



ESPORTS

Global competitive leagues and championships.



ANIMATION

Original animated series, films, and story-driven content.



LICENSING

Brand partnerships, IP licensing, and collaborations.



TOYS & MERCH

Action figures, collectibles, apparel, and the WROXER Orb.



EDUCATION

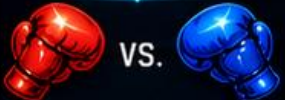
Emotional mastery curricula, youth programs, and tools.



CHAMPION MENTORS

World champions inspiring the next generation.

**PURSUING:
TWO LEGENDS.
ONE MISSION.**



MIKE TYSON Champion Mentor
EVANDER HOLYFIELD Champion Mentor

We are pursuing these champions to join the WROXER universe as mentors and partners.



ESPORTS

Built for competitive play. Designed for spectators. Ready for the world stage.



ANIMATION

Stories that expand the WROXER universe across series, films, and digital content.



LICENSING

Brand partnerships, IP licensing, and collaborations across games, media, and consumer products.



TOYS & MERCH

Action figures, playsets, apparel, collectibles, and the WROXER Orb for fans of all ages.



EDUCATION

Build EQ. Build resilience. Curricula, programs, and tools for learning and real-world impact.



CHAMPION MENTORS

Pursuing Mike Tyson vs. Evander Holyfield to mentor, inspire, and elevate the WROXER generation.

APPENDIX

THE WORLD OF WROXER

WROXER IS NOT JUST A GAME.
DESIGNED AS A LICENSABLE GAMING PLATFORM
POWERED BY EMOTIONAL MECHANICS.



HERE'S THE GAME.

IT HAS A LOT OF POTENTIAL.
HERE'S EVERYTHING ELSE
WE'VE THOUGHT THROUGH.



Complete systems & mechanics



Deep world, IP & story



Expansion opportunities



Platform opportunity:
Designed As A Licensable
Gaming Platform for other
developers and experiences



Roadmaps, partners & growth

ONE UNIVERSE. ENDLESS POSSIBILITIES. LASTING IMPACT.

ONE CORE SYSTEM • MULTIPLE GAMES • MULTIPLE DEVELOPER PARTNERS • MULTIPLE REVENUE STREAMS

BUILT FOR THE LONG GAME.

THE PREMISE



The **WRXR Comet** shattered across Earth, leaving behind powerful Orb remnants infused with emotional energy.



A group of friends known as **The Core** discover these relics and form symbiotic bonds with advanced AI Avatars.



But **Davian Rossdale**, Chairman of Sirocco Labs, has a different vision. Through his AI army known as **The Void**, he seeks to control the Orb remnants before empathy and emotional intelligence spread beyond his control.



The future of humanity will be decided by who masters the power within the **WRXR Orbs**.

“
**WE MUST
CAPTURE AND CONTROL
WRXR
COMET REMNANTS
AT ALL COSTS.**”

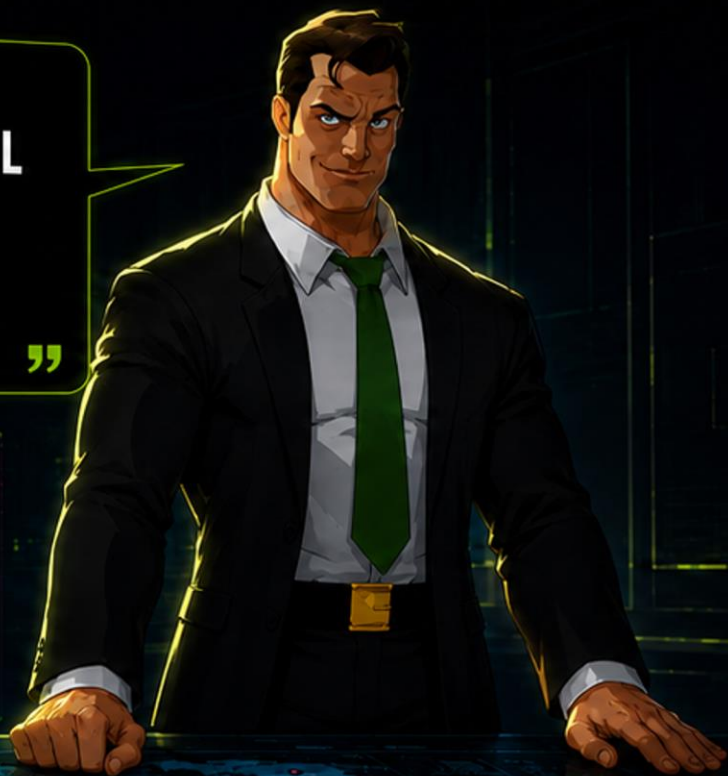
LOVE
(EMPATHY REMNANT ORB)

UNEXPRESSED
EMOTIONAL ENERGY

CONCENTRATION:
EMPATHY

CORE ESSENCE:
LOVE, COMPASSION,
CONNECTION

POWER POTENTIAL:
UNIFYING, HEALING,
TRANSFORMATIVE



“
**NOW I KNOW WHAT
MY FRIENDS AND I
MUST DO
WITH THIS POWER.**”

CORE

EMPATHY. CONNECTION.
COMPASSION. STRENGTH.
UNITY.



VOID

ISOLATION. FEAR.
CHAOS. CONTROL.
DESTRUCTION.

THE STAGE IS SET.
THE BATTLE BETWEEN **CORE** AND **VOID** BEGINS.

THE POWER

WRXR COMET REMNANT ORB

Stores unexpressed human emotional energy.

UNEXPRESSED EMOTIONAL ENERGY

Raw, untamed human emotions contained within the orb.
The true source of limitless power.

LIMITLESS POTENTIAL

The more unexpressed emotions absorbed, the greater the power.

ENERGY INTAKE

Orb channels raw emotional energy into the AI core.

AI CONSCIOUSNESS

Emotions amplify learning, intuition, and decision-making capacity.

POWER AMPLIFICATION

Emotional energy enhances processing, adaptability and autonomous evolution.

ENERGY UTILIZATION

Converted energy optimizes systems, strength, speed, and resilience.



THE GAME

The First Competitive Game Where
Emotional Intelligence Drives Victory



CAPTURE ALL 8 CORE EMOTIONAL ORBS

Secure smaller Orbs to gain power and resources.



BUILD EMOTIONAL QUOTIENT (EQ)

Increase each character's emotional mastery.



BALANCE EMOTION & STRATEGY

Victory requires both resource control and EQ.



CLIMB THE GLOBAL RANKINGS

Master every character and rise through the ranks.



ACHIEVE WROXSTAR STATUS

The ultimate achievement in the WROXER universe.

PROGRESSION PATH



8 CORE ORBS



48 EQ

(Maximum EQ per Character)



20 CHARACTERS

(Human Operators & AI Avatars)



960 EQ
WROXSTAR STATUS

The Ultimate Achievement in the
WROXER Universe



CORE

HARMONY. EMPATHY. STRENGTH.
TOGETHER, WE RISE.

THE GAME

CAPTURE. BALANCE. MASTER.



CAPTURE ORBS. BUILD EQ. DOMINATE.
RESOURCE CONTROL + EMOTIONAL MASTERY = VICTORY



VOID

CHAOS. CORRUPTION. CONTROL.
TOGETHER, WE FALL.



1. CHOOSE

Select your Human Operator & AI Avatar



2. CAPTURE

Secure smaller Orbs to gain power & resources



3. CONQUER

Capture all 8 Core Emotional Orbs



4. BUILD EQ

Increase your character's Emotional Quotient



5. BATTLE

Defeat enemies while maintaining balance



6. RANK UP

Climb the global rankings toward WROXSTAR STATUS



EMOTIONS AMPLIFIED

ORBS DON'T CREATE POWER.
THEY AMPLIFY WHAT'S WITHIN.



BALANCE IS POWER

OVER-RELIANCE LEADS TO INSTABILITY.
BALANCE LEADS TO VICTORY.



TEAMWORK WINS

COMBINE STRENGTHS. SUPPORT ALLIES.
SYNERGY CHANGES THE BATTLEFIELD.



RESIST THE VOID

THE VOID CORRUPTS EMOTIONS.
MAINTAIN CONTROL. STAY FOCUSED.



EMPATHY IS KEY

TRUE EMPATHY RESTORES HARMONY.
WEAKENS CORRUPTION. TURNS THE TIDE.

MAX EQ PER CHARACTER

48

8 ORBS x 6 STATES

TOTAL CHARACTERS

20

HUMAN & AVATARS

48 x 20 = 960 EQ

★ **WROXSTAR STATUS**
THE ULTIMATE ACHIEVEMENT

Your Orb Deck — The Resource Layer

Every match starts with deckbuilding, not combat.

DECK SIZE

10 Orbs

DUPLICATES

Max 2 of any Orb

LEGENDARY CAP

Max 1 per deck

CATEGORIES

8 Emotion Types

POWER RANGE

Level 1–10

HOW A NEW PLAYER BUILDS THEIR FIRST DECK

PROPOSED — NOT YET IN DESIGN DOCS

- Preset Starter Deck at account creation — all 8 emotion categories represented, playable match 1
- Additional Orbs unlock through play (matches, campaign progress) — free, never paywalled
- Orb Packs (see Revenue Model) accelerate collection & cosmetic variants only — same Orbs obtainable through play

MANA LOCK — HOW SPENDING GROWS OVER A MATCH

T1

1 mana

T2

2 mana

T3

3 mana

T4

4 mana

T5

5 mana

...

...

T10

10 mana

Every player can reach the same 10-Orb deck through play. Packs speed up collection — never power.

Playing an Orb Is How You Apply Pressure

Committing an Orb raises the opponent's Overload meter — how much depends on two choices.

CHOICE 1 · EMOTION TYPE

Feeds the counter-matchup layer (the Symmetry Wheel).

LOVE is strong against **FEAR**

LOVE is weak against **CONTEMPT**

Picking the right emotional “color” against your opponent is a real decision — not flavor.

CHOICE 2 · POWER LEVEL

Determines how hard the Orb pushes the destabilization / Overload meter.



LEVEL 3



LEVEL 6



LEVEL 10

Higher power level = bigger Overload spike per hit.

Which Orb you play is a type-matchup decision, not flavor.

The Opponent Has to “Spend” the Pressure

Once an Orb lands, a timing window opens — this is the actual moment-to-moment gameplay.

1 ORB LANDS

Pressure applied. Overload meter rises.

2 WINDOW OPENS

A timing window flashes on screen.

3 PLAYER RESPONDS

Must hit a regulation input under pressure.

MISS → STAGGER

- Reduced output
- Vulnerable to follow-up
- Opponent presses the advantage

HIT → CLARITY

- Increased output
- Counter-opportunity opens
- Momentum shifts your way

Orbs aren't just damage — they're what forces your opponent into a skill check.

Same Orb, Different Result

Core rule: Orbs don't create emotion — they amplify what's already there.

REGULATED (High EQ / Stable)



clean, steady output

- Same Orb amplifies cleanly
- Predictable output
- Conduit flows efficiently

DESTABILIZED (Low EQ / Unstable)



erratic, unpredictable output

- Same card, worse result
- Output becomes erratic
- Conduit fluctuates

The card doesn't change. Your regulation state gates the Orb's output — not just the card's printed power.

The Empathy Orb — The One That Can't Attack

Not in your 10-Orb deck. Can't be played for pressure at all.

FILLS through protecting teammates, stabilizing corruption, restoring balance **DRAINS** on selfish or reckless play

STAGE 1

Resonance

STAGE 2

Alignment

STAGE 3

Field

STAGE 4

Surge

AT FULL CHARGE: collapses corruption · cleanses debuffs · nullifies enemy control effects — **NEVER used to deal damage**

The only Orb a player can't use aggressively — no matter how they want to play.

In Team Play, Orb Effects Stack Through Synergy

Complementary Orb types played together can trigger named synergy fields.



High-level Orb usage isn't just “which Orb counters what.” It's sequencing which Orbs your team plays together — and when.

An Orb is your resource card AND your pressure delivery mechanism — all six pieces work together.

960 EQ IS NOT THE END OF THE GRIND. IT'S PROOF OF COMPLETE MASTERY.

MASTER EVERY EMOTION. ON EVERY CHARACTER. THAT'S **WROXSTAR STATUS**.

WHAT 960 EQ REPRESENTS



= 960 EQ
COMPLETE MASTERY
OF THE ENTIRE ROSTER

THIS ISN'T A CURRENCY. IT'S **COMPLETE MASTERY** OF EVERY EMOTIONAL STATE ON EVERY CHARACTER.



TIME TO FIRST REACH 960 EQ

NO LIFER	SEGMENT	PLAY PATTERN	REALISTIC TIME TO 960	WHAT IT MEANS
  	 HARDCORE NO-LIFER	 3+ HRS/DAY	6-10 WEEKS	Elite grinders. Fastest path, but still a serious achievement.
	 CORE DEDICATED	 1-2 HRS, 4-5 DAYS/WK	3-5 MONTHS TARGET FOR OUR CORE PLAYERS	Believable, aspirational, and talked about. The sweet spot.
	 REGULAR CASUAL-COMPETITIVE	 3-5 HRS/WEEK	8-12 MONTHS	Steady progress. A long-term goal.
	 CASUAL	 DROP-IN PLAY	MAY NEVER REACH IT — AND THAT'S FINE	Everyone plays their way. No pressure. All welcome.

DECAY CHANGES THE QUESTION

960 EQ isn't a finish line — it's a live rating you must defend.



REACH IT

Prove your mastery. Earn WROXStar Status.



DEFEND IT

Keep your EQ high. Stay sharp. Stay active.

PEAK EQ



Your highest EQ ever achieved. Permanent. Never decays.

THIS IS YOUR LEGACY.

CURRENT EQ



Your live EQ changes over time. Goes up. Goes down. Reflects your current form.

THIS DRIVES THE GAME.

DESIGN GUARDRAILS: MAKING 960 EQ FEEL REWARDING, NOT PUNISHING

1



DECAY FROM INACTIVITY, NOT LOSSES

Losing affects short-term states (Overload/Stagger), not long-term EQ. Long-term EQ decays mainly from inactivity, not skill variance.

2



SEPARATE "PEAK EQ" FROM "CURRENT EQ"

WROXStar Status & title are permanent. Current EQ is the live number that changes. Players hate losing status — they'll chase a moving number.

3



FLOOR THE DECAY CURVE

Decay slows hard at 70-80% of max. Lapsed players keep their core competency — no rage-inducing resets.

4



POST-960 UNLOCKS THE WROXSTAR LOOP

Once you hit WROXStar, you unlock leaderboards, ranked ladders, and seasonal resets. Act 2: Defend it.

REACH IT. / DEFEND IT. / EARN IT. / LIVE IT.



Gaming has evolved –
but one thing hasn't:

MOST GAMES STILL REWARD:

- ⚡ REACTION SPEED
- ✗ AGGRESSION
- 🔄 REPETITION

MEANWHILE:

- 🧠 Players face increasing pressure
- 🧠 Emotional regulation is a **real-world skill gap**



No competitive game **trains** performance **under pressure**, and progressively challenges the player by **adapting game difficulty** as they climb the **global rankings** to promote constant improvement.

THE *SHIFT*

FROM REACTION... TO REGULATION

OLD WAY
PERFORMANCE DRIVEN



- ✗ REACTION SPEED
- ✗ AGGRESSION
- ✗ REPETITION
- ✗ SHORT TERM WINS

NEW WAY
EMOTIONAL MASTERY DRIVEN



- ✓ EMOTIONAL CONTROL
- ✓ ADAPTIVE THINKING
- ✓ PEAK PERFORMANCE
- ✓ LONG TERM GROWTH

WROXER

MASTER **EMOTION**. MASTER THE **GAME**.



PRESSURE
You feel it



AWARENESS
You see it



REGULATION
You manage it



MASTERY
You own it



VICTORY
You become it



EMOTIONAL MASTERY ORB EVOLUTIONS



FREE-TO-PLAY

Play to earn mastery.
Unlock cosmetic evolution paths.



PHASE 1 BUILD & PERSONALIZE

- Orb skins
- Avatar skins
- Battle Pass
- Cosmetic bundles



PHASE 2 ENGAGE & EXPAND

- Esports
- Marketplace
- Seasonal events



PHASE 3 GROW & MONETIZE

- Animation
- Toys
- Licensing
- Media

PRINCIPLE

- ✗ No pay-to-win
- ✓ Identity-driven monetization
- ✓ Emotions are power.
- ✓ Mastery is victory.
- ✗ Players aren't buying strength.
- ✓ They're showcasing mastery.

REVENUE MODEL

EMOTIONAL ORB STATES

Master Your Emotions. Control the Outcome.

THE EMOTIONAL SPECTRUM

Eight core emotions that power every decision, action, and outcome.



SADNESS

Grief, Loss, Reflection



HAPPINESS

Joy, Optimism, Positivity



ANGER

Rage, Frustration, Defiance



FEAR

Anxiety, Uncertainty, Survival Instinct



GUILT

Regret, Shame, Self-Blame



CONTEMPT

Disdain, Superiority, Rejection



SURPRISE

Awe, Shock, Curiosity



LOVE / EMPATHY

Compassion, Connection, Understanding

1 IDLE

Calm and stable.
Emotion is present but balanced.



2 CHARGE

Pressure begins to build.
Energy intensifies.



3 CRITICAL

Emotion is strong.
Harder to control.
Power increases.



4 OVERLOAD

Emotion overwhelms control.
Risk of losing balance.



5 STABILIZED

Emotion mastered.
Power refined and brought into balance.



6 HARMONIZED

Emotions in harmony.
True emotional mastery achieved.



Each Orb represents a core emotion and exists in different states of intensity. Emotional mastery is the ability to understand, regulate, and harmonize every emotion.



ALL EMOTIONS

The Full Emotional Spectrum
United as One.

EMOTIONAL MASTERY LOOP

RECOGNIZE

Know what you feel.



ACKNOWLEDGE

Feel it.
Don't ignore it.



UNDERSTAND

Use it with purpose.



REGULATE

Don't lose control.



MASTER

Bring it back to balance.



TRANSCEND

All emotions.
One you.

EMOTIONS ARE POWER.



MASTERY IS VICTORY.

NO TWO MATCHES **PLAY THE SAME**

EVERY DECISION CHANGES THE **EMOTIONAL BATTLEFIELD.**

WHY PLAYERS **KEEP COMING BACK**



EMOTIONAL STATES **CONSTANTLY EVOLVE**

The battlefield is never static. Conditions shift every moment.



DIFFERENT PLAYERS **REACT DIFFERENTLY**

No two players think, feel, or adapt the same way.



TEAM DYNAMICS CREATE **NEW OUTCOMES**

Synergy, timing and trust change everything.



ORB CONTROL CHANGES **MATCH CONDITIONS**

Secure, contest or deny — the map evolves with you.



NEW STRATEGIES EMERGE **EVERY GAME**

Counterplay, adaptation and creativity drive every match.

- POSSIBLE PATH A
- POSSIBLE PATH B
- POSSIBLE PATH C
- POSSIBLE PATH D
- POSSIBLE PATH E
- ? UNPREDICTABLE EVENTS



DYNAMIC MATCH FACTORS



EMOTIONAL WAVES
Shift orb effects
and power levels



TEAM MOMENTUM
Builds or breaks
through actions



PLAYER SYNERGY
Creates unique
team advantages



ENVIRONMENT REACTS
Map elements evolve
throughout the match

DIFFERENT CHOICES. **DIFFERENT OUTCOMES.**



PATH A OUTCOME

Map control + Team
advantage + Late
game power spike



PATH B OUTCOME

Resource snowball +
Vision dominance +
Strategic positioning



PATH C OUTCOME

Momentum lead +
Objective control +
Winning tempo



PATH D OUTCOME

High risk, high reward +
Enemy disruption +
Swing potential



PATH E OUTCOME

Recovery play +
Comeback potential +
Unpredictable win



THE OUTCOME IS NEVER PREDETERMINED.
IT IS EARNED THROUGH ADAPTATION.



PLAYERS DON'T MEMORIZE PATTERNS.
THEY LEARN TO ADAPT TO PEOPLE.



INFINITE
REPLAYABILITY



STRATEGY OVER
REFLEXES



HIGH SKILL CEILING
LONG TERM MASTERY



BUILT FOR COMPETITION
BUILT TO LAST

WROXER expands into:



• esports



• animation



• licensing



• toys



• education



• youth programs



Strategic Celebrity Partnerships



"Iron" Mike Tyson
(pursuing LOI)

vs.



Marcus Steel



"The Real Deal"
Evander Holyfield
(pursuing LOI)

vs.



Evan Holder



Built as a multi-platform franchise
designed to scale across games,
media, merchandise, education,
and global competition.

FRANCHISE SCALE

ONE IP. MULTIPLE PLATFORMS. GLOBAL IMPACT.

ESPORTS

Global competitive
leagues and
championships.



ANIMATION

Original animated
series, films, and
story-driven content.



TOYS & MERCHANDISE

Action figures, playsets,
apparel, collectibles,
and the WROXER Orb.



EDUCATION & YOUTH PROGRAMS

Teaching emotional mastery
and resilience through
engaging programs
and curriculum.



WROXER

EMOTIONAL MASTERY. COMPETITIVE ADVANTAGE.

GLOBAL IP

A worldwide franchise with
limitless reach and impact.



ONE UNIVERSE. ENDLESS POSSIBILITIES. LASTING IMPACT.

GAMES • MEDIA • MERCHANDISE • EDUCATION • COMPETITION • WORLDWIDE



TOYS

The Emotional Mastery Orb

AI-powered companion that helps children recognize, understand, and regulate emotions.



Voice Interaction



Emotional Recognition



Guided Regulation Exercises



Rewards Positive Regulation



Sad & Quiet

Helps them express and process their feelings.



Happy & Excited

Encourages positive expression and joyful engagement.



Overwhelmed & Upset

Detects stress and helps them calm down.



Balanced & Focused

Guides them to regulate and stay in control.



**MORE THAN A TOY.
A TOOL FOR LIFE.**

Empowering kids with emotional awareness, self-regulation, and confidence—through play, guidance, and connection.

FUTURE PRODUCT LINE



SMART ORB

AI-powered emotional companion.



COMPANION APP

Insights, activities, and progress tracking.



**COLLECTIBLE
EMOTION ORBS**

Unlock, collect, and learn through play.



CLASSROOM EDITION

Tools for teachers and schools to support emotional learning.

**Built for play.
Designed for learning.**

Made to help kids understand themselves and the world around them.



WROXER

EMOTIONAL MASTERY. COMPETITIVE ADVANTAGE.