

T2M

Console quality game play from your mobile phone
用手机玩游戏主机内容的最佳体验

The Problem

Picture a huge arena, filled with thousands of fans cheering as teams battle it out for the championship title — no, we’ re not talking about the Superbowl. We’ re talking about the fastest growing spectator sport in the world: esports.

想象一下一个巨大的竞技场，当成千上万的粉丝一起为争夺冠军而欢呼雀跃——不，我们不是在谈论超级盃。我们正在谈论世界上发展最快的群众运动：电子竞技。

Last year, the League of Legends World Championship finals had a record-breaking 100+ million views, according to Business Insider. Now, the industry is growing more mainstream with esports broadcast on live TV.

据（Business Insider）称，去年，《英雄联盟》世界冠军赛总决赛的观看次数突破了一亿人。现在，通过直播电视播出的电子竞技正变得越来越主流。

But there’ s a glaring gap in the world of esports: there are no esports tournaments for mobile games, even though mobile gaming is 48% of the global games market (Newzoo).

但是，电竞世界里存在着巨大的缺口：就是即使手机游戏已占全球游戏市场的 48%，也没有针对手机游戏举办的竞技比赛。（根据 Newzoo 全球电竞市场报告）

The problem is **latency**, or how quickly a game responds to the gamer’ s commands.

问题是在延迟性，或是在游戏中对玩家命令的反应速度有多快。

Phones are less reliable than other gaming devices, and with all the gameplay happening via touchscreen, any lagging or accidental mis-tap could cost a player a championship game. Although there are bluetooth game controllers for phones, they’ re plagued by latency and connectivity issues that make them unusable for esports.

手机不如其他游戏设备容易操作，并且所有游戏过程都是通过触摸屏进行的，因此任何迟滞或意外的失误操作都可能使玩家丧失冠军的机会。尽管有用于手机的蓝牙游戏控制器，但它们受到延迟和连接问题的困扰，这使它们无法用于电子竞技。

For mobile gaming to go pro, what's needed is a wired controller that provides console-quality gameplay.

为了使手游更为专业，就需要有线游戏手把，该手把可提供如游戏机品质一般的游戏玩法。

“Finally, iPhone gaming can feel like playing on a PS4 or Xbox One” - Macworld, Rotor Riot Game Controller for iOS review

引语：“终于，iPhone 游戏感觉就像在 PS4 或 Xbox One 上玩游戏” - Macworld 报告，iOS 版 Rotor Riot 游戏控制器

The Solution

We have created the go-to accessory for a superior mobile gaming experience for all gamers, whether they're playing for fun or training for the first-ever mobile gaming tournament!

我们创建了 go-to 配件，为所有游戏玩家提供卓越的手游体验，无论他们只是娱乐还是为了在有史以来的首次手游竞赛而培训！

T2M's Rotor Riot controller is a mass-market mobile gaming accessory designed to let gamers play without worrying about lagging or latency. There's no required software, downloads, Bluetooth pairing, batteries, or even charging. Our controller is plug and play: gamers can plug the controller into their devices and immediately start playing.

T2M 的 Rotor Riot 手把是一款为大众市场设计的游戏配件，旨在让游戏玩家不必担心误触或延迟。不需要任何软件下载，没有蓝牙配对的问题，电池甚至充电的问题。我们的游戏手柄即插即用：游戏玩家只要将游戏手柄插入其设备立即可以开始玩。

Because our controller connects to devices via a lightning cable, gamers get more seamless and reliable gameplay, just like what you'd see in PC or console gaming. With our controller, mobile gameplay has the control and precision needed for esports gaming tournaments and events.

由于我们的控制器通过 Lightning 线连接到设备* iPhone，因此游戏玩家可以获得更流畅，更可靠的游戏体验，就像您在 PC 或控制台游戏中看到的一样。使用我们的控制器，手机游戏具有电竞比赛和赛事所需的控制力和精准度。

Review:



Christopher k.

★★★★★ **100% recommend. COD mobile with zero lag on iPhone 11 Pro Max.**

Reviewed in the United States on April 1, 2020

Verified Purchase

I love this controller. I have an iPhone 11 Pro Max and there is zero delay while playing COD Mobile. I connected my Xbox one controller via Bluetooth and there was a good amount of lag. This controller has zero lag. I love it. I'm crushing COD mobile. They definitely think I'm cheating and it hilarious.

The Controller

The Rotor Riot controller is available both for iOS and Android devices. Both versions of the controller have the same benefits and features which include:

Rotor Riot 控制器适用于 iOS 和 Android 设备。两种版本的手柄皆具有相同的优点和功能，其中包括：

- Plug and play: lightning/USB wired for guaranteed connectivity and latency free gaming

即插即用：Lightning / USB 线，可确保连接性和无延迟玩游戏

- ZeroG device holder for balanced, light-weight gameplay that helps prevent hand cramping while gaming (patent pending)

ZeroG 手机支架，可实现轻巧的平衡游戏，有助于防止游戏过程中手部抽筋（专利申请中）

- Full-size console buttons, joysticks, and triggers including L3/R3

全尺寸游戏机按钮，操纵杆和触发器，包括 L3 / R3

- Improved 8 way D-pad for greater control

进阶的 8 向 D-pad 可提供更好的控制性

- Power pass through charging for unlimited game play —no need to break for charging **(currently iOS version)!**

电源直通充电可无限畅玩游戏-游戏无需中断即可充电（当前为 iOS 版本）！

- Companion app Ludu Mapp directs users to:

- 1,000 compatible games in the iOS app store
- 500 compatible games in the Google Play Store

应用 APP Ludu Mapp 将用户引导至：
iOS APP 应用商店中有 1,000 款兼容游戏
Google Play 商店中的 500 种兼容游戏

Review:



Dennis Braxton

★★★★★ **My hands are no longer in the way.**

Reviewed in the United States on January 12, 2020

Verified Purchase

I use this controller to play call of duty mobile on my iPhone 6. I really love it. I can really tell that Apple and the manufacturers of this controller worked jointly on this, because it's very sturdy and functions flawlessly.

Business Model

Controller Sales: We generate revenue from both sales in brick and mortar stores and Amazon, where T2M retains 30% of the sale. Across all channels, the Rotor Riot controller is affordable and competitively priced at \$50.

Currently, the majority of T2M's controller sales are in North America. We plan to expand globally, with the goal of having half our sales in the United States, 30% in Europe and 20% in Asia.

Ludu Mapp Companion App: Ludu Mapp makes it easy for gamers to know which games are compatible with our Rotor Riot controller. It provides a community for mobile gamers, including esports players. T2M generates affiliate revenue from special offers displayed in the Ludu Mapp.

Esports: We're uniquely positioned to take advantage of the growing esports market through our ownership of T2M Sports. T2M Sports is working with one of the largest esports promoters to create the first ever mobile gaming tournament. The company also anticipates collaborations with ESL, Epic and Apple.

T2M owns 80% of T2M Sports and will benefit from future T2M Sports mobile esports tournaments, which could also drive T2M's Rotor Riot console sales. There is also the potential to develop more mobile esports accessories.

游戏手柄销售：我们从实体店和亚马逊的销售中获得收入，而 T2M 保留了其中 30% 的销售额。在所有渠道中，Rotor Riot 游戏手柄售价适中，价格 50 美元极具竞争力。

目前，T2M 的大部分控制器销售都在北美。我们计划将业务扩展到全球，目标是在美国的销售额占一半，在欧洲的销售额占 30%，在亚洲的销售额占 20%。

Ludu Mapp 配套应用 APP：Ludu Mapp 使游戏玩家可以轻松地知道哪些游戏与我们的 Rotor Riot 控制器兼容。它为包括电子竞技玩家在内的手机游戏玩家提供了一个平台。T2M 通过 Ludu Mapp 中显示的特殊优惠来提供会员的优惠和增加平台的收入。

电子竞技：我们所拥有 T2M Sports，可以利用不断发展的电子竞技市场。T2M Sports 与最大的电子竞技推广商之一合作，创建了有史以来首个手机游戏锦标赛。该公司还期望与 ESL，Epic 和 Apple 合作。

T2M 拥有 T2M Sports 的 80% 的股份，并将从未来的 T2M Sports 电子竞技竞赛中受益，这也可能会推动 T2M 的 Rotor Riot 游戏手柄销售。也有更大商机开发更多的移动电子竞技配件。

Review:



C-Alvarado

★★★★★ **Awesome product**

Reviewed in the United States on January 22, 2020

Verified Purchase

I love this controller for so many reasons. It's ergonomically comfortable and easy to use. Supported games response time is top notch.

Market Opportunity

One of the largest sectors of the entertainment industry is in your pocket. The gaming market this year is projected to be larger than both the film and music markets combined, at \$160 billion. Of that, 48% or \$77 billion will come from mobile gaming, per Newzoo.

The mobile gaming market is projected to surpass \$200 billion by 2023, according to TechCrunch. Newzoo reports that there are currently 2.6 billion mobile gamers, and forecasts that this number will reach 3 billion in 2023. This year, mobile is expected to have a 2.8x lead over PC gaming as the biggest gaming platform, according to The Verge.

Meanwhile, esports tournaments and events let skilled, professional gamers compete live for audiences across the globe. In 2019, the esports global audience topped over 440 million spectators, according to Newzoo. And the sector is projected to grow to over \$1 billion in 2020 (World Economic Forum). Increased interest in esports has also created a higher demand for gaming accessories, and the market is expected to continue to grow between now and 2025, according to Mordor Intelligence.

娱乐行业最大的行业之一就在您的口袋里。今年的游戏市场预计将超过电影和音乐市场的总和，达到 1600 亿美元。根据 Newzoo 的说法，其中 48%，即 770 亿美元将来自手机游戏。

根据 TechCrunch 的数据，到 2023 年，移动游戏市场预计将超过 2000 亿美元。Newzoo 报道说，目前有 26 亿手机游戏玩家，并预测到 2023 年这一数字将达到 30 亿。根据 The Verge 的数据，今年，手机将是最大的游戏平台，是 PC 游戏 2.8 倍。

同时，电子竞技竞赛和展会活动让熟练和专业的游戏玩家为全球观众现场竞争。Newzoo 表示，2019 年，全球电竞观众超过 4.4 亿。到 2020 年，该行业预计将增长到 10 亿美元以上的产值（世界经济论坛）。根据 Mordor Intelligence 的报道，对电子竞技的兴趣增加也对游戏配件产生了更高的需求，并且从现在到 2025 年，市场预计将继续增长

“Increasing adoption of smartphones, rapidly evolving technologies such as virtual reality (VR) and artificial intelligence (AI) are fueling the growth of the [games] market across the globe.” -
Researchandmarkets.com

“越来越多的智能手机采用，诸如虚拟现实（VR）和人工智能（AI）之类的迅速发展的技术正在推动全球[游戏]市场的增长。” -Researchandmarkets.com

Competitive Landscape

Our products are mass market, non-platform specific, and are of better value compared to competitors such as Razer, Steel Series, and Xbox. Our controller also provides latency-free gameplay, while competing wireless mobile gaming controllers have latency and connectivity issues.

Because the mobile gaming market is evolving quickly, there is a competitive advantage for companies that bring their innovations to market swiftly. We compete on quality, innovation and price, and are aiming to compete on ubiquity. We are also the only product on the market that can satisfy the demand of the esports gamer.

我们的产品面向大众市场，不针对特定平台，与 Razer，Steel Series 和 Xbox 等竞争对手相比，具有更高的价值。我们的控制器还提供无延迟的游戏玩法，而竞争对手的无线移动游戏控制器则存在延迟和连接性问题。

由于移动游戏市场发展迅速，因此，将创新迅速推向市场的公司具有竞争优势。我们在质量，创新和价格上竞争，在无处不在的竞争裡。我们也是市场上唯一可以满足电子竞技游戏玩家需求的产品。

See slide 8 of T2M pitch deck for more information

Review



Belinda Y.

★★★★★ **Good gaming experience!!!** 🍷

Reviewed in the United States on June 19, 2020

Verified Purchase

This was a very good product and I would recommend this to anyone who is interested in mobile gaming. It was an easy plug and play, and the feel for it is like any other Xbox controller. It's compatible with tons of games and it supports other platforms as well, I would definitely recommend.

Competitive Advantages

- The Rotor Riot controller provides a latency-free gaming experience, and is recognized as the only controller suitable for esports mobile gaming tournaments,
- Certified MFi (Made for iPhone) iOS Rotor Riot controller is compatible with iPods, iPads, and iPhones.
- The only MFi (Apple) certified wired gaming controller with L3/R3
- Relationship with ESL, the world's largest esports promoter
- Majority stake in T2M Sports, T2M's emerging esports events company with collaborations with ESL, Epic and Apple
- Integrated app Ludu Mapp shows users which mobile games are controller compatible

竞争力优势

- Rotor Riot 控制器可提供无延迟的游戏体验，并且是公认的唯一适用于电子竞技移动游戏竞赛的手柄，
- 认证的 MFi (iPhone 专用) iOS Rotor Riot 手柄与 iPod，iPad 和 iPhone 兼容。
- 唯一具有 L3 / R3 的 MFi (Apple) 认证的有线游戏控制器
- 与全球最大的电子竞技推动者 ESL 的合作伙伴关系
- T2M 拥有多数 T2M Sports 的股权, 通过该公司与 ESL，Epic 和 Apple 合作
- 集成 Ludu Mapp APP 向用户显示哪些手机游戏与手柄兼容

Review



Tiera Gamble

★★★★★ **Love love love**

Reviewed in the United States on June 12, 2020

Verified Purchase

I love love love this controller! So when you get it you have to download an app on your phone and on that app it's shows all the games it's compatible with. I highly suggest downloading the app first it's called LUDU MAPP so you can see what games you can play. Lucky for me the games I was interested in playing were all on there. Really easy to use and setup

Success To Date

- Amazon: #1 selling standard controller
- Rotor Riot controllers available in all Apple stores worldwide (500+), as well as online
- Available in the top 800 Best Buy stores in the United States, will be launching in an additional 250 specialty gaming stores
- Soon to be available in the top 900 Target stores in the United States, in time for holiday shopping
- Limited edition Rotor Riot controller created in partnership with the Renault Formula 1 team

迄今成功实绩

- 亚马逊：销售标准手柄控制器的第一名
- 全球所有 Apple 商店（超过 500 家）以及在线商店都可以购买 Rotor Riot 手柄
- 可以在美国前 800 家百思买商店中购买，并将在另外 250 家专业游戏商店中推出
- 即将在美国的前 900 家 Target 商店中提供，即时在旺季前开始销售
- 与雷诺一级方程式车队合作开发的 F1 限量版手柄

“In 2020, virtual racing and gaming has been one of the principal ways teams have remained connected to each other and their fans. A deeper dive into the virtual world has led us reaching out to audiences in new ways. The Rotor Riot controller is the best way to play the F1 racing game on your iPhone, giving you the ability to race anytime, anyplace” — Antoine Magnan, Commercial Director, Renault Sport Racing.

雷诺运动赛车业务总监 Antoine Magnan 说 —

“在 2020 年，虚拟赛车和游戏一直是团队保持彼此之间以及与粉丝之间联系的主要方式之一。对虚拟世界的更深入了解使我们以新的方式吸引了观众。Rotor Riot 手柄是在 iPhone 上玩 F1 赛车游戏的最佳方式，使您能够随时随地进行比赛。”

Team



Fraser Townley

President & CEO and Member of the Board of Managers

Fraser Townley is an expert in consumer electronics retail and global procurement, with an exemplary record in brand building and margin delivery. Fraser previously served as President of Gamevice, a gaming product and brand he created in 2013. Prior to Gamevice, Fraser worked at Green Button Media (“GBM”). At GBM, Fraser focused on platform design, license contract negotiations with television networks, chipset manufacturers, App providers, middleware and browser providers, branded TV manufacturers, and OEM/ODM factories in China and Europe. Fraser has also worked for UK tech retailers, Dixons and Comet, and served as Global Sourcing Director for Kingfisher Electrical, where he supervised electrical consumer products sourcing for the Kingfisher group, managing offices in Hong Kong, Shanghai and Paris.

总裁兼首席执行官兼董事会成员

Fraser Townley 是消费性电子产品零售和全球采购方面的专家，且在品牌建立和公司获利方面拥有非常出色的记录。Fraser 之前曾担任 Gamevice 总裁，该公司是他于 2013 年创立的游戏产品和品牌。在 Gamevice 之前，Fraser 曾在 Green Button Media (“GBM”) 工作。在 GBM，Fraser 专注于方案设计，与电视通路，芯片制造商，应用程序供应商，中间媒体和浏览器服务提供商，品牌电视制造商以及在中国和欧洲的 OEM / ODM 工厂的授权许可合同的合作谈判。Fraser 还曾服务于英国科技零售商 Dixons 和 Comet，并曾担任翠丰电气 (Kingfisher Electrical) 全球采购总监，在此期间，他主导了翠丰集团的消费电子产品采购，并在香港，上海和巴黎的办事处负责营运管理。



Vic Lee

Vice President of Engineering

Vic Lee is an expert engineer with global experience in consumer electronics, mechanical engineering, design engineering, and manufacturing. He is also a great commercial talent, making his engineering decisions laser focused on target markets. Previously, Vic served as Director of Engineering at Gamevice where he helped create the Gamevice product, sharing a utility patent with Fraser Townley. Prior to Gamevice, Vic worked with various importer agents engineering and sourcing consumer electronic items for Target, Best Buy, Walmart, and Sam' s club.

工程副总裁

Vic Lee 是一位资深的工程师，在消费电子，机械工程，设计工程和制造领域具有与全球伙伴合作的经验。他也同时拥有丰富的商业经验，使他在工程决策上可以着眼于目标的市场。此前，Vic 曾担任 Gamevice 的工程总监，其中主导研发 Gamevice 的产品，并与 Fraser Townley 共同拥有一项新型发明专利。在加入 Gamevice 之前，Vic 与许多进口商代理商合作，为 Target，Best Buy，Walmart 和 Sam's club 设计和采购消费性电子产品多年。



Jim Anderson (MBA, Financial)

CFO

Jim Anderson is an accomplished Finance and Operations executive with a broad range of leadership experience in corporate finance and field operations roles for Control Data, Seagate Technology and Cisco Systems. He has an MBA from the University of Minnesota and a degree in Accounting from Concordia College. While at Seagate, Jim served as Senior Director of Corporate Financial Planning and as Vice President of Finance for Asia. During his time at Cisco, he served as: Senior Director of Corporate Financial Planning, Sales Controller for the US Sales Organization and as the Global Operations Executive for the Worldwide Partner Sales Organization.

首席财务官

Jim Anderson 是一位资深经验丰富的财务和运营主管，在 Control Data 控制资料公司，Seagate Technology 希捷科技和 Cisco System 思科系统的公司财务和区域运营方面具有广泛的领导经验。他拥有明尼苏达大学的 MBA 学位和康考迪亚学院（Concordia College）的会计学学位。在希捷任职期间，Jim 曾担任公司财务规划高级总监和亚洲区财务副总裁。在思科任职期间，他曾担任：公司财务规划高级总监，美国销售部门的销售总监以及全球合作伙伴销售部门的全球运营主管。



Dan Dooley

(BME, BEE, MBA, JD, LLM)

Corporate Counsel & Member of the Board of Managers

Dan Dooley is a registered patent attorney with a wealth of experience practicing in intellectual property law prosecution, litigation, and counseling. Dan's primary focus is in electronic communication systems and methods, including electronic technology, and medical devices. Dan began his career journey in engineering before receiving his MBA from the University of St. Thomas Graduate School of Business and serving in multiple engineering and business roles at Control Data Corporation/ Seagate Technology. He has also served as a consultant to companies including General Electric, Apple, and Texas Instruments. He received his JD from the Oklahoma City University of Law and is an experienced patent attorney, prosecuting well over 2,500 patents.

BME 生物醫學，BEE 環境工程，MBA 工商管理，JD 法學博士，法學碩士)
公司法律顧問兼董事會成員

Dan Dooley 是一位註冊專利律師，在知識產權法律的起訴，訴訟和諮詢方面擁有豐富的經驗。Dan 主要專注於電子通信系統和方法，包括電子技術和醫療設備。Dan 在聖托馬斯大學商學院 St. Thomas Graduate School 獲得 MBA 學位之前，即開始了他的工程職業生涯，並在 Control Data Corporation / Seagate Technology 擔任過多個工程和商務方面的職務。還曾擔任通用電氣，蘋果和德州儀器等公司的顧問。他在俄克拉荷馬城法大學獲得了法學博士的學位，是一位經驗豐富的專利律師，起訴了超過 2,500 多項專利訴訟。