

Dig deep. Rescue survivors. Win the Core.

A mobile underground base builder powered by a 60-second 1v1 online duel, with power-ups in every match.

Lootava Games · BDATLAS LLC · lootava.com · 2026

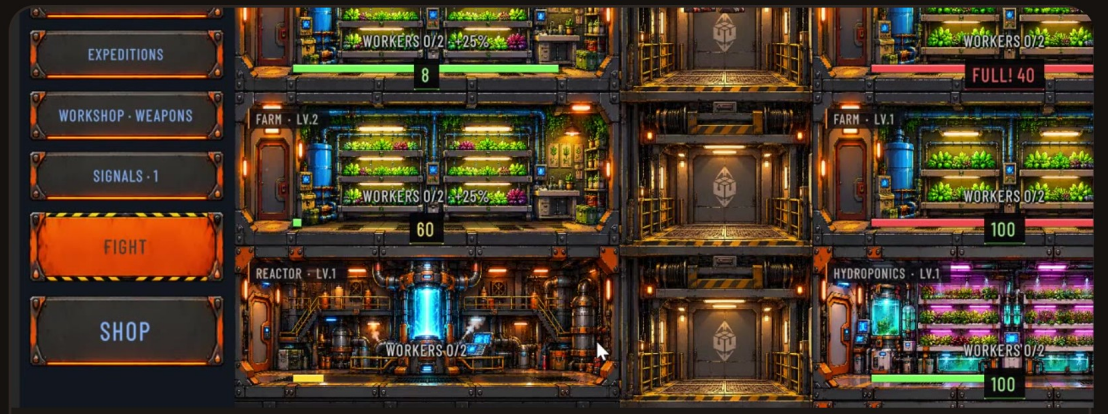
THE PITCH

Short matches. A home you keep for months.



CORE DUEL

60-second 1v1 online duels. Shoot the Core into the rival's Reactor. No health, no damage.

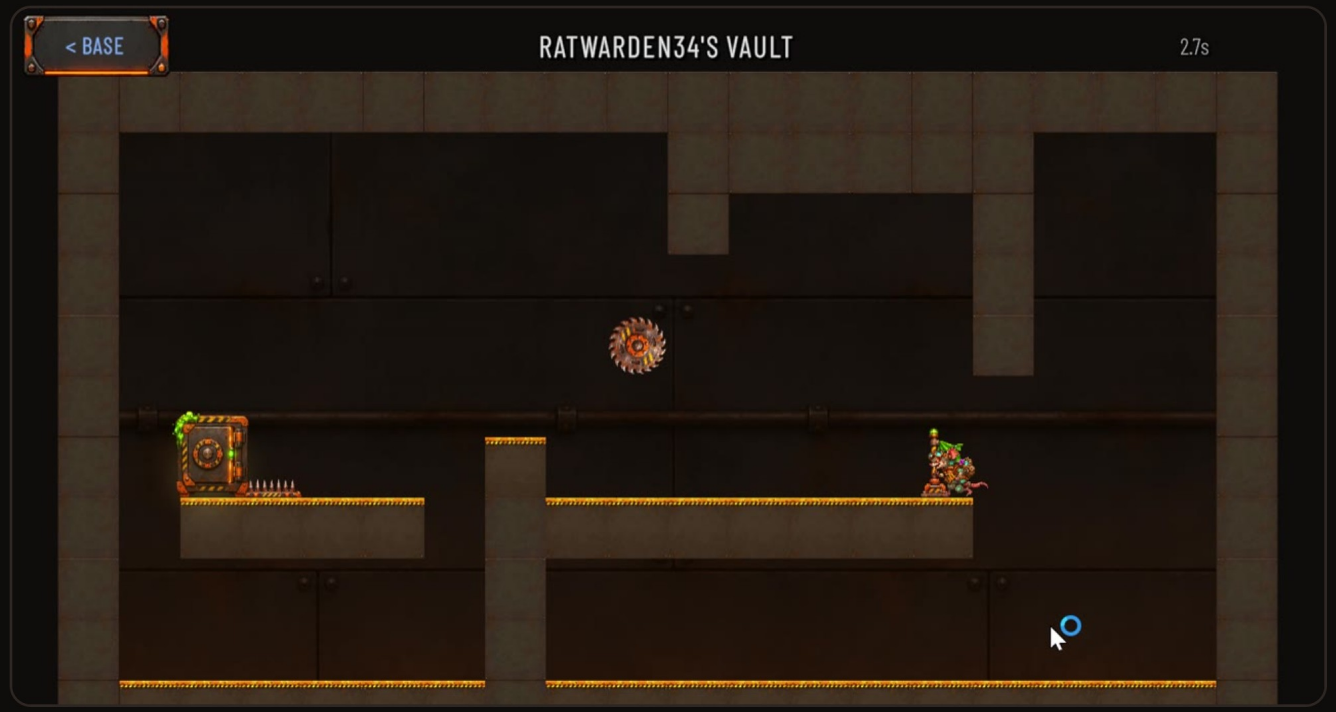


UNDERGROUND BASE

Dig floor by floor, put survivors to work, keep the power on. The slow loop that brings players back daily.

NEW: VAULT RAIDS

One tap. One rat. Someone else's vault.





100 vault levels

Place traps you earned. Beat your own room before it goes live.

Pick the lock

Up to 80% of the Scrap you see. Each miss breaks a lockpick.

In development · async PvP: raid rivals on your server, defend your own vault · traps are earned, never sold

FIRST 30 SECONDS

Every player starts as Rex, with a story



Crossing the wasteland



A hatch in the sand



An empty base below



Something wakes in the depths

Rex is the guide

After the intro, Rex walks the player through the base step by step, then into a first tutorial duel. The interface opens up in stages.

CORE DUEL

Easy to read in one second, hard to master



Score a CORE STRIKE

Shots move only the Core. Most strikes in 60 s wins. Tied? LAST CHANCE: next strike wins.

Four weapons

Pistol, Shotgun, Sniper, Magnet. Each moves the Core its own way.

Safe for all ages

No one takes damage. Nothing to kill, nothing gory.

NEW: POWER-UPS

Kids asked for chaos. Now every duel has it.

FREEZE

The rival is frozen in ice for 2.5 seconds

BIG CORE

The Core grows 1.6× for 8 seconds

SHIELD

Your Reactor blocks one strike for 12 seconds

Shoot to win it Every hit fills the box's ring; the last shot takes it. Each shot is a choice: the Core, or the box?

Equal for everyone, never sold · in every match except the tutorial, online included

PLAY ONLINE

A rival in two taps, on any phone

01

Pick a fighter

Choose who you play in the FIGHT menu, from the survivors you have found.

02

Quick Match

One tap finds a real rival. Android and iPhone in the same match.

03

Play a friend

Create a room, share the code, or join theirs.

Never an empty queue A bot steps in after 50 seconds. Trophies from the same rival are capped per day.

THE UNDERGROUND BASE

A Fallout Shelter–style bunker that needs you

Drag, drop, collect

Drag survivors into rooms, tap the bubbles to collect.

Keep the lights on

Energy and Food run down while you are away; Rex says what to fix.

Newcomers at the hatch

Found survivors walk in across the desert and wait to be let in.



FIGHTERS

Start with Rex. Find 11 more.



REX



SCAR



SPARK



BOLT



NOVA



BRUTUS



DOC



DILA



BETO



SHADOW



ATLAS



PIX

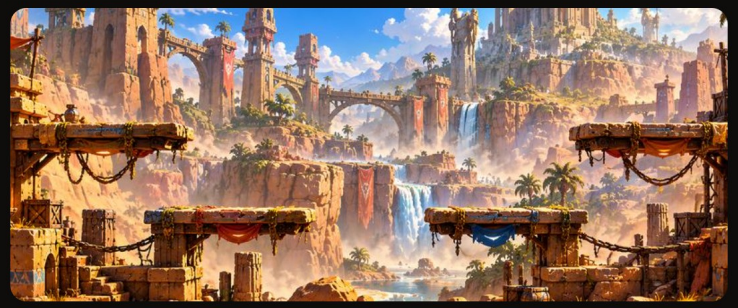
Each has a profile page, outfits and a cinematic arrival · plus 3 Guardians and The Warden as bosses

PROGRESSION

10 arenas, from industrial ruins to an infernal fortress



Industrial Ruins



Desert Ruins



Frozen Citadel



Molten Citadel



Sky Temple Ruins



Celestial Ruins

CORE LOOP

Every match feeds the base; the base feeds the next match

DUEL
Win trophies, Scrap, season points, weapon mastery

→

BUILD
Spend Scrap on rooms, dig deeper, power the bunker

→

EXPLORE
Expeditions bring Blueprints, Rares and new survivors

→

UNLOCK
New mods and fighters change the next duel

Two ways up, neither mandatory: climb arenas in PvP, or grow the base in PvE. Base progress never adds duel stats; it adds **options**.

SHOP AND DAILY RETURN

Looks, never power.

Featured, daily

6 picks from the player's own characters, 20% off, new at midnight

Outfits per fighter

Each fighter has a page with outfits; online rivals see them

Core trails

Ember, Frost, Toxic, Rainbow, Gold Star

Try before you buy

Watch one ad, wear the item for the next duel

7-day calendar

Opens on the first visit each day; double it with an ad

Clear rarity ladder

Common to Legendary: 120 to 1,200 Cores

BUSINESS MODEL

Free to play. Money buys time and looks, never victory.

Cosmetics
Outfits, Core trails, emotes, avatars

Season Pass
8 weeks, 30 tiers, free and premium tracks

New gear
New weapons and fighters: earn in play or unlock now

Time skips
Finish base timers now, capped per day

Rewarded ads
Opt-in: try an outfit, double the daily gift

1 premium currency Cores. New weapons are sidegrades, never stronger. Scrap, Rares and Blueprints are earned only.

BUILT AND RUNNING

A working game, not a concept

Android + iPhone
Steady 60 FPS on a budget Android phone

Cross-platform PvP
Photon Fusion 2: quick match and room codes

Power-ups, online
Freeze, Big Core, Shield, synced across phones

Accounts + cloud save
Guest login, Google / Apple linking

Live-ops ready
Shop, outfits, calendar, Season Pass, leaderboard

Onboarding
Rex story intro, guided base, tutorial duel

12 fighters + 4 bosses
All playable, with cinematic reveals

Music and sound
Soundtrack and effects for base and arena

Store-ready basics
Play Console, privacy page, account deletion

WHAT THE BETA WILL PROVE

Closed beta Nov–Dec 2026, measured from day one

Metric	Minimum	Target	Beta result
D1 retention	30%	40%+	[__]
D7 retention	10%	15%+	[__]
Tutorial completion	70%	85%+	[__]
Rematch rate	30%	50%+	[__]
Daily play time	10 min	20 min+	[__]

Thresholds are common midcore benchmarks, not fixed rules. D30 and CPI come from soft launch.

ROADMAP

Soft launch in early 2027, global by mid-year

NOV–DEC 2026

Closed beta

Google Play testing with real players, Vault Raids included, weekly KPI review

FEB 2027

Soft launch

Android + iOS in test markets: CPI, D30, monetization

Q2 2027

Global launch

Worldwide release, Season 1, Guardians and The Warden

2028+

Franchise

Ranked and tournaments, dungeon mode, second game

LOOTAVA GAMES

The first title of a studio, built to be a franchise

Made for short video

60-second duels with shareable CORE STRIKE moments

Fair PvP

Skill decides every match, which builds trust

Cross-platform day one

Android and iPhone players in the same matches

Characters as IP

A roster with lore and cinematics, ready for animation

Long retention

A base players invest in for months, not days

One mechanic, many modes

PvP, bosses, ranked, events share one engine

FOUNDER

A builder who also sells

BERTAN ERGUC

Founder · Full-stack developer · Data & ML

MBA in Accounting & Finance. Built Lootava's game, online PvP and economy solo, with an AI-assisted pipeline.

LOOTAVA Cross-platform multiplayer game, built solo to beta

ECUNOVAX Founded SaaS with paying customers and ML file matching

$947K B2B sales personally generated in one year

WHAT WE ARE LOOKING FOR

A partner to scale Lootava worldwide

User acquisition

Creative testing and UA to turn strong beta metrics into growth

Live-ops expertise

Seasons, events and economy tuning at scale

Resources to go fast

A full-time team so soft launch lands in early 2027

Lootava stays an independent IP owned by BDATLAS LLC, built to grow into a multi-game studio.



Thank you.

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