Build the studio behind the worlds

A family crosses an occult nightmare to recover its child. An officer gives orders to tank crews who have skills, wounds and minds of their own. A grandson digs beneath an Italian vineyard to save his village.

These are the starting assets of The Misfits Software. Three commercial products are available today; two larger games have public pre-alpha builds. We are raising **US$2.5 million to establish and operate a staffed, internationally selling game studio for 24 months after funding.**

Base plan	What the round funds
Production base in Vietnam	Founder-led creative direction; phased growth to 10 paid roles; specialist contractors and outside QA.
Two priority games	Tanks of Thea takes the first commercial release track. Mystery of Ancient Darkness receives a funded vertical slice and a gated production path.
A continuing studio	Maintenance of released products; audience development; production documentation; early work on two new concepts with at most one advancing.
Location flexibility	An investor-backed Netherlands office is modelled at $3.25m total; a US office at $4m. Both retain distributed production capacity.

What an investor can evaluate now

Playable builds, public storefronts, authored fiction and working production tools. Existing sales, paid acquisition performance, wishlists and retention have not yet been substantiated in this briefing. Release availability establishes execution evidence; audience demand must earn its own proof.

The round is proposed company equity financing. Valuation, ownership, instrument and board terms remain open. This document is a planning proposal for private discussion, not an agreed term sheet. No funding commitments are claimed.

Studio and current portfolio

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Prepared with Kira Mercy, AI commercial assistant, under Eugene's direction.

What exists today

Product	Verified distribution status	Role in the company
Dig for Home	Released 1.0.5; $4.99; Windows and experimental Android. Store discloses missing sound.	Shipping evidence and a low-cost channel for testing onboarding, pricing and demand.
RURK	Paid rules toolkit, Windows/Android companion apps and full PDF.	Long-running design foundation for characters, checks, wounds and consequences.
The Pixel Campfire	Paid retro-game collection; Windows and Android; storefront lists 27 games.	Catalogue sales and release/maintenance experience.
Tanks of Thea	Public Windows alpha; current listed installer 2026-09-08a-partner-test.	First funded commercial game track; crew command and systemic combat.
Mystery of Ancient Darkness	Public Windows pre-alpha and illustrated INITIUM novella. Latest supplied owner-test line 0.4.0-prealpha.	Flagship world and narrative proposition; first fundable milestone is an externally tested vertical slice.

The founder and the actual team

Eugene is a published novelist, narrative designer, worldbuilder and creator of RURK, with decades of tabletop campaign practice. He owns creative direction and product decisions. The present workshop uses AI-assisted development and specialist collaboration; the ten-person organisation in this plan is **to be recruited**. It is not an existing payroll or a claim that AI agents are employees.

Evidence boundaries

Public store states were checked on 16 September 2026. Local release records support the current Tanks package; earlier test reports do not constitute a new end-to-end quality audit. Both larger games remain unfinished. No complete campaign, certified multiplayer compatibility, exclusive technology rights or proven unit economics are asserted.

Dig for Home

Tanks of Thea

Mystery of Ancient Darkness and INITIUM

RURK

The audience and the business

The initial audience is PC players who buy premium, story-led games with substantial systems. The portfolio offers two distinct entry points: tactical decisions made through a crew in Tanks of Thea, and family stakes with occult consequences in Mystery of Ancient Darkness. Their buyers overlap only partly; each title gets a separate store proposition, demo and marketing test.

Our commercial thesis

A small permanent team can produce and maintain several related original worlds when design rules, authoring tools and release practices are reusable. The early catalogue gives us software to put in front of players while the larger games develop. This is a thesis to test, not a claim that the present catalogue already supports the company.

First 90 days after funding

Evidence to collect	Decision it supports
Export store sales, refunds, installs and current audience counts; reconcile with bank receipts.	Establish a dated baseline and replace unknowns with actual performance.
30 or more target players per priority game in two test cohorts; document recruit source and session evidence.	Select the commercial lead; identify onboarding failures and repeat-play interest.
Three distinct propositions per title; tracked store/demo visits; approved small test spend.	Compare cost and quality of attention before committing launch marketing.
Producer and engineering audit of one representative mission/route, art pipeline and backlog.	Freeze a deliverable scope, production cost and staffing schedule.

Decision targets, not observed results: at least 90% technical session completion; at least 70% completing the intended tutorial without assistance; at least 60% expressing a desire to continue. Small samples guide iteration and do not establish product-market fit. Failure triggers a specific four-week redesign or a scope reduction before major production spend.

Revenue model

Premium game sales, optional future expansions and catalogue bundles. Ports follow demand and technical readiness. RURK licensing or tools revenue is optional upside and is excluded from the funding case. There is no assumed subscription, token economy or unannounced platform deal.

A production plan with decision points

Period after close	Deliverable	Decision and evidence
Months 1-3	Establish entity/accounting/IP records; hire producer and engineering lead; audit builds; test both games; freeze budgets.	Review dated baseline, role contracts, source/assets inventory, playtest report and scoped backlog.
Months 4-6	Tanks representative campaign segment; MoAD representative route; repeatable build/release pipeline; store and community foundations.	Choose lead title based on scope, quality and audience evidence. Titles may exchange release order.
Months 7-9	Externally tested Tanks demo/vertical slice; MoAD vertical slice with representative final quality.	Greenlight full content production only after player and production review. At most two active game teams.
Months 10-15	Tanks targeted first commercial release or clearly labelled Early Access; MoAD content production.	Release depends on save integrity, usability, crash/performance and support readiness. No unconditional date promise.
Months 16-21	Tanks updates and measured ports; MoAD feature/content lock; one new concept tested.	Use real conversion, refunds, support load and production throughput to approve the next title.
Months 22-24	MoAD targeted release candidate or launch; catalogue updates; next-title preproduction decision.	Provide financials, game cohort results, remaining liabilities, source/build archive and next financing decision.

The clock starts at cleared funding and hiring commencement. The planned outcomes are one commercial launch, one additional launch-ready candidate, a maintainable catalogue and a staffed company with the next product decision supported by evidence. Whole-game completion for both within six months is no longer the proposed commitment.

Scope capacity

Before the first release, direct the production team primarily to Tanks, while a smaller lane develops the MoAD slice. After release, shift capacity to MoAD. Existing products have a capped maintenance queue. One shared producer resolves conflicts; every new feature must displace work or bring additional funding.

People and accountable delivery

Role	Starts	Cost / month	24-month cost
Founder / Creative Director	M1	$6,000	$144,000
Executive Producer / Operations	M1	$7,000	$168,000
Lead Engineer	M1	$9,000	$216,000
Game Engineer A	M4	$6,500	$136,500
Game Engineer B	M7	$6,500	$117,000
Technical Artist	M4	$6,000	$126,000
Artist / Animator	M7	$5,000	$90,000
Level / Gameplay Designer	M7	$5,000	$90,000
QA / Build Engineer	M10	$3,500	$52,500
Community / Marketing Lead	M7	$5,000	$90,000

People total: $1,230,000. Three roles in months 1-3, five in months 4-6, nine in months 7-9 and ten from month 10. Costs are fully loaded management assumptions for an internationally recruited, Vietnam-based/distributed team; they are not salary surveys, take-home salaries or signed offers. Recruiting quotations and employment costs must validate them.

Responsibilities and founder resilience

Eugene sets creative direction, writes and approves canon and chooses product priorities. The producer owns schedule, capacity and contractor acceptance. The lead engineer owns architecture and technical release acceptance. Paid human staff remain accountable for AI-assisted output. The community lead owns player contact and measurable acquisition, with the producer controlling spend.

Document source access, signing keys, build instructions, project decisions and emergency ownership handover inside company-controlled systems. The studio must be able to continue ordinary production when the founder is unavailable. Repositories or assets currently held personally require a verified transfer or licence before close.

What $2.5 million pays for

Use	US dollars	Share of raise
Permanent team and founder compensation	$1,230,000	49.20%
Specialist art audio and prototypes	$260,000	10.40%
Marketing and audience development	$320,000	12.80%
External QA localisation and ports	$180,000	7.20%
Software AI and infrastructure	$96,000	3.84%
Workspace equipment and travel	$114,000	4.56%
Legal finance and administration	$50,000	2.00%
Protected contingency reserve	$250,000	10.00%
TOTAL	$2,500,000	100.00%

Budget rules

The model assumes zero new sales, zero grants and zero tax relief in funding the 24-month operating plan. Planned operating spending is $2.25m; $250k remains as reserve if those assumptions hold. Average planned operating spend is $93,750 a month, rising with the team. Actual payroll, liabilities and cash must be reconciled before a binding budget is agreed.

Specialist spending includes up to $60k for two new-game discovery prototypes, within the $260k total. Internal time for those prototypes is drawn from existing roles, not added again. Third-party QA is separate from the internal QA role. Regional payroll adjustments include employer burden; legal/setup and office lines do not duplicate salaries.

Marketing is spent in stages: $15k through month 6, $60k during months 7-12, $130k during months 13-18 and $115k during months 19-24. The budget buys experiments, creative, PR, creators and acquisition; it does not assume paid advertising will be profitable.

Cash discipline and downside

Quarter	People at end	Planned spend	Cash remaining
Q1	3	$154,000	$2,346,000
Q2	5	$179,500	$2,166,500
Q3	9	$264,000	$1,902,500
Q4	10	$314,500	$1,588,000
Q5	10	$339,500	$1,248,500
Q6	10	$344,500	$904,000
Q7	10	$334,500	$569,500
Q8	10	$319,500	$250,000

Cash remaining assumes $2.5m received at close and no revenue or investment income. Contingency is held in cash and not treated as a monthly expense. Equipment and setup are front-loaded; other budget lines are spread within each quarter for planning. Actual monthly commitments need producer approval.

Stress case	Effect on cash
People costs rise 20%	$246k extra; almost the entire $250k base reserve is consumed.
Marketing costs rise 25%	$80k extra; $170k of the base reserve remains.
Both increases occur	$326k extra; $76k must be cut, delayed or financed.
Six-month extension at Q8 spend rate	$639k required; $389k beyond the original reserve, before any sales receipts.

Monthly management reporting covers actual cash, committed liabilities, headcount, delivery variance and audience results. At six months of remaining committed cash, pause new hires and unapproved concepts, reforecast, and open financing or publishing alternatives. At four months, execute the agreed minimum-cost plan rather than wait for the account to empty. A follow-on round is not assumed.

Two deployment choices

Option	Total round	Operating structure and condition
A: Vietnam base	$2.50m	Recommended default. Build the production organisation near the founder; recruit internationally where needed; use flexible workspace. No tax incentive is assumed.
B1: Netherlands hybrid	$3.25m	Move founder/producer/technical leadership and a commercial office; retain distributed production. Amsterdam-region ecosystem is a candidate, subject to hiring, facilitator/visa, tax and banking review.
B2: United States hybrid	$4.00m	Move leadership and commercial office to an investor-supported games/technology cluster; retain distributed production. Raleigh/Cary is a diligence candidate, not a chosen lease or promised incentive.

Increment above base	Netherlands	US
Leadership employment-cost adjustment	$360k	$864k
Additional office/operations	$120k	$216k
Relocation immigration and entity setup	$120k	$180k
Commercial travel	$60k	$90k
Additional reserve	$90k	$150k
TOTAL INCREMENT	$750k	$1,500k

Relocation estimates conservatively cover 24 months of local leadership costs even if migration takes longer. Netherlands loaded leadership assumptions are $10k/$12k/$15k monthly for founder/producer/lead engineer; US assumptions are $16k/$19k/$23k. They require local quotations. A full ten-person relocation is outside these scenarios and would require a separate budget.

Choose geography only after comparing net hiring cost, access to a committed lead, immigration feasibility, founder/family practicality and enough funded operating time. Parent-company jurisdiction and physical production location are separate decisions. Moving first in the hope that funding follows is not the operating plan.

Location diligence before signing

Netherlands

Official 2026 corporation-tax rates are 19% on taxable profit up to EUR200,000 and 25.8% above it. The innovation box can apply 9% to qualifying innovation profit, with R&D; eligibility and documentation requirements. WBSO applications precede qualifying R&D; work. These benefits cannot simply be assumed for all game sales.

The start-up residence route requires an approved relationship with a facilitator, innovation, an active founder role, a step-by-step plan, registration and sufficient means. It is a temporary route with further requirements after the first year. No residence approval is promised.

United States

Federal corporate income tax is generally 21%; state obligations and payroll costs are additional questions. A Delaware entity does not by itself remove tax obligations where people actually work. Immigration requires a separate assessment; the USCIS entrepreneur-parole framework is discretionary and tied to startup growth/job-creation evidence, not automatic approval on receipt of investment.

Vietnam

The national investment portal lists software and digital-content production among potentially incentivised sectors. That does not establish this studio's eligibility, foreign-ownership permissions or game-distribution licensing. Commission a written entity, employment, tax, IP and export/domestic-distribution review before accepting assumptions into a financing agreement.

Planning consequence

The three budgets assume no grants, tax credits, subsidised offices or reduced corporate tax receipts. Pre-profit runway depends primarily on employment and operating costs. Any approved incentive improves reserves or buys additional work through a board-approved budget revision.

Netherlands 2026 tax rates

Innovation box and WBSO

IND start-up residence requirements

IRS corporation taxation

USCIS entrepreneur parole evidence

Vietnam investment incentives

How the company grows after the first games

The studio is built around repeatable authored IP development. Its intended durable assets are recognisable worlds and characters, reusable design knowledge, production tools, a team that can ship together, direct audience relationships and a growing back catalogue. No market valuation is assigned to these assets in this plan.

Controlled work on new games

From month 13, use a small discovery allocation for PURRGE and AEGIS: Cold Iron or a better concept selected through player evidence. Limit this to two eight-week prototypes and $60k total external spend, already included in the specialist budget. Each receives a clear player fantasy, a playable loop, a production estimate and a distribution test. At most one moves to preproduction; full third-title production waits for capacity and financing.

Commercial sensitivity, not a forecast

Illustrative 36-month sales	Tanks	MoAD	Net receipts
Downside	15k units x $10	20k units x $12	$390k
Planning sensitivity	75k units x $10	100k units x $12	$1.95m
Upside sensitivity	250k units x $10	350k units x $12	$6.70m

Net per-unit receipts are assumptions after platform fees, discounts, region mix, indirect taxes and refunds; they are before studio operating costs and corporate income tax. No publisher recoupment or revenue share is included. Both unit volumes and net receipts require real tests. Sales windows can extend beyond the 24-month funding period.

The middle illustration does not recover the full $2.5m investment even before later operating costs. A venture case therefore needs repeat purchases, expansion/port income and future titles, or a strategic company outcome; two modest game releases alone are not a credible venture-return promise. No exit value or investor return is guaranteed.

Release spending decisions

Keep revenue outside the survival budget until received. Approve ports only when expected net contribution covers adaptation, certification, marketing and support. Select a publisher for concrete financing or distribution capabilities and acceptable title-specific terms, not merely a logo.

What must survive diligence

Risk	Evidence or control
No substantiated demand metrics	Provide dated store exports and customer tests. Do not present released status as sales traction.
Hiring and founder concentration	Recruit producer and engineering lead first; written duties, access controls, maintainable repositories and decision records.
Scope and simultaneous production	Two priority lanes; gated full production; capped catalogue support; no third full game before capacity exists.
Rights and distribution	Create code, artwork, music, novella, trademark and third-party licence registers. Audit AI-provider terms, generated assets and any public/open-source licences. Do not claim all material is exclusively proprietary.
Store and build friction	Verify downloadable builds externally; address signing, blocked installers and customer support. Google's prior MoAD installer restriction is under review; alternative packaging is not evidence of security clearance.
Company and founder eligibility	Confirm incorporation, beneficial ownership, banking/KYC, taxes, employment and work/residence permissions. Current legal entity/cap table still requires documentation.
Runway and forecasts	Zero-revenue operating baseline, monthly actuals and liabilities, contingency and predefined cash triggers.
Technology dependence	Human code review, dependency/licence tracking, exportable assets, build backups and more than one maintainer for release-critical systems.

The present package is ready for a first investment discussion. A close-ready data room still needs verified financial history, source and asset ownership records, complete production estimates, hiring quotations, founder/company documentation and independently reviewed technical evidence. Access to personal, customer or contract data will be permissioned.

The financing conversation

Primary ask: a $2.5m seed round for 24 months of studio formation and operation. We are looking for a lead or syndicate that backs a company built around distinctive premium games and a disciplined production team. The Netherlands and US cases are conditional alternatives if a partner-backed office improves the company's prospects enough to justify the additional cost.

Round construction

Discuss a lead contribution and a small number of co-investors; do not describe any investor as committed before written agreement. Compare priced equity and convertible structures with counsel and the lead. Valuation, dilution, option pool, board rights, liquidation preferences and IP terms remain negotiation topics. There is no default percentage being offered in this document.

If a smaller first cheque arrives

A separately documented $150k bridge can finance a four-month validation phase: $88k for founder/producer/engineering leadership, $15k outside tests and technical validation, $12k operating costs, $10k legal/accounting and $25k reserve. It would be included in the overall financing plan rather than silently added twice. Any conversion, repayment or exclusivity conditions require a separate agreement. Hiring follows cleared funds and written commitments.

What we will bring to the first meeting

The current games and their known limitations; a producer-ready roadmap; the role-level budget and cash sensitivities; a candid account of what demand evidence is missing; and a choice of operating structures. An investor can challenge the plan and inspect the work before negotiating terms.

Next step

Review whether the proposed total round and studio thesis fit your mandate. If they do, arrange a focused build review with the person who owns the investment decision. If they do not, one relevant angel, seed-fund or publishing introduction is useful.

Current studio portfolio

Tanks public alpha and notes

MoAD pre-alpha and complete INITIUM novella

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This 16 September studio plan supersedes the 15 September two-game brief as the active fundraising proposal. The previous $60k-$80k / six-month scenario is not being offered as a full studio budget or an unconditional release promise.