



true-bots.com

True Bots

Smarter Bots.
Better retention.



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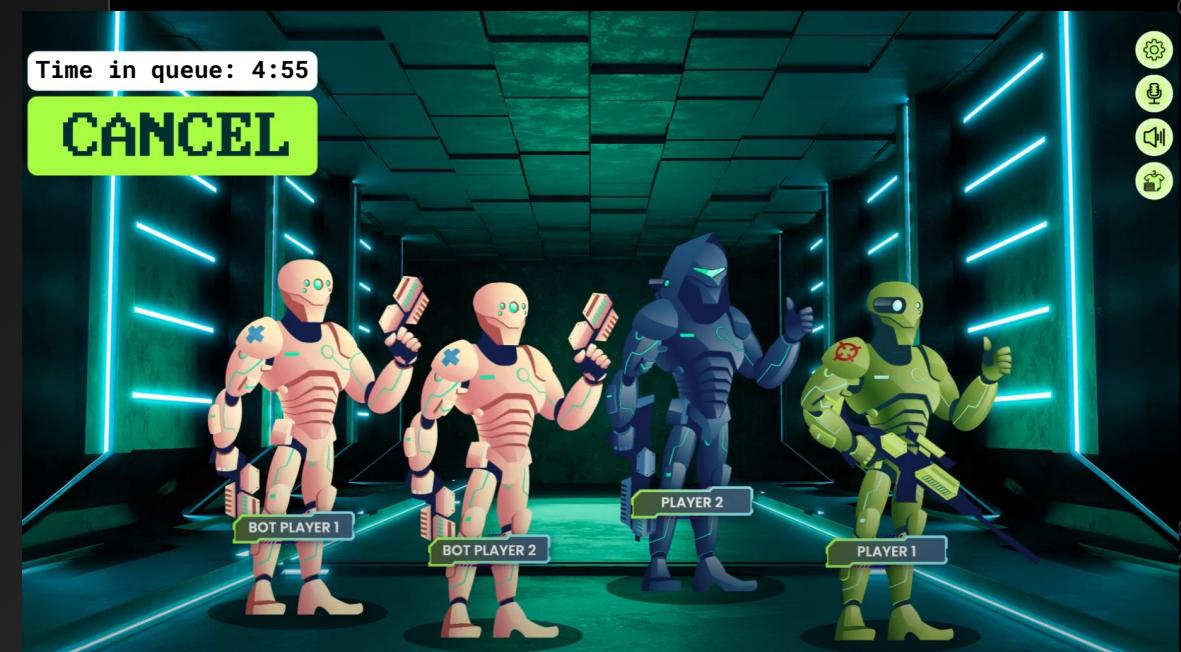


Problem

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

These bots are:

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



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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 **\$\$\$**

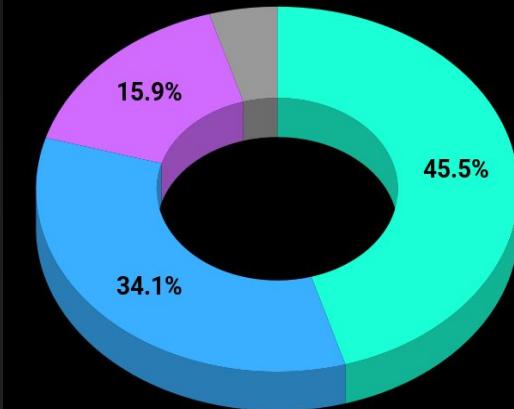
Market

Bottom-Up TAM Estimate

1,500 games ×
\$200K to \$1M/year =

\$300M to \$1.5B annually

Studio Revenue Breakdown



- \$1M+ (~100 games)
Large studios needing full-service or advanced AI support
- \$500K-\$1M (~200 games)
Mid-size studios adopting premium AI features
- \$200K-\$500K (~500 games)
Smaller titles with basic bot needs or seasonal usage
- Below \$200K (~700 games)
Smaller titles with basic bot needs or seasonal usage

Traction

Business

- › Finalist AI Agents Challenge (12/24)
- › CAE/LaGuilde startup incubator (2/25)
- › Calacanis' Founder University (3/25-6/25)
- › Developing initial partnerships

Technology

- › Reusable, modular, hierarchical NNs
- › Built plugin - studios keep code private
- › Published 5 demos of different genres
- › Milestone: 3D flight and navigation

Revenue streams

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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.



Consulting: Offering our expertise and tools to help studios set up an in-house procedure for training True Bots for their games. On-site teaching and trouble-shooting is available.



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.

Competitors



Focus: AI-assisted QA and on-demand bots

Strengths: QA automation and on-demand players



Focus: AI for combat behavior

Strengths: Pivoted to "digital humans"



Focus: AI-assisted QA

Strengths: Provides QA solutions similar to ours.



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

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Founders:



Andre Bounames

Tech cofounder

CEO

Software 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

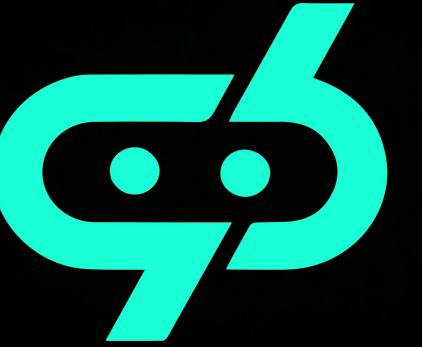
COO

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](#)



Thank You

Revolutionizing gaming with AI-driven solutions



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