PRESS KIT: TWO ROBOTS: UNLEASHED

For immediate release

GAME OVERVIEW

Title: Two Robots: Unleashed
Developer: Two Robots Studios
Platform: PC (Steam client + Two Robots competitive ecosystem)
Genre: Competitive PvP Card Battler / Strategy
Engine: Godot
Release Status: Free-to-Play (Beta Available Now)
Website: tworobots.com
Contact: team@tworobots.io
Socials: Discord | YouTube
Tagline: The Future of Fair Competition


DESCRIPTIONS

Short Description

Two Robots: Unleashed is a fast, **skill-based** sci-fi card battler from Two Robots Studios. Matches are **1v1 PvP** with no pay-to-win mechanics. We're building a persistent territorial meta-layer on Rennova where clans fight over districts through match results. **Free-to-play** on Steam; full **competitive** identity managed via **Central Relay** (**our custom competitive client where player identity, rankings, and clan wars persist**).

Long Description

Two Robots: Unleashed is a **competitive** 1v1 card battler set in the **sci-fi** world of Rennova. Matches are **fast**, skill-based, and free of pay-to-win mechanics. Six factions offer **distinct strategies**; a single match takes about **10–15 minutes**. Players build Warbots piece-by-piece in real-time using the unique **HALT System** (**Head, Arms, Legs, Torso, the four scrap types used to construct bots**), adapting their strategy every turn.
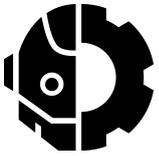
Beyond the core game, we're building a persistent territorial meta-layer: **Clan Wars**. Every win contributes **pressure** to a shared map of districts. Clans attack, defend, and flip **territory**. Control is driven by match results and coordination, not spending. Gameplay stays pure; the map is where **consequence lives**.

We iterate in public and prioritize **competitive integrity**. The game is built in **Godot**, free-to-play on Steam, with the full competitive **ecosystem** (ranked play, territory control, progression) in our custom client, Central Relay. We are currently competing in **CodeLaunch 2026** to accelerate this vision.

KEY FEATURES

- **Competitive Integrity: Zero pay-to-win.** Every duel is decided by **skill, timing, and strategy.** No hidden modifiers.

- **Real-Time Building:** Construct your Warbot **piece-by-piece during the match** using the HALT System. Adapt to your opponent's strategy on the fly.

- **Persistent Meta-Layer: Clan Wars territory** control on Rennova. Your matches impact the global map.

- **Six Unique Factions:** Build a deck from six distinct factions(**Raobotix**, **Order of Ardor**, **S.U.R.P.A.S.S.**, **Ohmni Alliance**, **Vitausian Institute**, **N.O.V.A**. – the black faction representing peace through technology), each associated with a unique **energy type**.

- **AI-Assisted Balance:** Our AI-assisted **balancing tools** help detect meta imbalances early to speed up fair **patches**.

- **Tenaxium Economy:** Earn **core** in-game currency through competitive play and events. **Collectibles** are earned through achievements, not purchased power.

WHY THIS IS STREAMABLE

Tension & Comebacks	Real-time bot building means **every turn can flip the match**. Losing HP unlocks new Powers, creating natural comeback mechanics.
Big Moments	**Unleash Mode** allows players to sacrifice scrap for dramatic special actions, perfect for **clip-worthy** plays.
Viewer Interaction	**Clan Wars territory** control gives viewers a stake in match outcomes, every win matters for the **global** map.
Clear Visuals	Clean UI, distinct faction colors, and obvious bot construction make it easy for viewers to **follow the action**.
Match Length	10–15 minute matches are perfect for streaming sessions and **highlight** reels.

ASSETS

Trailers

- Welcome to Two Robots: https://www.youtube.com/watch?v=9jxRxOJBFSU
  (Overview of the game and territory control on Rennova)

- CodeLaunch Pitch: https://www.youtube.com/shorts/s-_kBVU6R-Q
  (Our vision for the future of competitive gaming)

ABOUT THE STUDIO

Two Robots Studios is an independent game studio building Two Robots: Unleashed, a fast, competitive sci-fi card battler focused on **skill, clarity, and strategic depth.** We keep the team lean so iteration stays fast and quality stays high.

Mission: Build a game that **respects players, rewards mastery, and stands the test of time.**

Core Team:

Omar Hafez *(Founder and CEO)*
Leads product vision, game design, and core engineering. Background in engineering, product development, and high-performance sport. Duke MBA. USA National Team Athlete.

Xace Leem *(Cofounder | AI Engineering Lead | Competitive Systems Lead)*
Builds AI opponents and competitive systems, and supports studio content output. CS background with a focus on applied AI and gameplay intelligence.

Shambel Amare *(Lead Backend Engineer | DevOps)*
Architect of the distributed systems, matchmaking logic, and event-driven backend. Golang specialist. Ensures the game runs fast, stable, and secure.

Antony Qin *(Lead Gameplay Engineer)*

Builds gameplay systems, Godot architecture, and responsive interactions that make matches feel sharp and competitive.

Caspian Tyler *(Gameplay Engineer | Game Designer)*
Started as a playtester and became a core builder. Sharp instincts for player experience and competitive readability.

Gustavo Ariel Saia *(Lead 3D Artist)*
Shapes the visual identity across environments, props, and hard-surface models. Blends technical precision with cinematic sci-fi worldbuilding.

FACT SHEET

Category	Details
Developer	Two Robots Studios
Founder	Omar Hafez
Engine	Godot
Platforms	PC (Steam client + Two Robots competitive ecosystem)
Genre	Competitive PvP Card Battler
Business Model	**Free-to-Play** (Cosmetic and Achievement-Based)
Release Date	**Beta Available Now**
Social Impact	Competing in **CodeLaunch 2026 Accelerator**
Contact	team@tworobots.io

FAQ

Q: Is the game Pay-to-Win?
A: Absolutely not. We are built on **competitive integrity.** All gameplay-affecting content is earned through **skill.**

Q: How does the Territory Control work?
A: Matches contribute pressure to a global map. Clans coordinate to flip districts. Control is driven by **match results,** not spending.

Q: Can I play on Mac or Linux?
A: Currently focused on PC (Windows) via Steam and Central Relay.