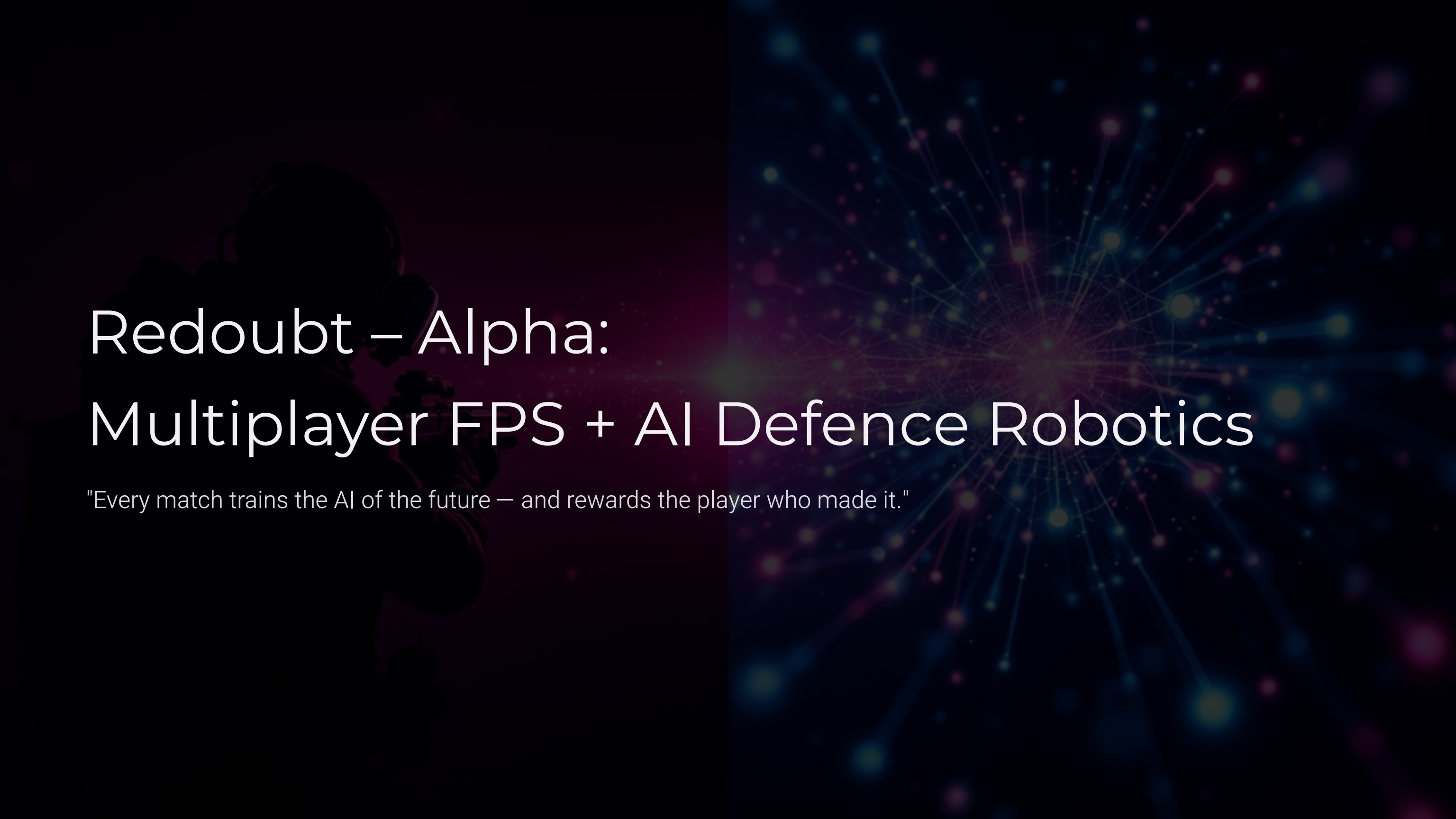




Redoubt – Alpha: Multiplayer FPS + AI Defence Robotics

"Every match trains the AI of the future – and rewards the player who made it."

From Idea to Execution

FROM PLAY TO PRACTICE

REAL EXPERIMENTS SHOWING HOW GAMES
TEACH AI TO HANDLE THE REAL WORLD



FPS: perfect source of real-time decision-making datasets.

Global First Person Shooter (FPS) Gaming Market Opportunity

The First Person Shooter (FPS) genre remains a dominant force in the global gaming industry, driven by continuous innovation, competitive esports, and a vast, dedicated player base.

SOM

\$120M–\$610M

(Indicative Range for New Entrants)

SAM

\$12.25B (2024)

Forecast \$20.45B (2033)

TAM

\$28.99B (2024)

Forecast \$47.34B (2032)

These figures underscore the immense financial landscape of the FPS gaming sector. Redoubt is positioned to carve out a significant share within the SOM, leveraging its unique AI-powered gameplay and Web3 marketplace to attract and retain players in this highly competitive environment. The projected growth indicates a robust market that will continue to expand, offering substantial long-term opportunities for Redoubt.

Defense AI Market Opportunity

The defense sector is undergoing a profound transformation driven by AI, creating a significant market for advanced technologies. Redoubt's unique approach to generating high-fidelity gaming data presents a strategic entry point into this lucrative domain, particularly in areas requiring realistic simulation, autonomous systems, and advanced decision-making capabilities.



These figures highlight the vast potential within the Defense AI market. Redoubt is strategically positioned to capture a significant share of the SOM by providing unparalleled data quality and innovative AI solutions tailored for advanced simulation, autonomous robotics, and sophisticated decision-making platforms critical to national security.

The Problem



AI Labs Lack Data

AI labs lack complex, authentic human behavior data.



Gamers Don't Get Rewards

Gamers spend but don't truly get rewarded



Poor Retention

Studios struggle with long-term retention.

Our Solution

AI Data Engine

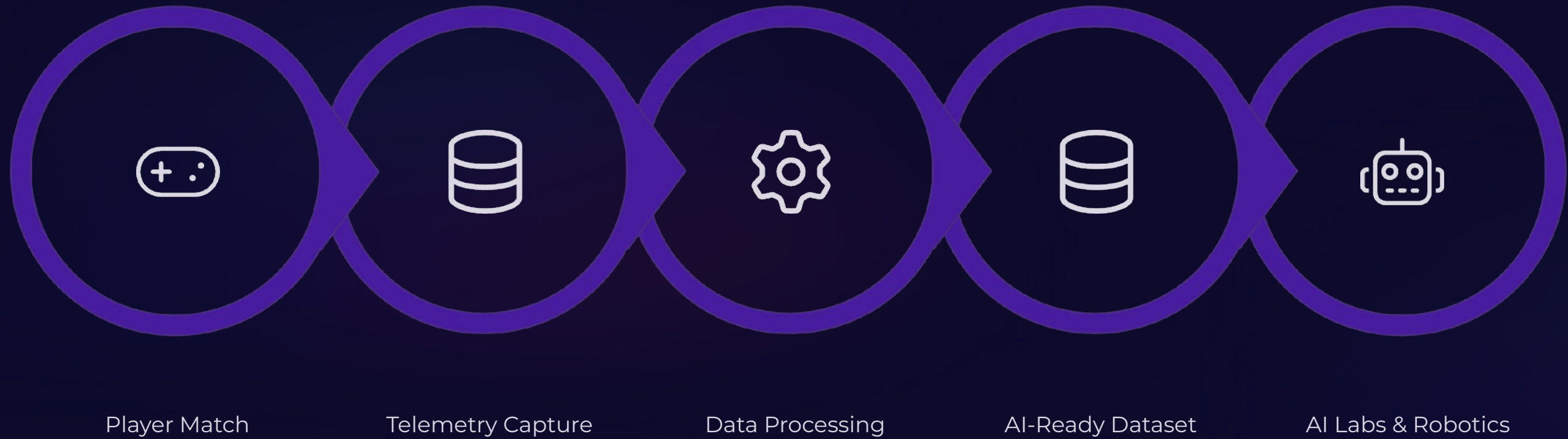
Player actions → anonymized datasets for AI labs.

Web3 Marketplace

Gamers get Tokenized Assets and
Rewards in \$RAL Token

Dual monetization from AI licensing + Gaming Economy

Gameplay to AI Pipeline



Converting player actions into valuable AI training data

Traction

2,500+

Active Players

In private beta

5,000+

Waitlist

Ready to join

20 Million

of Decision Points

Recorded from gameplay

Early AI lab discussions underway & interest from DRDO (India)



Go-To-Market Strategy



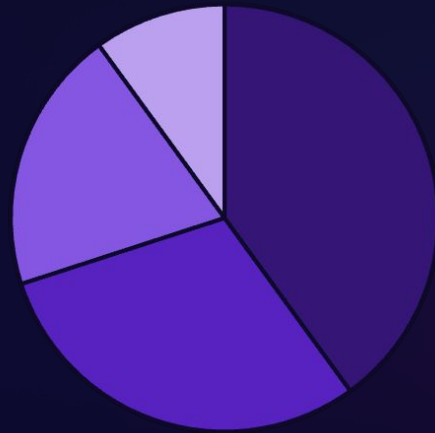
Business Model

Multiple revenue streams create a sustainable ecosystem

- AI dataset licensing to Labs (B2B)
- AI Defense Unmanned Ground Vehicle (UGV) / Robot Dog for Rescue-Recon etc. (B2B - B2G)
- Game sales (freemium + premium)
- Marketplace fees (3–5%)
- Esports sponsorships

Financial Ask

Raising \$600K in SAFE



Allocation Breakdown:

- 40% **Game Development:** Focus on AI integration and Data Pipeline.
- 30% **Marketing & Community:** Building player base and fostering engagement.
- 20% **Team Expansion & Infrastructure:** Scaling our talent and technical capabilities.
- 10% **Operations & Strategic Growth:** Ensuring smooth operations and future expansion.

Strategic Exit Potential

Our unique position at the intersection of AI, Gaming and Defense Deep Tech creates significant acquisition opportunities.

AI Labs



Game Studios



Tencent 腾讯



Meet the Team

Shrinath Navghane (Patil) - [Linkedin](#)

Co-Founder & CEO

Ex-Wall St. Investment Banker with 10+ Years of experience in Finance, Blockchain Technology, Crypto Wallets, DeFi, Gaming and Web3 Growth Hacker. Contributing author of The Big Book of Social Media. London Business School Alumni.

Sachin Barave

CTO

Software Engineer and Game Developer with over 15+ Years of experience in developing mobile games, MMORPG and FPS Games on PC,

Puja Sharma - [Linkedin](#)

Co-Founder & COO

GenAI, ML and LLM DevOps + Management. Having 5+ years of experience in managing organizational growth and setting up remote offices for technology businesses.

Karl Kay

Developer

Game Developer with 9+ Years of experience in total, with 5 Years of experience in Unity, 5 Years of experience with Unreal! Previously worked with Cyber FPS and Insurgency Sandstorm.

Thank you

Get in touch

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