

STUDIO PC

**The game development
studio of the AI era**

VR games built by the top VR gamers



Gamers can now build the games they've always wanted.

What's changed

AI lets gamers build without a large, expensive technical team and test ideas quickly.

StudioPC's role

We supply compute and support. Expert gamers shape the experience and improve it through play testing.

Already built: a playable VR shooter by an entirely nontechnical team.

STUDIOPC'S FIRST GAME

TARGET: QUEST + PC VR

FLYWEIGHT

Movement changes the fight.

Dash, climb and carry momentum
through movement modes.

Watch the movement [➤](#)



Concept illustration · not gameplay

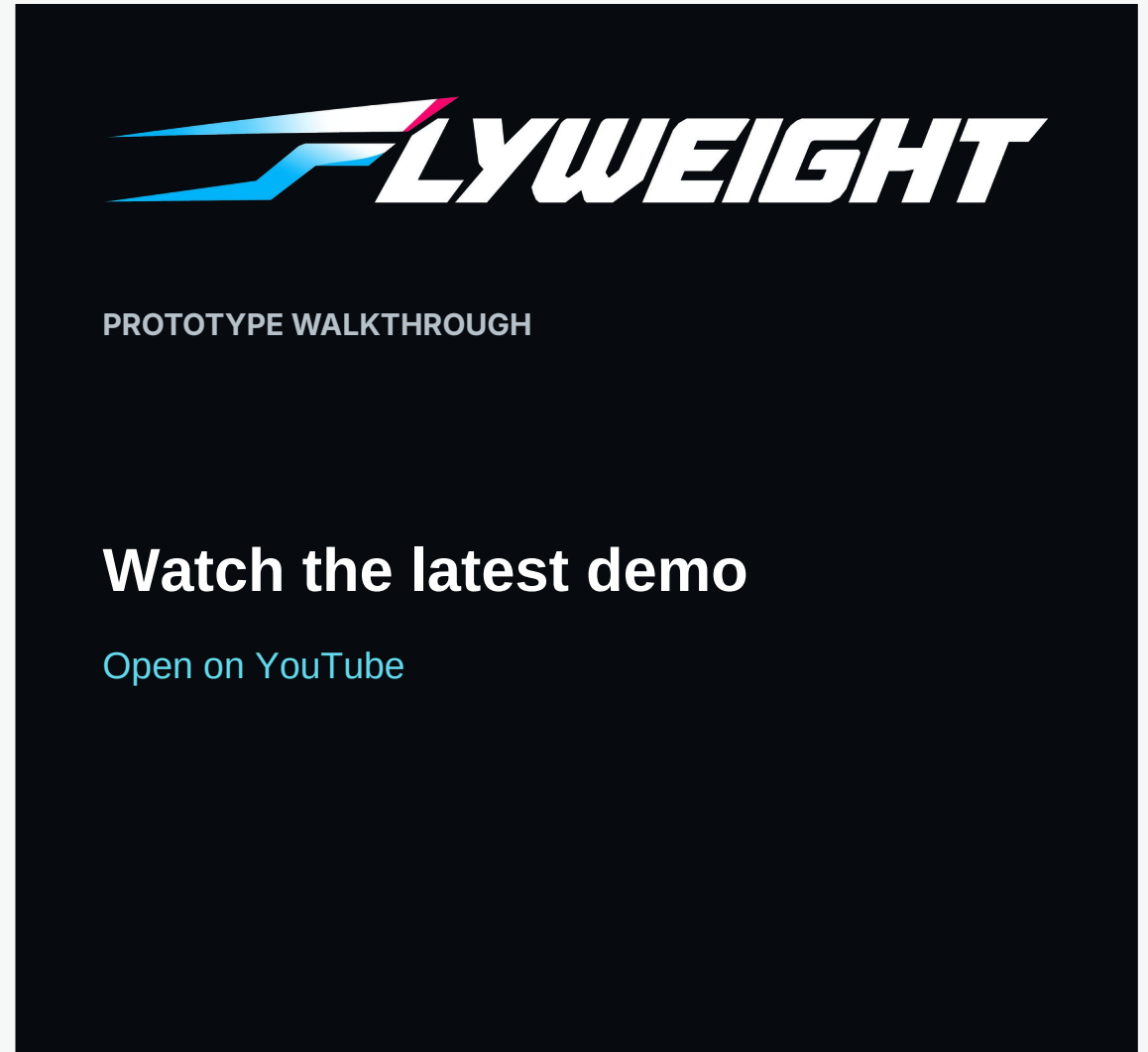
The prototype is playable.

Built by Jack, Cannon and Gwiddy.
An entirely nontechnical team.

Humans direct. Agents develop.

Movement, weapons, environments,
animation, multiplayer and sound.

Working prototype. Wider player testing is the next step.



The development loop



01 **Playtest**

Spend time in the game to identify improvements.

02 **Communicate**

Write desired changes to the AI agent fleet.

03 **Develop**

AI agents implement the changes.

Then playtest the result.

StudioPC brings the team together

Gamers

Gameplay taste
Competitive insight
Community trust

Artists

Sound, visual art
and animation



Technology

Compute and AI
Development workflows

Support

Funding, legal,
marketing and operations

VR shooters already have paying audiences



\$30M+

Ghosts of Tabor lifetime revenue

Reported May 2025, before its PlayStation VR2 launch.

100+

Quest titles each generated \$1M+ gross in 2025.



POPULATION: ONE

THE FIRST PLAYERS

Start with players we know

Population: ONE

Our first playtest invitations will go through Jack and Cannon's competitive community relationships.

Then, adjacent VR communities

Ghosts of Tabor · Contractors Showdown
Breachers and other VR FPS games

Target communities; no game-studio partnerships are announced.

Many top gamers already have an audience

We're recruiting respected gamers who also stream or make videos.

Their fans already know and trust them, giving the games they help build a natural first audience.

Creator partnerships are in development.



Creator concept illustration

Free to play

Revenue from optional purchases

Cosmetics

Weapon skins
Character skins
Sprays
Charms

Founder skin packs

Planned for launch



Potential premium

Competitive training
environments

Replay exports

Re-rendered clips
with higher visual quality

Built by players

Two former Population: ONE professionals.

Jack Seroy

Co-founder and Co-CEO

Led 10+ contributors at Pavo.
Directs and tests Flyweight.

Leland “Cannon” Cannon

Co-founder and Co-CEO

Directs and tests the game
with Jack.

More ideas in production at once

Concurrent computer-use agents

Today



~12

Goal



~50

8 computers today.

~10 proposed new workstations
for a 5–6 person team.



Make the core feel great.

Movement. Shooting. Fighting.

01

Now

Refine the core
with fresh players.

02

Next

Build the tutorial
and reliable
multiplayer sessions.

03

Public alpha

Battle royale, TDM
and initial cosmetics.

A majority stake in each game

A separate company for every game.



Illustrative portfolio

Proposed terms. Game-company equity; StudioPC retains final decisions.

PROPOSED SPLIT PER GAME

70%

StudioPC

30%

Shared
contributor pool

Four-year vesting

Seeking up to

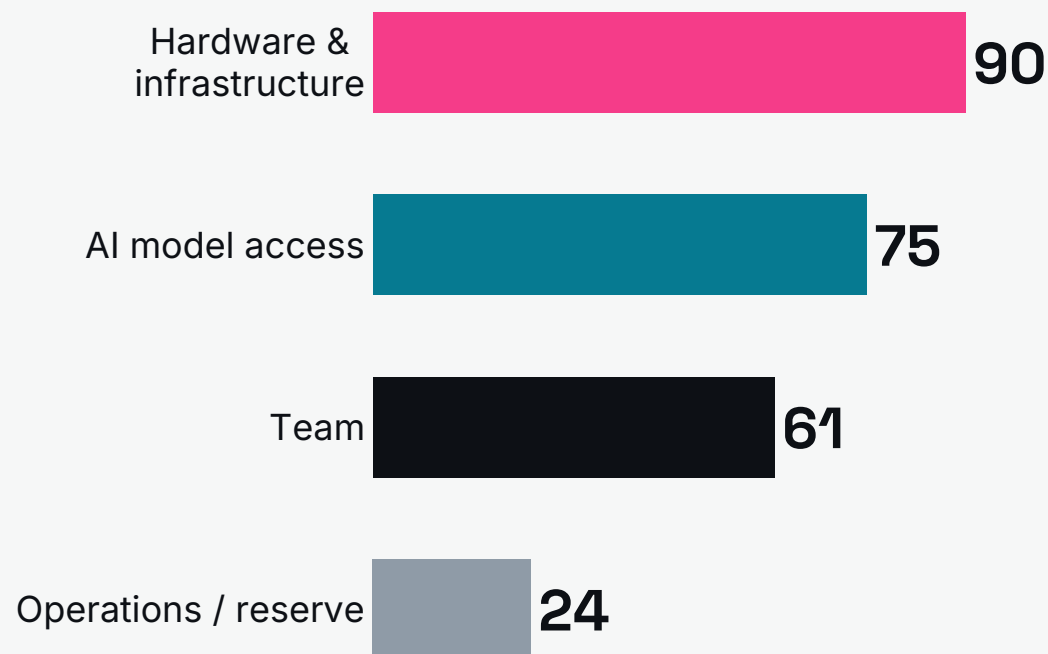
\$250K

Funding the development of our public alpha

66%

of the proposed budget
for hardware and AI.

PROPOSED ALLOCATION · \$000



STUDIOPC

**Flyweight first.
A studio built to
keep creating.**

Seeking up to \$250,000

jack@studiopc.io

Watch the prototype [➤](#)



Behind the pitch.

Game & community

18—20

Economics & resources

21—23

Offering & evidence

24—28

Dash, climb and carry momentum through movement modes

Intuitive to start, with depth for competitive players to master.

Movement & battle royale

Population: ONE	Squad battle royale with climbing, gliding and building cover
Contractors Showdown	Military battle royale. ExfilZone adds extraction.
Gun Raiders	Free social shooting with jetpacks, wall climbing and multiple modes

Team combat & extraction

Ghosts of Tabor	Extraction raids: risk your equipment to bring back loot
Breachers	5v5 attack and defense with breaching tools and gadgets
VAIL	Precise gunplay, team combat and social modes

People who make the game better

Gamers

Game feel and competitive depth

Artists

Sound, visual art and animation

Streamers

Gameplay content and invitations

Community hosts

Welcoming sessions and coordination

Skilled at their craft. Constructive with the team.

Growth through hosted play sessions

DAYS 1-14

8-12

new testers

2 hosted windows

Teach movement and reloads.
Fix repeated friction.

**Is the core ready
for another group?**

DAYS 15-45

3

creator pilots

2 windows per week

Publish gameplay and visible
responses to feedback.

**Which hosts bring
players who return?**

DAYS 46-90

Larger

cohorts

Within measured server capacity

Reach adjacent VR groups.
Test onboarding and rehearse
launch operations.

**Is the build ready
for wider access?**

Monthly cosmetic purchases

At 50,000 monthly active players

Share buying that month × average monthly spend per paying player

Buying that month	\$15 per payer	\$25 per payer	\$50 per payer
5%	\$37,500	\$62,500	\$125,000
10%	\$75,000	\$125,000	\$250,000
20%	\$150,000	\$250,000	\$500,000

10,000 active players: × 0.2 • 100,000 active players: × 2

Compute purchases grow with the team

~\$30K

Expected initial purchases

Capacity for development work the team needs now.

\$90K

Total hardware allowance

Further purchases as contributors and development needs expand.

Purchase in stages. Let completed work guide machine choice and the next expansion.

Funding the development of our public alpha

Allocation	USD
Hardware and infrastructure	\$90,000
AI model access	\$75,000
Team	\$61,000
Operations / reserve	\$24,000
Total	\$250,000

Hardware

Upfront purchases, made in stages.

AI model access

Monthly subscription cost ×
subscriptions needed ×
months of access

Three full-time contributors plus the founders.

66% goes to hardware and AI access. Their split can adjust as relative costs change.

Class A common offering

Up to \$250,000

Total offering

\$10,000 minimum

Initial amount per investor

Verified accredited

U.S.-based investors

Pricing tier	Share price	Basis in the October 11 overview
First 118,520 shares	\$0.16875	Approximately the first \$20K at \$750K pre-money
Later shares	\$0.2191558	\$1M pre-money immediately after the early tier

Investors own StudioPC common stock

Holder	At maximum sale
Investors	20.81%
Jack Seroy	35.64%
Leland "Cannon" Cannon	35.64%
Parent contributor pool	7.92%

Class A rights

Common economics with Class F

No ordinary votes during the Founder Period, which has no fixed time sunset

No preferred payout, promised liquidity or board seat

Management estimated \$0.01 per share for compensation, below investor prices. Neither is an independent appraisal.

What the next stage needs to establish

Question	Current evidence	Next evidence or decision
Player experience	Working prototype played by the three contributors	Fresh-player observations and repeat attendance after improvements
Production scale	Five agents on one PC, including four building map structures ¹	Sustained throughput, reliability and cost per accepted change
Creator partnerships	Proposed ownership model and prospective partners	Working pilots, defined obligations and signed vesting terms
Game economics	Planned monetization; no supplied revenue	Cosmetic demand, payer behavior and operating cost
Parent economics	Proposed majority-owned game companies	IP ownership, cost recovery and distribution rules

¹ Founder-reported observation, not a sustained-throughput benchmark. Commercial results and repeatability remain open.

Creator distribution has precedent

Mad Mushroom

A creator-backed publisher using the OTK network for promotion and reach.

StudioPC also puts gamers into development.

VAIL / AEXLAB

A 300+ member creator program, with gameplay content coordinated around updates.

Give hosts a playable update and help them welcome players.

Sources and company evidence

[Meta · State of VR · March 2026 ↗](#)

[Beyond Frames · Tabor revenue · May 2025 ↗](#)

[Mad Mushroom · Creator publishing ↗](#)

[Meta · VAIL creator program · January 2026 ↗](#)

[Population: ONE · Product and official art ↗](#)

[Ghosts of Tabor · Product ↗](#)

[Contractors Showdown / ExfilZone ↗](#)

[Breachers · Developer Steam listing ↗](#)

[Gun Raiders · Product and movement ↗](#)

[VAIL · Developer product page ↗](#)

[SEC · Rule 506\(c\) ↗](#)

[FTC · Creator disclosures ↗](#)

Company evidence

StudioPC prototype demo

October 2026 founder briefing and Investor Overview dated October 11, 2026.
Company figures are founder-reported. Current offering documents govern.