

WRØXER

Tap In. Adapt. Become.

THE FIRST
COMPETITIVE UNIVERSE
WHERE **EMOTIONAL MASTERY**
DETERMINES VICTORY.



GAMING

Innovative Gameplay.
Emotional Intelligence
at the Core.



ESPORTS

Built for Competition.
Driven by Emotional
Strategy.



EDUCATION

Emotional Intelligence
Skills for Real Life.



ENTERTAINMENT

Stories That Inspire.
Worlds That Connect.



REAL-WORLD IMPACT

Better Players.
Stronger Communities.
Greater Empathy.

A NEW CATEGORY OF INTERACTIVE ENTERTAINMENT.

THIS IS WROXER — ONE BREATH

WROXER is a **third-person** competitive 1v1/team battler.

You pressure your opponent to destabilize them,
and time a regulation input to stay in control.

Whoever masters their composure under pressure wins.



GENRE

Third-Person
Competitive Action-Strategy



PLATFORM

Mobile /
PC / Console



MODES

1v1 Duel / 3v3 Squad /
5v5 Resonance Arena

THE FACTS

WHAT KIND OF GAME THIS IS

WROXER

THE FAST READ



GENRE

- Competitive strategy / fighter hybrid
Turn-based pressure + real-time regulation timing.



PLATFORMS

- PC • MOBILE • CONSOLE



PLAYERS

- 1v1 CORE
Team modes later



GAME LENGTH

- MULTI-MONTH JOURNEY
Progress, master and evolve.
100% MASTERY ACHIEVEMENT
The ultimate long-term goal.



YOU CONTROL

- Position • Orb Power • Regulation
Capture emotional energy.
Use it. Stay in control.



MATCH OBJECTIVE

- CAPTURE & CONTROL THE 8 EMOTIONAL ORBS
Build power while maintaining emotional balance.



PROGRESSION

- BUILD EQ ACROSS EVERY CHARACTER
Master all 8 Orbs = 48 EQ per character
→ climb the global rankings.

CORE

EMPATHY.
CONNECTION.
COMPASSION.
STRENGTH.
UNITY.

VOID

ISOLATION.
FEAR.
CHAOS.
CONTROL.
DESTRUCTION.



IF YOU LIKE X, YOU'LL RECOGNIZE Y

Street Fighter 6 + Marvel Snap
Head-to-head pressure, reads & timing.
WROXER adds emotional power + regulation.



DEEP STRATEGY, EASY TO LEARN

Simple to understand.
Deep to master.
Built for newcomers and competitive veterans.



BUILT FOR COMPETITION

Skill expression. Comebacks. Mind games.
Clarity windows. Built for esports.



REAL-WORLD IMPACT

Better players. Stronger communities.
Greater empathy.
Games that inspire positive change.



100% MASTERY ACHIEVEMENT



MASTER ALL
20 CHARACTERS



MASTER ALL
8 ORBS



ACHIEVE 48 EQ
PER CHARACTER



REACH 960 EQ
WROXSTAR STATUS

A MULTI-MONTH JOURNEY. COMPLETE MASTERY. EARN YOUR PLACE AT THE TOP.



CAPTURE THE ORBS. BUILD EQ. MASTER EMOTION. WIN.

WATCH A MATCH HAPPEN — THE 5-BEAT FLOW

1 PRESSURE APPLIED

Player A closes in and applies pressure → Player B's Overload rises.



OVERLOAD

Pressure  +

2 FOCUS WINDOW

Focus window flashes — Player B must time an input under pressure.



TIMING WINDOW



HIT THE WINDOW. REGAIN CONTROL.

3A MISS → STAGGER

Missed timing! Overload spikes. Defender enters STAGGER. Control is lost.



RESULT: STAGGER

- Reduced Control
- Slower Reactions
- Vulnerable to Attacks



3B HIT → CLARITY

Perfect timing! Defender hits the Focus Window. Overload stabilizes. Control is regained.



RESULT: CLARITY

- Regained Control
- Faster Reactions
- Counter Opportunity
- Momentum Shifts



4 MOMENTUM FLIPS

Player B counters → Player A is forced back. The tide turns.



5 TURNAROUND

Player B maintains control and drives the advantage. Momentum is now theirs.



MOMENTUM



YOU CONTROL THE PACE.
KEEP THE PRESSURE.



ONE MISSED BEAT AND **MOMENTUM SWINGS**. THAT'S THE WHOLE GAME, IN **TEN SECONDS**.

ORB MASTERY — HOW POWER BECOMES PROGRESSION

Capture. Activate. Regulate. Master. Build EQ. *That's how you rise.*

THE ORB MASTERY LOOP: FROM CAPTURE TO VICTORY

1 CAPTURE



Capture smaller Orbs on the battlefield to gain **resources** and build momentum.

2 ACTIVATE



Control the 8 main **Emotional Orbs** to activate powerful abilities and shifts.

3 REGULATE



Manage overload and hit your **Focus Window** to avoid Stagger and maintain control.

4 MASTER



Master each Orb through **6 energy states** to unlock their full potential.

5 WIN



Win the exchange. Advance Orb control. Victory is earned through **mastery**, not domination.

ACROSS THE GAME: FROM POWER TO LEGACY

8 EMOTIONAL ORBS



Anger, Fear, Happiness, Sadness, Guilt, Contempt, Surprise, Love/Empathy.

6 STATES PER ORB



Each Orb has 6 states of energy potential that impact your power and strategy.

48 EQ PER CHARACTER



Master all 8 Orbs through their 6 states to reach 48 EQ.

20 CHARACTERS

20

HUMANS • AVATARS • ALLIES • RIVALS
(See Next Slide for All 20 Characters)

960 EQ WROXSTAR STATUS



$48 \text{ EQ} \times 20 \text{ characters} = 960 \text{ total EQ}$.
Earn your place at the top of the world.

WROXER



MASTER YOUR EMOTIONS.
CONTROL THE ORBS.
BUILD EQ.
BECOME A WROXSTAR.



EQ is your long-term power. It grows with mastery and defines your place in the world.



Balance is strength. Regulate under pressure. Clarity creates comebacks.



Build across your roster. Every character. Every Orb. Every state.



The highest EQ wins. WROXSTAR STATUS is the ultimate recognition.



CAPTURE POWER.

CONTROL IT.

MASTER IT.

BUILD EQ.

TRUE VICTORY. WROXSTAR.



PLAYING THE ORBS

Orbs are both the resource layer and the pressure-delivery mechanism



1 · YOUR DECK

- 10-Orb deck — max 2 duplicates, max 1 Legendary
- 8 emotion categories, power level 1–10
- Mana lock: +1 per turn (max 10) — weak Orbs early, strongest Orbs late

2 · PLAY = PRESSURE

- Committing an Orb raises the opponent's Overload meter
- Emotion type sets the matchup (Symmetry Wheel counters)
- Power level sets how hard it pushes

3 · OPPONENT REGULATES

- A timing window opens the instant the Orb lands
- MISS → Stagger: reduced output, vulnerable
- HIT → Clarity: increased output, counter-window opens

Same Orb, different result: output depends on YOUR regulation state, not just the card's printed power. Orbs amplify what's already there — stable play amplifies clean; destabilized play amplifies erratic.

⚡ THE EMPATHY ORB CAN'T ATTACK. Not in the deck, never played for pressure — charges only through protecting & stabilizing (4 stages: Resonance → Alignment → Field → Surge), and is spent to cleanse, stabilize, and protect. Never to deal damage.

THE WROXER UNIVERSE — 20 CHARACTERS

HUMANS • AI AVATARS • ALLIES • RIVALS

TEAM CORE



ROBBY
HUMAN



ROBBY WROXSTAR
AVATAR



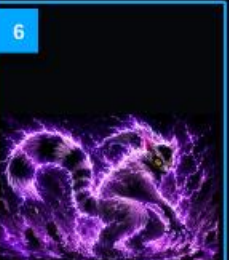
MIKO
HUMAN



KATA
AVATAR



MONZAI
ANIMAL



MONZAI PRIME
AVATAR



JONNY NOVA
HUMAN



JONNY NOVAK
AVATAR



LUCAS
HUMAN



SPRAWLER
AVATAR

TEAM VOID



ZACK
HUMAN



WRATH
AVATAR



DAVIAN
HUMAN



SNAKE
AVATAR



RUIN
HUMAN



FISSION
AVATAR



SAKURA
HUMAN



ARASHI
AVATAR

ADDITIONAL CHARACTERS



DJ
HUMAN



LARRY FINK
HUMAN

HUMAN <> AI RECIPROCAL EQ LEARNING

20 CHARACTERS • 2 FACTIONS • ONE EQUILIBRIUM

THE MECHANICS, IN ONE SLIDE

WROXER TURNS EMOTIONS INTO GAMEPLAY. MASTER YOURSELF. MASTER THE GAME.

GAMEPLAY LOOP

Disrupt → Overload → Focus → Clarity → Win



CORE PLAYER ACTIONS (WHAT YOU ACTUALLY DO)



THE CORE SYSTEM (REAL-TIME)



ONE MISSED BEAT AND **MOMENTUM SWINGS.** | THAT'S THE WHOLE GAME, IN **TEN SECONDS.**

WHY THIS WINS IN ESPORTS



SKILL YOU CAN SEE.



MOMENTS YOU FEEL.



COMEBACKS YOU REMEMBER.

BUILT FOR ESPORTS



VISIBLE SKILL EXPRESSION

Every decision is on display



INSTANT MOMENTUM SHIFTS

One play can change everything



PSYCHOLOGICAL WARFARE

Mind games win matches



EASY TO WATCH HARD TO MASTER

Deep strategy.
Infinite mastery.



BUILT FOR COMPETITION

Spectator friendly.
Player rewarding.

OVERLOAD

PRESSURE MAXED

100%

PLAYER 1

STATE: **PANIC**

CONTROL: -42%

REACTIONS: SLOWER

VULNERABLE

RESULT: STAGGER

- ✗ REDUCED CONTROL
- ✗ SLOWER REACTIONS
- ✗ VULNERABLE TO ATTACKS

ONE FOCUS
ONE MOMENT
GAME CHANGED

FINALS - GAME 7

2

00:03.21

2

SUDDEN MOMENTUM

FOCUS WINDOW

HIT THE TIMING.
CHANGE EVERYTHING.

COMPOSED

CLARITY

CONTROL RESTORED

100%

PLAYER 2

STATE: **COMPOSED**

CONTROL: +42%

REACTIONS: FASTER

IN CONTROL

RESULT: CLARITY

- ✓ REGAINED CONTROL
- ✓ FASTER REACTIONS
- ✓ COUNTER OPPORTUNITY
- ✓ MOMENTUM SHIFT

CLARITY
CREATES
VICTORY

WROXER



VISIBLE SKILL EXPRESSION

COMPOSURE VS PANIC
TIMING UNDER PRESSURE
EVERYTHING IS ON DISPLAY



INSTANT MOMENTUM SHIFTS

ONE MISSED FOCUS = STAGGER
COMEBACKS HAPPEN IN SECONDS
GAMES ARE NEVER DECIDED EARLY



PSYCHOLOGICAL WARFARE

PLAYERS BAIT REACTIONS
FORCE OVERLOAD MENTALLY
MIND GAMES WIN MATCHES



EASY TO WATCH, HARD TO MASTER

METER = TIMING = INSTANTLY READABLE
MASTERY = ELITE CONTROL
DEPTH THAT REWARDS DEDICATION



YOU DON'T JUST SEE WHO WINS — YOU SEE **WHY THEY WIN.**

WHY THIS IS FUN

THE MOMENT IT CLICKS. THE GAME CHANGES.

Every match creates a cycle of **tension**, **emotion**, and **breakthrough** moments.

1 PRESSURE CREATES CHAOS



The opponent attacks.
The pressure builds.
Everything feels chaotic.

2 CONTROL BEGINS TO SLIP



Mistakes happen.
Reactions slow.
The edge slips away.

3 FIGHT TO REGAIN CONTROL



Stay calm. Read the game.
Hit your timing.
Regulate under pressure.

4 PERFECT REGULATION CREATES BREAKTHROUGH



Momentum flips.
You take control.
Victory is yours.

5 VICTORY FEELS EARNED



Not luck. Not random.
You did it.
You earned it.

BEFORE: OVERWHELMED

REACTIVE. FRUSTRATED.
OUT OF CONTROL.

- ✗ EMOTIONAL REACTIONS
- ✗ POOR DECISIONS
- ✗ LOSS OF CONTROL
- ✗ EASY TO PREDICT
- ✗ MORE LOSSES

AFTER: COMPOSED

CALM. FOCUSED.
IN CONTROL.

- ✓ CLEAR THINKING
- ✓ BETTER DECISIONS
- ✓ COMPLETE CONTROL
- ✓ HARD TO PREDICT
- ✓ MORE WINS

WHY PLAYERS KEEP COMING BACK



**HIGH-STAKES
DECISION MAKING**
Pressure forces
choices that change
everything.



**VISIBLE SKILL
IMPROVEMENT**
Master regulation.
See yourself
get better.



**EMOTIONAL
HIGHS AND LOWS**
The tension makes
every moment
unforgettable.



**ENDLESS MASTERY
POTENTIAL**
There is always
more to learn.
Always.



PLAYERS DON'T FEEL LUCKY WHEN THEY WIN.
THEY FEEL RESPONSIBLE.



ONE FOCUS.
ONE MOMENT.



EMOTIONAL
MASTERY IS
THE DIFFERENCE.



CONTROLLING
YOURSELF IS
HOW YOU WIN.



MASTER THE
MOMENT.
MASTER THE GAME.

WROXER REWARDS **COMPOSURE.**

WRXR

MASTERY IS THE ULTIMATE **VICTORY.**

WHERE WROXER SITS — COMPETITIVE LANDSCAPE

WROXER ISN'T ANOTHER GAME. IT'S A NEW CATEGORY.

GAMES PLAYERS ALREADY LOVE	 LEAGUE OF LEGENDS	 VALORANT	 DOTA 2	 APEX — LEGENDS —	 WROXER THE FIRST COMPETITIVE EMOTIONAL MASTERY GAME
 WHAT THEY OFFER	Skill-based competitive depth	Skill-based competitive depth	Skill-based competitive depth	Skill-based competitive depth	Skill-based competitive depth
 WHERE WROXER OVERLAPS	1v1 / team competitive structure	1v1 / team competitive structure	1v1 / team competitive structure	1v1 / team competitive structure	1v1 / team competitive structure
 WHAT WROXER DOES THAT THEY DON'T	Wins are decided by mechanics, reflexes & team execution	Wins are decided by mechanics, reflexes & team execution	Wins are decided by mechanics, reflexes & team execution	Wins are decided by mechanics, reflexes & team execution	Wins are decided by emotional regulation, not reflexes.



WROXER UNLOCKS **HUMAN POTENTIAL**
THAT TRADITIONAL COMPETITIVE GAMES CAN'T.



DEEPER
ENGAGEMENT



BROAD
AUDIENCE APPEAL



LONG-TERM
GROWTH



SUSTAINABLE
ESPORTS
ECOSYSTEM



WROXER DOESN'T REPLACE THE GAMES PLAYERS LOVE. **IT COMPLETES THEM.** | A NEW CATEGORY. A BIGGER FUTURE.

WHO PLAYS WROXER?

COMPETITIVE MINDS. EMOTIONAL MASTERY. ENDLESS POTENTIAL.



COMPETITIVE PLAYERS

Driven by skill, rank, and victory.

- ✓ Want mastery and progression
- ✓ Love intense head-to-head battles
- ✓ Thrive on skill expression and outplay



STRATEGY PLAYERS

Driven by decisions, adaptation, and depth.

- ✓ Love complex decision making
- ✓ Adapt to opponents and situations
- ✓ Thrive on outthinking the competition



GROWTH-MINDED PLAYERS

Driven by self-improvement and challenge.

- ✓ Want to improve and learn
- ✓ Embrace challenge and resilience
- ✓ Value emotional mastery and focus



WROXER REWARDS
EMOTIONAL MASTERY
UNDER PRESSURE.



PARENTS APPRECIATE



Emotional regulation
& resilience



Positive, skill-building
engagement



Safe, strategic, and
team-oriented play



BUILT FOR
COMPETITIVE PLAYERS



DESIGNED FOR
STRATEGY & ADAPTATION



FUELED BY
GROWTH & SELF-IMPROVEMENT



VALUED BY PLAYERS.
SUPPORTED BY PARENTS.

BUSINESS MODEL

EMOTIONAL MASTERY. **SUSTAINABLE GROWTH.**



FREE-TO-PLAY. COSMETIC & BATTLE PASS REVENUE. NO PAY-TO-WIN.

Skill and emotional mastery decide every match.



1. PLAY FREE

Everyone can play.
Skill and emotional mastery are the only advantage.

- ✓ Open access for all players
- ✓ Fair starting point
- ✓ Global competitive community



2. COSMETICS & BATTLE PASS

Players personalize.
Invest in style, not power.

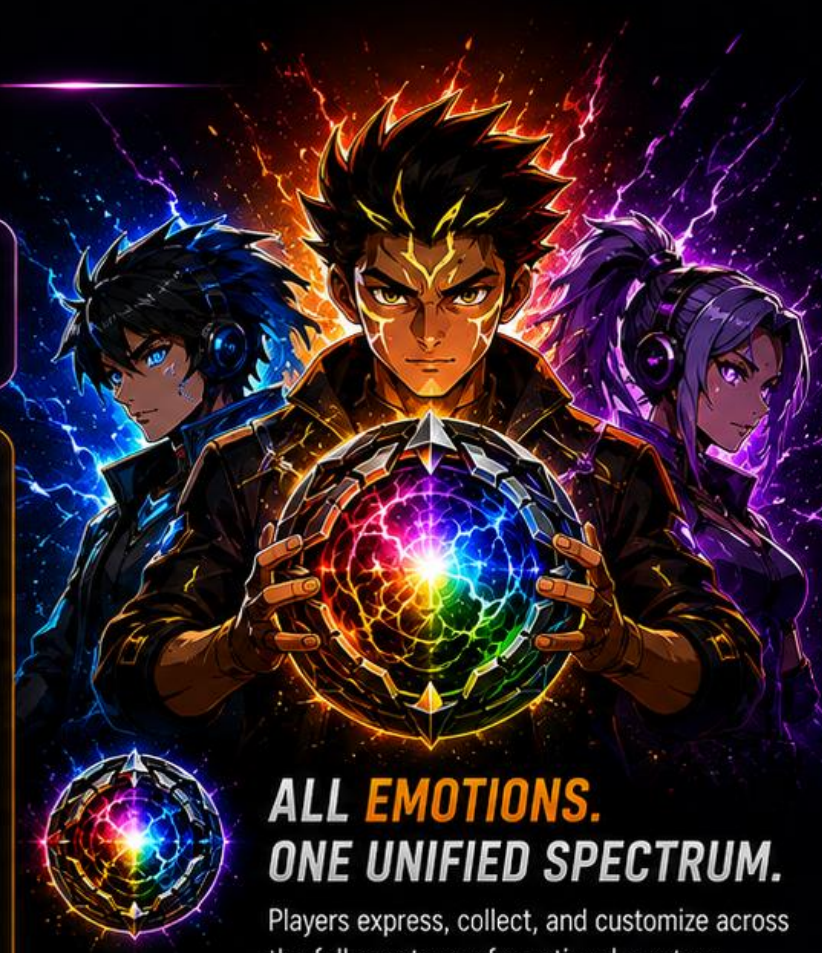
- ✓ Orb & Avatar Skins
- ✓ Visual Effects
- ✓ Battle Pass
- ✓ Marketplace Bundles
- ✓ Events & Limited Drops



3. RECURRING REVENUE

Continuous content.
Engaged community.
Sustainable growth.

- ✓ Seasonal content & cosmetics
- ✓ Battle Passes & events
- ✓ Marketplace transactions
- ✓ Long-term live operations



**ALL EMOTIONS.
ONE UNIFIED SPECTRUM.**

Players express, collect, and customize across the full spectrum of emotional mastery. Personalization that fuels identity, pride, and long-term engagement.



OUR PRINCIPLES



NO PAY-TO-WIN

Only skill & regulation win.



FAIR & COMPETITIVE

Balanced. Transparent.
Built for esports.



PLAYER FIRST

Respect player time.
Earn trust. Deliver value.



PLAY FREE. SPEND FOR STYLE. COMPETE FOR GLORY.

WHERE WE ARE **TODAY**

MVP ROADMAP + FIRST PLAYABLE: **PROVING THE CORE REVELATION**

CURRENT STATUS
PHASE 1
CONCEPT VALIDATION
CORE SYSTEMS WORKING



TIMELINE: ~6-8 MONTHS
Fast, focused, and playable.



APPROACH: LEAN & ITERATIVE
Build → Test → Learn → Improve



PHILOSOPHY: DE-RISK EARLY
Simplified first implementation
to validate core fun and systems.

THE WROXER CORE LOOP
Players experience the cycle
that makes WROXER unique.



PHASE 1

MONTH 1

CONCEPT VALIDATION



- ✓ Orb System
- ✓ Emotional States
- ✓ CORE vs VOID
- ✓ Regulation Mechanic



DELIVERABLE: CORE SYSTEMS WORKING

PHASE 2

MONTHS 2-5

PLAYABLE PROTOTYPE



- ✓ Multiplayer Match
- ✓ Overload Events
- ✓ Regulation Tools
- ✓ Orb Control
- ✓ Boss Encounter



DELIVERABLE: FULL LOOP PLAYABLE

PHASE 3

MONTH 6

PUBLISHER DEMO



- ✓ Polished Vertical Slice
- ✓ Playtest Data
- ✓ Engagement Metrics
- ✓ Retention Indicators



DELIVERABLE: PUBLISHER-READY DEMO

WHAT THE FIRST 5-10 MINUTES PROVES: **THE CORE REVELATION.**



5-10 MINUTE
PLAYABLE EXPERIENCE

INCLUDES:

- ✗ CORE vs VOID encounter
- ⚡ emotional disruption event
- 🛡️ regulation mechanic
- 👥 team interaction
- 👹 boss encounter rewarding composure



GOAL:
Prove "regulation wins"

1 ENCOUNTER

Emotional pressure builds.



2 LOSE CONTROL

Emotions spiral.
Performance drops.



3 DISCOVER REGULATION

Use regulation tools
to stabilize.



4 REGAIN CONTROL

Clarity returns.
Power restored.



5 DEFEAT THE CHALLENGE

Boss falls.
Composure earns victory.



EMOTIONAL STABILITY

HEART COHERENCE

PRESSURE BALANCE

LOVE / EMPATHY
COMPOSURE



IN LESS THAN 10 MINUTES, PLAYERS EXPERIENCE THE CORE WROXER REVELATION:
CONTROL YOURSELF. CONTROL THE OUTCOME.



FUN TO PLAY
Immediate engagement



EASY TO ITERATE
Systems built for iteration



READY TO SCALE
De-risked for growth

COMPANY & STRUCTURE



- Wroxer Entertainment, Inc.



- Delaware C-Corp



- IP secured + licensable



- structured for partnerships



Ready for:



- publishing



- co-development



- investment



CLEAR FOUNDATION. STRONG IP. BUILT FOR PARTNERSHIP.



ASK A JOIN US TO BUILD THIS GAME

WE'RE LOOKING FOR BUILD PARTNERS.
LET'S BUILD WROXER TOGETHER.



STRATEGIC PRODUCTION PARTNER

To bring WROXER to global players.



PUBLISHER / CO-DEVELOPER

To scale development, expand reach, and accelerate to market.



LEAD INVESTOR

To fuel milestones, validate the vision, and drive growth.



WHY PARTNER WITH WROXER?

- ✓ Proven core systems already working
- ✓ Emotional Mastery is a category creator
- ✓ High retention & esports potential
- ✓ Clear roadmap from prototype to scale
- ✓ Experienced, lean, and execution-focused team

WE NEED PARTNERS WHO BRING



Global reach & community access



Proven live ops & production excellence



Competitive game expertise & systems depth



Marketing power & brand amplification



Investment alignment & long-term vision



OUR GOAL TOGETHER

Build the next major competitive franchise — one that rewards **EMOTIONAL MASTERY**, not just reflexes.



WROXER
EMOTIONAL MASTERY. COMPETITIVE ADVANTAGE.

LET'S BUILD SOMETHING
PLAYERS LOVE.
TOGETHER.



ASK B FUND THE PROTOTYPE

WE ARE RAISING \$500,000 TO DELIVER
A PUBLISHER-READY VERTICAL SLICE.

INVESTMENT ASK

\$500,000

This capital will fund the final push to deliver a publisher-ready vertical slice and validate our Emotional Mastery gameplay system.



\$500K BUYS A PUBLISHER-READY VERTICAL SLICE. FULL STOP.

USE OF FUNDS



DEVELOPMENT

Core systems, features, and tools

40%



ART & ANIMATION

Characters, environments, cinematic

25%



MULTIPLAYER SYSTEMS

Online infrastructure & netcode

15%



QA & TESTING

Quality, balance, and optimization

10%



OPERATIONS

Legal, admin, marketing, misc.

10%

MILESTONE ROADMAP



MONTH 1

Core Loop Complete

Core loop, orb states, and regulation mechanic locked.



MONTH 3

Playable Prototype

Full loop playable with multiplayer prototype.



MONTH 5

Multiplayer Test

Online test with netcode, balancing, and live metrics.



MONTH 6

Publisher Demo

Polished vertical slice with data & systems validation.

THE OUTCOME: PUBLISHER-READY VERTICAL SLICE

- ✓ Proves core fun and emotional mastery
- ✓ Demonstrates production quality
- ✓ Delivers multiplayer and retention data
- ✓ Positions WROXER for publishing deals



TOGETHER, WE TURN **EMOTIONAL MASTERY** INTO
A **GLOBAL COMPETITIVE FRANCHISE.**

WHY WROXER WINS

BUILT AROUND A DIFFERENT KIND OF COMPETITIVE ADVANTAGE: **EMOTIONAL MASTERY.**



1. DISTINCT POSITIONING

Competitive play where **Emotional Mastery** becomes part of the skill expression.



2. HIGH RETENTION

Players return to **improve themselves**, not just their rank.

CONTROL
IMPROVED
+28%

COMPOSURE
IMPROVED
+35%



5. DIFFERENTIATED ADVANTAGE

Deep systems, emotional-state mechanics, and mastery-driven gameplay create **meaningful differentiation.**



3. ENDLESS DEPTH

Dynamic emotional states, orb combinations, and team synergy create **infinite strategic possibilities.**



4. EXPANDABLE IP

A franchise built to **grow** across games, animation, toys, education, and more.



GAMES



ANIMATION



TOYS



EDUCATION



AND MORE



PLAYERS COME FOR COMPETITION.
THEY STAY FOR MASTERY.



IF MILLIONS OF PLAYERS
ARE ALREADY SPENDING
THOUSANDS OF HOURS
GAMING...

WHAT IF THAT TIME
MADE THEM **STRONGER?**

WROXER TURNS PLAY INTO **GROWTH**.
COMPETITION INTO **MASTERY**.

THE FUTURE IS **EMOTIONAL**.
THE TIME IS WROXER.



LET'S BUILD THE FUTURE
OF EMOTIONAL MASTERY—
TOGETHER.



FOR PUBLISHERS &
CO-DEVELOPERS



FOR PRODUCTION
PARTNERS



FOR STRATEGIC
INVESTORS



FOR LICENSING &
STRATEGIC ALLIANCES

CONTACT DR. ROBERT DICKMAN



MOBILE

408-644-7600



WEB

www.wroxer.com



EMAIL

robbywroxer@wroxer.com



MAIL

4641 Post St. Box 4530
El Dorado Hills, CA 95762



**DUE DILIGENCE
PACKAGE**

AVAILABLE UNDER NDA



**15+
YEARS**

OF DEVELOPMENT



**\$500K+
INVESTED**

INTO THE VISION



**IP SECURED
& PROTECTED**

TRADEMARKED. COPYRIGHTED.



**BUILT FOR
GLOBAL IMPACT**

COMPETITIVE. EDUCATIONAL.
INSPIRATIONAL.



READY FOR PUBLISHING, CO-DEVELOPMENT, LICENSING & STRATEGIC INVESTMENT.



IF THIS WORKS, THIS IS WHAT IT BECOMES.

THE GAME COMES FIRST. IF IT WORKS, THIS IP HAS UNUSUALLY BROAD EXTENSION POTENTIAL.



ESPORTS

Built for competition.
Designed for spectators.
Ready for the world stage.



WROXER

EMOTIONAL MASTERY. COMPETITIVE ADVANTAGE.



ANIMATION

Original animated series,
films, and story-driven
content that expands
the WROXER universe.



TOYS & MERCHANDISE

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



EDUCATION & YOUTH PROGRAMS

Teaching emotional mastery
and resilience through
engaging programs
and curriculum.



ADDITIONAL EXTENSIONS

Digital collectibles, mobile
apps, books, live events,
and more.



LICENSING

Apparel, accessories,
collections, and brand
partnerships across
global markets.

CHAMPION MENTOR TRACK

MIKE TYSON
Champion Mentor



EVANDER HOLYFIELD
Champion Mentor



Real champions.
Real mentorship.
Real impact.

Inspiring the next generation
to build emotional strength,
resilience, and purpose.



GLOBAL IP. LIMITLESS REACH.

One universe. Multiple platforms.
Billions of lives inspired.



THE GAME COMES FIRST. THE IMPACT LASTS FOREVER.

BUILT ON **GAMEPLAY**. DRIVEN BY **EMOTION**. SCALED BY **PURPOSE**.