

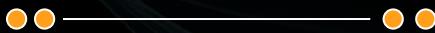


true-bots.com

# True Bots



Smarter Bots.  
Better retention.



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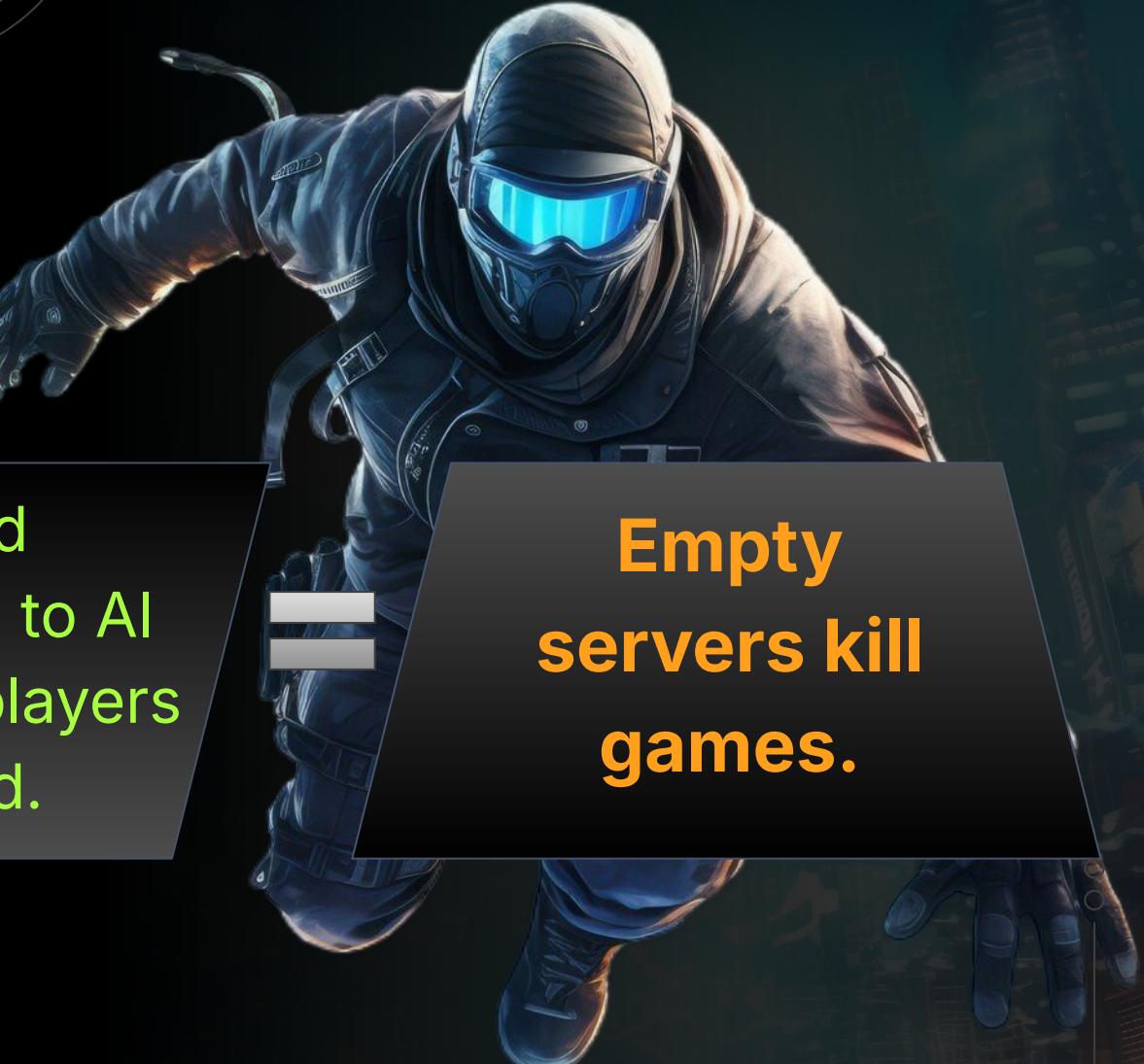
# Problem •

It takes huge amount of resources and time to make them



Scripted approaches to AI fail to keep players engaged.

**Empty servers kill games.**

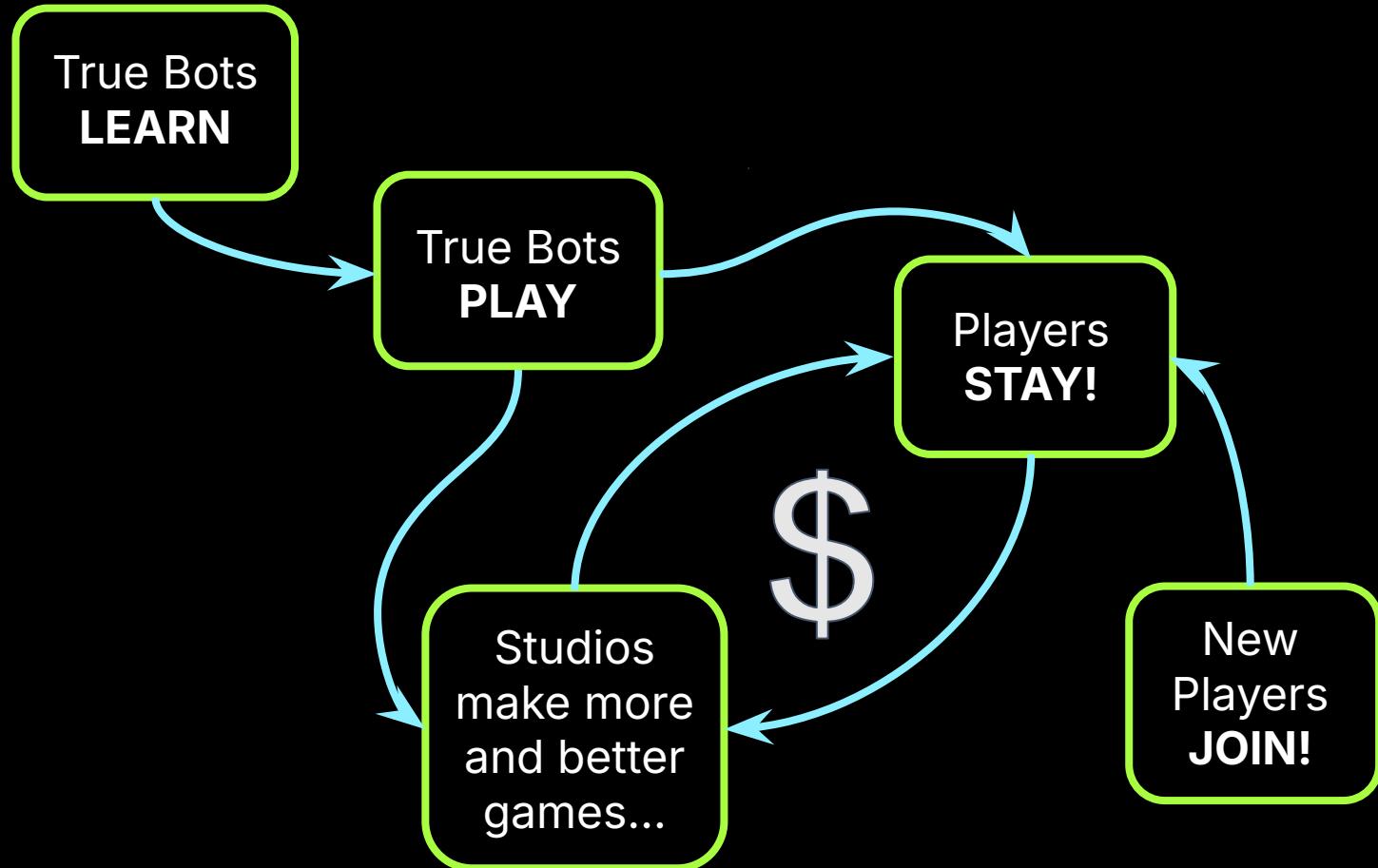


**True Bots** 

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

# 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*



See our bot in action!  
[\[Click to visit\]](#)

# 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 **\$\$\$**

## 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!**

# 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



## Our Advantages

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

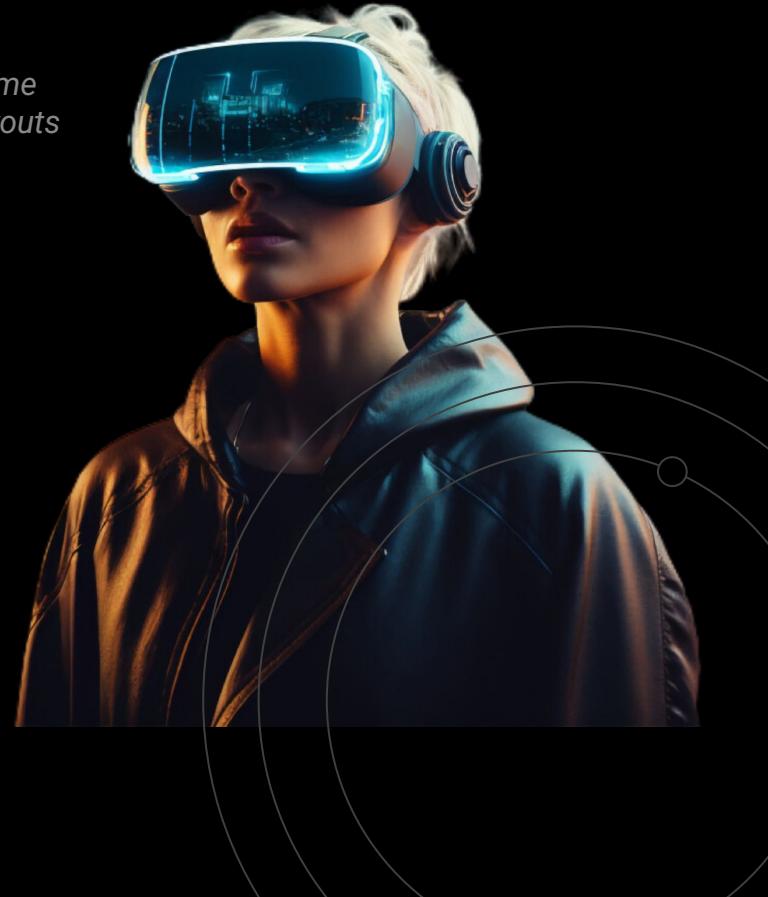
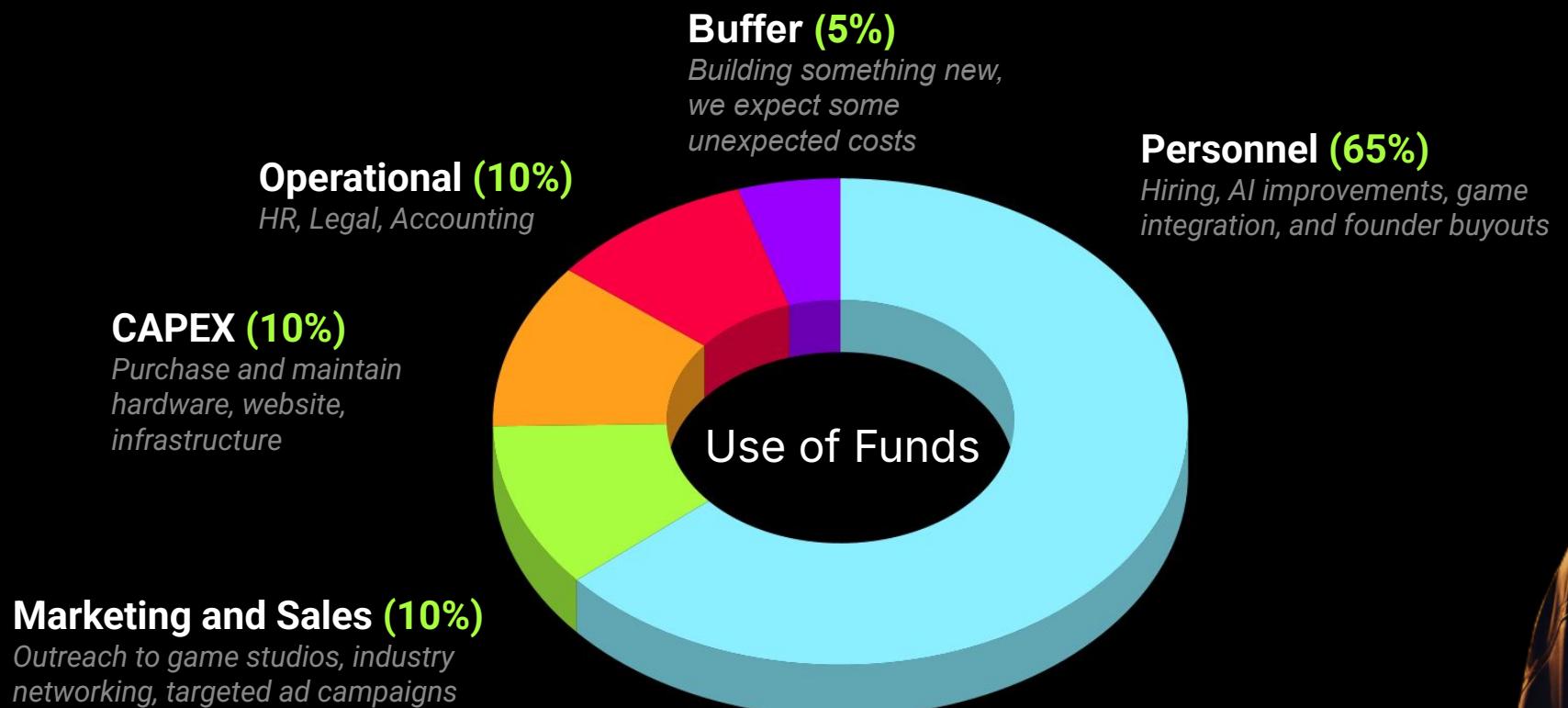
**Speed:** we can deliver a solution 50x faster than scripting AI. Onboarding is quick. Implementation is easy.

**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.

# Ask:

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



# 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

Revolutionizing gaming with AI-driven solutions



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