



PRESS KIT / OCTOBER 2026

Two Robots: Unleashed

The Future of Fair Competition

Two Robots: Unleashed is a free-to-play sci-fi card battler where you build robots piece by piece, live, in fast 1v1 matches. You play as an Operator aboard a salvage ship you explore in first person. Matches are duels in a 3D arena: both players assemble Warbots from Head, Arms, Legs and Torso scrap in plain view, then attack, defend or disrupt each other's builds. It is free to play right now in an open playtest on Steam, ahead of a full launch planned for April 2027.

FACT SHEET

Developer	Two Robots Studios (independent, self-funded, no publisher)
Founders	Omar Hafez (Founder & CEO) and Xace Leem (Cofounder)
Genre	Competitive 1v1 sci-fi card battler with deckbuilding
Platforms	PC and Mac, via Steam
Price	Free-to-play. Monetization is cosmetic and never pay-to-win
Status	Open playtest on Steam. Request access and it is granted automatically
Full launch	Planned for April 23, 2027
Match length	About 10 to 15 minutes
Languages	English. Brazilian Portuguese in development
Engine	Godot



Studio location	Richmond, Virginia, USA, with a remote team
Steam	store.steampowered.com/app/3412340
Website	tworobots.com
Press & creators	Diego Vale, Global Marketing & Growth: diego@tworobots.com
General contact	welcome@tworobots.com
Community	Discord Instagram @playtworobots

WHAT IT FEELS LIKE TO PLAY

Every turn you draw cards, spend Ops and slot scrap into your Robot Rigs, building up the four parts of the HALT system: Head, Arms, Legs and Torso. Once a Rig has at least one of each, you activate it and a Warbot stands up. Your opponent is doing the same, in plain view, so every turn is a read: race to finish your bot, attack theirs, or break up the build they are about to complete.

Bots can Attack, knocking a random part off an enemy bot (or, if the Rig is empty, hitting the enemy Mechommander directly), or Commit to the central Energy Well for extra Ops.

Unleash Mode lets you spend scrap already on the board for an instant edge: draw a card, gain Ops, pull a part over from another of your Rigs, or punt an enemy part out of place. Build a bot from a single color and it gains that faction's bonus. Bring the enemy Mechommander's 3 HP down to zero and the match is yours.



A live 1v1 match in the 3D arena: Warbots take shape on each player's Rigs.

Between matches you live aboard the Slate, a salvage ship you walk in first person. Talk to the crew, take on quests, catch a biobot loose in the ship's vents, craft cards in the Lab and challenge crew members to matches before heading out to play other Operators online.



THE WORLD AND THE FACTIONS

The game is set on Rennova, a planet settled by the survivors of a crashed colony ship. Its power sources became five limitless Energy Orbs, and a faction grew around each one. Generations of war fought by remote-controlled warbots, the Orb Wars, ended in a fragile peace. Now salvagers pick through the wreckage, and robot battles are fought for sport and to settle disputes. You are one of those salvagers, newly bound to a MARBL: an ancient device that lets its Operator command robots and the hard-light commanders stored inside it, the Mechommanders.

Six factions: S.U.R.P.A.S.S., Ohmni Alliance, Raobotix Inc., Order of Ardor, Vitausian Institute of Excellence and N.O.V.A. Five are built around one of Rennova's Energy Orbs. N.O.V.A. rejects faction lines altogether, and its black cards fit into any deck.

PLAYABLE TODAY

- Story prologue and tutorial
- Matches against the ship's crew
- Quick Match (online PvP) and Ranked
- Spectator mode
- The Slate: a first-person hub with quests, crafting in the Lab, daily missions and card packs earned through play

In development: the team is building clan and co-op features. A Brazilian Portuguese version and mobile support are also in progress.

FAIR PLAY

Two Robots: Unleashed is free-to-play with cosmetic monetization, and it is never pay-to-win. Every gameplay advantage is earned through play; the match itself is untouched by monetization. The studio's stated goal is skill-based competition that respects players and rewards mastery.

WHY CREATORS SHOULD CARE

Tension every turn	You watch the opponent's bot take shape and decide each turn whether to race, attack or disrupt.
Big swings	Unleash Mode turns scrap on the board into instant plays. One well-timed punt can open up a protected Mechommander.
Short matches	About 10 to 15 minutes, easy to fit several into a stream or a video.
Easy to follow	Bots are built in plain view in a 3D arena, with distinct faction colors.
Play the devs	Someone from the team can play against you, recorded or live.
No keys, no waiting	Your audience can join the same day: Request Access on Steam is granted automatically.



FOR CREATORS AND PRESS

No keys are needed: request playtest access on the [Steam page](#) and it is granted automatically. We are happy to set up a match against someone from the team, live or recorded, answer questions, or arrange an interview. Community playtests run every Saturday at 11 AM Pacific Time on our [Discord](#), with developers in voice chat.

Contact: Diego Vale, Global Marketing & Growth, diego@tworobots.com

THE STUDIO

Two Robots Studios is a fully independent, bootstrapped studio with no publisher, based in Richmond, Virginia, with a remote team. It started with Two Robots, a physical sci-fi card game funded on Kickstarter by 806 backers (\$20,943 raised). Two Robots: Unleashed rebuilds that tabletop core, building robots from scrap, for fast, competitive 1v1 play. We build in public, through weekly community playtests.

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

RECOGNITION

CodeLaunch U.S. Championship (2026)	Placed 2nd of the top 6 national finalists. Advancing to CodeLaunch Worlds on November 11, 2026.
Google x LvlUp "Trailblazer" Pitch Competition (2025)	Runner-Up Finalist, 250+ applicants
Startup Virginia Incubator (2024-2026)	Scholarship Recipient

CORE TEAM

Omar Hafez / *Founder & 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*

Builds AI opponents and competitive systems. 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. Keeps the game fast, stable and secure.

Antony Qin / *Lead Gameplay Engineer*

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

Gustavo Ariel Saia / *Lead 3D Artist*

Shapes the visual identity across environments, props and hard-surface models, blending technical precision with cinematic sci-fi worldbuilding.

**Mitchell Root** / *3D Environment Artist*

3D environments and props. Graduate of Ferris State University's Digital Animation and Game Design program.

FAQ

Is Two Robots: Unleashed pay-to-win?

No. Monetization is cosmetic. Every gameplay advantage is earned through play.

Do I need a key to play?

No. Request playtest access on the Steam page and it is granted automatically, for free.

Which platforms does it run on?

PC and Mac, via Steam. Mobile support is in development.

Is it a shooter?

No. You explore your ship in first person, but matches are card battles played out in a 3D arena from a card-game camera.

When does it launch?

The full launch is planned for April 2027. The game is playable for free now.

What do I need to run it?

It runs on modest PCs and installs in under 10 GB.

Which languages are supported?

English for now. A Brazilian Portuguese version is in progress.

Can I play against the developers?

Yes. Email diego@tworobots.com and we will set up a match, live or recorded.

ASSETS

Screenshots and video: the [Steam store page](#). Logos, high-resolution key art and additional footage are available on request.

READY TO COVER TWO ROBOTS: UNLEASHED?

Play it free on Steam | Play a match with the devs | Schedule an interview

diego@tworobots.com

[tworobots.com](https://www.tworobots.com) | [Steam](#) | [Discord](#) | [Instagram](#)

© 2026 Two Robots Studios. All rights reserved.