

WROXER

THE LICENSABLE EMOTIONAL MECHANICS PLATFORM

A gameplay architecture that turns pressure, regulation, cooperation and mastery into playable systems.



PROVEN IN WROXER. POWERFUL IN YOUR GAME.

THE OPPORTUNITY

GAMES ALREADY TRAIN BEHAVIOR. WROXER MAKES THE TRAINING MEANINGFUL.

Most competitive systems reward speed, escalation, damage or accumulation.

WROXER introduces a different design question:

What if composure under pressure was itself a winning mechanic?

PRESSURE

becomes readable

REGULATION

becomes skill

COOPERATION

creates power

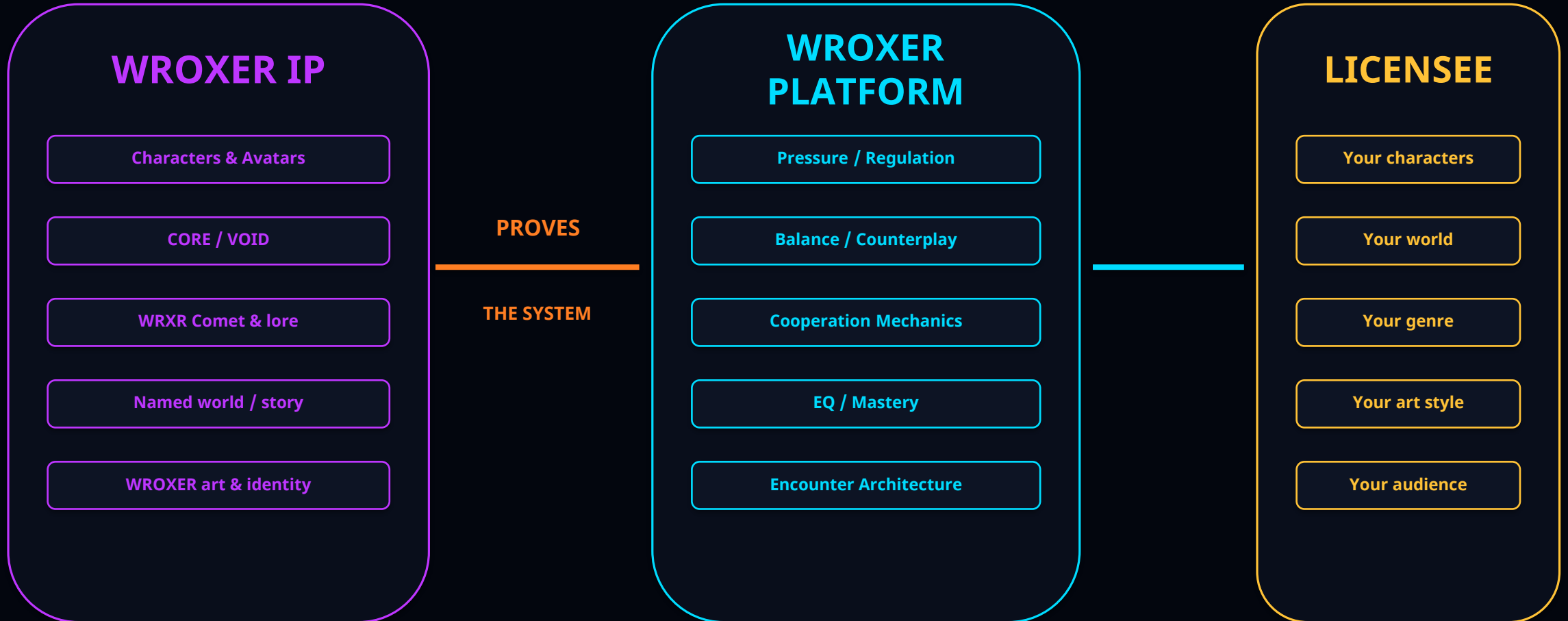
MASTERY

persists

Emotion is not background story. It is system state, player input and competitive consequence.

THE PLATFORM, NOT JUST THE GAME

LICENSE THE MECHANICS. KEEP YOUR UNIVERSE.



ONE PLATFORM. FIVE INTERLOCKING ENGINES.

MODULAR • PORTABLE • DESIGNED TO COMBINE

01

REGULATION

Pressure + timed input

LICENSABLE
SYSTEM

02

ARCHITECTURE

Human ↔ avatar ↔
resource

LICENSABLE
SYSTEM

03

BALANCE

8-axis counter +
integration

LICENSABLE
SYSTEM

04

COOPERATION

Support earns power

LICENSABLE
SYSTEM

05

ENCOUNTER

Multi-layer phase
gates

LICENSABLE
SYSTEM

Each engine can stand alone. Together they create the WROXER emotional mechanics architecture.

ENGINE 1 — PRESSURE → REGULATION → MASTERY

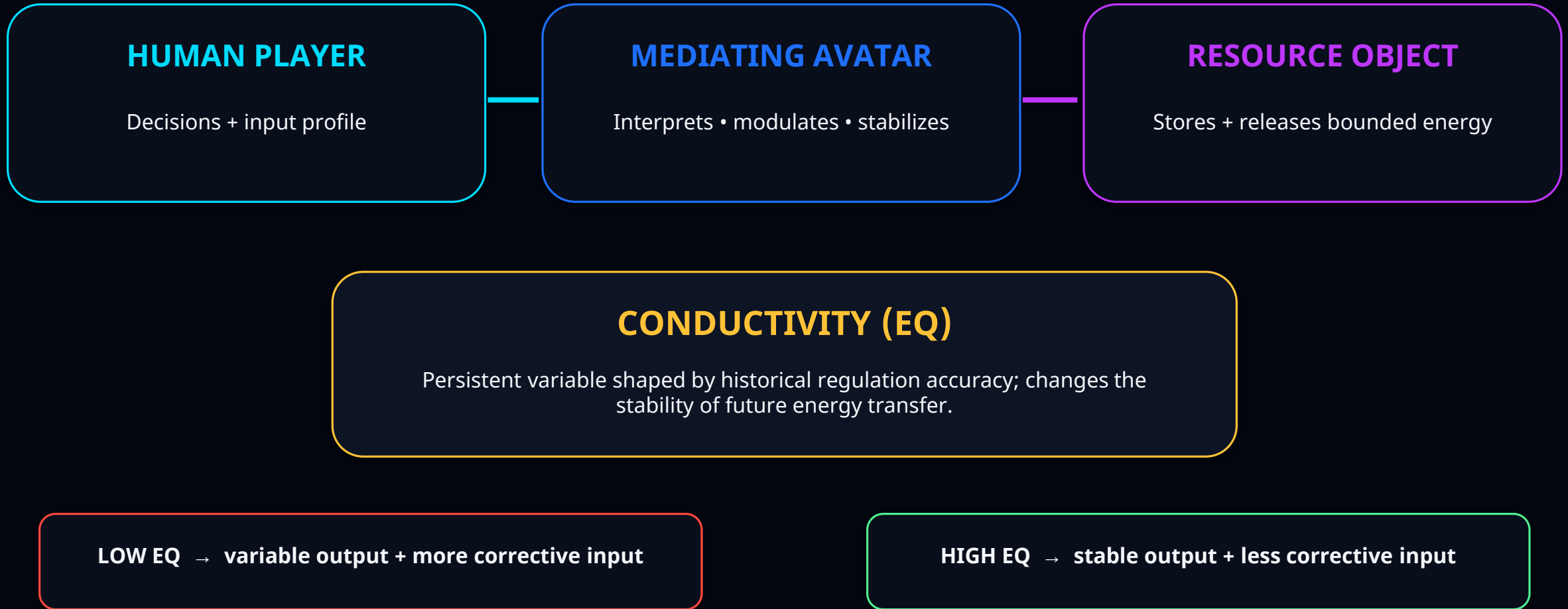
THE CORE MOMENT-TO-MOMENT LOOP



The portable idea: pressure is not resolved only by stats — it creates a player-executed regulation check.

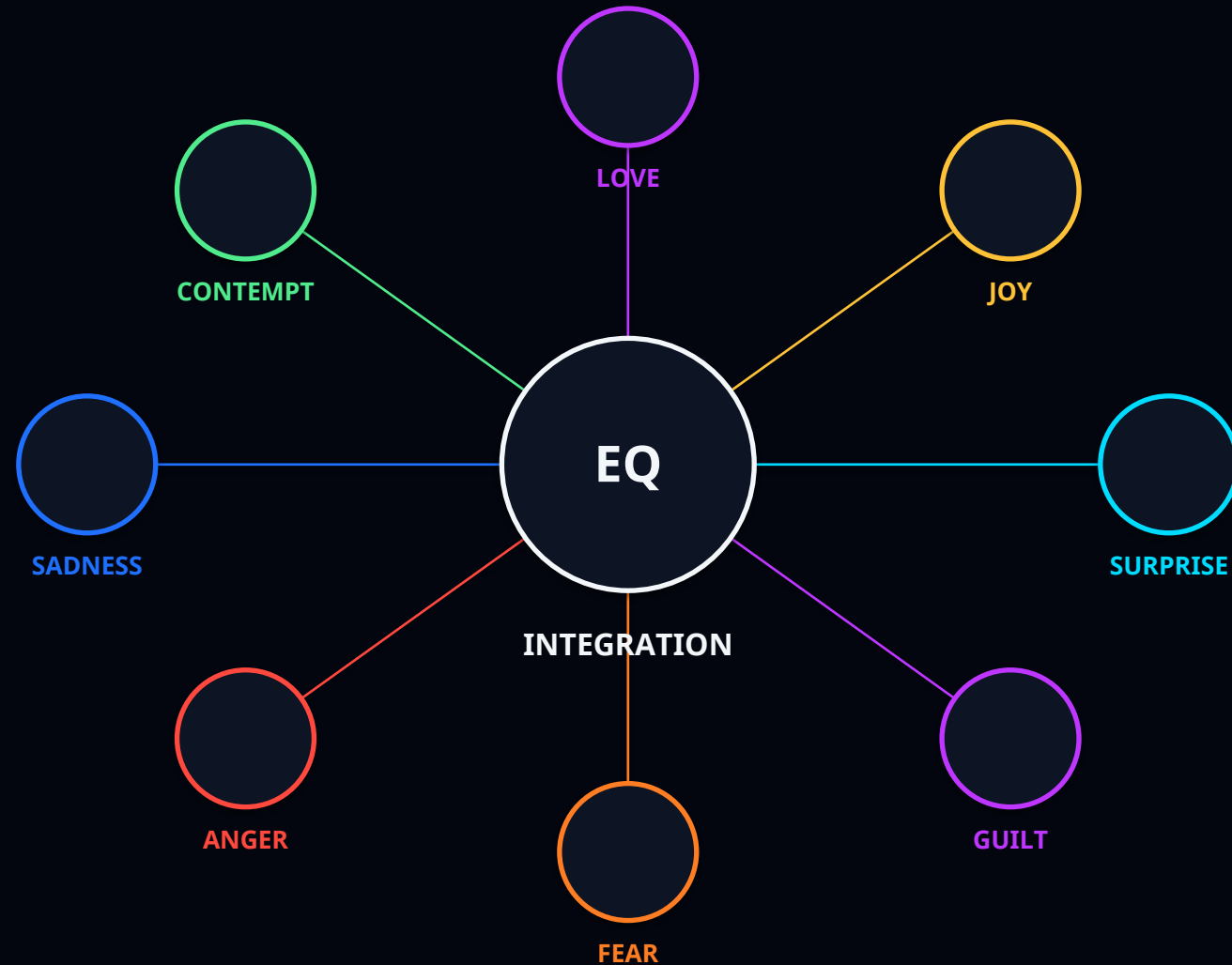
ENGINE 2 — HUMAN ↔ AVATAR ↔ RESOURCE

A SYMBIOTIC POWER-CONDUCTIVITY ARCHITECTURE



ENGINE 3 — 8-AXIS BALANCE & COUNTER ARCHITECTURE

COUNTERPLAY AROUND A CENTRAL INTEGRATION STATE



DESIGN LOGIC

- Adjacent relationships
- Counter relationships
- Balance across all axes can activate a distinct center state
- Theme can be reskinned

A licensee can preserve the graph structure while replacing the emotional skin with its own taxonomy.

ENGINE 4 — COOPERATION BECOMES POWER

A NON-AGGRESSION-GATED ULTIMATE FRAMEWORK

ULTIMATE METER

increments only on qualifying support-class actions

DECREMENT

self-serving / reckless actions can reduce charge independent of combat outcome

RESONANCE

passive group regeneration

ALIGNMENT

cooldown + resistance

FIELD

suppresses distortion

SURGE

stabilizes field / cleanse

Differentiation: support behavior is not merely rewarded — it is the hard gate to the system's strongest cooperative effect.

ENGINE 5 — MULTI-LAYER ENCOUNTER ARCHITECTURE

THREE TRACKED LAYERS • FIVE PHASES • CROSS-LAYER GATING



The third layer becomes actionable only when prerequisite layers have been managed successfully.

PERSISTENT MASTERY — EQ / 960 ARCHITECTURE

A MULTI-MONTH “100% MASTERY” JOURNEY

PER CHARACTER

48 EQ

8 dimensions × 6
mastery states

**EQ carries forward
between matches**

Skill remains decisive.

960

TOTAL EQ
20 CHARACTERS

WROXSTAR STATUS

WHY IT MATTERS

Persistent identity

Long-term mastery

Character breadth

Cross-match consequence

Prestige without autopilot

COMPETITIVE LAYER — READS, COUNTERPLAY, CLARITY

DEEP FOR PLAYERS. CLEAR FOR SPECTATORS.

1

TELL-READING

Hide exact opponent values; show qualitative instability, aggression or hesitation tells.

2

COUNTERPLAY MATRIX

Styles counter styles to create archetype diversity and matchup adaptation.

3

ANTI-TOXICITY REWARDS

Support and cooperative behavior can contribute to rank and system rewards.

4

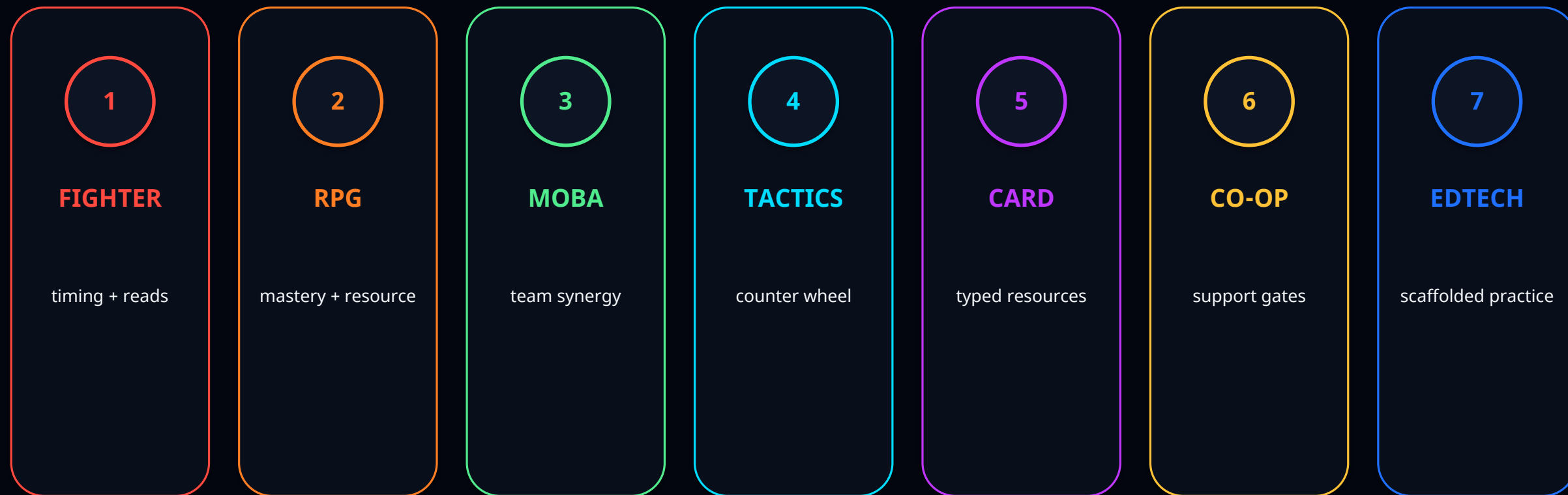
SPECTATOR READABILITY

Pressure states and turning points are designed to be visually legible for casting and highlights.

The result: competitive depth without requiring perfect information.

ONE ARCHITECTURE. MANY GENRES.

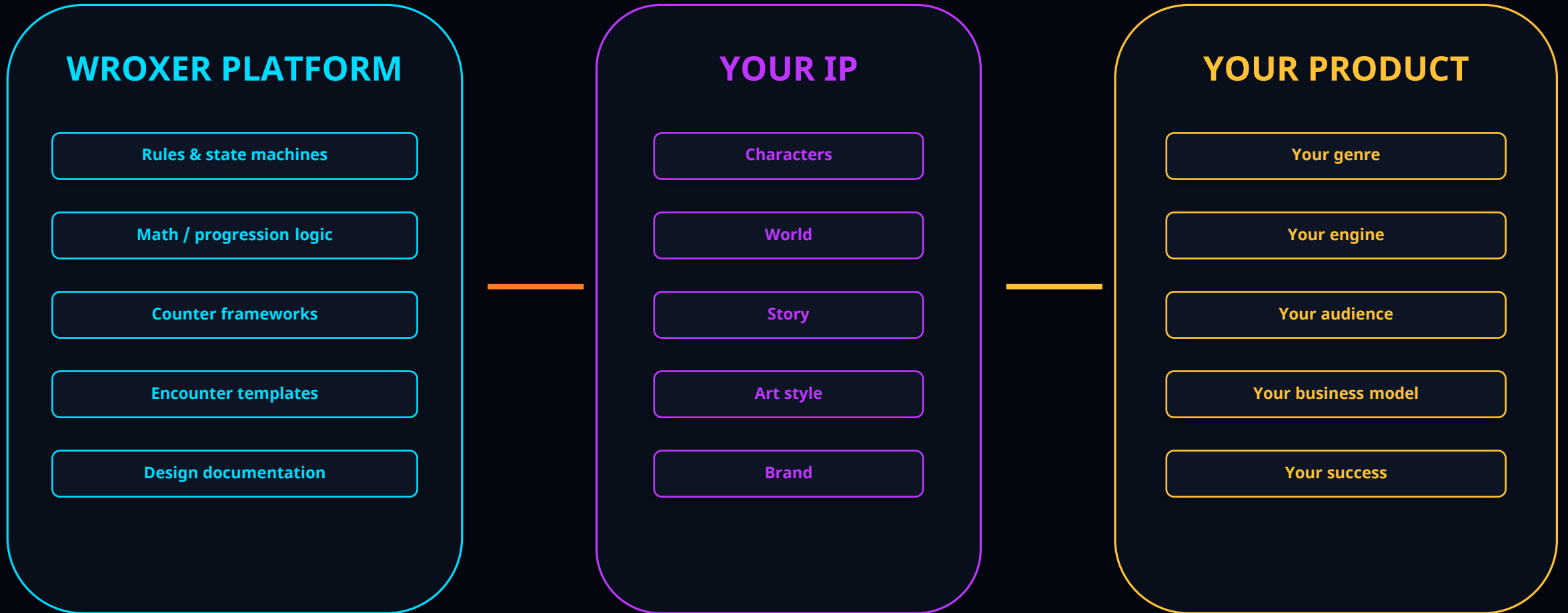
THE THEME CAN CHANGE. THE SYSTEM LOGIC TRAVELS.



A licensee can adopt a single engine or compose a broader ruleset around several.

LICENSE THE MECHANICS. KEEP YOUR UNIVERSE.

WROXER PROVIDES THE DESIGN SYSTEM — THE PARTNER OWNS THE EXPERIENCE.



HOW WROXER CAN BE LICENSED

THREE PRACTICAL COMMERCIAL SHAPES FROM THE SOURCE MATERIALS

01

EMOTIONAL MECHANICS ENGINE

Core A1–A8 as documented rules, math and state diagrams.

Best fit: studios seeking a differentiated gameplay framework.

DESIGN FRAMEWORK LICENSE

02

COMPETITIVE RULESET LICENSE

PvP counterplay, tells, ranked behavior incentives and spectator-readability layer.

Best fit: competitive / multiplayer studios.

DESIGN FRAMEWORK LICENSE

03

SEL / EDTECH FRAMEWORK

Age-banded emotional-skill scaffolding adapted outside conventional games.

Best fit: curriculum, classroom or learning-tool partners.*

DESIGN FRAMEWORK LICENSE

* Educational positioning should avoid implying third-party endorsement unless separately cleared.

DEFENSIBILITY — PROTECT THE EXPRESSION. TEST THE MECHANISMS.

IP PREP IDENTIFIES WHERE TO FOCUS DILIGENCE

PRIORITY NOVELTY SEARCH

- 1 **Non-aggression-gated ultimate meter**
- 2 **Regulation timing loop + persistent mastery score**
- 3 **Three-node Human → Avatar → Resource data flow**

Patentability is not assumed; prior art and implementation specificity matter.

PARALLEL PROTECTION TRACKS

COPYRIGHT written design documents, diagrams, visual expression

TRADEMARK WROXER and cleared brand-identifying terms

CONFIDENTIAL KNOW-HOW implementation rules, tuning, documentation before disclosure

Before outbound diligence: reconcile the EQ scale and clear any third-party framework attribution.

THE PARTNERSHIP OPPORTUNITY

BRING THE PLATFORM FROM DOCUMENTED ARCHITECTURE TO REPEATABLE LICENSING PRODUCT

- 1 PUBLISHERS**
Validate commercial fit + distribution
- 2 CO-DEVELOPERS**
Prototype the core engines
- 3 TECHNICAL PARTNERS**
Turn rules / state diagrams into reusable implementation
- 4 LICENSE PARTNERS**
Apply the architecture to a new IP / genre

**PROVEN IN WROXER.
POWERFUL IN YOUR GAME.**

WROXER BRINGS

✓ A documented mechanics library

✓ Five interlocking engine concepts

✓ A franchise proving ground

✓ Prototype-ready rules and diagrams

✓ Multiple licensing shapes

✓ A differentiated emotional-mechanics thesis

EMOTION IS HUMAN. MASTERY IS LEGENDARY.