

We are building the game development studio of the AI era

Great players know when movement feels right, when combat is satisfying and when a game loses its appeal. Many have specific ideas for making the games they love better. We believe AI is opening a path for those players to build those ideas themselves, without first assembling a large, expensive technical team.

StudioPC is building a studio around that shift. Our thesis is that non-technical gamers with strong taste can direct AI agents through much of the development process. Their work is to decide what to build, explain what should change, play the results and judge whether the game is getting better. We want to make the ability to recognize and create a great play experience the foundation of our team.

We intend to scale quickly by partnering with gamers who want to commit to building something better than what they already play. We will provide frontier AI tools, the computing resources to run them and practical training in using them effectively. Contributors will explore ideas in parallel, test competing approaches and bring the strongest results into the game. As we learn how to make that process repeatable, we aim to expand the team and apply it across more games and genres.

Our first title, Policy Convergence, is a competitive VR shooter for standalone Quest and PC VR, being developed toward battle royale. It combines dashing, climbing and flight-simulator-style flying to make players feel like superheroes. We already have a playable 2v2 prototype demonstrating movement, weapons, gadgets and an early environment. Founders Jack Seroy and Leland “Cannon” Cannon are former professional Population: ONE players; Gwiddy has joined as a contractor.

AI does not yet handle every development task well enough. We plan to contract human specialists where their work fills specific gaps, while continuing to train contributors and improve our AI workflow. The prototype is our starting point; rapid scaling and commercial success still need to be demonstrated.

We are seeking up to \$250,000 to expand this approach through AI usage, contributor capacity, targeted specialist work and hardware as needed. The first funds also support \$2,000 gross monthly compensation for each founder, intended to cover bare living costs so we can devote our full working time to StudioPC without needing another job. This capital gives us time to build and the resources to bring more capable players into the process.

Policy Convergence is the first game. Our ambition is a studio where players with the judgment to make better games also have the tools and support to build them.

StudioPC Investor Overview

We are building the game development studio of the AI era

Great players know when movement feels right, when combat is satisfying and how the games they love could be better. We believe AI is opening a path for those players to build their ideas without first assembling a large, expensive technical team. StudioPC will equip non-technical gamers with frontier AI tools and practical training, helping them turn good judgment into playable improvements. We intend to scale quickly by partnering with committed players, testing ideas in parallel and expanding across games and genres. Where AI still falls short, we plan to contract human specialists.

Policy Convergence is a competitive VR shooter for standalone Quest and PC VR, being developed toward battle royale. A playable 2v2 prototype demonstrates movement, weapons, gadgets and an early environment. Founders Jack Seroy and Leland "Cannon" Cannon direct development; Gwiddy has joined as a contractor. Our previously reported setup supports up to 15 simultaneous agents on eight founder-owned computers. Scalability and commercial success remain unproven.

The investment

Up to \$250,000 of Class A common stock; \$10,000 initial minimum per investor; verified U.S.-based accredited investors under Rule 506(c). The offering lasts up to 60 days from its recorded launch and may end early below the maximum. Investments close and can be used as received, with no aggregate minimum or refund if later funding does not arrive.

Approximately the first \$20,000 is priced at \$750,000 pre-money: \$0.16875 for the first 118,520 shares. Later shares are \$0.2191558 each, based on \$1 million pre-money immediately after the early tier. Closing order determines the discount; investments may span both tiers. Whole-share rounding and the agreement's share and cash caps apply. The price increase is a financing term, not evidence of a milestone.

What the money enables

Each founder's \$2,000 gross monthly compensation is intended to cover bare living costs, enabling full-time work on StudioPC without another job. Together with \$1,400 in combined monthly AI tools, the lean baseline is \$5,400 before employer costs and overhead. The first approximately \$20,000 prioritizes those needs and necessary administration using existing computers. At that baseline, \$10,000 covers about 1.9 months and \$20,000 about 3.7 months before additional costs. Initial founder pay is authorized for four months; continuation needs further approval and disclosure as required.

At \$75,000, the illustrative budget is \$20,000 AI, \$15,000 hardware, \$16,000 combined founder gross pay over four months, \$15,000 lawful contributor compensation and related costs, and \$9,000 contingency, assets and administration. Targeted human specialist work fits within contributor spending. The plan includes earlier spending; the existing target is a public alpha including battle royale in about four months at that funding. Above \$150,000, we prioritize a larger contributor team and AI tools, with hardware as needed. Allocations may adapt; the stated founder-pay rate and authorization limit apply. Targets are not promises.

Ownership and investor rights

Class A shares common economics with F but has no ordinary votes during the Founder Period; mandatory rights and eventual ordinary voting remain. The October 5 amendment removes the separate A vote solely for increases in authorized A shares. At the maximum share sale, investors hold about 20.81%, each founder 35.64%, and the contributor pool 7.92% on a fully diluted basis. Awards are counted within the pool once. Founder control has no fixed time sunset.

Management's October 8 compensation estimate of \$0.01 per share is substantially below investor asking prices. Neither is an independent appraisal; see Schedule B. There is no preferred payout, guaranteed return, promised liquidity or board seat. Restricted shares can lose all value. Neither the SEC nor any state regulator has approved the offering. Read the full agreement and current disclosures.

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