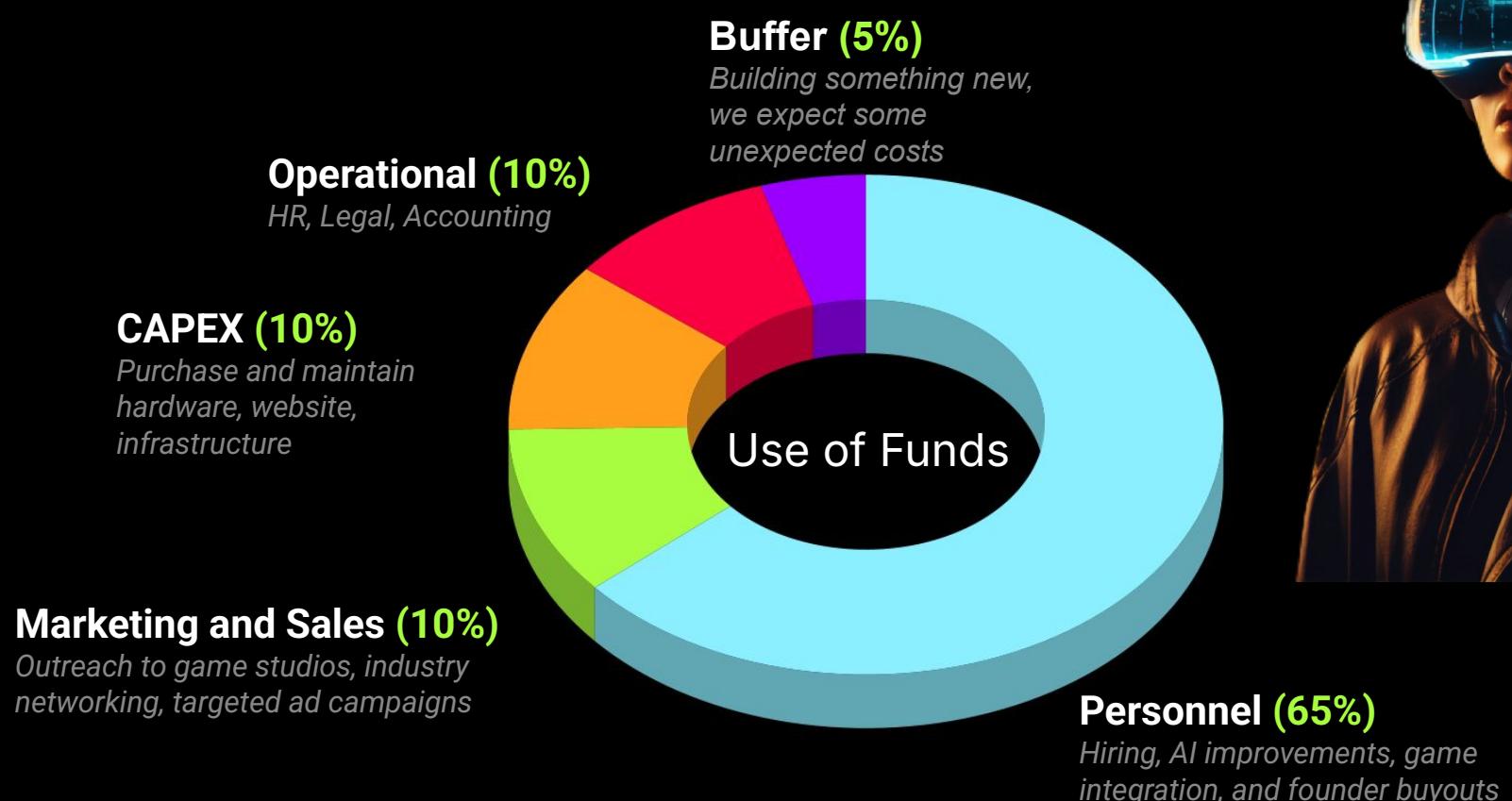


**Agents as a Service:** Bots are distributed through the cloud and accessed via a subscription, enabling seamless integration and real-time updates.

**Customized Solutions:** finely-tuned machine learning bots designed to meet unique requirements. These sophisticated bots might be for key characters such as bosses.

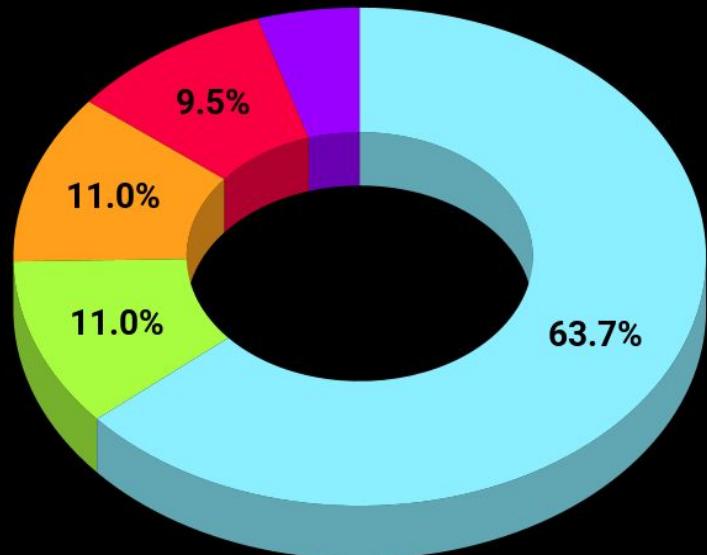
**Future plans:** video games are simulations. We can train agents in simulation and deploy them to robots in the real world. Training wanted behavior into these agents is our specialty.

# Ask: Seed Round Size: \$1,800,000 @ 10%



# Ask: Seed Round Size: \$3,000,000 @ 10%

## Use of Funds

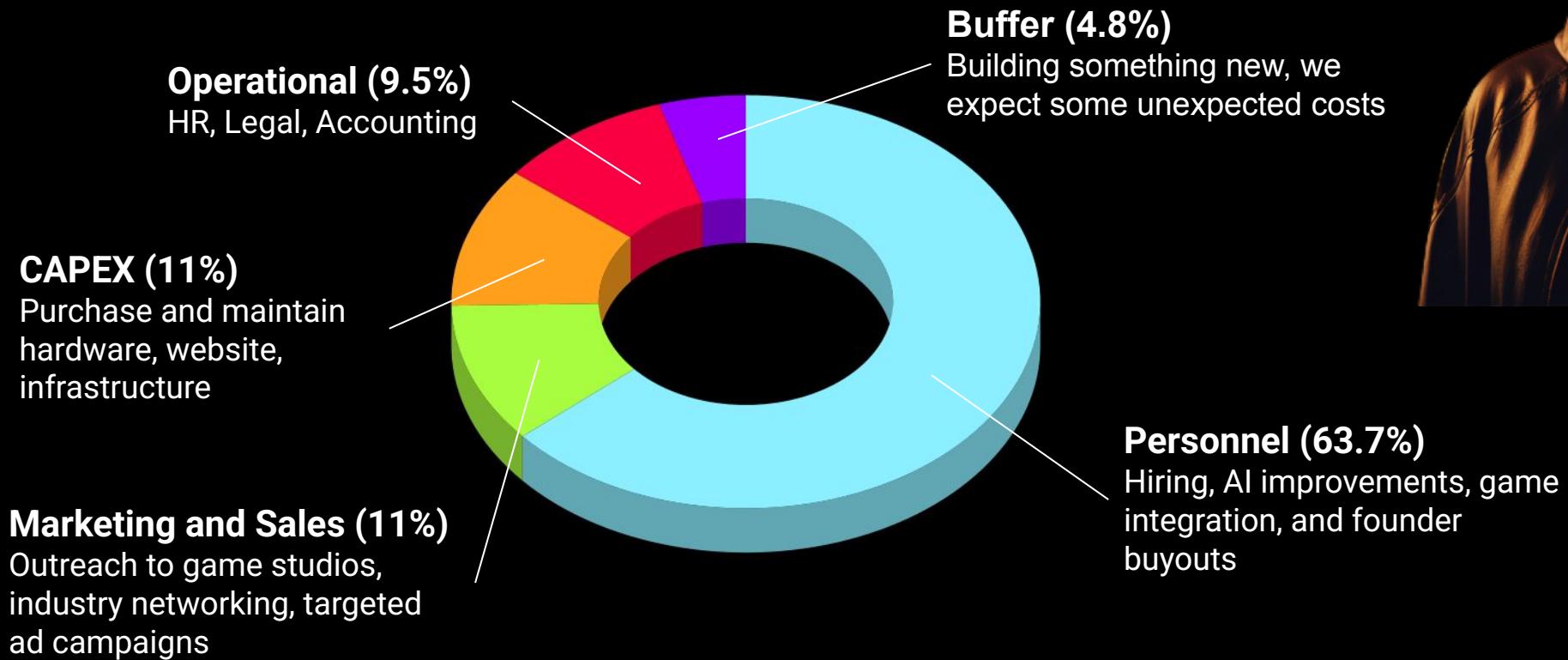


- Personnel (63.7%)  
Hiring, AI improvements, game integration, and founder buyouts
- Marketing and Sales (11%)  
Outreach to game studios, industry networking, targeted ad campaigns
- CAPEX (11%)  
Purchase and maintain hardware, website, infrastructure
- Operational (9.5%)  
HR, Legal, Accounting
- Buffer (4.8%)  
We're building something new



# Ask: Seed Round Size: \$3,000,000 @ 10%

## Use of Funds



# Invest:

Round size: \$1,300,000

We are looking to raise money to hire developers, game programmers, and salespeople while we complete our MVP.

## Road map and spending:



**Game Programmers @ \$100k x2**  
They know how to program the games



**AI/ML Researchers @ \$150k x 2**  
These guys do the new magic



**Salespeople @ \$80k x2**  
We want a continuous pipeline of new customers



**Travel to Trade Shows**  
Need to speak to game studios, and get our technology in front of people

## Estimate

Category	Monthly Cost	Annual Cost
Personnel	\$104,000	\$1,248,000
Infrastructure	\$6,675	\$80,100
Legal	\$1,417	\$17,000
Marketing	\$2,000	\$24,000
Miscellaneous	\$5,833	\$70,000
<b>TOTAL</b>	<b>\$119,925</b>	<b>\$1,439,100</b>

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# Team ●

## Founders:



Name: Andre Bounames

Designation:  
Tech Co-Founder

Expertise: Software  
Development

- › **15 years** of experience in engineering
- › Founder of the third person shooter *CrossPlanet*.
- › Developed a variety of widely-used applications for aerospace giants such as Bombardier and Airbus.
- › Developed AI tools for Bombardier
- › Experience leading multiple million dollar projects at Bombardier Defense.

[LinkedIn](#) | [My game: CrossPlanet](#)



Name: Alex Tselikov

Designation:  
Tech Co-Founder  
  
Expertise: Game and AI  
Development

- › **20 years** of experience in programming
- › Founder of the survival shooter *Ways*.
- › Created the largest Minecraft server complex.
- › Rewrote Minecraft in Unity & Unreal Engine
- › Developed Bots for 20 years.
- › Developed Eve Online's first bot.
- › Innovated Arma 3 SQF tools.

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



Name: Thomas Miller

Designation:  
Business Co-Founder  
  
Expertise: Startup  
investing

- › 30+ years experience across gaming community
- › building maps, running clans, organizing teammates, and managing game servers
- › 10+ years as portfolio manager and options trader
- › 7+ years angel investing principal evaluating startups @ Yang Ventures
- › Learning python

[LinkedIn](#) | [GitHub](#)

# Thank You<sup>•</sup>

Revolutionizing gaming with AI-driven solutions



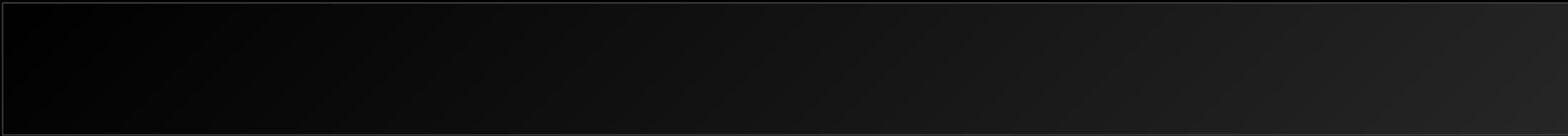
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info@true-bot.com



Website:  
true-bots.com

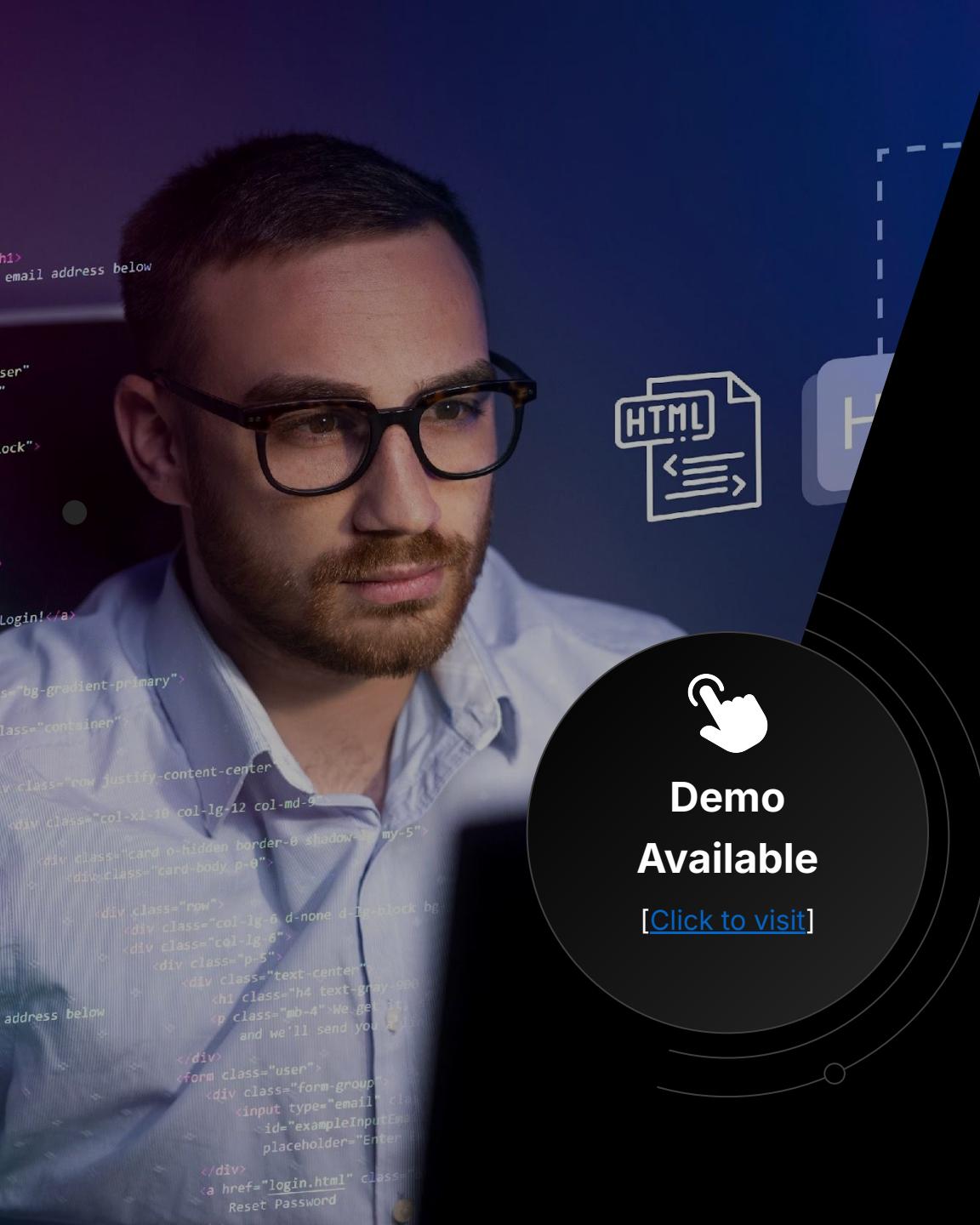
# Supplementary Slides

# Videos •



How it works

Demos



Demo  
Available

[[Click to visit](#)]



# MVP In Development

## Milestones:

- March 2024: *True Bots development began.*      June 2024: *Agents handle basic navigation & shooting.*      July 2024: *Moved training AWS GPU nodes*      Aug 2024: *Emergent behavior observed*

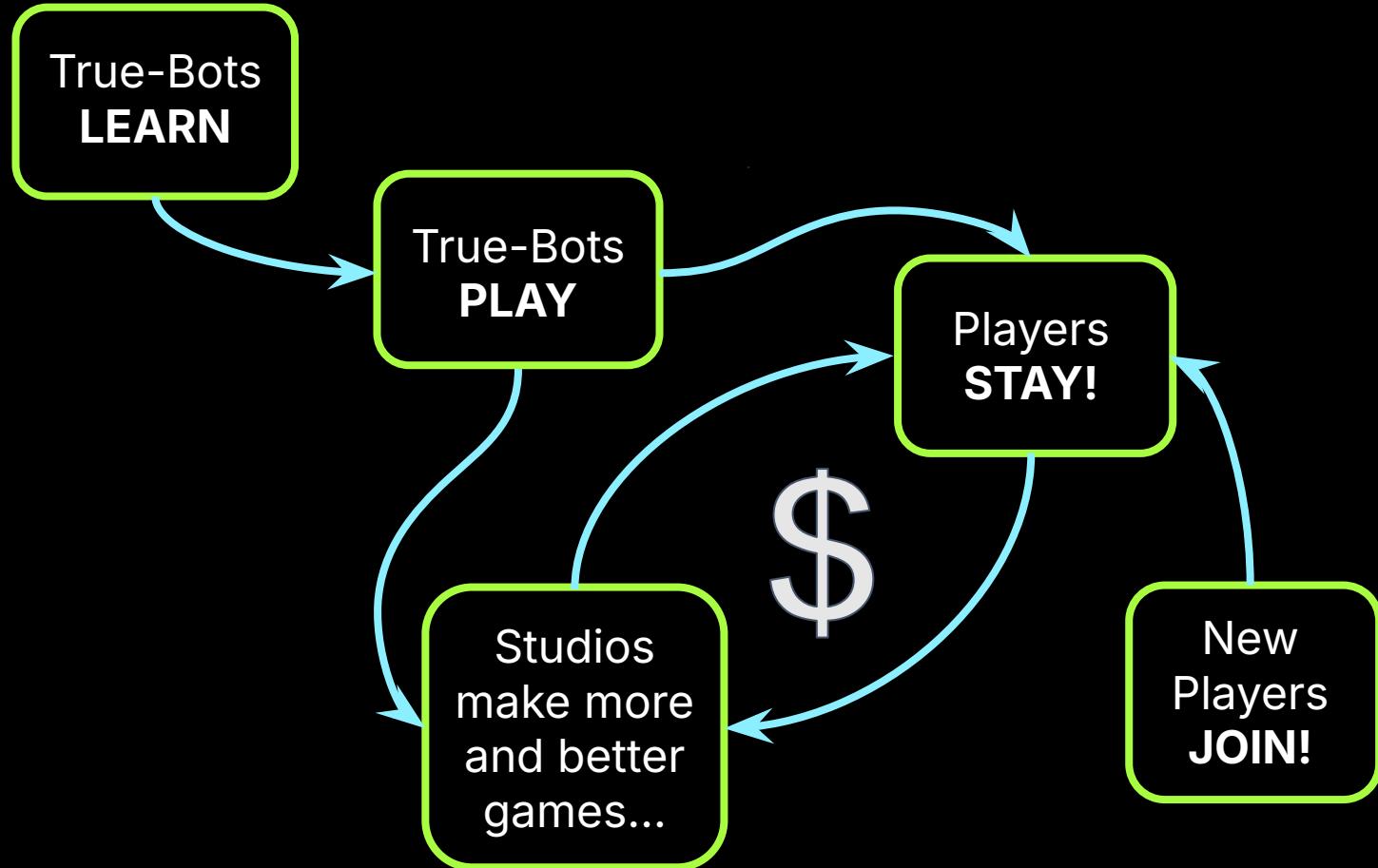
## MVP Goals:

- › Bots can engage humans in interesting and unpredictable ways.
- › Studio can use our dashboard to manage their bots.
- › Bots seamlessly join cloud-hosted server games.



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